

RENOWN	
Renown can be gained for the following:	
Won an Offensive Scenario	+2
Won an Operation Scenario	+1
Total VP earned during the game / 10 (Round down, max value of +3)	+(VP/10)
Secondary Objective Achieved	+1
Each Heavy or Colossal class ship captured	+1
Fought opponent with higher renown*	+1
Won against opponent that had 10+ Renown*	+2
Won against opponent that had 15+ Renown*	+3
<i>* Calculated at game start, apply highest applicable result</i>	
Renown can be lost for the following:	
You Fleet withdrew from an Offensive	-1
Each Heavy or Colossal ship lost	-1
Your Flagship was destroyed or captured	-2
Your Fleet had a major navigational failure	-1
Your Fleet lost the engagement #	-1
<i># Doesn't apply if started 10+ Renown behind, managed to score min of 10VP or achieved a secondary objective AND did not declare Fleet Withdrawal before end of Round 4</i>	

Maximum Renown Change: The pre-engagement renown value difference between the two currently active players will determine the maximum positive renown change for the winner:

- 0-4 ahead No Cap
- 5-9 ahead Max of +4
- 10-14 ahead Max of +3
- 15+ ahead Max of +2

• EXPERIENCE	
Destroyed or captured an enemy Capital Ship or Light Group of the Same tonnage class or a Lighter tonnage class	+1
Destroyed or captured an enemy Capital Ship of a Heavier tonnage class	+2
Inflicted a Crippling Effect due to hull point damage on a Capital Ship that survived the engagement	+1
Levelled or Ruined a Dropsite more than 24" from own Deployment Zone.	+1
Deployed Battalions or Features that captured one or more Dropsites more than 24" from own Deployment Zone.	+1
Extracted one or more recon operatives successfully to score VP	+1
Destroyed or captured a Capital ship containing the Enemy's highest level deployed Admiral or Commander Avatar	+1
Each Light Group or Capital Ship that survived the game with more than half its starting hull points and didn't disengage or withdraw	+1
Each Light Group or Capital Ship finished the game with less than half its starting hull points at game start	-1
Each Light Group or Capital Ship that voluntarily disengaged and left the engagement before a fleet withdrawal was declared	-1

For the purposes of these awards, use the following tonnage order:

Light → Medium → Heavy → Colossal

ADMIRAL FATE		
D6 Roll	Result	Effect
1	Killed in Action	The Admiral is removed from the campaign. If the killed Admiral was the Commander Avatar, the player appoints a replacement Commander Avatar before their next engagement. The replacement uses the player's current Renown for rank and Bonus AP, but does not gain any Admiral Abilities possessed by the dead Admiral.
2-3	Captured or Missing	The Admiral is unavailable. If the missing Admiral was the Commander Avatar, the player may appoint an Acting Commander until the Admiral returns. The Acting Commander uses the player's current Renown for rank and Bonus AP, but cannot use any Admiral Abilities possessed by the captured or missing Commander Avatar.
4	Wounded	The Admiral misses the player's next engagement, then returns. Use an Acting Commander while they recover if the wounded Admiral was the Commander Avatar.
5+	Escaped	The Admiral escapes and returns to their fleet. No further effect beyond the normal Renown loss and loss of the flagship. The Admiral returns to active duty.

Admiral Fate modifiers:

- +1 to roll if the Admiral's Fleet won the Engagement
- -1 to roll if the Admiral's ship was captured rather than destroyed

A modified result cannot become worse than Captured / Missing unless the die roll was a natural 1.

RENOWN	Number of Appeals
1-10	1 Appeal
11-30	2 Appeals
31-50	3 Appeals
51+	4 Appeals

Underdog Appeal Modifier: Players trailing the current highest scoring fleet's renown value obtain a bonus at the start of the aftermath phase according to their net renown deficit:

- 0-4 No bonus
- 5-9 +1 modifier to one appeal roll
- 10-14 +1 Appeal and +1 modifier to one appeal roll
- 15+ +1 Appeal, +1 modifier to one appeal roll and one failed Appeal may be re-rolled

Refits: A player who is granted a refit must choose one of his Light Groups or Capital Ships to undergo the refit, then roll a D6 to see what type of equipment system is upgraded. On a roll of 1 or 2 you receive a ship refit, on a roll of 3 or 4 an engine refit, and on a roll of 5 or 6 a weapon refit. If you roll a result that the ship already has, roll again until you get a result the ship does not already benefit from. Note that each Light Group or Capital Ship is limited to one Engine Refit, one Ship Refit, and one Weapons Refit.

Rescue or Exchange Admiral: One Captured or Missing Admiral chosen by the owning faction returns to active duty before the player's next engagement. If the captor voluntarily agrees to an exchange the appeal will automatically succeed. If the Admiral has been missing for at least one full engagement cycle then modify the appeal roll by +1.

Gain Admiral Ability: Gain a random faction specific ability for one of your generic Admirals or Faction Admirals, re-rolling any duplicate results. Such additional abilities cannot be applied to Famous Admirals.