

# Section 0: Introduction

## V0.00 Introduction

### V0.10 Purpose

- V0.11 In simple terms, any **STARFLEET BATTLES™** (SFB) campaign is a vehicle to starship combat – it gives reasons for your ships to be there and fighting in the first place. More prosaically, the **Border Patrol** Operational Campaign Rules are a sector-level simulation that tracks strategic maneuvers of fleets, the tactical combat that follows, and the eventual results of that combat.
- V0.12 The **Border Patrol** Operational Campaign Rules defer in all instances to the **STARFLEET BATTLES™** Captain's Edition (*aka* "Doomsday") and all applicable Modules and Errata **except where explicitly stated otherwise**. What this means is that if there is any question as to what rule applies, use the official SFB game materials unless there is a specific rule in **Border Patrol**.
- V0.13 There is a GameMaster for the Operational Campaign. This person should not participate as a player in the game. Rather, their role is impartial judge and adjudicator. Since they may be called upon to make rules interpretations, they must have detailed knowledge of the **STARFLEET BATTLES™** game system as well as the **Border Patrol** Operational Campaign Rules.
- V0.14 At present, the **Border Patrol** Operation Campaign Rules are in a state of **Playtest**. The game system has been revised and updated and is ready for evaluation.
- V0.15 The current Revision Level of Border Patrol is 4.9. This is dated October 31, 2009.

### V0.20 Game Scale and History

- V0.21 The Strategic Map represents a small section of the Klingon-Federation border, not far (relativistically speaking) from Arcturus.
- V0.22 Each Strategic Hex represents an area one (1) parsec (3.26 light-years) across.
- V0.23 Each counter represents a single ship, Base, Star System, or other object.
- V0.24 Each Strategic Turn represents a Galactic Month; there are ten (10) Galactic Months in a Galactic Year.
- V0.25 The game begins in the eighth month of the Year 171 (Y171), according to the **STARFLEET BATTLES™** Universe (SFU) timeline. This is early in

the General War between the Alliance and the Coalition.

- V0.26 Some game documents refer to StarDate, which has the format YYMM.P and is reckoned using the following process. The first two digits of the StarDate are equal to the current Galactic Year minus 100. The next two digits are equal to the current Galactic Month minus one, times 10. The final digit is equal to the current Movement Phase.

**EXAMPLE**

The 3<sup>rd</sup> Movement Phase of the 7<sup>th</sup> Month of Galactic Year 172 is StarDate 7260.3

### V0.30 Players and Races

- V0.31 Each Team has a Team-Commander, who:
- Controls the Team's Starbase(s), and any other Bases, when needed
  - Assigns ships to players
  - Issues movement and battle orders to individual ships
  - Assists in commanding ships (if needed; for example, if a specific player is absent during a particular session of play, and their ship is involved in combat)
  - Recruits new players to his/her Team
  - Is responsible to the GameMaster for proper record-keeping of his/her Team's activities
  - Represents the Team's interests whenever appropriate
- V0.32 The individual Team-Commanders are (initially, at least) the highest-ranking fleet officers for their respective sides and command all players on a given Team. As the campaign progresses, other players may attain higher military rank than the Team-Leader. This does not change the Team-Commander or affect the authority/responsibility of the position.
- V0.33 There are two Teams: the Alliance and the Coalition. The Orions technically form a separate Team, but are limited to one player, who is the Team-Commander by default.
- V0.34 A player must first choose to be a member of the Alliance, the Coalition, or the Orion Pirates (if another player has not already chosen that). This is subject to the approval of the Team's Team-Commander. The GameMaster may also reserve the right to refuse a player entry onto the Team of their choice on the grounds it might imbalance play (such as when one Team would be composed of very experienced players and the opposing Team contained mostly inexperienced players).
- V0.35 Once the player chooses a Team, they must then choose a Race. The allowable Races, by Team, are:

Table 0.35: Allowable Races

<u>Alliance</u>	<u>Coalition</u>	<u>Orion Pirates</u>
Federation	Klingon	Orion (1 player only)
Hydran	Romulan	
Kzinti	Lyran Star Empire	

Any race not listed in Table V0.35 is **specifically prohibited** as a player race.

