Section 14: Victory And Rank

V14.00   Victory/Defeat, Rank Points, Crew Points

> The moment of victory is too short to live for that and nothing else.
> - Martina Navralitova

V14.10   Determining Victory/Defeat

V14.11   After each Battle Hex has been fully resolved, it is necessary for game purposes to determine who won or lost, to what degree that victory or defeat amounted, and how that victory or defeat will affect the Rank Points and Crew Points accumulated by the Teams involved.

V14.12   Victory Points awarded to each Team are computed as per S2.20 of the SFB rules, with the exceptions and conditions noted in this Section.

V14.13   When computing Victory, S2.27 is operative only in the case of a force attacking an opponent located in the immediate area of the Class M planet of a Star System, or a Base. It does not apply to battles fought in open space.

V14.14   Victory Points and Level of Victory are computed for **each** Battle that occurred in the Battle Hex during the current Movement Phase. This means that if an initial tactical battle results in Pursuit [V13.70], separate calculations of Victory Points and Level of Victory will be done for both the initial battle and for each and every battle that results from Pursuit.

V14.20   Attacking Team BPV Advantage

V14.21   When the Attacking Team's force has a significant Combat BPV advantage over the Defending Team's force, then the Attacking Team may not receive Victory Points for forcing the Defending Team to Retreat. This sub-Section defines the circumstances of such an event.

V14.22   It is important to note that several battles may occur before a Battle Hex is fully resolved (for example, perhaps an Approach Battle, the main battle, and possibly one or more battles that result from Pursuit). The Attacking Team may not be the same for all the battles that occur in the Battle Hex. The process described in this sub-Section applies to each such battle separately.

V14.23   If the total Combat BPV of the Attacking Team's force is less than 10% (round up) greater than the Combat BPV of the Defending Team's force, then if the Defending Team Retreated, use S2.30 normally.

Example appears on next page for formatting reasons

> ### EXAMPLE
>
> An Attacking Team, with a force having a total BPV of 109 BPV, engages a Defending Team that has a force with a total of 100 BPV. 10% (round up) of the Defending Team's force's BPV is 11, and 109 is less than 111, so S2.30 is used normally to compute Victory.

V14.24   If the total Combat BPV of the Attacking Team's force is at least 10% or more, but less than 20%, greater than the total Combat BPV of the Defending Team's force, then if the Defending Team remained engaged for at least two (2) full tactical turns, and scored at least one (1) shield hit on any unit of the Attacking Team, then the Attacking Team does not receive any Victory Points for causing the Defending Team to Retreat. If the Defending Team's forces do not remain engaged for at least two (2) tactical turns, or fail to at least score one (1) shield hit on a unit of the Attacking Team, then use S2.30 normally. Round up when computing the percentages.

> ### EXAMPLE
>
> The Attacking Team's force had a total of 117 BPV, while the Defending Team's force had a total of 101 BPV. 10% (round up) of the Defending Team's force is 11 BPV; 20% of is 21. The Attacking Team's force of 117 BPV is more than 111 but less than 121, so if the Defending Team remained engaged for two (2) full tactical turns & scored a shield hit, then the Attacking Team receives no Victory Points if they forced the Defending Team to Retreat.

V14.25   In the event that the total Combat BPV of the Attacking Team's force exceeds the total BPV of the Defending Team's force by at least 20% (round up), and the Defending Team's forces remained engaged for at least two (2) full tactical turns, then the Attacking Team does not receive any Victory Points if the Defending Team Retreated.

V14.26   With respect to this sub-Section, the term "remains engaged" means that all units of the Defending Team's force, excluding any Incidental Units, do not turn towards the Direction of Retreat [V13.432] until at least two (2) full tactical turns have elapsed. During those two tactical turns, the maximum separation between any unit of the Defending Team and the

nearest unit of the Attacking Team may not exceed the Initial Range [V13.420].

V14.27   Only a Defending Team may benefit from this sub-Section. Since the Attacking Team created the Battle Hex (or engaged in Pursuit), they have the responsibility to prosecute their attack successfully. However, under no circumstances does the Defending Team receive Victory Points, beyond any already applicable under S2.30, for meeting the requirements of V14.23, V14.24 or V14.25.

