

Section 4: Production

V4.00 Production

V4.10 General Production Rules

- V4.11 Each Turn, during the Economic Production Phase (2) of the Sequence of Play [V1.00], each Team plans its distribution of Economic Points for that Turn. This distribution may include the production of new units or the alteration of equipment on existing units.
- V4.12 Units and changes allocated for during the Economic Allocation Phase are built/distributed during the Economic Production Phase.
- V4.13 The full amount for new unit construction must be paid all at once. A Team may not partially purchase a unit. If insufficient funds exist to buy the desired unit, the purchase must be delayed.
Exception: The Klingon B-10 [V7.00]
- V4.14 A unit incapable of independent operation (such as Fighters and PFs) may not be purchased separately. Each such unit must have a Base of operation or support (suitable ground base, Starbase, Base Station, Battle Station, Mobile Base, Monitor, Carrier, or Tender). The unit at which such units are to be stationed, or tender to which they are to be assigned, may **not** be built **after** the units are purchased – it must be built and paid for at the same time.
Exceptions: Incidental Units [V16.00] and Orion PFs [V12.50]
- V4.15 Any Base or unit purchased pursuant to V4.14 must be purchased with its entire complement of supported units. See V4.22.
Exceptions: The Klingon B-10 [V7.00], Incidental Units [V16.00] and Orion Fighters [V12.50]
- V4.16 As per R0.7, any carrier (e.g. CVA, CVB, CVL) generally requires that appropriate escort units (per SFB rules) be purchased at the same time.
Exception: Small Auxiliary Carriers [R1.13A]
- V4.17 In general, a Team may build a “Command” (or “Leader”) variant of a unit type (for example, the Klingon D7C; F5C or F5L) only when it already has at least two (2) other “ordinary” units of the same type (using the Klingon example, a D7, D7D or D7E; an F5, F5D, F5M, or F5S). The number of “Command” or “Leader” variant units cannot exceed one-half (round down) the number of “ordinary” units of the same type.
Exception: Initial units for certain races; see **Annex V-C**.
Exception: Combat or other loss of “ordinary” units of a given type, that results in a Team having more “Command” or “Leader” variants than “ordinary” units of the type, does not require scrapping or mothballing of existing “Command” or

“Leader” variant(s); however, no more “Command” or “Leader” variants of the type may be built until the number of “ordinary” units exceeds twice the number of “Command” or “Leader” variants.

Important Note: The allowance of a “Command” or “Leader” variant as a starting unit should not be construed to imply that it is necessary to build only two (2) “ordinary” variants before building another “Command” or “Leader” variant. The intent of this rule is to require a minimum of a two-to-one ratio, and the exception for starting units does not change that.

V4.20 Cost Calculation

- V4.21 Most units in SFB have a single BPV listing, denoting the relative combat value of the ship. Unless a unit has a split Economic/Combat BPV, the cost in Economic Points to buy the unit is equal to the Combat BPV. If the unit lists a split value, then the cost is the Economic BPV.
Important Note: G24.35 of the SFB rules is superceded by this rule.
- V4.22 When building ships that have additional units (such as Carriers and PF Tenders), sufficient Economic Points must be allocated to purchase the additional units as well. The entire complement of additional units must be purchased (*e.g.* a Carrier may **not** be purchased with only half its normal Fighter complement, even if the Team has plans to build more Fighters later).
Exceptions: Incidental Units [V16.00] and Orion Fighters [V12.50]
- V4.23 The following units and equipment do **not** have to be re-purchased to be replaced if destroyed/used in combat: mines, drones (all types), T-bombs (including “dummy” T-bombs), Fighters, Fighter pods, probes, shuttles (all types). All other units used/lost/destroyed must be re-purchased.
Note: While PFs are not, as a practical matter, capable of independent operation for extended times, they are nevertheless defined as “ships” in SFB and therefore are not replenished under these rules.
Exceptions: Incidental Units [V16.00], Supply convoy units [V2.50], equipment changes due to deterioration of Crew Quality [V18.841] [V18.941] [V19.942], Orion Pirate Fighters in certain circumstances [V12.56]
- V4.24 For each unit built by a Team that has shuttles and/or drones, only standard (admin) shuttles and/or two (2) loads (one in racks, one set of reloads) of standard (for that race and time-period) drones are included in the cost of the unit; **unless** the ship description in the SFB rules **specifically** states otherwise. All alterations are made from this basis.
- V4.25 Before the ship actually appears on the Map, the purchasing Team may alter its drone loads, shuttle type(s), Fighter complement, and mine or T-

Bomb loads for only the cost of the alteration.

