

Section 18: Crew Quality

V18.00 Crew Quality

V18.10 General Rules

- V18.11 Each unit that has Officers [V17.11] uses the following rules to determine and influence Crew Quality. All other units are assumed to have “Average” [V18.13] Crews.
- V18.12 Crew Quality may be improved by use of Crew Points [V18.30].
- V18.13 There are three (3) levels of Crew Quality: Poor, Average, and Outstanding. An “Average” Crew is the standard for the game. The effects of a “Poor” or “Outstanding” Crew are detailed in V19.80 and V18.90, respectively.
- V18.14 All ships built at the very start of the game with the initial BPV allotment start with “Average” Crews and 450 Crew Points.
- V18.15 A unit with a “Poor” Crew can never have any of its Officers with a Rating greater than three (3), unless the Officer had that Rating prior to the Crew being rated “Poor”. If an Officer with a Rating greater than three (3) is on a ship with a crew that becomes “Poor”, the Officer may not gain Rating until the crew is no longer “Poor”.
- V18.16 Rolls for Crew Quality may be altered by using Influence Points [V10.00].
- V18.17 Training may be used to improve Crew Quality [V18.70].

V18.20 Initial Crews for New Ships

- V18.21 Once play begins and new units are built, the Team-Commander must roll for the quality of the crews of the new units. The Team-Commander rolls 2d6 and consults Table V18.22 to determine Initial Crew Quality.
Exception: The Orion Pirate adds one (1) to this roll, and treats 13 as 12; A Klingon Penal unit [R3.R5] adds five (5) to this roll, and treats 13+ as 12.
- V18.22 Table - Initial Crew Quality:

Size Class	Outstanding	Average	Poor
1	-	2-7	8-12
2	-	2-8	9-12
3	2	3-9	10-12
4	2-3	4-10	11-12
Initial Crew Points	1000	450	150

- V18.23 Units of any other size class are assumed to have an “Average” Crew and start with 450 Crew Points, if applicable.
- V18.24 “Initial Crew Points” indicates the starting amount of Crew Points the unit has. The ranges for Crew Points as related to Crew Quality are given in V18.37.
- V18.25 This process applies **only** to units built and **directly used** by the players. It does not apply to ground defenses, Auxiliary Units [V15.00], Q-Ships, (armed) Freighters, mine-laying/sweeping ships, or Incidental Units [V16.00], all of which are assumed to have "Average" crews.

V18.30 Crew Points

- V18.31 Crew Points are awarded on the basis of Rank Points. For each Rank Point awarded to a player after a battle (**before** the Rank Adjustment described in V14.53), the player is also awarded ten (10) Crew Points; or five (5) for the Orion Pirates. If a player suffers a loss of Rank Points, Crew Points are lost as well at the same rate (*i.e.* the player is awarded Negative Crew Points). See V18.50.
- V18.32 The player is awarded a sum total of Crew Points, and may “spend” these as the player sees fit. However, Crew Points gained from a particular battle may **only** be “spent” on the units controlled by the player, and only on the units that were involved in the battle for which the points were awarded.
- V18.33 Crew Points may be accumulated towards a specific goal (*e.g.* the raising of particular unit's Crew Quality), and the player should keep a running total of the points allocated to that goal. Once so allocated, the total cannot be reduced (*i.e.* the points are irrevocably allocated) unless Negative Crew Points are applied to the total.
- V18.34 No unit may have a negative Crew Point total. Any unit that ends up with such is considered to irrevocably have a “Poor” Crew, and may never have any other Crew Quality. Tracking of Crew Point totals ceases at this point.
Exceptions: V18.54 and V18.70.
- V18.35 Negative Crew Points and Crew Points cancel each other on a one-for-one basis.
Exception: V18.34.
- V18.36 Crew Points **must** be spent/allocated by the end of the Strategic Turn in which they were awarded or they are lost. Negative Crew Points **must** be spent/allocated and may not be “lost”.

