

RED ALERT: ESCALATION!

Tensions are running high. Limited sorties have given way to full scale assaults. Armadas are massing near borders and the shipyards have stepped up production for the coming conflict. Necessity has driven the development of new technologies and ships have been put to dry dock for system overhauls and refits. Every sector has issued a standing Condition Yellow. The battle has been escalated!

RED ALERT: ESCALATION!

REFITS AND REINFORCEMENTS FOR YOUR RED ALERT! FLEETS

by Curt Covert

This unofficial, fan-created expansion contains new rules, game mechanics, templates and 100 new disks for your Red Alert! fleets. **A basic Red Alert! starter set is required to play.** Red Alert: Escalation! is completely compatible with the printed basic set and the proposed expansion, The Dominion. Just cut 'em out, paste 'em down and launch them into your next Red Alert! scenario! (assembly instructions provided below)

MANEUVERS:

Maneuvers, first introduced as part of The Dominion expansion, are fully supported in Escalation. Since the Breen and Jem Hadar received the lion's share in the Dominion, Escalation! provides additional Maneuvers to level out the distribution among the other factions.

Red Alert: Escalation has been designed around the fan-based modification regarding Maneuvers. This modification simply states that each member of a ship's crew may issue a single Maneuver per game. This was instituted after play testing to limit the power of the mechanic while still providing for the spontaneous thrill of a captain's dramatic, last minute tactics. You may find bookkeeping easier by placing used Maneuvers underneath the crew disk that issued them. Certain disks in Red Alert: Escalation! allow for manipulation of the normal Maneuver rules.

NEW RULES:

TECH REFITS:

Refits, unlike Tech Upgrades, do not upgrade systems but instead replace them completely. When outfitting a ship with a Tech Refit, ignore all listed specs for that system printed on the ship disk - the Refit disk will outline the new specs and any special rules regarding it's use.

eg: A ship with a Beam Weapon rated at 6 places a Hellbore disk on board. This ship replaces it's normal Beam 6 weapon (which possess a standard 360 degree firing arc) with a Beam 3 weapon possessing a slightly longer but much narrower firing arc in order to gain an added ability. (Hellbore - Beam Weapon Refit: Beam 3. For each hit scored, check for Crits. Firing Arc: A, Extended.)

Refits suffer Crits for the system they replace, NOT through Engineering Crits as Upgrade Tech. They can not be destroyed or removed by other means. For this reason, they do not count against capacity. Refits are not Tech Upgrades, therefore may not be replicated or used by any other faction, the Ferengi included.

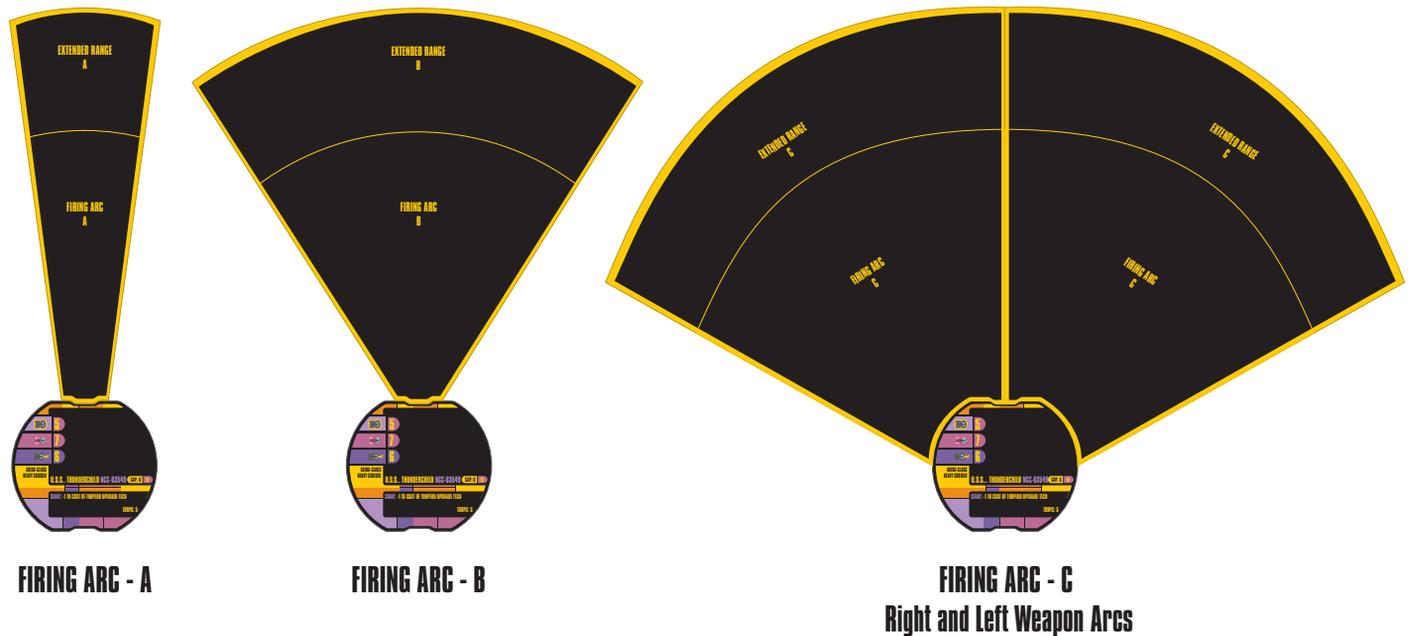
Systems affected by Refit disks may only be upgraded by Refit Upgrade disks that specifically address the particular Refit by name. The Mine Layer Refit has three different Refit Upgrade disks that specifically state they are for use on the Mine Layer. Standard upgrade disks for an affected system may not be used. The Scout LR Sensor Refit, for example, is listed as a Beam Weapon/Torpedo refit because it changes the printed specs of those ship systems. Standard Beam and Torpedo upgrade tech cannot therefore be used, but standard Sensor upgrade tech can be used.

