

Section 16: Incidental Units

V16.00 Incidental Units

- V16.01 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 Pirates do not have Supply Convoys, or Bases or Star Systems on the Map, they never have Incidental Units.
- V16.02 The specific circumstances for Incidental Units occur whenever a Star System, Starbase, Base Station, Battle Station, Supply Convoy, Mobile Base or FRD owned by the Team is encountered by a non-friendly force. Orion Pirate units deployed for Normal Movement [V19.50] are not “non-friendly”.
- Exception:** Bases under construction [V11.20].

V16.10 General Rules of Incidental Units

- V16.11 Incidental Units usually consist of some or all of the following: Freighters, Armed Freighters, Q-Ships, police ships, shuttles (admin, MRS, GAS, HTS, and/or minesweeping), and occasionally a warship engaged in re-supply or repair or perhaps picket duty. Incidental Units are different than and separate from Auxiliary Units [V15.00]. 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.
- V16.12 Depending on the circumstances, Incidental Units may or may not be able to contribute to the balance of a battle. Only those Incidental Units that cause at least one (1) point of damage to a non-friendly unit are reckoned when computing Victory (“damage” includes shield hits).
- V16.13 The BPV of Incidental Units are **never** permanently 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 permanently added to the Base's BPV.
- V16.14 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.
- V16.15 Any shuttles noted are **in addition** to shuttles operating from other Incidental Units or from the Base/FRD/whatever itself.

V16.160 Incidental Units Undergoing Repair or Refit

- V16.161 Because Star Systems, FRDs and most Bases are locations at which ships may be Refitted and/or Repaired, some Incidental Units may be in the Star System, or at the Base/FRD, for that specific purpose. These are noted on the various tables in this Section. The presence of these units does not affect the ability of a unit of the Owing Team to also receive a Refit or be Repaired.
- V16.162 When a particular Incidental Unit is being Refitted, see V4.63 for its Weapon Status and other situational information. When a particular Incidental Unit is being Repaired, see V4.57 for its Weapon Status and other situational information. Any Refits will not be available, nor will Repairs have been completed.
- V16.163 For Incidental Units that are being Repaired, use the following process to determine the extent of damage that should be applied to the unit:
- Count all the internal system boxes that the unit has, excluding Sensor, Scanner, Damage Control and Excess Damage boxes; this is the *Box Count*
 - Roll one (1) die, and multiply the result by 0.1
 - Multiply that number by the *Box Count*, round down
 - Apply that number of internal hits to the Incidental Unit, as a single volley through a down #1 shield (the boxes excluded above may be hit normally; do not roll for Cargo chain-reaction explosions)
- V16.164 After the damage has been scored, all shield hits and any hits to the ship's Damage Control [D9.0] track are repaired. Then, the Owing Team may repair a number of boxes equal to three (3) times the unit's Damage Control Rating (DCR). If Shuttle bays on an Incidental Unit were destroyed (with associated loss of Shuttles), then if the Master Ship Chart indicates that the ship has an additional Shuttle (or Shuttles) in storage, the crew is assumed to have prepared one (1) available Shuttle per Shuttle box repaired under this rule (if they do not repair any Shuttle boxes, then no spare Shuttles may be prepared). Drone racks (including ADDs) repaired under this rule will have drones loaded, but no reloads will be available; repaired plasma torpedo launchers will not have PPTs available. Additionally, a number of Hull [G3.0] hits equal to the unit's DCR are repaired.
- V16.165 The Attacking Team is informed of the total damage applied to all Incidental Units, but not how it was allocated or mitigated.

- V16.17 When an Incidental Unit is docked [C13.00] to a Base/FRD, (for example, for Repair or Refit), then, prior to Turn 1, it may perform Cargo transfer [G25.5], with the Base/FRD, for a number of Turns equal to the Weapon Status of the Base/FRD.
- V16.18 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/tenders are not required to have a specific number of supported units, as is usually the case [V4.22].

V16.20 Incidental Units for a Star System

- V16.21 When determining the Incidental Units present in a Star System, the rolls must be adjusted for the Development Level [V3.30] of the System; however, this is only done for Star Systems at Development Level 4 or lower. Subtract the current Development Level of the System from 6, then take the square root of the result, round down to the nearest integer, and use that number to adjust the rolls.
- V16.22 Typically, a Star System will have 4-9 (1d6+3), minus twice the adjustment from V16.21, Police Ships for local law enforcement. Each ship is limited to a combat value of 54 BPV or less. After determining the number of Police Ships, roll 1d6 and subtract the adjustment from V16.21 to ascertain if any are being repaired (if the adjusted roll is 0 or less, treat as 1; if the roll indicates that more Police Ships are being repaired than there are Police Ships present, then the number of Police Ships is not increased, and all Police Ships are damaged and being repaired):