V18.37 Table - Crew Points Related To Crew Quality:

Total Crew Points	Quality of Crew
< 0	Poor (May never be improved)
0 to 299	Poor
300 to 900	Average
901+	Outstanding

V18.40 Changing Crew Quality

- V18.41 During the Material Construction Phase (6D2) of each Turn, Crew Points gained during the Turn may be applied to the crew of a specific unit or units. Negative Crew Points are also allocated at this time. If no Crew Points were awarded, players skip these procedures.
- V18.42 At the end of the Turn (8C3), the Crew Quality is updated for the units that were awarded Negative/Crew Points.
- V18.43 The player may only distribute Crew Points to units that were actually involved in the battle for which the Crew Points were given to the player to spend. The player may not transfer Crew Points to a unit that was not involved in the battle, or to a unit controlled by another player.
- V18.44 A player must award at least one (1) Crew Point/Negative Crew Point to each unit involved in a given battle unless so few points were awarded that there are not enough to go around (this is unlikely but possible).
- V18.45 Unless it was the only unit controlled by the player that was involved in the battle, a unit that has an irrevocably Poor crew may not receive more than one (1) Negative Crew Point, and then only if the other unit(s) controlled by the player, that were in the same battle, have already received as least one (1) Negative Crew Point.

V18.50 Loss of Crew Quality

- V18.51 Units lose Crew Quality when they are awarded sufficient Negative Crew Points to bring their total Crew Point accumulation below the minimum needed to sustain the current Crew Quality as per V18.37.
- V18.52 Units with a Crew Point total below zero (0) have "Poor" Crew Quality, which can never be changed.
Exceptions: V18.54 and V18.70.
- V18.53 Unless V18.52 applies, Crew Quality may be increased by the application of sufficient Crew Points to move the unit to a new level [V18.37].
- V18.54 If more than 75% (round down) of a unit's crew (do not include boarding parties) is killed in a given battle, the player must roll for that unit's Crew Quality on the table in V18.22, as sufficient losses have occurred to shift

the unit's Crew Quality. (This is **not** a recommended way of altering a ship with a Poor crew, as 75% casualties suggest a ship in danger of capture or destruction). This roll occurs during the Turn's Repair Phase (4B3) when the unit is In Supply.

- V18.55 If a unit deliberately fires upon an enemy unit that has declared Catastrophic Damage (CD) under Imminent Destruction [D21.22] (CD/ID) or Massive Damage [D21.32] (CD/MD), it forfeits all Crew Points received from the battle. Additionally, the unit receives Negative Crew Points equal to six (6) minus its Size Class, times 100 $((6-SC)*100)$. This rule includes failing to drop tracking on seeking weapons targeted on the enemy unit that declared CD, firing (except in self-defense) on another enemy unit that has dropped its shields to receive crew evacuating from the unit that declared CD, or firing on any shuttlecraft being used for the same purpose. Mines and self-guiding seeking weapons (*e.g.* plasma torpedoes, drones with ATG where the drone has assumed guidance), that were launched/deployed prior to the declaration of CD by the enemy unit, are exempt from this rule. The unit does not have to reveal the location of hidden mines, or reveal the nature or target of seeking weapons, to the enemy that declared CD (if the enemy unit hits a mine, *c'est la guerre*; if a seeking weapon that does no damage, such as a slug drone or PPT, is allowed to hit, it does not violate this rule).
- Exception:** Negative Crew Points, awarded as the result of the rest of the battle, cannot be forfeited.

V18.60 Crew Points and Officers

- V18.61 Crew Points may also be used to increase the Ratings of a unit's Officers. See V17.00.
- V18.62 Note that V18.15 may prevent the use of Crew Points to increase Officer Ratings.
- V18.63 A given Crew Point may be expended either on affecting Crew Quality **or** on affecting an Officer's Rating. It may not be used for both.
- Exception:** Crew points received from training [V18.77].

V18.70 Training

- V18.71 When faced with the situation of units with below-par crews, a Team may undertake training those crews in order to remedy the situation. Only "Poor" crews may benefit from training. It is not possible to make an "Outstanding" crew by use of training. That takes experience; when a Team rolls an "Outstanding" crew on Table 18.37, it is assumed to mean they were fortunate enough to be assigned an experienced crew. Only the Alliance and Coalition may train crews; the Orion Pirates may not.
- V18.72 In order for a unit's crew to be trained, the unit must return to a Starbase

of the Owning Team. If the Team doesn't have a Starbase, crews may not be trained.