FIRING ARCS:

All ships in Red Alert have traditionally had Beam Weapons with 360 degree firing arcs and a standard range of 1. Some weapon systems, however, have narrower fields of fire. Typically, these are wing mounted weapons with obstructions or fixed main line weapons that require massive power expenditures.

Weapons that list firing arcs may only fire at ships that fall within the fire arc's active path. The weapon disk will list the the firing arc type, and the range. example - (Firing Arc: A, Standard.)

These stats match to letter coded Firing Arc templates that can be used to determine if an enemy ship is targetable. Each template has a die cut that fits into the forward or rear notch of a ship disk. Unless otherwise noted, the weapon is assumed to be facing forward. A line on each template shows the division between Standard and Extended range. Discs which are subject to firing arc restrictions are identified by the following icon: .



MINES:

(Excerpt from "The Neutral Zone Scenario"- Red Alert! Basic set) Mines are stationary explosive devices that damage ships making contact with them, and doing an automatic three damage. They do not affect the ships of the faction who placed them. They activate instantly, move toward and strike any enemy ship ending an order phase within 1 mine movement.

Mines may be fired upon. They have Shields: 0. Hull: 1.

Use Obstruction Disks to represent mines. Mines can be layed by ships with the Mine Layer Refit or by scenario text.

EMERGENCY POWER BATTERIES: (AKA, The 'Scotty' rule)

All space faring vessels are equipped with batteries as a back-up system in case there is a loss of main power. This power can be used to maintain life support or other essential systems until repairs are effected or rescue teams arrive. In wartime, a well trained engineer can draw power from the batteries to give his captain that critical edge he needs.

Each ship in Red Alert! contains an equal number of Emergency Power Batteries, contingent on its size classification. Small ships have 2 batteries. Medium have 3 batteries. Large contain 4 batteries. Huge have 5. The batteries may only be utilized by crew with the Emergency Power ability (indicated by a  icon).

This new crew ability allows a crew member to utilize battery power for particular systems, as listed on the crew disk. Often, there is more than one system to choose from but only one effect may be produced in a given phase. Unless otherwise noted, the listed effect lasts until the beginning of that player's next order phase.

Emergency Power requires an expenditure of battery power as listed on the disk. This set contains an Emergency Power Battery tracker (shown) to keep track of a ship's available battery power. A tracker is only needed for ships carrying crew with the Emergency Power ability. When battery power is drawn for an effect, slide a coin or other token down the appropriate number of points on the tracker. If there is not enough battery power left to meet an effect's requirements, it may not be used.

Example: Warp Core Engineer:  +1 Shields or +1 Beam or +1 Speed, Flip. -1 Battery.

The engineer may flip and spend one battery point to increase Shields by one this phase, increase Beam weapon by one or get one more movement out of his ship. On a medium ship, he would have 2 more batteries to utilize in subsequent turns.

Example: T'Choq:  +2 Beam or +2 Speed, Flip. -2 Battery.

T'Choq may flip and spend two battery points to increase Beam weapons by 2 or get 2 extra flips of movement out of his ship this phase. On a medium ship, he would be left with only one battery and unable to utilize the ability again.



If you don't want to use a tracker, simply place the correct number of tokens near the crewman and remove them as they are used.

DISK MAKING 101:

Here are a couple tips on creating your own disks from the PDF files.

