

# Section 20: Campaign Notes

## V20.00 Campaign Notes

- V20.01 This Section contains various general notes about the Border Patrol Operation Campaign rules, and offer explanation, clarification or detail. These notes often cover multiple Sections of campaign rules, or otherwise don't fit well in any particular Section.
- V20.02 This Section also contains optional rules that may be used to expand or enhance the campaign system.
- V20.03 Where any note in this Section appears to be in conflict with any other Border Patrol rule, this Section should be considered authoritative.

## V20.10 Alliance-Specific Notes

- V20.11 The Alliance may not build Federation PFs. Historically, the Federation never had PFs, although the SFB game materials include conjectural designs. The Federation built the F-111 Heavy Fighter instead.
- V20.12 While SWACs [J9.0] are available to the Alliance through the Federation, these units are sharply limited in availability. Only units listed in J9.3 as having (historically) been assigned a SWACs may actually have one. Where SWACs appear as Incidental Units [V16.00], they are assumed to be present for training or other activities, or temporarily in a depot, rather than permanently assigned.
- V20.13 The Alliance may only build a limited number of Kzinti Drone Bombardment units, including the Drone Frigate [R5.23], Medium Drone Cruiser [R5.31], Drone Cruiser [R5.47], Scout Drone Frigate [R5.55] and Scout Drone War Destroyer [R5.71]. No more than one (1) of each of these units may be in Alliance service at a time. This does not prevent other such Kzinti Drone Bombardment units from appearing as Incidental Units [V16.00]. See also V20.47.
- V20.14 The Alliance may only build a limited number of Federation Drone Bombardment units, including the Heavy Drone Cruiser [R2.87] and Light Drone Cruiser [R2.88]. No more than one (1) of each of these units may be in Alliance service at a time. This does not prevent other such Federation Drone Bombardment units from appearing as Incidental Units [V16.00]. See also V20.47.
- V20.15 If the Hydrans have been retained as an Alliance race [V0.35], then the Alliance must strictly adhere to the historical Fighter availability rules in SFB Annex 7G and the Master Fighter Chart. This typically means that Stinger variants (such as the Stinger-F) and Heavy Fighters [J10.0] (such as the Stinger-H, or "Howler Squadrons") are only found on "True Carriers", and then only in limited quantities.

## V20.20 Coalition-Specific Notes

- V20.21 If the Coalition chooses to build Klingon units equipped with Stasis Field Generators [G16.0], then SFGs are restricted to specific ship designs, as per G16.51. The Coalition may not have more SFG-equipped units than it has Starbases on the Map. Additionally, only Klingon units may have SFGs; they may not be mounted on non-Klingon ships.  
**Exception:** An SFG captured by the Orion Pirates [V19.94]
- V20.22 If the Lyrans build PFs, then PF flotillas are limited in composition per K0.0.
- V20.23 The Coalition may only build a limited number of Klingon Drone Bombardment units, including the D6D Drone Cruiser [R3.32], D5D Drone Cruiser [R3.50] and the D8 Drone Bombardment Pod [R3.68]. No more than one (1) of each of these units may be in Coalition service at a time. This does not prevent other such Klingon Drone Bombardment units from appearing as Incidental Units [V16.00]. See also V20.47.

