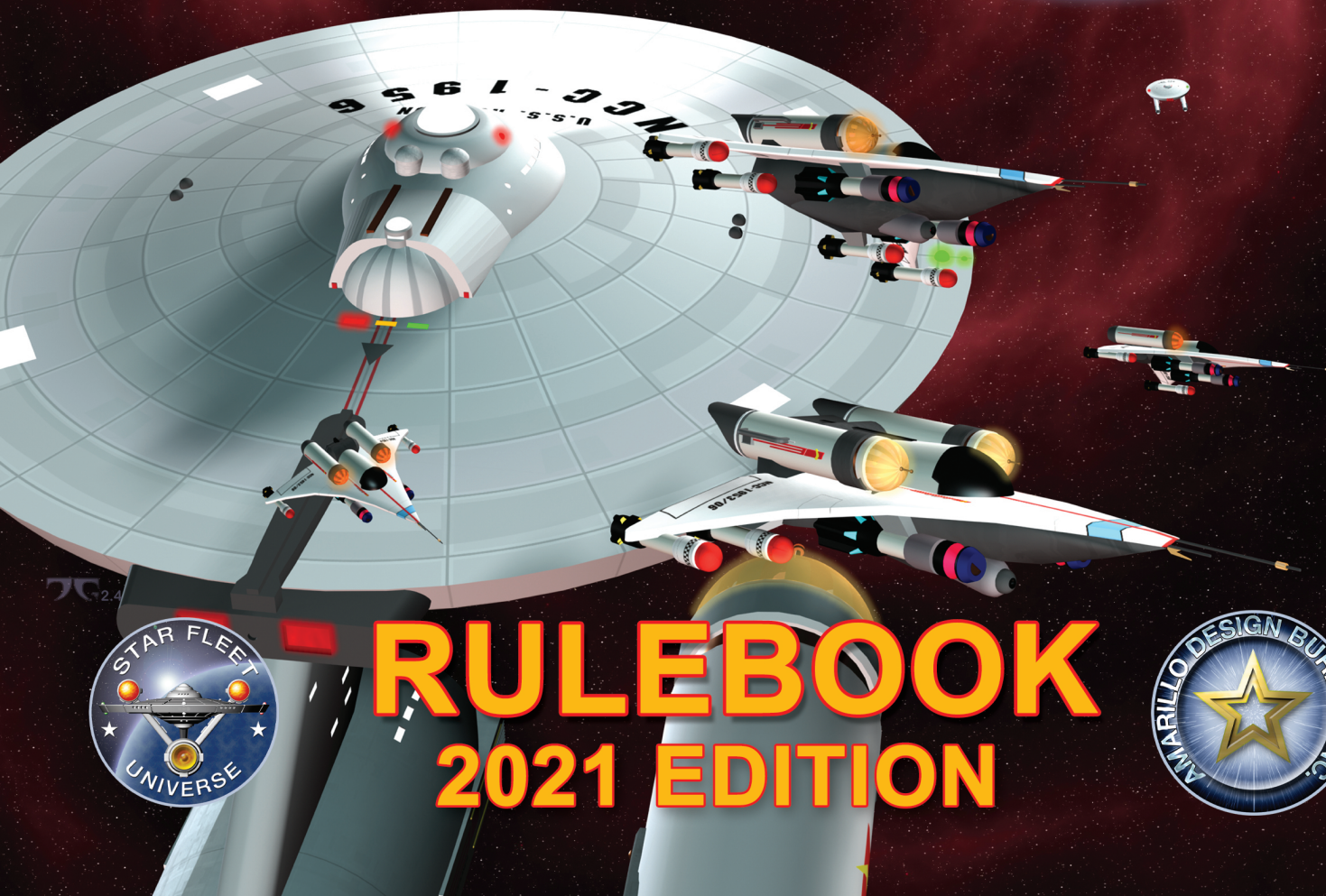
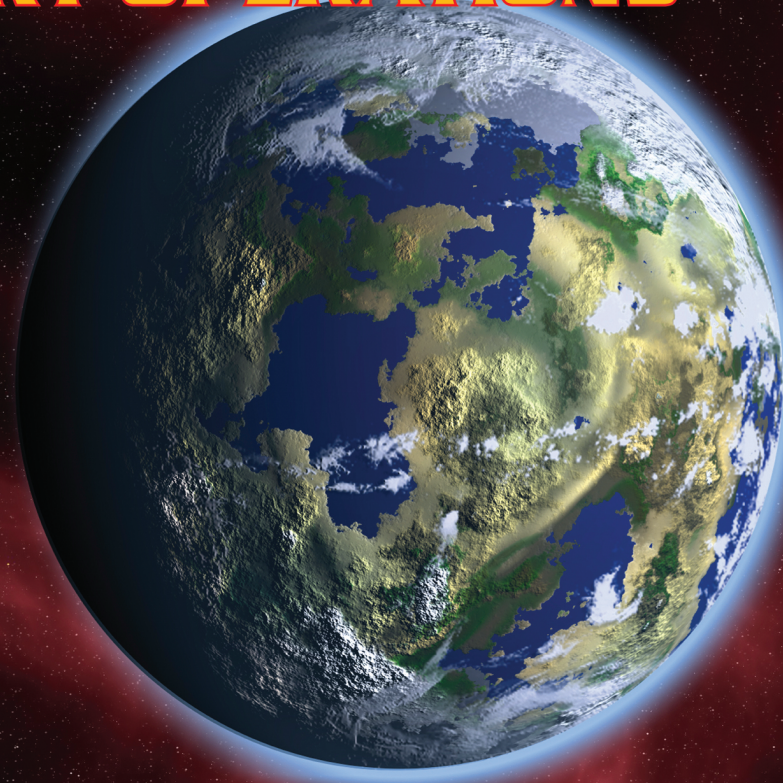




