

# Border Patrol

## Annex V-G: Star System Fortifications

### Standard Defensive Packages

<b>Package #1:</b>			Cost to	
Unit	Rule Ref.	Quantity	Team	Description/Notes
GDBP	R1.14	1	1	Ground Defense Base Phaser (Ph-2)
DefSat	R1.15	3	<u>12</u>	Defense Satellites (Low Orbit)
			13 Total	
<b>Package #2:</b>			Cost to	
Unit	Rule Ref.	Quantity	Team	Description/Notes
GDBP	R1.14	1	-	Upgrade GDBP Ph-2 to Ph-1
GDBP	R1.14	2	3	Ground Defense Base Phaser (Ph-2)
DefSat	R1.15	2	8	Defense Satellites (High Orbit)
GWS	R1.28H	1	<u>5</u>	Ground Warning Station
			16 Total	
<b>Package #3:</b>			Cost to	
Unit	Rule Ref.	Quantity	Team	Description/Notes
GDBP	R1.14	2	-	Upgrade GDBP Ph-2 to Ph-1
GDBP	R1.14	1	1	Upgrade GDBP Ph-1 to Ph-4
GMG	R1.28G	1	4	Ground Base - Power
GWS	R1.28H	1	5	Ground Warning Station
FGB-S	R1.28A	1	2	Fighter Ground Base – Small
Fighters	-	6	<u>6</u>	25 Economic BPV [J1.58] of Fighters and associated equipment (e.g. drones, pods)
			18 Total	
<b>Package #4:</b>			Cost to	
Unit	Rule Ref.	Quantity	Team	Description/Notes
GDBP	R1.14	2	2	Upgrade GDBP Ph-1 to Ph-4
GPS	R1.28L	1	5	Ground Base - Power
Minefield	M6.32-.33	1	<u>10</u>	Does <b>not</b> include an MLS; paid even if deployed by a Mine-Laying Auxiliary Unit
			17 Total	
<b>Package #5:</b>			Cost to	
Unit	Rule Ref.	Quantity	Team	Description/Notes
GPS	R1.28L	2	<u>10</u>	Ground Base - Power
			10 Total	

**Summary of Development Levels and Standard Star System Units**

This table shows what military and civilian units are present at each Development Level.  
(Changes from the previous Level are in **bold** text)

Development Level	Bases		Other Military Units
	Civilian	Military	
0	N/A	N/A	N/A
1	<b>1x GSO [R1.28D]</b>	N/A	N/A
2	1x GSO [R1.28D]	<b>1x GBDP [R1.14] (Ph-2)</b>	<b>3x DefSat [R1.15] (Low Orbit)</b>
3	1x GSO [R1.28D] <b>1x GSA [R1.28F] 1x GMS [R1.28E]</b>	<b>2x GBDP [R1.14] (Ph-2)</b> <b>1x GBDP [R1.14] (Ph-1)</b> <b>1x GWS [R1.28H]</b>	3x DefSat [R1.15] (Low Orbit) <b>2x DefSat [R1.15] (High Orbit)</b>
4	1x GSO [R1.28D] 1x GSA [R1.28F] 1x GMS [R1.28E] <b>1x ComPlat [R1.29]</b>	<b>1x GBDP [R1.14] (Ph-4)</b> <b>2x GBDP [R1.14] (Ph-1)</b> <b>1x FGB-S [R1.28A]</b> <b>2x GWS [R1.28H]</b> <b>1x GMG [R1.28G]</b>	3x DefSat [R1.15] (Low Orbit) 2x DefSat [R1.15] (High Orbit) <b>6x Fighters</b>
5	1x GSO [R1.28D] 1x GSA [R1.28F] 1x GMS [R1.28E] 1x ComPlat [R1.29]	<b>3x GBDP [R1.14] (Ph-4)</b> <b>1x GPS [R1.28L]</b> 2x GWS [R1.28H] 1x FGB-S [R1.28A] 1x GMG [R1.28G]	3x DefSat [R1.15] (Low Orbit) 2x DefSat [R1.15] (High Orbit) 6x Fighters
6	<b>2x GSO [R1.28D] 2x GSA [R1.28F] 2x GMS [R1.28E] 2x ComPlat [R1.29]</b>	3x GBDP [R1.14] (Ph-4) 1x GMG [R1.28G] 2x GWS [R1.28H] 1x FGB-S [R1.28A] <b>2x GPS [R1.28L] 1x SAM [R1.30]</b>	3x DefSat [R1.15] (Low Orbit) 2x DefSat [R1.15] (High Orbit) 6x Fighters