- V18.73 Training a crew takes an entire Turn. While it does not count as a Repair or Refit, a Starbase may only train one crew at per Turn. Teams with multiple Starbases have the luxury of training multiple crews at a time, one at each Starbase. The unit containing the crew must be at the Starbase at the start of the Strategic Turn. If they arrive after the start of the Turn, they may not be trained until the next Strategic Turn.
- V18.74 The cost of training a crew, in terms of Economic Points, is eight (8) EP minus the Size Class of the crew's unit. Thus, the crew of a Size Class 3 unit (*e.g.* a cruiser) can be trained for [8 - 3 = 5] five Economic Points. This cost is paid at the start of the Turn (2E1) during which the crew is to be trained.
- V18.75 If the Starbase is attacked during a Turn when there is a unit being trained, then the unit may participate in the battle normally. In addition, the crew will gain a 10% bonus on all Crew Points (or a 10% reduction in Negative Crew Points) awarded to the unit in V18.76, if it survives with fewer than 50% casualties. Round all calculations up.
- V18.76 When a unit successfully completes training, the unit is awarded 75 Crew Points.
- V18.77 Crew Points awarded for Training may only be used to improve Crew Quality. They may **never** be used to increase Officer Rating.

V18.80 Effects of Poor Crew Quality

- V18.81 The following rules are used in place of G21.1 of SFB. Unless noted otherwise, the effects are cumulative with the effects of Officers [V17.00].
- V18.820 Combat Effects:

V18.821 When firing direct-fire weapons [E0.0] at enemy units, a unit with Poor Crew Quality is treated as if the enemy units had three points of ECM, in addition to any ECM that the enemy units actually generate, are loaned, or receive from Terrain. This ECM is considered "natural" and is not limited by ECM the enemy units self-generate [D6.3141], receive from actual lending [D6.3144] or by the Offensive EW limits [D6.3145].

V18.8220 Electronic Warfare:

V18.8221 When using Electronic Warfare (EW) [D6.31], a unit with Poor Crew Quality receives one (1) less EW point than it pays for. Thus, if the unit allocates three (3) points of power to EW, it actually only generates two (2) EW points; if it allocates one (1) point of power, it receives no EW points. Under this limitation, the unit cannot generate

more than five (5) EW points.

Exception: A unit with a Weapons Officer [V17.521] with a Rating of 1 or more overcomes the limit, but the unit still must pay the extra point of power to generate the point of EW (as required by V17.521).

V18.8222 If the unit is lent EW by an allied unit, then the number of EW points it receives is one (1) less than it was actually lent. If the ship is lent four (4) EW points, then it may only use three (3), although the lending unit must pay for four (4) and use four (4) when calculating its lending limits. Under this limitation, a unit with Poor Crew Quality may never receive more than five (5) points of ECM and/or ECCM *via* lending at a time. If lent both ECM and ECCM, only one is affected, and the receiving unit decides which one that is.

Exception: The reduction and limit does not apply to Offensive EW [G24.219].

V18.8223 When the unit with Poor Crew Quality has Special Sensors, then the amount of EW which it may lend [G24.21 and G24.28] is affected by these limits.

V18.823 If a unit with Poor Crew Quality has UIM [D6.5], then UIM breakdown occurs on 1-3 [D6.52].

V18.824 When calculating the warhead strength of plasma torpedoes launched by a unit with Poor Crew Quality, add three (3) to the true range. These torpedoes are removed from the board after their 29th movement impulse.

Exception: Plasma bolts are direct-fire weapons [V18.821].

V18.825 Units with Poor Crew Quality add one (1) to all Shock Effect rolls [D23.2].

V18.826 A unit with Poor Crew Quality can never use its Probe Launcher as a weapon [G5.3]. This creates an exception to V17.216.

V18.827 If a unit with Poor Crew Quality is Surprised [D18.0], it adds one (1) to all rolls for activation. Additionally, it may never roll for activation on the first tactical turn. This creates an exception to V17.218.

V18.828 When entering a Battle Hex alone, units with Poor Crew Quality subtract one (1) from all Weapon Status die rolls [V13.410] made by the unit.

V18.830 Maneuvering:

V18.831 A unit with Poor Crew Quality has an HET breakdown [C6.5] rating

that is one (1) worse than normal. For example, a unit with a normal breakdown rating of 4-6 would have a breakdown rating of 3-6 if it had Poor Crew Quality. Additionally, the unit receives no “first-use” bonus [C6.52]. Finally, the power cost for the unit to make an HET is increased by one (1) hex of movement (prior to any adjustment made by the Helmsman [V17.427]).

