

FEDERATION & EMPIRE

2010 EDITION

TABLE OF CONTENTS

GENERAL RULES 100.00

F&E: INTRODUCTION	101.00
Historical Background	101.10
Introduction to the Game	101.20
Game Components	101.30
Playing Map	101.40
Game Scale	101.50
Number of Players	101.60
<i>Star Fleet Battles</i> and Other Games	101.70
Staff and Fans	101.80
Source Data	101.90

F&E: EXPLANATION OF BASIC TERMS 102.00

F&E: COUNTERS	103.00
Color	103.10
Units Represented by Counters	103.20
Squadrons	103.21
Groups	103.22
Convoys	103.23
Factors on the Counters	103.30
Special Markers	103.40

F&E: FLEET MARKERS AND CHARTS 104.00

F&E: SEQUENCE OF PLAY 105.00

FO: INTRODUCTION 106.00

CO: INTRODUCTION 107.00

AO: INTRODUCTION 108.00

MOVEMENT 200.00

F&E: TYPES OF MOVEMENT 201.00

F&E: GENERAL MOVEMENT RULES 202.00

F&E: OPERATIONAL MOVEMENT	203.00
When Operational Movement Is Used	203.10
Movement Cost	203.20
Movement Point Restrictions	203.30
Moving Stacks	203.40
Movement Restrictions: Pinning	203.50
Interaction with Reaction Movement	203.60
Reserve Movement	203.70
Cloaked Movement	203.80

F&E: STRATEGIC MOVEMENT 204.00

F&E: REACTION MOVEMENT	205.00
When Reaction Movement Is Used	205.10
Reaction Zones	205.20

Extended Reaction Zones	205.30
Voluntary Nature of Reaction	205.40
Multiple Reactions	205.50
Restrictions Caused by Enemy Ships	205.60
Reaction by Fighters and PFs	205.70

F&E: RETROGRADE MOVEMENT 206.00

F&E: OFF-MAP MOVEMENT	207.00
Energy Barrier	207.10
Off-Map Areas	207.20

F&E: SPECIAL MOVEMENT RULES 208.00

COMBAT 300.00

F&E: GENERAL COMBAT RULES 301.00

F&E: COMBAT PROCEDURE	302.00
Step 1: Withdrawal before Combat	302.10
Step 2: Action with Bases	302.20
Step 3: Battle Force Determinations	302.30
Flagship Selection	302.32
Command Ratings	302.33
Step 4: Damage Determination	302.40
Step 5: Directed Damage	302.50
Step 6: Damage Allocation	302.60
Step 7: Retreat	302.70
Step 8: Pursuit	302.80

F&E: COMMAND RATINGS 303.00

F&E: BATTLE INTENSITY 304.00

F&E: CAPTURING SHIPS 305.00

F&E: CLOAKED SHIPS 306.00

F&E: PURSUIT 307.00

F&E: ADVANCED COMBAT RULES	308.00
Carrier Groups	308.10
Plus and Minus Points	308.20
Approach Battles	308.30
Maulers	308.40
Scouts	308.50
Die Roll Shifts	308.60
Formation Rule	308.70
Starbase Incremental Damage	308.80
Command Points	308.90

F&E: DRONE SHIPS 309.00

F&E: SMALL-SCALE COMBAT 310.00

CO: ADVANCED COMBAT	311.00
Advanced Combat Chart	311.10
Shock for Non-Maulers	311.20
Expanded Sequence of Play	311.30
Use of Calculators	311.40

CO: STASIS FIELD GENERATORS	312.00
CO: ELECTRONIC WARFARE	313.00
AO: MIITARY RAIDS	314.00
AO: BATTLE GROUPS	315.00
AO: ADMIRALS	316.00
AO: ADVANCED SCOUTS	317.00
Auxiliary Scouts	317.10
Electronic Warfare for PDUs	317.20
Federation Heavy SWAC	317.30
Additional Scouts	317.40
Scout Pods for Tugs	317.50
AO: ADVANCED COMBAT RULES	318.00
Kzinti Fast-Drone Bonus	318.10
Kzinti Pre-War Drone Stockpile	318.20
Federation Reaction	318.30
Late-War Combat Formations	318.40
Flagship Escort Groups	318.42
Expanded Carrier Groups	318.43
Commando Groups	318.44
Tholian Reaction	318.50
Tholian Web Snares	318.60
Advanced Small-Scale Combat (Obsolete) ..	318.70
Oversized Fighter Squadrons	318.80
FO: OFFENSIVE FIGHTER-PF STRIKES	319.00
PO: ADVANCED RAIDS	320.00
Blockade Running	320.50
PO: MARINE MAJOR GENERALS	321.00
PO: THOLIAN PINWHEELS	322.00
CL: ESSC (Deleted, replaced 310)	323.00