**Exception:** At the start of play, the Alliance Team-Commander may substitute Gorn in place of Hydrans. This substitution may only occur at the start of play.

- V0.36 Players begin play at the Rank of Lieutenant. However, for the purpose of command, the Team-Commander holds the Rank of (Acting) Lieutenant Commander. See V14.00. This is for the purpose of commanding the Team **only** - the player remains a Lieutenant until they gain sufficient Rank Points to actually rise in Rank [V14.00]. SFB ranks are ignored.
- V0.37 Other than the Orion Pirates [V0.33], the Teams are not intrinsically limited in size, except by prudence, ship availability, and the dictates of the Team-Commander (or the overriding rulings of the GameMaster).

#### V0.40 Set-up

- V0.41 At the start of play, each player is allotted 77 BPV to purchase a ship of his/her race. Each player is limited to the construction of a single ship and accompanying units (such as shuttles or fighters).
- V0.42 Players may not trade or loan points to one another **under any circumstances**. All points unspent when play begins are lost.
- V0.43 The ships constructed must be available in Year 171 and must not be (according to the SFB historical timeline and data) restricted to non-border positions. The ship chosen cannot be a special-duty unit (such as carrier escort units that historically never appeared in any other role). Ships available to be chosen by players are listed in **Annex V-C: Starting Unit Availability Chart**.

#### EXAMPLE

The Klingon race has a number of ships that are designated "Internal Security" (e.g. the E4J). These were never, historically, found on the border and therefore are not suitable ships.

- V0.44 All Starting units are have an "Average" crew [G21.00] with 450 Crew Points [V18.00] and all Officers are at Skill Level 0 [V17.00].

- V0.45 All starting units appear at the beginning of Strategic Turn 1 at either the Alliance or Coalition Starbase (depending on race).  
**Exception:** The Orion Pirate, who may place his/her ship anywhere on the Map (or choose not to deploy on Turn 1). See V19.00.
- V0.46 Players who enter the game after the start of Turn 1 are assigned existing ships by the Team-Commander. They are not given a BPV allotment with which to purchase a ship.  
**Exception:** The Orion Pirates [V19.095].
- V0.47 When selecting starting ships, players must observe limits on Command Ratings [V14.80]. A player may not take a ship, regardless of BPV, that requires a higher Command Rating than the player has. For the purpose of ship command, the Team-Commander is a Lieutenant until promoted on the basis of Rank Points [V14.00].
- V0.48 Refer to **Annex V-A: Refit Availability Chart** to determine the availability of any refits or uncommon units at the start of the game. Units/refits considered “Generally” available at the start of the game are available for selection by players creating their initial units.  
**Exception:** The Coalition may have no more than one (1) Klingon Penal Refit [R3.R5] unit at a time. Also, no units may be built with the Klingon Penal refit after Y177 [R3.R51].
- V0.49 The words “unit” and “ship” are used interchangeably throughout the Border Patrol rules and generally refer to the same thing.

#### V0.50 Use of Optional, Advanced, and Commander-level SFB Rules

- V0.51 The following Optional, Advanced, and Commander-level SFB rules are considered to be in use for tactical battles:

C3.5	Reversing Direction
C3.6	Quick Reverse
C4.0	Side Slip
C5.0	Tactical Maneuvers
C6.0	High Energy Turns
C8.0	Emergency Deceleration
C10.0	Erratic Maneuvers
C11.0	Nimble Ships
C12.0	Changing Speed in Mid-Turn
C13.0	Docking
D5.0	Self-Destruction
D6.3	Electronic Warfare
D6.5	Ubitron Interface Modules [UIM]

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D7.0	Space Marine Boarding [including D7.6-8]
D8.0	Critical Hits*
D11.0	Chaff
D12.0	Chain Reaction and Internal Explosions
D13.0	Aegis Fire Control
D14.0	Emergency Damage Repair
D17.0	Tactical Intelligence (except D17.6)
D18.0	Surprise
D19.0	Passive Fire Control
D21.0	Catastrophic Damage
D23.0	Shock Effects
E1.6	Narrow Salvoes
E3.5	Disruptor Overloads
E4.3	Proximity Fuze
E4.4	Overloads [Photons]
E6.0	Monster Close-In Defense System
E7.4	Overloads [Fusion Beam]
E10.6	Overloads [Hellbore Cannon]
F3.6	Secret Targeting
FD7.0	Scatterpack Drones
FD8.0	Multi-warhead Drones
FD9.0	ECM Drones
FD10.0	Drone Construction
FD11.0	Swordfish Drones
FD12.0	Armored Drones
FD13.0	Slug Drones
FD14.0	Spearfish Drones
FD15.0	Starfish Drones
FD16.0	Stingray Drones
FP5.0	Enveloping Plasma Torpedoes
FP6.0	Pseudo-Plasma Torpedoes
FP7.0	Plasma Shotgun

