

Section 15: Auxiliary Units

V15.00 Player-Purchased Auxiliary Units

- V15.01 For combat, players are assigned “warships”, units designed serve in a battle, with suitable shielding, power and weapons. However, these units rarely have any, let alone sufficient, Cargo capacity for detached operation (outside of the Team's Supply Grid). For such operations to be possible without significant impact on combat ability, Auxiliary Cargo Units may be purchased and assigned to detached forces. To keep detached units mission-capable, Auxiliary Repair Units can be used to provide portable Repair capability for front-line units operating in remote areas.
- V15.02 Additionally, Auxiliary Units are the only method by which a Team may consistently reduce the ability of the Orion Pirates to successfully attack their Supply Lines. Also, they provide a method by which a Team may augment the defensive complement of a Base, FRD or Star System without committing front-line player combat units to picket duty.
- V15.03 Auxiliary Units to meet these needs include Armed Freighters (of which several varieties exist, such as Cargo, Repair and Exploration), Monitors, and other units designated as “Auxiliary” in the Master Ship Chart. Additionally, a Team may purchase one (1) mine-laying/mine-sweeping unit (the unit selected may or may not be an “Auxiliary” as defined in the MSC, but is treated as such in this Section) to deploy and maintain minefields that the Team purchases under other rules. Teams may use this Section to purchase and deploy these units for combat support, static defense and logistics protection.
- V15.04 Teams may not purchase an Auxiliary Unit with a Combat BPV in excess of the highest player unit Combat BPV that is in service at the time the Auxiliary Unit is purchased.
- V15.05 The Orion Pirates may not purchase units under these rules.

V15.10 General Rules of Player-Purchased Auxiliary Units

- V15.11 Player-purchased Auxiliary Units always have “Average” Crew Quality, and all Officers have a Rating of 0. It is not possible to change these attributes.
- V15.12 Auxiliary Units may be used to fulfill some or all of four (4) roles: Supply Convoy protection [V15.20], Picket [V15.30], Mine-Laying [V15.40] and Fleet Support [V15.50]. The type(s) of units that may be used for each role are shown in **Annex V-H: Available Auxiliary Units**.
- V15.13 When assigned to guard specific Supply Lines, player-purchased Auxiliary Units are always In Supply. When assigned as picket units

guarding a Base, Star System or FRD, such units are In Supply as long as the Base, Star System or FRD is In Supply, or has the Cargo capacity to supply them (or they are capable of supplying themselves under V2.60). A mine-laying unit purchased to deploy and maintain minefields in multiple locations determines its Supply Status as does any other player unit when in transit between Supply Points, or relies on the Supply Point when it is that Hex. Finally, the Supply Status of player-purchased Auxiliary Units accompanying front-line warships as a source of Cargo and/or Repair is determined using the same method as the warships it accompanies.

- V15.14 Player-purchased Auxiliary Units that accompany front-line warships to serve as a source of Cargo and/or Repair are generally expected to avoid direct combat involvement. While they are deployed with the Owning Team's units, they would typically hang back, not approaching enemy units, and avoiding any enemy units that attempt approach them (players may even detail a warship or warships as an escort to protect such vulnerable auxiliaries). In the unlikely circumstance that they must actually defend themselves, their Combat BPV is counted (when computing Victory) only if they take damage (shield or internal) and cause damage to an enemy unit (including by deploying T-bombs, damaging plasma torpedoes, damaging or destroying enemy drones, shuttles, Fighters or ships, or causing shield damage to enemy units). If both conditions are not met, the Auxiliary Units are not counted when computing Victory. Only those Auxiliary Units that meet both criteria are counted (*i.e.* just because one Auxiliary Unit meets the criteria does not require that all be counted).
- V15.15 In the event that an Auxiliary Unit does participate in combat to the extent that it must be counted when computing Victory (as outlined in V15.14), and the Team gains Rank Points, the unit must be assigned at least one (1) Rank Point, unless doing so would prevent a player warship from receiving at least one (1) Rank Point. Teams may not, however, allocate Negative Rank Points to Auxiliary Units under any circumstances. Any Rank Point award to an Auxiliary Unit does not increase the Rank of any player, nor does any unit receive Crew Points associated to the Rank Point(s) issued to any Auxiliary Unit.
- V15.16 Player-purchased Auxiliary Units do not require a Character to control them, and do not count against the Command Rating Limit of a Character of any player on the Team. However, a Team may not purchase an Auxiliary Unit with a Command Rating in excess of the highest Command Rating of any Character on the Team.
- V15.17 Under no circumstances may player-purchased Auxiliary Units be mothballed [V4.70] (nor is there any benefit to doing so), or sold. They remain in service to the Team until destroyed or the campaign ends.
- V15.18 Player-purchased Auxiliary Units are built as are other player units, and

arrive at a Starbase at the end of the Turn during in which their construction cost is paid. The construction of an Auxiliary Unit affects the other tasks a Starbase may perform, as does building a player warship.