## V20.30 Orion-Specific Notes

- V20.31 No Team may make Bribe Offers [V19.20] to the Pirates that, if all offers were accepted, would require the Team to pay the Orion more than 5% of the Team's Economic Income [V3.00] for that Turn.
- V20.32 No Team may purchase other services from the Orion Pirates, such as Leasing [V19.30], buying information [V19.56], or purchasing supplies [V2.70], that require the Team to pay the Orion more than 5% of the Team's Economic Income [V3.00] for that Turn.  
**Exception:** Salvage by the Orion Pirates [V19.70], in which the Team may be required to pay an amount that exceeds this limit. However, once that occurs, the limit is in effect, if it was not already.  
**Exception:** If a Team did not make a Bribe Offer to the Orions, then the limit for purchasing other services is 7.5% of the Team's Economic Income. Note that the Team must have refrained from even making a Bribe offer. If they made one and it was rejected, then the spending limit for other services remains at 5%.  
**Exception:** BPV derived from a Base Supply Officer [V20.79] is not subject to these limits.
- V20.33 Round to the nearest integer when calculating the maximum amount that a Team may pay to the Orion Pirates in V20.31 and V20.32.
- V20.34 The Orion Pirates are the first Team in Border Patrol that may build Death-Rider PFs [K7.0], and these are considered to have Limited Availability [V0.37] beginning in Y172. If the Orion Pirate Team builds and

- deploys (in combat) a Death-Rider PF [K7.0] during Y172, then during Y173 the Death-Rider PF will have Limited Availability [V0.37] for the Alliance and Coalition. If the Orion Pirates do not build, or build but do not deploy, a Death-Rider PF [K7.0] during Y172, then the Death-Rider PF [K7.0] will become available to the Alliance and Coalition in Y174, as a Limited Availability [V0.37] item. See additional Orion PF rules in V12.57.
- V20.35 The Orion Pirate Team may not sell technology captured from one Team to another Team. For example, if the Orion Pirate captures a Klingon unit equipped with an intact Stasis Field Generator [G16.0] (SFG), the Pirate may subsequently use the captured SFG in an Option Mount on a suitable unit, but may not sell the SFG to the Alliance (or even back to the Coalition). The reason is simple: the crime family will not permit the sale (if the Pirate player doesn't want to use it, someone else in the crime family will be happy to do so).
- V20.36 When attacking a Supply Convoy, V19.836 states that the Orion Pirates must use Non-Violent Combat [D6.4] (NVC) when firing on Freighters (and Q-Ships that have not revealed their status). Clarifying, if the Orion Pirates intercept a Supply Convoy with a single unit, then that unit must use NVC for all combat. However, if the Orion Pirates successfully intercept a Supply Convoy, and do so with multiple Orion units, then the Orion Pirates (before the composition of the Supply Convoy, or the Incidental Units, has been determined) may designate (secretly and in writing) which Orion unit(s) will employ D6.4. At least one (1) intercepting Orion unit must do so. Units cannot switch to/from NVC mode during the course of the scenario. This is a partial exception to the requirements of D6.4 (normally, all Orion units would be required to use/not use NVC).
- V20.37 If an Orion unit that has intercepted a Supply Convoy, but is not using NVC, fires on an Unarmed Freighter (or a Q-Ship that has not revealed its status), the scenario immediately ends. The Orion Pirates are considered to have failed in their attempt to disrupt the Supply Line and the Pirate player is penalized for having been forced to disengage. Orion units that are using NVC are free to fire at any target.
- V20.38 Orion units tasked for Supply Line disruption, and designated as using NVC, may not, during the course of the scenario, fire or guide any weapon that does not use D6.4, including seeking weapons of any sort, PPDs, hellbores or Maulers. If an Orion unit using NVC has these weapons systems, they are considered inactive [G30.0].
- V20.39 When selling information [V19.56], the Orion Pirate Team may sell information it has in its possession at the time. While the actual Orion Pirate Bribe Forms are confidential, the Orion Pirate may nevertheless divulge what bribe offers they received (or they may make such information up).

V20.40 Time Limits (*Optional*)

- V20.401 In wargaming, there may be a tendency to “what if” one's decisions far past the point of practicality. Because decisions on the strategic level can be so far-reaching, deliberation is needed. But this must be balanced with the need for the game to proceed apace, and not get bogged down in endless discussion and analysis.
- V20.402 For this reason, real-time time limits may be imposed on the decision-making portions of the game flow.
- V20.403 Use of V20.40 is **optional** at the discretion of the GameMaster. **It should not be needed in most situations.** This sub-Section is presented as a last resort, after all other time-management options have failed.
- V20.404 The Strategic Time Limits and Tactical Time Limits presented may be used/not used independent of each other.
- V20.405 The decision to use (or not use) this sub-Section for a given Strategic and/or Tactical Turn does not require (or prevent) its use on a subsequent Strategic and/or Tactical Turn.