Federation & Empire

PLANETARY OPERATIONS



RULEBOOK
2021 EDITION



PLANETARY OPERATIONS

100 INTRODUCTION (2021)

(113.0) INTRODUCTION

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

As work on the overall *F&E* game system has gone forward, a large number of items, concepts, rules, and features have been sent to the file originally titled “*Economic War*” or “*EcoWar*.” As with similar project files in the past, nobody really paid much attention to just how big the file was getting. An opportunity to print a single-sided countersheet in the summer of 2004 allowed us to get about half of the *EcoWar* file into publication and your hands. Plans were developed to publish the other parts of it in *Advanced Operations*. Another project, to print most of the *SFB* ships not yet in the *F&E* game system, became *Tactical Operations*.

Advanced Raids may seem out of place for “planetary” operations, but it is a new rule rich in interesting and dirty things you can do to the enemy. It was so rich in new concepts that it didn’t work until the staff rewrote it in 2020.

Marine Major Generals will give you a chance to use those surplus commando ships (which could also be used to prevent rebellions).

Depot Level Repair will (once you get the war moving) deliver a few free ships per turn from what you thought were just scraps and fragments. Rapid Combat Repair will keep key ships in the battle for another turn or two. Planetary Repair Docks are, basically, cheap FRDs that can’t move. Conversion During Repair will improve the efficiency of your logistical network. Colonial development allows you to “build a planet” and then build a base on it. Advanced Deficit Spending is a dangerous rule giving you more control over your economy and the opportunity to bankrupt your empire. Transferring provinces can be done as part of deals (or you can annex provinces you stole from somebody else). Trade with the WYN cluster is free money for everybody, and even the Kzintis can do it by the new Blockade Running rules. Any empire can improve its production system by building a minor shipyard (avoiding overbuilds). An empire that has seen its capital captured but had the foresight to build minor shipyards can get back into the game for less money by building a medium shipyard. Production overrides and allowable substitutions give you more control over your building schedule.

Special rules include alternate ways to use the Orions, espionage & sabotage, the long-demanded megafighter rule, forward defense units, early warning networks, resistance movements, more tug missions, and special counters.