EXAMPLE

The Alliance purchases a Federation Command Cruiser. As per SFB rules, the ship does not come with T-bombs and will have four admin shuttles. During the Economic Allocation Phase of the Turn, **before** the ship arrives at the Starbase, the Alliance can pay for the point difference between an admin shuttle and an MRS shuttle. The ship, when it arrives, will have three (3) admin shuttles and one (1) MRS shuttle.

- V4.26 In order for a ship in play to change its shuttle, Fighter, mine, or drone, *etc.* complement, **all** such equipment carried by the ship must be repurchased.
Exceptions: Equipment changes due to deterioration of Crew Quality [V18.841] [V18.941] [V19.942] and Orion Pirate units adding Fighters [V12.54].

EXAMPLE

A Federation CVA wishes to replace half of its F-14 fighters with F-15 fighters. It will have to repurchase its **entire** complement of fighters all over again.

EXAMPLE

A Klingon D7D wishes to replace a rack's worth of slow Type I drones with medium-speed Type IIIs. It will have to repurchase its **entire** drone load-out to make the change.

- V4.27 The need to fully replace entire stocks of equipment as per V4.26 arises from the fact that the Teams are not just buying a single weapon loadout or fighter. Instead, they are purchasing lines of supply that include the initial allotment as well as continuous replenishment as per V4.23.
- V4.28 The use of V4.25 through V4.27 is limited by availability [V0.36 and V0.37] and historical usage (as per the SFB timeline).

V4.30 Re-Using Salvaged Units

- V4.31 During the course of the campaign, Teams may find themselves in situations where they have partial units; for example, separated saucers,

booms and/or hulls that escaped the destruction of the rest of the unit. Whether the surviving portions were salvaged by the Owinging Team or the Orion pirates, once transported to the Owinging Team's Starbase, the Owinging Team may choose to rebuild the unit.

- V4.32 No Team is required to rebuild a unit when a portion of the unit survived. The Team may repair the salvage portion, perhaps utilizing a saucer or boom as a sub-light unit defending a Base. Or, the Team may scrap the surviving portion, recovering Economic BPV equal to the percent of intact boxes in the surviving portion.

Exception: Under no circumstances may the recovered value of a unit exceed 25% (round down) of the unit's undamaged Economic BPV (the recovered portion, not the original unit).

EXAMPLE

An Alliance Federation Command Cruiser is ambushed and nearly destroyed in the ensuing battle. The saucer section separates and manages to escape by sub-light evasion. The saucer is subsequently towed to an Alliance Starbase, and the Team decides to scrap it. Only 13 of the forty-four boxes (or 30%) in the saucer are undamaged, so the Alliance recovers 16 BPV. The saucer has an undamaged BPV of 66, 30% of which yields 19 BPV, but the Team is limited to 25% recovery.

- V4.33 If the Team chooses to rebuild the unit, it may only be rebuilt as the same type. For example, the separated boom from a D5 light cruiser could not be rebuilt with a hull section from a D7 heavy cruiser. A D5 hull section would have to be constructed and then the recovered boom section used to complete the whole ship.
- V4.34 The cost of rebuilding a unit using V4.30 is equal to the Economic BPV of the lost portion of the unit, plus 10% (round up).

EXAMPLE

To rebuild the Federation Command Cruiser in V4.32, the Alliance would need to pay for a new hull section. An un-refitted Fed CC costs 137 BPV, while the saucer section has an Economic BPV of 66. The difference is 71 BPV, making the cost to rebuild the unit 79 BPV $[(71 + (71 * 0.1)) = 71 + 7.1 = 78.1, \text{ which rounds up to } 79]$.

- V4.35 A unit may only be rebuilt at a Starbase. This counts as building a ship and restricts the Starbase's activity accordingly [V4.42]. Any damage remaining in the salvaged portion of the unit is repaired as part of the

rebuilding effort. Any available refits could also be applied as part of the reconstruction (the Team must pay for the refit, of course).

