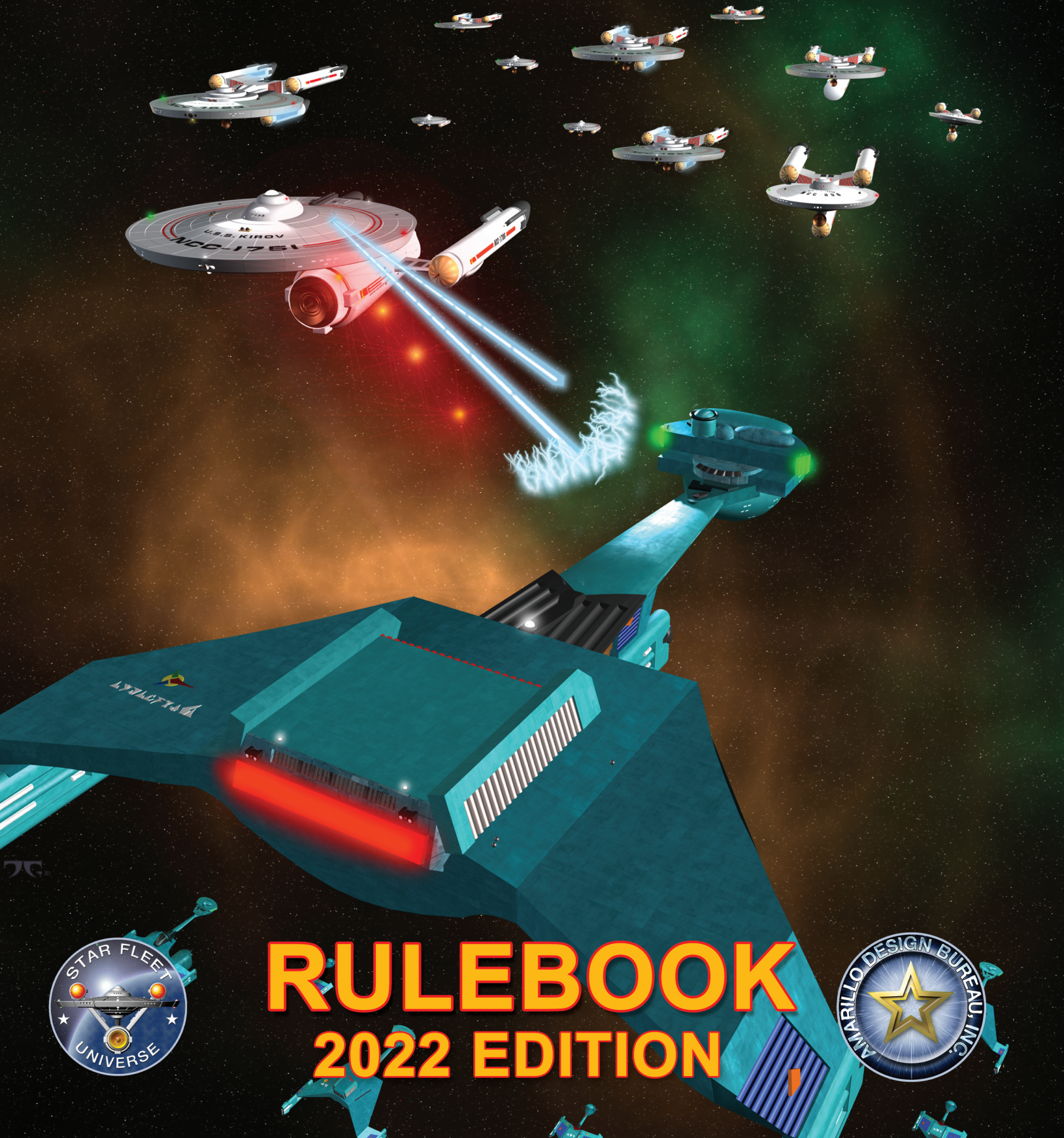




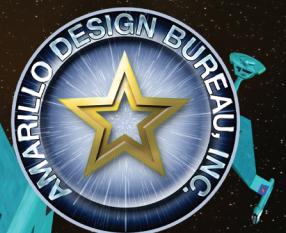
Federation & Empire

ADVANCED OPERATIONS



RULEBOOK

2022 EDITION



ADVANCED OPERATIONS

100 INTRODUCTION (2022)

(108.0) INTRODUCTION

Both editions of this product were a long time in coming, but each journey was, we feel, worth the effort.