- V18.832 If a Nimble Unit [C11.0] has Poor Crew Quality, then it loses all benefits of that status, even if not crippled [S2.4].
- V18.833 When making tactical warp maneuvers [C5.224], a unit with Poor Crew Quality may make no more than two (2) tac-warps per turn.
- V18.834 Subtract one (1) from all Quick Reverse [C3.6] rolls made by a unit with Poor Crew Quality.
- V18.835 A unit with Poor Crew Quality has a penalty of two (2) on any rolls for escape [D21.56].
- V18.836 Use of Erratic Maneuvering [C10.0] by a unit with Poor Crew Quality causes the unit to only receive three (3) points of ECM benefit, while enemy units receive five (5) points of ECM benefit as a result.
- V18.837 Units with Poor Crew Quality incur a penalty of one (1) on all rolls for damage from Terrain, including, but not limited to, Planetary Collisions [P2.231], Planetary Rings [P2.223], Crash Landings [P2.431] and Asteroids [P3.2].

V18.840 Ship Systems:

- V18.841 A unit with Poor Crew Quality can never have an MRS [J8.0] or SWACs [J9.0] assigned to it, even if the unit would normally have one. If it had an MRS or SWACs before the Crew Quality deteriorated to Poor, then it is removed on order of Fleet Command and replaced with an administrative shuttle. The Team receives no benefit from the substitution, but there is no charge for the equipment change (this creates an exception to V4.26). If Crew Quality is improved, the MRS or SWACs will only be returned to the unit if it would normally have such a special shuttle, and the Team must still pay for the equipment change per V4.26.
- V18.842 Poor crews result in poor maintenance, and this causes 25% (round .50 and higher up, .49 or lower down, except that the result can never be less than 1) of the unit's shuttlecraft and/or Fighters to be unavailable at any given time. The shuttles and/or Fighters are aboard the unit and take up space in the bays, but cannot operate, or be made operational in the course of a battle.
- V18.843 When using EDR [D14.0], a unit with Poor Crew Quality adds one (1) to all rolls to repair systems. Additionally, when using CDR [D9.7] the number of boxes that CDR may repair [D9.76] is

reduced by one (1). See also G17.1321 regarding a consequential reduction of the benefits of repairs provided by other units equipped with Repair boxes.

- V18.844 While engaged in mine detection [M7.1 and M7.32], a unit with Poor Crew Quality adds two (2) to the effective range. M7.54 is not affected.
- V18.845 A unit with Poor Crew Quality and Special Sensors adds one (1) to rolls to break lock-ons of seeking weapons [G24.22], and to identify seeking weapons [G24.25], using Special Sensors.
- V18.846 The unit collects Tactical Intelligence [D17.0] at one level worse than the range allows, except that Level A remains the lowest level of information that may be obtained. This is not cumulative with an ECM adjustment [G21.111], but will reduce any positive effect from a Science Officer with a Rating of 4 or more.

V18.850 Other Crew:

- V18.851 When rolling for Pilot Quality [J6.1] and PF Crew Quality [K1.32] for Fighters and PFs carried by a unit with Poor Crew Quality, subtract one (1) from all rolls.
Exception: Pilots for admin shuttles are always considered “good”.
- V18.852 If a unit with Poor Crew Quality has Deck Crews, such as a Carrier [J4.61] or a Casual Carrier [J4.62], then the number of Deck Crews are reduced by 25% (round up). If the unit has Deck Crews under J4.814, then this is reduced to one (1) Deck Crew.
- V18.853 Boarding Parties from units with Poor Crew Quality suffer a penalty of one (1) for all actions under D7.636 and D7.8. Additionally, they suffer the same penalty when attempting to stop self-destruction of an enemy unit [D7.73].
- V18.854 On Klingon units with Poor Crew Quality, subtract one (1) from the roll for an attempt by the officers to put down a mutiny [G6.2].

V18.860 Strategic Effects:

- V18.861 A unit with Poor Crew Quality adds one (1) to all rolls made to determine the consequences of sub-light evasion [V13.90].
- V18.862 Subtract one (1) from the number of Turns a unit with Poor Crew Quality may use Emergency Movement under V8.43.

