



CAMPAIGN RULES

9 January 2002

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1. SYSTEM HARDPOINT TRADEOFFS

Each ship has three categories of systems.

1. **PRIMARY** : PAD and HELL
2. **SECONDARY** : Heavy Cannon, Multi-Cannon and Missile Systems
3. **MISCELLANEOUS** : Pacifier Launch systems, Chaff and Flares

Ship hull class has the spaceframe infrastructure to support a certain number of systems. Some systems require more hardpoints than others.

	Fixed	Sponson	Turret
PRIMARY HARDPOINTS			
PAD	2	3	
HELL	1	2	2
SECONDARY HARDPOINTS			
Hvy Cannon		1	2
Multi Cannon		1	2
Missile System			1
MISC HARDPOINTS			
Chaff / Flares			1
Shuttle Control			2
Pac Launch System			4
AIMS			4

TYPICAL HARDPOINT ALLOCATIONS

Hardpoints are part of the fabric of the ship. It is not possible to trade off different types of hardpoint because that would, in effect, mean rebuilding the ship.

SHIP CLASS	PRIMARY	SECONDARY	MISC
Battleship	28	24	16
Carrier	9	12	40
Heavy Cruiser	18	14	14
Light Cruiser	10	8	6
Destroyer	8	6	4
ALS	2	4	12
Transport	0	4	2
Logistics Ship	0	4	2

Armour Upgrade

Armour can be added beyond the normal limit, but this has to be at the expense of existing systems.

You can gain 1 Armour for each 2 Hardpoints you give up.

You can't gain hardpoints by giving up your original armour fit.

2. GETTING WORK DONE

Shipyards and repair yards are not at the beck and call of Ship's captains. Getting refits and changes to a ship's setup require the expenditure of **Favours**. These represent the captain's reputation, network of friends, contacts and so on. They are a consumable resource.

You gain favours as follows:

- Conspicuous gallantry in combat +2
- Famous victory against the odds +2
- Popularity +1

Political influence - some scenarios might have specific gains. Say between 1 and 6 Favours depending on the difficulty of the mission.

Each player starts off with 4 favours.

You spend Favours as follows:

Wizard Wheeze - fixing your ship up in a highly non-standard way	6
+1 on recruiting Key Personnel	1
Getting one weapon system replaced by one other system of the same class	2
Jumping the queue in ship repair	Highest bidder goes first*
Getting command of a task force	Highest bidder*
Getting above scale ammunition supplies	1 per nature
Getting larger marine contingent (up to capacity)	1 per squad
...and many many more..	

* In bidding - all bidders pay, even the losers - since you have to call in favours to be in the race.

3. SPARES AND CONSUMABLES

Some systems are deemed irreparable (such as Hull). These must be fixed at a naval repair yard.

Other systems are jury rigged by the DCP in combat - but are less efficient afterwards.

The effect of jury rigging is cumulative across several battles, and can only be reset to their original state by specialist repair.

Sometimes this is available within the fleet, usually at an LSS. It depends on availability of critical and other spares.

Jury rigged systems cannot be returned to full efficiency by local repair, they will always be no better than one power unit less efficient than the base level, unless repaired at a Repair Yard.

Systems that require Critical Spares (CS) to repair

Armour	To replace on unit of armour requires 1 CS, 2 OS, and 2 tech days
PAD	To reduce the jury rig effect on one PAD by one surplus power requirement needs 4 CS and 4 OS and 5 tech days and access to a Tech Workshop
HELL	To reduce the jury rig effect on one HELL by one surplus power requirement needs 2 CS and 2 OS and 5 tech days and access to a Tech Workshop
HSD	To reduce the jury rig effect on an HSD by one surplus power requirement needs 5 CS and 2 OS and 15 tech days and access to a Tech Workshop
Bridge	Interstellar Navigation more difficult. Each time the Bridge is jury rigged, add half a day to any hyperspace journey times (because the ship has to drop out of HS to get a bearing more often).

Systems that require Ordinary Spares (OS) to repair

Multi-Cannon	
Heavy Cannon	
Missile Launchers	
Targeting Radar	
Sickbay	
Marine Armoury	
Power Control	
Maint Workshop	
Pacifiers	

Systems that can be repaired without significant consumables.