V14.28   While Incidental Units are not required to remain engaged, damage to or loss of Civilian Incidental Units [V16.90] counts against the Defending Team, regardless of this sub-Section.

V14.30   Rank Point Awards

V14.31   Once Victory Points have been computed, the Level of Victory is determined as shown in S2.3. Rank Points within Border Patrol are then assigned based on that performance.

V14.32   For a Victory, one (1) Rank Point is awarded, per level of Victory, per level of Victory. Similarly, for a Defeat, one (1) Negative Rank Point is awarded, per level of Victory, per level of Victory. The values for each level of Victory, or level of Defeat, are shown in Tables V14.33 and V14.34, respectively.

V14.33   Table - Rank Points Per Level of Victory:

Level of Victory	Rank Point(s) Awarded
Astounding	16
Decisive	8
Substantive	4
Tactical	2
Marginal	1

V14.34   Table – Negative Rank Points Per Level of Defeat:

Level of Defeat	Negative Rank Point(s) Awarded
Devastating	16
Crushing	8
Brutal	4
Tactical	2
Marginal	1

V14.35   A result of a Draw means that no Rank Points are awarded.

Section 14 – Victory and Rank

V14.40   Distribution of Rank Points

V14.41   Once the total number of Rank Points to be awarded/lost are determined, the Team-Commander may distribute them as they see fit, within the constraints outlined in V14.42 to V14.46.

V14.42   Only Characters who had ships involved in the Battle Hex for which the Victory/Defeat was determined may receive Rank Points or Negative Rank Points.

V14.43   If a Character lost his one and only ship in that Battle Hex and was not rescued, he or she may receive, at maximum, one (1) Rank Point/Negative Rank Point.

V14.44   Each surviving Character involved in the tactical battle for which the determination was made **must** receive at **least** one (1) Rank Point/Negative Rank Point.

      Exception: If fewer Rank Points are due to be awarded than there are Characters on the Team which had ships involved in the battle, then the most any surviving Character may be awarded is one (1) Rank Point/Negative Rank Point.

V14.45   Otherwise, the Team-Commander may award Rank Points at will. This reflects the fact that the Team-Commander writes the "after action" reports sent to the Starbase, and can "make" any given ship's captain look as bad or good as s/he wants.

V14.46   The Team-Leader's decisions regarding the awarding of Rank Points/Negative Rank Points are final and the GameMaster shall not intervene in the matter so long as the limitations outlined above are obeyed.

V14.47   Rank Point awards are modified based on the Character's current Rank. See V14.50.

V14.48   Note that Crew Points [V18.00] are determined **prior** to the modification of the Character's Rank Points in V14.50.

V14.50   Rank Modifiers

V14.51   When all Rank Points have been awarded, Rank Modifiers are applied. These modifiers reflect the fact that as one gains Rank, one's position becomes at once more tenable and more fragile.

V14.52   Each Rank Point/Negative Rank Point award is multiplied by the Character's Rank Modifier to determine the actual number of Rank Points/Negative Rank Points awarded to the Character. Use Table V14.53 to determine a given Character's Rank Modifier.

V14.53   Table - Rank Point Modifiers:

Rank	Modifier
Lieutenant	1
Lieutenant-Commander	1.5
Commander	2
Captain	4
Admiral	8

V14.54   Note that Crew Points [V18.00] are determined **prior** to the application of the Rank Modifier, as per V18.31.

V14.60   Accumulation of Rank Points

V14.61   Rank Points are accumulated over the course of the Strategic Turn and the final award is not made until the end of the Final Activities Phase of the Turn. At that time, the **net** number of Rank Points are awarded.

V14.62   Negative Rank Points are offset by Rank Points on a one-for-one basis (and vice-versa).

V14.63   If V14.83 prevents a Character from "spending" all of his/her Rank Points immediately (during the Final Activities Phase) to **increase** their Rank, then any unspent points must be held until the Final Activities Phase of the next Strategic Turn. Nothing in this Section should be construed to allow a Character to not "spend" or "hold" Negative Rank Points past the Final Activities Phase of the Turn in which they are awarded.