- V4.36 A rebuilt unit will have to be almost entirely re-crewed. While the surviving Officers [V17.00] may be retained, the Owing Team must roll for Crew Quality [V18.20].
- V4.37 Officers who survive the partial destruction of their unit do not lose Rating as long as they remain with the unit and it is rebuilt. If the recovered unit not rebuilt, and the Officers are instead assigned to the next similar unit [V17.14], then their Rating is reduced.
- V4.38 If a Team recovers a unit that dropped its Warp Engines (perhaps to escape by sub-light evasion), then the unit's Warp Engines may only be replaced at a Starbase or FRD of the original Owing Team. The cost to do so is given by the equation:

$$BPV = (((5 - SC) + (N - 1)) * 0.1) + 2.9) * WE$$

where **SC** is the Size Class of the unit, **N** is the number of Warp Engine nacelles, or distinct Warp Engines [H2.1], that the unit dropped; and **WE** is the total number of Warp Engine boxes the unit had in those Warp Engines. It is important to note that a unit's Warp Engines cannot be partially restored. If a unit dropped three separate and distinct Warp Engines, then all three must be replaced.

- V4.39 This sub-Section cannot be used to rebuild a lost portion of, or restore Warp Engines to, a captured unit (when pressing it into service); or to install Warp Engines on a unit that never had them to begin with (for example, a Romulan Warbird).
- V4.40 **Building Ships**
- V4.41 Ships may only be built at a Team's Starbase (6A). In actuality, most of the building is completed far from the border. The finished hulls are then towed out to the Starbase, where the ship is fueled, pressurized, armed, provisioned and crewed.
Exception: The Klingon B-10 [V7.00]
- V4.42 On any Turn in which a Team builds a ship, it may not use the same Starbase to modify (refit) or repair a ship. Further, Starbases that have been surrounded and cut off from the Team's Supply Grid (leading back to the rear Map edge) may not build ships, only repair or modify (refit) them.
- V4.43 If its only Starbase is destroyed, a Team may not build any more ships until it builds a new Starbase. If it has not yet purchased a Tug, the Team will not be able to replace its Starbase (and is probably well on its way to defeat).
- V4.44 Ships that have been allocated for but not yet placed on the Map may not

be attacked, even if the Starbase is attacked.

- V4.45 If a Team has more than one Starbase, then each Starbase may carry out all functions (e.g. a Team could build more than one ship a Turn).
- V4.46 When building a unit that is eligible for a Refit, then Team may not omit the Refit if it is defined as “Automatic” in **Annex V-A: Refit Availability Chart**.
- V4.50 Repairing Ships At Bases; Repair Ships
- V4.51 During each Repair Segment (4B3), a ship may be repaired at: a Starbase, any Star System that has been owned by the Team that has a Development Level of at least three (3), an FRD, any Base Station, any Battle Station, a Mobile Base with a repair pod. See V11.0. These places do not need to be connected to the Team's Supply Grid [V2.00] in order to perform repairs. Dedicated Repair ships [R1.25A and R1.25B] may also rendezvous with units in need of repair and perform repairs under these rules. Units must be In Supply to perform repairs, but need not be connected to the Team's Supply Grid [V2.60].
- V4.52 In Strategic terms, a repairing unit may repair one box on a damaged unit for each box marked “Repair” that the repairing unit has. This is on a per Strategic Turn basis. Star Systems have a repair capacity equal to a Base Station (30 Repair).
- V4.53 In addition to being repaired at a Base, units with Damage Control capability may also use Campaign Damage Repairs to repair themselves during Repair Phases. See V4.80 for details.
- V4.54 A unit with “Repair” boxes may repair as many units per Strategic Turn as it has available repair boxes. That is, each “Repair” box can only be used once per Turn.
- V4.55 The player controlling the repairing unit (usually the Team-Commander) determines how many “Repair” boxes are allotted to each unit needing repairs each Turn. The player controlling the unit receiving repair services determines the priority of repairs if insufficient resources are allocated to fully repair the unit.
- V4.56 Repairs take place during the Repair Segment (4B) of the Turn, but no one unit may receive more than three (3) times its current Damage Control Rating of Repair from the repairing unit during any given Repair Phase. This is also subject the total limit for the Turn outlined in V4.54. However, any boxes repaired by Campaign Damage Repair are not subject to these limitations.
- V4.57 If attacked, the unit being repaired will be docked [C13.00], if applicable. Use the docking rules to determine the constraints on the unit. If not docked, the unit is automatically at Weapon Status 0, regardless of the Weapon Status of any other friendly units.
- V4.58 The Klingon B-10 battleship has special repair rules [V7.15].

