



Federation & Empire

MINOR EMPIRES

RULEBOOK



F&E: MINOR EMPIRES

2016 RULEBOOK

TABLE OF CONTENTS

RULE# TITLE	Page
(111.0) INTRODUCTION	1
(112.0) PUBLISHER'S INFORMATION	2
(325.0) TACTICAL AUXILIARY GROUPS	3
(326.0) SELTORIAN WEB BREAKERS	4
(327.0) ION STORM GENERATORS	5
(328.0) ION PULSE GENERATORS	6
(546.0) SELTORIAN SPECIAL RULES	7
(547.0) VUDAR SPECIAL RULES	11
(548.0) LDR SPECIAL RULES	13
(626.0) WALL CLOUD (LDR)	15
(627.0) VORTEX OF VENGEANCE (SELTORIAN)	17
(628.0) STATIC FOG (VUDAR)	21
(629.0) FREAK STORM	25
(630.0) ELECTRIC STORM	29
(700.0) ADDITIONAL SEQUENCE OF PLAY STEPS.	31
(761.0) EW TABLE UPDATES	31
UPDATES TO EXISTING RULES	32
(714.0) LYRAN DEMOCRATIC REPUBLIC	33
(715.0) SELTORIAN TRIBUNAL	35
(717.0) VUDAR ENCLAVE	37
Ship Information Tables	39

(111.0) INTRODUCTION

Minor Empires provides new rules and ships for the game *Federation & Empire*. As it is an expansion of that game, you cannot make much use of *F&E-ME* without *F&E* itself. *Minor Empires* was designed to be used with the *F&E-2000* or *F&E-2010* editions of *F&E* but will work (more or less) with the earlier editions.

DESIGN AND DEVELOPMENT STAFF

F&E Designer Stephen V. Cole, PE
F&E Senior Rules Analyst Chuck Strong
SFB Senior Rules Analyst Steven P. Petrick
SFU Senior Proofreader Jean Sexton
 Project Staff (2014-2016) Chuck Strong, Mike Curtis, Ryan Opel, Thomas Mathews, Stewart Frazier, Richard Eitzen
 Cover Art Matthew G. Lawson
 Interior Art Adam Turner
 Computer Art Stephen V. Cole
 Chief of ADB Security Ramses
 ADB Drillmaster Wolf

COMPONENTS

One 60-page Rulebook (this book)
 Three copies of Countersheet FIVE (280 counters)
 One copy of Countersheet SIX (140 special counters)
 Three Depot Charts (one each LDR, Vudar, Seltorian)
 Three Fleet Charts (one each LDR, Vudar, Seltorian)

ADDITIONAL DATA ON THE COUNTERS

In this product, several “special” symbols are used on some of the counters.

- ◆ = A scout able to use electronic warfare. Note that on some counters this diamond may be on the top or bottom line.
- = A single ship qualified to be a carrier escort.
- ▲ = 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 on several ships, and often on the crippled side.
- <#> = Drone bombardment factor.
- A = Indicates that the ship has a stasis field generator (312.0); see *Combined Operations*.
- B = Indicates a Seltorian unit equipped with a web breaker (326.0).
- C = Indicates an Orion unit equipped with a cloaking device.
- D = Indicates a Klingon ship with a diplomatic team.
- F = Indicates a “fast” ship. (Fast ships can retrograde seven hexes when crippled but as they cannot use other forms of fast movement the “F” is not on the crippled side.) (525.13)
- G = Indicates a ship carrying a unit of ground troops.
- H = Indicates a unit with heavy fighters or a Federation ship with F-111 fighters.
- J = Indicates a Vudar unit equipped with an ionic jamming system (328.0).
- M = Indicates a medical ship.
- P = Indicates a unit operating PF gunboats.
- S = Indicates a unit subject to Shock (311.2).
- U = Indicates a cargo-carrying tactical transport.
- V = Indicates a Federation ship with A-20 fighters.
- Y = Indicates a Federation ship that carries F-101s.
- π = Indicates a unit able to operate half of a flotilla of gunboats/PFs.

INTRODUCTION