Section 8: Operational Movement

V8.00 Operational Movement

V8.10 General Rules of Movement

V8.11 Operational Movement, sometimes called “Strategic Movement”, is the travel of warp-capable objects from one Strategic Hex to another. The terms “Operational Movement” and “Strategic Movement” are used interchangeably in Border Patrol.

V8.12 A given unit's Base Operational Movement Allowance (**BOMA**), or the number of Strategic Hexes it may move in the course of a Strategic Turn, is determined by the equation

$$\mathbf{BOMA = (WE / MC_t) / MC_s}$$

where **WE** is the number of operational Warp Engine boxes the unit has, $\mathbf{MC_t}$ is the Tactical Movement Cost of the unit (as indicated in the Master Ship Chart), and $\mathbf{MC_s}$ is the Strategic Movement Cost [V8.13] of the unit.

Exception: Cloaked units [V8.51], units towing another unit [V8.32] and burdened Tugs [V8.82], [V8.83] and [V8.84]

V8.13 The normal Strategic Movement Cost of all units is 6, and is adjusted according to the following list of values (select all that apply):

Out of Supply [V2.00]	+6
Unit is using Emergency Movement [V8.40]	-2.5

V8.14 Sublight units (such as the Romulan Warbird), and units that have intentionally dropped their Warp Engines, have a BOMA of zero (0) and do not move on the Strategic Map (unless Towed, see V8.30). A unit with no operational Warp Engine boxes (AWR does not count) is treated as a unit that has dropped its Warp Engines when determining BOMA.

V8.15 Because units on the Strategic Map can move at different speeds, Operational Movement follows a proportional movement system. See the Operational Movement Table [V8.90].

V8.16 All Operational Movement takes place in accordance with the Sequence of Play [V1.00]. Unit facing has no meaning in Operational Movement, nor does Turn Mode.

V8.17 Tugs have special movement rules. See V8.80.

V8.18 There are special Strategic Movement rules for Fast Patrol ships (PFs) [V12.11] and Fighters [V12.21].

V8.20 Movement Restrictions

V8.21 A unit may move freely into any Strategic Hex. However, a unit may not freely leave a Strategic Hex unless that Hex contains only friendly units or no other units at all.

Exception: The non-friendly force consists of sub-light units, independently operating Orion units [V19.50] or Leased Orion units [V19.30], see V13.16 and V13.18.

V8.22 An unfriendly (or non-friendly) unit is defined as a Monster, an Alien Ship, or a unit from a different Team. However, a Leased Orion unit [V19.30] is considered a friendly unit for the purpose of V8.21, if the Orion unit was Leased by the same Team. Similarly, Orion units deployed for Normal Movement [V19.50] are not considered "non-friendly".

V8.23 A unit may leave a Hex occupied by unfriendly units if, in doing so, it leaves behind a number of friendly units equal to or greater than the number of unfriendly units in the Hex. Crippled units [S2.4] count as one-half (1/2) a unit for the purpose of this restricted movement (round fractions down). A "unit" here is defined as a ship capable of independent Strategic Movement. Orion units leased by the same Team as the unit attempting to leave the Hex are considered "friendly", while an Orion unit deployed for Normal Movement [V19.50] does not count either way.

V8.24 In the event that there are more unfriendly units in a Hex than friendly units (a situation called "pinning"), it is still possible for a friendly unit to leave the Hex. Compare the highest Command Ratings of the two groups of units in the Hex. If the Team that wishes to have a unit or units leave the Hex has the highest of the two Command Ratings, then they may move a number of units from the Hex equal to the difference in the Command Ratings. This movement **must** include the unit with the highest Command Rating, and at least one unit **must** be left in the Hex.

Exception: Use of V8.52 voids V8.24.

V8.25 A Team may move all of its units out of a Hex containing unfriendly forces if the opposing Team allows them to do so. This is called "Withdrawal Before Combat", V13.20.

Exception: Monsters and Alien Ships will never allow this.