V4.59 Battle Stations and FRDs engaged in repairing a unit may not refit another unit during the same Turn. Starbases engaged in repairing a unit may not build or refit another unit during the same Turn.

V4.60 Refitting Ships

- V4.61 During the course of the game, Teams will have ships that are eligible [V0.80] for a Refit (such as the Federation **+** refit, or the Klingon **B** refit). These units may be refitted at: a Starbase, an FRD or a Battle Station. Base Stations, Mobile Bases and Star Systems all lack the capacity to refit ships. See V11.0.
- V4.62 Refits take one Strategic Turn. The unit to be refitted must be at the Base or FRD before the first Operational Movement Phase of the Turn in which the refit is to be performed. The unit performing the Refit must remain In Supply for the entire Turn.
- V4.63 If the unit performing the Refit is attacked during the course of the Turn, the unit being refitted is assumed to be docked [C13.0] to the Base or FRD. The unit undergoing refit is automatically treated as if it were Surprised [D18.0] and functions under the restrictions noted in that section. The re-activation procedure in D18.3 is followed to determine when the unit is no longer constrained. In all cases, the unit will be at Weapon Status 0 (V13.410 does not apply to this unit). The restraints will apply in addition to any noted by C13.0 for docked units.
- V4.64 If a unit undergoing Refit is attacked, **none** of the Refit changes are applicable. The changes take effect at the **end** of the Turn when the Refit is being done and have no effect before the end of that Turn.
- V4.65 The Klingon B-10 battleship has special modification rules. See V7.14.
- V4.66 FRDs and eligible Bases engaged in refitting a unit may not repair another unit during the same Turn. Starbases engaged in refitting a unit may not build or repair another unit during the same Turn.
- V4.67 Refits may **not** be applied to a unit that has been captured and pressed into service [V4.90], except by the original owners of the unit.

V4.70 Activations/Mothballing

- V4.71 If a Team finds itself with a ship or ships that it cannot use (such as having too few players of sufficient Rank to control all of the ships it has), it may mothball the unusable ships at either a Starbase or in a Star System of at least Development Level 5.
Exception: The Orion Pirates do not mothball ships. Any unit that the Pirate Team-Commander cannot control automatically mutinies and is removed from play.
- V4.72 To mothball a ship, the Team moves the ship to the designated location (note that a ship *en route* to being mothballed does **not** require a

Character to control it) and declares it to be mothballed. A Team cannot arbitrarily mothball a ship - the Team must be unable assign the ship to a Character capable of controlling it.

Exception: A Klingon Penal [R3.R5] unit may not be mothballed. If the Coalition is unable to assign such a unit to a Character capable of controlling it, it is re-assigned to the ISF and removed from play; the Coalition does not gain any Economic Points. The Coalition may re-purchase a Penal unit at a later time, subject to V0.84.

Exception: The Orion Pirates may not mothball ships.

- V4.73 It costs a Team one (1) Economic Point per Strategic Turn per ship that has been mothballed. If this is not paid, the ship is lost to the Team (removed from play).
- V4.74 If the Base or Star System where the ship has been mothballed is attacked, the ship will be all but defenseless. It will be in orbit around the Base, or the Class M planet of the Star System, with no crew and all engines shut down. It is not feasible in the course of an encounter to reactivate and crew the ship; by the same token, a mothballed ship cannot be captured [V4.90] and would have to be towed away. However, *via* computer control, the ship can be caused to activate its shields (at normal levels - no general or specific reinforcement) using special battery power that is sufficient to provide normal shields for up to eleven (11) tactical turns.
- V4.75 A ship that has been mothballed may be activated at a cost of eight (8), minus the Size Class of the unit, Economic Points.
- V4.76 In order for a ship to be activated, a Character capable of controlling the ship must be on the activating Team. No ship may be activated without a Character to control it.
- V4.77 Activation takes one Strategic Turn. If attacked, V4.74 applies regarding status of the ship.
- V4.78 The Star System or Base where the ship is mothballed need not be In Supply in order for a ship there to be activated. However, if the location of the activated unit is Out Of Supply, only minimal crew will be available (and will function as if it had Poor Crew Quality [V18.80] until a full crew can be obtained).
- V4.79 Reactivated ships do not retain the Officers [V17.00] and Crew Quality [V18.00] that they had before mothballing. Reactivated ships have all Officers at Skill Level 0 and the Crew Quality should be determined as per V18.20.