**Additional Star System Fortifications**

These units may be purchased in order to develop a Star System beyond Development Level 6 [V5.26], in addition to those that were purchased to increase the Development Level from 3 to 6.

A Star System must already be at Development Level 6 before these additional units may be purchased. All purchases from this listing are at full cost.

<u>Purchase</u>	<u>Cost</u>	<u>Notes</u>
Upgrade Fighter Ground Base-Small (FGB-S) [R1.28A] to -Medium [R1.28B]	6	Must also purchase 6 Fighters, with a maximum cost of 25 Economic BPV, including all equipment (e.g. drones, chaff).
Y185 Fighter Upgrade	Varies	In Y185, the Fighter allowance is increased by 50% (but the number of fighters assigned to a Fighter Ground Base does not change).
Additional Ground Defense Base Phaser (Phaser-4) [R1.14]	14	Maximum of 6 total per Star System
Additional Ground Missile Base [R1.28C]	36	Cost includes Base, drones (not Type-H) and all drone upgrades
Additional Ground Military Garrison [R1.28G]	20	Maximum of 3 total per Star System
Additional Ground Warning Station [R1.28H]	22	Maximum of 3 total per Star System
Additional Ground Power Stations [R1.28L]	15	Maximum of 6 total per Star System
Additional System Activity Maintenance station (SAM) [R1.30]	40	BPV includes any equipment upgrades
Deploy a Ground Bomber Base-Medium (BGB-M) [R1.46A]	20	Must also purchase 6 Bombers, with a maximum cost of 240 Economic BPV, including all equipment (e.g. drones, chaff).
Upgrade a Ground Bomber Base-Medium (BGB-M) [R1.46A] to -Heavy [R1.46B]	10	Must also purchase 6 Bombers, with a maximum cost of 240 Economic BPV, including all equipment (e.g. drones, chaff).

Deploy a Ground Missile Base-Heavy [R1.46C]	20	Cost includes Base, Type-H Drones and all drone upgrades; maximum of 2 total per Star System
Deploy a Heavy Fighter Ground Base-Small (HFGB-S) [R1.48A]	12	Must also purchase 6 Heavy Fighters with a maximum cost of 120 Economic BPV, including all equipment ( <i>e.g.</i> drones, chaff). Also requires connection to at least one (1) Ground Power Station [R1.28L].
Upgrade a Heavy Fighter Ground Base-Small (HFGB-S) [R1.48A] to -Large [R1.48B]	7	Must also purchase 6 Heavy Fighters with a maximum cost of 120 Economic BPV, including all equipment ( <i>e.g.</i> drones, chaff). Also requires connection to at least one (1) Ground Power Station [R1.28L].
Upgrade a Heavy Fighter Ground Base-Large (HFGB-L) [R1.48B] to a Heavy Fighter Planetary Control Base (HFPLC) [R1.48C]	15	Must also purchase 6 Heavy Fighters with a maximum cost of 120 Economic BPV, including all equipment ( <i>e.g.</i> drones, chaff). Also requires connection to at least one (1) Ground Power Station [R1.28L].

**Star System Fighters and Bombers**

The following table lists Fighters (including Heavy Fighters) and Bombers that are available for Star System defense, by race. Note that Fighters, Heavy Fighters and Bombers each require a different Ground Base type, purchased separately, and only a Fighter Base is part of the standard Star System Defensive Package defined in this Annex.

