

Section 16: Incidental Units

V16.00 Incidental Units

V16.10 Definition

- V16.11 Incidental Units are units that belong to a Team in the same sense that supply convoy freighters do; they are there, but do not become apparent except under specific circumstances [V16.12]. Since the Orions do not have bases or planets on the Map, they never have Incidental Units.
- V16.12 The specific circumstances for Incidental Units occur whenever a star system, StarBase, Base Station, Battle Station, supply convoy, or FRD owned by the Team is encountered by a non-friendly force. Bases under construction [V4.30] do not have Incidental Units.
- V16.13 Incidental units usually consist of some or all of the following: freighters, armed freighters, Q-Ships, police ships, shuttles (admin, MRS, GAS, and/or minesweeping), and occasionally a warship engaged in re-supply or repair or perhaps picket duty.
- V16.14 Depending on the circumstances, Incidental Units may or may not be able to contribute to the balance of the battle. Only those Incidental Units that cause at least one point of damage to a unit of the non-friendly force are to be reckoned when computing Victory ("damage" is defined to include shield hits).
- V16.15 The BPV of Incidental Units are **never** added to the BPV of the unit to which they are assigned. Thus, a given base and its standard units have a certain BPV, and the BPV of any Incidental Units are never added to the base's BPV, even though they may weigh in the outcome of the battle.
- V16.16 Some Incidental Units (such as Frigates or Destroyers) can be varied in their exact configuration (such as T-Bombs or drone loads). The BPV limits given with each such unit indicate a cap on these changes/additions. The owning Team-Commander makes all decisions regarding these variations.
- V16.17 Any shuttles noted are **in addition** to shuttles operating from other Incidental Units or from the base/FRD/whatever itself.
- V16.18 Incidental Units are assigned by fleet commands to a specific task or base or location. They may not be commandeered or used for other purposes by the Teams. Incidental Units may be drawn from **any** Race that is a member of the Team owning the Incidental Units, at the choice of the Team-Commander.
- V16.19 The limit imposed by V5.23 on value of defensive purchases for star systems is **not** affected by Incidental Units; they do **not** count against the limit. This applies to any support units for Incidental Units (such as ground bases). In the case of Incidental Units, bases and tenders are not required to

have a specific number of supported units, as is normally the case (see V4.22).

V16.20 Incidental Units for a Star System

V16.21 Usually, a star system will have 3-8 (1d6+2) police ships for local law enforcement. Each ship is limited to a combat value of 54 BPV or less.

V16.22 Additionally, a star system may have a frigate or destroyer permanently assigned to it. Roll 1d6:

1-2	1 Destroyer (Max 99 BPV)
3-4	1 Frigate (Max 79 BPV)
5-6	No warships assigned to the star system at this time

Note: When rolling for a star system in a Team's original sphere of influence, subtract 1 from the roll and treat 0 as 1.

V16.23 Further, there will be from 8-18 (2d6+6) Freighters in the star system. For each unit, make two separate rolls to determine its exact type:

ROLL #1	1	Armed Freighter
	2	Q-Ship
	3-6	Normal Freighter
ROLL #2	1-3	Large
	4-6	Small

V16.24 Lastly, one may expect to find a number of shuttles operating in the vicinity of the Class M planet. The types and numbers to be expected are:

Admin	5-10 (1d6 + 4)
MRS	0-2 (1d3 - 1)
SWACs	1 = 1 SWACs, 2-6 = No SWACs
(Alliance only , roll 1d6)	
GAS	1-3 (1d3)
Minesweeping	1-3 (1d3)
(only if star system has a defensive minefield)	

V16.25 Shuttles will be based out of an appropriately equipped ground base station or stations. See V16.19.

V16.26 All star systems will have a System Activity Maintenance station (SAM) [R1.30] appropriate to its owning Team. This station will be in standard orbit about the main Class M planet.

V16.30 Incidental Units for a StarBase

V16.31 At minimum, a StarBase will have several police ships assigned to it. Roll 1d6:

1-3	6 Police Ships (Max 55 BPV Each)
4-5	5 Police Ships (Max 55 BPV Each)
6	4 Police Ships (Max 55 BPV Each)

V16.32 Additionally, a StarBase will have frigates and/or destroyers permanently assigned to it. Roll 1d6:

1-2	2 Destroyers (Max 100 BPV Each)
3-4	1 Frigate, 1 Destroyer (Max 80 BPV, Max 100 BPV)
5-6	2 Frigates (Max 80 BPV Each)

V16.33 Also, there will be a light cruiser, of no more than 115 BPV combat value, stationed at the StarBase.

V16.34 Further, there will be from 7-12 (1d6+6) Freighters at the StarBase. For each one, make two separate rolls to determine its exact type and size:

ROLL #1	1-2	Armed Freighter
	3	Q-Ship
	4-6	Normal Freighter
ROLL #2	1-4	Large
	5-6	Small

V16.35 Finally, one may expect to find a number of shuttles operating in the vicinity of the StarBase. The types and numbers to be expected are:

Admin	3-8	(1d6 + 2)
MRS	2-4	(1d3 + 1)
SWACs	1-2 = 1 SWACs, 3-6 = No SWACs	
(Alliance only , roll 1d6)		
GAS	0-1	(1d2)
Minesweeping	1-3	(1d3)
(only if the StarBase has a defensive minefield)		

V16.36 Shuttles will be based out of the StarBase itself, although some may be docked to accommodate them.