## V20.41 Strategic Time Limits

- V20.411 Phase 1 of the Sequence of Play [V1.23] is limited to ten (10) minutes.
- V20.4111 If Segment A has not been completed by this time, the activities are deferred until such a time as they may be accomplished (must be prior to the next Turn).
- V20.4112 If Segment B has not been completed, it is assumed the Orion has gone into hiding as per V19.60.
- V20.4113 If Segment C has not been reached, the Coalition loses its opportunity to roll and must wait for the next Turn.
- V20.4114 If Segment D has not been completed by all affected Teams, then rolling ceases and any Team that has not rolled for new units/refits must wait until next Turn.
- V20.4115 If Segment E has not been reached, the attacker may not engage in Bombardment or Blockade.
- V20.412 Phase 2 of the Sequence of Play [V1.23] is limited to thirty (30) minutes.
- V20.4121 If a Team has not handed its completed Financial Allocation Form to the GameMaster by the end of this period, it is assumed to have made no expenditures.

- V20.4122 If a Team has not given the GameMaster a completed Orion Pirate Bribe Form (assuming the Pirate is not “in hiding” [V19.60]), they are assumed to have declined to make any offers to the Pirate.
- V20.4123 The Pirate player, if available for bribery, is allowed two (2) additional minutes to decide which offer(s), if any, to accept and also whether or not to honor an accepted offer. If he/she has not made his decision known to the GameMaster by this time, he/she is considered to have rejected all offers.
- V20.4124 If the Orion Pirate Team has not specified which ships, if any, are available for Lease Auction [V19.30], then there is no Lease Auction.
- V20.413 Phase 3 of the Sequence of Play [V1.23] is limited to ten (10) minutes. After that period, the Movement Order is fixed and cannot be changed. This Phase can go past its limit, however, if events arising from the Random Events table force such an extension. The GameMaster decides and announces all time limits regarding Random Events, on a case-by-case basis.
- V20.414 During Phase 4 of the Sequence of Play [V1.23], each Team is limited to one (1) minute plus one (1) minute per ship to be moved during each Movement Phase to move their ships.
- V20.4141 Any eligible ship not moved within this time limit loses its chance to move in that Movement Phase and remains in the same Strategic Hex. The lost Operational Movement Point cannot be regained.
- V20.4142 The Orion Pirate should resolve any supply convoy interception attempts during his Movement Phase. Failure to do so means no interception attempt allowed.
- V20.4143 Any ship that has not completed CDR by this time may not engage in further CRD until the next occurrence of Repair Segment.
- V20.415 Phase 5 of the Sequence of Play [V1.23] is limited to ten (10) minutes.
- V20.4151 If the B-10 is being built and has not been rolled for by this time, any points allocated are lost.
- V20.4152 Any point allocations not finalized by this time are lost.
- V20.416 Phase 6 of the Sequence of Play [V1.23] is limited to fifteen (15) minutes.

- V20.4161 Any ships under construction that have not yet been placed on the Map may not appear until the next Turn (an exception, of course, is the Orion Pirate).
- V20.4162 Any ships undergoing repairs that have not been fully repaired by this time may not continue repairs until Phase 7 of the next Turn.
- V20.4163 Any equipment changes planned but not yet executed are delayed until the following Turn, Phase 7.
  
- V20.417 Phase 7 of the Sequence of Play [V1.23] is limited to five (5) minutes per star system undergoing bombardment. If bombardment is not fully resolved by this time, then it ceases and the star system suffers no reduction in Economic Value.
- V20.418 Phase 8 of the Sequence of Play [V1.23] is not limited except by practicality. Because other events delayed earlier must be handled by the end of the Turn, this Phase can be quite long. The GameMaster must determine the best time limit on a case-by-case basis.