- V15.19 When purchasing Auxiliary Units that are equipped with Fighters (e.g. an Auxiliary Carrier), the Team is restricted to appropriate Classes of Fighters, based on historical availability and usage (for example, the Federation F-14 Fighter was never assigned to Auxiliary Carrier units). Typically, only older and less-capable Fighters are available for assignment to Auxiliary Carrier units.

V15.20 Supply Convoy Auxiliaries

- V15.21 The most common role for player-purchased Auxiliary Units is to provide additional protection, against attacks by the Orion Pirates, for specific Supply Convoys. A Team may purchase Armed Freighters (Large or Small) or other fleet Auxiliaries as shown in **Annex V-H**.

Note: No more than one (1) Exploration Freighter, total, may be used for Supply Convoy defense at time (for all Supply Lines of the Team).

- V15.22 While an Auxiliary Carrier may be deployed for Supply Convoy defense, no more than one (1) Auxiliary Carrier (Large or Small), total, may be assigned to such a role at a time (for all Supply Lines of the Team).

Note: Auxiliary PF Tenders may not be employed in a Supply Convoy defense role. Also, purchase of escorts for a Large Auxiliary Carrier is required, but not for a Small Auxiliary Carrier [R0.7].

- V15.23 If a Supply Convoy to which an Auxiliary Unit (or Units) have been assigned is attacked, it is the responsibility of the Team-Commander to command the Auxiliary Unit(s). No player receives Rank Points (or Negative Rank Points) for commanding Supply Convoy Units; no Supply Convoy unit gains (or loses) Crew Points as a result of a battle.

- V15.24 If Auxiliary Units are assigned to a given Supply Line, and the player units serviced by that Supply Line subsequently break into two separate stacks, the Team-Commander must re-assign each Auxiliary Unit to a specific Supply Line.

- V15.25 Auxiliary Units purchased for this role do not appear on the Strategic Map. While their construction does impact a Starbase of the Team [V15.18], they are simply immediately assigned to Supply Convoy duty, and are thereafter treated as any other Supply Convoy unit (i.e. they do not appear unless and until the Supply Line is successfully attacked).

V15.30 Auxiliaries as Picket Units

- V15.31 Teams may purchase Auxiliary Units and station them at Bases (Mobile Bases, Base Stations, Battle Stations, Starbases), FRDs, or in any Star

System with a Development Level of at least two (2). Auxiliary Units stationed in Star Systems do not directly affect the Development Level, but are limited by the BPV cap [V5.23].

V15.32 Armed Freighters may not be assigned to serve as picket units; only fleet Auxiliaries (as defined by the Master Ship Chart) and Monitors may do so. See **Annex V-H: Available Auxiliary Units** for a comprehensive list of Auxiliary Units and the roles to which they may be assigned.

V15.33 A Team may have no more than one (1) Auxiliary Carrier (Large or Small) assigned to picket duty at a time. When purchasing Auxiliary Units that are equipped with Fighters (e.g. an Auxiliary Carrier or Fighter-equipped Monitor), the Team is restricted to appropriate Classes of Fighters, based on historical availability and usage (for example, the Federation F-14 Fighter was never assigned to Auxiliary Carrier units). Typically, only older and less-capable Fighters may be assigned to Auxiliary Carrier units.

Note: The purchase of escorts for a Large Auxiliary Carrier is required, and it may not be possible to do so and still obey the BPV cap for Star Systems [V5.23]. Per R0.7, escorts are not required for a Small Auxiliary Carrier.

V15.34 Incidental Units [V16.00] are not affected by the presence of Auxiliary Units deployed for picket duty.

V15.35 If damaged in battle, Auxiliary Units must be repaired under the same rules as player ships. They are not replaced if destroyed, but are re-supplied as any player unit would be [V2.00].