The first obstacle was in selecting which of the various *F&E* expansions to do after *Marine Assault*. The decision was eventually made that *Advanced Operations* (with its X-ship rules, casual PF flotillas, and other late-war elements) would be needed before we could publish *Civil Wars*, *ISC War*, or *AndroWar*.

The next obstacle was the collapse of the previous publisher and everything it took for the designers to shed that baggage and launch a new corporation.

The final obstacle was the game system itself. *F&E-93* had evolved over the intervening years and with the development of new tactics and rules interpretations, was sorely out of balance and loaded with errata. With the help of a hard-working staff, we released *F&E2K*, and this brought the game to a better level of balance and a more precise set of game rules. Even this was not enough, however, as the three previous expansions had problems all their own. Again, a hard-working group of staff officers analyzed the problems and resolved them in several *Captain's Log* features. Later, *F&E2KX* improved things even more.

Even before *F&E2K* was conceived as a major revision of the game system, we had begun to assemble the elements of this product from previously published playtest material and new material. The concept was to portray as many of the "advanced" concepts of space combat as possible.

It should be noted that *F&E2K* pioneered the concepts of dynamic product development in an online forum, concepts that were honed to a fine (and bleeding) edge with this product. As each segment of the rules was brought up to the current level (by processing years of playtest reports), it was evaluated (and argued about) within minutes. Loopholes were closed, contradictions erased, and questions answered in real-time, with playtesters able to obtain guidance within hours. This process had its drawbacks, and during the final phase, the designer had to restrict new drafts of the rules to the core staff in order to avoid having dozens of reports from non-staffers all saying the same thing, and even more (again, from non-staffers) re-proposing things already found by the playtesters to be unworkable.

The designer had a long list of interesting and special things he wanted to include, and others also had their own lists. Some of these items were included, but many more were rejected or deferred to future expansions.

In June 2021 and June 2022, the top *F&E* players held their annual meeting *Stratcon* in Amarillo, which made it possible for this and three other books to be updated.

(108.1) ORGANIZATION AND COMPONENTS

F&E: Advanced Operations is a modular expansion of the *F&E* game system. You will need *Federation & Empire* (preferably the *2KX Edition* or later) to use this material and will need the other *F&E* expansions to use it to the fullest extent.

A complete copy of *Advanced Operations* includes this rulebook, some forms and charts, three copies of countersheet N+O, and one copy of countersheet P+Q.

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(108.3) SYMBOLS ON COUNTERS

In *AO*, several new "special" symbols are used on some of the counters in addition to the previous ones.

- = A single ship qualified to be a carrier escort.
- ◆ = A single ship qualified to be a scout.
- + = A ship armed with a mauler (308.4) or some equivalent weapon.
- ▲ = This indicates an extra "half" of a fighter factor. This is ignored unless two ships with this symbol are in the same battle force, in which case the two "half" factors add up to one "whole" factor. This is used, for example, on some Klingon carrier pods and on Romulan WHs.
- = This indicates that the ship is armed with a plasmatic pulsar device. This weapon is used only by the *ISC*; see *ISC War*.
- # = The number is the number of fighter factors (103.3).
- [#] = A number in square brackets is the number of spare fighter factors (526.31). The unit cannot operate these fighters but can transfer them.
- <#> = A number in angle brackets is the number of drone bombardment factors (103.3).
- #H = The number to the left of the H is the number of heavy fighter factors (530.0). Ships with both heavy and standard fighters are shown in this format: 8H6.
- A = Indicates that the ship has a Stasis Field Generator (312.0).
- C = Indicates that the ship is equipped with a cloaking device. This is used for Orion ships.
- F = Ship is a fast ship (525.1).
- G = Each G represents a battalion of ground troops (521.21).
- P = Ship is a tender for PFs (103.3).

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