#### V20.42 Tactical Time Limits

- V20.421 Energy Allocation is limited to five (5) minutes plus two (2) minutes per ship for which the Team is allocating.
  - V20.4211 If the involved Teams have different times allowed, then all use the longest.
  - V20.4212 Any ship not having completed Energy Allocation by the end of the time limit is assumed to have re-used its power plot from the previous turn; or in the case of a ship that has sustained damage such that the previous power plot is no longer legal, to have powered (in this order) life-support, normal shields, battery recharging, holdable weapons charging/recharging (*i.e.* phasers but not disruptors, *etc.*) and general reinforcement – no movement or other systems powered (if this means that an almost-powered Wild Weasel will be lost, too bad).
  
- V20.422 Movement is limited to five (5) minutes plus two (2) minutes per ship for which the Team is moving.
  - V20.4221 If the involved Teams have different times allowed, then all use the longest.
  - V20.4222 Any unit eligible to move in a given impulse that is not

moved within the time limit is assumed to move straight ahead by one (1) hex.

V20.4223 At GameMaster discretion, an additional five (5) seconds per seeking weapon/shuttle may also be allowed.

V20.423 After movement, Teams have thirty (30) seconds in which to declare if any units belonging to them will be firing.

V20.4231 If the involved Teams have different times allowed, then all use the longest.

V20.4232 If firing is declared, each firing Team has thirty (30) seconds to designate which of their ships are firing.

V20.4233 After that, each Team has thirty (30) seconds per ship that has declared firing to decide which weapons are being fired at what targets.

V20.4234 Any ship that has not had its fire designated by this time loses its opportunity to fire and may not fire that Impulse.

#### V20.43 Other Time Limits

V20.431 The GameMaster determines any time limits not described above.

V20.432 Use of time limit rules should be done sparingly and only when other time-management options have failed.

#### V20.50 Strategic Movement: Clouded Movement (*Optional*)

V20.51 While not explicitly stated in V8.0, normal Strategic Movement is not hidden in any way. Except for units using Strategic Cloaked Movement, all units on the Strategic Map are known to everyone, including the hull type (*e.g.* FF, DD, CA, BT, DN; but not refits that do not change Warp Engine boxes) as represented by the appropriate counter.

V20.52 At the start of the campaign, if the majority of the Team-Commanders agree, normal (*i.e.* uncloaked) Strategic Movement may be “Clouded”. This option may only be selected at the start of the campaign.

V20.53 When using Clouded Strategic Movement, uncloaked units are “seen” on the Strategic Map, but are only differentiated by Size Class. In place of the appropriate ship counter, a corresponding Size Class counter is placed on the Map. This requires each Owning Team to carefully document all Strategic Movement of their units, so as not to confuse the DD with the FF, or the CA with the TUG.

V20.54 When a unit on the Strategic Map enters the Zone of Control [V9.0] of a unit of the opposing Team, the entire opposing Team becomes aware of the hull type (*e.g.* FF, DD, CA, BT, DN; but not refits that do not change

Warp Engine boxes). However, that information is not automatically transmitted to any other Team. For example, if a Coalition battlegroup passes within the Zone of Control [V9.0] of an Orion unit deployed for Normal Movement [V19.50], then the Orion unit can detect the hull type(s) of the constituent units, but the Alliance is not informed (the Orions **can** be Bribed [V19.20] to sell, or not sell, or to falsify and sell, the information [V19.56]).