SUPPLY SYSTEM

410.00

F&E: SUPPLY ROUTES	411.00
F&E: SUPPLY POINTS	412.00
F&E: SUPPLY GRID	413.00
F&E: CONVOYS	414.00

REPAIRS

420.00

F&E: FLEET REPAIR DOCKS	421.00
F&E: REPAIR SHIPS	422.00
F&E: EXAMPLE OF REPAIR CYCLE	423.00
PO: DEPOT LEVEL REPAIR	424.00
PO: ADVANCED REPAIR RULES	425.00
Planetary Repair Docks	425.10
Conversion during Repair	425.20
Rapid Combat Repair	425.30

ECONOMIC RULES

430.00

F&E: PRODUCTION RATES	431.00
F&E: PRODUCTION COSTS	432.00
F&E: UNIT CONVERSIONS	433.00
Notes on Conversions	433.40
Bases	433.41
Planetary Defenses	433.42
Romulan Modular Ships	433.43
Crippled Units	433.44
Carriers	433.45
F&E: ACTIVATIONS	434.00
F&E: TRANSFER OF FUNDS	435.00
F&E: BATTLESHIPS	436.00
FO: TWO-STEP CONVERSIONS	437.00
FO: CONQUERED PROVINCES	438.00
FO: SALVAGE	439.00
FO: SPECIAL PRODUCTION RULES	440.00
AO: SPECIAL BASE CONSTRUCTION	441.00
PDUs without Fighters or PFs	441.10
Bases without Fighters or PFs	441.20
Upgrading Planetary Ground Bases	441.30
Fighter and PF Modules	441.40
Power Augmentation Modules	441.50
AO: ADVANCED ECONOMIC RULES	442.00
SCS Conversions	442.10
Production Line Conversions	442.20
Transportation of Economic Points	442.30
Hydran Treasury	442.40
Advanced Accounting	442.50
Annualized Fighters	442.60
Gorn Logistics	442.70
Romulan KR Maintenance	442.80
Auxiliary Ship Production	442.90
CO: COMMERCIAL CONVOYS	443.00
CO: BASE STATIONS	444.00
FO: FIGHTER STORAGE DEPOTS	445.00
PO: COLONIAL DEVELOPMENT	446.00
PO: ADVANCED DEFICIT SPENDING	447.00
PO: TRANSFERRING PROVINCES	448.00
PO: TRADE WITH THE WYN CLUSTER	449.00
PO: SPECIAL ECONOMIC RULES	450.00
Minor Shipyards	450.10
Medium Shipyards	450.20
Production Overrides	450.30
Allowable Substitutions	450.40
Flexible Conversions	450.50
SO: HOSPITAL SHIPS	451.00
SO: SECTOR BASES	452.00
SO: OPERATIONAL BASES	453.00

SPECIAL RULES 500.00

F&E: CARRIERS AND FIGHTERS 501.00

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 Permanent Neutrals 503.10
 Armed Major Neutral (ISC) 503.20
 The Tholian Holdfast 503.30
 Future Belligerents 503.40
 Orion Enclave 503.50
 Neutral Zones 503.60

F&E: ORION PIRATES 504.00

F&E: SURVEY SHIPS 505.00

F&E: OFF-MAP AREAS 506.00

F&E: RESERVES 507.00

F&E: PLANETS 508.00
 Planetary Defense Units 508.10
 Conquering or Devastating a Planet 508.20
 Defense Battalions 508.30

F&E: FLEET TRANSPORTS 509.00

F&E: MOBILE BASES 510.00

F&E: CAPITAL HEXES 511.00
 Contents of Capital Hexes 511.10
 Tholian Capital Special Rules 511.20
 Replacing a Captured Capital 511.30
 Capital Defense Priority 511.40
 Procedure for Capital Assaults 511.50
 Abandoning a Capital 511.60

F&E: THOLIAN WEBS 512.00

CO: SPECIAL UNITS 513.00
 Auxiliary Carriers 513.10
 Klingon 77th Division 513.20
 Kzinti 23rd Division 513.30
 Conjectural Units 513.40
 Hydran Fighter Conveyor Pallet 513.50
 Hydran Fire Support Pallet 513.60

FO: KLINGON SWARMS 514.00

F&E: CARRIER GROUPS 515.00

CO: LIGHT TACTICAL TRANSPORTS 516.00

CO: PODS FOR TUGS 517.00

FO: FEDERATION SWAC SHUTTLES 518.00

CO: MONITORS 519.00

CO: SPECIAL ATTACK FORCES 520.00

CO: GROUND COMBAT 521.00

CO: PRIME TEAMS 522.00

AO: X-SHIPS 523.00

AO: CASUAL PFS 524.00

AO: SPECIAL WARSHIPS 525.00
 Fast Warships 525.10
 Heavy War Destroyers 525.20
 Limited Production Warships 525.30
 Contractor Prototypes 525.31

