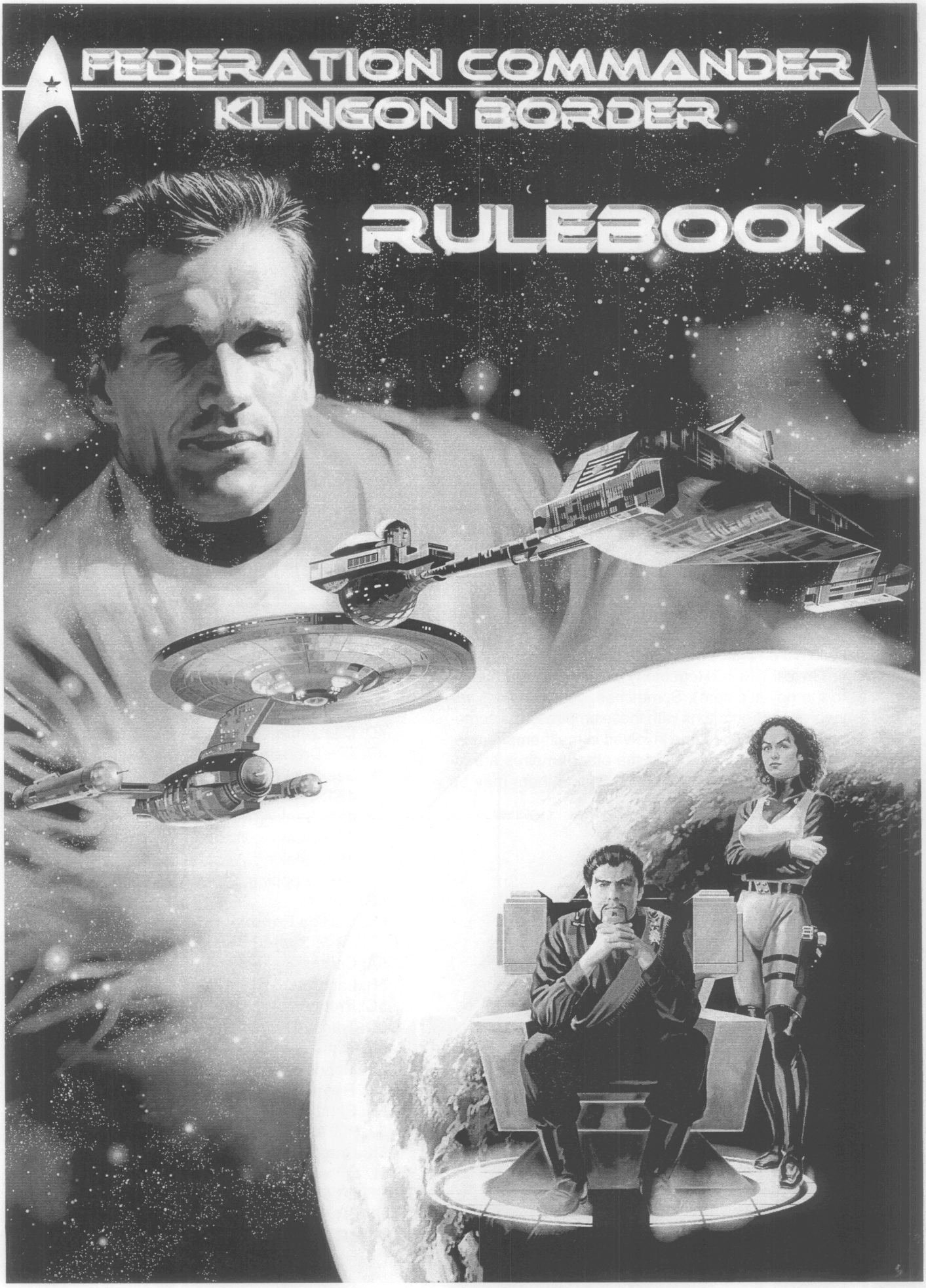
FEDERATION COMMANDER
KLINGON BORDER




FEDERATION COMMANDER
KLINGON BORDER
RULEBOOK

WELCOME, COMMANDER

You are about to embark upon the most dangerous missions of your career. While new commanders patrol the relatively quiet interior of the Federation, only the best and boldest are sent to the Klingon Border.

The border is restive because only the Federation agrees where it is; the Klingons seem to think that the Federation accidentally included a few trillion cubic parsecs of Klingon territory in the Border Declaration of 2502. Never ones to accept defeat, the Klingons have continued a campaign of harassment, provocation, and confrontation from that day to this. Klingon ships dash across the border, harass convoys and colonies, confront Star Fleet patrols, and otherwise let the United Federation of Planets know that *this is not over.*

Sometimes the Klingons just make their point and leave, but many times they engage Federation ships in duels and even squadron-sized battles. After all, from their point of view, *you* invaded *their* territory!

Your missions will include a number of different tasks, such as patrols (make sure no Klingon ship stays on this side of the border), escorting convoys against pirates (or foreign warships), rescuing scientists or colonists from a planet, and even confronting an extragalactic monster.

The Federation-Klingon Border is 7,000 parsecs (23,000 light-years) long, stretching from the Tholian Holdfast on the Federation left flank along the galactic rim to the Kzinti Hegemony on the right flank (closer to the galactic core). Sometimes, your missions will involve confrontations with these empires, and sometimes you may become involved in multi-empire confrontations where some of the other empires are allied with you (or the Klingons) while others may be independent participants.

Revision 1, 6 Dec 2005



TABLE OF CONTENTS

CHAPTER 1: Basic Rules
CHAPTER 2: Movement
- 2A: General Movement Rules
  - 2A1: Baseline Speed
  - 2A2: Hexes
  - 2A3: Movement Procedure
  - 2A4: Facing
  - 2A5: Order of Precedence
  - 2A6: Performing Movement
- 2B: Energy Cost of Movement
- 2C: Turning and Turn Modes
- 2D: Special Maneuvers
  - 2D1: Tactical Maneuvers
  - 2D2: High Energy Turns
  - 2D3: Emergency Deceleration
  - 2D4: Evasive Maneuvering
  - 2D5: Docking, Landing
- 2E: Disengagement

CHAPTER 3: Combat
- 3A: Combat Operations
- 3B: Firing Arcs
- 3C: Shields
- 3D: Damage Allocation
- 3E: How Ships are Lost

CHAPTER 4: Weapons
- 4A: Direct-Fire Weapons
- 4B: Phasers
- 4C: Photon Torpedoes
  - 4C1: General Rule
  - 4C2: Arming Photon Torpedoes
  - 4C3: Overloaded Photon Torpedoes
  - 4C4: Firing Photon Torpedoes
- 4D: Disruptors
- 4E: Anti-Drones
- 4F: Seeking Weapons
  - 4F1: Types of Seeking Weapons
  - 4F2: Seeking Weapon Rules
  - 4F3: Seeking Weapon Movement
  - 4F4: Seeking Weapon Impact
  - 4F5: Stopping Seeking Weapons
- 4G: Drones
- 4H: Suicide Freighters

CHAPTER 5: Systems
- 5A: Control Systems
- 5B: Laboratories
- 5C: Probes
- 5D: Tractor Beams
- 5E: Transporters
- 5F: Marine Boarding Parties
- 5G: Repairs
- 5H: Shuttlecraft
- 5J: Hull and Frame Damage
- 5K: Cargo
- 5L: Orion Pirate Special rules

CHAPTER 6: Terrain
CHAPTER 7: Ships
CHAPTER 8: Scenarios

1: BASIC RULES

(1A) HOW THE GAME IS ORGANIZED

(1A1) RULES

The rules are divided into Chapters based on subject matter. Chapter 2 is about movement, while Chapter 3 is about combat and Chapter 4 is about weapons. Within each chapter, rules are outlined as in (3D2a) so players can quickly find any rule they want. The first (number) digit is the chapter, the second (letter) is the rule (about some specific weapon or topic), the third (number) is the "case" (a subdivision of the rule), and the fourth (lowercase letter) is the sub-case (the lowest and most specific level).

(1A2) SHIPS

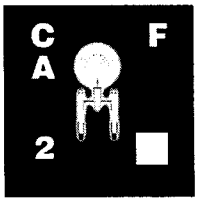
The game includes 16 different types of ships, from mighty Star Fleet cruisers to humble cargo freighters. Each is shown on a Ship Diagram which defines the abilities and structure of the ship. This diagram also provides key data needed during the game.

(1A3) MAP

The map is in six sections, so you can arrange it as a given battle requires (and even "leapfrog" unused sections ahead of moving ships if the battle turns into a running gunfight as most do). The map is overprinted with hexagons (called "hexes" in these rules) to regularize the position and movement of the ships. All ships and other units and markers must be placed inside a hexagon. All distances are counted (in hexes) as the shortest path between the starting and ending hexagons. Note that the map is double-sided, providing large hexes on one side and smaller hexes on the other side. This is so players can use either one, depending on the battle. Since all hexes of both sides represent an area 10,000 kilometers across, play is the same. The larger hexes are easier to see and use, but provide a more limited battle area. Players can use either side (do not try to use some of each, it just won't work!) and can add extra map panels from future *Federation Commander* products (also available as spare parts). Humidity can sometimes slightly warp the panels but they will straighten out quickly if placed on a hard level surface with a weight (perhaps a book) laid on top of them for a few minutes.

(1A4) COUNTERS

Playing pieces are full-color die-cut "counters". Every ship is provided with both a one-inch and a half-inch counter to use on the two different sizes of hexes on the map panels. In most cases, multiple counters are provided for each ship type, allowing players to use three D7 battlecruisers in a single battle if they wish. Markers (a sub-type of counters) include shuttlecraft, drones (missiles), energy tokens, and markers for the point that a ship last maneuvered (see the rules on movement for how those work).



In the upper left is the "class" designation, such as DN for dreadnought or CA for heavy cruiser. In the lower left is the "unit" designation (for example, the first of three heavy cruisers). In the upper right is the "empire designator" (F = Federation, K = Klingon, Z = Kzinti, T = Tholian). In the lower right is a blank white box. Players could use this box to mark a special ship, or use a read-through marker to mark their counters in a given color (allowing two or more players to combine their counters for a major battle, then divide them back up later).

(1B) FAST START RULES

To get into the game faster, you can use these rules for your first few games. Play one or two games at each of these stages:

Stage 1: Every player uses a baseline speed 16, which will mean everybody moves two hexes and then has a chance to shoot. Don't use shuttles and drones. Skip the rules on Damage Allocation Charts. When you score hits that get through the shields, just let the owner of the ship mark them anywhere he wants.

Stage 2: While using a baseline speed of 16, allow players to spend energy for acceleration or deceleration. Continue to mark damage wherever the owner wants.

Stage 3: Use the full movement rules and damage allocation rules.

Stage 4: Add drones and suicide shuttlecraft.

(1C) FLEET SCALE RULES

The Fleet Scale rules are, for all practical purposes, identical to the rules for the Squadron Scale. The main difference is that the ships are half as big and use half as much energy to move.

This rulebook is written for Squadron Scale except for this one rule, which explains how to use Fleet Scale, and a few noted exceptions.

(1C1) WHY HAVE TWO SCALES?

We provided both Squadron Scale and Fleet Scale so that players would have the maximum number of choices in how they play the game. You may feel free to use either scale and to switch back and forth from one scale to the other in different gaming sessions or even different scenarios.

The Fleet Scale ships are easier to fly since they have fewer boxes. There is less energy to count and

less energy to spend. There are fewer weapons to fire and fewer other systems to operate.

The designer's original intention was that Squadron Scale could be used for duels and for smaller battles (with up to three, or maybe five ships, that is to say, squadron vs. squadron). Fleet Scale would have two functions — handling large battles (fleet vs. fleet) and as an initial training system to let players get past their first few games.

Players who wanted to have a game of a certain length might use (for example) either three squadron ships or six fleet ships, and take the same time to play. More ships present more tactical and operational choices, but are also more to keep track of. Giving each ship half as many boxes reduces the workload.

However, players may feel free to use either scale in any way they want. If you get the most enjoyment out of duels between Fleet Scale ships, no one can say you are lazy. If you get the most enjoyment out of battles between fleets of a dozen ships using the squadron diagrams, no one can say you are a glutton for punishment.

The Fleet Scale versions of the ships have fewer boxes, and tend to become ineffective somewhat faster than the Squadron Scale ships. They are less forgiving of mistakes, since they cannot "take a whipping and keep on tripping". As such, new players who use the Fleet Scale ships for a few training duels may (or may not) find the fourth or fifth battle unsatisfying, since it is all over with one good punch. If you find this to be true, feel free to experiment with duels by the Squadron Scale ships, or three-vs.-three battles with Fleet Scale ships. A little trial and error will let you find out just exactly how much of a battle you want for a typical evening of friendly gaming.

Do not, however, get stuck in a rut! Try other combinations of ships and the other scale now and then. As you become more and more familiar with the game, and as you add more ships and empires from future game elements of the *Federation Commander* system, you may find yourself moving your "comfort zone" to another place.

(1C2) WHAT STAYS THE SAME?

The cost to fire a given weapon is the same, but Fleet Scale ships have fewer weapons and less power to start with.

The number of damage points to kill a shuttlecraft or a drone are the same, but the number of such things (and the number of things shooting at them) is about half of what it is in Squadron Scale.

Weapons ranges and movement speeds (in hexes per turn) are the same.

All scenarios work the same in both scales, but take longer to play in squadron scale. Either size of map (and its corresponding counters) can be used for both scales.

(1C3) WHAT ACTUALLY CHANGED?

Each ship has approximately half as many boxes. All movement costs are cut in half.

All Point Values are approximately half of what they are in Squadron Scale.

Fleet Scale ships have probe ammunition tracks, but no probe launcher box on the ship diagrams. If they take a probe hit, just mark all of the ammunition gone and "repair" the probe later (if you want to), which will (in Fleet Scale) also replace its ammunition.

(1C4) COMBINING THE TWO SCALES

It is entirely possible to use a Fleet Scale ship diagram in a Squadron Scale game, and to use a Squadron Scale ship diagram in a Fleet Scale game. The movement costs and point values printed on the ship diagram do not change. Obviously, such a battle would be historically inaccurate, but using this method would allow players to expand the number of ship types available. For example, the Fleet Scale version of the Orion cruiser could duel with the Squadron Scale frigates (which otherwise have no logical Orion opponent). Similarly, a Klingon Squadron Scale heavy cruiser inserted into a Fleet Scale game would become, literally, a battleship!

(1D) ENERGY ALLOCATION

The concept of Energy Allocation is critical to the game system, and to starship combat tactics. Almost everything you do uses power, and your ship only has so much of it. If you run out of power before the end of the turn, your ship won't be able to do much to stop whatever the enemy does during the later parts of the turn.

(1D1) ENERGY POINTS, ENERGY TOKENS

For purposes of the game, power is defined for each ship by a number of points. For example, the Federation heavy cruiser (in squadron scale) has 36 such points of power (or Energy Tokens) available each turn. The 30 warp engine boxes, 4 impulse engine boxes, and 2 reactor boxes each produce one point of power. (Batteries may provide another 4 points of power saved from previous turns.) The power boxes are shaded blue on some of the ship diagrams to make battery power easy to find in a hurry.

ENERGY 1	ENERGY 2	ENERGY 5	ENERGY 8	ENERGY 16	ENERGY 1/2

When in command of a starship, you begin each turn by checking the Ship Diagram (7A) to see if any of the power boxes have been damaged. If so, they do not produce energy until you repair them. Otherwise, you get one Energy Token for each point of power (i.e., for each undestroyed power box) that you have. [For all practical purposes, the terms "Energy Token" and "point of power" and "point of energy" mean exactly the same thing.] You might have some tokens left over from previous turns, representing your batteries, but we'll explain that at the end of the turn. During the turn, some of your power systems might

be disabled, but as they already produced their power at the start of the turn, this has no effect until the start of the next turn. The Orions can, at the start of any turn, double the output of their warp engines. See (5L3) for how this works.

(1D2) BEFORE THE TURN...

As the turn begins, you have some decisions to make and must start spending the Energy Tokens you have.

First you must set your Baseline Speed. You can select either: 0, 8, 16, or 24. This is the number of hexes of movement you will move during the turn. You pay the energy cost for movement listed on your ship diagram, for example, one point per hex for a heavy cruiser, three-quarters for a light cruiser, one-half for a destroyer, one-fourth for a frigate, and one-and-a-half for a dreadnought (in all of those cases, in Squadron Scale; Fleet Scale generally costs half as much). You can increase your speed later (at a cost) or reduce it (when you want to), but it is important to select your starting speed at the start of each turn. Your speed on any given turn is not dependant on your previous speed.

As your ship moves during the Turn [see movement rules in Chapter 2], you don't have to expend power since you already paid for it. You can increase your speed by spending more energy tokens; this is explained in the rules on movement.

Most weapons are given power at the time they are fired (during the turn). This is explained in the weapons rules. However, certain weapons take more than one turn to arm. To arm such weapons (such as photon torpedoes, which take two turns to arm), you must spend power before the turn begins to Pre-Load (4C2) and possibly Overload those weapons (4C3). For example, it costs two energy tokens to Pre-Load a photon torpedo. If you buy a Pre-Load on a given turn, you won't be able to fire that weapon on THAT turn, but will be able to fire it on the next turn IF you provide the remaining energy.

(1D3) DURING THE TURN...

As you go through the eight impulses of the turn, you can spend Energy Tokens on all kinds of things.

If you want to fire a phaser, just pay one token (energy point) for a phaser-1 or a phaser-2, or a half-token (half-point) for a phaser-3.

If you want to fire a disruptor, pay two energy tokens for a standard shot or four for an overloaded shot.

If you want to use a tractor beam (5D) to grab a drone (missile) and keep it from hitting your ship, pay one token for each tractor beam used.

If you want to use a transporter (5E), you pay energy as per the transporter rules.

Certain movement functions, such as a High Energy Turn (2D2) or Evasive Maneuvers (2D4) require the expenditure of energy tokens. This is explained in the movement rules.

(1D4) AT THE END OF THE TURN

If you have Energy Tokens remaining at the end of the turn, count the number of un-disabled (i.e., working) Batteries you have. You may keep that many of the remaining tokens (carrying them over to the next turn). Any tokens in excess of what you can save in the batteries are lost and cannot be used. You could also spend two or four leftover points to overload (4C3) any Photon Torpedo which is Loaded or Pre-Loaded.

(1D5) ALTERNATIVES TO ENERGY TOKENS

You can use many different methods to keep track of your energy. You can, for example, use pennies or glass beads or any other type of token. You can also keep your energy on scratch paper as a running (and steadily dwindling) total; this works well for large battles (each ship on a separate line).

Another alternative is provided on each ship diagram, in that there is a column of numbers down the right side of the diagram. You can use a single token to record your current energy state by laying the Ship Diagram on the table and just moving the token up and down. Another alternative is to use a paper clip and have it slide up and down the row of numbers on the right side of the Ship Diagram, or use a Post-It arrow and keep repositioning it, or use wipe-off markers to mark out the numbers as you use them. Some ships (with large amounts of power) have two tracks, one for units of ten and one for units of one point. All ships also have a fractional power track on the bottom to record any fractional powers of power.

(1E) SEQUENCE OF PLAY

Each battle is fought as a series of turns. A given battle or scenario (Chapter 8) might have an unlimited number of turns, or might have a specific number of turns to accomplish a mission.

Events during each turn take place in a specific order given below. You can skip steps, but you cannot return to an earlier step.

Each turn consists of the following steps:

(1E1) ENERGY ALLOCATION

See the rules on this subject. In summary, count the amount of energy your ship has, and obtain energy tokens for each point. (During the first turn of a scenario, the ship has additional energy tokens equal to the number of batteries on the ship, representing power stored in the batteries.)

Pick and pay for your baseline speed (2B1b) secretly and simultaneously with other players.

Pay for any weapon pre-loading, such as Photon Torpedoes (4C2).

Pay for any Shield Regeneration (3C7) at the rate of two energy tokens for each shield box repaired.

If you are holding any drones or suicide shuttles in tractor beams from the previous turn, you must either pay another token to continue each tractor beam, or you will allow the drone or suicide shuttle to hit the shield it originally hit during the Defensive Fire Phase

of the first Impulse of the turn (unless you can shoot it down with a phaser or other weapon during the Defensive Fire Phase).

(1E2) IMPULSE PROCEDURE

The Turn is divided into eight Impulses. During each impulse, ships will move and may fire or launch weapons or conduct other activities.

Impulse #1

(1E2a) Speed Change Phase: Pay energy tokens if you want to increase or decrease your speed for this impulse in accordance with the rules on Movement (2B2).

(1E2b) Movement Phase: All ships and other units (seeking weapons, shuttles) are moved in accordance with the rules on Movement, the Order of Precedence (2A5), and their corresponding speed. Some ships and units may be moving zero, one, two, or three hexes per Impulse. This step involves four Movement Sub-Pulses. During each sub-pulse, units will move but no other activity takes place. Any seeking weapons (4F) which hit a ship during any of the four sub-pulses of movement are removed from the map and placed on the corresponding shield of the Ship Diagram of the ship they hit.

(1E2c) Defensive Fire Phase: Ships which were hit by seeking weapons can defend against them. There are three steps for this defensive fire.

STEP 1. If the seeking weapon is a drone, it could be engaged by an anti-drone (4E) if the ship has that system. If any seeking weapons which hit the ship survive, proceed to step two. If an anti-drone is fired, mark the current impulse of the "anti-drones fired" track on the Ship Diagram. Note that because anti-drones can fire every impulse, the weapons used track for anti-drones lists 8 impulses. This is not an ammunition track (that is recorded on green boxes) but simply defines that the weapon has already been used and cannot be used again in the current impulse.

STEP 2. The ship could fire one or more phasers (4B) at each of the (or some of the) seeking weapons (assume range one). The player must engage any seeking weapons one at a time. The player must designate all phasers which are firing at that weapon. If the first phaser fired destroys the weapon, any other phasers which were assigned waste their shot and must still pay the energy cost of firing. If one or more phasers is fired at a weapon and do not destroy it, the player does not have the option to fire more phasers at it. If any seeking weapons which hit the ship survive, proceed to step three. If a phaser is fired, mark that number of the "weapons used" track on the Ship Diagram.

STEP 3. If the seeking weapon is a drone (4G) or suicide shuttle (5H6), the ship can use a tractor beam (5D4) to grab the weapon and hold it at a distance from the ship to prevent the impact. [Tractor beams cannot grab plasma torpedoes; see (4J).]

If a seeking weapon is not destroyed or tractored, each seeking weapon scores a hit on the shield it was approaching, causing the number of damage points specified in their rules (for example, 12 by a drone). Any resulting damage is resolved immediately, before the Offensive Direct-Fire Phase (1E2d); see Damage Allocation (3D). Note that if damage from a seeking weapon disables a tractor beam which is holding a seeking weapon, that weapon will be released and (if it previously impacted) hit 'immediately' and be resolved after the current volley.

After all seeking weapon damage is resolved, the ship has the option to use Evasive Maneuvering (2D4).

(1E2d) Offensive Direct-Fire Phase: Ships can fire at each other and at other targets in accordance with the combat rules (3A1). Any resulting damage is resolved; see Damage Allocation (3D). All fire is simultaneous so any weapon destroyed during this Phase can still be fired during this phase (assuming it was able to fire otherwise).

If a tractor beam holding a seeking weapon (which has previously "impacted" the shields) is destroyed, that seeking weapon hits immediately (and its damage is resolved as the next volley after the current one). A seeking weapon which has yet to impact and is held one hex from the ship would simply be released to move on its own.

Probes (even those used for scientific research) are fired in this Phase (5C).

During this Phase, each player must resolve all of the fire of one ship before moving to the next ship. Also, the player controlling a given ship must engage his targets one at a time, declaring in each case all of the weapons being fired at that target before rolling the die for any of them. He may assign two or more weapons to fire at a single target, but if that target is destroyed by one weapon, any others still fire (using energy and causing nothing). Seeking weapons which have previously impacted shields but are held in a tractor beam cannot be targeted during Offensive Fire as they are too close to the ship.

If a weapon is fired, mark that letter or number on the "weapons used" track on the Ship Diagram.

(1E2e) Other Functions Phase: Ships can drop (turn off) one or more of their shields (3C3a) (or one that was dropped could be reactivated after two impulses). Ships could then use their Labs (5B), Transporters (5E), and Tractor Beams (5D), (in that order) to perform the functions provided in the rules for those items.

(1E2f) Launch Phase: Ships can launch drones (4G), plasma torpedoes (4J), and shuttlecraft (5H). These cannot be targeted on items launched in this Phase of the same Impulse.

Impulse #2: Same as Impulse #1.
Impulse #3: Same as Impulse #1.
Impulse #4: Same as Impulse #1.
Impulse #5: Same as Impulse #1.
Impulse #6: Same as Impulse #1.
Impulse #7: Same as Impulse #1.
Impulse #8: Same as Impulse #1.



(1E3) END OF TURN PROCEDURE

(1E3a) Power Phase: At the end of the turn, ships may transfer any unexpended power to their batteries (up to the limits of the battery capacity); any excess unused power is lost. You could also spend leftover points to overload any Photon Torpedo (4C3) which is Loaded or Pre-Loaded.

(1E3b) Weapons Records: Erase any marked letters on the "weapons used" track so those weapons can be used again on the next turn. This procedure is used because each weapon can only be used once per turn (once per impulse for anti-drones).

(1E3c) Marine Combat Phase: Conduct Marine Hand-to-Hand Combat as per (5F2) in an effort to capture an enemy ship.

(1E3d) Repair Phase: Determine the number of available repair points, and use them to repair damaged systems as per the rules (5G2). You may also transfer five boxes (3C3b) from any one shield to any adjacent shield (but this can only replace disabled boxes, not increase the original strength of the shield).

(1E4) SIMULTANEOUS DECISION RULE

There are many points in the Sequence of Play at which a player may take an action (for example, fire a phaser, launch a seeking weapon, or change speed). These decisions are made openly, and players may make a similar decision based on what other players did.

If any player said he had decided not to take the relevant action for that point in the Sequence of Play, and another player decided to take the specified action, players who previously declined the option could reverse their decision and accept it. A player having announced that he will take the option, however, cannot reverse *that* decision.

For example, during the Offensive Fire Step, two players in a tense battle each wonder if the other will fire now or wait for a better opportunity. Either player could announce he is firing, and the other player could then decide to fire at the same time. Either player could announce he is not firing, then reverse his decision if his opponent said he was firing. But if both (all) players announce they are not firing, the Sequence of Play (1E) moves on and neither player can go back to change their mind.

(1F) TABLETOP RULES

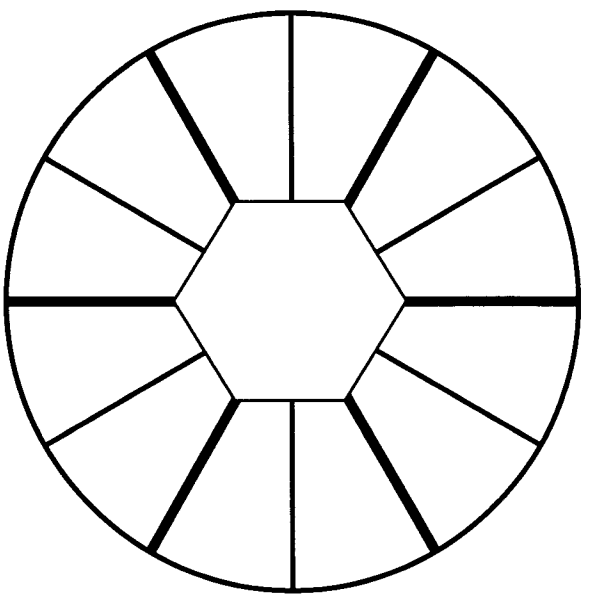
Federation Commander can be played with the counters provided or with "miniature" spaceships (plastic or metal models a few inches long). The *Starline 2400* miniatures are specially commissioned in 1/3788 scale for use with this game.

The tabletop rules are primarily intended to leave the rules from *Federation Commander* intact, but to adapt them to the use of miniatures. These miniatures can be used in one of two ways. The easiest is to use large hex maps (at least 1.25" hexes) to accommodate the miniatures. If you choose this system, you can dispense with the remainder of (1F) and simply play *Federation Commander* with the maps provided.

The alternative is to use a blank tabletop. (Floors are workable but care must be taken to avoid stepping on ships.) Such a surface does not have a hex grid. There are two major changes to be made, both of which result from discarding the hex field. Ship location, and hence movement, is based on a point (the center of the stand or counter) and a heading (the direction that the miniature ship is pointing), rather than on a hex and a facing. Shields and weapons firing arcs remain the same in relation to the ship (60° arcs), but are now based on the actual heading of the ship, and not the arbitrary hex grid.

(1F1) STARSHIPS

Each ship (or other unit) should be identified as an individual for reference to its respective Ship Diagram. This can be done by attaching a small piece of paper with a name or number, or by painting the specific name or number directly on the ship or the base/stand.



Mount each ship on its stand with a flat edge to the front and pointed corners to each side. The "heading" of the ship is considered to be straight ahead.

Use one of the round "shield and firing arc diagrams" placed under the stand or counter to help you determine the shield and firing arcs.

(1F2) MOVEMENT

For purposes of movement, the hex grid system is replaced by an unmarked surface, a series of turn gauges, and a ruler or measuring tape. Eliminating the hex grid immediately complicates movement, but the advantages of a "free" movement system may equal or even outweigh its disadvantages. This is a matter of personal taste (some players are "lost" without the regularity of hexes) and what you are used to.

Players will find an entirely new set of tactics are required. On a hex grid, some ships must "wiggle" a full 60° to bring all of their weapons to bear. With the "free" movement of miniatures, a turn of a few degrees may be enough. This is obviously more realistic, and obviously more trouble.

You will need several items of game equipment to use the miniatures movement system. These include a set of turn gauges (which are included; please cut them out carefully) and a ruler or measuring tape. You may also find use for a long straightedge or a few feet of string or thread.

You must decide what scale you will use for your miniatures gaming; that is, you must decide how many inches of your clear table will be equal to 10,000 kilometers (one hex of the boardgame). A scale equal to that of the miniatures (1/3788) is out of the question, since each hex would be over a mile and a half across. (Putting a 3-inch Federation CA in a 1.5-mile hex does give you some idea of the incredible scale of space combat.) To use the *Starline 2400* miniatures, a minimum scale of 1" = 10,000 kilometers = 1 hex is necessary. Thus, to represent the area of the 5/8" hex boardgame map would take an area just about the size of a dinner table. Should the battle begin to "wander" off of the side of the table, move all ships the same distance in any safe direction.

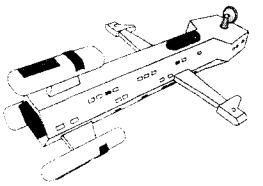
A movement gauge (provided) is made from a simple straight piece of cardstock marked off at 1" intervals. To move, simply align the gauge line on the pointed side corners of the black miniatures stand base with one of the marks on the movement gauge or one of the turn gauges. Then, keeping the gauge in place, move the ship so that the gauge line aligns with the next mark on the gauge.

When turning, select the turn gauge equal to your turn mode at your current speed. Align one of the marks on its outer radius (the heavy black line) with the side of your ship (the side corner of the black plastic stand base), and then, holding the gauge in place, move the ship along the gauge so that this shield boundary line aligns with the next mark.

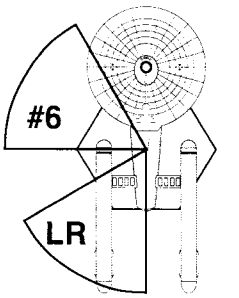
Note that the "turn mode" function in the boardgame is used to approximate circles of different sizes. Since miniatures use true circles, it is not necessary to move any "straight" increments between successive "turn" increments (although you may if you wish). You may use a larger turn gauge than required, but never a smaller one. When moving or turning, your "true" location is the exact center of the stand.

If you skip a movement impulse (2B2b), leave the ship where it is but rotated it so the cross-section line is parallel to the next turn increment line.

Turn gauges for the 1" scale are provided with in *Klingon Border*. The graphics for the 2" scale can be downloaded from the *Commander's Circle* and enlarged or reduced to whatever scale you wish to use.



(1F3) COMBAT



To determine which weapons bear on the target, run a string or straightedge between the stand posts from the firing ship to the target ship, and observe which firing and shield arcs the line crosses. Remember to use the center of the base, not the weapon on the miniature. To determine range, measure the distance between the stand posts of each ship.

If using a tape measure, you will have to divide the inches by your scale to convert to increments. Round fractions of .500 up, and those of .499 down. Players may find it easier to make a special "range stick" marked directly in their increments or to find an old fashioned yardstick. Either method will give you the range in increments, which can be entered on the game's various combat charts directly.

Shuttles docking at their home ship and seeking-weapons reaching their targets must be able to actually reach the center of the target ship's stand or counter.

(1F4) SMALL UNITS

Shuttles, fighters, drones, plasma torpedoes, etc., operate using the same principles as ships.

Until miniatures for seeking-weapons and shuttles are made available, players will have to make do with substitutes, counters being suitable and immediately available.

(1F5) TERRAIN

Many players have shown great creativity in creating terrain for use with miniatures. Styrofoam balls can be used for planets, as could paper cutouts. Some players have found plastic toys which are a good match for some of the monsters.

(1F6) STARLINE 2400 MINIATURES

Countless ages ago, Lou Zocchi created a series of plastic ships based on the Franz Joseph Technical Manual. Many years later, expert sculptor Richard Kerr began creating matching ships for other races of the Star Fleet Universe. Over time, many companies have produced miniatures which varied widely in price, quality, availability, scale, and authenticity.

The current Starline 2400 range includes well over 100 different ships for the Federation, Klingons, Romulans, Kzintis, Gorns, Tholians, Orions, and other races of the *Star Fleet Universe.* See

www.starfleetgames.com/minis

for more information about this range of pewter starships. We add new ships every few months.

Squadron Boxes #1-#3 are specifically designed to provide you with one of each ship in *Klingon Border,* and Border Box #1 has even more of them.