- V20.55 Once a unit's hull type is known, as long as the opposing Team takes care to track that unit, it can be distinguished from other hull types when inside a Zone of Control [V9.0]. However, outside of a Zone of Control, all hull types “look” the same without something to distinguish them. For example, the Coalition battlegroup engages an Alliance force and loses the battle. The Coalition force contained three (3) units of a DD hull type. The Alliance can track the individual retreating DDs, but if the DDs split apart (into different Strategic Hexes) while outside of the Zone of Control of an Alliance unit, then the Alliance no longer knows which specific DD is which. However, if one DD sustained severe Warp Engine damage that was not repaired by CDR, then that specific DD could be distinguished (it probably would move slower anyway, although the Coalition could also move the other DDs at the same slow speed in an attempt to confuse the Alliance).
- V20.56 Units being tracked under V20.55 and that enter a Base or Star System Hex can no longer be distinguished, except by Size Class, or some obvious Warp Engine malfunction.
- V20.57 Orion units may only be tracked on the Strategic Map. Orion units that leave the Strategic Map using V19.05 cannot be tracked (*i.e.* these rules do not negate the ability of the Orions to hide their secret bases). An Orion ship that has left the Strategic Map cannot be uniquely identified later if it re-enters the Strategic Map, unless it comes within the Zone of Control of an Alliance or Coalition unit.

#### V20.60 Strategic Economy: Additional Star Systems (*Optional*)

- V20.61 At the start of the campaign, both the Alliance and Coalition Teams have possession of several Star Systems in their original sphere of influence. A number of other Star Systems, located in the Neutral Zone, are noted on the Strategic Map. On agreement of both the GameMaster and the majority of Team-Commanders, these rules may be used to introduce additional Star Systems not initially shown on the Strategic Map. As these rules can dramatically shift the balance of economic power, careful consideration is needed.
- V20.62 To determine the number of additional Star Systems in each Team's original sphere of influence, the GameMaster secretly rolls 1d3 and adds one (1). The result is the number of undiscovered habitable Star Systems

[V3.20] that can be found in each Team's original sphere of influence. The GameMaster secretly assigns each Star System a unique letter between A and F, known as the Star System Letter. The GameMaster also secretly rolls 1d6 and adds one (1) to determine the total number of habitable Star Systems located in the Neutral Zone that were not discovered by remote survey drones [V3.22]. The GameMaster secretly assigns each Star System in the Neutral Zone a unique number between 2 and 7, known as the Star System Number.

- V20.63 Star Systems added to the Strategic Map, in a Team's original sphere of influence, will never be in a Province adjacent to a Province with a habitable Star System, or in the same Province as the Team's initial Starbase. Star Systems added to the Strategic Map, in the Neutral Zone, will never be in a Province adjacent to a Province with a Star System in a Team's original sphere of influence, but otherwise may be found in any Province that doesn't contain a Star System.
- V20.64 To locate a Star System in a Province, a Team must first claim the Province in which they wish to search. Next, the Team must deploy an uncrippled unit equipped with operational Special Sensors to the center Hex of the Province. The unit may arrive and begin its search during any Movement Phase of a Turn. While searching, the unit does not move on the Strategic Map.
- V20.65 Each Movement Phase spent searching, the Team-Commander rolls 2d6, called the Search Roll. If the roll is less than the number of Movement Phases that the unit has spent searching, then the Team-Commander rolls a Star System Roll of either 1d6 (when searching in the Team's original sphere of influence) or 2d6 (when searching in the Neutral Zone). If that roll is equal to one of the GameMaster-assigned Star System Numbers (or when changed to the corresponding letter, the GameMaster-assigned Star System Letter) [V20.62], then the unit has located a Star System in the Province, and it is added to the Map. If not, then the Province does not contain a habitable Star System, and the GameMaster will record that fact. Further searching in that specific Province is pointless.
- Exception:** Not all habitable Star Systems are found [V20.69].
- V20.66 Each Star System Number (or Letter) associated with an available habitable Star System can only be "found" once. For example, consider a situation where the GameMaster, rolling for the number of unknown habitable Star Systems in the Neutral Zone, determines 4 systems that may be found. The GameMaster has numbered them 2, 5, 6 and 7. During a Turn, a scout is deployed to an eligible Province in the Neutral Zone, and on the eighth Movement Phase of searching rolls a Search Roll of 4. The Team-Commander then rolls Star System Roll of 5, finding the Star System with that Star System Number. If a subsequent search of another eligible Province results in a Star System Roll of 5, no habitable

Star System will be found, as the Star System assigned number 5 has already been located (this is similar to the tactical process to detect mines).