V8.26 Any unit that entered a given Hex using Reactionary Movement [V8.60] may not react again to an enemy unit leaving the Hex. The unit still counts, however, as a unit for determining how many enemy units may leave the Hex in "pinning" situations.

V8.27 See V8.50 for the effects of Cloaked Movement on the ability of units to leave Hexes occupied by unfriendly forces.

V8.30 Towing

V8.31 A warp-capable unit equipped with operational Tractor Beams may tow another other unit on the Strategic level. This is useful for moving sub-light, non-warp or badly crippled units on the Strategic Map. One operational Tractor Beam is required for each ship Towed.
Exceptions: V8.53.

V8.32 When a non-Tug (per SFB Annex 3A) unit is Towing, the units calculate their Strategic Movement using the following equation:

$$\mathbf{BOMA = (WE / (MC_t + MC_{t'})) / MC_s}$$

where **WE** is the number of operational Warp Engine boxes the towing unit has, $\mathbf{MC_t}$ is the Tactical Movement Cost of the towing unit (as indicated in the Master Ship Chart), $\mathbf{MC_{t'}}$ is the Tactical Movement Cost of the towed unit, and $\mathbf{MC_s}$ is the Strategic Movement Cost [V8.13] of the towing unit.

EXAMPLE

A cruiser with 30 boxes of Warp Engine, a Tactical Movement Cost of 1 and a Strategic Movement Cost of 6 tows a badly damaged destroyer with a Tactical Movement Cost of 0.5. The two units move together with a Base Operational Movement Allowance of [(30 / (1 + .5)) / 6 = (30 / 1.5) / 6 = 20 / 6 = 3.33333 = 3] 3 Strategic Hexes a Strategic Turn.

V8.33 Emergency Movement [V8.40] cannot be used in order to increase speed when towing. A unit moving itself using Emergency Movement is already running its engines significantly beyond normal rated capacity - trying to tow a ship of any size while using Emergency Movement invites catastrophic engine overload.

V8.34 The towed and towing units occupy the same Strategic Hex. Towed and towing units occupy either the same or adjacent tactical hexes, at the discretion of the commander of the towing unit.

V8.35 Towing does not affect “pinning” situations (*i.e.* a unit that would normally be “pinned” according to V8.24 may not leave the Hex by being towed by an “unpinned” unit).

V8.36 Note that Tugs (as defined by SFB Annex 3A) have special towing capacities, as defined by V8.83 and V8.85. V8.33 through V8.35, inclusive, still apply to Tugs.

V8.37 A unit may tow, at most, one (1) other unit.
Exception: Tugs may tow up to two (2) units [V8.84].

V8.38 Freighters, Q-Ships and Armed Freighters may not tow other units on the Strategic Map.

V8.39 No unit may tow another unit of a larger Size Class.
Exception: Tugs may tow a unit of a larger Size Class [V8.84].

V8.40 Emergency Movement

V8.41 There may be times in the course of play that a Team must move units on the Strategic Map rapidly. This may be accomplished using Emergency Movement, which allows a unit to run its engines in excess of rated capacity.

V8.42 Each uncrippled [S2.4] unit that is In Supply [V2.00] on the Strategic Map may use Emergency Movement to travel extra Strategic Hexes during the Turn. Use of Emergency Movement modifies the Strategic Movement Cost of the unit as per V8.13.
Exception: Units engaged in Towing [V8.33].

EXAMPLE

A destroyer with Tactical Movement Cost of 0.5 and 15 operational Warp Engine boxes uses Emergency Movement to speed its way across the Map to reinforce a Base. Its Operational Movement Allowance for the Turn is [(15 / 0.5) / (6 – 2.5) = 30 / 3.5 = 8.57 which rounds down to] 8.

V8.43 Use of Emergency Movement is limited to a number of Strategic Turns equal to the Damage Control Rating (DCR) of the unit using Emergency Movement. A unit without a Damage Control Rating (as specified by the Master Ship Chart) may not use Emergency Movement. Also, see V8.48.