V18.90 Effects of Outstanding Crew Quality

- V18.91 The following rules are used in place of G21.2 of SFB. Unless noted otherwise, the effects are cumulative with the effects of Officers [V17.00].

V18.920 Combat Effects:

V18.921 A unit with Outstanding Crew Quality is treated as if it had three (3) points of ECCM, in addition to any ECCM that the unit actually generates, has loaned to it, or receives from from any other source. This ECCM is considered “natural” and is not limited by ECCM the unit self-generates [D6.3141] or actual lending [D6.3144]. This ECCM cannot result in a net EW shift of less than -1, but is an exception to the normal EW shift limit of 0. This ECCM can be combined with that produced by a Weapons Officer [V17.521] with a Rating greater than 0. An adjusted die roll of less than one (1) is treated as one (1) and does not produce a column shift.

V18.9220 Electronic Warfare:

V18.9221 When using Electronic Warfare (EW) [D6.31], a unit with Outstanding Crew Quality gains one (1) more EW point than it pays for. Thus, if the unit allocates one (1) point of power to EW, it actually generates two (2) EW points. If two (2) points of power are allocated, it generates three (3) EW points. At the maximum power expenditure of six (6) points, the unit would generate seven (7) EW points.

V18.9222 The unit with Exceptional Crew Quality benefits fully V18.921 and V18.9221, even if this results in more points of ECCM than normally allowed by D6.314. Thus, it is possible for the unit to have ten (10) points of ECCM (plus whatever might be derived from the Weapons Officer).

V18.9223 If the unit is lent EW by an allied unit, then the limit in D6.1344 must still be observed.

V18.9224 When the unit with Outstanding Crew Quality has Special Sensors, the extra EW point generated in V18.9221 may only be lent to itself, not to other units. Moreover, the unit may not generate more than six (6) points per channel (*i.e.* the extra point is generated by the unit's basic EW capacity, and does not enhance Special Sensors).

V18.923 If a unit with Outstanding Crew Quality has UIM [D6.5], then UIM breakdown [D6.52] occurs only on a 1.

V18.924 When calculating the warhead strength of plasma torpedoes launched by a unit with Outstanding Crew Quality, subtract three (3) from the true range. However, this can never result in an increase of the plasma torpedo warhead strength; for

example, if the unit launches a plasma torpedo that strikes its target after traveling less than 3 hexes, the warhead strength is not increased by this rule.

Exception: Plasma bolts are direct-fire weapons [V18.921].

- V18.925 Units with Outstanding Crew Quality subtract one (1) from all Shock Effect rolls [D23.2].
- V18.926 A unit with Outstanding Crew Quality is always able to use its Probe Launcher as a weapon. This is an exception to V17.216.
- V18.927 If a unit with Outstanding Crew Quality is Surprised [D18.0], it subtracts one (1) from any roll for activation.
- V18.928 When entering a Battle Hex alone, units with Outstanding Crew Quality add one (1) to all Weapon Status die rolls [V13.410] made by the unit.

V18.930 Maneuvering:

- V18.931 A unit with Outstanding Crew Quality receives an extra “first-use” bonus [C6.52]; a Nimble [C11.0] unit would have three (3) bonuses. Additionally, the power cost for the unit to make an HET is reduced by one (1) hex of movement (prior to any adjustment made by the Helmsman [V17.427]).
- V18.932 If a Nimble Unit [C11.0] with Outstanding Crew Quality is crippled [S2.4], then the unit does not lose the benefits of Nimble status.
- V18.933 When making tactical warp maneuvers [C5.224], a unit with Outstanding Crew Quality may make six tac-warps (6) per turn.
- V18.934 Add one (1) to all Quick Reverse [C3.6] rolls made by a unit with Outstanding Crew Quality.
- V18.935 A unit with Outstanding Crew Quality has a bonus of two (2) on any rolls for escape [D21.56].
- V18.936 Use of Erratic Maneuvering [C10.0] by a unit with Outstanding Crew Quality causes the unit to receive five (5) points of ECM benefit, while enemy units receive only three (3) points of ECM benefit as a result.
- V18.937 Units with Outstanding Crew Quality gain a bonus of one (1) on all rolls for damage from Terrain, including, but not limited to, Planetary Collisions [P2.231], Planetary Rings [P2.223], Crash Landings [P2.431] and Asteroids [P3.2].