V16.40 Incidental Units for a Battle Station

V16.41 Typically, a Battle Station will have several police ships assigned to it. Roll 1d6:

1-3	4 Police Ships (Max 50 BPV Each)
4-6	3 Police Ships (Max 50 BPV Each)

V16.42 Also, a Battle Station will have a frigate or a destroyer permanently placed at the facility. Roll 1d6:

1-2	1 Destroyer (Max 95 BPV)
3-6	1 Frigate (Max 75 BPV)

V16.43 Additionally, there will be from 2-7 (1d6+1) Freighters at the Battle Station. Make two separate rolls for each unit to determine its exact type and size:

ROLL #1	1	Armed Freighter
	2	Q-Ship
	3-6	Normal Freighter
ROLL #2	1-3	Large
	4-6	Small

V16.44 Finally, one may expect to find a number of shuttles operating in the vicinity of the Battle Station. The types and numbers to be expected are:

Admin	1-6	(1d6)
MRS	0-2	(1d3 - 1)
SWACs	1 = 1 SWACs, 2-6 = No SWACs	
(Alliance only , roll 1d6)		
GAS	0-2	(1d3 - 1)
Minesweeping	2-4	(1d3 + 1)
(only if the Battle Station has a defensive minefield)		

V16.45 Shuttles will be based out of the Battle Station itself, although some may be docked in order to accommodate them.

V16.50 Incidental Units for a Base Station

V16.51 Normally, a Base Station will have several police ships and/or frigates assigned to it. Roll 1d6:

1	2 Frigates, 1 Police Ship (Max 75 BPV Each, Max 50 BPV)
2-3	1 Frigate, 2 Police Ships (Max 75 BPV, Max 50 BPV Each)
4-5	3 Police Ships (Max 50 BPV Each)
6	2 Police Ships (Max 55 BPV Each)

V16.52 Also, there will be 1d6 of Freighters at the Base Station. For each one, make two separate rolls to determine its exact type and size:

ROLL #1	1	Armed Freighter
	2	Q-Ship
	3-6	Normal Freighter
ROLL #2	1-2	Large
	3-6	Small

V16.53 Lastly, one may expect to find a number of shuttles operating in the vicinity of the Base Station. The types and numbers to be expected are:

Admin	1-6	(1d6)
MRS	0-1	(1d2)
GAS	0-1	(1d2)
Minesweeping	2-4	(1d3 + 1)
(only if the Base Station has a defensive minefield)		

V16.54 Shuttles will be based out of the Base Station or an appropriately equipped ground base station or stations. See V16.19.

V16.60 Incidental Units for an FRD

V16.61 An FRD will have a warship on picket duty for protection. Roll 1d6:

1	1 Light Cruiser (Max 114 BPV)
2-3	1 Destroyer (Max 99 BPV)
4-6	1 Frigate (Max 79 BPV)

V16.62 There will also be 5-10 (1d6 + 4) of Freighters at the FRD. Make two separate rolls for each unit to determine its exact type and size:

ROLL #1	1-2	Armed Freighter
	3-6	Normal Freighter
ROLL #2	1-4	Large
	5-6	Small

V16.63 Lastly, one may expect to find a number of shuttles operating in the vicinity of the FRD. The types and numbers to be expected are:

Admin	4-9	(1d6 + 3)
MRS	1-2	(1d2)
Minesweeping	2-4	(1d3 + 1)
(only if the FRD has a defensive minefield)		

V16.64 Shuttles will be based out of an appropriately equipped ground or orbital base station or stations. See V16.19.

V16.70 Incidental Units for Supply Convoys

V16.71 Supply convoys, as detailed in V2.50, may occasionally have other units traveling with them at the time of an encounter. These other units are **not** really part of the convoy; they are merely friendly units that have crossed paths, for a relatively short but definite time period, with the convoy.

V16.72 If the convoy was intercepted within three (3) Hexes of a friendly star system, a warship may have been dispatched from the star system to escort the convoy as it passed nearby. This is independent of V16.74. Roll 1d6:

1	1 Destroyer (Max 95 BPV)	
2	1 Frigate (Max 75 BPV)	
3-6	No warship was available for escort duty	

V16.73 Police vessels operating in the area may also have joined the convoy. If the convoy was intercepted within one (1) Hex of a star system, subtract one (1) from the rolls of 2 or more. Roll 1d6:

1	2 Police ships (Max 51 BPV each)	
2	1 Police ship (Max 51 BPV)	
3-6	No police ships were in the area	

- V16.74 There is also a chance that a warship engaged in travel through the general vicinity temporarily linked up with the convoy. This is independent of V16.72. Roll 2d6:

2	1 Light Cruiser (Max 115 BPV)
3	1 Destroyer (Max 95 BPV)
4	1 Frigate (Max 75 BPV)
5-12	No warship was traveling with the convoy

- V16.75 Finally, fleet command may have ordered changes to the convoy composition as determined by V2.52 and V2.53. For each Freighter (not Q-ship!) in the convoy, roll 2d6 and consult the table below:

2	In addition to this unit, there is an Armed Freighter of the same size traveling in the convoy (do not roll on this table for the Armed Freighter)
3	This unit is an Armed Freighter instead of a normal Freighter (size does not change)
4-12	No alteration for this unit

- V16.76 Units added to a given convoy by use of V16.75 are **not** rolled for again on the table in V16.75.

V16.80 Player Units as Incidental Units

- V16.81 If a unit controlled by a player is in a Hex containing a StarBase, Base Station, Battle Station, FRD, or a star system owned by the player's Team; then this unit is considered to be located at the base, FRD, or Class M planet of the star system should any non-friendly force enter the Hex.
- V16.82 Incidental Units are **not** counted when determining if a player unit is 'pinned' as per V8.24.
- V16.83 As a rule, player units are always assumed to be in the thick of the situation. If the enemy units are attacking a base or star system, then any friendly player units are assumed to be there (at the base or star system).
- V16.84 The presence of player units at a base or star system under attack has **no** effect on the number or type of Incidental Units found at the base or star system.

End of Section 16: Incidental Units