EXAMPLE

A typical cruiser has a DCR of four (4). It may use Emergency Movement up to four (4) times (Strategic Turns) without penalty.

V8.44 After the unit has used up its Emergency Movement allotment, it may no longer use Emergency Movement except under V8.46 and V8.47. Use of Emergency Movement does not necessarily have to be on consecutive Turns, but the unit's allotment may not be regained using normal Campaign Damage Repairs. See V8.45.

V8.45 A unit may regain its ability to use Emergency Movement normally by

spending one (1) Strategic Turn having its engines overhauled at a Starbase, a Mobile Base, Base Station, or Battle Station, an FRD, or at one of the original friendly Star Systems (if that Star System was held by the Team the last Turn and has not been Bombarded [V5.0]). This counts as a Repair (even though no boxes are repaired), and limits the repairing unit's activities (*e.g.* the Base performing Repairs cannot Build or Refit another unit). If the Base or Star System is attacked during the Turn the unit's engines are being overhauled, then the unit is under the same restrictions as outlined in V4.63 for units being Refitted [V4.60].

V8.46 If a unit has exhausted its Emergency Movement allotment, it may still use Emergency Movement if it has a Chief Engineer with a Skill Level in excess of one (1). If a unit desires to use Emergency Movement under these conditions, roll 2d6. If the roll is equal to or less than the Chief Engineer's Skill Level, the unit may use Emergency Movement that Strategic Turn. See also V8.47.

V8.47 Each Turn the unit desires to use Emergency Movement when it has used its allotment already, the roll against the Chief Engineer's Skill Level must be made. If it is failed, the unit loses 10% of its Warp Engine boxes (calculate based on the unit's original number of Warp Engine boxes and round down) and is barred from attempting further Emergency Movement until those boxes are repaired. Such repairs can only take place at the locations and under the restrictions mentioned in V8.45.

V8.48 If a unit encounters combat before it has expended all of its Operational Movement Allowance, its ability to use Emergency Movement may be lost if there is any reduction in the unit's Damage Control Rating (DCR). This occurs if the unit's DCR is reduced to such a point that the unit would not have been able to use Emergency Movement at the beginning of the Turn. This loss of Emergency Movement may be overcome by use of V8.46 and V8.47, by V8.45, or by the unit restoring its DCR, in part or whole.

V8.49 Emergency Movement cannot be used to give a unit the ability to move on the Strategic level when it would otherwise not have that ability (*i.e.* sub-light units or units with no operable Warp Engines). A unit engaged in towing another unit may not use Emergency Movement [V8.33].

V8.50 Cloaked Movement

V8.51 A cloaked unit uses the following equation for determining its Strategic Movement Allowance (assuming it is In Supply [V2.00]):

$$\mathbf{BOMA = ((WE - CC) / MC_t) / MC_s}$$

where **CC** is the Cloaking Cost of the unit. This equation is used regardless of how many Movement Phases during the Turn the unit

spends cloaked. See V8.12 for definition of the other terms.

V8.52 If all units in a force that wishes to leave a Hex occupied by unfriendly units are cloaked, then the number of units that must be left behind as per V8.23 is reduced by one-half (1/2), round fractions up. If this rule is used, Command Rating Comparison [V8.24] cannot be used.

V8.53 A Cloaked unit may not tow another unit on the Strategic Map, even if the towed unit is also Cloaked (this does not affect tactical use of tractors by cloaked units).

V8.54 Forces using Reactionary Movement [V8.60] cannot react to a Cloaked unit unless that unit enters the Hex the force occupies.

Exception: An uncrippled [S2.4] unit equipped with special sensors and using Reactionary Movement [V8.60] will detect and must react to a cloaked unit that enters its Zone of Control. Any unit(s) stacked with it may also react, but only as long as they stay together.

