



Federation & Empire

STRATEGIC OPERATIONS



RULEBOOK

2022 EDITION



STRATEGIC OPERATIONS

100 INTRODUCTION (2022)

(109.0) INTRODUCTION

Strategic Operations includes a number of new unit types and special rules, but first and foremost are the “**NCA variants**” introduced to the *Star Fleet Universe* by Steven Petrick in *SFB Module R10: The New Cruisers*. NCA variants are a critical part of the late years of the General War when fleets had long passed 130 attack factors, and a single volley could blow up anything that wasn’t escorted. NCA variants meant that the war cruiser scouts, PFTs, carriers, and other ships could be a point or two bigger, increasing not only the fleet’s attack factor but its defense factor. Even better, some of the NCA versions of PFTs, CSVs, and SCs gained a point of EW.

Another key element of *Strategic Operations*, and one that has been looked forward to for many years, is the counters and rules for **survey ships**. The ability to bring these ships into the war during its final years (when off-map survey operations are barely worth the bother) not just to support the fleet as carrier and commando ships but also to give well-charted territory another desperate look for a few extra EPs, became critical.

Sector bases (battle stations with more defense and more abilities) are another critical late-war addition to the fleet, providing increased repair and conversion capability. Operational bases are desperately needed in the war’s final years for their ability to extend supply lines.

In the war’s early and middle years, the Corps of **Engineers** has a critical role to play in helping to build new bases and shipyards more quickly than before. The Hydrans cannot speed up the rebuilding of their shipyard, but they can reduce the cost. Empires that never considered it worth the money to upgrade bases or build secondary shipyards can now do so.

Hospital ships help planets recover from the effects of devastation, a critical task during the years before economic exhaustion sets in. The task is even more critical after that time.

At all times in the game, **diplomacy** is a critical factor. It is diplomacy that keeps alliances together and enemies apart. The original rule started with Klingon diplomatic ships. A later draft dropped in diplomatic teams for other empires as an afterthought. The version here focuses on the diplomatic teams and lists the special Klingon ships as a unique version of the generic team.

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

(109.1) ORGANIZATION AND COMPONENTS

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

A complete copy of *Strategic Operations* includes this rulebook and three copies of countersheet FOUR.

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(109.3) SYMBOLS ON COUNTERS

- D = Diplomatic Team on Board
- DD = Two Diplomatic Teams on Board
- M = Medical (Hospital Ship)
- ND = Not Deployed (on “stored mobile base” counters).
- U = Theater Transport able to carry (but not use) a pod.
- ◆ = If the “scout diamond” is in the “wrong” color (for example, white on a Federation counter), the ship is a survey ship; see rule (542.0). There is no consistent color here; we used whatever showed up best on the background color of that empire.

NEW COUNTERS

- APT:** Armed Priority Transport, see (539.1).
- DIP:** Diplomatic Teams, see (540.0).
- ENG:** Engineer regiment, see (541.0).
- FHL:** Hospital ship, see (451.0).
- FXP:** Federation Express transport, see (539.3).
- MB-ND:** These counters are used for “Mobile Base, Not Deployed.” They are used to mark an MB in storage.
- OPB:** Operational base, see (453.0).
- PF:** These counters are provided to mark locations where players have added fast patrol ships.
- PTR:** Prime Transport, see (539.2).
- RAID:** These counters are provided so that players can mark the point of a raid. This simplifies removing the counters to another area to sift through them.
- STB:** Sector base, see (452.0).
- STX:** Sector base with X-technology, see (452.23). Because this was a late request by a player, the only way we could provide these counters was as generics.

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The 2021 update was delayed to the summer of 2022 by a series of events. First, the staff needed more time to update the scenario (675.0). By the time they finished, Stephen V. Cole had knee surgery and was out of the office almost two months. When he returned, SFU department head Steven P. Petrick had a stroke and did not return to work until June of 2022. Stephen V. Cole had to run the company and take care of Steven P. Petrick and didn't get much time to work on games.

(109.5) PUBLISHER'S INFORMATION

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DEDICATION

Strategic Operations is dedicated to
THE ASTRONAUTS
 military and civilian, of all nations,
 eras, and agencies, who risked and
 sometimes gave their lives to lead
 their societies into the future.

END (109.0)**109 INTRODUCTION**

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