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\* At the start of the game, the Team-Commanders may decide to drop Critical Hits [D8.0] from combat (adding it to the list in V0.53). Doing so causes a number of Officer [V16.00] abilities to be ignored.

G4.2	Identifying Seeking Weapons with Labs
G6.0	Security Stations and Klingon Mutiny
G7.6	Extended Range [Tractor Beams]
G7.7	Rotation
G7.8	Pulling An Enemy Shuttle Into Your Shuttle Bay
G12.0	Ship Separation
G16.0	Stasis Field Generators
G24.0	Scout Functions
G25.0	Combat Cargo Transfer
G26.0	Tholian Web Anchor Buoy
G27.0	Romulan Cloaked Decoy
J3.0	Wild Weasels
J4.9	Fighter Electronic Warfare
J6.0	Pilot Quality
J7.0	Dogfighting
J8.0	Multi-Role Shuttles
J9.0	SWACs Shuttles
J11.0	Fighter Pods
J13.0	Casual Bases
K3.9	Survival Pods [PFs]
K7.0	Deathrider PFs [but see V20.34]
K8.0	Crew Quality [PFs]
M2.6	Secret Placement [Mines]
P0.0	Terrain [specific subsections, per V6.00]
X0.0	Improved Technology [Not until Year 180]

V0.52 The following Optional, Advanced, and Commander-level SFB rules are considered to be optional (players should decide if they wish to use them **before** any given combat) for tactical battles:

C1.32	Preplotted Movement (Level B or higher)
C3.8	Directed Turn Modes
D3.6	Leaky Shields
D6.4	Non-Violent Combat [Except Orions convoy attacks]
D22.0	Energy Balance Due To Damage

V0.53 The following Optional, Advanced, and Commander-level SFB rules are **not** considered part of the tactical combat system:

C9.0	Positron Flywheel
D17.6	Secret Damage
D20.0	Hidden Deployment
D24.0	Andromedan Critical Hits
G11.0	Super-Intelligent Battle Computers
G21.0	Crew Quality [see V18.80 and V18.90 instead]
G22.0	Legendary Officers [see V17.00 instead]
T0.0	Mini-campaign
U0.0	Campaign Games [Except certain parts of U7.0]

V0.54 The standard level of plotting for Border Patrol is “Modified Free Movement” [C1.33]. If players desire to use a different level of plotting for a given combat, all players involved in that combat must agree.

#### V0.60 Characters, Players and Survival of Ship Destruction

- V0.61 When a player begins the game, they are given a Character. This Character has a single attribute: Rank, which is defined in V14.00. At the start of play, this Character is on the ship that the player built using the initial BPV allotment, and has the Rank of Lieutenant. Players who start later in the game also have a Character with a starting Rank of Lieutenant, but get no ship allotment and are instead assigned an existing ship.
- V0.62 As a player is assigned more ships, their Character is assumed to move among the several ships the player controls. The number of ships the player controls is limited by the Character's Rank, which limits Command Rating.
- V0.63 If a given ship controlled by a player is destroyed, the Character is assumed to have been on a different ship. If the ship destroyed is the **only** ship the player controls, then the Character is assumed to have died unless the crew was somehow rescued. If the complete crew was not rescued, the chance that the Character survived is equal to the percentage of the crew that escaped (percentage of the total crew at time of escape, if crew casualties have been taken).  
**Exception:** The Orion Character is **always** on the flagship [V19.06].
- V0.64 The Character is different than a ship's Officers, and a ship retains its Officers and their Ratings regardless of the location of the Character.
- V0.65 A player loses (*i.e.* is out of the game) if his/her Character dies.