1-2	2 Police Ships are damaged and being repaired
3-4	1 Police Ship is damaged and is being repaired
5-6	All Police Ships are intact and fully operational

- V16.23 Additionally, a Star System may have a Frigate (maximum 79 BPV) or Destroyer (maximum 99 BPV) permanently assigned to it. Roll 1d6 and add the adjustment from V16.21 (treating 7 or more as 6):

1	1 Destroyer (intact and fully operational)
2	1 Destroyer (damaged and being repaired)
3	1 Frigate (intact and fully operational)
4	1 Frigate (damaged and being repaired)
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.

- V16.24 Further, there will be from 8-18 (2d6+6), minus 4 times the adjustment from V16.21, Freighters in the Star System. For each unit, roll 2d6 and add the adjustment from V16.21 to determine its exact type (treating an adjusted roll of 13 or more as 12):

Die Roll	Result	BPV Limit
2	Q-Ship, Large	85
3	Q-Ship, Small	45
4	Armed Freighter, Large	80
5	Armed Freighter, Small	40
6-8	Normal Freighter, Large	Standard
9-10	Normal Freighter, Small	Standard
11	Armed Priority Transport	25
12	Free Trooper/Tanker	30

For units other than a Normal Freighter, roll one (1) die. On a 1-4, a Q-Ship is intact and fully operational, while an Armed Priority Transport, Free Trooper/Tanker or Armed Freighter is intact and fully operational on a roll of 1-5. Otherwise, the unit is damaged and being repaired.

- V16.25 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 (subtract the adjustment from V16.21 from each roll, and treat any adjusted roll of 0 or less as 0):

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

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

- V16.26 Depending on their Development Level [V3.30], Star Systems will have (in addition to any Incidental Units) at least one (1) System Activity Maintenance (SAM) station [R1.30] appropriate to its owning Team. At Development Level 3 or higher, it will have at least one (1) civilian-operated Commercial Platform [R1.29] (ComPlat), plus a number of military and civilian ground bases. The exact emplacements are defined in **Annex V-G: Star System Fortifications**. Orbital/ground bases defined as “civilian” cannot have equipment like T-bombs, or shuttles other than administrative shuttles. Orbital bases will be in Standard Orbit [P8.0] about the main Class M planet of the Star System.

V16.30 Incidental Units for a Starbase

V16.31 At minimum, a Starbase will have several police ships tasked with traffic control and visitor dispute resolution. Each ship is limited to a maximum value of 55 BPV (or less). Roll 1d6:

1	6 Police Ships, all intact and operational
2	5 Police Ships, 1 Damaged Police Ship
3	5 Police Ships, all intact and operational
4	4 Police Ships, 1 Damaged Police Ship
5	3 Police Ships, all intact and operational
6	2 Police Ships, 1 Damaged Police Ship

V16.32 Additionally, a Starbase will have Frigates (maximum 80 BPV) and/or Destroyers (maximum 100 BPV) permanently assigned to it. Roll 1d6:

1	2 Destroyers, both intact and operational
2	1 Destroyer, 1 Destroyer undergoing Refit
3	1 Destroyer, 1 Damaged Destroyer
4	1 Frigate, 1 Frigate undergoing Refit
5	2 Frigates, both intact and operational
6	1 Frigate, 1 Damaged Frigate

V16.33 Also, there will be a Light Cruiser, of no more than 115 BPV combat value, stationed at the Starbase. Roll 1d6; on a roll of 5 it is undergoing a Refit, on a 6 it is damaged and being repaired.

V16.34 Further, there will be from 8-13 (1d6+7) Freighters at the Starbase. For each one, roll to determine its exact type and size:

Die Roll	Result	BPV Limit
2	Q-Ship, Large	85
3	Armed Freighter, Large	80
4	Q-Ship, Small	45
5	Armed Freighter, Small	40
6-8	Normal Freighter, Large	Standard
9-10	Normal Freighter, Small	Standard
11	Armed Priority Transport	25
12	Free Trooper/Tanker	30

For units other than a Normal Freighter, roll one (1) die. On a 1-3, a Q-Ship is intact and fully operational, while an Armed Priority Transport, Free Trooper/Tanker or Armed Freighter is intact and fully operational on a roll of 1-4. Otherwise, the unit is damaged and being repaired.