V4.80 Using Campaign Repairs to Repair Ships

- V4.81 During each Repair Segment (4B3), units may use Campaign Repairs [D9.4] to repair damage. Units with a Chief Engineer [V17.60] with a

- Rating in excess of zero (0) have expanded repair abilities (which do not transfer to other units, even if stacked together with such a unit).
- V4.82 Campaign Repairs (also known as Campaign Damage Repairs, or CDR) may only repair damage sustained in the Operational Movement Segment **immediately prior** to the Repair Segment in which CDR is used. Thus, if a unit sustains damage in a battle during the third Movement Phase, the damage cannot be repaired using CDR in the fifth Repair Segment.
- V4.83 If a unit does not possess sufficient CDR capacity to repair all damage sustained in the current Repair Segment, then all unrepaired boxes will remain damaged until repaired under V4.50. A unit may not use CDR in subsequent Repair Segment to repair such damage.
- V4.84 Units that are Out Of Supply [V2.00] may not use CDR. Thus, any damage sustained by a unit that is Out Of Supply will be ineligible for CDR, because CDR can only be used on damage sustained in the Operational Movement Segment immediately prior to the Repair Segment.
- V4.85 Incidental Units [V16.00], Supply Convoy units, Auxiliary Units [V15.00] (except those deployed in a Fleet Support role [V15.50]), Monsters and Alien Ships are repaired under separate rules. V4.80 applies only to player-owned ships.
- V4.86 If, during a battle, a unit is Crippled [S2.4], then make note of the total internal hits (excluding Sensor, Scanner, Damage Control, Excess Damage, UIM and Cloaking Device hits) sustained by the unit, even if repaired by EDR or Continuous Damage Repair. A number of system boxes equal to 10% (round up) of that number cannot be repaired by Campaign Damage Repairs (the manner of calculation should not be interpreted to mean that boxes repaired by EDR or Continuous Damage Repair somehow fall into disrepair when the battle ends). Of the boxes that cannot be repaired by Campaign Damage Repairs, at least half (round up) must be non-Hull boxes (they may be Cargo, Lab, Shuttle, Warp, Impulse, Battery, Control, Transporter, Tractor, any Weapon... anything *except* Hull or the exclusion list above). These boxes may only be repaired at a Base, Star System, FRD or by a dedicated Repair unit [V4.50]. This damage is in addition to any not repaired under V4.83, but the unrepaired boxes in V4.83 may be satisfied using V4.86.

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EXAMPLE

A Kzinti Heavy Battlecruiser, which has 147 internal boxes, is crippled during a battle, sustaining 78 internal system boxes destroyed. During the battle, 11 boxes are repaired by a combination of EDR and/or Continuous Damage Repair, so the unit ends the battle with 67 destroyed internal boxes. Of those 67 boxes, 8 [$78 * 0.1 = 7.8$ which rounds up to 8] are not repairable using Campaign Damage Repairs. Of those 8 boxes, at least 4 [$8 * 0.5 = 4$] must not be Hull or other excluded boxes.

V4.900 Capturing, Scrapping, Scuttling and Abandoning Units

- V4.901 In the course of the campaign, a Team may capture enemy units during tactical battles.
- V4.902 Monsters are immune to capture and immediately self-destruct if “captured” as defined below, with the loss of all aboard.
- V4.903 D7.0 to D7.553 detail when a ship is considered captured, what systems may or may not be used by the capturing player, and how the ship functions for the remainder of the tactical battle. Note that Officers with high Ratings can bypass some of these limitations; see V4.920.
- V4.904 Captured units may be pressed into service [V4.940], scrapped [V4.950], or scuttled or abandoned [V4.970].
Exception: Alien Ships may never be pressed into service. If a Team manages to capture an Alien Ship, they must tow it to the nearest Starbase, where it will be turned over to Fleet Command for analysis. The Team will receive funding in the form of 25% (round up) of the undamaged BPV of the captured ship.
- V4.905 Mothballed units [V4.70] may not be captured. If they are towed away from the Base at which they are mothballed, they may not be crewed and piloted to a Base - they will have to be towed the entire distance.
- V4.906 The Orion Pirates [V19.00] may capture units, but must either scrap them [V4.950] or abandon/scuttle [V4.970] them. The Orion Team may not press captured units into service [V19.940].
- V4.907 When computing values in V4.944, V4.953 and V4.976, boxes that were damaged/destroyed and then repaired using the unit's own repair capability before it was captured, are treated as undestroyed boxes.