Chaff	
Flares	
Crew, Marine or Captain's Quarters	For every 30 days without adequate quarters, -1 on any future Ship Morale rolls
Main Thrusters	
Manoeuvre Thrusters	
Fuel Store	
Batteries	
Power lines	
Shuttle bay	
Damage Control Centre	
Kitchens	For every 10 days without a functioning kitchen, -1 on any future Ship Morale rolls
Mess deck	

LSS Standard Cargo Grids have a Capacity of 400 storage pods:

Storage pods come in the following flavours:

Pod of 24 missiles (of specified type)

Pod of 50 Critical Spares

Pod of 100 Ordinary Spares

Pod of 200 kiloRations

BigPod (=10 normal pods) containing a replacement Pacifier

Typical Ship's Stores

CLASS	Daily Requirement kiloRations	Annual Requirement kiloRations	KiloRations Carried by the ship for own use	CS carried	OS Carried	Missiles Carried (inc ready use)
Battleship	0.35	140	280	10	20	96
Carrier	0.30	120	240	10	20	24
Heavy Cruiser	0.27	108	216	8	20	48
Light Cruiser	0.13	52	104	4	12	24
Destroyer	0.10	40	80	4	12	0
LSS	0.03	12	50	4	12	0

4. CREW QUALITY

Each crew has a quality rating in its different departments.

Each department affects different parts of the ship.

Departments are given Crew Efficiency Points (CEP).

Typically a civilian or untried ship's crew starts of at -1, and a green naval crew at zero.

Since these represent overall effects of a number of people, CEP are vulnerable to the effects of KEY STAFF.

A Departmental Head is given a rating at the outset (including the Second in Command representing the command Staff).

This is the maximum CEP the department can reach. Key Staff cannot be replaced without authority from High Command - and then you get another one at random. Repeatedly trying to remove unpopular officers might be regarded as 'naughty'.

If the departmental head's level is lower than the current departmental CEP, then the CEP REDUCES by one level every 100 days until it reaches the Head's level.

If a departmental head is killed in action, then the department is shifted one level towards level zero.

KEY STAFF CREATION ROLL d10

Dice Roll	Max CEP
-1	-2 "Oh no - why us?"
0	-1 "He has to go..."
1-6	0 "Well I suppose it could be worse"
7-8	+1 "Jolly sound officer"
9	+2 "A pleasure working with you..."
10	+3 "Welcome aboard Captain Rackham..."

+1 if you have Influence with High Command

-1 if you have been a naughty Captain.

GAINING CEP

The ship's crew gains CEP as a result of conducting missions. The player can decide where he wants the CEP applied to crew quality - i.e. to which department should each CEP be allocated. Once allocated, it cannot be re-allocated.

A ship gains:

+1 if engaged in an operation where it comes under direct hostile fire (i.e. not just present at a battle)..

+1 if the ship takes more than 25% of it's hull value in damage in a single battle.

-1 if the ship takes more than 75% of it's hull value in damage in a single battle (because a lot of important and experienced crew have become casualties).

5. EFFECTS OF CEP LEVELS

COMMAND STAFF

Key Person: Captain (player)
Key Person: Executive Officer
Leadership and control of the ship.

Action Station: Bridge
Action Station: Bridge / Ops Room*

CEP	Effect
-2	-1 to ship morale rolls
-1	
0	
+1	
+2	+1 to ship morale rolls
+3	+2 to ship morale rolls

ASTRONAVIGATION

Key Person: Chief Navigator
Navigation and communications

Action Station: Bridge

CEP	Navigation Effect	Communications Effect
-2	Add 2 days to every HS Trip	Delays in decoding HS messages
-1	Add 1 day to every HS trip	
0		
+1	Increase chance of combat intercept	
+2		
+3		

POWER

Key Person: Chief Power Engineer
Power systems and HSD

Action Station: Power Control

CEP	Power Systems Effect	HSD Effect
-2	Power overload impossible. They won't even try it.	Bad maint. Roll for HSD failure on use.
-1	-1 from power overload die roll	Poor Maint. +1 day to each IS trip.
0		
+1	+1 to power overload die roll	
+2	+2 to power overload die roll	
+3	+3 to power overload die roll	

OPERATIONS

Key Person: Chief Operations Officer Action Station: Bridge / Ops Room*
 Weapons tech, pacifiers, shuttles.