Print out on a good color laser printer. If you don't have access to one, try Kinkos. Use a product called Spray Mount (an aerosol glue) to adhere them to either duplicate disks you own or black art board from an art store. Bring a disk with you to check the thickness.

If attaching to existing disks, cut them out first, then spray, and place carefully down. If on board, spray the whole sheet and mount to board before cutting. Then cut out the backs, spray and mount the backs. Remember to check that the ships and torpedoes are backed up so the ship maintains heading during a flip. Also - Spray mount - great stuff BUT- use in a well ventilated area (you DON'T want to breathe much of it) and don't saturate the paper - just a light spray will do. Use a roller(art store) to really affix them down.

Cut anything straight with an x-acto knife and straight edge. Cut curved portions with a sharp scissor.

Note: cutting color lasers will cause the toner on the edges to flake in some areas and looks crappy. Solve this problem by taking a PERMANENT black marker and tracing the edges. It's got to be permanent or it will come off on your fingers during play. That's it!

DISCLAIMER:

While the materials may look official, they are far from it. These are completely unofficial, homemade materials I made for fun. And so that we're clear, I'm just a fan of the game with some graphics skills. That's it.

I've never been involved with Last Unicorn, Wotc, Paramount or anyone else. The homemade files and disks made from them are not produced with anyone's permission and are absolutely NOT to be sold to anyone. It is just for your personal enjoyment.