V15.36 Auxiliary Units purchased for picket duty appear on the Strategic Map at the Starbase that constructs them [V15.18]. If they are not being assigned to that specific Starbase, then they must travel, as does any other player unit, across the Strategic Map to their assigned location. After they arrive, they are removed from the Strategic Map, unless and until that location is attacked. If assigned to an FRD, then they are moved as part of the stack when the FRD is moved (and thus provide an escort), and do appear on the Strategic Map as part of the stack.

V15.37 Auxiliary Units deployed in this role are not counted when determining if a player warship is “pinned” [V8.24] in the Hex where the Auxiliary Unit is assigned.

V15.40 Auxiliary Mine-Laying Units

V15.41 In order to deploy minefields in Star Systems or around Bases, a Team may purchase a mine-laying unit as an Auxiliary Unit (a unit completely under player control may also be used). Alternatively, a suitable Ground Base equipped with an MLS may be used; or an MLS may be purchased for a Base or FRD. Technically, an MLS/Base (or MLS/FRD) combination is not an Auxiliary Unit, but rather an upgrade to an existing unit. The

alternative of an MLS is included here for comparison with the option to purchase an Auxiliary Unit dedicated to mine-laying.

- V15.42 If an Auxiliary or regular player ship is used, then it may transit the Strategic Map normally, and deploy/maintain minefields at any Base, Star System or FRD of the Owning Team. If the combination of a Ground Base and an MLS is selected (or an MLS is purchased for a Base or FRD), then the unit may only deploy/maintain the minefield associated with that Star System (or Base or FRD).
- V15.43 The mine load-out for the mine-laying unit must be selected and paid for at the time of purchase/construction. If changed, the cost is determined by V4.26.
- V15.44 A Team may have no more more Auxiliary Units deployed for mine-laying than it has Starbases on the Strategic Map. Since an MLS/Base (or MLS/FRD) combination is not, technically, an Auxiliary Unit, that alternative is not bound by that limitation, but a Team may not purchase more than one (1) MLS for any Base or FRD (nor is there much point to doing so).
- V15.45 While it is possible to use an MRS as a mine-layer under exigent circumstances, they are both not specifically designed for that task, and too expensive to risk in that role. Teams may not use an MRS to deploy/maintain a minefield at a Base, Star System or FRD.
- V15.46 Auxiliary Units deployed in this role are not counted when determining if a player warship is “pinned” [V8.24] in the Hex where the Auxiliary Unit is assigned.

V15.50 Auxiliary Fleet Support Units

- V15.51 The final task for which Teams may purchase Auxiliary Units is the Fleet Support role, to accompany player warships on detached duty, in remote locations beyond the Team's Supply Grid. Armed Freighters (Large or Small), Repair Freighters (Large or Small) and/or Exploration Freighters (Large or Small) may be purchased for this purpose. Additionally, a Team may deploy a single Auxiliary Carrier (Large or Small) for the purpose of providing escort and protection to the other Auxiliary Units.
- V15.52 Freighters deployed as Fleet Support units may be used as Suicide Freighters [R1.33], but cannot be used for general Cargo supply [V2.60] when so configured (that is, a Team would have to purchase a Freighter expressly for the purpose, and could not convert a Freighter to the purpose while deep in enemy territory).
- V15.53 While a Team may construct a Tug to accompany a force of detached units to tow damaged or crippled units, this function may not be fulfilled by an Auxiliary Unit. Any Tugs must be player-operated units.
- V15.54 When using Auxiliary Units as sources of Cargo for detached operations, the Team must carefully account for all Cargo usage. If Cargo spaces are

dedicated to specific items of equipment (*e.g.* spare drones, shuttles, Fighters, T-Bombs, *etc.*), then those supplies must be assigned to specific Cargo boxes on specific Auxiliary Units. If they are destroyed, those supplies are lost.