- V20.67 The unit assigned to search for new habitable Star Systems **must** be a player-controlled unit. If it encounters combat while engaged in the search, it may continue searching if it wins the combat (*i.e.* is not forced to Retreat) and is not crippled. Other player-controlled units (which are not required to have Special Sensors) may escort the searching unit without interfering with its mission. If the searching unit is destroyed or crippled, the search of the particular Province must start over, even if the searching unit leaves, is repaired, and returns. Up to three (3) units equipped with Special Sensors may be used to conduct a search of a Province; for each unit beyond the first, subtract one (1) from the Search Roll. Additionally, when searching in the Neutral Zone, for each unit beyond the first, the Team-Commander may “wrap” one possible Star System Roll result to a lower number. For example, the result range for a Star System Roll when searching in the Neutral Zone is 2-12. If two units are conducting the search, however, one (1) is subtracted from all Search Rolls, and before making the Star System Roll, the Team-Commander may designate one number in the range 8 to 12 that will be treated as a specific number in the range 2 to 7. This is similar to the rule allowing an Andromedan player to specify a directional die result for Displacement Device usage that moves a hostile unit in a specific direction.
- V20.68 A unit engaged in searching for habitable Star Systems is not awarded Rank Points or Crew Points merely for searching. If it discovers a habitable Star System, then the unit is awarded five (5) Rank Points and a corresponding number of Crew Points [V18.31]. Additionally, the unit's Science Officer [V17.30] is directly awarded ten (10) Crew Points (which may only be used to increase the Science Officer's Rating, but do not prevent the other Crew Points awarded above also being used for the same purpose). A habitable Star System that has been found must still be claimed (*i.e.* the searching unit does not automatically claim it, but can do so under V3.40). Disruption of a Province prevents searching for habitable Star Systems until the disruption is removed.
- V20.69 If the process of V20.60 results in a situation where not all habitable Star Systems have been found even after a search has been conducted of all eligible Provinces, then the GameMaster erases the records of which Provinces do not contain habitable Star Systems [V20.65], reassigns the remaining Star System Numbers [V20.62] and searching may resume in eligible Provinces. Habitable Star Systems that were already located are not affected.

V20.70 Base Supply Officer (*Optional*)

- V20.71 Instead of a Helmsman [V17.40], a Base (as limited by V17.04 and V17.11) may have a Supply Officer.
- V20.711 This option is selected when the Base is built (or at the start of play, for the original Starbase owned by the Alliance and Coalition) and cannot be changed thereafter. The Supply Officer always begins at Skill Level 0.
- V20.712 Ships may never have a Supply Officer as defined here; they must have a Helmsman. A Supply Officer cannot transfer to a ship or replace a Helmsman, except as an ordinary crew member.
- V20.713 At the tactical level, the Supply Officer may function in any Control, Hull, Shuttle or Cargo box.
- V20.714 Because the Supply Officer's skills are primarily in acquisition of equipment, the death or injury of a Supply Officer during combat will have no immediate effect on the combat.
- V20.715 The Supply Officer may be awarded Crew Points (to increase his/her Rating) by either or both of two (2) methods. First, if the Base is attacked and gains Crew Points [V18.00], some or all of the Crew Points may be assigned to the Supply Officer and thus increase his/her Rating. Second, in an alternative fashion unique to the Supply Officer, at the end of any Turn in which the Supply Officer was not awarded Crew Points by any other means, roll 1d6. If the Supply Officer used V20.79 during the Turn, then add the BPV for which the Supply Officer substituted to the roll. If the result is greater than the Rating of the Supply Officer, then subtract the Supply Officer's Rating from result, take the square root, and round down. The Supply Officer gains that number of Crew Points (reflecting the Supply Officer's growing network of personal contacts, bankrolled favors, mastery of bureaucracy and other ephemeral skills about which Base commanders know better than to inquire too closely).
- V20.72 The square root (round down) of the Supply Officer's Rating is the number of extra Warp Booster Packs [J5.42] and Chaff Pods [D11.2] that the Base will have available for its Fighter complement. These will be stored in the hanger bay(s), just as are the normal supply of WBPs and Chaff. The BPV of the Base is not increased nor is there any BPV charge for the equipment change (this is an exception to V4.26). If the Base