2: MOVEMENT

(2A) GENERAL MOVEMENT RULES

(2A1) BASELINE SPEED

Starships and other units move by expending power. All units will have a Baseline Speed. Some units, such as drones, have this defined in their rules, while other units, such as starships, can vary their speed by expending different amounts of power each turn. Heavy cruisers, for example, can spend either 0, 8, 16, or 24 Energy Tokens (in Squadron Scale, half that much in Fleet Scale) during Energy Allocation to produce a Pulse Speed of 0, 1, 2, or 3 hexes per Impulse. Ships can then expend additional energy (enough to buy one movement point which might cost more or less than one token) during each Impulse to increase their speed by one hex for that Impulse only (2B2). Ships which have taken combat damage may not be able to move at their full speed in later turns.

(2A2) HEXES

The map is divided into hexagons which are known to gamers as "hexes". This has nothing to do with witchcraft. Each hex is 10,000 km across, and all speed is expressed in hexes per turn.

(2A3) MOVEMENT PROCEDURE

Units move from hex to hex on the map board and cannot skip hexes. A unit moves a maximum of one hex per Movement Sub-Pulse (1E2b) and will probably not move during every Movement Sub-Pulse. Units may (within the limits of their Turn Mode and Speed) move anywhere on the map; movement is not plotted ahead of time.

(2A3a) Proportional Movement: The way the movement system works, if one ship is moving at speed 16, and another at speed 8, the faster ship will move twice as often as the slower ship. All of the ships are moving at the same time, but at different rates of speed. (In some other games, one player moves all of his ships after which another player moves all of his. This is not the case here.)

(2A3b) Direction: Hex #27 on one large-hex mapsheet (hex #0313 on the small-hex side of that sheet) is surrounded by six numbered arrows. These are used for various functions, such as determining a random direction.

(2A3c) Forward Movement: Units move in the direction they are facing [unless moving in Reverse, see (2C5)]. Units turn to face a new hex before actual movement, but the unit will always enter the hex it is facing, except as follows: random movement caused by various rules, movement in reverse [(2B1c) in which case the unit enters the hex opposite the direction it is facing], and sideslips (2C4).

(2A3d) Maximum Speed: The maximum allowable speed in the game is one hex per Movement Sub-Pulse. This requires a baseline speed of 24 plus the expenditure of one point per impulse for acceleration (2B2a), resulting in 32 hexes moved.

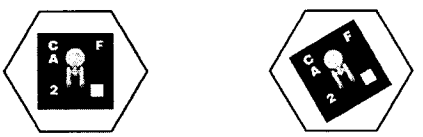
(2A3e) Stacking: Players are permitted to freely stack counters within a given hex. There is no limit as to the number of ships and other units that can occupy a hex. Each counter is still treated independently for all purposes. Each weapon fired (or moving) into a hex is directed at ONE (and ONLY one) counter within that hex. However, see rule (4A3) which limits the number of ships that can fire out of such a stack in any given direction.

(2A3f) Momentum: There is no momentum in the movement seen in *Federation Commander*, and ships do not coast. They must use power to maintain the warp bubbles used. (Coasting is, technically possible, at a speed of a couple of hundred turns per hex.)

(2A3g) Ramming: There is no provision in *Federation Commander* for ramming or colliding with another unit, because the warp fields will simply slide past each other. Seeking weapons work because the warhead is triggered when the warp fields touch.

(2A4) FACING

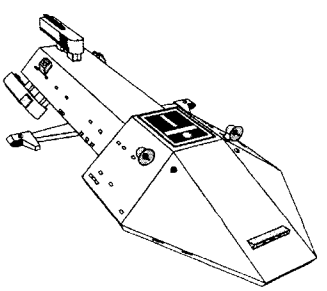
Each unit must always be within a single hex and must always be "faced" directly towards one of the six adjacent hexes.



CORRECT **INCORRECT**

A unit may be faced in any of six directions. These directions are designated by the letters "A" through "F." Note hex #62 on the large-hex mapsheet. Arranged around this hex are six letters "A" through "F." This is a standard element of many games, used to designate direction. Units moving in "direction A" (which might arbitrarily be called "north") move in the direction they would move in IF they were in hex #62 and were facing toward hex #61 (the hex with the "A" written in it); thus a unit in hex 0608 facing in direction A faces hex 0607, while a unit in 0207 facing in direction C faces hex 0308.

The terms "facing" and "heading" are used interchangeably in these rules.



(2A5) ORDER OF PRECEDENCE

This chart shows the correct order in which to move units that are moving in the same Movement Sub-Pulse, comprising seven steps. Units perform High Energy Turns (2D2) during the step when they move. A non-moving unit is (within its category), the slowest moving unit, so a speed zero ship will High Energy Turn before other ships move in the ship step.

1. Monsters move.
2. Ships move.
3. Gunboats (in a future product) move.
4. Shuttles (including those used as seeking weapons) move.
5. Seeking weapons move. (Note that impact is determined but not resolved until later in the Impulse.) If a seeking weapon is targeted on another seeking weapon, the target must move first.
6. Bases rotate (2C6).
7. Ships make tactical maneuvers (2D1).

Within these groups, the slower unit moves first. If two units have the same baseline speed, and one has accelerated, it is faster than a unit with the same baseline speed but slower than a unit with the next higher baseline speed. If one has decelerated, it is slower that a unit with the same baseline speed but faster than a unit with a lower baseline speed. If the speeds are equal, the unit with a better turn mode category moves last. If speed *and* turn mode category is the same, both players write down their movement for that sub-pulse only and expose these written orders simultaneously, then execute them simultaneously.

Note that this chart is used in each Movement Sub-Pulse and does not mean that a ship with a lower turn mode would move all of its hexes for all of its Sub-Pulses before another ship. Each sub-pulse is completed before another sub-pulse begins.

(2A6) PERFORMING MOVEMENT

Each unit will move one hex, and only one hex, during each Movement Sub-Pulse in which movement is called for by the IMPULSE CHART below:

Baseline Speed	Pulse Speed	Sub-Pulses Moved 1	2	3	4
0	0	—	—	—	—
8	1	—	—	—	X
16	2	—	X	—	X
24	3	—	X	X	X
—	4	X	X	X	X

If a player allocates energy for 16 hexes of movement, his ship will move one hex in each of 16 Movement Sub-Pulses (two in each Impulse, as specified by the Chart above, #2 and #4) during that turn. The movement cost of all ships is listed on their Ship Diagram.

If no units are scheduled to move, that Movement Sub-Pulse can be skipped. (In most Impulses on the Klingon Border, nobody will move in the first Sub-Pulse and it can simply be ignored.)

NOTE: Future products will include certain things (such as black holes) which might cause involuntary movement in addition to that plotted by the players.

(2B) ENERGY COST OF MOVEMENT

(2B1) BASIC TERMS

(2B1a) Movement Points: Movement is expressed in movement points (also known as "movement factors" or "hexes of movement"). Movement points are purchased by expending energy. Each ship buys movement points at a specified rate, based on its size and efficiency.

(2B1b) Baseline Speed: During the Energy Allocation Phase, the owner of each ship pays for its Baseline Speed, which could be 0, 8, 16, or 24. Cruisers, which have a movement cost of one, pay 16 Energy Tokens for Baseline Speed 16. Destroyers, with a movement cost of 1/2, pay only eight tokens for a Baseline Speed of 16. Note that the Klingon F5 is called a "frigate" but is in fact a small destroyer. The Klingon E4, in *Klingon Attack*, is a frigate.

Ship Type Squadron	Move Cost Per Hex	Baseline Speed 8	16	24
Dreadnought	1+1/2	12	24	36
Heavy Cruiser	1	8	16	24
Light Cruiser	3/4	6	12	18
Destroyer	1/2	4	8	12
Frigate	1/4	2	4	6

Fleet Scale (1C) has movement costs of one-half of those of Squadron Scale.

Ship Type Fleet Scale	Move Cost Per Hex	Baseline Speed 8	16	24
Dreadnought	3/4	6	12	18
Heavy Cruiser	1/2	4	8	12
Light Cruiser	3/8	3	6	9
Destroyer	1/4	2	4	6
Frigate	1/8	1	2	3

It is important to understand the concept of a turn's eight Impulses and the four Movement Sub-Pulses of each Impulse. A ship with a baseline speed of 16 would move in two of the Movement Sub-Pulses of each Impulse (actually, in the second and fourth Sub-Pulse). A ship may select any of the allowed Baseline Speeds it has the energy to pay for, regardless of the Baseline Speed it paid for on a previous turn.

(2B1c) Reverse Movement: Ships can move in reverse, but this costs twice as much as regular movement. A ship that wanted to buy a Baseline Speed of eight in Reverse would pay for 16 movement points; such a ship with a movement cost of one would pay 16 energy tokens.

(2B1d) Non-Moving Units: Certain units, primarily bases, have no engines and never move. Bases can rotate (2C6).

(2B2) CHANGING SPEEDS

(2B2a) Acceleration: Ships can increase their speed during any impulse by paying extra Energy Tokens. At the start of every Impulse, each ship has the option to pay Energy Tokens equal to one movement point to increase its speed for that one Impulse by one movement point. It could do this during any or all impulses. A ship cannot buy more than one extra movement point in any given Impulse.

Example: A ship with a Baseline Speed of 16 (moving in two of the four Sub-Pulses of each Impulse) might in a given Impulse pay extra energy to move in a third Sub-Pulse (which would be sub-pulse #3 since a ship at speed 16 moves in sub-pulses #2 and #4).

A ship may buy an extra movement point during a given impulse and later pay energy to cancel other movement points (or even that one!).

Example: A ship with a Baseline Speed of 16 (moving in two of the four Sub-Pulses of each Impulse) and a move cost of 1, pays an energy point during the third Impulse of the turn to speed up to "16+1" which would move in the same sub-pulses that speed 24 moves (i.e., the 2nd, 3rd, and 4th sub-pulse). It could then, during any of those sub-pulses, pay another Energy Point to cancel one of those sub-pulses (even the 3rd sub-pulse, the one it just bought!).

(2B2b) Deceleration: A ship can slow down by using an Energy Token to buy a "deceleration point" (equal in cost to a movement point) for each movement point of that Impulse that it wants to cancel. A ship could cancel some, all, or none of the movement points of that Impulse (assuming that it had the energy tokens to pay for it). Unlike movement increases, which are paid only at the start of an impulse, decelerations are paid at the instant in a given sub-pulse when the ship would move. They do not change the ship to a different movement "level"; they cancel a specific sub-pulse.

Example: A Federation Frigate, in Squadron Scale, with a movement cost of 1/4, has paid 6 Energy Tokens for a baseline speed of 24. During Impulse #4 (when it would normally move in the 2nd, 3rd, and 4th sub-pulses), the frigate wants to slow down in order to create a firing opportunity at the down shield of a Klingon cruiser. It moves during the 2nd sub-pulse, but when it is time to move for the 3rd and 4th sub-pulses, the frigate pays 1/4 Energy Token (during each of those sub-pulses) to cancel the movement, maintaining his firing position on the Klingon ship.

A ship which cancels all of its movement in a given impulse cannot perform Tactical Maneuvers (2D1) even though it could be argued that it is temporarily at speed zero.

Cancelled movement points DO count against the turn mode requirement (2C2) but NOT the sideslip requirement (2C4), so a ship could use deceleration to make a sharper or tighter turn (even if it took just as many Movement Sub-Pulses).

Example: A Federation Frigate, in Squadron Scale, with a movement cost of 1/4 has paid 6 Energy Tokens for a baseline speed of 24. During Impulse #4 (when it would normally move in the 2nd, 3rd, and 4th sub-pulses), the frigate wants to make a very sharp turn without getting any closer to the Klingon dreadnought in front of it (and getting the down #1 shield away from that dreadnought before the next Offensive Fire Phase). The frigate pays 1/4 Energy Point during each of the three movement sub-pulses, remaining in the same hex for the entire impulse. During the 3rd Sub-Pulse, the frigate has completed its Turn Mode of 4, and changes direction by 60°, bringing an undamaged shield to face the dreadnought.

(2C) TURNING AND TURN MODES

Each unit in the game must maneuver (i.e., turn) within the limits of its "turn mode". This "turn mode" is the factor that defines how quickly a given unit can turn (i.e., change facing).

Players will have to bear with one of the limitations of the English language in the overuse of the word "turn." It can be your turn to move on Turn #3, you may choose to make a left turn or perhaps a high energy turn, and if you are not careful, things may take a turn for the worse.

(2C1) TURNING

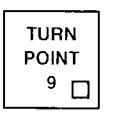
The actual act of turning the unit by 60° is done at the start of a given Movement Sub-Pulse (immediately before moving into the next hex). A unit's turn mode regulates how often a 60° turn can be made.

Various other maneuvers, such as High Energy Turns (2D2) and Tactical Maneuvers (2D1) can also produce a facing change and hence, in effect, a turn.

(2C2) TURN MODES

A unit's turn mode is the minimum number of hexes which the unit must move straight ahead, with the same facing, before it can turn 60° (one hex side) right or left. After each 60° turn, the unit must again move the stated number of hexes straight ahead before it can turn again. Turn modes increase with speed, and less maneuverable units have higher turn modes. Other factors, such as Evasive Maneuvers (2D4), may increase (worsen, lengthen) the turn mode.

Special markers are provided that say "TURN POINT" and can be used by players to mark the point that their ship turned, helping them remember the turn and determine when the ship can turn again.



(2C2a) Category: A unit may appear to have two different types of turn modes. Each unit is assigned a Turn Mode Category, also known as a Turn Mode Rating; for example the Federation CA has a Turn Mode Category of D. A ship with a Turn Mode Category of D would have a turn mode (in the proper sense) of 4 at a baseline speed of 16.

(2C2b) Assignment: Each ship is assigned a turn mode category on its Ship Diagram, and is provided with a Turn Mode for each baseline speed. All turn modes apply at their baseline speed regardless of energy spent to increase or decrease speed (2B2).

Seeking weapons and all shuttlecraft have a turn mode of 1 at all speeds.

(2C3) RESTRICTIONS OF TURN MODES

The hex entered on the impulse the turn was made counts as the first hex of straight-line movement for future turn mode purposes.

(2C3a) Carry over: Turn mode restrictions carry over from turn to turn. For example, a unit with a turn mode of 4 that moves 6A, 1B (six hexes in direction A followed by one in direction B) on a given turn must move 3B (three hexes in direction B) on the next turn before making a turn to C or A (assuming no High Energy Turn or change of speed).

(2C3b) Starting From Speed Zero: A unit starting from speed zero cannot turn before moving out of the hex because it has no way to satisfy its turn mode. (If it satisfied the turn mode on a previous turn or impulse, then it can turn.) If the owning player wants to turn before movement, the unit could perform a High Energy Turn (2D2) or a Tactical Maneuver (2D1) before moving.

A ship with a baseline speed (2A1) of zero which uses Energy Tokens to "accelerate" and move a hex during some of the impulses has a Turn Mode of 1.

Seeking weapons are placed on the map at the time of launch facing in the direction of their targets (within the launcher's tracking arc) and thereafter must move one hex before they can turn.

Shuttles are placed on the map in the hex of the ship or other unit that launched them facing in any direction, and thereafter must move one hex before they can turn.

(2C3c) Reset: Performing a High Energy Turn, reversing direction, or stopping resets (i.e., reduces) the turn mode and sideslip mode count to zero. For example, a ship with a baseline speed of 16 which has moved four hexes in a straight line has satisfied its turn mode and can turn on the next Movement Sub-Pulse that it moves. However, if the ship now performs a High Energy Turn (2D2) or Emergency Deceleration (2D3), the count (four) is reduced to zero.

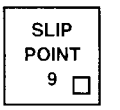
TURN MODE CATEGORIES

Baseline Speed	8	16	24
Category	Turn Mode Number		
AA	1	2	3
A	1	2	4
B	2	3	4
C	2	3	5
D	2	4	5
E	3	5	6
F	3	5	7

(2C4) SIDESLIPS

The restrictions of the hexgrid used in this game create limitations on the movement of units that do not correspond with reality. To correct this situation, units (including ships, shuttles, and seeking weapons) may execute a "sideslip" maneuver. Basically, instead of moving straight ahead, the ship "slides" into one of the "ahead and to the side" hexes.

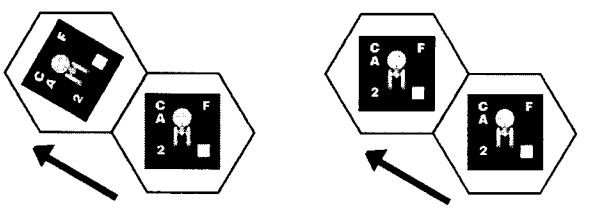
Special markers are provided that say "SLIP POINT" and can be used by players to mark the point that their ship sideslipped, helping them remember where it was and helping them determine when the ship can sideslip again. The Turn and Slip markers are numbered (in two sets of nine) and a given ship should use a turn counter and a slip counter with matching numbers. It isn't necessary for them to match the number of the ship (but this is convenient); if they do not, simply note the turn/slip marker numbers on the ship diagram.



(2C4a) Definition: A sideslip maneuver is executed during any Movement Sub-Pulse that the ship is scheduled to move. For purposes of sideslip maneuvers, all units at all speeds are assumed to have a "sideslip mode" of ONE. After satisfying the requirements of this slip mode (i.e., moving one hex in a straight line since the last sideslip), the unit may execute a sideslip maneuver. After executing a sideslip, the unit begins counting again to satisfy the requirements of a sideslip. After satisfying the normal turn mode, it may make a normal turn; after satisfying the sideslip mode of ONE, the unit may execute a sideslip. Turn modes and sideslip modes are recorded and satisfied independently of each other.

(2C4b) Procedure: When executing a sideslip maneuver, the unit is moved into one of the hexes forward and to the side, but retains its original facing.

EXAMPLE: A starship in hex 1212 facing A has satisfied the requirements of either a turn or sideslip. If the owning player wanted to execute a turn on the next impulse when the ship is scheduled to move, it would be turned to face direction F and moved into hex 1112. If the owning player wanted to execute a sideslip, the ship would (when next scheduled to move) enter hex 1112 but retain its heading of "A." See the illustration below:



TURN SIDESLIP

(2C4c) Restrictions: For purposes of satisfying the sideslip requirement, the hex entered during the sideslip does not count. For purposes of satisfying the regular turn mode, the movement before, during, and after the sideslip counts as movement in the same direction. For purposes of satisfying the sideslip requirement, a regular 60° turn resets the sideslip mode to zero; the sideslip mode must resume at that point (but is satisfied by the movement of the ship into its new hex). A unit may not sideslip during the same Movement Sub-Pulse that it made a normal turn.



EXAMPLE: A ship is in hex 1119 facing A with both its turn mode and sideslip mode satisfied. It could:

Move straight ahead to 1118.

Turn 60° right and enter 1218 facing B.

Turn 60° left and enter 1018 facing F.

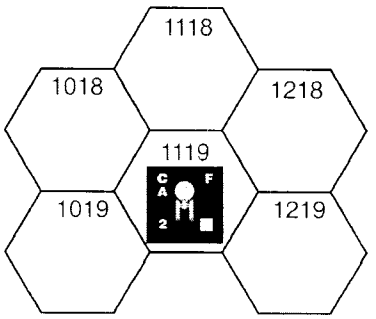
Sideslip right into 1218 facing A.

Sideslip left into 1018 facing A.

It could NOT turn AND sideslip into 1219 facing B.

It could NOT turn AND sideslip into 1019 facing F.

It could enter 1219 or 1019 or 1120 by performing a High Energy Turn.



(2C4d) Combinations: A unit cannot combine a sideslip with a regular turn or high energy turn (2D2) on the same Movement Sub-Pulse.

Stopping or making a High Energy turn resets the Turn Mode Count and Sideslip Mode Count to zero.

Integrated Example: In the example below, a Federation CA (heavy cruiser) is moving at speed 16 (resulting in a turn mode of 4). The ship is suddenly confronted with a threat directly ahead. It cannot turn in hex #1 because that hex is the third it has entered since its last 60° turn (i.e., its turn mode is unfulfilled). It can also be assumed that the ship entered hex #1 by a sideslip.

The ship then moves ahead into hex #2, fulfilling its turn mode (and sideslip mode).

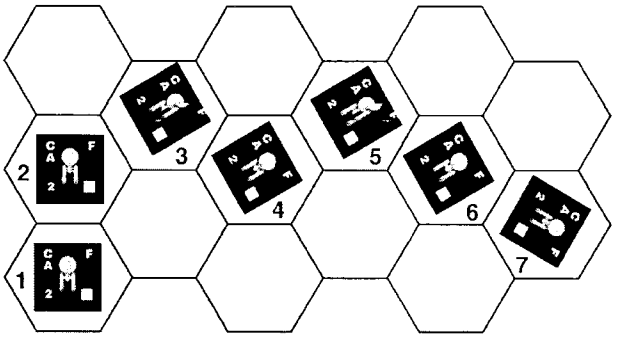
On the next Sub-pulse, it could enter hex #3 by a turn or a sideslip, but it elects to turn right instead as it wants to evade the approaching threat.

The ship could move straight ahead from hex #3, but instead sideslips into hex #4 to keep as far as possible from the approaching threat.

Having neither its turn mode nor sideslip mode fulfilled, it has no choice but to enter hex #5. (It could have used a High Energy Turn, but for our purposes we can assume that, unaware of the unexpected threat, the captain had not kept five unused energy tokens to pay for such a maneuver in Squadron Scale.)

Having fulfilled its sideslip mode by the move into hex #5 (being directly ahead from #4), the ship can sideslip into hex #6. Note that without sideslips, the ship would be two hexes "north" of its present position, and that much closer to the enemy.

Having now fulfilled its turn mode (which required four hexes of forward movement without a turn; the sideslips counted as forward movement), it can (and does) turn another 60° right to enter hex #7.



(2C5) MOVING IN REVERSE

Ships normally move directly forward, turning 60° right or left as their turn mode permits. Ships may, however, also move backwards using exactly the same turning procedure. Movement in Reverse costs twice as much energy as moving forward.

(2C5a) No Combination: Ships may not mix forward and reverse movement during a single turn. The direction that a ship will be traveling (forward or reverse) must be noted during the Energy Allocation Phase. Direction can be changed only at this point.

(2C5b) Braking Power: Before a ship can reverse direction, however, it must pay a "braking energy" cost equal to four movement points. This cost is not paid if the ship was stopped (or in reverse) at the end of the previous turn. (Tactical note: Perform an Emergency Deceleration on Impulse #8 if you are sure you want to reverse direction on the next turn.)

(2C6) BASE ROTATION

Bases (those floating in space rather than on a planet or asteroid) can be set to rotate by their owners. Rotation does not move the base, but changes its facing. The owner may select (at the start of the scenario) from these rotation rates:

Fast: Turn 60° clockwise on Movement Sub-Pulse #1 of Impulses #2 and #6.

Slow: Turn 60° clockwise on Movement Sub-Pulse #1 of Impulse #4.

No Rotation: Do not rotate.

Obviously, rotating the base will realign the base's weapons and shields in new arcs. Having a base that rotates complicates any attack since weapons which have yet to fire will rotate into arc, and shields damaged by one volley may rotate out of the line of fire. On the other hand, the enemy may calculate that by remaining in place the damaged shield will (sooner or later) come back into the sights of his weapons. Ships, seeking weapons, shuttles, and other units cannot be "set to rotate".



(2D) SPECIAL MANEUVERS

(2D1) TACTICAL MANEUVERS

In some cases, a ship's captain may be unable or unwilling to move the ship out of the hex it occupies, but the captain may still want to retain the ability to turn his ship from side to side to respond to enemy operations (e.g., to turn a new shield toward an attack or to bring other weapons into firing arc). This is known as a tactical maneuver.

A ship with a baseline speed of zero may make a tactical maneuver *once per turn*, and only in an impulse in which it has not paid an Energy Token to increase its speed. At the end of the fourth Movement Sub-Pulse, the ship can pay one Energy Token (regardless of its movement cost) and turn 60° in either direction. The ship could also make a High Energy Turn (2D2) or use Acceleration (2B2) to move (and turn during that movement).

(2D2) HIGH ENERGY TURNS

Most warp-powered ships are capable of attempting high energy turns. Such a turn requires bending the warp field to bring the ship onto a new heading. These maneuvers are dangerous, however, if improperly performed. For this reason, ships are normally limited to making one High Energy Turn during any scenario or battle.

(2D2a) Procedure: At the Start of any Movement Sub-Pulse, the ship may pay Energy Tokens equal to five points of movement and make a High Energy Turn. This maneuver allows the ship to turn to any new facing it wants, immediately, regardless of its speed or turn mode. The ship's Turn Mode (2C2) and Sideslip Mode (2C4) are reset to zero. There is no effect to the ship's baseline speed or any addition to the speed it paid Energy Tokens for. A ship cannot make a High Energy Turn and a Tactical Maneuver (2D1) during the same Impulse (note: impulse, not movement sub-pulse).

(2D2b) Breakdown: If a ship makes a second (or further) High Energy Turn during the same scenario or battle, the owner must roll one die; if the result is 1, 2, or 3, the ship has broken down. The ship stops, loses all movement for the remainder of the turn, cannot make another High Energy Turn, move, or make a tactical maneuver for the remainder of the turn, is turned to face a direction determined by a random die roll, and receives ten points of damage by Damage Allocation Chart #3.

(2D3) EMERGENCY DECELERATION

All ships may use emergency deceleration to bring themselves to a rapid stop. This might be done to avoid running into an obstacle, or to allow the ship to move quickly to a key position and then stop once it has reached it.

(2D3a) Declaration: At the start of any impulse, before any of the Movement Sub-Pulses, any ship may declare Emergency Deceleration. The ship then cancels all further movement for the turn. During the remainder of the turn, the ship could use a Tactical Maneuver (2D1) or a High Energy Turn (2D2), but could not use Energy Tokens to resume movement.

(2D3b) Benefit: Determine how many Energy Tokens were paid at the start of the turn for the unused movement. Divide this number by two (dropping any fractional amount). The balance of the energy may be used for Shield Reinforcement (and only that use) during the remainder of the current turn subject to the shield reinforcement limits of (3C5). If any remain unused at the end of the Turn, they are lost; they cannot be carried over to the next turn.

Example: A Federation Heavy Cruiser with a baseline speed of 16 paid 16 Energy Tokens (assuming Squadron Scale) for that baseline speed. The fact that it may (or may not) have paid extra tokens for faster (or slower) movement in previous Impulses is not relevant. The ship declared Emergency Deceleration at the start of Impulse #3, canceling the movement pre-paid for the next six impulses (#3 through #8). That amounts to 12 movement points, so the ship gains six points of power for use as Shield Reinforcement subject to the battery limits.

(2D4) EVASIVE MANEUVERING

Units undergoing attack by a superior enemy force are often more interested in avoiding damage than they are in what little damage they could inflict. In such situations, a unit might choose to use Evasive Maneuvering to reduce the chances of being hit. Evasive maneuvers can be used at any speed (including a speed of zero!).

(2D4a) Energy Cost: At the end of the Defensive Fire Phase (1E2c) of any Impulse, you may announce Evasive Maneuvers. This costs Energy Tokens equal to six movement points (a destroyer with a movement cost of 1/2 would pay three points, a cruiser six, and a dreadnought nine, and half of these costs in Fleet Scale). The ship is then considered to be "maneuvering evasively".

(2D4b) Limitations: A ship which is maneuvering evasively cannot: fire or launch any weapons, launch or recover any shuttlecraft, control seeking weapons, lay web, operate transporters, be boarded by transporters, use tractor beams, dock, land on a planet or other body, or be tractored. Any laboratory information points collected by a ship maneuvering evasively are divided by two. A ship which is maneuvering evasively has its turn mode (the number of hexes required, not the category) increased by one, and cannot make a High Energy Turn (2D2). It could make an Emergency Deceleration (2D3), but this would end Evasive Maneuvering.

(2D4c) Benefit: All direct-fire weapons targeted on the ship using Evasive Maneuvers have a +2 added to their die rolls, reducing the chances of a hit (or damage caused by the hit) considerably. [Any modified die roll greater than six is treated as a six.] Evasive Maneuvering reduces the effect of direct-fire weapons only. Seeking weapons, explosions, and terrain-induced effects, are not affected.

(2D4d) Termination: Evasive Maneuvers continue until the end of the turn or until the player controlling the ship decides (during the Speed Change Phase of a subsequent Impulse) to cancel Evasive Maneuvers. This cancellation cannot be made until two impulses after the announcement, so a ship which announced it on the Defensive Fire Phase of Impulse #3 could cancel it on the Speed Change Phase of Impulse #6. (It could not be cancelled on Impulse #5 since at the time of the Speed Change Phase in that impulse the required two impulses had not elapsed.) Evasive Maneuvers do not continue into the next turn (unless power is spent in the Speed Change Phase of Impulse #1 of that turn) whether cancelled or not, so Evasive Maneuvers declared on Impulse #7 or #8 will end with the turn.

Making an Emergency Deceleration (2D3) cancels Evasive Maneuvering immediately.

(2D4e) Prohibited: Bases, Seeking Weapons, cloaked ships, ships held in (or holding another unit in) a tractor beam, ships trapped in a web, and Monsters cannot use Evasive Maneuvers. Freighters can use them but won't have the power to do so and move very fast.

(2D5) DOCKING, LANDING

Ships can dock with bases and with other ships to facilitate the transfer of passengers or other items. (In most cases, a scenario will provide a reason to do this. There would be little reason to do it during a generic battle or duel.)

(2D5a) Procedure for Docking: The ship must end its movement for the turn in the same hex as the base or ship it is docking to. It might do this by cleverly manipulating its speed, by using emergency deceleration, or by paying Energy Tokens to cancel movement points. At the start of the next turn, both ships (or the ship and the base) must be moving at speed zero. (A base might be rotating and this would not affect docking.) The two units then simply declare that they are docked. You cannot dock to another ship without its consent (you could to a base) unless that ship has no engine power and is dead in space.

Units which are docked are still treated as separate units for combat purposes. They fire and are fired at, launch seeking weapons and might be hit by them, individually. Docked units cannot move including tactical maneuvers, evasive maneuvers, or high energy turns. (Bases could rotate, the ship rotating with them.)

(2D5b) Procedure for Landing: Shuttlecraft and starships can land on planets and asteroids. Landing on an asteroid uses the procedure of docking above. Landing on a planet uses a different procedure. The ship must stop in a hex adjacent to the planet during the turn. At the start of the next turn, during Energy Allocation, the player announces that his ship is landing on the planet. This landing takes place during the first Movement Sub-Pulse of the first Impulse. Simply move the counter to the planet. The ship has landed on the hex side of the planet facing the hex that the ship stopped in. The ship or shuttle can be fired at by other units but fire is blocked by the planet from three of the six possible directions, but a ship or shuttle landed on a planet cannot fire. See the rules on Planets (6A).

(2E) DISENGAGEMENT

In some cases a starship captain may find himself in a situation that he (or rather his ship) cannot handle. In these cases, the only thing to do is to leave! Since "running away" is just not something the military does, the ship will "disengage". Bases cannot disengage as they cannot move.

(2E1) METHODS OF DISENGAGEMENT

There are several methods by which ships can disengage.

(2E1a) Automatic: The scenario special rules might define that a certain action will amount to disengagement. This usually happens in monster scenarios where the monster has some objective other than your ship.

(2E1b) Separation: If your ship is 35 or more hexes from any enemy unit, you may simply declare that your ship has disengaged.

(2E1c) Leaving the Map: In some scenarios, the map is fixed (or semi-fixed) and any unit which leaves the map has left the area of whatever was being fought over and is considered to have disengaged.

(2E2) EFFECT OF DISENGAGEMENT

The counter is removed from the map, any seeking weapons targeted on your ship (or that your ship was controlling) are also removed, and your part in the scenario is over. Any personnel or shuttlecraft left behind in the scenario are lost (unless other allied ships can pick them up). Any enemy marines on your ship could continue their efforts under (5F2) to capture your ship.



HISTORICAL BACKGROUND

The history of the *Star Fleet Universe* covers an extended period of time, the details of which are not particularly critical to players of *Federation Commander*. Players may, in their own minds, set their battles during times of tense peace or open warfare.

While the exact date that the humans contacted the Vulcans is not precisely known, it has been arbitrarily established as 2400 AD. The humans took to space with their usual passion, encountering many other races in nearby stars. Some of these, including the Vulcans, Andorians, Rigelians, and others, joined together in 2404 to form a loose alliance that later became the United Federation of Planets. The Federation launched its first starship in 2462 and formed Star Fleet in 2471. The Federation first encounted the Klingons (peacefully as it turned out) in 2485 (but had known about them from the Vulcans for many years). The Klingons had already fought a series of wars with their neighbors (including the Kzintis, whom they call "Tigermen") and didn't need another enemy. The Klingons quickly learned, however, that there were more threats to their Empire than just military ones, as the booming Federation economy threatened to engulf the Empire.

The Federation fought the Kzintis from 2488-2492 (with Klingon military advisors on Star Fleet ships!).

