

Section 12: Fighters and PFs

V12.00 Rules for Fighters and PFs

- V12.01 This Section details Strategic-level rules for Fighters [J4.0 through J13.0] and Fast Patrol ships (PFs) [K0.0]. Use the SFB rules cited for those units, unless this Section specifically states otherwise.
- V12.02 For the purposes of this Section, “independent” or “independently operating” means a Fighter or PF operating without support of a PF Tender, Carrier or other support unit capable of supplying and at least towing (if not docking) the Fighter or PF. With respect to such units that may only operate from Bases or planets (*e.g.* Bombers [J14.0]), such units are “independently operating” if the Base/planet from which they were launched has been destroyed or captured and no other Base/planet is available at which they may land. Note that other units may rescue the crews, even if the units themselves must be abandoned/scuttled.
- V12.03 Warp Booster Packs (WBPs) for Fighters [J5.0] and PFs [K1.6] are not usable on the Strategic level of play and are ignored in this Section (if a Fighter or PF has them, they are assumed to be “turned off” or made otherwise unavailable at the Strategic level, regardless of any usage at the tactical level).
- V12.04 Under no circumstances may an independently operating PF or Fighter cloak on the Strategic Map, or use Strategic Cloaked Movement [V8.40]. This does not prevent a Carrier or PF Tender from doing so.
- V12.05 Interceptors [K3.0] are treated as PFs except for the penalty in V12.14.

V12.10 PF Strategic Rules

- V12.11 While a brief examination of the Strategic Movement [V8.00] rules (specifically V8.12) would seem to give PFs the handy ability to move with a BOMA of at least 4, this is not the case. PFs were never designed for extended, independent operation – if they were, there would be no need of PF Tenders [K2.0] or mech-links [K6.3] (to clear ionic charges). So while they are “warp-capable objects” within the scope of V8.11, their design prevents their usage for most independent Strategic Movement.
- V12.12 In the event that a PF or PFs are somehow stranded in deep space (perhaps by escaping the destruction of their PF Tender or Carrier), they have a BOMA of two (2) if uncrippled [S2.4] or one (1) if crippled. If their crews are to have a chance to survive, they must move, using as direct a course as possible, towards the nearest friendly Base or Star System, or unit capable of towing them (or at least rescuing the crew).
- V12.13 PFs are incapable of Emergency Movement [V8.40] (PF engines are already “hot” [K0.123] and will “burn up” if Emergency Movement is

- attempted). PFs may not be independently deployed for Reactionary Movement [V8.60].
- V12.14 Each Movement Phase that a “stranded” PF attempts to move on the Strategic Map, roll 1d6 and subtract 2 for an “Ace” crew [K8.0]. If the unit is crippled [S2.4], add 2; if it is an Interceptor [K3.0], add 1 to the roll. If the Terrain [V6.0] is anything other than Empty Space or Ringed Gas Giant, add 2 to the roll; for a Ringed Gas Giant, add 1. If the result is 3 or more, the PF's life support systems have failed and the crew has perished. The PF is considered destroyed. Otherwise, the PF may move in accordance with its BOMA.
- V12.15 PFs operating independently are always considered Out Of Supply.
- V12.16 While independently-operating PFs are technically capable of forming a Battle Hex [V13.10] if they enter a Hex with a hostile unit, no sane stranded PF crew would do so, unless their only intent was to immediately surrender without a fight. This does not prevent the hostile unit from forming a Battle Hex (e.g. intercepting and engaging the PF).
- V12.17 It is important to note that, regardless of race, PFs are explicitly defined as ships in SFB [K0.1], and as such must be replaced by the Team if destroyed. See V4.14.