- 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, 2-3 = 1, 4-6 = 0	
(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 or Base Station

- V16.41 When rolling for a Battle Station, use V16.42 through V16.46 normally. When rolling for a Base Station, add 1 to the roll in V16.42, treating a 7 as a 6; use the first die roll unmodified in V16.44, but add 1 to the second die roll for Freighter type and treat 13 as 10; subtract 1 from the die rolls for MRS, GAS and MSS, treating a negative numerical result as 0; and, for an Alliance Base Station, do not roll for a SWACs.

- V16.42 Typically, a Battle Station or Base Station will have several Police Ships (maximum 50 BPV) assigned to it. Roll 1d6:

1-2	4 Police Ships, all intact and operational
3	3 Police Ships, 1 Damaged Police Ship
4-5	3 Police Ships, all intact and operational
6	2 Police Ships, 1 Damaged Police Ship

- V16.43 Also, a Battle Station or Base Station will have a Frigate (maximum 75 BPV) or a Destroyer (maximum 95 BPV) permanently placed at the facility. Roll 1d6:

1	1 Destroyer, intact and operational
2	1 Destroyer undergoing Refit
3	1 Damaged Destroyer
4	1 Frigate, intact and operational
5	1 Frigate undergoing Refit
6	1 Damaged Frigate

Since Base Stations cannot Refit ships [V4.60], treat any result of a ship being Refitted at a Base Station as a Damaged ship.

- V16.44 Additionally, there will be from 2-7 (1d6+1) Freighters at the Battle Station or Base Station. Roll 2d6 for each unit to determine its exact type and size:

Die Roll	Result	BPV Limit
2	Q-Ship, Large	85
3	Armed Freighter, Large	80
4	Q-Ship, Small	45
5	Armed Freighter, Small	40
6-8	Normal Freighter, Large	Standard
9-10	Normal Freighter, Small	Standard
11	Armed Priority Transport	25
12	Free Trade/Tanker	30

For units other than a Normal Freighter, roll one (1) die. On a 1-3, a Q-Ship is intact and fully operational, while an Armed Priority Transport, Free Trooper/Tanker or Armed Freighter is intact and fully operational on a roll of 1-4. Otherwise, the unit is damaged and being repaired.

- V16.45 Finally, one may expect to find a number of shuttles operating in the vicinity of the Battle Station or Base 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/Base Station has a defensive minefield)

- V16.46 Shuttles will be based out of the Battle Station or Base Station itself, although some may be docked in order to accommodate them.

V16.50 Incidental Units for a Mobile Base

- V16.51 Normally, a Mobile Base will have several Police Ships (maximum 55 BPV) and/or a Frigate (maximum 80 BPV) assigned to it. Roll 1d6:

1	1 Frigate, 2 Police Ships, all intact and operational
2	3 Police Ships, all intact and operational
3	2 Police Ships, 1 Damaged Police Ship
4	2 Police Ships, both intact and operational
5	1 Police Ship, 1 Damaged Police Ship
6	1 Police Ship, intact and operational

- V16.52 Also, there will be 1d6 of Freighters at the Mobile Base. For each one, roll 2d6 to determine its exact type and size:

Die Roll	Result	BPV Limit
2	Q-Ship, Large	85
3	Armed Freighter, Large	80
4	Q-Ship, Small	45
5	Armed Freighter, Small	40
6-8	Normal Freighter, Large	Standard
9-10	Normal Freighter, Small	Standard
11	Armed Priority Transport	25
12	Free Trader/Tanker	30

For units other than a Normal Freighter, roll one (1) die. On a 1-4, a Q-Ship is intact and fully operational, while an Armed Priority Transport, Free Trooper/Tanker or Armed Freighter is intact and fully operational on a roll of 1-3. Otherwise, the unit is damaged and being repaired.

- V16.53 Lastly, one may expect to find a number of shuttles operating in the vicinity of the Mobile Base. 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 Mobile Base has a defensive minefield)		

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

V16.60 Incidental Units for an FRD

- V16.61 As per V11.74, if an FRD is located in the same Hex as a Starbase, Battle Station, Base Station, Mobile Base or Star System, then roll for Incidental Units for the Base or Star System, and ignore V16.60.

- V16.62 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)

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- V16.63 There will also be 5-10 (1d6 + 4) of Freighters at the FRD. Roll 2d6 for each unit to determine its exact type and size:

Die Roll	Result	BPV Limit
2-3	Armed Freighter, Large	80
4-5	Armed Freighter, Small	40
6-9	Normal Freighter, Large	Standard
10-12	Normal Freighter, Small	Standard

For each Armed Freighter, roll one (1) die. On a 1-3, an Armed Freighter is intact and fully operational. Otherwise, the Armed Freighter is damaged and being repaired.

