

Section 9: Zones of Control

V9.00 Zones of Control

- V9.01 Each unit has a Zone of Control that denotes the limits of its long-range sensors and scanners.
- V9.02 A unit with special sensors has an Extended Zone of Control [V9.20].
- V9.03 A crippled unit or a unit with damaged sensors/scanners has a restricted Zone of Control [V9.30]. It is possible for crippled or damaged units to overcome these restrictions [V9.40].

The one who first knows the measure of far and near wins - this is the rule of armed struggle.
- Sun Tzu

V9.10 Normal Zone of Control

- V9.11 Uncrippled units with normal/standard sensors and scanners have a Zone of Control that consists of the Strategic Hex they occupy and the six (6) adjacent Strategic Hexes (*i.e.* a radius of two (2) Hexes).
- Exception:** Crippled [S2.4] units or units with damaged sensors/scanners [V9.30].
- V9.12 If a Crippled [S2.4] unit is stacked with a friendly uncrippled unit, the Crippled unit gains the same benefits as the uncrippled unit and V9.30 does **not** apply. See V9.23 and V9.25.
- Exception:** These units still may not use Reactionary Movement [V8.60]. See V9.34.

V9.20 Extended Zones of Control

- V9.21 Units with special sensors, as well as StarBases, Base Stations, Battle Stations and Mobile Bases; have an Extended Zone of Control.
- Exception:** Crippled [S.24] units or units with damaged sensors/scanners [V9.30].
- V9.22 An Extended Zone of Control consists of the Strategic Hexes the Normal Zone of Control described in V9.12 **plus** the thirty-six (36) Strategic Hexes that are adjacent to those (*i.e.* a radius of four (4) Strategic Hexes).
- V9.23 If a unit with a normal Zone of Control [V9.10] is stacked with a friendly unit that has an Extended Zone of Control, then the unit with the lesser Control radius gains the same benefits as the unit having an Extended Zone of Control. This benefit remains only so long as the units occupy the same Hex, but applies even to Crippled [S2.4] units. See V9.12 and V9.25.

Exception: These units still may not use Reactionary Movement [V8.60]. See V9.34.

- V9.24 Units with Extended Zones of Control add one (1) to their Weapon Status die rolls [V13.410].
- V9.25 While Units stacked with a friendly unit that has an Extended Zone of Control [V9.20] gain the benefits of an Extended Zone of Control, even if crippled; these units still may not use Reactionary Movement [V8.60]. See V9.12, V9.23 and V9.34.

V9.30 Zones of Control for Crippled/Damaged Units

- V9.31 Crippled units [S2.4] have a Zone of Control that consists of the Strategic Hex they occupy. These units subtract two (2) from any Weapon Status die rolls [V13.410] they make, unless V9.32 applies.
- V9.32 If a crippled unit has operational special sensors and unmarked sensor and scanner tracks on its SSD, then the unit is considered to have a Zone of Control equal to that of an uncrippled unit with normal sensors [V9.12]. These units still may not use Reactionary Movement [V8.60], but do not suffer the Weapon Status die roll penalties outlined in V9.31.
- V9.33 If a unit is uncrippled but has sustained sensor/scanner hits, it must roll one (1) die each Movement Phase. If the roll is equal to or less than the lowest unmarked box on the unit's sensor/scanner tracks (if the two differ, use the lower one), then the unit's sensors function normally and they have the usual Zone of Control for that unit. Otherwise, for that Movement Phase, they are considered "crippled" with respect to determining their Zone of Control and ability to use Reactionary Movement [V8.60]. See also V9.41.
- V9.34 Crippled units stacked with friendly units that are not crippled do not normally suffer penalties as long as they remain in the same Hex as the uncrippled friendly unit. However, crippled units in this situation are still barred from using Reactionary Movement [V8.60], since this would move them out of the Hex with the friendly unit. See also V9.12, V9.23 and V9.25.

V9.40 Overcoming Effects of Crippling/Damage on Zones of Control

- V9.41 The effects of V9.33 can be avoided if the unit has a Science Officer with a Rating greater than one (1). If so, the Officer may roll 2d6. If that roll is less than or equal to the Officer's Rating, then the unit's sensors function normally and they have the usual Zone of Control for that unit. Otherwise, for that Movement Phase, they are considered "crippled" with respect to determining their Zone of Control and ability to use Reactionary Movement [V8.60]. V9.34 can either be used in conjunction with V9.33 or instead of it.
- V9.42 A crippled unit with no sensor/scanner hits operating under V9.32 may regain its usual Zone of Control if it has a Science Officer with a Rating greater than one (1). If so, roll 2d6. If the result is less than or equal to the Officer's rating, the unit has its usual Zone of Control for that Turn only (the

next Turn will require another roll against the Officer's Rating). The ship still may not use Reactionary Movement [V8.60], but does not suffer the Weapon Status die roll penalties outlined in V9.31 and can extend the Zone of Control of any units it is stacked with as per V9.23.

- V9.43 In regards to V9.42, "sensor/scanner hits" means damage noted on the "Sensor" or "Scanner" tracks of the SSD. It does not, in this context, refer to damage to special sensor arrays. A unit equipped with special sensors must have at least one (1) unmarked special sensor box in order to gain the advantages of special sensors.

End of Section 9: Zones of Control