V4.910 Captured Units in Pursuit/Rear Guard Action

- V4.911 A captured unit may not participate in Pursuit [V13.70] or be part of a Pursuit Force [V13.720].
- V4.912 If the capturing Team was the Team to withdraw from the battle, then the captured unit may not be part of a Rear Guard [V13.720].
- V4.913 These restrictions apply even if a Weapon Officer boards the unit and unlocks the weapons using V4.920.

V4.920 Weapons Officers Aboard Captured Units

- V4.921 A Weapons Officer from a unit belonging to the Team that captured a unit may beam over to the captured unit. The unit the Weapons Officer is on must be in transporter range and lower its shields appropriately. The unit from which the Weapons Officer is coming must have operational and powered transporters; the captured unit's transporters are non-functional. There must be at least one (1) intact control space [G2.1] aboard the captured unit.
- V4.922 Once aboard the captured unit, the Weapons Officer must spend one (1) full tactical turn examining the weapons control systems of the captured unit. After doing so, the Weapons Officer may attempt to unlock the captured unit's weapons.
- V4.923 A Weapons Officer with a Skill Level in excess of five (5) may attempt to unlock the weapons aboard a captured unit by rolling 2d6 and adding four (4) to the result. If the result is less than or equal to the Weapon's Officer's Rating, the intact and operational weapons aboard the captured unit may be used normally.
- V4.924 Only one attempt at V4.923 may be made. If it is failed, the captured unit's weapons will remain locked unless and until it is towed to a Starbase of the capturing Team.
- V4.925 Note that the Weapons Officer is the only Officer who may function aboard a captured unit, and then only for the duration of the tactical battle in which the unit was captured.
- V4.926 The Weapons Officer remains vulnerable to death/injury, as per V17.90, if the captured unit suffers damage while s/he is aboard. If the Weapons Officer is killed, they may not be saved by the CMO [V17.721] because the CMO cannot function aboard the captured unit [V4.925]. A Wounded Weapons Officer could be beamed back to his/her unit, where the CMO can function.
- V4.927 The Captain of the unit from which the Weapons Officer was sent **may** substitute for the Weapons Officer in this capacity, but only if the Weapons Officer is killed/injured.

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EXAMPLE

During Turn 9 of a battle, a Weapons Officer from an Alliance ship beams over to a captured Coalition unit. During Turn 10, while the Officer is examining the fire-control systems of the captured unit (and is located on its Emergency Bridge), other Coalition units fire on the captured ship in an attempt to destroy it. They fail, but the unit's Emergency Bridge is destroyed, and the Weapons Officer is killed. The Captain of the unit from which the Weapons Officer was sent may now beam over to the captured vessel to Substitute for the dead Weapons Officer (if there is an intact control space left on the captured ship).

V4.930 Captured Officers and Crew

- V4.931 The original Officer complement of the captured unit, should they survive the capturing, will cease to have the special abilities outlined in V17.20 to V17.70 for the duration of their capture.
- V4.932 For each Officer who survived, roll 2d6. If the roll is greater than or equal to the Officer's Rating, they are repatriated under a prisoner exchange and may return to service aboard a new ship as if they had survived the destruction of their ship [V17.14]. Otherwise, they are held as prisoners of war until the end of the campaign. Repatriation takes place after one (1) Strategic Turn.
- V4.933 Surviving crews are generally considered to be automatically repatriated. However, they do not remain together as a group and instead enter a pool of available crews. Thus they do not affect a unit's Crew Quality once they are assigned to a new unit.

V4.940 Pressing a Captured Unit Into Service

- V4.941 If a captured unit is successfully brought to a Starbase of the capturing Team, then the unit may be re-armed, re-crewed and pressed into service as a unit of the capturing Team. A captured unit can only be pressed into service at a Starbase.
- V4.942 A captured unit may not use full Campaign Damage Repairs [V4.80]. Treat the captured unit as if it had a Damage Control Rating of one-half (1/2) its DCR at the time of capture, round down. A captured unit's DCR may not be improved (if it was reduced during the battle) until it is repaired. For every 10% of the captured unit's system boxes that were

destroyed at the time it was captured, 1% (round up) of the destroyed system boxes cannot be repaired, except by the Team that originally built the unit. The Team pressing the unit into service determines which boxes are affected.