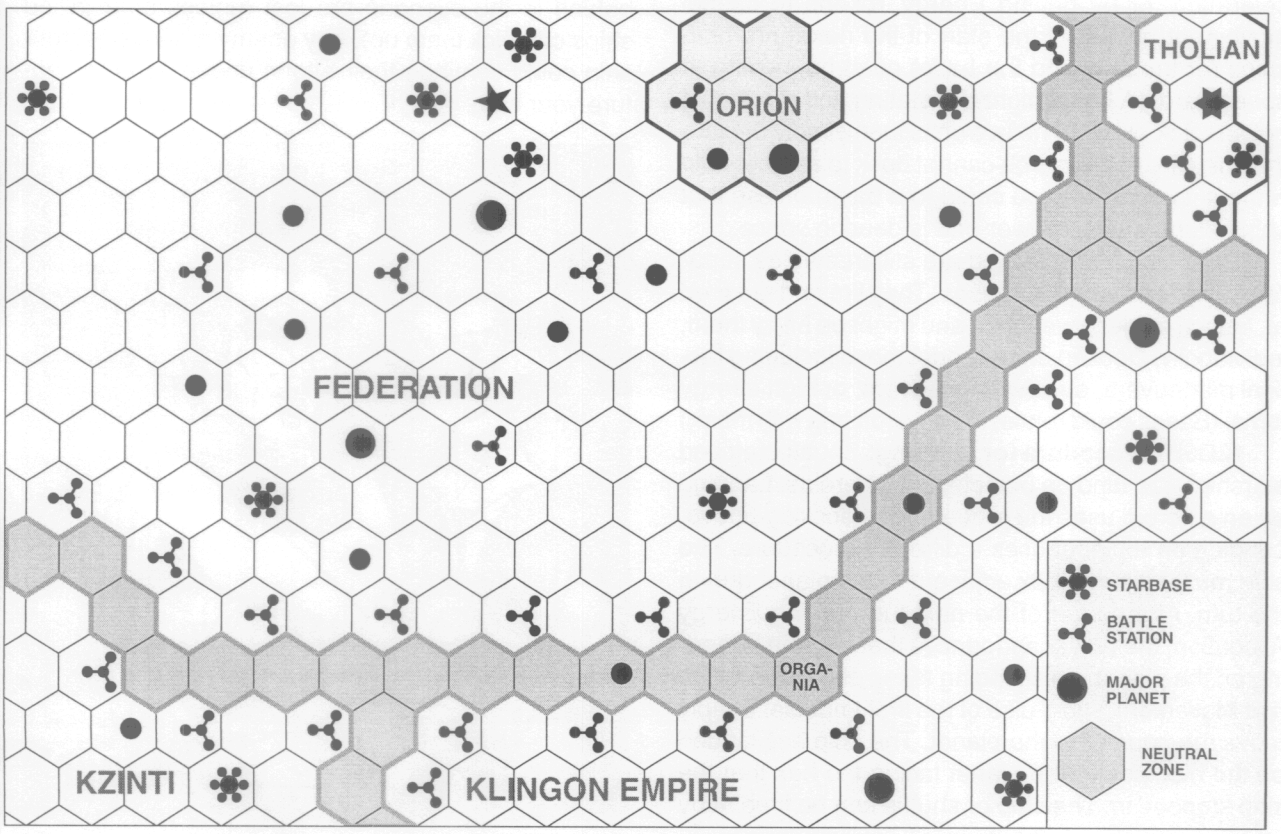
Relations with the Klingons soured in 2502 when the Federation arbitrarily declared their border to be 4750 parsecs from the center of the "primary member zone" (roughly the distance to the ceasefire line with the Romulans). This declaration took in a wide swath of territory which the Klingons regarded as their own (even if they had never formally declared or tried to negotiate a border). The Federation had regarded the Klingon frontier as a wide unclaimed region and felt that they were stabilizing the situation. This resulted in a brief Klingon-Federation "war" from 2510-2511, a conflict that the Federation considered to be a minor border skirmish.

The Federation were more concerned with the Kzintis, who had rejected the Federation border declaration of 2502 and still had major military forces in the region around Cygnus and Mantor. This resulted in a major Federation-Kzinti war from 2536-2542.

A brief Federation-Klingon "war" in 2556 ended with the Organian ceasefire. The Organians are much misunderstood; they brokered but did not enforce the ceasefire and their "astounding mental powers" could prevent conflict only in their own system, which became a neutral enclave where diplomats could negotiate away any further border tensions.

The General War, the largest conflict in the historical record, began in 2568 as a war between the Klingons, Kzintis, and others, and spread to the Federation with the Klingon Invasion of 2571 (and the Romulan Invasion of 2573). This conflict lasted until 2585, when the participants stopped fighting more due to economic exhaustion than any success in battle.

THE KLINGON BORDER



3: COMBAT

Combat is a means to an end, not an end in itself. It is ultimately a means to gain or maintain control of territory, or to reduce enemy forces as a means to that end. Combat involves damaging the enemy ships to the point that they withdraw (or, if they refuse to withdraw, are destroyed or captured).

While combat is usually the last choice in solving a problem (at least, for the Federation), it is sometimes unavoidable. Indeed, the Federation operates on the theory that combat is best avoided by being so good at combat that nobody attacks you! To this end, Star Fleet employs no end of training exercises and systems to keep all of its captains, ships, and crews on their toes and ready for everything. You can assume, in any combat scenario, that all non-combat means of resolving the issue have been exhausted. Even the Klingons will usually try non-combat methods of getting what they want first, if only because combat costs money (fuel, ammunition, repairs, casualty treatment, replacement training) and their empire is usually short on cash.

(3A) COMBAT OPERATIONS

Within the game, players will use direct-fire weapons and seeking weapons (collectively known as "weapons") to cause damage to enemy ships or other enemy units. The impact of each weapon is rated in "damage points", each of which disables one box on the Ship Diagram of the enemy ship. This damage must be allocated [see the rules below on Damage Allocation (D5.0)] to various boxes on the enemy ship.

(3A1) DIRECT-FIRE WEAPONS

These are weapons (such as phasers, photon torpedoes, and disruptors) which are resolved at the instant of firing. One player says "I am firing this weapon at that target", the range is determined (by counting hexes), a die is rolled and the result is cross-indexed on the appropriate weapons table (see the Player Reference Card), and the number of damage points is thus determined.

See (4A3) for limitations on multiple ships firing out of a single hex.

(3A2) SEEKING WEAPONS

These weapons (drones, plasma torpedoes) are launched (placed on the map as a counter separate from the ship), move toward and eventually reach the target during the Movement Sub-Pulses, may be stopped by Defensive Fire (1E2c), and if not stopped, are then resolved as damage to the shield (and ship).

(3A3) FRIENDLY FIRE

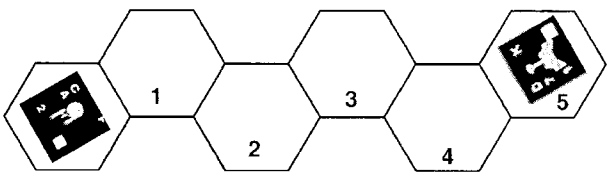
Players cannot fire at their own ships (or other manned units) unless those units have been captured or abandoned (3E3). Note that the term "friendly fire" refers to the origin of the fire, not the effect.

(3A4) VOLLEY DEFINITION

A Volley consists of all of the damage resulting from either: (1) all of the Seeking Weapons which strike a single shield during a single Impulse or (2) all of the Direct-Fire Weapons fired by a single ship (or a single other unit) during a single Impulse at a single target (all of which must, by the rules below, strike the same shield).

(3A5) RANGE

Range is the distance between two units (usually the firing unit and the target). To determine the range, count the number of hexes from one unit to the other (including the hex of the target but not that of the firing unit) by the shortest path without skipping hexes. If both units are in the same hex, the range is zero. In the example below, the range is FIVE.

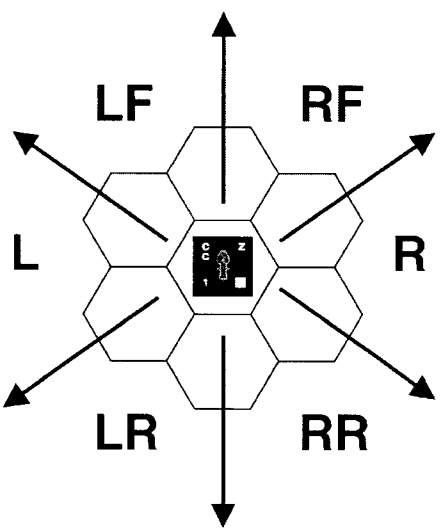


(3B) FIRING ARCS

All weapons are designated as to the arc in which they can engage targets. This is known as the firing arc. The available firing arcs for each weapon are printed on the Ship Diagram next to that weapon.

There are six firing arcs (each of 60°) as shown on the diagram below.

LF = Left Forward, L = Left, LR = Left Rear,
RF = Right Forward, R = Right, RR = Right Rear.

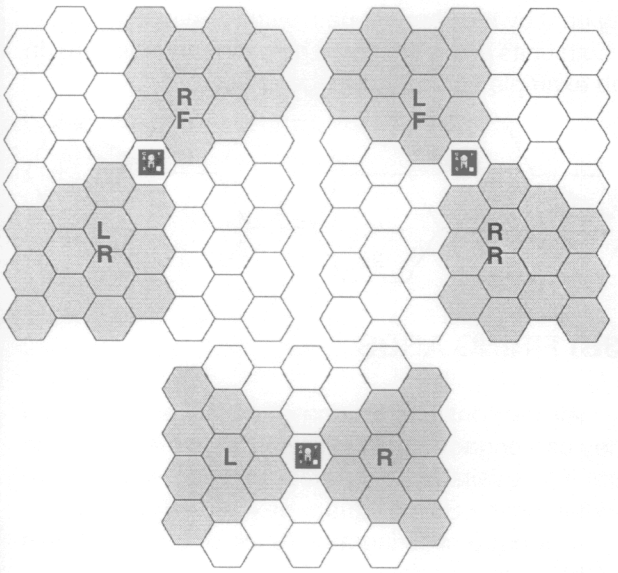


For example, the left phaser bank on the Federation Heavy Cruiser is designated LF+L, indicating that it can fire into the Left Forward and Left firing arcs.

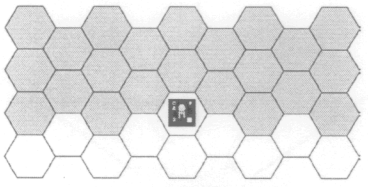
Each firing arc is a 60° section of the map bounded by two straight rows of hexes. These straight rows are simultaneously in two adjacent firing arcs; for example, the row of hexes extending directly forward of the ship is in both the Left Forward and Right Forward firing arc.

For purposes of shorthand notation, certain designations indicate a combined firing arc:

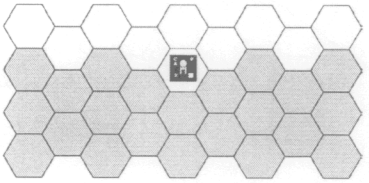
FA = Forward Arc, LF+RF
FX = Forward Arc Expanded, L+LF+RF+R
RA = Rear Arc, LR+RR
RX = Rear Arc Expanded, L+LR+RR+R
LS = Left Side, LF+L+LR.
RS = Right Side, RF+R+RR.
360° = All six firing arcs.

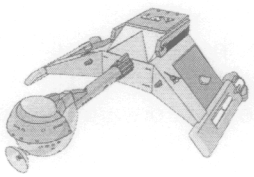


There are two other firing arcs, FH (Front Hemisphere) and RH (Rear Hemisphere) which cover 180° arcs forward (FH) or to the rear (RH) of the ship. See the diagrams below.



FH above; RH below.





(3C) SHIELDS

Shields are the primary protection of starships. They can: absorb tremendous punishment, be repaired after damage, and be reinforced when hit. Ships operate their shields automatically; players do not pay energy tokens for them. (Your chief engineer is taking care of this using power siphoned from other systems. Don't ask him how he does it.) Shuttles and seeking weapons do not have shields.

(3C1) SHIELD NUMBERS

Each ship is surrounded by six shields, with #1 to the front of the ship, #2 and #3 on the right (starboard) side, #4 to the rear, and #5 and #6 to the left (port) side. For example, if a starship was in hex 0404 facing hex 0403, the #1 shield would be facing hex 0403 while the #4 shield would be facing 0405.

(3C2) INDIVIDUALITY

Normally, a ship will operate in combat with all of its shields "up" or "active" and able to absorb damage. However, individual shields can be turned off to facilitate transporter operations. (Tactical note: Avoid turning off the shields that face the enemy ship unless you are very sure he has no weapons available to fire.)

Shields could be "down" (reduced to zero strength by damage) or "dropped" (voluntarily deactivated, usually to allow transporter use). Shields can be voluntarily dropped only in the Other Functions Phase (1E2e). When you drop a shield, write a "D" and the impulse number next to that shield on the ship diagram. The shield can be reactivated two impulses later (e.g., a shield dropped during the Other Functions Phase of Impulse #5 could be raised during the Other Functions Phase of Impulse #7).

(3C3) POSITION

Shields are fixed in position, and each absorbs damage from the direction it faces. Shields cannot be rotated (other than by turning the entire ship, which is a valid tactic).

At the end of any turn, you can take up to five shield boxes from any *one* shield and use them to replace the same number of disabled boxes of either (not both) of the two adjacent shields. This can only replace disabled boxes; it cannot increase the original strength of the shield, and can only be done once per turn for each ship. You cannot take shield boxes from one ship and give them to another ship.

(3C4) DAMAGE TO SHIELDS

Each damage point causes one box of a shield to be marked as disabled. When every box of a shield is disabled, the shield is "down" and no longer blocks damage scored from that direction.

(3C5) SHIELD REINFORCEMENT

Shields can be reinforced. Whenever a volley of damage strikes an active shield, the player who controls that ship has the option to use a number of his remaining Energy Tokens (up to the number of working batteries) to absorb some of the damage. Each Energy Token blocks one point of damage. See the rules below on Damage Allocation (3D). Note that while batteries limit the amount of power used on any given volley, you can use that much power against *every* volley, even if you used it on a previous volley of the same or a different impulse.

(3C6) WHICH SHIELD WAS HIT

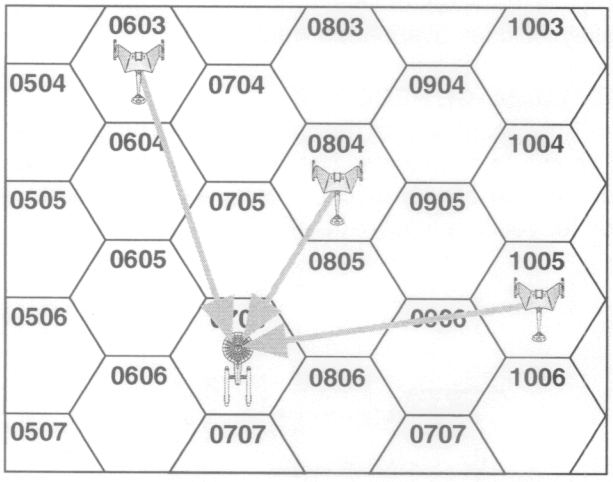
It is important to determine which of the target's shields was struck by enemy fire.

(3C6a) Seeking Weapons: In the case of a Seeking Weapon, the shield facing the hex from which the Seeking Weapon entered the hex is the shield which the Seeking Weapon hit.

If the ship entered the hex of the Seeking Weapon, then the shield hit is the shield that was facing the hex that the Seeking Weapon was in.

(3C6b) Direct-Fire Weapons: In the case of a Direct-Fire Weapon, draw an imaginary line from the center of the hex of the unit which fired the weapon to the center of the target hex. Whichever of the six hexsides (of the target hex) the line crosses defines which of the shields was struck (i.e., the one facing that hex side).

Example: Your ship, the USS *Republic*, is in hex 0706, facing in direction A, and is being fired upon by three Klingon D7s. One of these is in hex 0603. A line from the center of 0603 to the center of 0706 crosses the hex side in front of the USS *Republic*, meaning that fire from this Klingon has hit the #1 shield (which faces that hex side). The third Klingon is in 1005, and a line from that hex to 0706 crosses the hex side to the right-front of the USS Republic, the arc covered by its #2 shield. The Klingon in 0804 is a special case.



(3C6c) Split Shield Boundaries: In cases where the line of fire strikes exactly on a corner (for example, a ship in hex 0804 firing on a ship in hex 0706), the owner of the target ship may select either of the two shields (#1 or #2) to take the damage. (All weapons fired that impulse by that attacker on that target will strike the same shield. Damage cannot be divided between the two shields.)

(3C6d) Same Hex: In the event that the firing ship and target ship are in the same hex, resolve the question of "which shield was hit" from the position occupied by the last ship to enter the hex on the sub-pulse before it entered that hex. (If both entered at the same time, judge them from these previous hexes.)

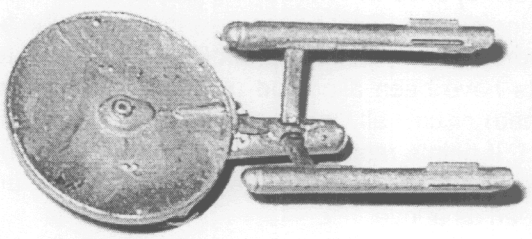
(3C7) SHIELD REGENERATION

Shields can be regenerated. At the start of each turn, you can pay two Energy Tokens to regenerate (remove the disabled mark from) any one shield box on any one shield. You may do this for any number of shield boxes (up to the limit of Energy Tokens you have available). The shields are repaired immediately.

(3C8) SHIELD BURN THROUGH

If any volley consists of at least ten points but does not penetrate a shield, score one of the points of this volley as internal damage using the Damage Allocation Charts (3D3) rather than scoring it on the shields. Then score the other nine (or more) points on the shield (and reinforcement if any). This works the same in both scales, requiring ten points of damage. Note that Burn Through damage bypasses armor (3D1).

Example: A volley of 13 damage points is scored against the #1 shield of a Federation cruiser (which has 30 boxes in Squadron Scale). Except for Shield Burn Through, this would mean 13 boxes marked "disabled" and nothing further. The Federation cruiser might have used 4 Energy Tokens (he has four batteries) to reduce the number of disabled shield boxes to 9. Whether he does or not, this is still a volley of 10 or more points with no internal damage, resulting in one "burn through" point. So, instead of 13 shield boxes marked disabled, only 8 are, with four points of damage blocked by reinforcement and one point of internal damage. The Federation player rolls a die, getting a "3". The first damage point on Damage Allocation Chart #3 is a Transporter, so the Federation player marks one Transporter box disabled.



Federation Heavy Cruiser
Actual-Size Photo of Starline 2400 Miniature

(3D) DAMAGE ALLOCATION

Once damage has struck the ship, it is first applied to the single facing shield. Each point of damage disables one box of that shield. (Mark the shield box with an X or any other mark to indicate this. Disabled shield boxes do not stop further damage.) If there are more points of damage than the strength of the shield, the remaining damage is scored on the inside of the ship using the procedure below.

(3D1) ARMOR

A few ships and other units in the game have armor inside their shields. Any damage that penetrates the shields is scored first on this armor regardless of the direction from which the damage came. All of the armor must be disabled before any damage can be allocated to the ship itself. This does not include the effects of "burn through" (3C8) which bypass armor.

(3D2) DAMAGE ALLOCATION PROCEDURE

The attacking player can resolve each Volley (3A4) in any order he or she chooses, but must completely resolve one Volley before starting on the next. Systems (e.g., shields, batteries) destroyed by one Volley would not be available to protect the ship against a subsequent Volley. After determining all damage from a given Volley which penetrated the shields and armor, this damage must be allocated to the internal systems of the ship, with each Damage Point disabling one box of the Ship Diagram.

(3D3) DAMAGE ALLOCATION CHARTS

The Damage Allocation system uses the Damage Allocation Charts. There are six of these on the Player Reference Card.

(3D3a) Step 1: Players roll a single six-sided die to determine which one they will use (first), with the die roll corresponding to the chart number selected.

(3D3b) Step 2: Having selected one of the charts, the owning player reads across the Primary Row list of systems, marking them disabled. Each damage point disables one box, not the entire system of several boxes. If a listed system is no longer functional on his ship (or was never on it), then use the item in the Alternate Row. If the Alternate item is also unavailable, simply "skip" that item or (at the option of the player owning the ship) score it on Frame Damage using special rule (3E1).

(3D3c) Step 3: The owning player will continue marking damage until he reaches the end of the selected Damage Allocation Chart (which will mean ten points have been allocated unless some cells are skipped) or until all Damage Points have been allocated. If points remain to be allocated, roll another die to select another Damage Allocation Chart and proceed as above.

(3D3d) Skipped Points: Any "skipped" damage points are added to the end of the procedure. For example, let's say you had to resolve 13 points. You roll a die for a damage allocation row but one of the systems on that row is a "skip". Instead of scoring the first 3 items on the second selected chart, you would have to score 4 so that the total is 13.

Example: The Klingons score a Volley of 27 damage points on the #2 shield of the *USS Chaco*. That shield was previously damaged and had only four boxes remaining. The 27 points of new damage reduces the shield to zero, leaving 23 points to resolve. As the *USS Chaco* is an "old" light cruiser with six boxes of armor (in Squadron Scale), these must be disabled first, leaving 17 damage points to allocate. The Federation player rolls a "3" and selects Damage Allocation Chart #3, resolving the ten points of damage listed. As this leaves seven unresolved Damage Points, the Federation player rolls another die, this time getting a "6". Selecting Damage Allocation Chart #6, he resolves the last seven points of damage on that chart, finishing the volley.

(3D4) DIRECTED TARGETING

(3D4a) A firing player can use (for Direct-Fire weapons only) a "directed targeting" system. He (or she) could order "target enemy weapons" in which case any die roll calling for Chart #1 (mainly power systems) or Chart #2 would be replaced by Chart #6 (mainly weapons systems). Similarly, a captain could order "target power systems" in which case a die roll of 5 or 6 would require the use of Chart #1, not Chart #5 or #6. As with non-directed damage, if you have damage points still to resolve at the end of the selected Damage Allocation Chart, roll again for a new Damage Allocation Chart.

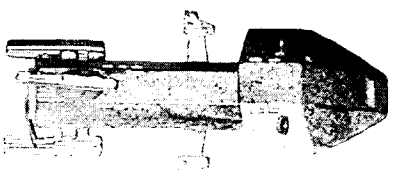
(3D4b) If any hits are "skipped" when using Directed Targeting (due to both the primary and secondary target being unavailable), the resulting "skipped" damage point is LOST rather than being resolved at the end of the damage allocation process.

(3D4c) The decision to target weapons or power is made before the first die is rolled, and the modified die rolls apply to every Damage Allocation Chart die roll for that volley.

(3D4d) Directed Targeting can only be used if the range is 10 hexes or less, and cannot be used if the volley includes overloaded weapons.

(3D5) DAMAGE RECORDS

The record of what has been disabled on all ships is known to all players. The Ship Diagrams are not secret. Your sensor officer is obtaining this information for you in a timely and efficient manner.



Kzinti Battlecruiser
Actual-Size Photo of Starline 2400 Miniature

Sequence	1	2	3	4	5	6	7	8	9	10
Table #1	**R Warp**	**Impulse**	**L Warp**	**F Hull**	**Lab**	**Trans**	**Battery**	**R Hull**	**Reactor**	**Any Warp**
Alternate	*L Warp*	*Reactor*	*R Warp*	*R Hull*	*Tractor*	*C Warp*	*Battery*	*Lab*	*Impulse*	*Frame*
Table #2	**Phaser**	**R Hull**	**Reactor**	**Lab**	**F Hull**	**Tractor**	**F Hull**	**R Hull**	**Bridge**	**Any Warp**
Alternate	*Drone*	*R Warp*	*Battery*	*L Warp*	*C Warp*	*Phaser*	*Battery*	*Reactor*	*Flag*	*Frame*
Table #3	**Trans**	**Lab**	**R Hull**	**F Hull**	**F Hull**	**R Hull**	**Battery**	**Phaser**	**Drone**	**Any Warp**
Alternate	*Tractor*	*C Warp*	*Battery*	*Reactor*	*Phaser*	*R Warp*	*L Warp*	*Impulse*	*R Warp*	*Frame*
Table #4	**Lab**	**Impulse**	**Torpedo**	**F Hull**	**R Hull**	**Battery**	**Shuttle**	**R Hull**	**F Hull**	**Any Warp**
Alternate	*Shuttle*	*R Warp*	*Trans*	*L Warp*	*Reactor*	*L Warp*	*Impulse*	*R Warp*	*C Warp*	*Frame*
Table #5	**Lab**	**F Hull**	**Battery**	**Trans**	**R Hull**	**R Hull**	**Auxiliary**	**F Hull**	**Phaser**	**Any Warp**
Alternate	*Impulse*	*L Warp*	*Reactor*	*R Warp*	*F Hull*	*Phaser*	*Emer*	*C Warp*	*Torpedo*	*Frame*
Table #6	**Phaser**	**Torpedo**	**Drone**	**Shuttle**	**Tractor**	**F Hull**	**Phaser**	**R Hull**	**Trans**	**Any Warp**
Alternate	*Reactor*	*Phaser*	*Phaser*	*Trans*	*R Warp*	*L Warp*	*Battery*	*Probe*	*Shuttle*	*Frame*

(3E) HOW SHIPS ARE LOST

The destruction of a starship in combat is actually a rather rare event (except in major fleet battles) as ships that take severe damage usually leave the area (and the other side, knowing that the tables may be reversed in the future, allows this to happen). Ships unable to leave the area are usually captured and the crews taken to some remote planet to wait out the war (or, in the case of "peacetime incidents", are sent home as soon as things settle down). Self-destruction to avoid capture is relatively rare (outside of fiction) since humanoid life is important to both sides and there are relatively few secrets of military technology that the enemy doesn't already know anyway. Dying for the honor of the flag is a romantic notion; staying alive to return to duty at some future point is the vastly more common outcome, even in the case of the Klingons (albeit somewhat more rarely).

The point of combat is usually to control the area, not destroy a particular ship. Even so, the loss of a ship does happen, and can happen in any of the following ways.

(3E1) FRAME DAMAGE

Every ship has several Frame Damage boxes. One way to destroy a ship is to disable all of these Frame Damage boxes and then score one additional Frame Damage point. (Marines cannot attack "Frame" boxes.) Damage points can be scored on this track as follows:

1. Any Damage Points which cannot be scored by the Damage Allocation Charts ("skipped" points) can be (but do not have to be) scored on Frame Damage instead of being added to the end of the Damage Allocation procedure (3D).

2. Each Damage Allocation Chart has a Frame Damage Hit as an alternate to the tenth damage point.

3. If all other boxes on the Ship Diagram have been disabled, all further Damage Points must be scored on Frame Damage.

4. Any time a damage point would (as called for by the Damage Allocation Charts) disable the last box of a given type (e.g., the last transporter box, the last photon box, the last phaser), the player owning the ship has the option to score that damage point on a Frame Damage box instead.

(3E2) CAPTURE

Ships can be captured by enemy marines. See Marines (5F2). A captured ship cannot (under the new owners) fire in the Offensive Fire Phase, launch or guide seeking weapons, perform evasive maneuvers or high energy turns, accelerate or decelerate, or pick a baseline speed higher than 16.

(3E3) SELF-DESTRUCTION

A player may, at the end of any turn when the crew has been evacuated (5E7), self-destruct the ship. The ship is removed from play, but does not cause an explosion which damages other units.

PUBLISHER'S INFORMATION

COMPONENTS LIST

This rulebook
Six mounted map panels (one with a "scatter diagram")
16 laminated 8.5x5.5 Ship Diagrams (color, double sided)
Two six-sided dice
Two 8.5x11 player reference cards (identical)
40 full-color one-inch playing pieces ("counters")
216 full-color half-inch playing pieces ("markers")
Paperclips for use on the Energy Tracks.
Wipe-off marker (for damage recording)
Two Tabletop Charts (turn gauges and firing arcs)

CREDITS

Game Design: Stephen V. Cole, PE
Game Development: Steven P. Petrick, Ken Burnside
Production: Leanna M. Cole, Ken Burnside
Chief of Security: Ramses Inspector General: Isis
Interior Art: Dale McKee, Alvin Belflower, Loren Knight
Cover Artist: Mark Evans
Computer Graphics, 1" counters, 3d art: Ted Geibel
Computer Graphics, 1/2" counters, ship diagrams, line art: Stephen V. Cole
Computer Graphics, Klingon C8: Adam Turner
Space Photos: NASA Hubble Telescope.

PLAYTESTING

Battlegroup Alpha (prototype test): Phillip Kensington, Ralph Angers, Peter Belton, Carl Kreuger, Anthony Garza.
Battlegroup Beta (prototype test): Robert Kelly, Sally Fox, Teddy Freize, Lance Heldon, Frederick Santini.
Battle Group Amarillo: Steve Petrick, Ken Burnside, Mike Sparks.
Battle Laboratory #1 (Colorado): Scott Moellmer, Andy Vancil, Craig McRae, Dan Hoffacker, Dave Miller, Ken Howell, Phoenix T'kar, Robert Knoke, Pat Moellmer, Jennifer Moellmer, Michael Moellmer, Seth Iniguez.
Wessex Wargames Society: Kelvin Bampfield, Ian Gould, Mark Rowsell, John Drake, Mike Earwaker.
Battlegroup Murfreesboro: Tony L Thomas, Mark Thomas, Joe Butler, Ken Thomas, Mike Curtis, Scott Ritenour, Merl DeWitt, Michael Novean.
Boy Scout Troop 106 (Tennessee): Mark Thomas, B J Leonard, Chris Pegg, Robbie Hunt, Cody May, Grant Caldwell, Nick Brewer, Kyle Styer, Joe Flarety, Rob Wesley, Bryan Stringfield, Killian Deats, and Andrew Potts.
Battlegroup Hamster: Mark D. Weber, Shannon C. Weber, Ian B. Weber.
Battlegroup Texas: Mike West, Jeremy West, Jared West.

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: KLINGON BORDER was created and published by:

AMARILLO DESIGN BUREAU, INC.
P.O. Box 8759
Amarillo, TX 79114
Phone: 806-351-1950
Fax: 806-351-2585
Email (buy games): sales@starfleetgames.com
Email (questions): design@starfleetgames.com
Email (support): support@starfleetgames.com
Web Site: www.starfleetgames.com

All mail correspondence requires a stamped self-addressed envelope or international reply coupon. Email is generally more efficient.

DESIGNER'S NOTES

It all began at the Game Manufacturer's Association Trade Show in 2002. Retailer after retailer told us "your *Star Fleet Battles* game is the greatest space game of all time, but it is too complicated for the modern market and your production values are not what the modern customer expects to find in a first class game". They recommended that we simply republish the earliest and smallest version of *Star Fleet Battles*, that being the venerable "pocket edition" of 1979. We felt that their idea for a new faster-playing space combat game was a good one, but that if we were going to do it, we should design an entirely new game using cleaner mechanics to portray the same space battles.

As the design of *Federation Commander* evolved over several years, we tried a number of different game engines and systems until finally selecting the one you see here. We needed to keep the ability to move 20-30 hexes per turn because maneuver was always the heart of space combat tactics. Some of the earlier incarnations had a maximum speed of eight hexes, and ships lacked the speed to do anything other than head straight for the enemy and fire. By combining 32 movement pulses with only 8 firing opportunities, we found the best balance.

Other design elements came up over the years. The ship diagrams were simplified, done in color and with impressive graphics, and then laminated so that you could "play it right out of the box" every time without having to find a photo copier.

Everything had to be clearer, faster, and cleaner. We eliminated "housekeeping" energy and crew casualties, simplified the damage allocation rules, limited tractors to range 1, and got rid of no end of clutter and gritty rules.

Many of the known rules problems with *Star Fleet Battles,* such as retrograde, starcastling, and superstack, were eliminated in *Federation Commander.* The success of our design was proven when *Star Fleet Battles* players began trying to reverse engineer *Federation Commander* rules into the older game.

COPYRIGHT AND LICENSING

FEDERATION COMMANDER: KLINGON BORDER and all contents thereof are copyright © 2005 Amarillo Design Bureau, Inc. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions.

No material which is based on, for use with, incorporates elements of, or is derived from ***Federation Commander, Star Fleet Battles, Federation & Empire, Star Fleet Missions, Prime Directive, Star Fleet Battle Force***, or any other part of the Star Fleet Universe can be published by any party without the advanced written permission of ADB, Inc. Any such publication would by definition be a "derivative work" requiring our consent.

The Star Fleet Universe is published under license from Franz Joseph Designs, authors of the Star Fleet Technical Manual.

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

4: WEAPONS

(4A) DIRECT-FIRE WEAPONS

Direct-Fire Weapons (such as phasers, photon torpedoes, anti-drones, and disruptors) are those weapons which are resolved at the instant of firing. One player says "I am firing this weapon at that target", the range is determined (by counting hexes), a die is rolled and the result is cross-indexed on the appropriate weapons table, and the number of damage points is thus determined. There is no counter moving on the map to reflect a direct-fire weapon.

(4A1) WHEN TO FIRE

Direct-Fire Weapons are fired in the Offensive Fire Phase (1E2d) of the Sequence of Play. All weapons fired in this Phase are simultaneous, so it is entirely possible for weapons on two opposing ships to destroy each other during the same Phase. Direct-Fire Weapons can also be used in the Defensive Fire Phase (1E2c). A player could "discharge" any weapon by firing it harmlessly into open space (assuming there is some reason to do so).

(4A2) SHIP DIAGRAMS

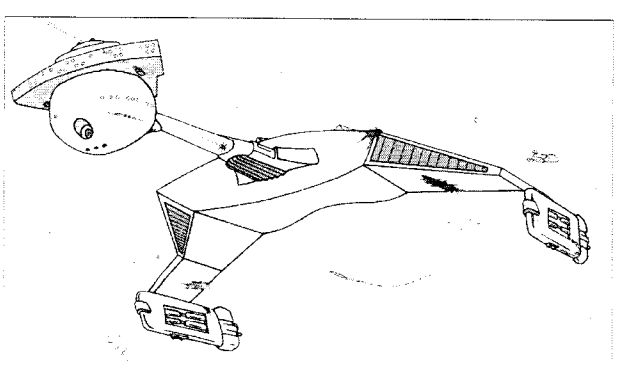
Each box on a Ship Diagram represents a single weapon or other system. Each weapon on a ship can be fired once per turn (exceptions: photon torpedoes can be fired every other turn, and anti-drones can fire every impulse). To be fired, a weapon must satisfy all of these requirements:

it must be undamaged,
it must be provided with the required power, and
it must be able to fire into the arc facing the target.

(4A3) BLOCKED TARGETS

The presence of another unit in the hex of the firing ship, the target ship, or an intervening hex has no effect. Hexes are thousands of times larger than ships, and it's easy to shoot around them.

However, in larger battles, whenever more than three friendly (allied or same empire) ships are in the same hex, no more than three of them can fire out of the hex through any one hex side (or at any single target or targets in any single hex) during any given impulse due to warp field interactions. Any number of ships can fire *into* such a hex.



(4B) PHASERS

Phasers are the most common and most numerous weapons that starships carry. Phasers fire "phased energy" (hence their name) which overwhelms and damages the systems of the target.