V8.55 Monsters and Alien Ships will not react to a Cloaked unit unless that unit and the Monster or Alien Ship are in the same Hex. If a Monster or Alien Ship is chasing a unit that cloaks while in a different Strategic Hex, the Monster or Alien Ship will fix its attentions on the next nearest eligible uncloaked unit (regardless of the Team it belongs to), even if the original unit that was being chased uncloaks.

V8.56 Cloaked movement is hidden on the Strategic Map. Tactical Cloaked movement is not hidden. While Cloaked, the unit has a restricted Zone of Control [V9.60].

V8.57 Crippled units [S2.4] cannot use Strategic Cloaked Movement.

V8.58 If all friendly units in a Hex are not capable of cloaking, then none of the friendly units in the Hex can use Strategic Cloaked Movement (unless the unit(s) incapable of Cloaking are left behind).

V8.59 Cloaked units moving on the Strategic Map may unexpectedly encounter terrain or non-Player units as detailed in V8.70.

V8.60 Reactionary Movement

V8.61 Reactionary Movement is a form of “lying in wait”. A unit selects a Strategic Hex and sits in it. If a non-friendly unit enters the unit's Zone of Control [V9.00], the unit may react to it by moving to intercept the intruding unit. Reactionary Movement cannot be used to move **away** from an approaching enemy unit. A unit may not use Reactionary Movement and Emergency Movement [V8.40] at the same time - the two are mutually exclusive. Use of Reactionary Movement must be declared at the start of the Turn (3B1), before Strategic Movement has begun. Reactionary Movement lasts for the entire Turn.

Exception: The unit is later crippled [S2.4].

Exception: Orion Pirates may not use Reactionary Movement [V19.04]

V8.62 As per V8.54, a unit using Reactionary Movement may not react to a Cloaked unit, unless the Cloaked unit enters the Hex the unit occupies, or unless the unit has special sensors (see V8.54). Monsters and Alien Ships are considered intruding units and **must** be reacted to. The unit using Reactionary Movement may only move **directly towards** the intruding unit by the shortest possible path. It must continue to move towards the other unit until it either intercepts it (move into the same Hex and forces an engagement) or the Turn ends.

V8.63 The unit using Reactionary Movement "accrues" its Movement Allowance – Movement Phases where the unit would ordinarily move (if using Normal movement) do not result in a lost (unexpended) Movement Point, but instead the Point is "held" until the unit starts to move in reaction to something. Once the unit starts to move, it may "spend" the "accrued" Movement Points at a rate of up to two (2) per Movement Phase, or one (1) per Movement Phase if the unit would have ordinarily moved in that Phase. This continues until the unit intercepts the thing to which it is reacting, the Turn ends, or the unit's "accrued" Movement Points are expended, at which time it continues using Normal Movement rules (but must proceed towards its target until it intercepts or the Turn ends).

Important Note: A Cloaked Unit using Reactionary Movement calculates its BOMA and Movement Point accrual using V8.50, even if it uncloaks to react (it does not have to, but can choose to do so).

EXAMPLE

A destroyer group, all with a Normal Movement Allowance of 5, is placed on the edge of the Neutral Zone in anticipation of an enemy intrusion. Ordinarily, the units would move in Movement Phases 2, 4, 5, 7 and 8. Instead, in Movement Phase 2, they "accrue" one (1) Movement Point. In Movement Phase 4, they accrue a second Movement Point. In Movement Phase 5, before they would ordinarily move (based on Initiative), an enemy ship enters their Zone of Control. They expend two (2) Movement Points to move towards the enemy ship, one "normal" Movement Point that they would have ordinarily expended, and one "accrued" Movement Point. The next Movement Phase, 6, when they would not ordinarily move, they expend their second (and last) "accrued" Movement Point and continue moving. If they have not yet intercepted the enemy ship, they must continue moving to intercept until the Turn ends.

V8.64 Units using Reactionary Movement that are subsequently crippled [S2.4] are no longer bound by the movement limitations of Reactionary Movement and may move normally for the remainder of the Turn. However, any "accrued" Movement Points are lost.