- V0.66 Players who have lost may re-enter the game the following Turn, with a new Character, on any Team that will accept them (*i.e.* they do not have to return to the same Team).

#### V0.70 Unit Limits Derived From SFB

- V0.71 In general, the Operational Campaign observes the racial and historical limits on drone, Fighter, and special-function (*e.g.* scout or leader PFs) unit availability and fleet composition. Teams may not build improbable fleets consisting of one technology type, such as a fleet of only SFG-equipped units, or fleets consisting solely of Drone Bombardment units. The following list is not all-inclusive, but gives a good starting point for the SFB rules that limit unit availability:

<u>Unit Type</u>	<u>Rule(s)</u>
Chaff	D11.0
Commandoes	D15.84
Drones	FD2.31, FD2.311, FD2.313, FD2.42, FD2.422, FD2.43, FD2.254, FD10.6 through FD10.673
Fighters	J4.0, J4.461, J4.462, J4.61, J4.62, J4.621, J4.4.622, J4.623, J4.7, J4.75, J4.751, J4.752
Fighters/WBPs	J5.11, J5.42
Fighters/Heavy	J10.0, J10.1, J10.11, J10.111, J10.22, J10.31
Fighters/Pods	J11.13, J11.131, J11.132, J11.255, J11.282, J11.322, J11.325, J11.332, J11.335, J11.342, J11.345, J11.352, J11.355, J11.412, J11.415, J11.422, J11.425
Fighters/RALADs	J12.0, J12.3
Fighters/Bombers	J14.0, J14.22, J14.24
Fighters/Mega	J16.11, J16.111, J16.112, J16.13
Mines	M2.71 through M2.79
PFs	K0.31, K0.32, K0.321, K0.322, K0.323, K0.324, K0.325, K2.11, K2.111, K2.112, K2.113, K2.114, K2.13, K2.64, K2.65, K2.651, K2.652, K2.653, K2.654, K2.655
PF/Interceptors	K3.1, K3.15
PF/Death-rider	K7.0

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Unit Type	Rule(s)
Shuttles/Admin	J2.0
Shuttles/MRS	J8.5
Shuttles/SWACs	J9.3
T-Bombs	M3.11, M3.12, M3.13

- V0.72 Within a Team, technologies may not be traded among the composite races. For example, the Alliance cannot create photon-armed hellbore units, nor may the Coalition build cloak-equipped Lyran ships. This does not prevent Hydran and Federation, or Romulan and Lyran, units from working together, but mixed-technology units are generally prohibited, except where there are specific historical examples provided in the SFB materials.
- V0.73 It is important to note that, regardless of race, PFs are explicitly defined as ships in SFB, and as such must be replaced by the Team if destroyed. See V4.14 and V12.0.
- V0.74 While V0.40 would seem to provide for Starting Units that include many frigate-sized Minesweepers (from most races in Border Patrol), there is no way for a minesweeping unit to avoid exceeding the Starting Unit BPV limit [V0.41]. This is due to the fact that the BPV of minesweeping units does not include the cost of the mines they carry [M2.78] [M6.31] [M9.17]. The normal mine load-out for even a small minesweeping unit is generally in excess of 100 BPV, and Border Patrol ship construction rules specifically provide that all units must be purchased with their full equipment complement [V4.22].
- V0.75 While Drone-oriented units from several races are available for purchase as a Starting Unit, it should be noted that such units will have “standard” drone load-outs [V4.24] when purchased. In general, this means Type I slow-speed (8) drones, unless the ship description states otherwise. For most Starting Units, significant alterations to the initial drone load-out would be difficult.
- V0.76 With respect to rules limiting “Drone Bombardment units”, any unit that has had its heavy weapons replaced with Drone racks is considered a “Drone Bombardment” unit, not just those specifically noted in the MSC.
- V0.77 No Team may have more Mauler units than it has Starbases on the Strategic Map.  
**Exception:** The Orion Pirates may have one (1) Mauler unit at a time.
- V0.78 No Team may have more than one (1) Monitor per Star System it owns. No Team may station more than one (1) Monitor in a given Star System, regardless of whether or not doing so violates the BPV cap in V5.23.  
**Exception:** The Orion Pirates may not build Monitor units at all.