Because of their relatively low power demands and the lack of any shock when firing, they are mounted in several batteries around the ship (unlike heavy weapons), providing all-around firepower for both attack and defense. Phasers are often the final defense against seeking weapons and, because of their large numbers, often cause most of the damage in a starship duel.

There is no need to keep track of "phaser ammunition" since these weapons are armed with electrical power from the engine power grid.

(4B1) GENERAL RULE

Each "Phaser" box on the Ship Diagram (often marked PH-1 or PH-2 or PH-3) represents one phaser. Each phaser/box can fire once (and only once) during any given turn, is disabled by a single point of damage, and is repaired by four repair points. Note that it is possible to fire a phaser on Impulse #8 of one turn and again on Impulse #1 of the next turn.

(4B2) TYPES OF PHASERS

There are four types of phasers in *Federation Commander*, as follows:

(4B2a) Phaser-1: The "standard" type used by the Federation, this costs one energy token to fire. It is marked PH-1 on the Ship Diagrams.

(4B2b) Phaser-2: A lower-technology weapon used by the Klingons, this still costs one energy token to fire but causes less damage. It is marked PH-2 on the Ship Diagrams. Phaser-2s are, in fact, phaser-1s with lower-quality fire control systems.

(4B2c) Phaser-3: Used as a short-range defense weapon (although it can be fired at any target), this phaser does relatively little damage and only at short range, but costs 1/2 of an energy token to fire. It is marked PH-3 on the Ship Diagrams.

(4B2d) Phaser-4: Used only on bases (because it requires a stable firing platform), the Phaser-4 has the best range and does the most damage, but requires two energy tokens to fire. The Phaser-4 table is only printed on the Battlestation Diagram.

(4B2e) Tables: Each of these phasers has its own Phaser Combat Table, all of which (except the Phaser-4) are seen on the Player Reference Cards. A Phaser-1 or Phaser-2 could be fired as a Phaser-3 (to save power when the target isn't going to need a lot of killing, since this would cost the half-token of a phaser-3), and the Phaser-4 can be fired as a Phaser-1 or Phaser-3 (again, to save power). Firing a phaser as a lower-class weapon still uses the one allowed firing of that weapon each turn.

(4B3) FIRING PROCEDURE

Phasers might be fired during the Defensive Fire Phase (1E2c) (only against seeking weapons which impacted on the ship) or during the Offensive Fire Phase (1E2d) (against any target) of the Sequence of Play. In either case, use the following procedure.

(4B3a) Step 1: Determine the Range (3A5) to the Target. (In the case of Defensive Fire, this is always range one.)

(4B3b) Step 2: Select a phaser you wish to fire. The phaser must be able to fire in the direction of the target, that is, the target must be within the firing arc (3B) of the phaser and within range.

(4B3c) Step 3: Pay the cost of firing the phaser (one, two, or one-half energy tokens depending on what phaser type you are firing); see (4B2).

(4B3d) Step 4: Roll one six-sided die. Use the result of this die roll and the range to Cross-Index on the Table for the type of phaser you fired and determine the damage. The result is the number of Damage Points scored. This might be adjusted by Evasive Maneuvering (2D4) by the target or by (5L2) Orion Stealth Coatings.

EXAMPLE: A Federation cruiser, moving during Impulse #3 of the turn, is struck from behind by a Klingon drone (nuclear missile). The missile is placed on the Federation ship's #4 shield (based on its impact angle). During the Defensive Fire Phase, the cruiser wants to eliminate the drone. It selects the rear phaser battery, deciding to fire Phaser #7 as a phaser-3 (saving half a point of power). At Range One, a die roll of 1, 2, 3, or 4 will score the four points needed to kill the drone. The Federation player rolls a die, and gets a 6, which produces three damage points. This did not work out as planned, and the ship will have to tractor the drone to stop it from hitting. Having done so, the ship can fire a phaser in a later impulse to score the fourth and final damage point and kill the drone.

(4C) PHOTON TORPEDOES

These are the primary heavy weapon of the Federation. Some Tholian and Orion ships use copies of this weapon. Photons are classed as "heavy weapons" because of the power usage and shock of firing. The heavily-reinforced launch tubes can only fire into the 120° arc generally ahead of the ship because of the required rigid mountings. Bases have wider firing arcs because of their heavier frames.

The torpedo is loaded from the ship's power sources in a launch tube with encapsulated antimatter, then fired at the enemy. When it strikes the target, the antimatter is released and causes an explosion. Because of the nature of the weapon, it causes the same amount of damage (eight points) at all ranges, while the corresponding Klingon weapon (the disruptor) is pure energy and has less effect at longer ranges.

Note: In some later versions of "trek", some Klingon ships used photon torpedoes. Players may freely experiment with this idea by simply using the photon rules for the disruptors on Klingon ships.

(4C1) GENERAL RULE

(4C1a) Ship Diagram: Each PHOT box on the Ship Diagram represents one photon torpedo launch tube. Each is armed and fired independently of the others; energy costs given are for each torpedo, not the ship's entire arsenal. Each photon is disabled by a single point of damage, and is repaired by four repair points. There is only one kind of photon torpedo. Photons cannot be used in the Defensive Fire Phase.

(4C1b) Firing Rate: Each photon tube can fire once (and only once) every second turn,

(4C1c) Ammunition: There is no need to keep track of "photon ammunition" since there are many "canisters" on board the ship and these weapons are armed with electrical power from the engine power grid.

(4C2) ARMING PHOTON TORPEDOES

Because of their huge power demands, it takes two turns to arm a photon torpedo. (Even if power was available, the system simply cannot accept all of the power during a single turn.) Each torpedo requires four points of power, two on one turn and two more on the second turn. (You cannot skip turns in the arming sequence.) Note that a player is not required to arm photon torpedoes (or any other weapon) and might well want to use the energy for other purposes.

(4C2a) Arming: Photon torpedoes can only be armed during Energy Allocation. During Energy Allocation of the first turn, you pay two Energy Tokens per photon you wish to load and mark the "P" (Pre-load) box on the Photon Arming track for that specific photon. During Energy Allocation of the Second Turn, you pay two additional Energy Tokens and mark the "L" (Loaded) box on the Photon Arming track for that specific photon. (If you do not pay the two Energy Tokens to complete the loading cycle, the Pre-Load mark is erased.) You can then fire the photon torpedo during any Direct-Fire Weapons phase of the turn.

Example: A Federation Frigate in Squadron Scale has two photon torpedoes. Having fired them during Turn #2, the Federation player wants to fire them again. During Energy Allocation of Turn #3, he pays four Energy Tokens and marks the "P" box for both photons on the Photon Arming track, which indicates that he has started arming both tubes. During Energy Allocation of Turn #4, he pays another four Energy Tokens to mark the "L" boxes on both torpedoes. He fires Torpedo A on Turn #4 (the target was only worth one torpedo or he would have fired both), and marks the "F" (fired) box.

At the end of that turn, the player erases all of the marks on the Torpedo A track, but he never had a chance to fire Torpedo B. During Energy Allocation of Turn #5, he pays one Energy Token to hold Torpedo B and two Energy Tokens to buy a Pre-Load mark for Torpedo A.

(4C2b) Holding: If you have not fired the torpedo by the end of the second arming turn, you will have to pay one Energy Token (in the Energy Allocation Phase of the subsequent turn) to "hold" the torpedo. You can hold an Overloaded (4C3) torpedo for two points per turn. You can do this for as many turns as you wish.

(4C2c) Pre-Game Arming: At the start of each scenario, the Federation player (or the player controlling any ship with a photon torpedo) has the option to have a Pre-Load mark for each photon torpedo on the ship, reflecting loading of that weapon on the previous turn. This would allow him to pay Energy Tokens on the first turn to complete the arming of photon torpedoes (otherwise he would have no photon torpedoes to fire on the first turn). Special scenario rules might prohibit this if the Federation ship did not have time or energy to pre-load the photons. If the player takes this option, he cannot count the batteries in determining his starting energy.

(4C3) OVERLOADED PHOTON TORPEDOES

Photon torpedoes can be "overloaded" (given more energy) to increase their power. However, overloaded photon torpedoes are limited to a range of 8 hexes.

(4C3a) Energy: For each torpedo, you can add two Energy Tokens (increasing the torpedo warhead by 4 points) or four Energy Tokens (doubling the power of the warhead, making it 16 points). You can add this overload energy during either arming turn or during a holding turn; you could add two points during one turn and two more on another, or all on the same turn.

(4C3b) Sequence: During the Pre-Load turn, you can *only* add the energy at the *end* of the turn using unspent Energy Tokens. Two tokens buy a +4 mark on the Photon Arming track for one torpedo which was pre-loaded on that turn, four tokens buy the +4 and +8 mark.

During the Final Loading turn, you could spend Energy Tokens to buy a +4 mark (if you don't have one already, a +8 mark if you do) at the start of the turn (during Energy Allocation), at the end of the turn (if you had never fired the torpedo and have unspent Energy Tokens), and/or at the instant the photon torpedo is fired (assuming you have unspent Energy Tokens). You could spend four tokens (gaining the +4 and +8 marks) during the turn, spending two at a time in any of the available steps (or during a single step).

(4C3c) Held Torpedoes: During any subsequent turn when the torpedo is being held, the player could spend two (or four) Energy Tokens to overload the tube. Note that no matter when you spend this energy (during the preload turn, the final loading turn, or any of a potentially infinite number of holding turns, you can never spend more than four points and can never get more than a +8 overload.) If not fired, overloaded torpedoes cost two points to hold in each subsequent turn.

Example: A Federation Frigate in Squadron Scale has two photon torpedoes, A and B. Having fired them during Turn #2, the Federation player wants to fire them again. During Energy Allocation of Turn #3, he pays four Energy Tokens to buy two "Photon Preload marks" on the Photon Arming track which indicate that he has started arming both tubes. At the end of Turn #3, he pays two leftover Energy Tokens to buy a Photon+4 mark for Torpedo A. During Energy Allocation of Turn #4, he pays another four Energy Tokens for Loaded marks for both tubes, and two more Energy Tokens for the +8 mark for Torpedo A. He fires Torpedo B during Turn #4 (the target was 12 hexes away and the overloaded Torpedo A could not be fired at it), but at the end of that turn, has never had a chance to fire the overloaded Torpedo A. During Energy Allocation of Turn #5, he pays two Energy Tokens to hold the overloaded Torpedo A and two Energy Tokens to buy a Pre-Load mark for Torpedo B.

(4C3d) Discharge: A player can discharge (fire harmlessly into space) a loaded or overloaded torpedo. He might discharge a loaded torpedo if he has no targets or doesn't want to pay holding costs. He might discharge an overloaded torpedo if he feels that there will be no targets within 8 hexes during the immediate future. Discharge causes the loss of all Pre-Load, Load, and Overload marks. He can then start over arming the torpedo during the next turn (or not).

(4C4) FIRING PHOTON TORPEDOES

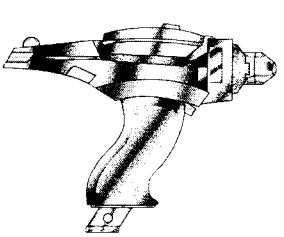
Photon torpedoes are fired during the Direct-Fire Weapons Phase of the Sequence of Play. The player who owns the ship firing the torpedo uses the following procedure.

(4C4a) Step 1: He announces which torpedo he is firing (which must not be disabled), the target (which must be within range and firing arc, and whether it is overloaded (+4 or +8). Other players can confirm this data (or show it not to be true) and point out any rule or condition which would prevent firing.

(4C4b) Step 2: The range (3A5) is calculated. Overloaded torpedoes (whether +4 or +8) cannot be fired beyond range 8. If the target is out of range, the weapon cannot be fired.

(4C4c) Step 3: One die is rolled for each torpedo. The result of the die roll might be modified for Evasive Maneuvering (2D4) or Orion Stealth coatings (5L2). Cross reference the adjusted result with the Range on the Photon Torpedo Chart to determine if the torpedo hit or missed. If it hit, score the appropriate damage (8, 12, or 16) on the facing shield of the target unit. If this penetrates the shields, use the (3D) Damage Allocation Procedure (for all damage of a given volley).

Example: Our Federation frigate fired Torpedo B at a Klingon frigate at range 12. The Klingon frigate was within the firing arc and, as we have seen, the torpedo was properly armed and un-disabled. The Federation player rolled one die, which resulted in a "2". Consulting the Player Reference Card and its Photon Torpedo Table, the player notes that at Range 12 any die roll of 1 or 2 would be a hit, so the torpedo has struck the target and caused 8 points of damage.



(4C5) PHOTON ARMING SUMMARY

Because of the unusual two-turn arming system for photon torpedoes, new players can be confused by the rules (which are designed to give players maximum flexibility). Here is a summary of the arming rules:

(4C5a) Pre-Load: Carried out during Energy Allocation, costs two energy tokens per photon, does not result in a photon able to be fired.

(4C5b) Loading: Carried out during Energy Allocation, and can only be done on the turn after Pre-Loading. If not done, the pre-load energy is lost. This costs two energy tokens per photon and results in a torpedo which can be fired during any impulse of the Loading Turn.

(4C5c) Holding: If the torpedo was not fired on the loading turn, the player must pay one Energy Token per photon to hold them during the next turn, during which it could be fired on any impulse. An armed photon can be held for any number of turns if energy is paid to hold it. If the torpedo is overloaded, it costs two energy tokens to hold it.

(4C5d) Overloading: You can overload any torpedo by one or two levels, each level costing two energy tokens and adding four points to the warhead. Two overload levels is the maximum. The two levels can be paid at the same time or at different times. They can be paid at the end of the pre-load, load, or hold turns, at the beginning of the load or hold turns (but not the pre-load turn), and/or they could be paid at the instant of firing. Overloaded photons are limited to a range of 8 hexes. Once a torpedo is overloaded, it cannot be un-overloaded; it can only be fired or discharged.

(4D) DISRUPTORS

These are the primary heavy weapon of the Klingons and Kzintis. Some Tholian and Orion ships use copies of this weapon. Disruptors are classed as "heavy weapons" because of the power usage and shock of firing. The heavily-reinforced weapon mounts can only fire into the 120° arc (some ships have a 180° arc and bases might have arcs up to 360°) generally ahead of the ship because of the required rigid mountings. The disruptor is loaded from the ship's power sources, then a "bolt" of energy is "stripped" from the launcher and fired at the enemy.

(4D1) GENERAL RULE

(4D1a) Ship Diagram: Each DISR box on the Ship Diagram represents one disruptor mount, is disabled by one "Torpedo" hit, and is repaired by four repair points. Each is armed and fired independently of the others; energy costs given are for each disruptor, not the ship's entire arsenal. There is only one kind of disruptor. Disruptors cannot be used in the Defensive Fire Phase. A disruptor could be fired on Impulse #8 of one turn and then fired again on Impulse #1 of the next turn.

(4D1b) Firing Rate: Each disruptor can fire once (and only once) per turn.

(4D1c) Ammunition: There is no need to keep track of "disruptor ammunition" since these weapons are armed directly from the engine power grid.

(4D1d) Range: Disruptors on cruisers, bases, and dreadnoughts have a range of 25 hexes while disruptors on frigates and destroyers are limited to a range of 15 hexes as noted on the Ship Diagram.

(4D2) FIRING DISRUPTORS

Disruptors are fired during the Direct-Fire Weapons Phase of the Sequence of Play. The player who owns the ship firing the disruptor uses the following procedure.

(4D2a) Step 1: He announces which disruptor he is firing (which must not be Disabled), the target (which must be within range and firing arc), and whether the disruptor is overloaded. Other players can confirm this data (or show it not to be true) and point out any rule or condition which would prevent firing.

(4D2b) Step 2: The player owning and firing the disruptor pays two Energy Tokens to fire it as a standard shot, or four Energy Tokens to fire it as an overloaded shot. Overload shots have greater damage but less range.

(4D2c) Step 3: The range is calculated (3A5). Overloaded disruptors cannot be fired beyond range 8. If the target is out of range, the weapon cannot be fired.

(4D2d) Step 4: One die is rolled for each disruptor. The result of the die roll might be modified for Evasive Maneuvering (2D4) or Orion Stealth coatings (5L2). Cross-index the modified result to the range on the Disruptor Chart (on the Player Reference Card) to determine if the disruptor hit or missed. If it hit, score the appropriate damage (listed at the bottom of each column, based on range) on the facing shield of the target unit. If this penetrates the shields, use the (3D) Damage Allocation Procedure (for all damage of a given volley).

Example: A Klingon F5 wants to fire both of its disruptors at a Federation frigate at range 12. It cannot overload the disruptors as 12 is beyond the overload range of 8. The Klingon player pays the four energy tokens and rolls two dice, getting a "2" and a "4". He consults the Disruptor Chart on the Player reference card. Under Range 12, he finds that 1-4 is listed as the "to hit" numbers, so both disruptors hit. The next row on that chart tells him that each scores 3 damage points.

(4E) ANTI-DRONES

Anti-drones are purely defensive weapons used by the Klingons and the Federation. They are sometimes used by the Orion Pirates (who usually prefer offensive weapons) and Kzintis. Anti-drones are short-range hyper-speed missiles which fly so fast they are classified as direct-fire weapons rather than seeking weapons. Anti-drones can destroy incoming drones, but cannot affect other targets.

(4E1) GENERAL RULE

(4E1a) Ship Diagram: Each box on the Ship Diagram labeled ADD (anti-drone defense) represents one anti-drone mount. Each is fired independently of any others; all have a 360° firing arc. There is no energy cost to fire an anti-drone. Each anti-drone mount can fire once (and only once) per impulse [note, not per turn, but *per impulse*], is Disabled by a single point of damage (on "drone" hits on the Damage Allocation Charts), and is repaired by four repair points. There is only one kind of anti-drone. Anti-drones cannot be used in the Offensive Fire Phase.

(4E1b) Ammunition: Each anti-drone mount has a limited supply of ammunition (12 rounds), shown as a track on the Ship Diagram. Each time the anti-drone fires, mark one round of ammunition as expended. Also mark the impulse it was fired on the Anti-Drones Used track to remind you that you cannot use it for another volley in the same impulse. On Federation ships, most of the drone racks are combined drone/anti-drone racks and the anti-drone ammunition (four rounds per rack) is built into the drone rack ammunition track (4E1e).

(4E1c) Overloads: Anti-drones can't be.

(4E1d) Reloads: When an anti-drone system is empty, it cannot fire more anti-drones. To reload a anti-drone system, use the Repair rules (5G5). Four repair points reloads the anti-drone system. If the system was destroyed, all ammunition in it was lost, and it must be repaired twice, once to enable the system and once to replace the ammunition.

(4E1e) Special: Most Federation drone racks hold two drones and four anti-drones. If such a rack launches a drone, it cannot fire an anti-drone at a later point in the same turn, and if it fires an anti-drone, it cannot launch a drone at a later point in the same turn (but could launch anti-drones). If it launches a drone, mark out the box on the "Weapons Used" track; and if it launches an anti-drone, mark the impulse on the "Anti-drones Used" track. This will help you remember which mode it was used in.

(4E2) FIRING ANTI-DRONES

Anti-drones are fired during the Defensive Fire Phase (1E2c) of the Sequence of Play before phasers are fired. The player who owns the ship firing the anti-drone uses the following procedure.

(4E2a) Step 1: He announces which anti-drone he is firing (which must be un-Disabled), and the target (which must be a drone that impacted that ship's shields in the same impulse). Other players can confirm this data (or show it not to be true) and point out any rule or condition which would prevent firing.

(4E2b) Step 2: The player owning and firing the anti-drone rolls one die. If the result is a 1-4, the target drone is destroyed. If the result is 5-6, the target drone is not destroyed.

(4E2c) Step 3: If the target drone was not destroyed (by the anti-drone), then the drone could be engaged by phasers in the next step of the Defensive Fire Phase (1E2c).

(4F) SEEKING WEAPONS

Seeking Weapons are those that (unlike Direct-Fire Weapons which are just a die roll) are shown on the map by a counter and move toward their target until they reach it or the target (or the weapon) is destroyed. Seeking weapons will by definition not strike their target for one or more impulses after they are launched. Note that Direct Fire Weapons are "fired" while Seeking Weapons are "launched".

(4F1) TYPES OF SEEKING WEAPONS

There are four types of Seeking Weapons in the *Federation Commander* game system, but only the first three of these are in *FC:KB.*

(4F1a) Drones: These are missiles with thermonuclear warheads, used by the Klingons and Kzintis, and sometimes by the Federation and other empires. Drones have a high speed and long range, and do the same amount of damage no matter how far they travel to reach their target. Drones can be "shot down" by phasers and other weapons, but even a damaged drone has the same speed, range, and warhead. Drones have their fuel and warhead packed inside at a factory, which means that the ship does not spend any energy tokens to launch one.

(4F1b) Suicide Shuttlecraft: This is simply a standard shuttlecraft to which has been added a self-guidance package and a thermonuclear bomb. See (5H6) for appropriate rules.

(4F1c) Suicide Freighters: These are simply a standard freighter to which have been added a self-guidance package and a few dozen thermonuclear bombs. See (4H) for appropriate rules.

(4F1d) Plasma Torpedoes: Used by the Romulans, Gorns, and some other races. These will be seen in *Federation Commander: Romulan Border* and can be ignored for now by players of *Federation Commander: Klingon Border.* Plasma torpedoes (4J) are faster than drones and do more damage, but have a shorter range, and lose power as they travel (or as they are damaged by phasers). Plasma torpedoes are created by the ship in its torpedo tubes, meaning that while the ship must spend Energy Tokens to arm and launch a plasma torpedo, as long as it has engine power and an undamaged torpedo tube, it will never run out of torpedoes.

(4F2) SEEKING WEAPON RULES

(4F2a) Launch: Seeking weapons are launched at a point in the Sequence of Play after (in a given impulse) ships (and other units) have moved and direct-fire weapons have fired. When a seeking weapon is launched, it is placed in the same hex as the ship or other unit which launched it. A drone or suicide shuttle may be placed facing any of the six surrounding hexes (it must exactly face one of them); plasma torpedoes have limited options for their launch direction explained in *Romulan Border.*

The specific target of the seeking weapon (another ship, seeking weapon, or other target) is an-

nounced at this time. (If several players are launching seeking weapons at the same time, players should write down the unit launching the weapon, the original facing of the weapon, and the target of the weapon. All of this information is then revealed simultaneously.)

While seeking weapons can be targeted on other seeking weapons, they cannot be targeted on a seeking weapon which was launched at the same point in the turn, i.e., on the same impulse.

A ship does not have to drop its shields to launch a seeking weapon; the launch sequence opens a small gap in the shields to allow this. Enemy weapons cannot target that gap as it is too small, too unpredictable, and present for too short a time.

(4F2b) Known Data: The identity, type, speed, target, and state of damage of all seeking weapons is known at all times to all players. Your sensor officer is handling all of this with characteristic skill.

(4F2c) Same Hex: If a seeking weapon is launched in the same hex as its target, it will not impact until the movement portion of the next impulse (by which time the target may or may not have moved out of the hex). See also (3C6d).

(4F2d) Endurance: Seeking weapons have an endurance, after which they are out of fuel and will be removed from the playing map without any effect. Plasma torpedoes have an endurance of eight impulses (or less); drones have an endurance of about three turns. Suicide shuttles and suicide freighters effectively have no limit on their endurance.

(4F2e) Control: Drones and suicide shuttles must be "controlled" or "guided" by the fire control scanners of the launching unit. (Plasma torpedoes and suicide freighters are self-guiding and do not need "control".) A ship can control no more than six seeking weapons (unless the ship description says it can control more). Control of a seeking weapon cannot be transferred from one ship to another; if the controlling ship is destroyed, all drones and suicide shuttles it was controlling self-destruct and are removed from the playing map.

(4F3) SEEKING WEAPON MOVEMENT

(4F3a) Speed: All seeking weapons move at their assigned speed (without changing speed) during their time on the map. Drones move at a speed of 24 (3 hexes in each impulse) while plasma torpedoes move at a speed of 32 (4 hexes in each impulse). Suicide shuttles move at a speed of 8 (one hex in each impulse) while Suicide Freighters move at a speed of 16 (two hexes per impulse) unless engine damage forces them to a slower speed.

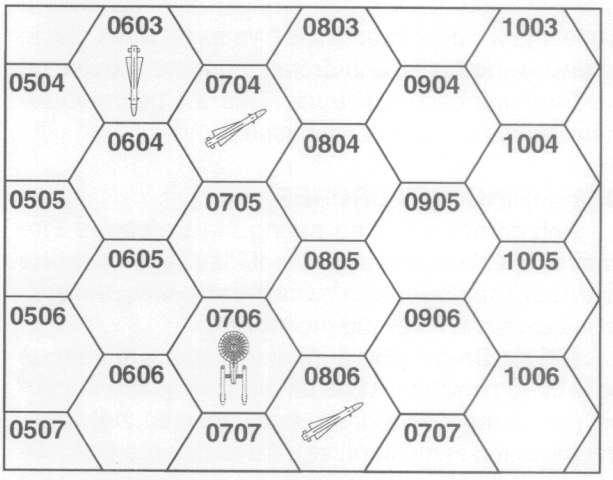
(4F3b) Order of Precedence: Seeking weapons always move (in a given sub-pulse, when they are scheduled to move at all) after the target they are seeking has moved.

(4F3c) Other: Seeking weapons of all types cannot use Evasive Maneuvers, Tactical Maneuvers, Reverse Movement, or Emergency Deceleration.

(4F3d) Seeking: Seeking weapons must "seek" (move toward and try to hit) their targets. They move like all ships (with their ability to change direction restricted to one 60° turn for every hex they enter).

Every sub-pulse (that it moves), a seeking weapon will have choices as to hexes it could enter by the normal movement rules. As the seeking weapon is not as smart as the player who launched it, these choices are limited by the following conditions:

- If it is possible to move to a hex that is closer to the target, the seeking weapon must do so. If two hexes are equally close, the owning player can pick either of them. In the example below, the target ship is in 0706. A drone in 0603 facing D could either move straight ahead to 0604 or could turn or sideslip and enter 0704 since either hex is two hexes from the target and both are closer than where the drone is now.
- If it is not possible to get closer to the target, but it is possible to enter a hex which is no farther from the target, the seeking weapon must do so. If two or more hexes meet this requirement, the owning player may pick either of them. In the example below, the drone in 0704 facing B could turn and enter 0804 which is, at least, no farther from the target than it is now.
- If both of the above conditions are impossible to meet, the seeking weapon must move in such a way to keep the target in its FA tracking arc (and if that is impossible, in the FX tracking arc). The drone in 0704 could not sideslip because of this condition.
- If all of the above are impossible, the seeking weapon may move to any of the possible hexes.



(4F3e) High Energy Turns: Seeking weapons can make a high energy turn (2D2) *only* if doing so would cause them to impact on their target in the current Movement Sub-Pulse, and in such case, they must make the High Energy Turn. In the example, the drone in hex 0806 facing B could make an HET to face in direction F and strike the ship (on the #3 shield)

in the current Movement Sub-Pulse. Exceptions, see (4H2) and (5H4).

(4F4) SEEKING WEAPON IMPACT

(4F4a) Impact: If a seeking weapon enters the hex of its target, it has "impacted" on the target, which is alternatively known as "scoring a hit". Well, at least it *would* "score a hit" except for the final defensive fire rules below. Even though the warhead may ultimately not score damage, this is still an "impact" for purposes of the rules.

(4F4b) Effect: Whenever a seeking weapon enters the hex of its target (during a sub-pulse of the Movement Phase) and impacts, the counter for that weapon is removed from the map and is placed on the Ship Diagram of the target. (Note, sometimes a seeking weapon is targeted on something that doesn't have a Ship Diagram; such items have their own rules for handling Seeking Weapon Impacts.)

(4F4c) Point of Impact: The Seeking Weapon which impacted the ship is placed on the shield (on the Ship Diagram) which the weapon struck (even if the shield is down). This is necessary to record the shield that was struck since there are four movement sub-pulses [when a weapon could impact a ship] during each impulse [with only one opportunity to deal with the weapon or record its damage]. The shield struck by the seeking weapon is the shield which faces the hex from which the seeking weapon entered the hex of the ship. See (3C6d).

(4F5) STOPPING SEEKING WEAPONS

Seeking weapons can be stopped (from hitting your ship, or the ship of a friend or ally) in several ways:

(4F5a) In Flight: You can fire weapons at them while they are in flight (before they enter the hex of their target) in the Offensive Fire Phase.

(4F5b) Defensive Fire: The target ship can fire weapons at them during the Defensive Fire Step. (Other ships cannot fire at the weapons at this time.)

(4F5c) Counter-weapons: You can target another seeking weapon on the enemy seeking weapon. The impact of any drone or plasma torpedo on another drone will destroy that drone. Seeking weapons will damage (and possibly destroy) any suicide shuttles or suicide freighters. No seeking weapon can target a plasma torpedo.

If seeking weapon A is targeted on seeking weapon B, and B hits its target before A reaches it, then A is removed and B is treated as an impact. If A and B both reach the target of B on the same sub-pulse, BOTH impact that shield of the target and BOTH cause damage (and either or both could be stopped by defensive fire). (Tactical note, drop tracking to your seeking weapon before allowing this to happen.) If A hits B before B reached the target, A and B are destroyed and the target is unaffected.

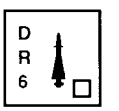
(4F5d) Tractors: During the Defensive Fire Phase, the target ship could use a tractor beam to "catch" a drone or suicide shuttle which has "impacted" the ship, preventing detonation of its warhead. (You cannot tractor a plasma torpedo.) Alternately, a ship could tractor a seeking weapon in the same hex and hold it. See the tractor rules; this procedure requires power and the tractor can only grab one object per turn. If the weapon is released, it will resume trying to hit its target.

(4F5e) Control: A ship controlling drones (or a suicide shuttle) could "drop tracking" and the weapons would self-destruct. If the ship controlling the drones is destroyed, this is interpreted by drones and suicide shuttles as a loss of control and they will self-destruct. Plasma Torpedoes and Suicide Freighters are self-guiding and do not need outside controls and so cannot be dealt with in this way.

(4G) DRONES

(4G1) DEFINITION

Also known as missiles, these are unmanned, self-propelled, and guided delivery vehicles carrying a thermonuclear warhead. Drones are used by the Klingons, by the Federation (in limited numbers), and by the Kzintis (in extensive numbers).



(4G2) CARRIAGE

Drones are carried in "drone racks" which each hold four such missiles ready for launch. Drones have their own fuel built-in at the factory, and the ship does not have to expend energy tokens to carry or launch drones.

(4G3) MOVEMENT

Drones are placed on the map in the hex of the launching ship, facing in any direction that has the target in the drone's FA arc. All drones move at speed 24 (i.e., during the 2nd, 3rd, and 4th Sub-Pulse of each Impulse) and follow their target as seeking weapons (4F3d). All drones have a turn mode of one (i.e., they can turn 60° during every impulse that they move). Drones can make one High Energy Turn (2D2) during their entire time on the map, can only make this if doing so would mean hitting the target immediately, and must do so if they can hit the target by doing so. Drones make high energy turns on one of the sub-pulses in which they are scheduled to move, and move one hex after turning to face the new direction.

(4G4) COMBAT

All drones take four damage points to destroy and cause 12 points of damage if they hit their target. Drones can be destroyed either in flight by the regular Direct-Fire combat rules, by being intercepted by another drone, or in the Defensive Fire Phase. Note that the Ship Diagram for each ship includes a damage track for each of its drones, consisting of four damage boxes and one identification box (which is NOT a fifth damage box).

(4G5) LIFE OF A DRONE

Carried in a drone rack for weeks or longer while the ship cruises its assigned area on watch for the enemy, the drone is launched during the turn in the Launch Step of the Sequence of Play (after all movement and combat for that Impulse). The drone then moves one hex in each of the 2nd, 3rd, and 4th subpulses of subsequent impulses (within the rules of movement which require the drone to try to get closer and closer to the target) until the drone is destroyed or runs out of fuel, the ship controlling the drone is destroyed, the target of the drone is destroyed, or the drone enters the hex of its assigned target and "impacts". Once the drone enters the target hex, the drone counter is taken from the map and placed on the Ship Diagram on the shield which it struck (3C6). After all movement in the Impulse, there is a Defensive Fire Phase which gives the target ship the opportunity to destroy the impacting drone at the last second by firing an anti-drone or phaser at it or grabbing it with a tractor beam. [Note, Orion pirate ships have a stealth coating and get a die roll to see if the drone could detonate close enough to the ship to damage its shields. See the Orion rules (5L2).] If all defenses fail, the drone scores 12 points of damage on the shield, and if the shield has fewer than 12 boxes, the damage penetrates to the ship.

(4G6) RANGE LIMIT

Unless it strikes its target, a drone will run out of fuel and be removed from the map at the end of the third turn after launch. At the end of each turn, make a small mark by the damage record track for every drone on the map. If a given drone already has three marks and has yet to strike its target, remove the drone from the game. Erase the damage track to make it available for use with another drone.

(4G7) LAUNCHING SEQUENCE

If a drone is launched from a given drone rack during Impulse #8 of one turn, that same rack could launch another drone during Impulse #1 of the next turn.

(4G8) RELOADING DRONE RACKS

When a drone rack is empty, it cannot launch more drones. To reload a drone rack, use the Repair rules (5G5). Four repair points reloads one drone rack. A rack which is not completely empty can be reloaded in this way but there is no reduction in repair cost.

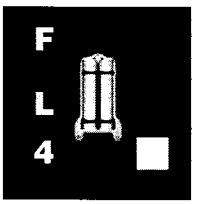
(4G9) SPECIAL FEDERATION RULE

Federation drone racks include two drones and four anti-drones. If such a rack launches a drone, it cannot fire an anti-drone at a later point in the same turn. If it fires an anti-drone, it cannot launch a drone at a later point in the same turn. These racks are reloaded by the Repair rules (5G5).

(4H) SUICIDE FREIGHTERS

While used only in attacks on bases (since it could never even hope to hit a moving target), suicide freighters can be devastating due to the huge volume of explosives they can carry.

(4H1) CREATION



Standard freighters are converted into suicide freighters by fleet bases. This cannot be done during a scenario and takes weeks of preparation. As such, these weapons appear only when designated by the scenario.

