# Federation & Empire 2010 Edition

## Table of Contents

### General Rules

- **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
  - Star Fleet Battles and Other Games .................. 101.70
  - Staff and Fans ......................................... 101.80
  - Source Data ............................................ 101.90
- **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: Explanation of Basic Terms** ...................... 102.00
- **F&E: Sequence of Play** ................................ 105.00
- **FO: Introduction** ....................................... 106.00
- **CO: Introduction** ....................................... 107.00
- **AO: Introduction** ....................................... 108.00

### Movement

- **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

### Combat

- **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
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: OFFENSIVE FIGHTER-PF STRIKES .............. 319.00
PO: ADVANCED RAIDSD ................................ 320.00
  Blockade Running .................................... 320.50
PO: MARINE MAJOR GENERALS .................... 321.00
PO: THOLIAN PINWHEELS ............................. 322.00
CL: ESSC (Deleted, replaced 310) .................. 323.00

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 RAIDSD ................................ 320.00
  Blockade Running .................................... 320.50
PO: MARINE MAJOR GENERALS .................... 321.00
PO: THOLIAN PINWHEELS ............................. 322.00

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

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
FEDERATION & EMPIRE

SPECIAL RULES .............................. 500.00

F&E: CARRIERS AND FIGHTERS ............... 501.00
F&E: FAST PATROL SHIPS ........................ 502.00
F&E: NEUTRAL EMPIRES .......................... 503.00
  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
  Kzinti 23rd Division ......................... 513.20
  Conjectural Units ............................ 513.30
  Auxiliary Drone Bombardment Ships ........... 513.40
  Hydran Fire Support Pallet .................. 513.50
  Tactical Combat Pods ........................ 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

AO: ADVANCED SUPPORT UNITS .................. 526.00
  Military Convoys ............................. 526.10
  Logistics Task Forces ....................... 526.20
  Carrier Resupply Ships ...................... 526.30
  Auxiliary PFs ................................. 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: 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
  PC: Police Ships, Expanded ................... 531.10
  PO: Police Flagships .......................... 531.20
  PO: Police Carriers ........................... 531.40

PO: 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 Tug 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 Klinger Penal Ships .............. 539.50
  Klingon F6 & Federation FFB Variants ........ 539.60
  Theater Transports ........................... 539.70
  Romulan KDR and Klingon RKL ................. 539.80
  Additional Special Ships .................... 539.90

SO: DIPLOMACY .................................... 540.00

SO: ENGINEER REGIMENTS ....................... 541.00

SO: SURVEY SHIPS ................................ 542.00

FEDERATION & EMPIRE 2010 — Copyright © 2010 Amarillo Design Bureau, Inc.  ★ Page 3
## SCENARIOS ...................................... 600.00

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>F&amp;E: GENERAL SCENARIO RULES</td>
<td>600.00</td>
</tr>
<tr>
<td>F&amp;E: THE WIND</td>
<td>601.00</td>
</tr>
<tr>
<td>F&amp;E: THE TEMPEST</td>
<td>602.00</td>
</tr>
<tr>
<td>F&amp;E: THE HURRICANE</td>
<td>603.00</td>
</tr>
<tr>
<td>F&amp;E: THE WHIRLWIND</td>
<td>604.00</td>
</tr>
<tr>
<td>F&amp;E: THE TYPHOON</td>
<td>605.00</td>
</tr>
<tr>
<td>F&amp;E: THE SQUALL</td>
<td>606.00</td>
</tr>
<tr>
<td>FO: GALE FORCE</td>
<td>608.00</td>
</tr>
<tr>
<td>CO: KOVAL'S LIGHTNING</td>
<td>609.00</td>
</tr>
<tr>
<td>CO: THUNDER OVER KZINTAI</td>
<td>610.00</td>
</tr>
<tr>
<td>CO: THE HYDRAN EXPEDITION</td>
<td>611.00</td>
</tr>
<tr>
<td>CO: THE WAYWARD WIND</td>
<td>612.00</td>
</tr>
<tr>
<td>CO: REPTILICON REVENGED</td>
<td>613.00</td>
</tr>
<tr>
<td>CO: COLD FRONT</td>
<td>614.00</td>
</tr>
<tr>
<td>CO: THE THOLIAN GAMBIT</td>
<td>615.00</td>
</tr>
<tr>
<td>CO: THE LATE KINGDOM</td>
<td>616.00</td>
</tr>
<tr>
<td>AO: WINDS OF FIRE</td>
<td>617.00</td>
</tr>
<tr>
<td>PO: CROSSWINDS</td>
<td>618.00</td>
</tr>
<tr>
<td>PO: BACKDRAFT</td>
<td>619.00</td>
</tr>
<tr>
<td>PO: FIRE IN THE EAST</td>
<td>620.00</td>
</tr>
<tr>
<td>PO: DEMON OF THE EASTERN WIND</td>
<td>621.00</td>
</tr>
<tr>
<td>SO: Maelstrom</td>
<td>675.00</td>
</tr>
</tbody>
</table>