does not have Fighters, this ability is ignored.

- V20.73 A Base with a Supply Officer who has a Rating of 1 or higher will have extra administrative shuttles equal to the square root (round down) of the Supply Officer's Rating. Any extra shuttles under this rule will be in storage, and may be prepared for use if the Base has an Outstanding Crew [V18.942]. Extra shuttles may also be transferred to other friendly units (if docked [G25.23]) where they may be assembled (if the other friendly unit has an Outstanding Crew).  
**Exception:** A Base with Poor Crew Quality [V18.80] will have one (1) fewer extra shuttles than the Supply Officer would normally have, but not less than its normal complement (V18.842 still applies).
- V20.74 When determining the Incidental Units for the Base [V16.30 and V16.40], add the square root (round down) of the Supply Officer's Rating to all rolls for shuttles, including GAS, MRS and MLS; treating adjusted rolls in excess of the normal range as the best possible result. If an Alliance Base, subtract the square root (round down) of the Supply Officer's Rating from the roll for SWACs, treating 0 or less as 1. This rule does not allow any Coalition Base, or an Alliance Base Station or Mobile Base, to have a SWACs as an Incidental Unit for the Base, regardless of Supply Officer Rating; nor does it permit a Base that does not have a minefield to have an MLS.
- V20.75 Innovative equipment management by the Supply Officer results in more available equipment. Add the square root (round down) of the Supply Officer's Rating to the number of Transporter Bombs (and fakes) the Base may have available at any one moment in time. This is an exception to G25.41. Any extra T-Bombs must still be purchased normally. Additionally, when purchasing a minefield for a Base, the cost of the minefield is reduced by 5% times the square root (round down) of the Supply Officer's Rating (thus, a Rating 6 Supply Officer causes the minefield cost to be reduced by 10%); this applies to both "standard" and custom minefields, but only to the cost of the mines, not a mine-layer.
- V20.76 The Supply Officer is able to scrounge supplies from many sources. The Supply Officer's Rating is expressed as a total BPV of changes the Supply Officer may make to the drones assigned to the Base, at no cost (this is an exception to V4.26). Racial drone percentage limits must still be observed (this rule is most useful for, but not limited to, speed upgrades). The change may be made during the Economic Production Phase of any Turn that the Base is In Supply, and becomes effective during Final Activities Phase of the Turn.
- V20.77 Because a highly skilled Supply Officer always has extra spare parts and materials on hand, the Repair capabilities of the Base are increased. For this purpose, the square root (round down) of the Supply Officer's Rating is treated as the number of additional Repair boxes that the Base has,

that require no power, when repairing itself or a player ship, so long as the Base has and uses at least one undamaged Repair box for the same purpose [V4.50].

V20.78 SFB Cargo rules [G25.43] allow a Base to purchase equipment (*e.g.* Drones, mines, T-Bombs) stored in Cargo, and to do so at a reduced (50%) cost. The Rating of the Supply Officer represents BPV that may be substituted for allocation from the Team's treasury on a one-for-one basis, when making such purchases, so long as at least one (1) BPV is allocated from the Team's treasury for that purpose.