(4H2) COMBAT

Suicide freighters function in combat as regular freighters do, except that they move as seeking weapons targeted on the enemy base. The ships use Energy Allocation, fire their phasers, pay for movement, etc. They can be boarded, but even if captured by Marines (3E2), they will continue on their deadly course as there will not be time to unlock the controls. Freighters cannot make High Energy Turns (2D2), and neither can Suicide Freighters (4H).

(4H3) EXPLOSION

When a suicide freighter enters the hex of the enemy base, there is no Defensive Fire (it is too big to stop). The freighter explodes in the Defensive Fire Phase, causing an amount of damage to the base equal to ten times the number of un-disabled cargo boxes. You could only tractor a suicide freighter if it ended an impulse in a hex adjacent to the base or some other friendly unit. A ship on the same side as the suicide freighter cannot tractor or tow the suicide freighter, but an enemy ship could.

Note: The Letter "I" is not used in rule numbering as it could be confused with the number "1".

(4J) PLASMA TORPEDOES

See *Federation Commander: Romulan Border* for the rules on this weapon. Until you obtain that product, you can sleep well, because once you see this weapon, you will have only nightmares.



5: SYSTEMS

There are many systems and pieces of equipment on a starship which are not weapons or power systems, and these are described in this chapter.

(5A) CONTROL SYSTEMS

These are the compartments that contain the command officers. Data from sensors goes to these places, and orders for the movement of the ship and the use of its weapons and other systems issue forth.

(5A1) DEFINITION

Control systems include the Bridge (abbreviated BRDG on the Ship Diagrams), Emergency Bridge (EMER), Auxiliary Control (AUX), and on some ships the Flag Bridge (FLAG). The Bridge is the primary control space for the ship; the Emergency Bridge is the backup in case of problems. Auxiliary Control handles many routine functions (sort of the second brain in the hips of a dinosaur) but can take over for the Bridge if both it and the Emergency Bridge are disabled. The Flag Bridge is where the squadron or fleet commander manages the entire battle space, but it can take over for the Bridge if all other control systems are disabled.

(5A2) PENALTIES FOR LOSS

If all of the control spaces on a ship are disabled, the following penalties apply:

(5A2a) Turn Mode: The ship's turn mode (the number of hexes it must travel, not the category) is increased by one hex at all speeds.

(5A2b) Weapons: When firing any direct-fire weapon, add one to the die roll for that weapon. Treat a natural 6 as a 6. No seeking weapons can be launched, but those already in flight continue to be controlled by the ship.

(5A2c) Other: Tractor beams and transporters cannot be used, except that transporters could be used in an emergency evacuation (5E7).

Example: A Federation Frigate (in Squadron Scale) has four control boxes: two bridge, one auxiliary control, and one emergency bridge. If all of these have been disabled in combat, the ship is under the penalties above until one of them is repaired.



(5B) LABORATORIES

Most starships have some laboratories on board. While these conduct various kinds of research (medical, physics, astronomy, tactical, etc.), each can be configured to conduct any kind of studies.

(5B1) SHIP DIAGRAM

Each box on the Ship Diagram marked LAB is one laboratory, and is disabled by one damage point. If a ship does not have any labs on its ship diagram, it still collects information as if it had one lab as long as it has at least one control (5A1) box.

(5B2) NO POWER NEEDED

Laboratories do not require energy to operate.

(5B3) FUNCTION OF LABS

Laboratories are used in certain scenarios to gather "information points", perhaps on an enemy ship, a monster, a planet, or some other object of interest. This information is calculated in "points". Each lab can conduct one information gathering effort per turn (on one target). During the Energy Allocation Phase, the owner of any ship announces what its labs are studying on this turn. During the turn, keep track of the closest range between the ship and the object of interest, and use that range on the chart below to determine the number of information points gained. The scenario rules will indicate the total number of points required to succeed in the mission.

Range:	**0**	**1**	**2**	**3**	**4**	**5**	**6**
Points Gained:	10	8	8	6	4	4	2

(5C) PROBES

Probes are tiny, unmanned, self-guiding space vessels packed with scientific instruments and used to obtain scientific and tactical information about things which are too dangerous for the ship to approach directly. They can also be used as weapons in special situations.

(5C1) SHIP DIAGRAM

Each box on the Ship Diagram marked PRB is one probe launcher. Most ships have one. Each launcher has five probes (see the track on the Ship Diagram) and can fire one per turn. Each probe launcher is disabled by a single damage point. Probes used as weapons or for information can be fired in any direction and have a maximum range of six hexes.

(5C2) FLEET SCALE

Most Fleet Scale ships have a probe ammunition track but not a probe box. These still have a probe launcher and if a Fleet Scale ship suffers a probe hit, simply mark out the ammunition track.

(5C3) USING PROBES FOR INFORMATION

Probes fired for informational purposes cost two Energy Tokens; each launcher can fire a maximum of one probe per turn. The probe travels (instantly; it does not use the movement system) up to six hexes to a hex picked by the player who fired it, and gains 20 points of information about any one object in that hex (monster, ship, planet, or whatever). See the Laboratory rules for the use of Information Points (5B3). The probe cannot pass through a hex containing web, a planet, black hole, star, or certain other terrain features noted in their unique rules.

Example: A Federation Frigate wants to investigate a monster, without getting so close that the monster's effects damage the relatively small ship. The frigate maneuvers to a point within six hexes of the monster and fires a probe, gaining 20 points of information. The frigate (in Squadron Scale) also has two LAB boxes (5B3) and as six hexes is its closest approach for the turn, the frigate picks up another four points of information (two from each of the two Labs).

(5C4) USING PROBES AS WEAPONS

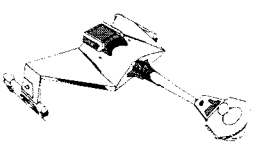
Probes can be used as weapons, but because this is tough on the launching system, has limited ammunition in the rack, and doesn't work all that well, it is done only in emergencies, specifically: when only an armed probe can do the job (certain kinds of monsters require special warheads), or when one-half or more of the non-phaser weapons on the ship are disabled. (A ship with five weapons would have to lose three of them to be eligible.)

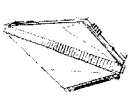
Armed probes have a warhead strength of 8 damage points, cannot be overloaded, use one probe from the ammunition track, and cost four energy tokens to arm. If a probe is fired as a weapon, that launcher cannot fire armed or information probes on the next turn. When firing a probe as a weapon, roll one die. If the result of the die roll equals or exceeds the range from the ship to the target, the weapon has hit the target. Otherwise, the probe missed and was a wasted shot.

Example: A Federation Frigate (in Squadron Scale) has lost both of its Photon Torpedoes, but still faces a damaged Pirate raider. Rather than retire from the battle, the plucky Frigate Captain decides to use his probe launcher as an emergency weapon. Maneuvering to a point within two hexes of the pirate, the Federation player pays four Energy Tokens and rolls one die, getting a "5". As "5" is greater than two (hexes to the target), the armed probe has hit the pirate, causing eight damage points to his facing shield.

(5C5) RELOADING PROBE LAUNCHERS

Probe launchers are reloaded by the Repair rules (5G5).





(5D) TRACTOR BEAMS

Tractor beams are electro-gravitic force beams able to hold various objects. They can be used to hold objects at a distance or pull them closer. Tractor beams cannot pull pieces off of an enemy ship.

(5D1) SHIP DIAGRAM

Each box on the Ship Diagram marked TRAC is one tractor beam emitter. Each functions independently of all of the other tractor beam emitters (if any) on a given starship. Tractor beams do not have limited firing arcs and can work in any direction.

(5D2) POWER

Each tractor beam emitter requires power to function, usually one Energy Token per tractor beam.

(5D3) GENERAL FUNCTION

Each tractor beam emitter can be used once per turn to hold one object. It can hold the object until the end of the turn, and can continue to hold it into future turns if more energy is paid. Tractors cannot be attached to planets or moons. Tractors cannot move a base and if they try, the tractor link will break.

(5D4) DEFENSIVE FUNCTIONS

Tractor beams can be used during the Defensive Fire Phase to tractor drones and suicide shuttles which have impacted your ship. Simply designate the tractor beam being used and the weapon being tractored (each tractor beam can hold only one incoming seeking weapon) and pay one energy token. The tractored weapon will then remain in place just outside of the shields until:

(5D4a) The weapon is destroyed by you (in a future Defensive Fire Phase). Allied ships cannot fire at the weapon as it is too close to your ship; or it runs out of fuel.

(5D4b) The tractor is destroyed (in which case the weapon hits immediately without any defensive fire, resolve the damage after finishing the volley which destroyed the tractor beam emitter; however, the owner of the ship, if he has two or more tractors, may decide if the one destroyed was the one holding the drone or not).

(5D4c) At the end of the turn (if another Energy Token is not paid during Energy Allocation of the next turn, the weapon will hit during the Defensive Fire Step of Impulse #1 during which the ship can fire defensively and even tractor the same drone again!).

Example: A Federation Frigate (in Squadron Scale) has two tractor beams. Four Klingon drones have impacted the ship this impulse, and the Frigate uses an anti-drone from its drone rack to kill one of them and its phasers to kill two more. However, the last phaser-3 only damaged the fourth drone. Rather than accept the 12 points of damage from the drone's nuclear warhead, the frigate captain pays one Energy Token to use a tractor beam to "catch" the last drone just before it hits. Later in the turn, a Federation cruiser wants to use a phaser-1 to destroy the drone during

Offensive Fire, but it cannot do this to a drone held by the target in the hex of the target (having been caught in the tractor during the Defensive fire Phase) as it is so close to the frigate's shields that to fire on it would cause more damage to the frigate than to the drone!

(5D5) TRACTORING OBJECTS

Tractor beams can attach to objects (seeking weapons, shuttles, wreckage; see below for ships) within one hex of the ship (or in the same hex) in the Other Functions Step. Simply designate the object to be tractored, the tractor beam being used, and pay one Energy Token. The object is then tractored, and will for the remainder of the turn move along with the ship holding it unless the object is destroyed, the tractor beam holding it is destroyed (in which case the object is released and no longer moves with the ship), or until the end of the turn (in which case the player could pay one Energy Token during Energy Allocation of the next turn to continue to hold the object during that turn. Note that this procedure is used to land shuttles, but that if the ship moves faster than speed 16 while holding a shuttle in a tractor beam, the shuttle is destroyed. (This would happen on the second Movement Sub-Pulse of Speed 24 or of Speed 16 with energy paid for an extra movement point that impulse.)

Example: A Federation Frigate (in Squadron Scale) has two tractor beams, and has already used one of them to catch a drone. Another Klingon drone on the map is headed for a freighter that the frigate is trying to protect, and is within one hex of the frigate at the end of Impulse #5. The frigate pays an Energy Token to use its tractor beam to grab this drone. At the start of the next turn, the Frigate does not pay an Energy Token to continue the tractor lock, allowing the drone to move freely. However, the frigate had moved far enough from the freighter that the drone cannot reach it by the end of Impulse #1, and during the Offensive Fire Step of this impulse, the frigate destroys the drone with a phaser-1.

(5D5a) Seeking Weapons: If you tractor a seeking weapon which you (or an allied ship) launched, that seeking weapon becomes inert and is removed from the board. You cannot tractor plasma torpedoes (see *Federation Commander: Romulan Border*) so you cannot use tractor beams to stop them (4J).

(5D5b) Tractor Auctions: If two ships try to tractor the same object or ship (simultaneously, or a ship tries to tractor an object already held in a tractor beam), the ship that expends the most power [they conduct an auction by (5D6a)] holds the object and the other ship's tractor breaks, and all power it spent for the tractor is lost. The winning ship still has all of that power in the link if some other ship tries to break the link that turn.

(5D6) TRACTORING SHIPS

A tractor beam can attach to another ship (in the same or an adjacent hex) during the Other Functions Step of the turn. Simply designate the tractor beam emitter being used, the ship being tractored, and pay one Energy Token. The ship is then treated as an object being towed (above) except as follows:

(5D6a) Tractor Auctions: The ship being tractored may (at the time the tractor is attached, or during any later Other Functions Step, or during Energy Allocation of any subsequent turn) try to break the tractor beam. There is an auction of Energy Tokens by the tractoring and tractored ship. The tractored ship may expend as many of its available Energy Tokens as the owner wishes (in multiple bidding rounds of one token each) and the tractoring ship must either match this or release the tractor beam. In any case, all Tokens used are expended; you don't get them back if you give up trying to hold or break the tractor beam. A ship does not need (and does not use) a tractor beam system to generate "negative tractor". Any "negative tractor" energy remains with the ship that generated it through the end of the turn.

(5D6b) Linked Ships: Because starships have powerful engines able to generate enormous amounts of force, the two ships (if linked by a tractor beam) must compare the number of Energy Tokens each has spent for movement. Only the ship which put more energy into movement actually moves (reduce its baseline speed by one level; two if the ship being towed is larger); the engines of the other ship have no effect and that ship simply follows along with the moving ship. [Tactical Maneuvers (2D1) and High Energy Turns (2D2) may be used. Evasive Maneuvers (2D4) would be prevented from happening.]

If engine power is identical, then the two linked ships do not move. If during any Impulse one of them spends power to move an extra hex and the other does not, then that ship would move both ships one hex. If both ships spend power to accelerate or decelerate, neither ship moves. If a tractor beam is broken (5D6a) then the released ship resumes its movement but does not regain any lost movement.

No ship can tractor more than one ship at the same time and must release one tractor link (losing all of the energy in it) to tractor another ship.

(5D6c) No Penalties: Enemy ships held in tractor beams have no penalties or restrictions regarding their ability to fire weapons, launch shuttles or seeking weapons, or use their systems. Friendly ships being towed cannot fire weapons during the Offensive Fire Phase of any turn.

Example: A Federation Frigate (in Squadron Scale) is trying to escape from a much larger Klingon D7 battlecruiser, which has closed the range to only one hex away. The D7 tractors the Frigate, using an Energy Token. The frigate tries to break the tractor, spending its last three energy tokens. The D7 (with more power available) spends three energy tokens to keep the tractor beam attached. The Federation frigate had been moving at speed 24, using six energy tokens (since each movement point costs 1/4 of a token). The Klingon D7, however, was moving at speed 16, using sixteen energy tokens (since each of its movement points costs one token). The movement of the Federation frigate is cancelled and the Klingon battlecruiser controls the movement of both ships, dragging the frigate behind a planet where he can destroy the smaller ship at leisure.

(5E) TRANSPORTERS

Transporters are used to move people, cargo, and other things between ships. They have their uses, and their limits.

(5E1) SHIP DIAGRAM

The Ship Diagram includes many small boxes which represent various equipment. Each TRANS box on the Ship Diagram represents one transporter room, is disabled by one "TRAN" damage point, and is repaired by two repair points.

(5E2) POWER

Transporters require energy to function equal to the energy required for one point of movement (one Token for the Battle Station). This is enough power for every transporter on the ship for the entire turn. Each Transporter box on the Ship Diagram can only be used once per turn.

(5E3) RANGE

Transporters can move personnel (or whatever) up to five hexes. A given ship could, as a single action, pick up something (or someone) from any place within five hexes and deliver it to someplace else within five hexes.

(5E5) LIMITATIONS

Transporters can operate over a maximum range of five hexes. The facing shields on the sending and receiving units must be down or turned off.

Explosive ordnance (say, a bomb) cannot be transported onto an enemy ship, as it would explode in the outgoing transporter room when the transporter beam touched the other ship's structural integrity field.

Transporters *cannot* beam the enemy crew off of their ship, enemy pilots out of their shuttles, a nuclear bomb into the enemy's engine room, or enemy seeking weapons to a hex behind you.

(5E6) PROCEDURE

Transporters are used in the Other Functions Step of each Impulse, after all movement and before seeking weapons are launched. The player owning a ship (or other unit with transporters) wishing to use a transporter uses the following procedure.

(5E6a) Step 1: He checks to be sure he has a transporter which has not been disabled and which has not been used earlier in the same turn. (If none are available, transporters cannot be used.) He (and others) also check to ensure that there is not some rule preventing transporter use (such as a loss of all control functions). Put a dot next to the TRANS box on the ship (erase it at the end of the turn).

(5E6b) Step 2: He provides power to the transporter by spending Energy Tokens equal to one movement point. If he paid this cost earlier in the same turn, it need not be paid again.

(5E6c) Step 3: He designates the transporter on his ship which he is using, and the location and objects to be picked up, and where they are to be delivered (either of which could be on his own ship).

Successful completion of this operation is automatic.

Example: A Federation Cruiser (in Squadron Scale) has three transporters. In this scenario, the cruiser is being harassed by three Klingon frigates, and has been assigned to rescue six teams of Federation scientists from a planet. The cruiser moves within five hexes of the planet, drops its #2 shield (which faces the planet), and pays one energy token. It then uses its three transporters to rescue three of the scientific teams (marking them as used). (It cannot rescue all six as planets cannot use emergency evacuation, and each transporter can only move one group of people.) The cruiser raises the down shield on the two impulses later and moves away from the planet, firing weapons to cripple a Klingon frigate. The cruiser then (on the next turn, since each transporter can only be used once per turn) maneuvers back toward the planet, and when within range, drops the #6 shield and uses the three transporters to pick up the other three scientific teams.

(5E7) EMERGENCY EVACUATION

During an emergency evacuation, the transporters on the ship being abandoned, and the ships to which the crew are going, are capable of processing the entire crew in a single operation. This uses one Energy Token (from the sending or receiving ship, even if that ship previously paid for transporters) and every available transporter on both ships and there must be at least one transporter available (not disabled, and not used on that turn) on one of the two ships. The result of an emergency evacuation is that the ship being evacuated is abandoned and is destroyed by its self-destruct systems (3E3).

Example: A Federation Frigate is in deep trouble, having been tractored by a Klingon D7. A Federation cruiser maneuvers by the ships, drops a shield facing the frigate (exposing itself to the Klingon weapons, but the D7 just fired everything it had at the frigate), and pays one Energy Token to use all of its transporters in an Emergency Evacuation of the frigate. This causes the frigate to self-destruct (3E3) so the Klingons cannot capture the abandoned ship.

(5F) MARINE BOARDING PARTIES

Marines have a vital role to play in space combat by conducting raids on enemy ships, and in rare cases can actually capture them.

Lost Marines cannot be "repaired" by (5G).

(5F1) RAIDS ON ENEMY SHIPS

Each ship has a number of Marine Squads available for offensive use; these are shown on the Ship Diagram by a row of boxes.

(5F1a) Requirements: To conduct a Marine raid on an enemy ship, the following conditions must apply:

1. The shield of the target ship facing the raiding ship must be down.

2. The shield of the raiding ship which faces the

target ship must also be down.

3. The raiding ship must power its Transporters (5E). One transporter is required for each raid (providing transportation to and from the target). Disabled transporters cannot be used.

(5F1b) Procedure: Raids are conducted during the Other Functions Step of the Sequence of Play, at the point where Transporters are used. The procedure is as follows.

Step 1. The player launching the raid indicates the ship making the raid and the target of the raid (a specific box on the Ship Diagram of an enemy ship; Frame damage, shields, and ammunition tracks cannot be targeted). Other players confirm that the ships have down facing shields, are within transporter range (5 hexes), and that the raiding ship has unused working transporters and available Marines.

Step 2. The player launching the raid may launch one or more raids, but requires one Marine unit and one working transporter for each raid. A single transporter cannot conduct two or more raids or move two or more Marine squads. A given ship could use two or more transporters (each moving one Marine Squad) to conduct raids on one or more enemy ships, but each raid must target a separate box on the Ship Diagram (or a separate ship). A given Marine Squad may make only one Raid per turn, but could (if it survives) make Raids on consecutive turns.

Step 3. The player conducting the raid rolls one die and consults the chart below, which indicates the result of the raid.

DIE	RESULT
1	Success! Target box disabled, Marines return
2	Success! Target box disabled, Marines lost.
3	Failure! No damage to target, Marines return.
4	Failure! No damage to target, Marines return.
5	Failure! No damage to target, Marines lost.
6	Failure! No damage to target, Marines lost.

In the event that the target box is disabled, mark it as such on the Ship Diagram. If the Marine Squad is lost, mark out the box for that Squad on the raiding ship's own Ship Diagram. Lost Marines cannot be "repaired". Systems disabled by Marines can be repaired by the Repair Rules (5G).

Example: A Klingon D7 (in Squadron Scale) has five transporters. It has badly shot up a Federation frigate, knocking down the facing shield. The D7 the drops its own facing shield and assigns five of its Marine Squads to attack five separate boxes of the Federation frigate: the last functioning photon, the two remaining phasers, a bridge box, and a tractor beam box. The Klingon player rolls one die for each raid (specifying before he rolls which attack he is making; he cannot roll five dice and then decide which die was for which target). He destroys two of the five boxes, but loses three Marine Squads.

(5F2) CAPTURING ENEMY SHIPS

It is possible (if somewhat rare) to actually board a ship and capture it. This is difficult as the target ship will probably have far more marines on board than the enemy can easily transport over, but it can happen (particularly in the case of a small target ship and multiple enemy ships).

(5F2a) Boarding: Marines are sent to the enemy ship via the transporter rules (5E). You can send Marines to a friendly ship to help defend it.

(5F2b) Hand-to-Hand Combat: At the end of each turn, during the Marine Combat Phase, total the number of Marines each side has on the disputed ship. Divide these into groups of ten (one group on each side might have less than ten). For each group, roll one die and cross-index the die roll with the number of Boarding Parties in the group on the chart below:

Die Roll	Number of Boarding Parties									
	1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	1	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2	2
3	0	1	1	1	2	2	2	2	3	3
4	0	1	1	2	2	2	3	3	4	4
5	1	1	2	2	3	3	4	4	5	5
6	1	1	2	2	3	4	4	5	5	6

The result is the number of *Enemy* boarding parties which are lost in combat.

(5F2c) Capturing: To actually capture an enemy ship, you eliminate all of its Marines and then score an additional number of casualty points equal to the number of control systems (5A) on the ship (3E2). You can then withdraw any boarding parties which exceed the original number of control boxes.

Example: Three Klingon cruisers (one D7 and two D6s) are trying to capture the Federation cruiser *USS Hood* on the first day of the Klingon Invasion. This battle is being conducted in Fleet Scale, so the *Hood* has 5 squads of Marines. The three Klingon ships each have 7 squads and 2 transporters. The *Hood* is badly damaged, has no working weapons, and several shields are down.

During various impulses of Turn #7, the three Klingon ships each send two boarding parties (marine khads or squads) to the *Hood*. During the Marine Combat Phase, each side rolls a die. The Federation rolls a "4", which with five units means it has scored two Klingon casualties (reducing their six squads to four). The six Klingon squads attack and roll a "2" which means that they score one casualty, reducing the Federation Marines from 5 to 4.

During Turn #8, the Klingon ships send another six squads to the *Hood*. At the end of that turn, the ten Klingon squads roll a "3" and score 3 Federation casualties, reducing them from 4 squads to 1. The four Federation squads roll a "6" and score 2 casualties, reducing the Klingons to eight.

During Turn #9, the Klingons send six more squads to the *Hood*, giving them a total of 14. They roll twice, getting a "1" for the group of 10 (one casualty) and a "6" for the group of 4 (two casualties). As the Federation had only one squad left, this is eliminated and the two additional damage points capture the bridge of the *Hood*. The one Federation squad rolls a "5" and scores one casualty, leaving 13 Klingon squads on the *Hood*.

As the Klingons are unopposed, they capture the Emergency Bridge (and the *Hood* itself) on turn #10.

(5G) REPAIRS

All starships have engineers and crews assigned to the task of repairing damage during combat. Indeed, only about half of the crew is needed to actually run the ship in combat, with everyone else assigned to damage control parties dispersed around the ship.

(5G1) DAMAGE CONTROL RATING

All ships in the game have a damage control rating shown on their ship diagram, which is 4 for a typical cruiser in Squadron Scale and 2 in Fleet Scale. This rating is not reduced by damage to the ship during combat. There is, effectively, no limit on the number of repairs a ship can perform on itself (given enough time).

(5G2) REPAIR POINTS

Every turn, each ship generates a number of repair points equal to its Damage Control Rating. There is no energy cost for this.

(5G3) REPAIR COST

Every box on a starship (or other unit) costs a certain number of points to repair, as follows:

9 points = Armor (silver boxes).
4 points = All weapons (red boxes); phasers, photon torpedoes, disruptors, plasma torpedoes, drone racks, anti-drone racks.
3 points = All power systems (blue boxes); warp engine boxes, impulse engine boxes, reactor boxes, battery boxes.
2 points = Most ship systems (yellow boxes); tractor, transporter, laboratory, probe launcher, shuttle.
2 points = Control systems (gold boxes); bridge, auxiliary control, flag bridge, emergency bridge.
1 point = Hull boxes, Cargo boxes (tan boxes).

Shields have their own repair system and cannot be repaired by these rules.

(5G4) REPAIR PROCEDURE

During the Repair Phase of the turn, the owner of each ship determines how many repair points he has, and spends these as per the above list to repair disabled boxes. Note that the cost is per box, not per item, so a 15-box warp engine would take 45 repair points, not 3. Unused repair points cannot be carried over to the next turn. Points could be applied to start repair on a single box, with the repair points of the next turn used to finish (or at least work on) that box; this will require a written record. A player must complete the repairs of the box he started repairing before spending repair points on other boxes.

Example: A Federation Frigate (in Squadron Scale) has a Repair Rating of 2, producing two repair points per turn. At the end of the first turn, the player owning the ship uses them to repair two hull boxes damaged when Klingon disruptors penetrated the #2 shield. On the next turn, the Federation player uses his two points to start repairs on a photon torpedo, finishing this repair on the third turn (two points generated per turn, need four points to repair a weapon).

(5G5) RELOADS

If a drone or anti-drone rack, or a probe launcher, is empty (all ammunition launched or fired), it is fully reloaded by "repairing" it. If a drone or anti-drone rack (or probe launcher) is disabled it loses all ammunition and when repaired is empty and would have to be "repaired" a second time to reload it. You can "reload" a rack that is not entirely empty if you have a tactical reason for doing so, but you get no discount for doing so, and cannot do so on a turn that the rack launched a weapon.

(5G6) SHUTTLE REPAIRS

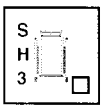
Damage to shuttlecraft can be repaired by this procedure if the shuttle is in your shuttle bay. Each repair point repairs one damage point. Erase the damage points from the Shuttle Diagram as you repair them. You can repair some, all, or none of the damage to a given shuttle and can launch a shuttle before completely repairing it. You cannot build a new shuttle with the repair rules, and repairing a shuttle box does not create a new shuttle.



Kzinti Admiral Growler Wants You!

(5H) SHUTTLECRAFT

Shuttlecraft are small spacecraft used to carry personnel and small amounts of cargo from one ship to another or from a ship to a planet or another location. Shuttles have more range than transporters, and sometimes it is more efficient for the ship to remain on course and let a shuttle carry some of the crew to a location where they will complete some task. Shuttles are not armed and are fairly vulnerable in combat, and as such are rarely used in combat conditions (but are the object of rescue in some scenarios).

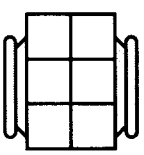


(5H1) SHIP DIAGRAM

Each box on a Ship Diagram marked SHTL represents one shuttlecraft in the ship's shuttle bay (or, more correctly, space to park a shuttle and equipment to fuel and service it; the shuttle itself may or may not be present). Each shuttle box is disabled by one damage point; if the shuttle is present, it is destroyed outright and cannot be repaired. Repaired shuttle boxes do not have a shuttle in them unless a shuttle on the map lands in that box. No more than one shuttle can land in a given shuttle box.

(5H2) SHUTTLE DIAGRAM

For each shuttlecraft that the ship carries, there is a shuttle diagram (six damage boxes and a few additional objects to give the appearance of a shuttle). When you launch a shuttle, get an appropriate shuttle counter and record the number of that counter near the diagram. If the shuttle takes damage, mark the damage in the boxes and when six points of damage are taken, the shuttle has been destroyed. Note that as shuttles are not used all that often, the countersheet provides only a few for use. If you need more shuttles than are provided for the owning race, feel free to borrow some of the shuttles nominally intended for another race.



(5H3) POWER

Shuttles have their own engines. They do not use Energy Tokens (except when armed as suicide shuttles; see below).

(5H4) OPERATIONS

Shuttles are launched during the Launch Step of any Impulse. Shuttles operate as units with a speed of 8 (no acceleration; they can skip any impulse or impulses of movement if they wish) and a turn mode of 1. They cannot make High Energy Turns (2D2) but can conduct (2D4) Evasive Maneuvers (at no cost). They do not have shields and are destroyed by six damage points. They have no defense against seeking weapons [other than having a friendly ship shooting down (or tractor) the weapon in an Offensive Fire Phase]. So if a seeking weapon hits a shuttle, its damage is resolved in the Defensive Fire Step even though there is no defensive fire actually involved. Any ship with shuttlecraft can launch OR land one shuttlecraft per impulse (maximum). Shuttles cannot land on enemy ships.

(5H5) CAPACITY

Each shuttle can carry about ten personnel or about eight cubic yards of cargo. Special scenario rules will provide the mission and requirement for this kind of use when needed.

Example: A Federation Frigate (in Squadron Scale) has two shuttle boxes. The scenario rules require him to land a shuttle on the planet to win. During the first turn, the Frigate moves near the planet, launching a shuttle during the Launch Step of Impulse #5. The shuttle moves one hex on Impulse #6 and again on #7, arriving in a hex adjacent to the planet. The shuttle voluntarily skips its movement on Impulse #8, ending the turn next to the planet. In the Final Step of the Turn, the shuttle is picked up from the hex it is in, and placed on the planet.

(5H6) SUICIDE SHUTTLES

Shuttlecraft can be fitted with an antimatter bomb and a robot pilot, turning them into a seeking weapon. To launch a suicide shuttle, the owning player designates (during the Launch Step) the ship to launch one, which shuttle it is using (it obviously must have a shuttle on the ship to use one), and the target of the suicide shuttle. He then pays up to six Energy Tokens (minimum one) to arm the antimatter bomb. For each Energy Token spent, the warhead strength of the bomb is increased by three. Five tokens mean a 15-point bomb, while two tokens would mean a six-point bomb. The suicide shuttle operates under the Seeking Weapon rules (4F).

Example: A Federation Frigate (in Squadron Scale) has two shuttle boxes. Facing a superior enemy (a Klingon D7 at range 3), the Frigate decides to launch a suicide shuttle. Paying three energy Tokens to arm it (and advising the Klingon player what he is doing), the player places the shuttle on the map during the Launch Step of Impulse #3, and during Impulse #4 and Impulse #5, it maneuvers as a seeking weapon to get close to the Klingon ship. The D7 captain is not crazy, and doesn't want to get hit by this weapon. He fires a phaser-2 at range 1 during the Offensive Fire Step of Impulse #5, scoring four damage points. This is not enough to kill the shuttlecraft (which takes six damage points). The suicide shuttle then moves into the D7's hex on Impulse #6, being placed on the D7's #1 shield. During the Defensive Fire Step, the Klingon captain wants to make this problem go away. He cannot use an anti-drone to destroy a shuttle, so he fires a phaser-2 (as a phaser-3 to save power). As this weapon cannot score less than enough points to kill the damaged shuttle, there is no real need for a die roll, and the shuttle is destroyed before damaging the D7. Even while causing no damage, the shuttle did force the Klingon captain to use two phaser-2s that otherwise would have been fired at the Frigate.

Note: The Letter "I" is not used in rule numbering as it could be confused with the number "1".

(5J) HULL AND FRAME DAMAGE

These boxes refer to nonessential systems such as crew quarters, the mess hall, storage areas, and the bowling alley. After the battle is over, the repair crews will fix this damage, or you can repair these items during the battle to use them as "padding" for further damage. There are three kinds of hull boxes:

Forward Hull (on some ship diagrams, this may be F Hull or Hull with an F in one of the boxes) is only disabled on Forward Hull Hits.

Rear Hull (on some ship diagrams, this may be marked R Hull or Hull with an R in one of the boxes) is only disabled on Rear Hull Hits.

Center Hull (on some ship diagrams, this may be C Hull, Hull with a C in one of the boxes, or Hull without any identifying letter) can be disabled on either Forward or Rear Hull hits at the owner's choice. If a ship has only Center Hull, all Forward and Rear Hull hits are scored there. If a ship has Forward, Center, and Rear Hull hits, then any Forward hits can be scored on Forward or Center (and must be scored on one of them) and any Rear hits can be scored on Center or Rear (and must be scored on one of them).

The actual structure of the ship, known as the space frame or simply frame, can be damaged by (3E1).

(5K) CARGO

Certain ships (such as the Orion Pirate, the base, and the freighters in this product, and other ships in future products) have large cargo holds for hauling freight. These boxes are marked "Cargo" on the ship diagram. Cargo boxes are disabled on "Hull" hits; the owner of the ship may decide whether to take a "Hull" hit on a cargo box or on a hull box. They can be repaired during a scenario (to absorb damage points) but their cargo is lost once they are destroyed and repaired cargo boxes do not count for victory purposes for the side that repaired them. Note that the cargo boxes on the freighters are larger than most boxes on Ship Diagrams; this is purely for artistic effect and has no game function.



The famous pirate "Bruce the Fierce" operated the raider *Jack of Diamonds*.

(5L) ORION PIRATE SPECIAL RULES

The Orion Pirates (7E) have special operating conditions unique to their ... line of business. These are reflected by the following rules. Note that these rules apply ONLY to Orion "pirate" ships and not to standard cargo ships that happen to be used by the Orions.

(5L1) OPTIONAL WEAPONS

Orion ships have their main heavy weapon marked WPN instead of what kind of weapon it is. The Orion player may, before each scenario begins, decide (and announce) if this weapon is a photon torpedo, a disruptor, a drone rack, or a phaser-1. Each WPN box can be given a separate identity.

The Orion player could experiment with changing the drone racks to some other weapon, but the "wing-mounted" boxes can only hold drone racks or phaser-1s.

The same rule applies to an Orion base but all of its weapons are "hull mounted" not "wing-mounted".

Orions never used phaser-4s and any phaser-4s on the base diagram are replaced by phaser-1s when it is used as an Orion base.