## V0.80 Historical Availability

- V0.81 If there is anything that any ship's captain usually wants, it is the latest upgrade, refit or new weapon system. Like warp power and charged weapons, there never seems to be enough to go around. In general, all upgrades and improvements to ships are termed "Refits".
- V0.82 SFB rules refer to ship Refits in various terms of availability, and often gives ranges of years in which a given race applied a specific Refit to their ships (and which ships typically got the Refit). In **Border Patrol**, the availability of Refits is classed as "General" or "Limited" or "Automatic", based on the various Refit descriptions in the SFB materials (the **Border Patrol** rules for this topic supersede SFB if there is any conflict regarding timing; however, SFB rules are used to determine if a specific Refit is applicable to a given unit type).
- V0.83 **Annex V-A: Refit Availability Chart** details what unit Refits are available to the Teams, in which Year they become available, and what their availability is during that Year. Unless otherwise noted, if the availability of a Refit is "Limited" during a given Year, then the availability automatically becomes "General" the following Year. Refit availability is determined on a per-Team basis (just because the Alliance gains a particular Refit does not guarantee the Coalition will gain any corresponding Refit, or *vice versa*).
- V0.84 Even Refits of "General" availability are not automatically accessible by a Team. Instead, the Team must roll to determine when a specific Refit may be obtained by their ships. A Refit may not be applied to a Team's ships until it is available and has been successfully obtained under the Historical Availability process. Once it is obtained, however, it remains accessible to the Team.  
**Exception:** The Klingon Penal Refit [R3.R51], which ceases to be available to the Coalition after Y177.
- V0.85 When the availability, to a Team, of a Refit is "General", then during the Initial Activities Phase (1D2) of each Turn, the Team-Commander rolls 1d6. The Team-Commander may spend Influence Points [V10.30] to adjust the roll. If the result is less than the current month of the Galactic Year, then the Team has obtained the Refit. It may be applied to any eligible ship being constructed during that Turn, to any ship eligible constructed after that Turn, or to any existing eligible ship [V4.60].
- V0.86 If a particular Refit is of "Limited" availability to a given Team, then during the Initial Activities Phase (1D3) of each Turn, the Team-Commander rolls 3d6. The Team-Commander may spend Influence Points [V10.30] to adjust the roll. If the result is less than the current month of the Galactic Year, then the Team has obtained the Refit. It may be applied to any eligible ship being constructed during that Turn, to any eligible ship constructed after that Turn, or to any existing eligible ship [V4.60].

- V0.87 When **Annex V-A: Refit Availability Chart** indicates that a given Refit is “Automatic”, a Team does not need to roll to obtain the Refit if it has not already obtained it. A Refit that is “Automatic” may not be omitted from eligible ships constructed once the Team has obtained the Refit; however, existing ships are not required to have the Refit applied.
- V0.88 Obtaining a Refit under the Historical Availability process does not relieve the Team of the necessity of paying for the Refit. The cost of a given Refit is usually provided on the SSD of the eligible units. Existing ships use V4.60 to apply Refits. Again, new units are required to have any Refit that is designated as “Automatic” in **Annex V-A: Refit Availability Chart**.

#### V0.90 Record Keeping

- V0.91 At certain points, particularly at the start and end of Strategic Turns, the scale and complexity of the Operational Campaign requires a significant amount of record keeping. A Team that keeps on top of this will find it has no practical impact on play.
- V0.92 All records maintained by each Team are considered **secret**. They are not revealed to the other Teams. The sole exception to this is the After-Battle Report that is filled out for each tactical battle. In that report, the total BPVs of the participating ships are listed.
- V0.93 Each Team must record and detail economic income and expenditures, ships built or modified, equipment purchases, and losses to piracy. Each ship must be individually tracked, and note made of its construction date, modifications, crew quality, Officer Ratings and date, if any, of destruction. Star systems require similar record keeping.
- V0.94 It is the responsibility of the individual Team-Commanders to make sure their Team's records are properly updated.
- V0.95 The GameMaster may, in extreme cases, assess penalties in the form of lost or Negative Rank Points [V14.00] against a Team whose Team-Commander fails to keep records properly updated.

### **End of Section 0: Introduction**