V18.940 Ship Systems:

- V18.941 A unit with Outstanding Crew Quality may have an MRS [J8.0] assigned to it, even if that was not ordinarily the case for the

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unit. This is optional, but the equipment change must still be paid for as per V4.26. If a unit uses this rule to acquire an MRS when it would normally not have been eligible for one, and subsequently suffers a reduction in Crew Quality to Average (or lower), the MRS is not automatically lost. However, if the MRS is destroyed (or captured) in combat after the unit no longer has Outstanding Crew Quality, then it will be replaced with an administrative shuttle, not an MRS, on order of Fleet Command. This creates an exception to V4.23, but there is no cost to the Team for the equipment change (which is an exception to V4.26).

V18.942 A unit with Outstanding Crew Quality will always have a spare administrative shuttle in storage, even if the Master Ship Chart does not indicate it would normally have one. This benefit applies as long as the spare shuttle is not lost in combat while the unit is Out Of Supply [V2.30]. If the unit suffers a reduction in Crew Quality, the spare shuttle remains until destroyed, but will not be replaced. There is no equipment change cost incurred for this spare shuttle, which creates an exception to V4.26.

V18.943 Outstanding crews are able to prepare a spare administrative shuttle during a battle. This process is initiated during the Energy Allocation Phase of a turn, takes four (4) full turns (128 impulses) to complete, and must occur in a specific intact shuttle box designated by the unit; the process may be interrupted and restarted as long as the shuttle box designated is not destroyed. The process may only be initiated if a shuttle (or Fighter) launched by the unit has been destroyed in combat; and may not be performed if the unit's shuttle bay is overcrowded [J1.64] as the result of recovery of shuttles or Fighters not launched by the unit, or due to damage to the unit, or if all shuttle boxes have been destroyed, or if there is a boarding action in progress in the shuttle bay under D7.6, D16.0 or J1.63. If a spare shuttle is deployed under this rule and recovered during the battle, it may be returned to storage (to create room in the shuttle hanger to recover another shuttle or Fighter without overcrowding); to do so, the procedure to deploy is reversed, taking the same time and under the same restrictions.

V18.944 When using EDR [D14.0], a unit with Outstanding Crew Quality subtracts one (1) from all rolls to repair systems. Additionally, when using CDR [D9.7], the number of boxes that CDR may repair [D9.76] are increased by one (1). See also G17.1321 regarding a consequential improvement of the

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benefits of repairs provided by other units equipped with Repair boxes.

- V18.945 While engaged in mine detection [M7.1 and M7.32], a unit with Outstanding Crew Quality subtracts two (2) from the effective range. M7.54 is not affected.
- V18.946 A unit with Outstanding Crew Quality and Special Sensors subtracts one (1) from rolls to break lock-ons of seeking weapons [G24.22], and to identify seeking weapons [G24.25], using Special Sensors.
- V18.947 The unit collects intelligence at one (1) level better than normal, except that Level M can only be obtained by prolonged observation. This is not cumulative with EW modifiers, but is cumulative with any effect from a Science Officer with a Rating of 4 or more.

V18.950 Other Crew:

- V18.951 When rolling for Pilot Quality [J6.1] and PF Crew Quality [K1.32] for Fighters and PFs carried by a unit with Outstanding Crew Quality, add one (1) to all rolls.
Exception: Pilots for admin shuttles are always considered “good”.
- V18.952 If a unit with Outstanding Crew Quality has Deck Crews, such as a Carrier [J4.61] or a Casual Carrier [J4.62], then the number of Deck Crews are increased by 33% (round down). If the unit has Deck Crews under J4.814, then this is increased to three (3) deck crews.
- V18.953 Boarding Parties from units with Outstanding Crew Quality gain a bonus of one (1) for all actions under D7.636 and D7.8. Additionally, they gain the same bonus when attempting to stop self-destruction of an enemy unit [D7.73].
- V18.954 On Klingon units with Outstanding Crew Quality, add one (1) to the roll for an attempt by the officers to put down a mutiny [G6.2].

V18.960 Strategic Effects:

- V18.961 A unit with Outstanding Crew Quality subtracts one (1) from all rolls made to determine the consequences of sub-light evasion [V13.90].
- V18.962 Add one (1) to the number of Turns a unit with Outstanding Crew Quality may use Emergency Movement under V8.43.

End of Section 18: Crew Quality