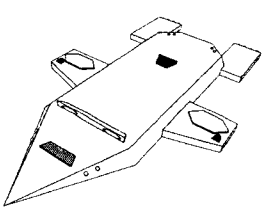
(5L2) STEALTH COATING

All Orion ships have stealth coating and a special design that makes them harder to see and harder to target. Whenever a direct-fire weapon is fired at an Orion pirate ship, add one to the die roll (treat a natural "6" as a modified "6".) Whenever a seeking weapon actually hits an Orion ship and is resolved as damage (after all defensive measures fail), roll one die, and if the result is a "6" then the weapon has missed completely and scores no damage at all. Stealth coatings have no effect on probes, tractors, or transporters.

(5L3) ENGINE POWER

An Orion ship can double the output of its warp engines at the start of any turn during Energy Allocation. (It cannot double the output of its other power systems.) The procedure is simple, just count the number of tokens the warp engines produce and get twice that many. This comes at a cost, however. The Orion raider loses two warp engine boxes (at squadron scale, only one in fleet scale) to reflect the damage done to the engines by running them at double power. A given ship must double all of its warp engines or none of them.

Other Orion ships in future products may have a greater or lesser penalty provided in their rules.



6: TERRAIN

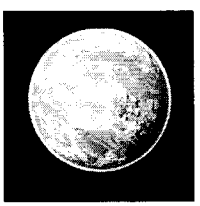
(6A) PLANETS

Planets are astronomical bodies that range from a few thousand to many tens of thousands of kilometers across. While they are only one of many kinds of "terrain", they are the only type presented in this product.

Planets are important because they are large enough to support significant habitation and have significant resources, and often have atmospheres which provide some protection from solar radiation. There are many kinds of planets, from airless rocks (that could be frozen or molten) to habitable planets (with acceptable gravity, temperature, and atmosphere) to planets with inhospitable conditions, to immense gas giants which have no real surface, intense gravity, and poisonous atmospheres.

(6A1) MEDIUM-SIZE PLANETS

For purposes of *Federation Commander: Klingon Border*, we will deal primarily with Medium-sized planets (those 6,000 to 10,000 kilometers in diameter, including Earth, Vulcan, Klinshai, Romulus, Remus, and most others of any significance). These fill one hex of the map (or close enough that there isn't room for a ship to maneuver inside the hex). The game includes a planet counter which can be used to mark the position of such a planet.



(6A1a) Blocked Movement: In the case of "medium sized planets", ships and seeking weapons cannot enter a planet hex in normal movement; to do so would result in their immediate destruction. Note that a seeking weapon could be deliberately targeted on a planet to cause damage to the planet's infrastructure. Some scenarios involve scoring a set number of damage points (by any weapons) on the planet in general and in such scenarios even a weapon which hit the planet by accident would count for this purpose.

(6A1b) Landing: Ships and shuttlecraft could land on a planet by means of rule (2D5b), but seeking weapons cannot land and would be destroyed. A ship landed on a planet cannot fire its own weapons; neither could a shuttle if it *had* any weapons. Transporters could be used to pick up personnel or objects from a planet (and land them on it).

(6A1c) Tractors: Planets cannot be held in a tractor beam so you cannot tow a planet or use a planet to stop your ship's movement.

(6A1d) Direct-fire weapons cannot fire through a planet hex, but could be fired into one (to cause damage to the planet or to a specific unit landed on the planet). For purposes of direct-fire, if a straight line drawn from the center of the hex the firing unit is in to the center of the hex the target is in intersects the hex the planet is in, the fire is blocked by the planet. In such case, even if the shot was declared, no fire takes place, unless the target is the planet itself or is landed on that side of the planet.

(6A1e) Seeking weapons will hit the planet if they try to fly through its hex. If the direct line (6A1d) between a unit launching a seeking weapon and the target of that seeking weapon is blocked by a planet, the weapon cannot be launched as it cannot see the target.

(6A2) MOONS

These are smaller than "planets" but still large enough to have surface gravity. Structures can be built on the surface. These are treated as "medium sized planets" except that a ship or other unit could pass through the hex of a moon without being destroyed. In the case of a ship or other unit in a moon hex, ignore the moon for purposes of firing at the unit. (The small size of the moon blocks fire only from some directions and only for a brief time.)

(6A3) LARGER PLANETS

These could be up to five hexes in diameter. They are treated as Medium-Sized planets except that you cannot enter or land in or target the "middle" hexes (those not part of outer ring of hexes). Players could simulate such a planet by placing the planet counter in a hex and noting that all adjacent hexes (or all of those within two hexes) are planet hexes.

(6A4) GAS GIANTS

These are six or more hexes in diameter and are treated as Large-Sized planets except that nothing can "land" on them as they have no real surface. Players could simulate such a planet by placing the planet counter in a hex and noting that all hexes within three (or up to six) hexes are planet hexes. (Note, rare Class-S planets actually have liquid methane oceans with floating continents. While ships cannot land, personnel can transport to and from the surface.)



THE STAR FLEET UNIVERSE

Federation Commander is a game of the Star Fleet Universe, a branch of the trek genre based on The Original Series, which is considerably more vast, detailed, and consistent than the original material. We have many games within our universe, all using a consistent background and technology database. You will find the same ships and weapons in all of our games.

OUR HOME ON THE WEB

Visit www.starfleetgames.com for information and discussions about all of our games, including this one. It can be a little intimidating at first as hundreds of gamers have been discussing our earlier products for years, but the BBS is a friendly place where players can interact with the designers and each other. One of the most fascinating parts is the new product development area, where new games are designed and tested before your very eyes, and you have the opportunity to influence these designs (including future ***Federation Commander*** products). Our web shopping cart includes all of our games and miniature starships, along with other items such as T-shirts and cloisonné pins.

WHERE IT ALL BEGAN

First published in 1979, ***Star Fleet Battles*** is easily the bestselling space combat game of all time. As it grew over the years (and continues to grow), ***Star Fleet Battles*** has become increasingly complex. If you find ***Federation Commander*** to lack the kind of gritty detail and intense engineering you crave, then check out ***Star Fleet Battles.*** Players of ***Federation Commander*** will have little difficulty getting into ***SFB*** since the concepts are similar (and the ships and weapons tables are nearly identical), but be warned that the universe is vast and there are a lot of things that starships can do in unusual circumstances. ***Star Fleet Battles*** is scheduled to continue releasing new products along side ***Federation Commander.***

PLAY FEDERATION COMMANDER ON-LINE

Visit www.sfbonline.com and sign up to play ***Star Fleet Battles*** in an on-line real-time environment against live opponents. For a small subscription fee, you will be able to participate in individual games, tournaments, and special events. The managers of sfbonline.com are already working to bring ***Federation Commander*** to the on-line arena by the end of 2005 or early 2006.

PRECISION-SCALE STARSHIPS

Our Starline-2400 series of pewter starships can be found in stores and on our web shopping cart, both in individual blister packs and in larger Boxes. (The Squadron Boxes are configured to match the ships in ***Federation Commander*** but the individual ships are the same as the Fleet Boxes.) Over a hundred ships are available from all of the Empires of the Star Fleet Universe.

BECOME A RANGER

The Star Fleet Rangers are the elite demonstration team of the Star Fleet Universe. Every weekend, somewhere in America and the rest of the world, Star Fleet Rangers are at their local game stores playing the games of the Star Fleet Universe. This "shows the flag" to the gaming audience, helps them find new opponents, and keeps the store owners happy. To get information on becoming a Ranger, go to www.starfleetgames.com and look for the Ranger listing under Player Resources.

THE STRATEGIC SIDE OF THE UNIVERSE

Federation Commander and ***Star Fleet Battles*** are tactical games, and as such are only one view of the Universe. Our strategic game, ***Federation & Empire***, shows you the strategic side of things. Here you command not just a squadron, but an entire empire! You can collect taxes, select production priorities, order fleets into battle, and pay the repair bills at the end (preferably with money you got from captured territory). Look for information about ***Federation & Empire*** on our web site and in our catalog.

PLAYING A ROLE IN THE UNIVERSE

Board games such as ***SFB, F&E,*** and ***Federation Commander*** are only part of the fun to be had in the Star Fleet Universe. Through our ***Prime Directive*** roleplaying books, you can get up close and personal with the enemy. You can walk on new worlds, meet interesting new civilizations, and carry home a few souvenirs. We offer ***Prime Directive*** roleplaying books for a number of existing rules systems (GURPS, D20, D6) and will be adding new systems as time goes by.

DROPPING YOUR CARD IN THE HAT

Star Fleet Battle Force is a fast-paced and exciting card game of the Star Fleet Universe. Ship cards have symbols defining their weapons, while weapon cards have the same symbols. If a card in your hand matches a ship in your fleet, you can use that card to wreck an enemy ship. Based on classic naval war type games (with many new rules tricks built in), this game is as fun as it is colorful. Each boxed card game is enough for six players and there are no booster packs to buy.

KEEPING IT ALL TOGETHER

Captain's Log is the official journal of the Star Fleet Universe. It includes new rules, advice, news, tactics, and ships for all of our games. Also included is exciting fiction, rich history, great art, and a few laughs. Look for the latest issue of ***Captain's Log*** in your local store.

COMMANDER'S CIRCLE

Players of ***Federation Commander*** should consider signing up for the Commander's Circle, a free club with many benefits. Go to www.starfleetgames.com/fc and look for the Commander's Circle button, which takes you to the registration page. Those who sign up will be emailed a PDF with more scenarios for use with ***Federation Commander: Klingon Border*** and will have access to other files and benefits. This will be the first place to get word of upcoming ***Federation Commander*** products, including Booster Packs (extra copies of the SSDs), Klingon Attack, Romulan Border, Romulan Attack, and others already in development.

(7A) SHIP DIAGRAMS

Each ship is represented by a "Ship Diagram", which is a collection of colored boxes representing the systems on the ship, printed over a grayscale illustration of the ship itself. One box is one damage point. Several connected boxes with a single heading are all the same kind of system but each is a separate damage point.

(7A1) COLORS USED ON THE SHIP DIAGRAM

Generally speaking, shields are shown in purple, green is used for "ammunition" (marines, drones, drone racks, shuttlecraft, frame damage, probes), and the standard colors are used for the ship's components (red for weapons, blue for power, tan for hull and cargo, gold for command, yellow for other systems).

Note that Green (ammunition) and Purple (shields) boxes cannot be destroyed by the Damage Allocation System [excepting Frame Damage (3E1)].

(7A2) ELEMENTS OF A SHIP DIAGRAM

In the upper left is the empire which built the ship and the class of ship. Under this is either "squadron scale" in red or "fleet scale" in blue; one is printed on each side of each card.

The "national symbol" of the owning race is proudly displayed on the card, usually in the upper right.

A color block near the top includes space to write the number of the counter being used (in such cases where you are using multiple ships of the same class), the Point Value of the ship (shows the relative strength and is used for victory purposes), and the Damage Control (Repair) rating (5G2). Note that you can, if you wish, use counters for other ships than the one they picture. If you wanted to send a fleet of nine D7 battlecruisers on a mission, you could use the three D7 counters, the three D6 counters, and the three F5 counters and simply make a note that all are D7s.

On the right side is the power track, which can be ignored if you are using tokens or scratch paper, or used with paperclips, tokens, or markers if you choose (1D5).

On the left side near the top will be found the probe ammunition track (how many probes you have left to use), the marine track (mark one out when a Marine unit is disabled or transferred to another ship), and the Frame Damage track (used to record structural damage that could eventually destroy the ship).

Somewhere on the ship diagram (if it has drone racks) will be tracks to record the use of drones from your racks and the damage to each drone in flight. (When a drone hits, erase its track so you'll have it available for a reloaded drone.)

Somewhere on the ship diagram will be shuttlecraft damage tracks (5H). For artistic purposes, the six damage points for each shuttle are arranged in a small pictogram resembling a shuttle (at least, in dim light). The two boxes with "windshields" are no different from the other four boxes, and the "engine and strut" elements are simply artistic and do not record damage. The shuttle functions normally until the sixth point of damage, at which point it is destroyed.

In the lower left are a column of colored boxes listing the cost for various movement speeds and functions.

At the lower edge you will find a fractional energy track (used when recording all energy via the tracks), the copyright notice, and a page number (used by our warehouse crew to ensure that you have all sixteen sheets in your box). The number is in a hexagon on the Squadron Scale side and in a square box on the Fleet Scale side.

(7A3) SHIELDS

The shields are colored in two shades of purple in blocks of ten in squadron scale (five in fleet scale, except for a couple of very big ships). Any "leftover" points are white. This makes it faster for you to resolve damage. If you received 12 points of damage on a 24-point shield, just mark one entire group of ten and take the other two points out of the white boxes. To score 12 points on a 20-point shield, mark out one entire block of 10, and then mark two points out of the other group of ten (which will, obviously, no longer have all ten boxes). The two different shades of purple are used interchangeably and artistically; there is no advantage to the dark or lighter purple shades.

(7A4) WEAPONS USED TRACKS

Somewhere on the ship diagram is a row of light-pink boxes corresponding to the weapons. (Note that anti-drones and photons have separate, additional, groups of pink boxes.) These are used during any given turn to record if a weapon was used (since weapons can fire only once per turn). When you fire a weapon, mark the appropriate box; erase them at the end of the turn.

(7A5) BEWARE: ARTIST AT WORK

Many things are done for artistic impression. In some cases, shields may appear to be "inside" other shields, but this is just the way the boxes are arranged and does not mean that damage penetrating one shield is scored on a few boxes of another. Similarly, it doesn't matter if a shield is shown as one, two, or more rows or columns of boxes; it is the total number of unchecked boxes which matters.

Note that the various ammunition and record keeping boxes (shuttles, drone racks, etc.) might be anywhere on the ship diagram and could be inside or outside of the shields; this has no effect on how they work.

While efforts were made to put each box somewhere near the physical location on the actual ship, this isn't an exact science since the boxes destroyed by enemy weapons are determined by the Damage Allocation Charts, not by their location. In many cases, warp engines are done in blocks of four or five to make it easier for players to count them.

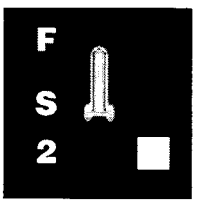
Abbreviations used on Ship Diagrams:

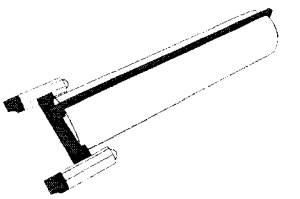
360: fires in any direction (360°)
AUX: auxiliary control
BTTY: battery
C HULL: center hull
C WARP: center warp engine
C: center hull, center warp engine
CSSC: Cygnus Space Shipping Consortium
DRN: drone rack
EMER: emergency bridge
F HULL: forward hull
FA: forward 120° firing arc (LF+RF)
FH: front hemisphere 180° firing arc
FX: Forward firing arc, expanded to 240°
IKV: Imperial Klingon Vessel
IMP: impulse engines
KHS: Kzinti Hegemony Ship
L WARP: left warp engine
L: left (warp engine), left 60° firing arc
LAB: laboratory
LF: left forward 60° firing arc
LR: left rear 60° firing arc
LS: left side 180° firing arc
OPR: Orion Pirate Raider
PH: phaser
PHOT: photon torpedo
Photon Arming+4: has two points of overload energy
Photon Arming+8: has four points of overload energy
Photon Arming-L: all loading energy present
Photon Arming-P: pre-load energy
PRB: probe launcher
R HULL: rear hull
R WARP: right warp engine
R: rear hull, right (warp engine), or right 60° firing arc
RA: Rear 120° firing arc (RR+LR)
REAC: power reactor
RF: right forward 60° firing arc
RH: rear hemisphere 180° firing arc
RR: right rear 60° firing arc
RS: right side 180° firing arc
RX: Rear Expanded 240° firing arc.
SHTL: shuttlecraft bays
TDV: Tholian Defense Vessel
TRAC: tractor beams
TRAN: transporters
USS: United (Federation) Star Ship
WPN: weapon (variable types)

(7B) SHIPS USED BY ALL EMPIRES

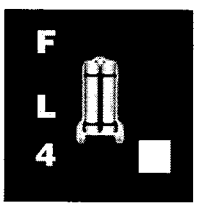
Freighters and bases are abstracted in the game system to represent dozens of different designs all intended to accomplish a given function.

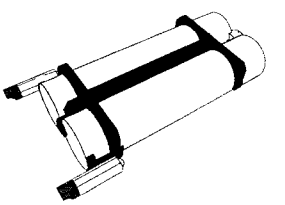
Standard Small Freighter (FS): The most common cargo ship in the galaxy, it consists of a pod 200m long and 30m wide (the standard cargo pod used by most races), with a drive unit at the rear and a tiny control cabin in the front. Note that the cargo boxes are rectangles rather than squares; this is done only for artistic effect and has no game meaning.



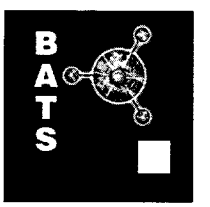


Standard Large Freighter (FL): This version of the freighter used two cargo pods. Cleverly, the Fleet Scale Large Freighter is identical to the Squadron Scale Small Freighter, and the Squadron Scale Large Freighter is identical to the Fleet Scale Heavy Freighter (which has four cargo pods).





Battle Station (BATS): A place to hang out, refuel, and pick up supplies. This base has heavy phasers and other weapons to defend itself, providing protection for damaged ships being repaired, and cargo ships hiding from enemy raiders. While a squadron-scale Battle Station is provided, the same ship diagram functions in Fleet Scale as a starbase.

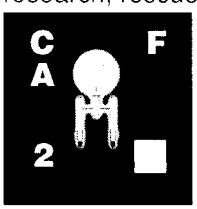


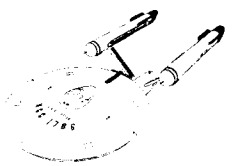
Abbreviations for Ship Classes
BATS: Battle Station
BC: Battlecruiser
CA: Literally, Cruiser-Armored, Heavy Cruiser
CL: Light Cruiser
CR: Raider Cruiser, used by Orions
DN: Dreadnought
DNG: Dreadnought with Guided Weapons
FF: Frigate
FFG: Frigate with Guided Weapons
FL: Freighter-Large
FS: Freighter-Small
PC: Patrol Corvette

(7C) UNITED FEDERATION OF PLANETS

Known simply as "the Federation", this empire is the strongest and most economically aggressive. Without a few wars to slow them down, the Federation (due to its booming economy, the result of economic and cultural freedoms not seen in other Empires) would simply make enough profit to buy all the other empires (in a century or two). The Federation has never invaded another empire and fights only defensive wars, but then the Klingons (among others) object to where the Federation placed its borders.

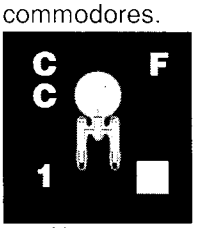
Federation Heavy Cruiser (CA): The workhorse of the Federation, and the most famous ship in science-fiction. This ship has a good balance of capabilities. It is more than just a combat ship, as it can conduct research, rescue, exploration, and other tasks.





Ship names include: 1700 *Constitution*, 1701 *Enterprise*, 1702 *Farragut*, 1704 *Yorktown*, 1706 *Exeter*, 1707 *Hood*, 1708 *Intrepid*, 1709 *Valiant*, 1711 *Potemkin*, 1713 *Monitor*, 1714 *Hornet*, 1715 *Merimac*, 1716 *Endeavor*, 1717 *Defiance*, 1718 *Excelsior*, 1721 *Wasp*, 1722 *El Dorado*, 1723 *Ari*, 1724 *Saratoga*, 1725 *Tori*, 1726 *Krieger*.

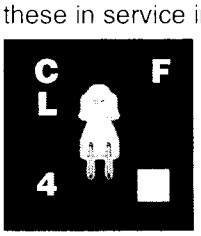
Federation Command Cruiser (CC): While a counter is provided for this ship, the ship diagram for it is found in Booster Pack #1 (available early 2006). This ship has improved weapons, and was used by squadron commodores.

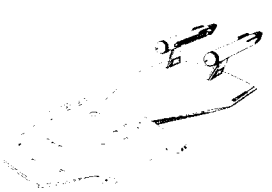




Names: 1703 *Lexington*, 1705 *Excalibur*, 1710 *Kongo*, 1712 *Bon Homme Richard*, 1720 *Lafayette*, 1727 *Essex*.

Federation Light Cruiser (CL): Nearly a century old by the time of the General War, these ships (once heavy cruisers) have been refitted and rebuilt several times, but due to their heavily-reinforced hull are still in service. While no more are being built, Star Fleet saved the taxpayers twenty trillion credits by keeping these in service instead of building new ships.

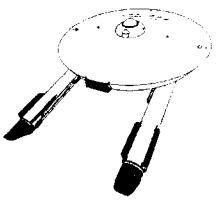




Names: 900 *Texas*, 901 *Carolina*, 902 *Kashmir*, 903 *Wales*, 905 *Bavaria*, 906 *Lorraine*, 908 *Apulia*, 910 *Macedonia*, 912 *Sinai*, 913 *Anatolia*, 914 *Suffolk*, 917 *Saskatchewan*, 918 *Hokkaido*, 919 *Sinkiang*, 922 *Tasmania*, 924 *Alaska*, 925 *Finnmark*, 928 *Tanganyika*, 929 *Leinster*, 930 *Oaxaca*, 931 *Patagonia*, 932 *Falklands*, 934 *Lithuania*, 936 *Connecticut*, 937 *Florida*, 945 *Oklahoma*, 946 *Kurdistan*.

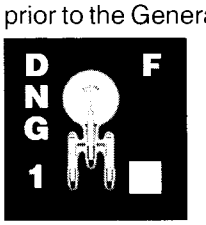
Federation Frigate (FFG): A small ship for small missions, such as convoy escorts, guarding the flank, escorting larger ships, etc. The "G" indicates that it carries "guided weapons" (i.e., drones).

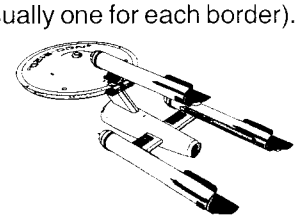




Some of the ship names include: 301 *Burke*, 302 *Hornblower*, 303 *Perry*, 305 *Drake*, 306 *Jellico*, 307 *Churchill*, 308 *Beaty*, 309 *F D Roosevelt*, 310 *Lehman*, 311 *De Gaulle*, 312 *Teddy Roosevelt*, 313 *Graf Spee*, 318 *Yi Sun Sin*, 319 *Tanaka*, 320 *St Vincent*, 321 *Zhadanov*, 323 *Guderian*, 328 *Field Marshal Montgommery*, 329 *Villeneuve*, 330 *Rickover*, 331 *Donitz*, 332 *Mallory*, 333 *John Paul Jones*, 334 *Admiral Togo*, 335 *Harwood*, 336 *Field Marshal Rommel*, 341 *Doolittle*, 342 *McClusky*, 343 *Jason*, 344 *Dewey*, 345 *Degrasse*, 346 *Suffren*, 347 *Senyavin*, 348 *Hosegawa*, 352 *Chaka*, 353 *Cetshwayo*, 354 *Reynolds*, 400 *Buford*, 401 *Longstreet*, 402 *Stand Watie*, 403 *Auchinlek*, 404 *O'Connor*, 406 *Yi-Chun*, 407 *Manstein*, 411 *Lawrence Chamberlain*, 416 *Stonewall Jackson*, 417 *Schwartzkopf*, 418 *Chief Joseph*, 419 *Sitting Bull*, 421 *Sheridan*, 422 *Meade*.

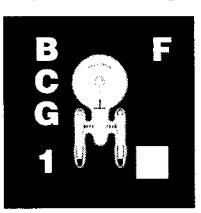
Federation Dreadnought (DNG): This ship has much more combat capability compared to the cruiser, but still has considerable ability in exploration, research, and rescue. Relatively few dreadnoughts were built prior to the General War (usually one for each border).

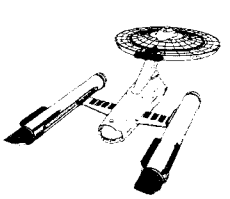




Ship Names Include: 2100 *Federation*, 2101 *Star League*, 2106 *Konkordium*, 2109 *Condordat*, 2110 *Directorate*, 2112 *Star Union*, 2113 *Alliance*, 2119 *Consortium*, 2120 *Entente*, 2121 *Trusteeship*, 2122 *Unification*, 2123 *Solidarity*.

Federation Battlecruiser (BC): Designed for combat in the hottest fighting of the General War when even cruisers could be destroyed by one volley from an entire Klingon Fleet. This is the ship on the game cover; the engines are flat instead of in a V-shape to improve strength and maneuverability.





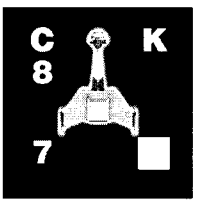
Names: 1751 *Kirov*, 1752 *Australia*, 1753 *New Zealand*.

(7D) KLINGON EMPIRE

Regarded by the Federation as one of its two primary enemies (the other being the Romulans who will appear in another product), the Klingons are a military dictatorship. With less territory than the Federation, the Klingons feel threatened and can only match Star Fleet's combat power by keeping their civilian population on the brink of poverty. The Klingon government is corrupt and paranoid, and legions of secret police watch for any sign of disloyalty among the military.

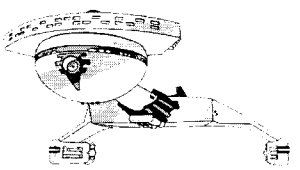
Klingon C8 Dreadnought: C8s were used as flagships and led the most dangerous planetary and starbase assault missions. They never patrol alone, but are the flagships of each border fleet.

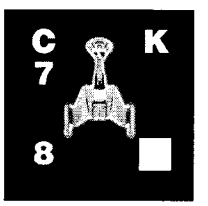




Names: 1-*Victory*, 2-*Admiral Kang*, 3-*Atrocity*, 4-*Carnivorous*, 5-*Admiral Kruge*, 6-*Terror*.

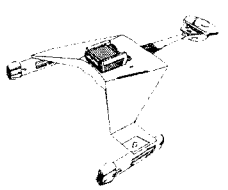
Klingon C7 Heavy Battlecruiser: Designed for combat in the hottest fighting of the General War when even cruisers could be destroyed by one volley from an entire Federation Fleet.

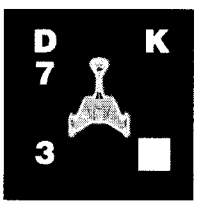




Names: 1-*War*, 2-*Fire*, 3-*Plague*, 4-*Fear*, 5-*Death*, 6-*Pestilence*, 7-*Pain*, 8-*Suffering*, 9-*Decimation*, 10-*Damnation*. Note: both sides of the ship card should have the same disruptor firing arcs (L+FH, FH+R).

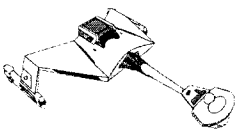
Klingon D7 Battlecruiser: The quintessential opposing ship for the Federation, the D7 is an improvement over the previous D6, which was itself a much larger version of earlier cruiser designs. The D7 is designed as a combat ship; exploration and rescue are left to unarmed auxiliaries. Note that the fleet-scale version of this ship has one phaser-2-360 replacing the two "wing" phasers with their rather bizarre arcs (which conveniently add up to 360°).

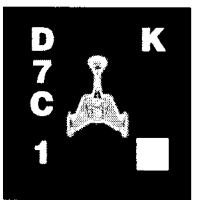




Names: 14-*Anarchist*, 22-*Annihilation*, 34-*Antagonist*, 24-*Attacker*, 20-*Avenger*, 10-*Challenger*, 23-*Chieftain*, 4-*Conqueror*, 26-*Courageous*, 6-*Crusher*, 30-*Decimator*, 27-*Defiler*, 31-*Demolisher*, 15-*Devastator*, 5-*Devisor*, 13-*Killer*, 1-*Klodode*, 41-*Klothos*, 33-*Merciless*, 16-*Nemesis*, 44-*Pandemonium*, 7-*Pitiless*, 32-*Relentless*, 28-*Ruthless*, 40-*Princess Sangfroid*, 19-*Savage*, 43-*Soul of Vengeance*, 8-*Thunderchild*, 42-*Thunderer*, 25-*Vengeance*, 45-*Warhammer*.

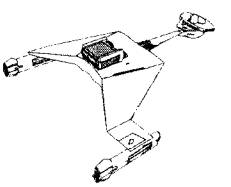
Klingon D7C Command Cruiser: While a counter is provided for this ship, the ship diagram is found in Booster Pack #2 (available early 2006). This ship has upgraded weapons and was used by squadron commodores to command divisions of fleets.

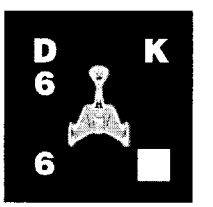




Names: 11-*Dawnslayer*, 12-*Dareslayer*, 5-*Darkslayer*, 13-*Damnslayer*, 3-*Deathslayer*, 14-*Deedslayer*, 9-*Deftslayer*, 16-*Deepslayer*, 6-*Demonslayer*, 4-*Devilslayer*, 8-*Direslayer*, 22-*Dirkslayer*, 20-*Dimslayer*, 15-*Divineslayer*, 1-*Doomslayer*, 18-*Doubtslayer*, 17-*Dourslayer*, 2-*Dragonslayer*, 21-*Droitslayer*, 7-*Dreadslayer*, 10-*Dreamslayer*, 19-*Duelslayer*.

Klingon D6 Heavy Cruiser: The first "modern" Klingon cruiser, it was later replaced by the D7 (which had more power and two extra phasers). D6s had been built in such huge numbers, however, that the Klingons did not need to spend money on light cruisers to stretch the cruiser force a little farther; they could just use these old cruisers! Dozens of old D6s were in storage (ready to be activated by reserve crews in time of war) and some of those were sold to the Romulans who refitted them with cloaks and Romulan weapons.



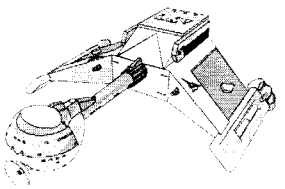


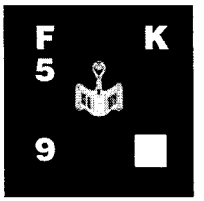
Names: 26-*Abomination*, 6-*Anarchy*, 25-*Atropos*, 1-*Barbarous*, 18-*Bloodshedder*, 45-*Brutality*, 3-*Carnage*, 41-*Cataclysm*, 30-*Conquest*, 21-*Desecration*, 19-*Desolation*, 47-*Despicable*, 24-*Destruction*, 42-*Devastation*, 7-*Furious*, 23-*Gnasher*, 4-*Havoc*, 13-*Krueger*, 2-*Massacre*, 46-*Murderous*, 63-*Malicious*, 33-*Obliterator*, 50-*Pillage*, 51-*Plague*, 52-*Plunder*, 59-*Revenge*, 43-*Savagery*, 54-*Turbulent*, 55-*Virulent*.





Klingon F5 Frigate: Something of a strange duck, the Klingon F5 frigate is either the largest frigate in the galaxy, or the smallest destroyer. Nimble and quick, it is used for raids and counter-raids, along with a host of small ship missions such as convoy escorts, patrols, and recon missions.



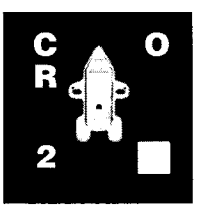


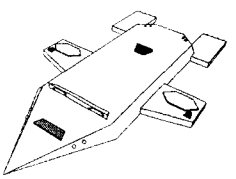
Names: 15-*Ardent*, 38-*Arduous*, 4-*Audacious*, 50-*Bandit*, 51-*Barracuda*, 42-*Beast*, 47-*Blackguard*, 45-*Blackstar*, 3-*Brave*, 32-*Courageous*, 19-*Dasher*, 52-*Devil's Anvil*, 53-*Eviscerator*, 49-*Fearless*, 2-*Fiend*, 1-*Fury*, 31-*Harasser*, 39-*Hero of Zursk*, 11-*Glorious*, 5-*Khedive*, 46-*Kievak*, 44-*Kor*, 48-*Mayhem*, 18-*Nova*, 54-*Stalker*, 55 *Stealth*, 10-*Stormer*, 33-*Tenacity*, 43-*Undaunted*, 26-*Vandal*, 30-*Vengeful*, 40-*Vicious*, 27-*Vigilance*, 16-*Violation*, 12-*Volcano*, 37-*Voracious*.

(7E) THE PIRATES OF ORION

Not an Empire at all, but a criminal organization, the Orions are involved in piracy, smuggling, and all manner of other crimes.

Orion Raider (CR): Considered a small light cruiser, the Orion Raider is the most common pirate ship in Federation space. Players should note the special rules about the Orion Raider in section (5L).





Names: *Return Fire, Broadside, Los Insurgentes, Los Vigilantes, Barracuda, Piranha, Death Sting, Unjust Action, Fortune Royale, Bold Venture, Bold Fortune, Skull & Bones, Black Heart, Aces & Eights, One-Eyed Jack, Illogical Response, Unrefuseable Offer, Firefox, Grey Ghost, Cat Eagle, Zul's Annuity, Omega Cross, White Terror, Harder, Dreadnight, Midnight Mauler, Black Ghost, Berol Turquois, Firedrake, Free Spirit, Gossamer Phoenix, Grief Giver, It's Mine!, Persuader, Shadowdancer, Thunderbolt, Veiled Knife, Warbride, Wildfire, Doomsday Exchequer.*

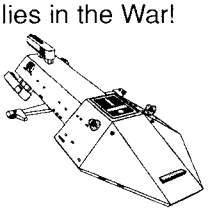
COMING SOON: BOOSTER PACKS!

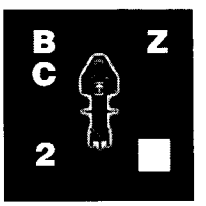
Early in 2006, we will release *Federation Commander Booster Packs #1, #2,* and *#3.* Each contains eight ship cards (allowing you to use multiple ships of the same type in your battles). *Booster Pack #1* has two CAs, two CLs, two FFGs, a freighter, and the new Command Cruiser. *Booster Pack #2* has two D7s, two D6s, two F5s, a freighter, and the new D7C Command Cruiser. *Booster Pack #3* has more Orion, Tholian, and Kzinti ships including the new Kzinti Command Cruiser and Tholian heavy cruiser.

