

# Section 14: Victory Conditions

## 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 to S2.27. Note that S2.27 is operative only in the case of a force attacking an opponent located in the immediate area of a planet or base. It does not apply to battles fought in open space.
- V14.13 The Level of Victory is determined as per S2.30.
- 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 Rank Point Awards

- V14.21 Once the Level of Victory has been determined, it is necessary to assign Rank Points based on that performance. The formulas are in V14.22 and V14.23.
- V14.22 In case of defeat, the number of Rank Points lost by the defeated Team is:

$$[(\% \text{ from S2.3}) - 91] / 10$$

The difference between the minimum percentage (as per S2.3) to achieve a draw and the calculated percentage, divided by 10, is the number of **negative** Rank Points awarded.

- V14.23 In case of victory or draw, the number of Rank Points gained by the non-losing Team is:

$$[\% \text{ from S2.3}] / 50$$

The calculated percentage, divided by 50, is the number of Rank Points awarded.

- V14.24 Note that in case of draw, it is still possible to gain Rank Points.

V14.25 All calculations should be rounded down if the fractional part is .50 or less; rounded up for fractionals of .51 or more (this applies only to calculations performed for V14.20).

#### V14.30 Distribution of Rank Points

V14.31 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 V14.32 to V14.36.

V14.32 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.

V14.33 If a Character lost his one and only ship in that Battle Hex and was not rescued, he may receive at maximum one (1) Rank Point/Negative Rank Point.

V14.34 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. The only exception to this is if fewer Rank Points are due to be awarded than there are Characters on the Team which had ships involved in the battle.

V14.35 Otherwise, the Team-Leader may award Rank Points at will. This reflects the fact that the Team-Leader 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.

V14.36 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 adhered to.

V14.37 Rank Point awards are modified based on the Character's current Rank. See V14.40.

V14.38 Note that Crew Points [V18.00] are determined **prior** to the modification of the Character's Rank Points in V14.40.

#### V14.40 Rank Modifiers

V14.41 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.

V14.42 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 V14.43 to determine a given Character's Rank Modifier.

## V14.43 Table - Rank Point Modifiers:

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

V14.44 Note that Crew Points [V18.00] are determined **prior** to the application of the Rank Modifier, as per V18.31.

## V14.50 Accumulation of Rank Points

V14.51 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.

V14.52 Negative Rank Points are offset by Rank Points on a one-for-one basis (and vice-versa).

V14.53 Rank Points not "spent" immediately (during the Final Activities Phase) to increase a Character's Rank must be held until the Final Activities Phase of the next Strategic Turn.

V14.54 Rank Points are **not** awarded to any player for the commanding of any base, planetary defense system, Incidental Unit [V16.00], supply ship or FRD.

**End of Section 14: Victory Conditions**