

# GameMaster Notes

## Crew and Rank Points – A Practical Example

Let's say we have a combat situation with two ships, one each from the Alliance and Coalition Teams (sorry, Orions, we're gonna leave you out of this).

The Alliance has a Federation FFL+ (Plasma Frigate with the + refit, base BPV of 73), with all medium-speed drones (adds 2 BPV) for a total BPV of 75. Opposite, the Coalition has an Klingon F5B Frigate (F5 with the B refit, base BPV of 76) and half its drones are medium-speed (adds 1 BPV) for a total BPV of 77.

It's around Strategic Turn 12 or so, these two have been moving in the Neutral Zone claiming Provinces, when they meet in the vicinity of Jeral, an as-yet-unclaimed Star System that they were both trying to grab. Since its unclaimed, there are no Incidental Units.

The battle is fought, and the Alliance frigate does not disengage before battle, but stays and fights (no point to running, as V14.23 provides for no benefit due to the BPV difference being less than 10%). During the fight, both ships manage to score internal damage on each other, but the FFL+ pops off a pair of PTs at just the wrong moment for the F5B, and just barely cripples the Klingon ship, which was busy blowing up the FFL+'s suicide shuttle before it could hit. The F5B wasted too many phasers ensuring a kill (knowing a cripple wouldn't help) and could not adequately defend against the PTs.

But the FFL+'s plasma launchers are gone (they were fired using FP1.71, allowing plasma to fire up to 8 impulses after the system box has been destroyed) and the F5B just dumped a shuttle out the back (the FFL+'s captain knows it's not a roving Avon lady). Moreover, the F5B hasn't used EDR yet, whereas the FFL+ has, and is missing some phasers to defend against the coming scatterpack. So the FFL+ decides to disengage on tactical turn 8, thinking that the crippled Coalition unit will be easier to kill once the FFL+ has undergone Campaign Damage Repairs (CDR). The F5B can undergo CDR too, but has a lot more damage to deal with.

The Alliance unit scores 2 Victory Points (VPs) for taking on a unit with a higher BPV (2 = the BPV difference between the units). Under S2.21, the Alliance also scores 50% of the F5B's BPV because it was crippled, which adds another 38 VPs. So the Alliance scores a total of 40 VPs.

The Coalition, which had a slight BPV advantage, gets no VPs there. They gain 25% of the FFL+'s BPV for forcing it to disengage, or 19 VPs.

The score is 40 to 19 in favor of the Alliance (the Coalition should have known better than

to go after Jeral, which is on the Alliance side of the Neutral Zone, with just a frigate). On the table in S2.3, this counts as (211%) a Substantive Victory for the Alliance, and (48%, just barely) a Brutal Defeat for the Coalition (a few more VPs for the Coalition and it would have been a Tactical Defeat instead). Looks like there's a command crew headed for a penal ship (that level of detail is not reflected in the campaign).

Under the rules for Victory Conditions [V14.00], we see (in V14.34) that the Coalition will **lose** 4 Rank Points. As the F5B was the only Coalition unit to participate in the battle, the Character controlling the ship suffers this loss in its entirety [V14.40]. Assuming the Character is still a Lieutenant, they have a Rank Modifier [V14.53] of 1, meaning that their loss remains at 4 RPs, and is not increased (if they had been a Lieutenant-Commander, they would have lost 6 RPs, because V14.53 specifies their Rank Modifier as 1.5). We'll assume that, one way or another, the Character doesn't get drummed out of the Fleet (either this was their first battle and they can't drop any lower, or this didn't drop their Rank Point total below 0 for whatever reason).

At the same time, the Alliance **gains** 4 Rank Points. As the FFL+ was the only Alliance ship present at the battle, the Character controlling that ship reaps the full rewards [V14.40]. We'll assume, likewise, that the Character is a Lieutenant, with a Rank Modifier of 1, so their net award is still 4 RPs (if they'd been a Lieutenant-Commander, they would have gotten 6 RPs). We'll assume the Character had not previously accumulated RPs, meaning their overall total is 4 RPs, and they cannot yet afford to "buy" a higher Rank.

Moving on to Crew Points [V18.30], when the Coalition unit lost 4 RPs, it also lost 40 Crew Points. Even if the Character had a Rank Modifier of 1.5, and would have therefore lost 6 RPs, the Coalition unit would still have only lost 40 CPs, not 60 CPs [V18.31]. Similarly, the Alliance unit gains 40 CPs. Again, if the owning Character had a Rank Modifier of 1.5, the unit would still have gained 40 CPs, not 60 CPs.

The CPs may be spent on either crew quality, Officer Ratings, or both, but each CP can only be spent once [V18.63]. The player owning the unit decides which and how much. Negative CPs **must** be spent. How they are spent determines if Crew Quality [V18.00] or Officer Ratings [V17.00] suffer.

It's not very likely that a single battle will result in a Character jumping a Rank, or a shift in Crew Quality, or an increase in Officer Ratings. Rather, these events will occur over time. Also, the more units in a given battle, the less any individual unit will benefit (or lose).

How many battles will it take for you to rise in Rank? That depends on how well you fight, how many other ships on your side are in the fight, how many Rank Points you're awarded (or lose), and a lot of other factors.

### **End of GameMaster Notes: Crew and Rank Points – A Practical Example**