## SPECIAL SCENARIO RULES .......... 650.00

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>F&amp;E: THE GRAND CAMPAIGN</td>
<td>651.00</td>
</tr>
<tr>
<td>F&amp;E: THE FREE CAMPAIGN</td>
<td>652.00</td>
</tr>
<tr>
<td>F&amp;E: BALANCE FACTORS</td>
<td>653.00</td>
</tr>
<tr>
<td>F&amp;E: LIMITED WAR</td>
<td>654.00</td>
</tr>
<tr>
<td>F&amp;E: NO-THOLIANS OPTION</td>
<td>655.00</td>
</tr>
<tr>
<td>F&amp;E: FEDERATION EARLY WAR</td>
<td>656.00</td>
</tr>
</tbody>
</table>

## DATAFILES ....................................... 700.00

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDERS OF BATTLE</td>
<td>701.00</td>
</tr>
<tr>
<td>UNITED FEDERATION</td>
<td>702.00</td>
</tr>
<tr>
<td>KLINGON EMPIRE</td>
<td>703.00</td>
</tr>
<tr>
<td>ROMULAN STAR EMPIRE</td>
<td>704.00</td>
</tr>
<tr>
<td>KZINTI HEGEMONY</td>
<td>705.00</td>
</tr>
<tr>
<td>GORN CONFEDERATION</td>
<td>706.00</td>
</tr>
<tr>
<td>THOLIAN HOLDFAST</td>
<td>707.00</td>
</tr>
<tr>
<td>ORION PIRATES</td>
<td>708.00</td>
</tr>
<tr>
<td>HYDRAN KINGDOM</td>
<td>709.00</td>
</tr>
<tr>
<td>ANDROMEDAN INVADERS‡</td>
<td>710.00</td>
</tr>
<tr>
<td>LYRAN EMPIRE</td>
<td>711.00</td>
</tr>
<tr>
<td>WYN STAR CLUSTER‡</td>
<td>712.00</td>
</tr>
<tr>
<td>INTER-STEMellar CONCORDIUM‡</td>
<td>713.00</td>
</tr>
<tr>
<td>LYRAN DEMOCRATIC REPUBLIC‡</td>
<td>714.00</td>
</tr>
<tr>
<td>SELECTORI TRIBUNAL‡</td>
<td>715.00</td>
</tr>
<tr>
<td>JINDARIANS‡</td>
<td>716.00</td>
</tr>
<tr>
<td>VUDAR ENCLAVE‡</td>
<td>717.00</td>
</tr>
<tr>
<td>PARAVIAN MARAUDERS‡</td>
<td>718.00</td>
</tr>
<tr>
<td>CARNIVON HORDES‡</td>
<td>719.00</td>
</tr>
</tbody>
</table>

## ANNEXES ............................................ 750.00

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONVERSION COSTS</td>
<td>751.00</td>
</tr>
<tr>
<td>SPECIFIED CONSTRUCTION COSTS</td>
<td>752.00</td>
</tr>
<tr>
<td>ECONOMICS CHART</td>
<td>753.00</td>
</tr>
<tr>
<td>COMMAND RATINGS</td>
<td>754.00</td>
</tr>
<tr>
<td>SHIP CLASSES</td>
<td>755.00</td>
</tr>
<tr>
<td>NON-SHIP UNITS</td>
<td>756.00</td>
</tr>
<tr>
<td>GROUPS</td>
<td>757.00</td>
</tr>
<tr>
<td>CAPITAL SYSTEMS</td>
<td>758.00</td>
</tr>
<tr>
<td>INDEX OF ABBREVIATIONS</td>
<td>759.00</td>
</tr>
</tbody>
</table>

## NOTES ............................................... 800.00

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>F&amp;E: INITIAL DECISIONS</td>
<td>801.00</td>
</tr>
<tr>
<td>F&amp;E: THE HARD DECISIONS; WHY</td>
<td>802.00</td>
</tr>
<tr>
<td>F&amp;E: THE DETAILS</td>
<td>803.00</td>
</tr>
<tr>
<td>F&amp;E: FACTORS ON THE COUNTERS</td>
<td>804.00</td>
</tr>
<tr>
<td>F&amp;E: WHAT IF THE COUNTERS RUN OUT</td>
<td>805.00</td>
</tr>
<tr>
<td>F&amp;E: EXPANSIONS</td>
<td>806.00</td>
</tr>
<tr>
<td>F&amp;E: LATER EDITIONS</td>
<td>807.00</td>
</tr>
<tr>
<td>F&amp;E: CAPTAIN'S LOG</td>
<td>808.00</td>
</tr>
<tr>
<td>F&amp;E: LINK TO STAR FLEET BATTLES</td>
<td>809.00</td>
</tr>
<tr>
<td>F&amp;E: DESIGN CREDITS</td>
<td>810.00</td>
</tr>
<tr>
<td>F&amp;E: COPYRIGHT AND PUBLISHER INFO</td>
<td>811.00</td>
</tr>
<tr>
<td>F&amp;E: BACKGROUND ON THE EMPIRES</td>
<td>812.00</td>
</tr>
</tbody>
</table>

## 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
(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-