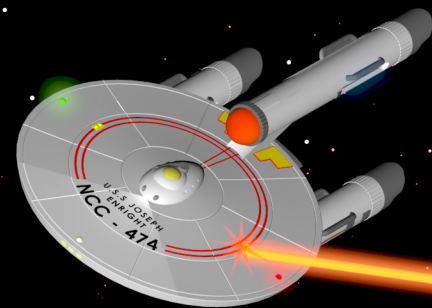
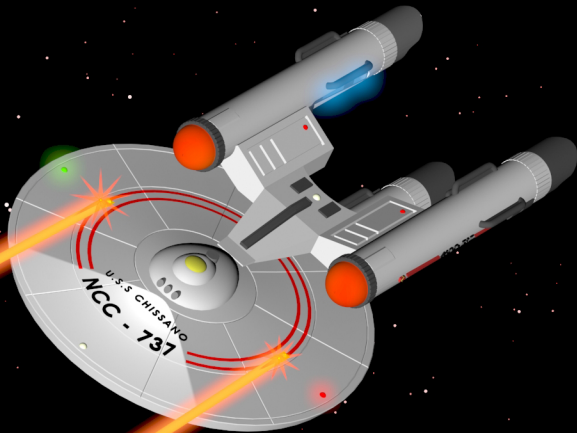
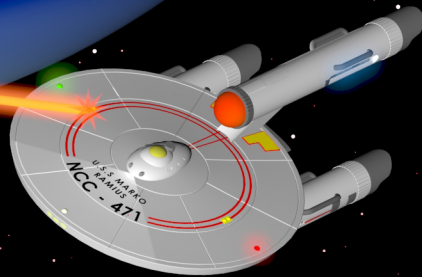
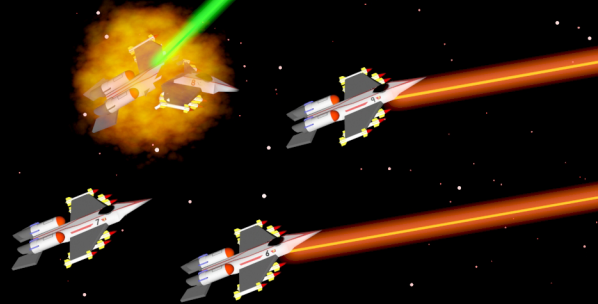
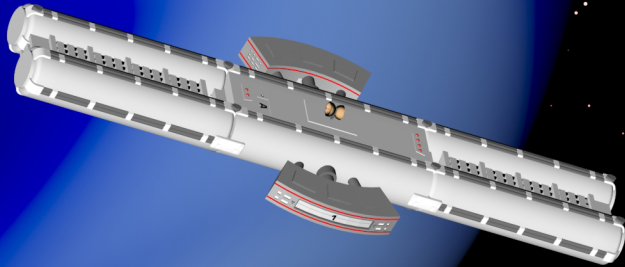




Federation & Empire

TACTICAL OPERATIONS



FEDERATION & EMPIRE TACTICAL OPERATIONS 2021

(114.0) INTRODUCTION

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

The purpose and scope of *Tactical Operations* were to bring into the *F&E* game system most of the ships in *SFB* which are not already in *F&E*.

(114.1) COMPONENTS

A complete copy of *Tactical Operations* includes:

- This rulebook.
- Three copies of Countersheet Tango.
- One copy of Countersheet Oscar.

(114.2) TABLE OF CONTENTS

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(114.3) FACTORS ON THE COUNTERS

In *Tactical Operations*, some new “special” symbols are used on some of the counters, and many older symbols are also used.

- = Ship armed with PPDs (plasmatic pulsar devices) and qualified to form the core of an echelon (324.2). Note that on some crowded counters (e.g., bases) this dot might appear on the upper or lower line.
- ▲ = 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.
- G = Indicates that the ship has a ground combat force on board (521.21).
- π = Indicates a ship that carries a half-flotilla of PFs (as opposed to the P indicating a full flotilla). Two ships can combine half-flotillas into a full one (551.4).

(114.4) DESIGN CREDITS

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(114.7) DEDICATION

**This product is dedicated to the
junior leaders on the front line,
the lieutenants and sergeants,
who lead from the front because
there is no other way to do it if you
expect to order soldiers into danger.**

END (114.0)**114 INTRODUCTION**

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