Four new scenarios provide their own challenges and alternative starts for the General War grand campaign.

In June 2021, the top *F&E* players held their annual meeting *Stratcon* in Amarillo, which made it possible for this and three other books to be efficiently updated.

(113.1) COMPONENTS

A print copy of *Planetary Operations* includes this rulebook, two copies of Countersheet Three, the Depot Level Repair Chart, and a few copies of the Curtis Combat Calculation Charts.

(113.2) TABLE OF CONTENTS

RULE#	TITLE	Page
(113.0)	INTRODUCTION	1
(320.0)	ADVANCED RAIDS	3
(321.0)	MARINE MAJOR GENERALS	8
(322.0)	THOLIAN PINWHEELS	9
(424.0)	DEPOT-LEVEL REPAIR	11
(425.0)	SPECIAL REPAIR RULES	13
(425.1)	Planetary Repair Dock	13
(425.2)	Conversion during Repair	13
(425.3)	Rapid Combat Repair	13
(446.0)	COLONIAL DEVELOPMENT	15
(447.0)	ADVANCED DEFICIT SPENDING	16
(448.0)	TRANSFERRING PROVINCES	18
(449.0)	TRADE WITH THE WYN CLUSTER	19
(450.0)	SPECIAL ECONOMIC RULES	20
(450.1)	Minor Shipyards	20
(450.2)	Medium Shipyards	21
(450.3)	Production Overrides	21
(450.4)	Allowable Substitutions	22
(450.5)	Flexible Conversions	22
(531.0)	POLICE SHIPS (EXPANDED)	23
(533.0)	ORION PIRATES (ALTERNATIVE)	25
(534.0)	ESPIONAGE & SABOTAGE	27
(535.0)	MEGAFIGHTERS	29
(536.0)	FORWARD DEFENSE UNITS	31
(537.0)	ADDITIONAL SPECIAL RULES	32
(537.1)	Resistance Movements	32
(537.2)	Tug Rescue Mission	33
(537.3)	Early Warning Networks	34
(537.4)	Monitor PFT Modules	34
(537.5)	Counters for Troop Pods	34
(537.6)	Additional Tug Missions	34
(538.0)	CLOAKED DECOYS	35
(550.0)	UNBREAKABLE GROUPS	26
(618.0)	CROSSWINDS	37
(619.0)	BACKDRAFT	41
(620.0)	FIRE IN THE EAST	43
(621.0)	DEMON OF THE EASTERN WIND	45
(700.0)	ANNEXES	49
	Ship Information Tables (complete)	Online
	http://www.starfleetgames.com/warbookannex	

(113.3) FACTORS ON THE COUNTERS

Several “special” symbols are used on some of the counters.

- ▲ = 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.
- <#> = Drone bombardment factor.
- C = Indicates an Orion ship that is equipped with a cloaking device.

113 INTRODUCTION

- D** = Indicates a ship that carries a diplomat (540.0).
- F** = Indicates a "fast" ship (525.1).
- H** = Indicates a ship that carries heavy fighters, or a Federation ship carrying F111 fighters.
- S** = Indicates a ship that is subject to shock (311.2).
- V** = Indicates a Federation ship that carries A20s.
- Y** = Indicates a Federation ship that carries F101s.

(113.4) DESIGN & DEVELOPMENT STAFF

F&E Designer Stephen V. Cole, PE
F&E Senior Rules Analyst Chuck Strong, 2021 edition
SFB Universe Coordinator ... Steven P. Petrick
 VP of Proofreading Jean Sexton Beddow
 Project Staff (2004) Stewart Frazier, Chuck Strong,
 Andrew Harding, Nick Blank, Chris Fant, Scott Tenhoff
 Project Staff (2021) Chuck Strong, Mike Curtis, Ryan
 Opel, Thomas Mathews, Stewart Frazier, Richard Eitzen
 Cover Art Ted Geibel
 Computer Art Stephen V. Cole
 Chief of Security (2004) Ramses (RIP)
 Chief of Security (2021) Wolf