Unique Conversions 525.32
 Lyran DNP and BCP 525.40
 New Classes 525.50
 War Destroyer Carriers 525.51
 Heavy Dreadnoughts 525.52
 Battle Carriers 525.53
 Battle Control Ships 525.54
 Romulan Dreadnoughts 525.60
 Neo-Tholians 525.70
 Special Gorn Ships 525.80

AO: ADVANCED SUPPORT UNITS 526.00
 Military Convoys 526.10
 Logistics Task Forces 526.20
 Carrier Resupply Ships 526.30
 Auxiliary PFTs 526.40
 Auxiliary Drone Bombardment Ships 526.50
 Additional Pods 526.60
 Space Control Pods 526.61
 PF Transport Pods 526.62
 Scout Pods 526.63

AO/FO: FEDERATION F-111 FIGHTERS 527.00

AO: KLINGON PENAL SHIPS 528.00

AO: NON-PLAYER ORIONS 529.00

AO/FO: HEAVY FIGHTERS 530.00
 An updated version of this rule is in *CL#36*.

CO: POLICE SHIPS 531.00
 PO: Police Ships, Expanded 531.00
 PO: Police Flagships 531.30
 PO: Police Carriers 531.40

FO: FEDERATION A-20 FIGHTERS 532.00

PO: ALTERNATIVE ORION PIRATES 533.00
 Orions as an Independent Neutral 533.40

PO: ESPIONAGE & SABOTAGE 534.00

PO: MEGAFIGHTERS 535.00

PO: FORWARD DEFENSE UNITS 536.00

PO: ADDITIONAL SPECIAL RULES 537.00
 Resistance Movements 537.10
 Tug Rescue Mission 537.20
 Early Warning Networks 537.30
 Monitor PFT Modules 537.40
 Counters for Troop Pods 537.50
 Even More Tug Missions 537.60

PO: CLOAKED DECOYS 538.00

SO: SPECIAL MISSION SHIPS 539.00
 Armed Priority Transports 539.10
 Prime Transports 539.20
 Federation Express Transports 539.30
 Tholian Armed Web Tender 539.40
 Additional Klingon Penal Ships 539.50
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 Romulan KDR and Klingon RKL 539.80
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SCENARIOS 600.00

F&E: GENERAL SCENARIO RULES	600.00
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Fleet Release Status	600.30
F&E: THE WIND	601.00
The General War Begins	
F&E: THE TEMPEST	602.00
The Klingon Invasion of the Federation	
F&E: THE HURRICANE	603.00
The Romulans and Gorns Join the General War	
F&E: THE WHIRLWIND	604.00
The Advent of Fast Patrol Ships	
F&E: THE TYPHOON	605.00
The General War Grinds to a Halt	
F&E: THE SQUALL	606.00
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FO: GALE FORCE	608.00
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AO: WINDS OF FIRE	617.00
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PO: FIRE IN THE EAST	620.00
PO: DEMON OF THE EASTERN WIND	621.00
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F&E: THE FREE CAMPAIGN	652.00
F&E: BALANCE FACTORS	653.00
F&E: LIMITED WAR	654.00
F&E: NO-THOLIANS OPTION	655.00
F&E: FEDERATION EARLY WAR	656.00

DATAFILES 700.00

ORDERS OF BATTLE	701.00
UNITED FEDERATION	702.00
KLINGON EMPIRE	703.00
ROMULAN STAR EMPIRE	704.00
KZINTI HEGEMONY	705.00
GORN CONFEDERATION	706.00
THOLIAN HOLDFAST	707.00
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SHIP CLASSES	755.00
NON-SHIP UNITS	756.00
GROUPS	757.00
SHIP EQUIVALENTS	758.00
CAPITAL SYSTEMS	759.00
INDEX OF ABBREVIATIONS	760.00

NOTES 800.00

F&E: INITIAL DECISIONS	801.00
F&E: THE HARD DECISIONS; WHY	802.00
F&E: THE DETAILS	803.00
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ABBREVIATIONS

F&E: The core boxed game
FO: *Fighter Operations* (absorbs *Carrier War*)
CO: *Combined Operations* (absorbs *Special Operations* and *Marine Assault*)
AO: *Advanced Operations*
PO: *Planetary Operations*
SO: *Strategic Operations*
CL: *Captain's Log*

FEDERATION & EMPIRE

100 GENERAL RULES

(101.0) INTRODUCTION

Federation & Empire, known as *F&E*, is a strategic game of space warfare. The map covers vast distances; each counter represents one or more starships or other types of units. Players receive income from their empire, and use the money to buy ships (and other things) with which to defend their territory (and conquer more territory).