- V16.64 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)	

- V16.65 Shuttles will be based out of an appropriately-equipped orbital base station or stations. See V16.19.
- V16.66 Since the entire purpose of an FRD is to Repair and Refit ships, it is quite likely that one or more ships will be at the FRD for either (or both) of those purposes. Roll 1d6:

Die Roll	Result
1	1 Damaged ship
2	2 ships undergoing Refit
3-4	1 ship undergoing Refit; 1 Damaged ship
5	2 Damaged ships
6	No ships undergoing Refit or Repair

The exact ship(s) present for Refit/Repair are determined by the Owning Team-Commander, but are limited as to BPV. Determine the maximum BPV of any ship currently available to the Team (based on historical availability and the highest Command Rating on the Team). Multiply that value by 0.75, then multiply the result by the number of ships, and round down. The result is the total BPV of any ship(s) present under V16.66 (although any Refits will not be available, a ship being Refitted must have its value computed as if the Refit had already been applied). The Owning Team-Commander may select ship(s) that would have been historically available and present, within the BPV limit calculated.

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:

2-5	No warship was traveling with the convoy
6	1 Light Cruiser (Max 115 BPV)
7	1 Destroyer (Max 95 BPV)
8	1 Frigate (Max 75 BPV)
9-12	No warship was traveling with the convoy

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- 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 or Armed Freighter!) 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; F-AS is max 40 BPV, F-AL is max 80 BPV)
3-10	No alteration for this unit
11-12	This is an Armed Freighter instead of a normal Freighter (size doesn't change; BPV of F-AS is max 40, F-AL is max 80)

- 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, Battle Station, Base Station, Mobile Base, 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. This includes Auxiliary Units [V15.00].
- V16.82 Incidental Units are **not** counted when determining if a player unit is "pinned" [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.
Exception: An FRD in the same Hex as a Star System or Base [V11.74].

V16.90 Civilian Incidental Units

- V16.91 Star Systems, FRDs and the Bases have, as described in V16.20 through V16.60, Incidental Units in the form of military units. These are generally operated by military (perhaps reserve) crews, or at the very least directly contracted for military operations. As such they are generally expected to stay in the Star System, or at the Base or FRD, to which they are assigned, even if the location is attacked.

- V16.92 Many of the same locations are also visited, from time to time, by other ships of a purely civilian and/or commercial nature, including independent trading vessels, salvage ships, local civilian law-enforcement (as opposed to military law enforcement), civilian government ships, ore and other bulk cargo carriers, medical transports and even cruise liners. Such vessels are not directly subject to military discipline or jurisdiction, and often flee at any hint of attack.
- V16.93 However, some of these ships may be unable to escape an impending attack, for a variety of reasons (such as lack of fuel, equipment failure, crew incompetence, just plain bad timing, *etc*). This sub-section is used to determine if any of these civilian units become Incidental Units when a Star System, Base or FRD is attacked by a hostile force.
- V16.94 The specific ships that may be found are listed in **Annex V-J: Civilian Incidental Units**. While, in theory, any of those units may be found at any of the locations, in practice some are much more likely to be found in certain places than in others (for example, it would be highly unlikely to find a Civilian Cruise Liner [R1.63 or R1.64] at an FRD).
- V16.95 When determining the number of Civilian Incidental Units for a Star System, multiply the adjustment in V16.21 times 2, and subtract the result from the die roll in V16.96 (prior to applying the **Adjustment Factor**).
- V16.96 The number of each type of unit listed in **Annex V-J** is determined by rolling one die and adding or subtracting the appropriate **Adjustment Factor** for the location, as shown in **Annex V-J**. If the result is 0 or less, then any such units that were present departed the area prior to the attack.
- V16.97 When Civilian Incidental Units are present, they may not participate in the battle. They may fire any weapons they have only in self-defense (*e.g.* to shoot at drones, plasmas or seeking shuttles that are targeted, or appear to be targeted, on them and which they also cannot otherwise avoid), and will not fire their weapons to attack any hostile warship (or other hostile ship, like a hostile Auxiliary Unit [V15.00]), or to defend any player ship or another Civilian Incidental Unit.
- V16.98 If the Attacking Team damages, cripples, destroys or captures any Civilian Incidental Unit, then they receive Victory Points in the appropriate percentages of the Combat BPV of the Civilian Incidental Units damaged/destroyed/captured. Note that captured ships must be actually taken away from the Base/Star System/FRD to count as a capture; otherwise, they are treated as destroyed for the purposes of this rule. The Defending Team does not receive Victory Points from Civilian Incidental Units under any circumstances (they're a liability, not an asset).

End of Section 16: Incidental Units