

Border Patrol

Annex V-H: Available Auxiliary Units

The following Auxiliary Units are available for purchase for various defensive and support roles, as described in V15.00.

Unit Summaries

Hull Type	Rule Ref.	Base Unit Max BPV	Required Additional Max BPV	Other Equipment Equipment BPV Allowance (Max)	Description/Notes	Permitted Roles
MS	R1.12 [¶]	100	192 (Mines)	8	Mine-layer	F, M
AxCVL [◇]	R1.13A	76	50 (12x Fighters) [‡]	14	Auxiliary Carrier (Small)	F, P, S
AxCVA [◇]	R1.13B	120	100 (24x Fighters) [‡]	28	Auxiliary Carrier (Large)	F, P, S
F-AS	R1.20	36	N/A	4	Freighter – Armed (Small)	F, S
F-AL	R1.21	75	N/A	5	Freighter – Armed (Large)	F, S
MON [¥]	R1.22	85	30 (Pallet) [§]	15	Monitor	P
F-RS	R1.25A	90	N/A	10	Freighter – Repair (Small)	F
F-RL	R1.25B	180	N/A	20	Freighter – Repair (Large)	F
F-ES	R1.26A	30	N/A	N/A	Freighter – Exploration (Small)	F, P, S
F-EL	R1.26B	75	N/A	N/A	Freighter – Exploration (Large)	F, P, S

[¶] Per V15.03, a Team may not have more than one (1) mine-laying unit at a time.

[‡] After Y185, the BPV limit is increased by 50% (but the number of Fighters does not change). Per J1.85, the Economic BPV of Fighters is one-half of the Combat BPV.

- ◇ A Team may not have more than one (1) Auxiliary Carrier (of either size) in a given role at a time. Escorts are purchased separately, and must be purchased if required by R0.7.
- ¥ Per V20.48, a Team may not have more Monitors than it owns Star Systems on the Map at the time the Monitor is purchased.
- § This BPV does not include Fighters or PFs (if, for example, a Space Control Pallet is selected). Fighters and PFs are limited by historical availability and usage.

Explanation of Permitted Roles:

F – Fleet Support

These units may accompany warships deployed outside of the Team's Supply Grid.

M – Mine-laying

The unit may be deployed to Bases, FRDs and Star Systems owned by the same Team, for the purpose of laying/maintaining minefields at those locations. It may not be used for sweep enemy minefields (a player-operated unit must be used), but may be used to deploy Blockade Mines [V5.50] (and then operates in the Fleet Support role).

P – Picket

Picket units are deployed to specific Bases, Star Systems or FRDs, and are stationed there on a more-or-less permanent basis. If re-assigned to another Base, FRD or Star System, they transit the Strategic Map normally.

S – Supply Convoy

The unit may be assigned to Supply Line protection and function as a Supply Convoy unit (not as an Incidental Unit).

End of Annex V-H: Available Auxiliary Units