**Federation**

<u>Fighter</u>	<u>Rule</u>	<u>Notes</u>
A6-A	R2.F12	No other refits may be used in this role
<b>F-4</b>	<b>R2.F6</b>	<b>These are deployed to the original Star Systems held by the Alliance</b>
F-7	R2.F13	Does not include stores (see rule)
F-15	R2.F10	Only available to Star Systems at Development Level 5 or higher, and only after Y172; no refits
F-16	R2.F4	Only available to Star Systems at Development Level 5 or higher, and only after Y173; no refits
F-18	R2.F5	Does not include B, B+ or C; only available to Star Systems at Development Level 5 or higher, and only after Y173
F-20	R2.F8	Only available to Star Systems at Development Level 5 or higher, and only after Y174
<u>Bomber</u>	<u>Rule</u>	<u>Notes</u>
B-1	R2.F17	Only available to Star Systems at Development Level 5 or higher, and only after Y182
B-2	R2.F18	Only available to Star Systems at Development Level 6, and only after Y184

**Klingon**

<u>Fighter</u>	<u>Rule</u>	<u>Notes</u>
<b>Z-1</b>	<b>R3.F12</b>	<b>These are deployed to the original Star Systems held by the Coalition;</b> they are only available for Star Systems in the Neutral Zone after Y171
Z-H	R3.F7	Not available until after Y177

**Klingon**

Bomber	Rule	Notes
ZB-1	R3.F9	
ZB-2	R2.F10	For Star Systems in the Coalition's original sphere of influence, these are available after Y172; for claimed Star Systems in the Neutral Zone, these are available after Y173
ZB-3	R3.F11	Only available to Star Systems at Development Level 5 or higher, and only after Y177
ZB-4	R3.F12	Only available to Star Systems at Development Level 5 or higher, and only after Y178

**Romulan**

Fighter	Rule	Notes
CH-1	R4.F11	
CH-2	R4.F12	
CH-3	R4.F13	Not available until after Y181
CH-4	R4.F14	Not available until after Y184
G-F	R4.F4	

**Kzinti**

Fighter	Rule	Notes
AS	R5.F1	
AAS	R5.F2	
DAS	R5.F7	Not available until after Y173
Bomber	Rule	Notes
BMR	R5.F10	
ABMR	R5.F11	Not available until after Y172
VBMR	R5.F12	Not available until after Y180

**Gorn** (only if the Gorns have been retained as an Alliance race)

Fighter	Rule	Notes
G-7	R6.F11	Does not include stores (see rule)
G-8	R6.F5	These are available for purchase <u>until</u> Y176
G-18	R6.F1	Not available until after Y173

**Gorn** (only if the Gorns have been retained as an Alliance race)

<u>Bomber</u>	<u>Rule</u>	<u>Notes</u>
G-1	R6.F01	Only available to Star Systems at Development Level 5 or higher, and only after Y184
G-2	R6.F01	Only available to Star Systems at Development Level 6, and only after Y186
BMR	R6.F9	B-refit is not available until after Y177; C-refit is not available until after Y181
HBM	R6.F10	Only available to Star Systems at Development Level 5 or higher, and only after Y181

**Orion**

The Orions do not have Star Systems to defend, and so do not purchase Fighters under these rules.

**Hydran** (only if the Hydrans have been retained as an Alliance race)

<u>Fighter</u>	<u>Rule</u>	<u>Notes</u>
St-1	R9.F1	Only available to Star Systems at Development Level 5 or higher

  

<u>Bomber</u>	<u>Rule</u>	<u>Notes</u>
SK-1	R9.F8	Only available to Star Systems at Development Level 6 or higher, and only after Y172
SK-H	R9.F11	Only available to Star Systems at Development Level 6 or higher, and only after Y179

**Lyrans**

The Lyrans purchased and used Klingon Fighters and Bombers, and so do not have separate Fighters or Bombers to deploy for Star System defense.

**End of Annex V-G: Star System Fortifications**