V20.79 Once per Turn, the square root (round down) of a Supply Officer's Rating may be expressed as BPV usable for Bribing the Orion Pirates [V19.20], so long as at least one (1) BPV is allocated from the Team's treasury for that purpose. If not used for making a Bribe, the Team may use this rule to pay the Orions for other services (*e.g.* salvaging a unit [V19.70], or purchasing supplies [V2.70] or information [V19.56]) with the same requirement to pay at least one (1) BPV from the Team's treasury. This ability may only be used once per Turn, and only for one specific transaction with the Orions during that Turn. If it is not used, the BPV is not "carried over" or otherwise held or retained. The Orion Pirates count the income as BPV, regardless of if it was provided by a Supply Officer or from a Team's treasury. The BPV derived from a Supply Officer is **not** subject to the limits of V20.31 and V20.32.

#### V20.80 Cargo Refits

V20.81 In order to conduct deep-penetration operations (where a force from one Team strikes deep into enemy territory, and ordinarily would be Out of Supply), a Team may perform Cargo Refits of some units.

V20.82 There are several types of such Refits listed in this sub-Section. Each must be performed as a Refit [4.60] by an appropriate Base or FRD. Unlike most other Refits, they may **not** be applied when the unit is purchased, only after it is delivered. All are Generally Available for all races in Border Patrol **except** the Orion Pirates (who may not use them).

#### V20.83 Lab-to-Cargo Refit

V20.831 This Refit converts a **limited** number of Lab [G4.0] boxes aboard a unit to Cargo [G25.0] boxes. It may only be performed on player units, and never on Auxiliary Units [V15.00], Tugs, or Orion Pirate units.

V20.832 The cost of this Refit is one (1) BPV per Lab box converted. There is no change to the Combat BPV of the ship.

V20.833 No more than one-half (round down) of the Lab boxes aboard a unit may be converted. If a unit has no Labs, or only one Lab

box, or can only have Labs under G4.3, then it is not eligible for this Refit.

- V20.834 Each converted Lab box is transformed into two (2) Cargo boxes. These will be hit on Cargo hits, not Lab hits, and each has 50 spaces of Cargo capacity.
- V20.835 Lab boxes converted to Cargo may be converted back. Two (2) Cargo boxes must be converted at a time, at a cost of one (1) BPV each, resulting in one (1) Lab box.
- V20.836 If a unit had Cargo boxes prior to converting some of its Lab boxes into Cargo, the original Cargo boxes may not be transformed into Lab boxes under these rules.

#### V20.84 Hull-to-Cargo Refit

- V20.841 Using this Refit, it is possible to convert a limited number of a unit's Hull [G2.0] boxes to Cargo [G25.0]. This may only be performed on player units, and never on Auxiliary Units [V15.00], Tugs, or Orion Pirate units.
- V20.842 The cost of this Refit is one (1) BPV per Hull box converted. There is no change to the Combat BPV of the ship.
- V20.843 Each converted Hull box is transformed into one (1) Cargo box, with a Cargo capacity of 50 spaces.
- V20.844 The number of Hull boxes that may be converted is limited to one-fourth (round down) of the Hull boxes of a given type (Forward, Aft/Rear, Center). If a unit has less than four (4) Hull boxes of a given type, then no Hull boxes of that type may be converted.

#### **EXAMPLE**

The Klingon D5 has 3 Forward Hull boxes and 6 Aft Hull boxes. Despite having a total of 9 Hull boxes, only one (1) box (Aft Hull) may be converted under these rules. There are too few Forward Hull boxes for one to be converted.

- V20.845 Each converted Cargo box is hit on the same type of Hull hit as the original box.
- V20.846 Converted Hull boxes may be changed back to Hull (of the same type as they were originally) by another Refit. The cost to convert a Cargo box back to Hull is one (1) BPV per box. Some or all of the Hull boxes converted to Cargo may be switched back, but any Cargo boxes that were not originally Hull boxes may not be converted to Hull under these rules.

### **End of Section 20: Campaign Notes**