- V15.55 Cargo boxes dedicated to specific supplies under V15.54 are not counted as “stocked” for the purposes of V2.60. If an Auxiliary Unit with Cargo takes internal damage, then for each Cargo hit on a “stocked” Cargo box, or a box still holding specific supplies of ordnance (*e.g.* drones, T-bombs; even if not fully occupied by those things) being separately tracked under V15.54, it is treated as a Supply Convoy Freighter [V19.837] and may be destroyed in a chain-reaction explosion. Cargo hits may, of course, be scored on Cargo boxes that are “empty” (no longer “stocked”).
- V15.56 Auxiliary Units deployed for Fleet Support appear on the Strategic Map at the Starbase that constructs them [V15.18]. They then transit the Strategic Map to join the the stack they support. In a Battle Hex, they are deployed as are other units of the Owning Team.
- V15.57 Auxiliary Units deployed in this role may be counted when determining if a player warship is “pinned” [V8.24] in the Hex where the Auxiliary Unit is supporting a fleet, if and only if the retreating player unit is crippled [S2.4]. Doing so commits an Auxiliary Unit to fight in place of the retreating player unit.

V15.60 Changing Auxiliary Unit Roles; Movement Notes

- V15.61 Any player-purchased Auxiliary Unit may be assigned to a different role, for which it is eligible, at the end of any Turn. The roles for which an Auxiliary Unit is eligible are defined in **Annex V-H**.
- V15.62 If an Auxiliary Unit deployed in a Supply Convoy Auxiliary [V15.20] role is re-assigned to a Picket [V15.30] or Fleet Support [V15.50] role, it is placed on the Strategic Map at the Starbase closest to the stack its assigned Supply Line services. It must transit the Strategic Map normally to its new assignment (either to the Base, FRD or Star System it will be protecting, or to join the stack it will be supporting).
- V15.63 An Auxiliary Unit deployed for Picket [V15.30] duty that is re-assigned to a Supply Convoy [V15.20] duty must transit the Strategic Map from the Base, FRD or Star System where it was assigned to the Starbase servicing the Supply Line to which the unit is being assigned. If re-assigned to a Fleet Support [V15.50] role, it must transit the Strategic Map from the Base, FRD or Star System where it was assigned to rendezvous with the stack it will be supporting.
- V15.64 When an Auxiliary Unit assigned to a Fleet Support [V15.50] role is re-assigned to Supply Convoy [V15.20] duty, it must transit the Strategic Map from the stack it was supporting to the Starbase servicing the Supply Line to which the unit is assigned. If re-assigned to a Picket

[V15.30] role, it must transit the Strategic Map from the stack it was supporting to the Base, FRD or Star System it will guard. If re-assigned to a Mine-Laying [V15.40] role, a specific Base, FRD or Star System must be designated as its destination, and it must transit the Strategic Map from the stack it was supporting to the new assignment.

- V15.65 An Auxiliary Unit functioning in a Mine-Laying [V15.40] role that is re-assigned to a Fleet Support [V15.50] role (the only valid reason to do so is to deploy Blockade Mines [V5.50]), it must transit the Strategic Map from the Base, FRD or Star System where it is deploying/maintaining a minefield to rendezvous with the stack it will be supporting.
- V15.66 When an Auxiliary Unit must transit the Strategic Map, it does so using the same Movement rules as player ships. It has a Supply Line and may be rendered Out Of Supply as any other unit of the Team might be (although many Auxiliary Units have Cargo and can overcome such an event [V2.60]).
- V15.67 Auxiliary Units may use Emergency Movement [V8.40] as may any other player unit, with the same restrictions. Typically, Auxiliary Units have a lower Damage Control Rating than most warships, and so will be unable to engage in sustained use of Emergency Movement.
- V15.68 Auxiliary Units may not be deployed for Reactionary Movement [V8.60], even while tasked in a Picket role [V15.30].

V15.70 Auxiliary Unit Refits

- V15.71 Selected Auxiliary Units may receive Refits [V4.60]. Such Refits are applied as they would be to any other unit. However, unlike most Refits, Auxiliary Units may only be refitted once they are in play. The Refits described in this sub-Section may not be applied when the unit is purchased. The BPV of refitted ships must still comply with V15.04.

V15.720 Ore Carrier-to-Super-Large Armed Freighter

- V15.721 Using this Refit, a Civilian Ore Carrier is transformed into a Super-Large Armed Freighter, having twice the Cargo capacity of a Large Armed Freighter. This new unit is designated F-SLA and has a Combat BPV of 110, a Size Class of 3 and a Movement Cost of 1. This Refit may only be performed on a Civilian Ore Carrier purchased by a Team, and never by the Orion Pirates. It functions as an Auxiliary Unit [V15.00] and may be assigned to the same roles to which an Armed Freighter may be assigned, as per **Annex V-H: Available Auxiliary Units**.