V12.20 Fighter Strategic Rules

- V12.21 Fighters (defined here to include Administrative Shuttles [J2.0], Fighters [J4.0], Multi-Role Shuttles [J8.0], SWACs [J9.0], Heavy Fighters [J10.0], Bombers [J14.0], Remote-Controlled Fighters [J15.0], Mega-Fighters [J16.0] and Advanced Shuttles [J17.0]) cannot operate on the Strategic play level. They do not have a BOMA as defined in V8.0.
- V12.22 If a Fighter is stranded in deep space, perhaps by escaping the destruction of its Carrier, then it cannot move on the Strategic Map. It will remain in the same Strategic Hex and is treated as a sub-light unit for the purposes forming a Battle Hex [V13.10].
- V12.23 Fighters do not have sufficient life-support capacity to operate independently, even as a sub-light unit, for more than a brief time. If any Fighter is unable to reach a friendly unit/Base (or is not captured by a hostile unit) within one Movement Phase, its crew dies and the Fighter is considered destroyed. Pilot Quality [J6.0] does not extend this time.
Exception: If the Terrain [V6.0] is anything other than Empty Space, Ringed Gas Giant or Asteroid Field, the Fighter is automatically destroyed.

Example appears on following page for formatting reasons

EXAMPLE

During the Movement Phase 3 of Turn 5, an Alliance Fighter squadron and its Carrier encounter a superior Coalition force. The Carrier and most of the Fighters are destroyed, but one Fighter escapes. If it is not able to reach a friendly unit/Base (or is not captured by a hostile unit) before the end of Movement Phase 4 of Turn 5, the crew perishes and the Fighter is lost.

- V12.24 When purchasing Fighters, SFB rules [J1.85] stipulate that the Economic BPV of any Fighter is one-half ($\frac{1}{2}$) the Combat BPV. However, except for Carriers, this BPV does not include drone reloads, Chaff [D11.0], Fighter Pods [J11.0], RALADs [J12.0] or Warp Booster Packs (WBPs) [J5.0]. When a Fighter is purchased for deployment to a unit other than a Carrier, this equipment must also be purchased, and at the same time.
Exception: The rules for some specific Fighters (for example, the Federation F-7 [R2.F13]) stipulate that the equipment must be purchased separately, even when the Fighter is deployed to a Carrier.

V12.30 Carrier Strategic Rules

- V12.31 Most units designated as “Carriers” have pre-defined supplies of drone reloads, Chaff [D11.0], Fighter Pods [J11.0], RALADs [J12.0] and Warp Booster Packs (WBPs) for Fighters [J5.0] and PFs [K1.6]. As long as such a unit is In Supply [V2.30], these resources will be replenished as they are used.
- V12.32 If such a unit is rendered Out Of Supply [V2.40], then it may continue to service, repair and re-arm its Fighters and/or PFs for as long as it has replacement equipment, which is considered a normal part of any Carrier's Cargo capacity. Teams must track the consumption of these supplies until the Carrier is again In Supply.
- V12.33 A Carrier is considered a Supply Point [V2.30] for its Fighters and/or PFs, even if the carrier itself is Out Of Supply, for as long as its resources last.
- V12.34 An Auxiliary Unit [V15.00] assigned to a Fleet Support role, and specifically designated by the Owning Team as being used for Carrier replenishment, may also extend the time a Carrier's Fighters or PFs can operate normally when the Carrier is engaged in detached operations. Note that in such a case, the Auxiliary Unit's Cargo capacity may not be used, under V2.60, for resupplying the Carrier's other needs.
- V12.35 Whether Fighter- and/or PF-specific resupply is accomplished using a Carrier's Cargo capacity or that of an Auxiliary Unit, the consumption rate

of such supplies, on a per-Movement Phase basis, is one-eighth (1/8) of a Cargo Box for each Fighter, one-fourth (1/4) of a Cargo Box for each Heavy Fighter, and one-half (1/2) of a Cargo Box for each PF.

V12.40 Deck Crew Chief (*Optional*)