V8.65 A unit using Reactionary Movement gains a bonus of four (4) on its Weapon Status [V13.410] die rolls.

V8.66 Any Strategic Movement Points to be left unspent at the end of the Turn are lost. However, if a unit uses Reactionary Movement for two successive Strategic Turns, and does not react to anything during the first turn (*i.e.* stays in the same Hex and does not move), then up to two (2) accrued Strategic Movement Points may be "carried forward" from the first to the second successive Turn (thus creating the possibility that the unit could react to something during the first Movement Phase).

V8.67 Bases may enable units stacked in their Hex to use Reactionary Movement. See V9.50.

V8.68 No unit can use Reactionary Movement if it is "pinned" [V8.24]. An uncrippled [S2.4] unit that has sustained damage to its sensor or scanner tracks may not be able to successfully use Reactionary Movement [see V9.33]. Also, crippled [S2.4] units may not use Reactionary Movement [V9.33], nor may sub-light units or units that are no longer warp-capable. Towed/towing units may not use Reactionary Movement. Cloaked units may use Reactionary Movement, but have a restricted Zone of Control [V9.60].

V8.69 Once the unit using Reactionary Movement successfully intercepts the unit(s) to which it was reacting, it may move again on the Strategic Map, if it has unspent Strategic Movement Points.

V8.70 Cloaked Strategic Movement and Unexpected Encounters

V8.71 While Cloaked Movement is hidden on the Strategic Map, cloaked units may unexpectedly encounter conditions that reveal their presence (being cloaked, the units do not see, or cannot move fast enough to avoid, situations that an uncloaked unit might detect in time to react). During each Strategic Movement Phase (4A3) in which a cloaked unit (or stack) moves on the Strategic Map, follow this procedure.

V8.72 Roll 2d6, subtract 6, add the Size Class of the largest unit, and adjust as follows:

Table appears on next page for formatting reasons

Table V8.720: Adjustments to Unexpected Encounter Die Roll

The cloaked units all have Outstanding Crews.....	+2
One or more cloaked units have a Poor Crew.....	-3
The highest BPV cloaked unit has a Helmsman with a Rating greater than 0.....	+SqRt(Rating)
The cloaked units are Out-of-Supply.....	-4
The cloaked units are in an undisrupted Province owned by their Team.....	+1

Select all that apply. If the adjusted roll is less than the Size Class of the smallest cloaked unit, then the cloaked units have had an unexpected encounter [V8.73].

V8.73 When a cloaked unit or stack has an unexpected encounter (4A3), roll 1d6. If the cloaked units are in a Province claimed by their Team, subtract 3 from the roll. Treat a result of 0 or less as no encounter, or consult the table below:

Table V8.730: Unexpected encounters

Die Roll	Result
1-2	The cloaked units are caught in an Ion Storm (P14.0). Their number, Size Class(es) and position are revealed on the Strategic Map (as upturned counters) until they leave the Hex (the direction in which they leave must also be announced). If their Hex becomes a Battle Hex, then the Terrain [V6.0] is automatically an Ion Storm.
3-5	Unknown to them, the cloaked units are detected by an enemy forward listening post not shown on the Strategic Map. Their number, Size Class(es), direction(s) of movement and position are made known to the opposing Team; the units are not revealed on the Strategic Map or to the Orion Pirates.
6	If in a Province claimed by the opposing Team, the cloaked units encounter a Supply Convoy of a race of the opposing Team. The Convoy units will run; if allowed to disengage, no Battle Hex is formed. No matter the fate of the Convoy, the opposing Team's Supply Status is not affected. The number, Size Class(es) and position (but not direction of movement) of the cloaked units is made known to the opposing Team, but not to the Orion Pirates.

V8.80 Special Movement Rules for Tugs

V8.81 Tugs (as defined in SFB by Annex 3A), while often ungainly in design, are usually equipped with powerful engines. Unburdened Tugs (*i.e.* not towing a pod, pods, or another unit) use V8.12 normally. A Tug carrying 1 or 2 pseudo-pods is considered Unburdened.