(101.1) HISTORICAL BACKGROUND

This game portrays the titanic struggle between three star-faring superpowers and numerous smaller empires. One by one, the Klingons, the Federation, and finally the Romulans were drawn into the General War (the most devastating interstellar conflict in history) when their allies became involved in a regional dispute. The Lyrans (a Klingon ally) and the Kzintis (friendly with their former enemies in the Federation) were at war in the year Y168 for the fifth time (counting only declared wars).

The Klingons took advantage of an opportunity to eliminate the Kzintis permanently before they became formal Federation allies, or worse, Federation members. The Hydrans entered the War, to their regret, when they perceived that the Klingon-Lyran Coalition would turn toward them after the Kzintis were eliminated.

Eventually the Federation was forced to become involved, originally to support the Kzintis and finally when the Klingons attacked the Federation frontier. The Klingons later encouraged the Romulans to attack the Federation, by convincing them that the Federation could not withstand a combined assault. The Gorns, who like the Kzintis had fought the Federation in a border dispute, became Federation allies against the growing power of the Coalition.

Within six years the entire known region of the galaxy was embroiled in the conflict. This was the first time that all of the empires had been committed to a total war. The Alliance (Federation, Kzintis, Gorns, Hydrans, and later the once-neutral Tholians) had suffered heavily in the initial onslaught by the Coalition (the Klingon, Lyran, and Romulan empires). It took years to recapture the lost territory, and more years to drive the War home into Coalition territory. Historians are still debating the final outcome. Did one side win, or did all of the empires simply quit fighting because they were no longer able to wage war?

(101.2) INTRODUCTION TO THE GAME

Federation & Empire is a grand strategic simulation game of the eighteen-year-long General War which devastated (or will devastate) the galaxy more than 200 years in the future.

A special "Fast Play" scenario (606.0) is included, which will set up the battles for the first turn of the Grand Campaign, allowing players to experiment with the game system. Read section (103.0) before trying to play (606.0).

Section (102.0) explains the various terms used in the game. Refer to this section for the explanation of any confusing or unfamiliar terms.

The rules are extensively cross-referenced. Many rules in-

clude a rule number in parenthesis, e.g., (101.2), which provides additional information or conditions.

The various records (economics, production, fleet charts, etc.) are not secret and are subject to inspection by all players at all times. Some items, such as the selection of Battle Intensity Ratings or Battle Force units, are temporarily secret.

EXPANSION REFERENCES: There are numerous references, marked with a ‡ (double-dagger), to rules that are in the various expansions. These are included so that the rulebook will account for all of these additional rules. If you see a ‡ symbol, and do not have that expansion, simply ignore the reference.

(101.3) GAME COMPONENTS

A complete copy of *Federation & Empire* consists of the following components:

This rulebook.

Two different maps (marked A and B) which together cover the Alpha Octant of the galaxy.

Countersheets: three copies each of Sheet Alpha, three copies each of Sheet Bravo, two copies of the half-size Bases Sheet, one copy of Sheet E+F (sheet E+F is printed on the front side only; the rest are printed on both sides).

Chart book including: Eight Fleet Control Charts (one each for the Federation, Klingons, Romulans, Kzintis, Gorns, Lyrans, Tholians, and Hydrans); two Battle Boards; six Capital Assault Charts (Federation, Klingon, Romulan, Kzinti, Hydran, Lyran).

Several copies of the Player Folio, which includes the various charts needed to keep game records. The loose copies can be used to play the game (i.e., written on and discarded); extra copies are available from ADB, Inc. as spare parts.

Two six-sided dice.

If any items are defective, contact ADB, Inc., for replacement. See the contact info in Publisher's Information (811.0).

(101.4) PLAYING MAP

The two maps, when combined by overlapping the corresponding edges, represent the Alpha Octant of the galaxy. Other octants of the Milky Way Galaxy may be presented in future products.

The map is divided into hexagonal areas (known as hexes) to regularize the placement and movement of the playing pieces. Each playing piece must be located inside a hex, not on the border between two or more hexes.

Various symbols on the map are used to designate borders, neutral zones (503.6), bases (302.2), planets (508.0), capitals (511.0), etc. Around the edge are special off-map holding areas used to account for units not currently located within the playing area (207.0).

The Basic Combat Coefficient Table has been placed on the map sheets for convenient use. A Turn Record Track and Phase Record Track are also provided. Counters are included which can be used on these tracks to keep track of where the game is at the moment. Note that these tracks appear on each half of the map, allowing either half to be used independently. The Turn Record Track is numbered from 1 to 10; after reaching Turn #10, simply start the counter over again at the beginning (remember to add 10, or 20, or whatever).