- V12.41 A Deck Crew Chief organizes, trains and leads the Deck Crews who service Fighters aboard a Carrier. A highly skilled Deck Crew Chief (“Crew Chief”) positively affects a unit's ability to maintain and deploy its Fighter complement.
- V12.42 Only a Carrier may have a Crew Chief. For the purposes of this rule, a unit is a “Carrier” if it normally has Fighters. A unit is not a “Carrier” if it simply has the necessary mech-links for Fighters, but carries Fighters as an option (for example, some frigates and Battle Tugs); nor are “Casual Carriers” [J4.62] or Fighter Bases in Star Systems considered a “Carrier” for the purposes of this rule. Similarly, PF Tenders are not a “Carrier” for the purposes of this rule. A Base with twelve (12) or more Fighters may have a Crew Chief (this must be stated when the Base is built, or modified to have enough Fighters, or at the start of play for the original Starbase owned by each Team).
- V12.43 The Crew Chief replaces the Weapons Officer [V17.50]. An eligible unit may have a Crew Chief or a Weapons Officer, but not both. A Crew Chief cannot become a Weapons Officer, nor may a Weapons Officer become a Crew Chief (typically, a Crew Chief is a senior non-commissioned officer, while a Weapons Officer has a regular commission, among other differences). A Crew Chief gains (or loses) Rating as does any other Officer [V17.80]. A Crew Chief may function in any Shuttle or Fighter box, and must roll for their fate [V17.94] if their shuttle or Fighter box is hit.
- V12.44 When the Crew Chief has a Rating of 2 or more, his/her leadership and innovative procedures allows the unit's Deck Crews to perform extra Deck Crew Actions [J4.817] each turn (but this does not increase the number of Deck Crews). Add the Crew Chief's Rating to the total number of Deck Crews the unit has, then take the square root and round down. The result is the number of extra Deck Crew Actions that may be performed (which creates an exception to the limit in J4.817); reduce it by half (round down) if the unit has Poor Crew [V18.80] Quality, but do not increase it if the unit has Outstanding Crew [V18.90] Quality. The player controlling the Carrier unit allocates these extra actions to specific Deck Crews; however, no individual Deck Crew may perform more than one plus one-half Deck Crew Actions in a turn. If not all additional Actions can be assigned to a Deck Crew under that limit, then the unused Actions are lost.
- Exception:** Deck Crews formed *via* V12.49 are not able to benefit from this rule.

- V12.45 The square root, round down, of the Crew Chief's Rating is the number of extra Warp Booster Packs [J5.42] and Chaff Pods [D11.2] that the carrier will have available for its Fighter complement. These will be stored in the hanger bay(s), just as are the normal supply of WBP's and Chaff. The BPV of the Carrier is not increased nor is there any BPV charge for the equipment change (this is an exception to V4.26). If the unit is a Base, then it may use V20.72 or this rule, but not both. If the unit has Poor Crew Quality [V18.80], then this benefit is canceled.
- V12.46 When the Crew Chief has a Rating of 4 or more, take the square root of his/her Rating, round down and subtract one (1), then add the result to the number of spare administrative shuttles the unit has, as shown in SFB Annex #3. If the unit is a Base, then it may use V20.73 or this rule, but not both. If the unit has Poor Crew Quality [V18.80], then this effect is canceled out. However, if aboard a unit with Poor Crew Quality [V18.80], take the square root (round down) of the Crew Chief's Rating and subtract one (1). The result is the number of shuttles and/or Fighters made available for use in spite of V18.842, except that the number of unavailable shuttles/Fighters still cannot be less than one (1).
- V12.47 If the unit does not have Outstanding Crew [V18.90] Quality, but wishes to prepare a spare administrative shuttle during a battle [V18.942], then it may do so by rolling one die. If the Crew Chief has a Rating of 9, subtract one (1) from the roll. If the result is less than the square root (round down) of the Crew Chief's Rating, then the unit may prepare the shuttle. Only one attempt may be made per battle/scenario, and the Crew Chief cannot use this ability if the unit has Poor Crew Quality [V18.80].
- V12.48 Higher maintenance standards under a skilled Crew Chief allows pilots who are in Fighters based on the Crew Chief's unit a better chance to survive ejection [J6.612]. To determine the adjustment, take the square root (round down) for the Crew Chief's Rating and subtract one (1), treating a negative result as zero (0). Subtract the result from the roll to see if the pilot(s) survive ejection. If the unit has Poor Crew Quality [V18.80], then this effect is canceled out; however, if it has Outstanding Crew [V18.90] Quality and the Crew Chief has a Rating of at least two (2), then add one (1) to the adjustment before applying it to the die roll.
- V12.49 If the unit's regular Deck Crews are killed in combat, a skilled Crew Chief's leadership may be used to convert a limited number of regular Crew Units into Deck Crews (this creates an exception to J4.814), but the Crew Chief may not use this ability if the unit has Poor Crew Quality [V18.80]. The square root (round down) of the Crew Chief's Rating, minus one (1), is the number of Crew Units that may be converted during any scenario/battle; each conversion takes one (1) full combat turn (32 impulses), during which the Crew Chief may not engage in other actions. Deck Crews formed under this rule may **not** benefit from V12.44. Deck Crews, whether part of the unit's original complement or converted under