CEP	Weapons Effect	Pac Ops Effect	Shuttle Ops Effect
-2		Takes 3 times as long to turn around Pacs	Unable to launch shuttles in combat timeframe.
-1		Takes twice as long to turn around Pacs	Unable to launch shuttles during acceleration
0			
+1			
+2		Pacs can last 12 turns in combat	
+3		Pacs can last 15 turns in combat	

SUPPORT

Key Person: Head of Maintenance Action Station: Maint Workshops
 Medical, DCP, Maintenance and Nutrition

CEP	Medical Effect	Maint Effect	DCP Effect	Other effects
-2	Permanent Crew losses doubled. -1 to key person loss roll.	Bad maint. Take 2 damage cards before any combat for system stress failure	Only 1 roll per 3 turns	
-1	Permanent crew losses, 50% higher.	Poor maint. Take 1 damage card before any combat for system stress failure.	Only 1 roll per 2 turns	
0				
+1		Allowed to Zero weapons.		
+2		Can add 20% Armour	-1 from die roll	Scrounged many armoured suits for the crew. +1 to Key person die roll.
+3	+1 to Key person loss die roll	Can recover 1 jury rig power efficiency per system	-2 from die roll	Scrounged more armoured suits for the crew. Reduce crew casualties by 50%

MARINES

Key Person: Marine Commander Action Station: Bridge

Weapon control, boarding parties, DCP assistance.

CEP	Effect on Marines	Effect on DCP	Weapon Accuracy
-2	Ineffective -2 from Boarding action die rolls	+1 to DCP rolls (they're getting in the way)	-1 from all cannon die rolls
-1	Green -1 from Boarding action die rolls		
0	Standard rolls.		
+1	Experienced +1 to Boarding action die rolls		
+2	Seasoned +2 to Boarding action die rolls		+1 to all cannon die rolls
+3	Veteran +3 to Boarding action die rolls	-1 from DCP die rolls (they're good at it)	+1 to all cannon die rolls

*if there is one.

RISK TO KEY PERSONNEL

If the Action Station of a Key Person is hit, roll for their survival.

1-2 Out of action

3-6 Surviving.

6. IMPROVING KEY PERSONNEL SKILLS

"I divide Officers into four classes - the clever, the lazy, the stupid and the industrious.

Each officer possesses at least two of these qualities.

Those who are clever and industrious are fitted for the high staff appointments.

Use can be made of those who are stupid and lazy.

The man who is clever and lazy is fit for the very highest command. He has the temperament and the requisite nerves to deal with all situations.

But whoever is stupid and industrious must be removed immediately."

Kurt von Hammerstein

There is hope for even the worst Officer.

However, the poorer they are, the harder it gets to improve them. You can direct one CEP to improving a particular officer, +1 to any die roll below if you also direct a CEP to it.

You have a number of options:

- **Get them more training:** This can be on site or on courses. Courses only occur at the Quadrant capital, and last 30 days. During that time the ship must bear the vacancy (= a Key person of Level 0). Roll 1d6 and score 6 for an improvement of one level. Courses are held only infrequently and there are limited places.
- **Give them experience with another player ship** (officer exchanges can only be done with other player's ships - so the misery gets spread about). For every 100 days of exchange, roll 1d6
 - 6 and the officer improves a level. +1 to the die roll if the officer serves in a combat. While on exchange, the host commander can take other action to improve the officer if he or she wishes.
- **Discipline them** - if they are inept they are bound to be doing things wrong. Zero tolerance of errors might have an effect. Roll 1d6 every 100 days:
 - 1 = They do something ghastly and you have to have a court martial - roll again - 1 or 2 and you get them sacked, 6 and they move one level nearer to zero.
 - 2-3 = They get better at covering up their mistakes, +1 to subsequent discipline rolls
 - 4-5 = Only minor misdemeanours - no effect
 - 6 = they move one level nearer to zero.
- **Mentor them** - this requires time and effort by someone with a higher ability level AND a higher rank (you can't be mentored by your peers or juniors). Whilst mentoring, the mentor is treated as one level lower for effectiveness purposes. Roll 1d6 every 100 days, score 6 to move up a level.

STARSHIP PERSONNEL ADMINISTRATION SHEET

SHIP

CAPTAIN

FAVOURS

Key person	name	rank	rating	Current activity (courses etc).
Executive Officer				
Chief Navigator				
Chief Power Engineer				
Chief Operations Officer				
Head of Maintenance				
Marine Commander				

DEPARTMENTAL LEVELS

	Current level	Key Person limit	Points to note
Command Staff			
Astronavigation			
Power			
Operations			
Support			
Marines			