V14.64   Rank Points are **not** awarded to any player for commanding Star System defenses, Base, Incidental Unit [V16.00], Supply Convoy or FRD.

V14.70   General Rules of Character Rank

V14.71   Each Character [V0.90] begins his/her career as a Lieutenant. As the players engage in combat and complete missions, they will (hopefully) accumulate Rank Points and increase their Character's Rank.

V14.72   Rank Points may not be directly used to affect Crew Quality [V18.00] or Officer Ratings [V17.00]; those are affected by Crew Points [V18.00], which are related to Rank Points indirectly. Rank Points may not be used to purchase equipment.

V14.73   Characters cannot maintain negative Rank Point totals. If a Character suffers a loss of Rank Points that leaves them with a negative total, they must accept demotion [V14.85] in order to gain a positive Rank Point total.
Exception: V14.74.

V14.74　　If a Character has **never** been promoted (*i.e.* is still a Lieutenant and has never held any other Rank), then they may never have a negative Rank Point total; that is, at the end of any Turn where such a Character has a Rank Point total that is Negative, it is made zero (0).

V14.75　　If it is impossible for a Character with a negative Rank Point total to resolve the problem (raise the total to at least zero), then the Character is court-martialled in disgrace and drummed out of the Fleet. The Player may start anew on the next Turn with a fresh Character.

V14.76　　Rank determines, among other things, the Command Rating Limit [V14.90] of the Character.

V14.77　　Note that these Ranks do not directly correspond to ranks as denoted in the SFB game materials. Border Patrol supersedes SFB in this area.

V14.80　Ranks and Costs; Demotion

V14.81　　There are five (5) possible Ranks for Characters in the campaign. Table V14.811 lists these, along with the corresponding Command Rating Limit.

V14.811　Table - Character Rank:

Rank	Command Rating Limit
Lieutenant	4
Lieutenant-Commander	5
Commander	7
Captain	9
Admiral	13

V14.812　"Commodore" is skipped as a Commodore normally commands a Starbase. Whenever the Team-Commander controls a Starbase, s/he **temporarily** assumes the Rank of Commodore and has a Command Rating Limit of 11.

V14.813　Whenever the Team-Commander is called upon to control any other unit (such as a convoy ship or FRD), s/he **temporarily** assumes the minimum Rank needed to command that unit **or** retains his/her Character's Rank, whichever is greater.

V14.82　　Each rise in Rank costs a certain number of Rank Points. These Points must be spent all at once - one cannot "buy" Rank a little bit at a time.

V14.83　　A Character may not rise more than one (1) Rank per Strategic Turn, even if they have enough Rank Points accumulated to rise more than one Rank.

V14.84　　Table V14.85 shows the cost progression from each Rank to the next.

　　　　　　　　　　　　　Section 14 – Victory and Rank

V14.85   Table - Cost of Rank Changes:

To Change Rank From	To	Costs in Rank Points
Lieutenant	Lieutenant-Commander	8
Lieutenant-Commander	Commander	16
Commander	Captain	32
Captain	Admiral	96

V14.86   In the case of demotion, the Character gains Rank Points equal to one-half (1/2), round down, of the Rank Points that were spent to rise to the level they are being demoted from.

EXAMPLE

A Commander is demoted to Lieutenant-Commander. The Character would receive 8 Rank Points in recompense.

V14.90   Command Rating Limits

V14.91   In Table V14.811, Command Rating Limits are given for each Character Rank.

V14.92   Each ship in the game has a Command Rating. This is listed in the Master Ship Chart of the SFB rules.

V14.93   No Character may control a ship that has a higher Command Rating than the Character's Rank allows. Thus, a Commander cannot control a typical dreadnought.

V14.94   A Character may control ships that have a Command Rating less than or equal to the Character's Command Rating Limit.

V14.95   A Character may control a number of ships that fit V14.94 equal to the Character's Command Rating Limit, plus one (1). Thus, a Lieutenant is capable of controlling up to five (5) ships that have a Command Rating of four (4) or less - in practical terms, that means five (5) typical frigates.

V14.96   The limits presented in V14.94-95 are not combinable. A Lieutenant, for example, may not "combine" his/her limits and control two (2) cruisers instead of five (5) frigates.

End of Section 14: Victory and Rank