**ADDITIONAL Border War Rules [BW]**

**BW 1.0 CREW QUALITY**

Experience Points (XP) for ship’s crew (not tracking fighters, PFs and Ints) will be kept track of using a simplified version for calculations. The winner of the battle will gain XP and the loser of the battle will lose XP based on the formula below.

No need to track shield damage points, shuttles KIA etc, just what happens to the ship itself at end of battle.

Using S2.21, convert the Victory Points [VP] scored into Experience Points [XP] gained based on the ships CBpv % of the entire Fleet CBpv

Example, a CA worth 150 CBpv in a 600 CBpv fleet will get 25% XP of the total VP scored from the battle.

Also a DD in the same fleet above with a CBpv of 90 will get 15% XP of the total VP scored from the battle.

The losing side of a battle will lose a percentage of the winning side VP scored.

The ship’s CBpv does include drone speed upgrades, fighters, PFs, INTs etc.

Basically use the value you paid for the ship from the data base for simplicity.

Round to 2 decimal places.

*Winning Side Formula.*

XP Gain = (ship/fleet)\*100\*VP\*3

XP Gain = the total XP the crew of the ship gains for winning the battle.

Ship = the CBpv of the ship

Fleet = the total CBpv of the fleet

VP = the victory points scored on enemy fleet.

*Losing Side Formula.*

XP Loss = (ship/fleet)\*100\*EVP

XP Loss = total XP loss the crew of the ship loses for losing the battle

Ship = the CBpv of the ship

Fleet = the total CBpv of the fleet

EVP = the Enemy Victory Points the enemy scores on the losing fleet.

Example, The winning side scores a total of 400 VP divided by all ships in the winning fleet. All ships on the losing side will lose 400 VP divided by all ships of the losing side based on the ship’s CBpv % of the total CBpv of the losing fleet.

Destroyed ships take their share of XP with them to their grave.

**BW 1.1 CREW XP RANGES**

Ships built will have a XP of 500 to start with.

Captured/Gifted ships will have a crew with XP of 325.

Poor Crew status kicks in when XP is less than 300 XP.

Outstanding Crew status kicks in when XP is greater than or equal to 1400.

The average Crew XP value is not added to the ship for any calculations.

**BW 2.0 LEGENDARY OFFICERS**

Starting with end of turn 2, the GM will roll for a LO using SFB chart G22.111[no reroll on a 2 result], if successful, all empires will receive the LO to be placed on a ship where the ship’s Movement cost [MC] has been randomly selected as per a D6 die roll below.

Die roll of 1 sees the LO assigned to a ship with a MC of .33 or less.

Die roll of 2 sees the LO assigned to a ship with a MC of .5

Die roll of 3 or 4 sees the LO assigned to a ship with a MC of .67 or .75

Die roll of 5 or 6 sees the LO assigned to a ship with a MC of .83 or 1

1. The LO can never be assigned to a Tug or SC 2 ship.
2. If no ship with appropriate MC is available, the LO is lost.
3. The LO can never be transferred and LO’s killed in action are never replaced.
4. A fleet can have more than 1 LO in it and any ship with a LO on board always start at WS 3, no WS roll required for this ship only!
5. A fleet that has a ship with a LC on board will have the entire fleet start at WS 3, no WS roll required!
6. A ship can only have 1 LO on board at any given time, even in combat.
7. A ship could have a LO and an Outstanding Crew on board where their benefits become cumulative!

>> A Legendary Captain may use his bluff ability in a battle once only. If successful, the Legendary Captain’s entire Fleet except ships that are tractored by the enemy shall be considered as disengaged regardless of the current battle situation.

The LC’s Dis-engaging fleet shall be considered as the losing side of the battle for XP and scenario calculations.

The LO value is not added to the ship for any calculations.

**BW 3.0 SHIP NAMES**

Ships must have proper names. Do not use a numeric naming system for ships as this could get complicated when your navy gets huge.

When a ship qualifies to receive a LO or has a crew improvement [Poor to average or average to Outstanding], the ship will have to be renamed in your Assignment Orders.