V8.82 Burdened Tugs (*i.e.* carrying a pod, pods, or towing another unit) may not use Emergency Movement [V8.40] or Reactionary Movement [V8.60]. Tugs carrying pods may not tow other units [V8.20]. Burdened Tugs may not be towed by another unit [V8.20], even a Tug. Crippled [S2.4] Tugs may not carry any pods or tow other units.

V8.83 When Towing pods, the number of pods a Tug may tow is limited per SFB Annex 3A. Note the differentiation between “pods” and “pod weights”.

V8.84 A Tug may tow a number of other ships, of the same or smaller Size Class as the Tug, equal to the number of “pod weights” the Tug may tow (as given in SFB Annex 3A), minus one. Thus, a Size Class 3 Tug capable of towing three “pod weights” may tow up to two other ships (each of Size Class 3 or smaller), while a Tug limited to one “pod weight” (such as the Romulan FE) may not tow other ships under V8.80 (use V8.32 instead). A Tug capable of towing three “pod weights” may tow a single ship of a Size Class that is one larger than the Tug.

V8.85 To compute the BOMA of a Burdened Tug, first determine the Strategic Towing Factor of the pod(s) it is carrying, or unit(s) it is towing, using the table below:

Table 8.850 Strategic Towing Factors

Tug Burden	Strategic Towing Factor
1 pod weight	0.25
2 pod weights, **or** 1 unit (smaller Size Class)	0.33
3 pod weights, **or** 2 units (smaller Size Class), **or** 1 unit (same Size Class)	0.50
2 units (same Size Class)	0.67
1 unit (larger Size Class)	0.75

V8.86 The BOMA of a Burdened Tug is calculated using the following equation:

$$\mathbf{BOMA = (WE / (MC_t + (STF * MC_{t'}))) / MC_s}$$

where **WE** is the number of operational Warp Engine boxes of the Tug, $\mathbf{MC_t}$ is the Tactical Movement Cost of the Tug (as indicated in the Master Ship Chart), $\mathbf{MC_{t'}}$ is the Tactical Movement Cost of the towed burden, **STF** is the Strategic Towing Factor from Table V8.850, and $\mathbf{MC_s}$ is the Strategic Movement Cost [V8.13] of the Tug. Round the result down.

V8.87 A Tug may not be used to tow another unit that is itself towing a third unit (*i.e.* among all the Towed ships, only the Tug's Tractor Beams may be used).

V8.90 Proportional Operational Movement

V8.91 Not all units are capable of moving at the Strategic Level at the same speed. In general, the larger a unit is, the slower it moves.

V8.92 In order to reflect the advantages to speedy movement, the following Proportional Operational Movement table below is used whenever units on the Strategic Map are moving at different speeds (as reflected by the total number of Operational Movement points they have).

V8.93 Table - Operational Movement Proportional Matrix:

Movement Phase	Operational Movement Allowance											
	12	**11**	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
1	1,2	1	1	1	1	-	-	-	-	-	-	-
2	3	2	2	2	2	1	1	1	-	-	-	-
3	4,5	3,4	3	3	3	2	2	-	1	-	-	-
4	6	5	4	4	4	3	-	2	-	1	1	-
5	7,8	6,7	5,6	5	5	4	3	3	2	-	-	-
6	9	8	7	6	6	5	4	-	-	2	-	-
7	10,11	9,10	8,9	7,8	7	6	5	4	3	-	-	-
8	12	11	10	9	8	7	6	5	4	3	2	1

V8.94 A unit is not required to move during any given Movement Phase. If a unit does not expend an Operational Movement Point when indicated on the Proportional Movement Table [V8.93], then that Operational Movement Point is lost (*i.e.* the unit travels slower than its top speed).
Exception: A unit is using Reactionary Movement [V8.60].

End of Section 8: Operational Movement