this rule, cannot function as a Deck Crew except in an intact shuttle or Fighter box. Alternatively, if all Deck Crews have been killed, a Crew Chief with a Rating of four (4) or more may function as one (1) Deck Crew (an intact Fighter or shuttle box is still required).

V12.50 Orion Pirate Fighters and PFs

- V12.51 While the other Teams are composed of a handful of individual races from vast empires, the Orion Pirates are racially-diverse semi-autonomous privateers. Their equipment is frequently an *ad hoc* hodge-podge from multiple sources. This is true of Fighters used by the Pirates.
- V12.52 The Orion Pirate Team may purchase Fighters for any Orion Pirate unit that is equipped with appropriate mech-links. It is not necessary for the Fighters to be purchased at the same time the unit is built (this is an exception to V4.14), nor is it necessary for the Pirates to purchase the full complement of units (which is an exception to V4.15). However, per V12.24, the Pirates must purchase equipment (*e.g.* WBPs, Chaff, Drones, Pods) separately. Alternatively, if a unit that qualifies as a “True Carrier” is chosen, supplies do not need to be purchased separately if all supported units are also purchased at the same time as the ship and V4.26 is obeyed.
- V12.53 The Orion Pirate Team may purchase any Fighter in active use by the Alliance, and may use such Fighters for up to 100% of the Fighters deployed by the Pirate Team. When a specific Fighter model is not available to the Alliance until a specific Year, the Orion Pirates may only purchase it starting one (1) Year after it is available to the Alliance.
Exception: If the Hydrans have been retained as an Alliance race, then the nature of the Hydran presence in Border Patrol prevents the Pirate Team from acquiring Hydran Fighters. There simply are not enough Hydran Fighters for one to “fall off the transport” without being noticed (this does not prevent the Pirates from obtaining Hydran Fighters through capture [V12.56]).
- V12.54 The Orion Pirates may purchase any Fighter in active use by the Coalition, but no more than 30% (round down) of all Fighters deployed by the Orion Pirates may be from Coalition sources. When a specific Fighter model is not available to the Coalition until a specific Year, the Orion Pirates may only purchase it starting two (2) Years after it is available to the Coalition.
- V12.55 When altering existing Fighters assigned to a given ship, the Pirates must obey V4.26; however, when adding Fighters to a ship that has capacity to spare (*e.g.* more mech-links than Fighters assigned), V4.26 is ignored (but see the alternate process in V12.52).

- V12.56 If the Orion Pirate captures a unit equipped with intact Fighters of a type the Orion Pirate Team cannot use (either because they are not yet available under V12.53 or V12.54, or they are Hydran Fighters), and the unit's Fighter bays survive the capture, then the Orion Pirates may transfer the captured Fighters and necessary support equipment to an Orion Pirate ship under V19.94. The captured unit must have at least one (1) undestroyed Fighter bay, and only one (1) captured Fighter (which may be one in storage) may be transferred to an Orion Pirate unit per intact Fighter bay. The Economic cost of the Fighters transferred is deducted from the scrap value of the captured unit [V19.943]. Fighters gained under this rule are **not** replaced if destroyed (which is an exception to V4.23) unless and until the Pirate Team becomes eligible to purchase the Fighter normally (this can never happen for Hydran Fighters).
- V12.57 Other than Deathrider PFs [K7.0], the Orion Pirate Team may not build or operate PFs, PF Tenders or PF Flotillas. The Orion Pirate Team may have, in service, a maximum of one (1) Deathrider PF for each Pirate unit equipped with an appropriate mech-link to support the PF, and the Deathrider PF may be purchased after (but not before) its supporting unit (which is an exception to V4.14). See V20.34.

End of Section 12: Fighters and PFs