EXAMPLE

The Alliance captures an Klingon D7 heavy cruiser, which has 112 boxes. The unit is crippled, with 69, or 62%, of its internal boxes destroyed. The Alliance subsequently tows the D7 to a Starbase, where it is pressed into service. Even with the repair capability of a Starbase, 6%, or 5 [$69 * 0.06 = 4.14$ which rounds up to 5], of the unit's destroyed boxes will be unrepairable, and will permanently remain damaged.

- V4.943 If the captured unit lacks the ability to move on its own, it may be towed to a Starbase of the capturing Team. Or, if it is intact enough, a skeleton crew drawn from units of the capturing Team may pilot it there.
- V4.944 The cost of pressing a captured unit into service, in Economic Points, is 25% of the Economic BPV of the captured unit, **plus** 1 Economic Point for every 1% of its boxes that must be repaired.

EXAMPLE

The Coalition captures an Alliance unit that has a Economic BPV of 100. In doing so, the unit is crippled (60% of its internal boxes destroyed). It will cost the Coalition 85 Economic Points [$25 + (1 * 60) = 25 + 60 = 85$] to repair, re-arm and re-crew the unit.

- V4.945 Pressing a captured unit can only occur after the unit has been repaired to the extent that is possible. The process of pressing the unit into service takes one (1) full Strategic Turn after the unit has been repaired, and counts as Repairing a unit. The re-arming and re-crewing will take one additional Turn.
- V4.946 If a captured unit is pressed into service as per V4.95, its new crew will start out as Poor [V18.00] with 100 Crew points. All Officers will have a Rating of 0.
- Exception:** A unit recaptured by its original owners [V4.949]
- V4.947 The unit's new owners may elect to allow the new crew to train in the vicinity of a Starbase prior to allowing the unit to enter actual service. For each additional Strategic Turn spent training the crew, 50 Crew Points are awarded to the unit, to a maximum of three (3) Strategic Turns spent

in such training (more such training does not incur further benefit).
Officer Ratings **cannot** increased *via* this training.

- V4.948 If the capturing Team presses a captured unit into service, it becomes a unit of that Team. If it is subsequently re-captured, the new owners must labor under the same restrictions as any other capturing Team does, even if the Team who re-captured the unit is the same Team from whom it was originally captured. See V4.949.
- V4.949 The cost of pressing a captured unit into service [V4.944] is halved (round up) if the Team that has most recently captured it built the unit. Similarly, Crew Quality is rolled for using V18.20 (V4.946 does not apply).

V4.950 Scrapping a Captured Unit

- V4.951 Alternative to pressing it into service, a captured unit may be scrapped and broken up for use in the capturing Team's future production.
- V4.952 In order to scrap a captured unit, the unit must be brought to a Starbase or a Star System owned by the capturing Team. The Star System must have a Development Level of at least four (4).
Exception: The Orion Pirate Team must detail a tractor-equipped, warp-capable unit to tow the captured to a secret base using the standard Orion Pirate movement.
- V4.953 The scrap value of a captured unit is equal, in Economic Points, to its Economic BPV reduced by a factor of one-half the percentage of intact internal boxes the unit has when it arrives at the capturing Team's Starbase or Star System. This is received during the Material Construction Phase (6B4),
Exception: Under no circumstances can the scrap value of a unit exceed 20% of the unit's undamaged Economic BPV.

EXAMPLE

The Alliance captures a Coalition cruiser with an Economic BPV of 110. Badly damaged in the process of being captured, the Coalition unit only has 30% of its internal boxes intact when it arrives at the Alliance Starbase. Its scrap value is equal to one-half of that 30% of its BPV, or 17 Economic Points [$(110 * 0.3) / 2 = 33 / 2 = 17$].

- V4.954 A captured unit intended for scrapping must arrive at its destination (Starbase or Star System) before the last Movement Phase of the Turn. The next Turn, during the Income Planning Segment of the Economic Production Phase (2A3), the unit is designated for scrapping. If it is not re-captured [V4.956] during the Turn, then in the Equipment Change

Segment of the Material Construction Phase (6B4), the scrap value of the unit (as per V4.953) is added to the capturing Team's Economic Income.