(7F) KZINTI HEGEMONY

The Kzintis are, basically, eight-foot tigers with a tendency to fly into a battle rage at a moment's notice. Their empire is smaller than that of the Klingons, and (to hear the Kzintis tell it) about half of Kzinti territory was stolen by the Federation when it first declared its borders 68 years before the General War.

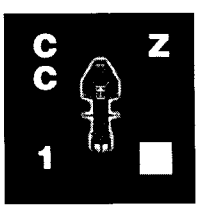
Kzinti Battle Cruiser (BC): Relying on drones and disruptors more than phasers, the Kzintis built their ships to fight their most deadly enemy ... each other! There have been many civil wars, coups, uprisings, and internal battles in the Kzinti Hegemony, just what one would expect from a bunch of tigers. The Kzintis are on the Federation "right flank" when facing the Klingons (geographically speaking) and have fought wars with both the Klingons and Federation. They were allied to the Federation during the General War, but under such heavy attack by the Klingons and their Coalition partners that they were rarely able to send any help to the Federation, and in fact Star Fleet had to send entire fleets into Kzinti space to keep their allies in the War!





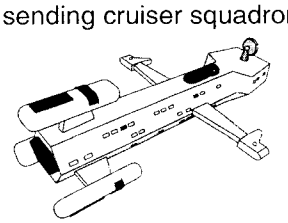
Names: *Nova, Pulsar, Quasar, Satellite, Meteor, Starfire, Parsec, Galaxy, Black Hole, Comet, Eclipse, Nebula, Planetoid, Milky Way, Ecliptic, Red Giant, Perihelion.*

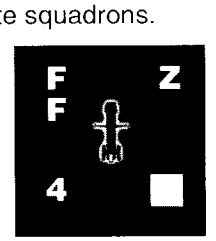
Kzinti Command Cruiser (CC): While a counter is provided for this ship, the ship diagram for it is found in Booster Pack #3 (available early 2006). This ship has additional power and was used by squadron commodores to command divisions of fleets. This ship can control 12 drones.



Names: *White Dwarf, Star Cluster, Zenith, Cosmos.*

Kzinti Frigate (FF): A small ship for small missions, convoy escorts, guarding the flank, escorting larger ships, etc. The Kzintis, more so than other races, preferred to send teams of one cruiser and one frigate (or multiple teams) on larger missions rather than sending cruiser squadrons or frigate squadrons.



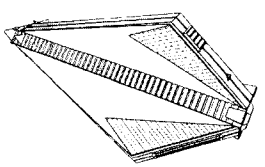


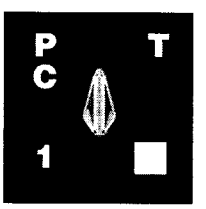
Kzinti frigates had numbers, not names.

(7G) THOLIAN HOLDFAST

The Tholians occupy a small territory on the edge of the galaxy, blocking the pathway between the Klingons and Romulans. The Tholians are in fact refugees from the M81 Galaxy, having fled their original home after an uprising by their slaves overthrew the Tholian Will. The arrival of the Tholians nearly a century before the General War accidentally prevented the Klingons from conquering the Romulans. At the time, Tholian technology was far beyond that of the Milky Way, but with only a fragment of their original industrial base, the Tholians could not make any advances. By the time of the General War, the rest of the Milky Way Galaxy had caught up. The Tholians survive only because their tiny territory is easily defended by their tiny fleet, using webs as artificial terrain to block enemy invasions. The Tholians are officially neutral, but during a few years of the General War were under attack by the Klingons and Romulans and accepted a temporary alliance of convenience with the Federation. This ended when their Seltorian slaves caught up with them and attacked with extreme brutality.

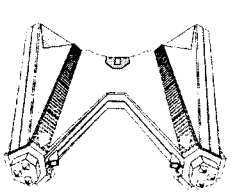
Tholian Patrol Corvette (PC): The Tholians are on the "left flank" of the Klingon-Federation front line (geographically speaking), and fiercely defend their territory. The Patrol Corvette is actually a frigate. Note that there are several versions of the Patrol Corvette, of which only one is presented in this game. This particular version has additional phaser-3s but no web generators. Ships able to generate webs will be in a future product.

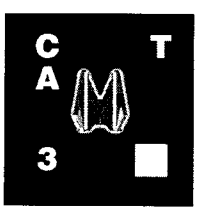




Names: *Avoidance, Barrier, Blockade, Constant, Covenant, Hermitage, Igneous, Keeper, Obstinate, Safeguard, Seclusion, Solitary, Tenacity, Trusty, Vigilant, Fortress, Palisade, Partition, Solitude, Stalwart, Steadfast, Steady, Wall.*

Tholian Cruiser (CA): While a counter is provided for this ship, the ship diagram for it is found in Booster Pack #3 (available early 2006). This ship was built by the Tholians after they arrived in our galaxy. Due to their limited production facilities, the Tholians assembled this ship from parts of two Patrol corvettes.





Names: *Adarak, Aggrexx, Akkrev, Antrex, Arrrakk, Attrex, Averakk, Atarok.*

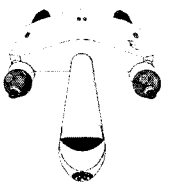
FUTURE ENEMIES AND FRIENDS

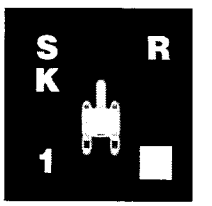
There are many empires in this corner of the Milky Way Galaxy, and in future products we will bring you...

FEDERATION COMMANDER: ROMULAN BORDER

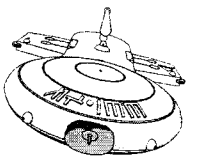
During the summer of 2006, this product will bring new races (the Romulans and Gorns), as well as additional ships for the Federation and the Orion Pirates.

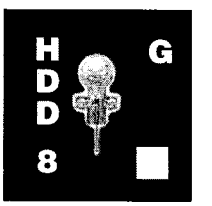
Romulan SkyHawk Destroyer: While the Romulans used the old "Eagles" converted from earlier sub-light designs and the "Kestrels", Klingon-built ships converted to Romulan Technology, the Romulans were able to design an entire new generation of starships, the "Hawks", including the versatile SkyHawk.





Gorn Heavy Destroyer: The only way that the Gorn Navy could get their new light cruiser approved by their penny-pinching legislature was to give it the less-expensive (sounding) name of heavy destroyer.

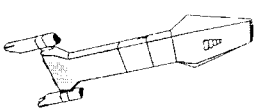


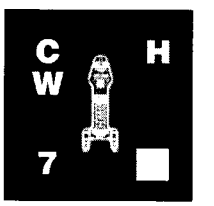


FEDERATION COMMANDER: DISTANT KINGDOMS

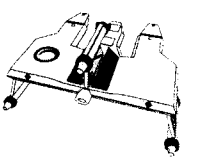
Far beyond the Klingon Empire are two other empires, the Lyran Empire and the Hydran Kingdom. These will be in a future product.

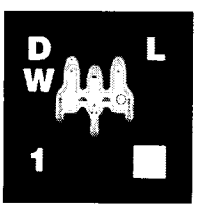
Hydran Mongol War Cruiser: Designed on a cut-down heavy cruiser hull, the Mongol was cheap to build and deadly to fight.





Lyran War Destroyer: The Lyrans, felines related to the Kzintis (and their mortal enemies), were able to quickly convert catamaran-hull frigates into larger trimaran-hull destroyers.





8: SCENARIOS

A scenario is a "battle scene" in which historical (or typical) forces, missions, and situations are presented, and players are free to find their own solutions to the problems presented.

Each scenario is presented in a standard format, with background, starting forces and positions, special rules, and mission objectives. The Victory Conditions are a way to evaluate how well you achieved the victory. Since most scenarios in Federation Commander play in less than an hour, players might wish to adopt the concept of playing each scenario twice in a single session (e.g., evening) exchanging sides between the two battles.

(8A) THE MAP

The map included in *Federation Commander* is mounted on six separate 8.5x11 panels. These can be arranged in various combinations to represent areas of space. There is a small symbol in hex 1414 on the small-hex side of each panel. This is used to help the warehouse crew make sure your copy of the game (or other product) has all of the correct panels; this mark has no game significance.

(8A1) WAYS TO USE THE MAP

Fixed Map: The map does not change after it is initially set up. Any ship which moves off of the map has left the area, usually meaning he has lost the battle. In some scenarios, victory is defined as leaving in a certain direction as this means breaking through enemy lines.

Floating Map: If a running battle heads for the edge of the map, the unused panels can be "leapfrogged" in front of the battle. Alternatively, if ships seem to all be moving in a general direction, just move every counter on the map a convenient number of hexes in the opposite direction.

Location Map: This is the same as a Floating Map except that some location on the map (usually a planet) cannot float off of the map. Once this location has been moved to the map edge, any further movement away from the location is treated as leaving the edge of a Fixed Map.

(8A2) MAP SCALES

Each panel is double-sided, with 1.25" (32mm) hexes on one side and 0.625" (16mm) hexes on the other side. To be used, players must select one side or the other and use the same "scale" because otherwise the hexes won't line up. Note that the counters (playing pieces) for the ships are provided in both 1/2" and 1 inch sizes, for use on the two map scales. The smaller 1/2" counters are used for game markers, seeking weapons, and shuttlecraft on both scales. The larger-scale 1.25" inch hexes also work very conveniently for use with Starline 2400 pewter scale miniature starships, available separately from Amarillo Design Bureau, Inc.

The reason for two map scales is to provide you with the comfort of larger playing pieces on larger hexes, but to also provide you with the option to use a larger battle space for battles with more ships (or tactical situations in which the approach and maneuver are more important than the battle itself). You can use either map scale as suits your interest, style of play, and the size of your table. The large-scale panels are 8x9 hexes (for a total game area that is 24x27 hexes and has a maximum range, corner to corner, of 30) while the small-scale panels are 14x15 and provide a battle space 42 hexes wide and 30 hexes deep with a maximum corner-to-corner range of 52 hexes.

Additional map panels can be found in *Federation Commander: Klingon Attack, Federation Commander: Romulan Border, Federation Commander: Romulan Attack*, the separate *Space Battle Map* product, and in various future products. You can also order them by mail as spare parts. Two or more players can combine the maps from their copies of the game to create a larger battle space.

(8A3) HEXES ON THE MAP

Note that each hex has a number. These are used in setting up scenarios to define places to put ships and other units into their starting positions. Note that hex 1202 of every small-hex panel and hex 62 of every large-hex panel has a white hexagon. Players could, if they wish write a letter or number (or even their own initials) in these spaces to distinguish one map from another, allowing them to record the location of certain items by map # and hex #. (This would, among other things, allow players to stop in mid-game, record the positions on paper, and put the game away to finish later.)

One of the six panels in your game set has letters in the six hexes surrounding hex 62 (hex 1202 on the small scale side). This is a "gaming rosette" used to indicate facing during scenario set up. A ship assigned to "Hex 35 facing D" would be placed in hex 35 facing in the same direction that a ship in hex 62 would be facing if it was facing the large D in hex 63, which means of course that the ship in hex 35 would be facing hex 36. Hex 27 of this same panel (hex 0313 of the small-hex side) is surrounded by six numbers. This is a "scatter diagram" used to generate random movement and repositioning. In some scenarios, a monster or other target might be in a specified hex and move every sub-pulse in a random direction. Roll a die for such a unit and move it one hex in the direction indicated. For example, a unit in hex 35 which is to be moved by a random die roll of "2" would move to hex 44 (the direction that a unit in hex 27 would move if it moved into the hex with the large "2" showing.

(8B) GENERAL SCENARIO RULES

Each scenario provides the players with a mission and with certain information, both as to the background, forces, deployments, and other conditions involved. Any given scenario might be a historical event, or a "generic" situation which happened with minor variations in many places and various times.

(8B1) SCENARIO FORMAT

All scenarios start with a paragraph of historical or situational background.

The next section of the scenario will provide the number of players, and the section after that will show where to place the starting units.

The most important part of the scenario is the mission objective. This tells you what you have to accomplish to win the scenario, and may also tell you how long you have to accomplish this.

Later paragraphs provide special rules, and alternative ways of playing the scenario with different forces, special cases, and objectives.

(8B2) POINT VALUE VICTORY SYSTEM

Each ship in the game has a point value printed on its Ship Diagram. This provides a rough comparison between ships as to their combat power. Special rules, missions, circumstances, and player experience can make a ship worth far more, or somewhat less, than its printed value. In many scenarios, victory is defined by the mission, but when players begin creating their own scenarios, they need a way to judge victory, so this system is provided.

(8B2a) Starting Values: Count up the point values of all the ships on each side. If one side has more points than the other, the side with the lower total is given a number of victory points equal to the difference.

(8B2b) Scoring Points: During the game, points are scored for causing damage to enemy ships as follows:

For scoring internal damage = 10% of point value
Forcing a ship to disengage = 25% of point value
Crippling the enemy ship = 50% of point value
Destroying the enemy ship = 100% of point value
Capturing the enemy ship = 200% of point value

Crippling is defined as causing internal damage equal to one-half of all boxes (not counting boxes repaired before the end of the scenario).

All percentages given are percentages of the point value of the target ship.

(8B2c) Judging Victory: At the end of the game, compare the total points received to the total points of your original force on this chart:

500% or more = Astounding Victory
300% or more = Decisive Victory
150% or more = Tactical Victory
25% or more = Marginal Victory
24% or less = Draw

It is possible for both players to achieve a level of victory, in which case, the player with the higher level of victory (or higher percentage) is the overall winner.

(8C) TRAINING

This is a simple scenario to help you get used to the game system (until your friends arrive to play).

(8C1) NUMBER OF PLAYERS

This is a solitaire scenario for one ship only. The scenario is very challenging with a Fleet Scale ship as it will have fewer phasers. It is fairly easy with a Squadron Scale ship which has twice as many phasers to fire.

(8C2) INITIAL SET UP

Use four panels set up in a "square" pattern using the large-scale hexes. (Later, use six panels.)

Your ship begins in hex 19 of the lower-left map, facing in direction A, having just entered the training zone. For purposes of this scenario, your ship cannot leave the area of the four maps.

Place eight drones on the map, one each in hexes 32 and 68 of each of the four panels. The drones in the four hexes numbered 32 are facing in direction C (that is, toward hex 42 in each case) while those in the four hexes numbered 68 are facing in direction A (that is, toward hex 67 in each case).

(8C3) MISSION OBJECTIVE

Simple! Destroy all of the drones.

(8C4) SPECIAL RULES

For your first run through the scenario, each drone is moving straight ahead, without any change of direction, at a speed of 8 (that is, during Movement Sub-Pulse #4 of each Impulse). Your mission is to move around the space and destroy all of the drones. Take note of where each drone is and how close it is to moving off of the map (since any drone which does so counts as one you missed). You can move at a fairly high speed (24) since you will only use your phasers against these targets. Start out moving in direction A and move straight ahead (kill the drone that starts in Lower Left 32 when you get close enough) until you reach the upper left map panel (or perhaps a few hexes more), then turn 60° right. This should put you into a position to shoot the two drones in the Upper Left panel. Continue in this direction and you should be able to pick off one or both of the drones in the Upper Right panel, then turn to directions C and then D and maybe you can chase down the drones in the Lower Right panel. How many drones did you get? Bad die rolls can hurt you, but you should have been able to pick off two or three, and with practice five or six. You can continue to play this version of the scenario as you add your own drones and heavy weapons to your arsenal, and consider sideslips and other maneuvers to improve your firing opportunities.

(8C5) FORCE DYNAMICS

For a variation, ignore the normal drone movement rules. Move each drone one hex per impulse (in sub-pulse #1) by a random die roll (one roll for each drone). This should be fairly easy as no drone will get very far from its starting point, but those close to the map edges might escape if they roll two or three hexes of movement toward the edge.

(8C6) DEADLY DRONES

Now, for your final graduation, play the scenario again with each drone "homing in" on your ship (and able to do 12 "simulated" damage points) using the seeking weapons rules. This is easier in one way (the drones won't leave the map) but much harder in another way (the drones will hit your ship and explode if you don't maneuver around them or kill them). The trick here is to create maneuvering room. Kill all of the drones on one side of your ship and you will be able to maneuver away from the others (into the empty area you created) until you can fire your weapons a second time on the second turn. Keep playing this way until you can kill all eight drones without getting hit. Then increase the drones to a speed of 16, then 24, and finally 32. No fleet scale ship has ever succeeded in killing all eight drones moving at speed 32.

(8D) THE DUEL

Two rival empires wish to control a given region of space, perhaps because there are vital resources here, or because the area provides access to other areas. The objective is to "maintain a presence" in the sector, establishing your claim to it (or at least your right to be in it). Such duels happen for any number of reasons. During wartime, one ship may be patrolling a sector to prevent the enemy from sending ships through it (while the enemy wants to open up a gap in the patrol screen in order to send raiding forces into your territory). In cases where borders are not set by bilateral treaties, just who controls a given area is determined by who can send (and keep) a ship on patrol there.

Because there are so many different ways a duel can happen (duels are the most common battles), there are many different mission objectives available.

(8D1) NUMBER OF PLAYERS

Two, usually from two different empires but civil wars do happen.

(8D2) INITIAL SET UP

Each player has one ship, and the two ships should have a roughly equal point value.

Set up the map in any convenient configuration in either scale. Start one ship in one corner of the map, and the other ship in the opposite corner.

The scenario is written for a "fixed map" but can be used with a "floating" or "location" map as well.

(8D3) OBJECTIVE

Mission: Your mission is to force the other ship to leave this disputed area, that is, to move off of the map. You can destroy his ship if you have to.

Time Limit: This scenario has a limit of ten turns; by the start of the eleventh turn, both sides will have sent reinforcements to the scene, turning it either into a standoff or a larger battle. If the enemy arrives to find that you have already "won" control over the area and have more forces at hand, they are likely to withdraw (at least for now).

Victory: For a decisive victory, destroy or capture the enemy ship. For a major victory, cripple his ship and force him to leave. For a tactical victory, force him to leave *or* cripple his ship without your own being crippled.

If both ships are still in the fight, count the total number of internal damage boxes (all boxes that were disabled, not counting shields or shuttlecraft, but including frame damage and marines). The ship with the lower amount of damage has won a "marginal" victory.

(8D4) SPECIAL RULES

None. Players might, at their option, create their own special rules such as limiting one ship's supply of drones, including a planet about which both sides want to gather scientific information (5B3), or any other special case the players agree to. Two players of unequal experience might balance the scenario by giving the newer player a slightly larger ship, or by marking a few boxes of the veteran player's ship disabled.

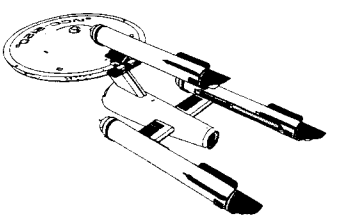
(8D5) FORCE DYNAMICS

Players can experiment with the basic duel format by giving one player two smaller ships that have a total point value roughly equal to the other player's larger ship.

Another alternative is to give one player fairly powerful forces and require the player with a less powerful force only to "stay on the map" for a set number of turns (or until he collects a certain number of information points). One player might select the ships, while the other names a number of turns he thinks the smaller force could survive. The first player can then select either side of the battle.

(8D6) LARGER BATTLES

This same general format can be used with larger battles, up to a dozen ships on each side! Note that the total points should be roughly equal, and that larger fleets will take longer to play (and may work better on a larger map).



(8E) THE IRIDIMA CONVOY

Iridima is a small planet in the Federation-Klingon Neutral Zone. It is rich in Iridium, a rare metal used in the construction of starships. The Federation and Klingons both go to great lengths to lock up the Iridima market, and neither succeeds in doing so for very long.

In our particular case, the Federation has succeeded in gaining the valuable export contracts, but the Klingons insist that the Federation used unfair trading practices and have appealed to the Organians (who showed no hurry in getting back to the "lesser races" as to who might be right). Confident that they can convince the Organians of the justice of their claim, the Klingons set out to stop the convoy departing Iridima with huge quantities of Iridium ore.

(8E1) NUMBER OF PLAYERS

Two, historically the Federation and Klingon Empire. However, there are plenty of trade disputes (and convoy raids) around the galaxy and you could use any two Empires.

(8E2) INITIAL SET UP

Set up the maps in one long row, one map wide and six maps long. This can be done in either orientation. If using the large-hex panels, you will have to leapfrog each panel once (so that the ships travel a 12-panel map); if using the small-hex panels, the initial map placement is sufficient. Except for this, the map is "fixed" and any ship leaving the map has left the scenario and cannot return. Any freighter which leaves the edge (rather than the end) of the map is considered to have returned to Iridima by an alternate route (and the Klingons get 3 points).

Set up four large freighters in adjacent hexes anywhere on the second map. The freighters are all facing toward their goal (the far end of the sixth map). (Players will need to make a copy of the freighter diagram, or get the booster packs, or just record it on a sheet of paper.)

Set up a Klingon D7 on the end of the first map that is farthest from the freighters. This ship is facing toward the freighters.

Set up a Federation CA on the end of the third map that is farthest from the freighters. This ship is facing toward the freighters.

The freighters can only exit the map from the ends. If a freighter is captured by the Klingons, they must fly it off of their end of the map to consider it captured; the Federation might even try to recapture it!

(8E3) OBJECTIVE

Mission: The mission of the Federation ship is to escort the freighters off of the far end of the map.

The mission of the Klingon ship is to destroy or capture as many of the freighters as possible. The Federation ship is not a mission objective but you can attack it for tactical reasons.

Time Limit: This scenario ends when the last freighter is destroyed or exits the map.

Victory: This is determined by a point score. The Klingon player receives points as follows:

Capturing a freighter = 10 points
Destroying a freighter = 5 points
Freighter leaves map edge = 3 points
Crippling the Federation cruiser = 5 points
Forcing the Federation cruiser to leave the map = 5 points
Destroying the Federation cruiser = 10 points
Klingon ship is crippled = Lose 20 points
Klingon ship is destroyed = Lose 50 points

At the end of the scenario, the Klingon wins if he has a score higher than 20; the higher his score, the greater his victory. Note that the *edge* of the map and the *end* of the map are two different things.

(8E4) SPECIAL RULES

None in the basic scenario. Players may experiment with many alternative and optional rules such as giving one player a larger or smaller ship, giving one player two smaller ships, making the "goal line" closer or farther away, moving the starting position of the Federation ship, adding or deleting freighters to the original convoy, limiting the drone supply of either ship, etc.

(8F) THE PLANET KILLER

Reports reach Fleet Headquarters of a huge alien starship of unknown type rampaging through your territory. Investigation shows that it is from another galaxy, and completely under robotic control. It is a "doomsday" weapon left over from somebody else's long-forgotten war. Sent into the territory of its original enemy, the Planet Killer had a single objective, seek out any planet bearing life and destroy it. Perhaps the original owners intended it as a final revenge weapon after their own defeat, or perhaps they used it as a special kind of attack and were unable to turn it "off" later? No one will ever know, but this thing has destroyed six planets (fortunately, none of them had a major population) and is now headed for the core of your Empire where billions of citizens live on major industrial planets. As your ship approaches the alien craft, you notice that its huge hull is made of pure neutronium armor, and your science officer jokes that it looks like a giant carrot. This ship has obviously been the target of massive attacks that have blasted away layer after layer of its armor. Feel fortunate that it did not arrive in our galaxy in its original form, but realize that somebody else threw everything he had at the Planet Killer and failed to destroy it.

(8F1) NUMBER OF PLAYERS

Two or more. One controls the monster, while the other controls the defending ships. This can be a good scenario for a group with each player controlling his own ship.

(8F2) INITIAL SET UP

Set up the maps in any convenient configuration in either scale. Place the Planet Killer in a hex on one edge of the map. The target planet will be 100 hexes directly ahead of the monster. The map in the game isn't big enough for this, so you will need to record how far the Planet Killer is from the planet and, as the Planet Killer moves forward and you either leapfrog the map or "float" all of the units back to the starting edge, the planet will eventually "appear" on the edge of the map.

Set up the defending ships 50 hexes from the Planet Killer, between it and the planet. Use any interesting combination of ships (in one scale or the other) equal to about 350 points. (The Federation is limited to 300 points as their photon torpedoes are particularly suited to destroying this thing.)

(8F3) OBJECTIVE

Mission: The mission of the Planet Killer is to destroy the planet. To do this, it must score 250 points of damage on the planet using its weapons. Any seeking weapons used by the defenders which accidentally hit the planet also count for this. The player controlling the Planet Killer may attack or even destroy the defending ships but will gain no victory from doing so.

The mission of the defending ships is to destroy the Planet Killer. (A diplomatic ship which tried to negotiate with its robot brain was vaporized in one volley of its phaser-4s.)

Time Limit: The scenario ends when the Planet or the Planet Killer is destroyed. If the defending ships destroy the Planet Killer by the end of the turn in which the planet is destroyed, they can claim a draw.

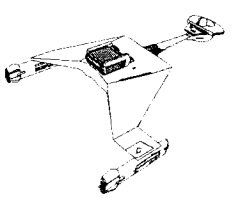
(8F4) SPECIAL RULES

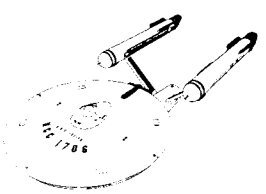
The Planet Killer is limited to a maximum baseline speed of 16, but can use acceleration to move at a *defacto* speed of 24.

The tractor beams on the Monster have a range of 3 hexes (rather than the normal one hex) but use the same power as the normal tractor beam rules. These are a key system for the monster, as they can hold an attacking ship out of point-blank range and can keep such a ship from getting away.

(8F5) FORCE DYNAMICS

This scenario can be played with endless variations. Once you learn the game well, you will be able to easily destroy the monster. Try starting the monster closer to the planet, or the ships farther from the monster. Use a larger or smaller force. Be sure to play the scenario with both scales of ships.





(8G) PLANETARY RESCUE

A group of colonists are on a planet being threatened by the enemy. Your job is to rescue them.

(8G1) NUMBER OF PLAYERS

Two. One controls the "rescue ship" while the other controls the "harassing ship". The two ships should be roughly equal in point value.

(8G2) INITIAL SET UP

Set up the maps in any convenient configuration in either scale. Place a planet about five hexes from the center of one of the map edges.

The harassing ship starts anywhere within five hexes of the planet. The rescuing ship starts in any convenient hex which is at least 25 hexes from both the Planet and the harassing ship.

The map is fixed; it does not "float". Any ship leaving the map has left the scenario.

(8G3) OBJECTIVE

Mission: The mission of the rescue ship is to remove the colonists from the planet and escape off the edge of the map farthest from the planet. While you may fire on the harassing ship, you gain no victory points for doing so.

The mission of the harassing ship is to stop this rescue, and if possible to score damage on the rescuing ship.

Time Limit: The scenario ends when the rescue ship has left the map or has been destroyed or captured.

Victory: Use the Victory Conditions in (8B2) but the rescue ship gains no points for damage to the harassing ship. Instead, the rescue ship gains 10 points for each group of colonists rescued. The harassing ship gains no points for "forcing" the rescue ship to disengage if it has rescued the colonists.

(8G4) SPECIAL RULES

There are ten groups of colonists on the planet. Each can be rescued by a single shuttlecraft which lands on the planet, or by one transporter operation.

(8G5) FORCE DYNAMICS

You can replay the scenario many times. Replace the harassing ship (or the rescue ship!) with two smaller ships. Give one player a larger or smaller ship. Limit the number of drones a ship can have in its racks or the number of times it can reload. Increase or decrease the number of colonists. Require the ship to collect information points about the planet rather than rescue colonists from it.

(8H) BASE ASSAULT

This scenario, including Suicide Freighters and the Battle Station, is found in the *Commander's Circle Communique #1.*

Acceleration 2B2a
Anti-Drones 4E
Armor 3D1
Automatic Disengagement 2E1a
Auxiliary Control 5A1
Base Rotation 2C6
Baseline Speed 2A1, 2B1b
Baseline Speed, during Energy Allocation 1E1
Batteries 1D4
Blocked Targets 4A3, 6A1d
Braking Power 2C5b
Breakdown 2D2d
Bridge 5A1
Burning Through Shields 3C8
Capturing a Ship 3E2, 5F2
Cargo 5K
Changing Speed 2B2
Combat Operations 3A
Combat 3
Control of Seeking Weapons 4F2e, 4F5e
Control Systems 5A
Damage Allocation Charts 3D3
Damage Allocation 3D
Damage Caused by Drones 4G4
Damage Control Rating 5G1
Damage Records 3D5
Deceleration 2B2b
Defensive Fire Phase 1E2c
Destroying Drones 4G4
Direct Fire Weapons 3A1, 4A
Directed Targeting 3D4
Direction 2A3b
Discharging Weapons 4C3d
Disengagement 2E
Disruptors 4D
Disruptors, Overloaded 4D2b
Disruptors, Range Limits 4D1d
Docking 2D5a
Drone Racks 4G2, 4G8
Drones 4F1a, 4G
Drones, destroying 4G4
Drones, Warhead size 4G4
Dropping Shields 3C2
Emergency Bridge 5A1
Emergency Deceleration 2D3
Emergency Evacuation 5E7
End of Turn 1E3
Endurance 4F2d, 4G6
Energy Allocation 1D
Energy Cost of Movement 2B
Energy Points 1D1
Energy Tokens 1D1, 1D5
Evasive Maneuvering 2D4
Facing 2A4
Federation Drone/Anti-Drone Racks 4E1e, 4G9
Federation, United, of Planets 7C
Firing Arcs 3B
Flag Bridge 5A1
Fleet Scale Movement Cost 2B1b
Fleet Scale 1C, 5C2
Frame Damage 3E1, 5J
Friendly Fire 3A3
Hexes 2A2
High Energy Turns 2D2, 4F3e
Holding armed weapons 4C2b, 4C3c
How Ships Are Lost 3E
Hull 5J
Impulse (part of the turn) 1E2
Information Points 5B3, 5C3
Klingon Empire 7D
Kzinti Hegemony 7F
Laboratories 5B
Landing 2D5b
Launch Phase 1E2f
Launch 4F2, 4G7
Loss of control 5A2
Map Scale 2A2
Map, Leaving the 2E2
Marine Combat Phase 1E3b
Marine Raids 5F1
Marines 5F
Maximum Speed 2A3d
Momentum, there isn't any 2A3f
More than one ship per hex 2A3e
Movement 2
Movement Cost, Fleet Scale 2B1b
Movement in Reverse 2B1c
Movement Phase 1E2b
Movement Points 2B1a
Movement Sub-Pulse 1E2b
Movement, Energy cost of 2B
Movement, Forward 2A3c
Movement, Performing 2A6
Moving in Reverse 2C5
Non-Moving Units 2B1d
Offensive Fire Phase 1E2d
Optional Weapons 5L1
Order of Precedence 2A5, 4F3b
Orion Engine Output 5L3
Orion Pirates 7E, 5L
Other Functions Phase 1E2e
Overloaded Weapons 4C3, 4D2b, 4E1c
Performing Movement 2A6
Phasers 4B
Photon Torpedoes 4C
Photon Torpedoes, Firing 4C4
Photon Torpedoes, Holding 4C2b, 4C3c
Photon Torpedoes, Overloaded 4C3
Plasma Torpedoes 4F1d, 4J
Pre-Game Arming 4C2b
Pre-loading weapons, during Energy Allocation 1E1
Probes as Weapons 5C4
Probes 5C
Proportional Movement 2A3a
Pulse Speed 2A1
Raids 5F1
Raising Shields 3C2
Ramming, not allowed 2A3g
Range (to target) 3A5
Regenerating Shields 3C7
Reinforcing Shields 3C5
Reloading, via repair rules 5C5, 5G5
Repair Cost 5G3
Repair Phase 1E3a
Repair Points 5G2
Repairs 5G
Resetting Turn Modes 2C3c
Reverse Movement 2B1c, 2C5
Same Hex Combat 4F2c, 3C6d
Scenarios 8
Seeking Weapon Impact 4F4
Seeking Weapon Movement 4F3d
Seeking Weapons 3A2, 4F
Self-Destruction 3E3
Separation 2E1b
Shield Burn Through 3C8
Shield Regeneration 3C7
Shield Regeneration, during Energy Allocation 1E1
Shield Reinforcement 3C5
Shields 3C
Shields, Damage to 3C4
Shields, raising or dropping 3C2
Shields, Which Was Hit 3C6, 4F4c
Ships 7
Shuttlecraft 5H
Shuttlecraft, Repair of 5G6
Sideslips 2C4
Simultaneous Decision Rule 1E4
Skipped Damage Points 3D3
Special Maneuvers 2D
Speed Change Phase 1E2a
Speed of seeking weapons 4F3
Stacking 2A3e
Stacking, firing limit from stacks 4A3
Stealth Coating 5L2
Sub-Pulse 1E2b
Suicide Freighters 4F1c, 4H
Suicide Shuttlecraft 4F1b, 5H6
Systems 5
Tactical Maneuvers 2D1
Target Enemy Engines 3D4
Target Enemy Weapons 3D4
Tholian Holdfast 7G
Tractor Auctions 5D6a
Tractor Beams 5D, 4F5d
Tractor Beams, Defensive 5D4
Tractor Beams, power used 5D2
Tractoring Ships 5D6
Transporters 5E
Transporters, power used 5E2
Turn Mode Category 2C2a
Turn Modes 2C2
Turn Modes, Resetting 2C3c
Turn, game turn 1E
Turning, a ship 2C1
United Federation of Planets 7C
Units that do not Move 2B1d
Volley, definition 3A4
Weapons Records 1E3c
Weapons 4, 5C4
Which Shield Was Hit 3C6, 4F4c