- V15.722 The cost of this Refit, to an existing Civilian Ore Carrier, is 35 BPV. The unit may only be armed with Phasers, and utilizes the same command module (with Bridge, weapons, crew quarters, Auxiliary

- Control, *etc.*) and aft impulse module as a Large Armed Freighter.
- V15.723 The Warp Engines are increased to twelve (12) boxes each.
- V15.724 For the refitted unit, shield cost, shield boxes, sensor rating, scanner boxes, Damage Control, Excess Damage, crew units, Boarding Parties, T-Bomb capacity, shuttlecraft, acceleration limit, Turn Mode, Breakdown Rating and Life Support cost are identical to a Large Armed Freighter. It consumes one box of Cargo per Movement Phase when Out of Supply [V2.60].
- V15.725 The refitted unit will have four (4) cargo holds of 25 boxes each, and each box will have 50 spaces of capacity, for a total cargo capacity of 5,000 spaces.
- V15.726 A Team may apply this Refit to a number of Civilian Ore Carriers no greater than the number of Starbases that the Team has on the Map at the time. A destroyed unit may be replaced (as long as the overall limit is observed), but there is no Refit to revert a Super-Large Armed Freighter back to a Civilian Ore Carrier.
- V15.730 Romulan Cloaked Armed Freighter Refit (-c)
- V15.731 This Refit is only available to the Coalition and then may only be performed on Auxiliary Units [V15.00], specifically a Large Armed Freighter (F-AL). This Refit equips the Large Armed Freighter with a Cloaking Device, allowing it to engage in Strategic Cloaked Movement. The new unit is designated F-AL-c.
- V15.732 This Refit may only be applied to Auxiliary Units assigned to a Fleet Support [V15.50] role with cloaked warships. Once applied, the Auxiliary Unit may not be assigned to any other role, nor may it operate with warships not capable of cloaking.
- V15.733 The cost to add a Cloaking Device to a Large Armed Freighter is 15 BPV. The Combat BPV of the ship is increased by the same amount, and there are no other alterations.
- V15.734 A Large Armed Freighter pays a Cloaking Device Energy Cost as shown in SFB Annex #7H, using the "Escorts, Police Ships" cost of 5/2. It should be noted that, as a practical matter, a Freighter with this refit will be incapable of even tactical cloaked movement if it drops its Warp Engines.
- V15.735 An F-AL-c may engage in Strategic Cloaked Movement and computes its BOMA as does any other ship [V8.51].
- V15.736 The Cloaking Device is vulnerable to hit-and-run raids, as are the Cloaking Devices of warships.
- V15.737 This Refit may be removed from an F-AL-c, converting it back to an F-AL, which may then be assigned to any role for which it is eligible. This activity is performed as a Refit, but there is no BPV cost. The Combat BPV of the F-AL is returned to normal.

V15.738 A Super-Large Armed Freighter [V20.85] may also receive this Refit. It would be designated F-SAL-c, but other than its Cargo capacity it would perform as an F-AL-c.

V15.740 Auxiliary Unit Warp Engine Refit (w)

V15.741 This Refit is only available for application to specific Auxiliary Units: a Repair Freighter [R1.25B] or an Exploration Freighter [R1.26B]. No other Auxiliary Units may receive this Refit.

V15.742 This Refit may only be applied to Auxiliary Units assigned to a Fleet Support [V15.50] role. Once applied, the ship may not be assigned to any other role.

V15.743 The effect of this Refit is to replace the Warp Engines of the unit with the same Warp Engines of the equivalent-sized Armed Freighter. No other systems on the unit are augmented. The Refit cannot be applied to a single Warp Engine – all Warp Engines must be upgraded at the same time.

V15.744 When Refitted, the resultant unit is designated F-ELw, F-ESw, F-RLw or F-RSw, as appropriate.

V15.745 The cost of the Refit is 10 BPV per Warp Engine box added. The Combat BPV of the unit is increased by the same amount. The Warp Engine boxes added are destroyed on the same Warp Engine hits as the original engines and otherwise perform as Warp Engines in all respects.

V15.746 This Refit may be removed from an Auxiliary Unit, which may then be assigned to any role for which it is eligible. This activity is performed as a Refit, but there is no BPV cost (nor does the Team receive any BPV – the value of the removed engines, minus the value of the original engines, is equal to the labor cost of the swap process). The Combat BPV of the unit is returned to normal.

End of Section 15: Auxiliary Units