EXAMPLE

The Coalition captures an Alliance unit during Turn 7. On Movement Phase 4 of Turn 9, a Coalition Tug moves into a Coalition Starbase Hex, towing the captured unit. On Movement Phase 6, the tug may leave the Starbase Hex, having completed its tow. During the Economic Allocation Phase of Turn 10, the Coalition may add the scrap value of the captured unit to its Economic Income.

V4.955 Scrapped units are immediately removed from play (6B4).

V4.956 A unit destined to be scrapped (2A3) but not yet actually scrapped may be recaptured. Captured units marked for scrapping are left fully shutdown in close orbit about the Starbase. Treat as a mothballed [V4.70] unit, except that the special shields mentioned in V4.74 are not available for the unit.

Exception: Units removed from the Map by the Orion Pirates may **not** be recaptured.

EXAMPLE

Using the example from V4.954, if the Alliance were to attack the Coalition Starbase **before** the end of Turn 9, it is possible for the Alliance to re-claim the lost unit, as it has not been scrapped yet.

V4.960 Attacking a Captured Unit

V4.961 A hostile Team, Monster or Alien Ship may attack a captured unit that is *en route* to the capturing Team's Base. The capturing Team may move the captured unit as part of a stack so as to provide an escort.

V4.962 If a Weapons Officer of the capturing Team succeeded in unlocking the captured unit's weapons [V4.920] during the original tactical battle in which the unit was captured, then the unit's weapons remain unlocked for any subsequent tactical battles. Otherwise, the captured ship will have no usable weapons (except, perhaps, to lean out an airlock and throw rocks).

V4.963 If a captured unit is attacked *en route* to the capturing Team's Base, then it fights as if it had a Poor crew and all Officers will be at Skill Level 0 (if a Weapons Officer visited the unit during the tactical battle in which it was

captured, s/he is assumed to have returned to their original unit then).
V4.964 If the previous owners of the captured unit succeed in recapturing the unit at this point, then V4.948 does **not** apply (as it has not yet been pressed into service). The unit may be crewed with a minimal crew drawn from other units and moved to the nearest friendly Base for repairs and re-crewing. Use V18.20 to determine Crew Quality.

V4.970 Scuttling or Abandoning a Captured Unit

- V4.971 Instead of attempting to take a captured unit to a Base for scrapping, or pressing into service, the capturing Team may opt to scuttle the ship at the site of the tactical battle in which it was captured.
- V4.972 If this occurs, the ship is completely destroyed and removed from play. The surviving crew and Officers are rescued (your Character's career will end abruptly and unpleasantly – think “war criminal” – if the crews are not rescued). The capturing Team may “pick over” [V4.976] a scuttled unit.
- V4.973 The capturing Team may also abandon a captured unit. In order to abandon a captured unit, the unit's crew must be rescued and V4.930 applies.
- V4.974 An abandoned unit is left adrift in space. If the Team that originally owned the unit reaches it, they may reclaim the unit and V4.948 will not apply. If any other Team reaches it, they may automatically capture it. A Monster or Alien Ship may ignore, capture or destroy it, as appropriate.
- V4.975 An abandoned unit will have to be towed to the Base of the Team that reaches it. Having been left for dead, it will not be capable of moving under its own power.
- V4.976 Prior to actually scuttling or abandoning the captured unit, the capturing Team may pick it over for valuable materials. For every 100 BPV (or part thereof) of original Economic value of the captured unit, roll 2D6. Multiply the total by the percentage of intact boxes on the captured unit and round down. The result equals the amount, in Economic Points, of valuable materials recovered.

EXAMPLE

The Coalition captures an Alliance ship with a Combat BPV of 140. They decide to scuttle it, but pick it over first. It was badly damaged in the battle and 80% of its boxes were destroyed (which is why they're scuttling it). The Coalition Team-Commander rolls 4D6 and gets a 24. Therefore, the Coalition recovers materials worth 4 [24 * 0.20 = 4.8 which rounds down to 4] Economic Points.

- V4.977 A unit may only be “picked over”, as per V4.976, once and is not subject to V4.976 again until it has been placed back in active service by a Team (it doesn't matter who) and then captured. If it is placed back into active service, then the BPV derived when it was “picked over” is added to the cost to do so.
- V4.978 An abandoned unit may not be “booby-trapped” or left behind as a floating bomb. Any attempt to do this results in an automatically scuttled unit.
- V4.979 The Orion Pirates may salvage an abandoned unit [V19.70].

End of Section 4: Production