PLAYTESTERS AND REVIEWERS: 2004

Many people had a hand in developing, evaluating, discussing, and debating these rules, including Lucio Abbate, Richard Abbott, Ahmad Abdel-Hameed, Howard Bampton, Michael Benson, Lawrence Bergen, Paul Bonfanti, Dave Butler, John "Sandro" Colacito, Robert Cole, Will Culbertson, Jim Cummins, Mike Curtis, Alan De Salvio, John Doucette, Mark Ermenc, Christopher E. Fant, Dale Lloyd Fields, Clell Flint, Garth Getgen, K. C. Grant, Andrew Harding, Kevin Howard, Kenneth Jones, David Kass, Thanasis Kinias, Loren Knight, Daniel G. Knipfer, Jimi LaForm, Jeff Laikind, Douglass E. Lampert, David Lang, Tim Losberg, Todd Lovas, Mike Mascitti, Allan MacKenzie-Graham, Michael H. Oliver, Andrew Patterson, Edward Reece, Steven Rossi, David Slatter, Darin Smith, James Southcott, Chuck Strong, Grant Strong, Bill Su, Trent Telenko, Craig Tenhoff, Scott Tenhoff, Dave Whiteside, Jeff Wile, John Wong, John Wyszynski.

PLAYTESTERS AND REVIEWERS: 2021

On the BBS: Sam Benner, Alex Chobot★, Jeffrey Coutu, Daniel G. Knipfer, Tim Losberg, Kieth Plymale, Trent Telenko.
At StratCon: Lar Bergen★, Peter DiMitre, Ted Fay★, Ryan Pennock, Jason E. Schaff★, Joe Stevenson.
 Stars★ indicate special recognition.

113 PO NOTES

(113.5) PUBLISHER'S INFORMATION

This product is published by:
 AMARILLO DESIGN BUREAU, INC.
 POST OFFICE BOX 8759
 AMARILLO, TEXAS 79114-8759
 Telephone: 806-351-1950 (Fax: 806-351-2585)
 Email: Design@starfleetgames.com
 Website: www.starfleetgames.com

Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information that players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in *SFB Advanced Missions*. All submissions become our property immediately upon receipt; authors of published submissions are compensated at standard rates.

Hobby and game stores, please contact ADB, Inc. and ask Leanna Cole to arrange to sell directly to you. Our products are available to individuals through the shopping cart on our website and from stores that order from us. We no longer sell through the distributors because of their sales to discount webstores. Many of our products are available in PDF form from Warehouse 23, Wargame Vault, or DriveThru RPG.

(113.6) COPYRIGHT AND LICENSING

F&E — PLANETARY OPERATIONS and all contents thereof are copyright © 2004 and 2021 by ADB, Inc. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions. The 2021 edition is copyright © 2021 by ADB, Inc.

No material which is based on, for use with, incorporates elements of, or is derived from *Star Fleet Battles*, *Federation & Empire*, *Star Fleet Missions*, *Star Fleet Starmada*, *A Call to Arms: Star Fleet*, *Star Fleet Battle Force*, *GURPS Prime Directive*, *Prime Directive PD20M*, *Prime Directive 1st Edition*, *Star Fleet Marines*, or the *Star Fleet Universe* background can be published by any party without the advanced written permission of ADB, Inc.

SFB is produced under license from Franz Joseph Designs, authors of the *STAR FLEET TECHNICAL MANUAL*.

(113.7) DEDICATION

Planetary Operations is dedicated to
the players of F&E
 for their loyalty and devotion to making the game better.

END (113.0)

STAGE SEVEN REVISION

In the lexicon used for the *StratCon Four* project, this is a Stage Seven revision. It was reformatted in new software, incorporated all published rules changes, was extensively edited by the staff and key players during the Stratcon-2021 conference, and was proofread by Jean Sexton.

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.