EXTENDED RANGE

A

FIRING ARC

A

EXTENDED RANGE

A

FIRING ARC

A

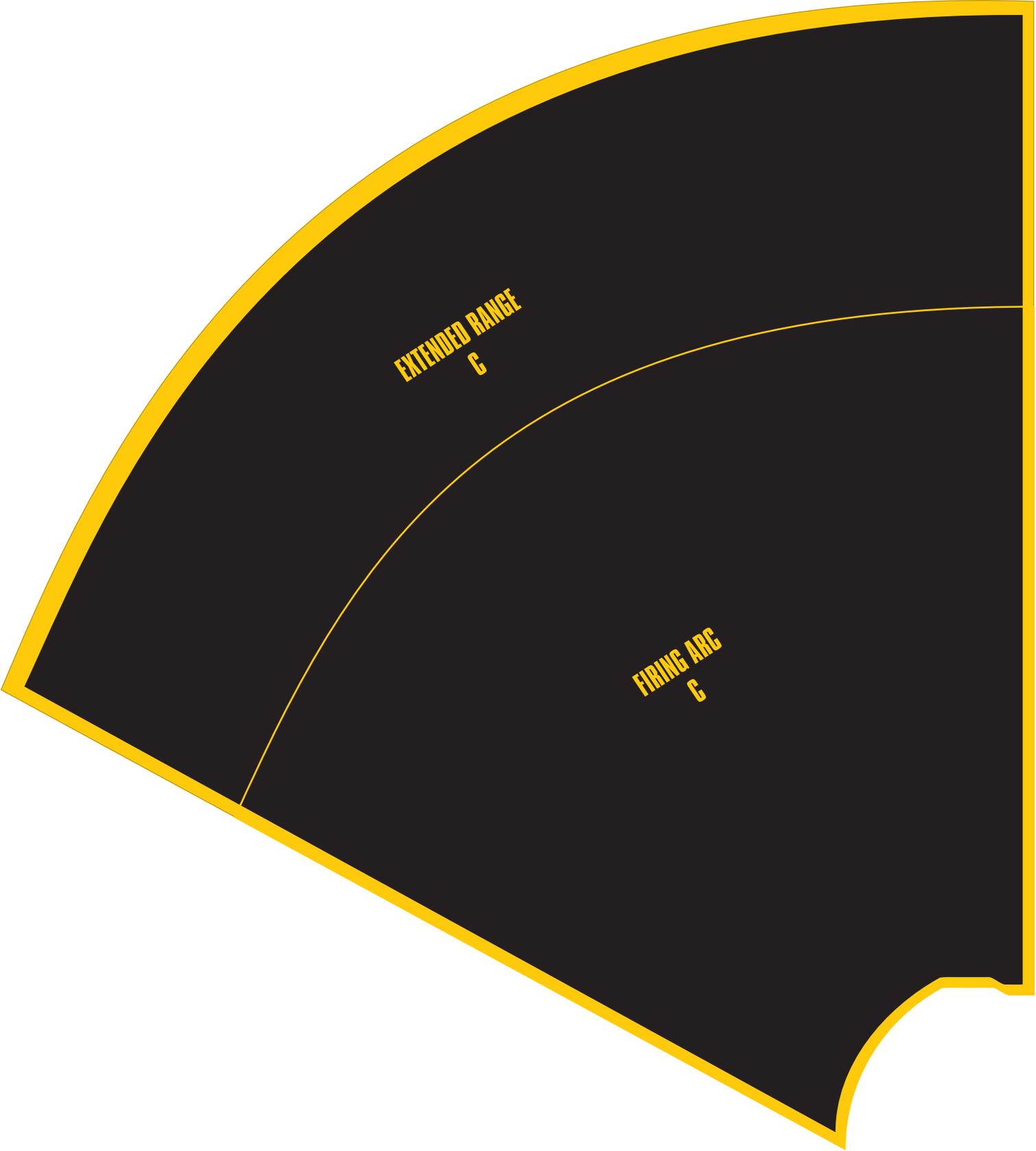


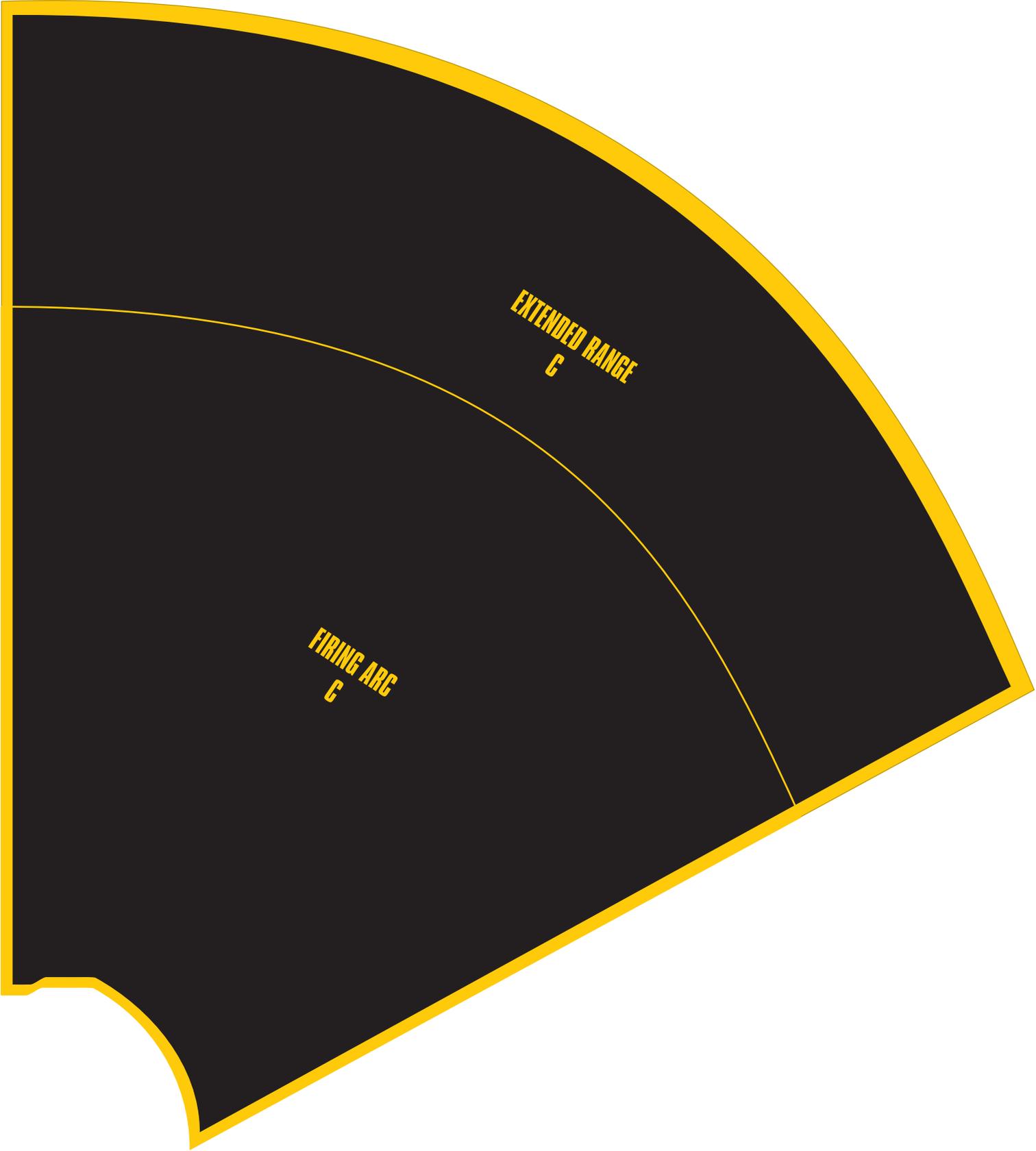
**EXTENDED RANGE
B**

**FIRING ARC
B**

EXTENDED RANGE
C

FIRING ARC
C





EXTENDED RANGE
C

FIRING ARC
C