Example, CA Lollipop receives a LC. The name should be changed to CA Lollipop-LC.

If this ship has an OC as well, the name should be CA Lollipop-OC-LC in that the crew quality is indicated first followed by any LOs on board.

CA Lollipop-Poor-LC has the ship with a poor crew and a LC on board.

An average crewed ship is not indicated in its name.

Until this is done, the ship will not get the benefit of the new crew status or LO benefits.

Please note due to the Assignment Order procedure, it will take 2 turns to see the name change become effective.

A ship that has its crew status downgraded from OC to avg or avg to poor, the name has to be adjusted immediately but the effect of this change will be immediate even if the Admiral forgets to rename the ship accordingly.

**BW 4.0 FLEET LIMITATIONS**

In an effort to reduce the OWR [Over Whelming Result] that is sure to happen, the following rule will be employed.

Staring with Y163, die rolls will be made for each quadrant.

The result will indicate the fleet size limit allowed for that turn only and for that quadrant.

This is public knowledge and will be indicated by the GM.

**BW 4.1 FLEET LIMITATION CHART**

If a scenario already has a fleet limit assigned, this roll will not override the scenario limits.

This roll is used when there are no scenario assigned fleet limits.

*In the event empires from different quadrants have shared scenarios, the attacking empire’s quadrant roll will apply.*

As of Y163

Die roll Limitation

1 Max of 1 SC 3 per scenario

2 At least 2 SC 4 ship per scenario

3 Max of 3 SC 3 ship per scenario

4 Max of 2 SC 3 ship per scenario

5 Max Bpv is 300 Bpv

6 Max Bpv is 400 Bpv

7 SC 4 only allowed per scenario, no SC 3 or SC 2 allowed.

8 SC 3 ships only allowed per scenario , no SC 2 or SC 4 allowed

9 3 ships max allowed per scenario

10 4 ships max allowed per scenario

11 Must have 3 ships assigned per scenario

12 Must have 2 ships assigned per scenario

13 Must have 1 SC 4 assigned per scenario

14 Must have 1 SC 3 assigned per scenario

15 Max of 2 SC 4 ship allowed per scenario

As of Y168

1 Max Bpv is 500 Bpv

2 Max Bpv is 650 Bpv

3 SC 2 ships can only have SC 4 as consorts, no SC 3 allowed in DN fleet.

4 Largest MC allowed per scenario is MC .75

5 5 ships max allowed per scenario

6 Max of 4 SC 3 ships allowed per scenario

7 Max of 1 SC 3 per scenario allowed

8 SC 4 only allowed per scenario, no SC 2 or SC 3 allowed

9 Max of 4 ships allowed per scenario

10 SC 2 ships can only have SC 3 ships as consorts, no SC 4 allowed in DN fleet.

11 Max Bpv is 750 Bpv

12 6 ships allowed per scenario where there must be 3 SC 3 and 3 SC 4 ships.

13 Largest MC allowed is MC 1.25 per scenario

14 Must have 3 ships assigned per scenario

15 Must have 5 ships assigned per scenario

An Admiral can still assign ships illegally but if the enemy assigns a legal ship, the offending Admiral will have to make his fleet legal or withdraw.

Example,

In Y169, a die roll of 4 is rolled with the limitation of ‘’Largest MC allowed per scenario is MC .75’’

Lyran Admiral sends a BC with a MC 1 to a scenario and his enemy Frax Admiral sends a POL with a MC of .33 to same scenario.

The Lyran Admiral will be forced to retreat his BC as he violated the limitation for the current turn and the Frax Admiral did not!

Do note it’s quite possible for the Lyran Admiral to send a lone DN to a scenario hoping the enemy will not send anything.

If this happens, the Lyran Admiral will win the scenario but if the enemy does send a ship, the lone DN will have to retreat.

In short, some limitations will have ships sitting on the side lines, these can be upgraded if YIS allows, repainted, decks mopped etc or assigned to scenarios even in violation of current fleet limits and hoping the assigned ship is not contested by the enemy!