FEDERATION LIGHT CRUISER
SQUADRON SCALE

COUNTER
POINT VALUE: 115
DAMAGE CONTROL: 4

USS
Name

POWER TRACK
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

WEAPONS USED
1 2 3 4 5
6 7 8 Z

PHOTON ARMING
A P L +4 +8 F
B P L +4 +8 F

ANTI-DRONES USED
1 2
3 4
5 6
7 8

PROBES

MARINES

FRAME DAMAGE

TURN MODE C
MOVE COST 3/4

BASE SPEED 8
TURN MODE 2
SPEED COST 6

BASE SPEED 16
TURN MODE 3
SPEED COST 12

BASE SPEED 24
TURN MODE 5
SPEED COST 18

ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST
3+3/4

EVASIVE
MANEUVER
COST 4+1/2

SHIELD #1
18

SHIELD #6
18

SHIELD #2
18

ARMOR

PHOT PH-1-FX PHOT
FA A 1 2 B FA
TRAN BRIDGE PRB
EMER BTTY TRAC
PH-1 LS 3 4
F HULL
PH-1 5 6 RS
LAB
R HULL
TRAC REAC DRN TRAN
Z
AUX PH-3-360 BTTY
7 8
IMPULSE SHTL IMPULSE
L WARP R WARP

SHIELD #5
16

SHIELD #3
16

SHIELD #4
16

DRONE RACK Z

DRONES
1 2

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #3 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/4 1/2 3/4

FEDERATION FRIGATE
SQUADRON SCALE

COUNTER
POINT VALUE: 78
DAMAGE CONTROL: 2

USS
Name

POWER TRACK
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

PROBES

MARINES

FRAME DAMAGE

TURN MODE B
MOVE COST 1/4

BASE SPEED 8
TURN MODE 2
SPEED COST 2

BASE SPEED 16
TURN MODE 3
SPEED COST 4

BASE SPEED 24
TURN MODE 4
SPEED COST 6

ACCELERATION
COST 1/4

DECELERATION
COST 1/4

HIGH ENERGY
TURN COST
1+1/4

EVASIVE
MANEUVER
COST 1+1/2

SHIELD #1
18

SHIELD #6
18

SHIELD #2
18

FA PH-1-FH FA
PHOT 1 PHOT
REAC A BRIDGE B PRB
HULL HULL
PH-1 C C PH-1
LS 2 LAB 3 RS
PH-3 TRAN BTTY PH-3
LS 4 5 RS
TRAC AUX DRN EMER TRAC
Z
SHTL IMPULSE SHTL
L WARP R WARP

#5
18

#3
18

SHIELD #4
18

DRONE RACK Z

ANTI-DRONES USED
1 2
3 4
5 6
7 8

WEAPONS USED
1 2 3 4 5 Z

PHOTON ARMING
A P L +4 +8 F
B P L +4 +8 F

DRONES
1 2

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #4 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/4 1/2 3/4

FEDERATION HEAVY CRUISER
SQUADRON SCALE

COUNTER
POINT VALUE: 147
DAMAGE CONTROL: 4

USS
Name

PHOTON ARMING

A	B	C	D
P	P	P	P
L	L	L	L
+4	+4	+4	+4
+8	+8	+8	+8
F	F	F	F

ANTI-DRONES USED

1	2
3	4
5	6
7	8

PROBES

DRONE RACK Z

DRONES
1
2

MARINES

FRAME DAMAGE

TURN MODE D
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 4
SPEED COST 16

BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
COST 6

SHIELD #1
30

#6
24

#2
24

PHOT-FA
A B C D

BTTY
PH-1-FH
1 2
TRAN

PH-1
3 4
LAB
BRDG
LAB
PH-1
5 6

LF
L
F HULL
EMER
F HULL
RF
R

IMP

AUX

LEFT WARP
BTTY
REAC
TRAC
RIGHT WARP

#5
24

PRB
PH-1-RH
7 8
TRAN

#3
24

HULL
R
SHTL
HULL
R

PH-3-360
9
DRN
Z
PH-3-360
10

WEAPONS USED

1	2	3	4	5
6	7	8	9	10
		Z		

SHIELD #4
24

SHUTTLECRAFT

POWER TRACK
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

FRACTIONAL POWER
0 1/2

1

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #1 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FEDERATION BATTLECRUISER
SQUADRON SCALE

COUNTER
POINT VALUE: 189
DAMAGE CONTROL: 6

USS
Name

PROBES

DRONE RACK W

DRONE RACK X

PHOTON ARMING

A	B	C	D
P	P	P	P
L	L	L	L
+4	+4	+4	+4
+8	+8	+8	+8
F	F	F	F

MARINES

FRAME DAMAGE

TURN MODE D
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 4
SPEED COST 16

BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
COST 6

SHIELD #1
36

#6
30

#2
30

PHOT-FA
A B C D

BTTY
PH-1-FH
1 2
LAB

PH-1
5
6
LS
TRAN
BRDG
3 4
PH-1
7
8
RS

F HULL
FLAG
REAC
F HULL

EMER

DRN
W
IMP
C WARP
IMP
DRN
X

BTTY
DRN
Y Z
TRAN

LEFT WARP
REAC
TRAC
RIGHT WARP

#5
24

PRB
PH-1-360
11 12

#3
24

PH-3-360
9
AUX
PH-3-360
10

HULL
R
SHTL
HULL
R

DRONES
1 2
3 4

SHIELD #4
24

SHUTTLECRAFT

ANTI-DRONES USED

W	
1	2
3	4
5	6
7	8
X	
1	2
3	4
5	6
7	8

DRONE RACK Y

DRONES
5 6 7 8

DRONE RACK Z

DRONES
9 10 11 12

WEAPONS USED

1	2	3	4
5	6	7	8
9	10	11	12
W	X	Y	Z

POWER TRACK
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

FRACTIONAL POWER
0 1/2

5

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #5 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FEDERATION DREADNOUGHT
SQUADRON SCALE

COUNTER
POINT VALUE: 252
DAMAGE CONTROL: 6

USS
Name

ANTI-DRONES USED
W X Y Z
1 2 | 1 2 | 1 2 | 1 2
3 4 | 3 4 | 3 4 | 3 4
5 6 | 5 6 | 5 6 | 5 6
7 8 | 7 8 | 7 8 | 7 8

POWER TRACK
+60
+50
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

PHOTON ARMING
A B C D E F
P P P P P P
L L L L L L
+4 +4 +4 +4 +4 +4
+8 +8 +8 +8 +8 +8
F F F F F F

PROBES

MARINES

FRAME DAMAGE

TURN MODE D
MOVE COST 1+1/2
BASE SPEED 8
TURN MODE 2
SPEED COST 12
BASE SPEED 16
TURN MODE 4
SPEED COST 24
BASE SPEED 24
TURN MODE 5
SPEED COST 36
ACCELERATION COST 1+1/2
DECELERATION COST 1+1/2
HIGH ENERGY TURN COST 7+1/2
EVASIVE MANEUVER COST 9

SHIELD #1
45
SHIELD #2
38
SHIELD #3
36
SHIELD #4
36
SHIELD #5
36
SHIELD #6
38

PHOT-FA
A B C D
REACTOR E F
LAB
PH-1-FH
1 2
PH-1
3
LS 4
5
BRIDGE
BTTY
TRAN
PH-1
6
7 RS
8
FLAG
F HULL
F HULL
EMER
IMPULSE
TRAC SHTL TRAC
L WARP
BTTY
TRAN
R WARP
PH-1-360
9 10
DRONE
W X
Y Z
PRB
REAC
PH-3-360
11 12
HULL R
AUX
HULL R
PH-1-RH
13 14
C WARP

DRONE RACK W
DRONES 1 2
DRONE RACK X
DRONES 1 2
DRONE RACK Y
DRONES 1 2
DRONE RACK Z
DRONES 1 2

WEAPONS USED
1 2 3 4 5 6
7 8 9 10 11 12
13 14 W X Y Z

SHUTTLES

FRACTIONAL POWER
0 1/2

FEDERATION COMMANDER:
KLINGON BORDER
SQUADRON SCALE SHIP
DIAGRAM #2 OF 16
Copyright © 2005
Amarillo Design Bureau, Inc.

2

KLINGON C8 DREADNOUGHT
SQUADRON SCALE

COUNTER
POINT VALUE: 256
DAMAGE CONTROL: 6

IKV
Name

POWER TRACK
+60
+50
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

ANTI-DRONES USED
1 2 3 4 5 6 7 8

WEAPONS USED
A B C D E F
1 2 3 4 5 6
7 8 9 10 11 12
13 14 15 16
U V W X Y Z

PROBES

MARINES

FRAME DAMAGE

TURN MODE D
MOVE COST 1+1/2
BASE SPEED 8
TURN MODE 2
SPEED COST 12
BASE SPEED 16
TURN MODE 4
SPEED COST 24
BASE SPEED 24
TURN MODE 5
SPEED COST 36
ACCELERATION COST 1+1/2
DECELERATION COST 1+1/2
HIGH ENERGY TURN COST 7+1/2
EVASIVE MANEUVER COST 9

SHIELD #1
44
SHIELD #2
36
SHIELD #3
36
SHIELD #4
36
SHIELD #5
36
SHIELD #6
36

TRAC PH1-FX TRAC
1 2
PH1-L-LF
3 4
BRDG
PH1-RF-R
5 6
DRONE EMER DRONE
U V
BTTY TRAN
LAB
F HULL
DRONE RACK U
DRONES 1 2 3 4
DRONE RACK V
DRONES 1 2 3 4

SHTL IMP ADD
T
LF L
7 8
PH-1
BTTY
AUX
TRAN
PH-1
9 10
RF R
R HULL
DISR-FX
E F
R HULL
FA DISR
A B
TRAC
REACTOR
PRB
FA DISR
C D
L WARP
L LR
11
PH-2
IMP
DRONE
W X Y Z
IMP
PH-2
12
R RR
R WARP
PH-3
SHUTTLE
PH-3
L LR
13 14
15 16
R RR
C WARP

DRONE RACK W
DRONES 1 2 3 4
DRONE RACK X
DRONES 5 6 7 8
T: ANTI-DRONES
DRONE RACK Y
DRONES 1 2 3 4
DRONE RACK Z
DRONES 5 6 7 8

SHUTTLES

FRACTIONAL POWER
0 1/2

FEDERATION COMMANDER:
KLINGON BORDER
SQUADRON SCALE SHIP
DIAGRAM #7 OF 16
Copyright © 2005
Amarillo Design Bureau, Inc.

7

FEDERATION LIGHT CRUISER
FLEET SCALE

COUNTER
POINT VALUE: 52
DAMAGE CONTROL: 2

USS
Name

PROBES
MARINES
FRAME DAMAGE

PHOTON ARMING: A P L +4 +8 F

WEAPONS USED: 1 2 3 4 Z

SHIELD #1: 9
SHIELD #2: 9
SHIELD #3: 8
SHIELD #4: 8
SHIELD #5: 8
SHIELD #6: 9

ARMOR
PHOT BRIDGE PH-1
FA A 1 FX
TRAN EMER BTTY
PH-1 F HULL LAB PH-1
2 3
LS RS
R HULL
TRAC REAC DRN Z
AUX PH-3-360 BTTY 4
IMP SHTL IMP
L WARP R WARP

TURN MODE C
MOVE COST 3/8

BASE SPEED 8
TURN MODE 2
SPEED COST 3

BASE SPEED 16
TURN MODE 3
SPEED COST 6

BASE SPEED 24
TURN MODE 5
SPEED COST 9

ACCELERATION
COST 3/8

DECELERATION
COST 3/8

HIGH ENERGY
TURN COST
1+7/8

EVASIVE
MANEUVER
COST 2+1/4

DRONE RACK Z

ANTI-DRONES USED: 1 2 3 4 5 6 7 8

DRONES: 1 2

POWER TRACK: 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

Weapons Used track records that a weapon was fired during the current turn. Photon firing is recorded on their separate track (the box marked "F").
The Anti-Drones Used track records that a drone rack was used in ADD mode a specific impulse of the turn (ammunition use is recorded separately).

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #3 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

FEDERATION FRIGATE
FLEET SCALE

COUNTER
POINT VALUE: 42
DAMAGE CONTROL: 1

USS
Name

PROBES
MARINES
FRAME DAMAGE

PHOTON ARMING: A P L +4 +8 F

WEAPONS USED: 1 2 Z

SHIELD #1: 9
SHIELD #2: 9
SHIELD #3: 9
SHIELD #4: 9
SHIELD #5: 9
SHIELD #6: 9

FA
PHOT
A
REAC BRDG BTTY
TRAN HULL LAB
PH-1 C PH-1
LS 1 SHTL TRAC 2 RS
DRN IMP EMER
Z
WARP L WARP R

TURN MODE B
MOVE COST 1/8

BASE SPEED 8
TURN MODE 2
SPEED COST 1

BASE SPEED 16
TURN MODE 3
SPEED COST 2

BASE SPEED 24
TURN MODE 4
SPEED COST 3

ACCELERATION
COST 1/8

DECELERATION
COST 1/8

HIGH ENERGY
TURN COST
5/8

EVASIVE
MANEUVER
COST 3/4

DRONE RACK Z

ANTI-DRONES USED: 1 2 3 4 5 6 7 8

SHUTTLE

DRONES: 1 2

POWER TRACK: 9 8 7 6 5 4 3 2 1 0

Weapons Used track records that a weapon was fired during the current turn. Photon firing is recorded on their separate track (the box marked "F").
The Anti-Drones Used track records that a drone rack was used in ADD mode a specific impulse of the turn (ammunition use is recorded separately).

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #4 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

FEDERATION HEAVY CRUISER
FLEET SCALE

Weapons Used track records that a weapon was fired during the current turn. Photon firing is recorded on their separate track (the box marked "F"). The Anti-Drones Used track records that a drone rack was used in ADD mode a specific impulse of the turn (ammunition use is recorded separately).

COUNTER
POINT VALUE: 81
DAMAGE CONTROL: 2

USS
Name

SHIELD #1 [15]

POWER TRACK
21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

PROBES
DRONE RACK Z
DRONES 1 2
MARINES
FRAME DAMAGE

PHOTON ARMING

A	B
P	P
L	L
+4	+4
+8	+8
F	F

WEAPONS USED

1	
2	
3	
4	
5	
Z	

ANTI-DRONES USED

1	2
3	4
5	6
7	8

#6 [12] #2 [12] #5 [12] #3 [12]

PH-1-FH 1 | TRAC | EMER | PHOT-FA A B | PH-1 2 | DRN Z | BRDG | TRAN | PH-1 3 | LF L | RF R | HULL F | LAB | HULL F | REAC | IMP | LEFT WARP | PH-3 4 | PH-1 5 | RIGHT WARP | 360 | RH | BTTY | HULL R | SHTL

SHIELD #4 [12]

SHUTTLES

TURN MODE D
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 4
SPEED COST 8

BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3

FRACTIONAL POWER
0 1/2

1

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #1 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FEDERATION BATTLECRUISER
FLEET SCALE

COUNTER
POINT VALUE: 108
DAMAGE CONTROL: 3

USS
Name

SHIELD #1 [18]

POWER TRACK
26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

PROBES
MARINES
FRAME DAMAGE

PHOTON ARMING

A	B
P	P
L	L
+4	+4
+8	+8
F	F

WEAPONS USED

1	4
2	5
3	6
Y	Z

#6 [15] #2 [15] #5 [12] #3 [12]

PH-1-FH 1 2 | BTTY | LAB | PHOT-FA A B | PH-1 3 | TRAN | BRDG | PH-1 4 | LS | RS | HULL F | EMER | REAC | HULL F | IMP | DRN Y | DRN Z | LEFT WARP | 360 PH-3 5 | WARP C | 360 PH-1 6 | RIGHT WARP | TRAC | BTTY | TRAN | R HULL | SHTL

SHIELD #4 [12]

DRONES 1 2
DRONES 3 4
DRONES 5 6
SHUTTLES

DRONE RACK Y
DRONE RACK Z

ANTI-DRONES USED

1	2	3	4
5	6	7	8

TURN MODE D
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 4
SPEED COST 8

BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3

FRACTIONAL POWER
0 1/2

5

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #5 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FEDERATION DREADNOUGHT
FLEET SCALE

COUNTER
POINT VALUE: 135
DAMAGE CONTROL: 3

USS
Name

POWER TRACK
+30
+20
+10
9 8 7 6 5 4 3 2 1 0

PROBES
MARINES
FRAME DAMAGE

SHIELD #1
26

SHIELD #6
20

SHIELD #2
20

PHOT-FA A B C
REAC
LAB
BRIDGE
PH-1 1 2 LS
BTTY
TRAN
PH-1 3 4 RS
F HULL
FLAG
F HULL
IMPULSE
TRAC SHTL TRAN

WEAPONS USED
1 4 Y
2 5 Z
3 6 7

BTTY REAC
L WARP PH-1-360 R WARP
5
HULL AUX HULL
R R
PH-3-360
DRONE 6 DRONE
Y PH-1-RH Z
7
C WARP

#5
20

#3
20

TURN MODE D
MOVE COST 3/4

BASE SPEED 8
TURN MODE 2
SPEED COST 6

BASE SPEED 16
TURN MODE 4
SPEED COST 12

BASE SPEED 24
TURN MODE 5
SPEED COST 18

ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST
3+3/4

EVASIVE
MANEUVER
COST 4+1/2

DRONES
1 2 3 4

SHIELD #4
20

DRONE RACK Y
1 2
3 4
5 6
7 8

DRONE RACK Z
1 2
3 4
5 6
7 8

PHOTON ARMING

A	B	C
P	P	P
L	L	L
+4	+4	+4
+8	+8	+8
F	F	F

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #2 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/4 1/2 3/4

KLINGON C8 DREADNOUGHT
FLEET SCALE

COUNTER
POINT VALUE: 142
DAMAGE CONTROL: 3

IKV
Name

POWER TRACK
+30
+20
+10
9 8 7 6 5 4 3 2 1 0

PROBES
MARINES
FRAME DAMAGE
DRONE RACK X
DRONE RACK Y
DRONE RACK Z

WPNS USED

A	6
B	7
C	8
1	9
2	X
3	Y
4	Z
5	

W: ANTI-DRONES

SHIELD #1
24

SHIELD #6
20

SHIELD #2
20

PH1-FX 1
LF L PH1 2 BRDG PH1 3 RF R
DRN X EMER
BTTY TRAN
LAB
F HULL
ADD W

ANTI-DRONES USED
1 2
3 4
5 6
7 8

PH-1 4 BTTY AUX TRAN PH-1 5
LF L RF R
R HULL DISR-FX R HULL
FA DISR A C FA DISR B
#5 L WARP DRONE REAC R WARP #3
PH-3 6 7 IMP TRAC SHUTTLE IMP PH-3 8 9
Y Z
L LR C WARP R RR

SHUTTLE
SHUTTLE
SHIELD #4
20

DRONES
1 2 3 4
DRONES
1 2 3 4
DRONES
1 2 3 4

TURN MODE D
MOVE COST 3/4

BASE SPEED 8
TURN MODE 2
SPEED COST 6

BASE SPEED 16
TURN MODE 4
SPEED COST 12

BASE SPEED 24
TURN MODE 5
SPEED COST 18

ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST
3+3/4

EVASIVE
MANEUVER
COST 4+1/2

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #7 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/4 1/2 3/4

KLINGON F5 FRIGATE
SQUADRON SCALE

COUNTER

POINT VALUE: 82

DAMAGE CONTROL: 2

POWER TRACK 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

PROBES

MARINES

FRAME DAMAGE

SHUTTLE

IKV
Name

#6 SHIELD #1 21 #2

TRAC

PH-1 BRDG PH-1

FA L 1 2 FA R

EMER

DISRUPTORS ARE LIMITED TO RANGE 15

LAB

F HULL

LEFT WARP RIGHT WARP

IMP

FA DISR AUX FA DISR

ADD W A B DRN Z

TRAN REAR HULL BTTY

PRB IMP REAC IMP SHTL

PH-2-RX 3 4 5

#5 16 #3 16

#6 16 #2 16

TURN MODE A
MOVE COST 1/2

BASE SPEED 8
TURN MODE 1
SPEED COST 4

BASE SPEED 16
TURN MODE 2
SPEED COST 8

BASE SPEED 24
TURN MODE 4
SPEED COST 12

ACCELERATION COST 1/2

DECELERATION COST 1/2

HIGH ENERGY TURN COST 2+1/2

EVASIVE MANEUVER COST 3

WEAPONS USED
A B 1 2 3 4 5 Z

ANTI-DRONES USED
1 2 3 4
5 6 7 8

ANTI-DRONE W

DRONES
1 2 3 4

DRONE RACK Z

SHIELD #4 16

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #8 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

8

FRACTIONAL POWER
0 1/2

KLINGON D6 HEAVY CRUISER
SQUADRON SCALE

COUNTER

POINT VALUE: 130

DAMAGE CONTROL: 4

IKV
Name

POWER TRACK +40 +30 +20 +10 9 8 7 6 5 4 3 2 1 0

PROBES

MARINES

FRAME DAMAGE

SHUTTLECRAFT

SHIELD #1 30

#6 22 #2 22

PH-2-FX 1 2 3

TRAC BRDG TRAC

EMER

TRAN

BTTY

LAB

F HULL

IMP

DRONE RACK Y

DRONES 1 2 3 4

DRONE RACK Z

DRONES 5 6 7 8

SHIELD #5 22 SHIELD #3 22

BTTY ADD W AUX

TRAN PRB TRAN

FA DISR A B PH-2 L LR 4 5 REAR HULL PH-2 6 7 R RR FA DISR C D

IMP REACTOR IMP

L WARP R WARP

DRN Y Z TRAC SHTL

TURN MODE B
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 3
SPEED COST 16

BASE SPEED 24
TURN MODE 4
SPEED COST 24

ACCELERATION COST 1

DECELERATION COST 1

HIGH ENERGY TURN COST 5

EVASIVE MANEUVER COST 6

ANTI-DRONES USED
1 2 3 4 5 6 7 8

ANTI-DRONE W

WEAPONS USED
A B C D Y Z
1 2 3 4 5 6 7

SHIELD #4 22

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #9 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

9

FRACTIONAL POWER
0 1/2

KLINGON D7 BATTLECRUISER
SQUADRON SCALE

COUNTER
POINT VALUE: 138
DAMAGE CONTROL: 4

POWER TRACK
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

IKV
Name

SHIELD #1 30
#6 22
#2 22
SHIELD #5 22
SHIELD #3 22
SHIELD #4 22

PROBES
MARINES
FRAME DAMAGE
SHUTTLECRAFT

PH-1-FX 1 2 3
TRAC BRDG TRAC
EMER
TRAN
BTTY
LAB
F HULL
IMP

DRONE RACK Y
DRONES 1 2 3 4
DRONE RACK Z
DRONES 5 6 7 8

PH-2 4 BTTY ADD W AUX PH-2 5
LF+L RR TRAN PRB TRAN RF+R LR
FA DISR A B
PH-2 L 6 LR 7
REAR HULL
PH-2 8 R 9 RR
FA DISR C D
IMP REACTOR IMP
L WARP
R WARP
DRN Y Z TRAC SHTL

ANTI-DRONES USED 1 2 3 4 5 6 7 8
ANTI-DRONE W
WEAPONS USED A B C D 1 2 3 4 5 6 7 8 9 Y Z

TURN MODE B
MOVE COST 1
BASE SPEED 8
TURN MODE 2
SPEED COST 8
BASE SPEED 16
TURN MODE 3
SPEED COST 16
BASE SPEED 24
TURN MODE 4
SPEED COST 24
ACCELERATION COST 1
DECELERATION COST 1
HIGH ENERGY TURN COST 5
EVASIVE MANEUVER COST 6

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #6 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KLINGON C7 HEAVY BATTLECRUISER
SQUADRON SCALE

COUNTER
POINT VALUE: 192
DAMAGE CONTROL: 6

IKV
Name

POWER TRACK
+50
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

SHIELD #1 36
#6 30
#2 30
SHIELD #5 24
SHIELD #3 24
SHIELD #4 24

PROBES
MARINES
FRAME DAMAGE
SHUTTLECRAFT

PH-1-FX 1 2 3 4
TRAC BRDG TRAC
BTTY EMER
ADD V
TRAN
LAB
F HULL

DRONE RACK W
DRONE RACK X
DRONE RACK Y
DRONE RACK Z

IMP C WARP IMP
PH-1 5 6 LF+L RR
R HULL BTTY AUX TRAN R HULL
PH-1 7 8 RF+R LR
BTTY
PRB
L+FH DISR A B
IMP REACTOR IMP
FH+R DISR C D
PH-1 L 9 LR
DRONE W X Y Z
PH-1 10 R RR
L WARP
R WARP
PH-3 L 11 LR TRAC SHTL TRAC PH-3 12 R RR

ANTI-DRONES USED 1 2 3 4 5 6 7 8
ANTI-DRONE V
WEAPONS USED A B C D 1 2 3 4 5 6 7 8 9 10 11 12 W X Y Z

DRONES 1 2 3 4
DRONES 5 6 7 8
DRONES 1 2 3 4
DRONES 5 6 7 8

TURN MODE C
MOVE COST 1
BASE SPEED 8
TURN MODE 2
SPEED COST 8
BASE SPEED 16
TURN MODE 3
SPEED COST 16
BASE SPEED 24
TURN MODE 5
SPEED COST 24
ACCELERATION COST 1
DECELERATION COST 1
HIGH ENERGY TURN COST 5
EVASIVE MANEUVER COST 6

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #10 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KLINGON F5 FRIGATE
FLEET SCALE

COUNTER
POINT VALUE: 43
DAMAGE CONTROL: 1

IKV
Name

POWER TRACK

PROBES

MARINES

FRAME DAMAGE

TURN MODE A
MOVE COST 1/4

BASE SPEED 8
TURN MODE 1
SPEED COST 2

BASE SPEED 16
TURN MODE 2
SPEED COST 4

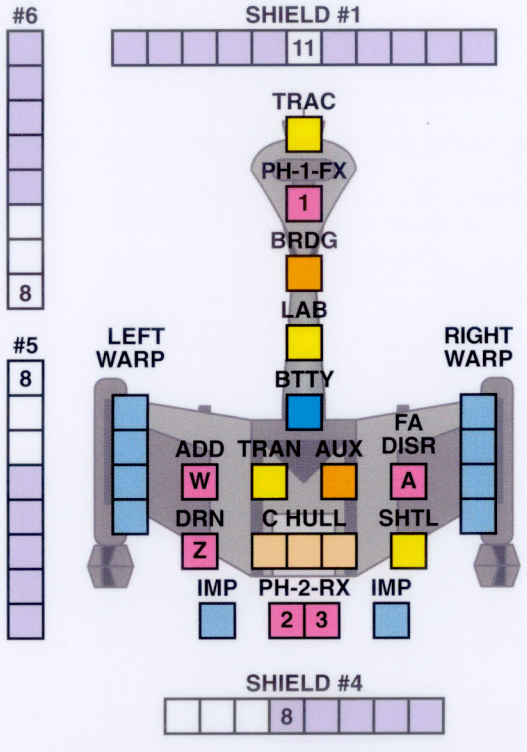
BASE SPEED 24
TURN MODE 4
SPEED COST 6

ACCELERATION
COST 1/4

DECELERATION
COST 1/4

HIGH ENERGY
TURN COST
1+1/4

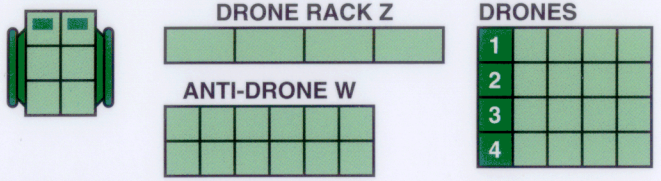
EVASIVE
MANEUVER
COST 1+1/2



WEAPONS USED: A 1 2 3 Z

ANTI-DRONES USED: 1 2 3 4 5 6 7 8

Weapons Used track records that a weapon was fired during the current turn. The Anti-Drones Used track records use during a specific impulse of the turn (ammunition use is recorded separately).



FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #8 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/4 1/2 3/4

KLINGON D6 HEAVY CRUISER
FLEET SCALE

COUNTER
POINT VALUE: 65
DAMAGE CONTROL: 2

IKV
Name

POWER TRACK

PROBES

MARINES

FRAME DAMAGE

SHUTTLE

TURN MODE B
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 3
SPEED COST 8

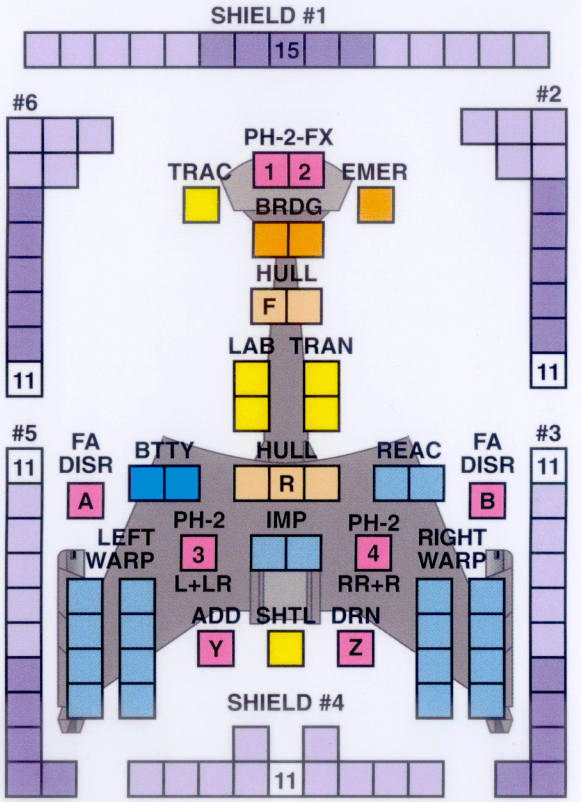
BASE SPEED 24
TURN MODE 4
SPEED COST 12

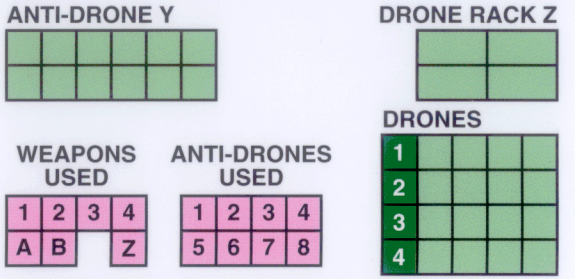
ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3





WEAPONS USED: 1 2 3 4 / A B Z

ANTI-DRONES USED: 1 2 3 4 / 5 6 7 8

Weapons Used track records that a weapon was fired during the current turn.
The Anti-Drones Used track records use during a specific impulse of the turn (ammunition use is recorded separately).

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #9 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KLINGON D7 BATTLECRUISER
FLEET SCALE

COUNTER
POINT VALUE: 70
DAMAGE CONTROL: 2

IKV
Name

POWER TRACK
23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

SHIELD #1
15

#6 11
#2 11
#5 11
#3 11
SHIELD #4
11

PH-1-FX
TRAC 1 2 EMER
BRDG
HULL F
LAB PH-2 5 TRAN
360°
FA DISR A
BTTY
HULL R
REAC
FA DISR B
LEFT WARP
PH-2 3 L+LR
IMP
PH-2 4 RR+R
RIGHT WARP
ADD Y
SHTL
DRN Z

PROBES
MARINES
FRAME DAMAGE
SHUTTLE

TURN MODE B
MOVE COST 1/2
BASE SPEED 8
TURN MODE 2
SPEED COST 4
BASE SPEED 16
TURN MODE 3
SPEED COST 8
BASE SPEED 24
TURN MODE 4
SPEED COST 12
ACCELERATION
COST 1/2
DECELERATION
COST 1/2
HIGH ENERGY
TURN COST
2+1/2
EVASIVE
MANEUVER
COST 3

The Weapons Used track records that a weapon was fired during the current turn.
The Anti-Drones Used track records use during a specific impulse of the turn (ammunition use is recorded separately).

ANTI-DRONE Y
DRONE RACK Z

WEAPONS USED
A B 1 2
3 4 5 Z

ANTI-DRONES USED
1 2 3 4
5 6 7 8

DRONES
1
2
3
4

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #6 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KLINGON C7 HEAVY BATTLECRUISER
FLEET SCALE

COUNTER
POINT VALUE: 110
DAMAGE CONTROL: 3

IKV
Name

POWER TRACK
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

SHIELD #1
18

#6 15
#2 15
#5 12
#3 12
SHIELD #4
12

PH-1-FX
TRAC 1 2 TRAN
BRDG
EMER ADD W
HULL F
LAB BTTY
IMP WARP C IMP
PH-1 3 HULL R PH-1 4
LF+L RR
RF+R LR
BTTY
REAC
TRAN
L+ LR
R+ RR
FA DISR A
PH-1 5
IMP
DRN Y Z
IMP
PH-1 6
FA DISR B
L WARP
AUX
SHTL
TRAC
R WARP

PROBES
MARINES
FRAME DAMAGE
SHUTTLES

TURN MODE C
MOVE COST 1/2
BASE SPEED 8
TURN MODE 2
SPEED COST 4
BASE SPEED 16
TURN MODE 3
SPEED COST 8
BASE SPEED 24
TURN MODE 5
SPEED COST 12
ACCELERATION
COST 1/2
DECELERATION
COST 1/2
HIGH ENERGY
TURN COST
2+1/2
EVASIVE
MANEUVER
COST 3

Weapons Used track records that a weapon was fired during the current turn.
The Anti-Drones Used track records use during a specific impulse of the turn (ammunition use is recorded separately).

WEAPONS USED
A B 1 2 3 4 5 6 Y Z

ANTI-DRONES USED
1 2 3 4 5 6 7 8

DRONES
1 2
DRONES
3 4
DRONES
5 6
DRONES
7 8

Y DRONE RACKS Z
ANTI-DRONE W

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #10 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KZINTI BATTLE CRUISER

SQUADRON SCALE

COUNTER

POINT VALUE: 144

DAMAGE CONTROL: 4



POWER TRACK

+40
+30
+20
+10

9 8 7 6 5 4 3 2 1 0

KHS
Name

PROBES

MARINES

FRAME DAMAGE

SHUTTLES

WEAPONS USED

A	B	C	D	1
2	3	4	5	6
7	8	9	10	11
12	W	X	Y	Z

TURN MODE C
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 3
SPEED COST 16

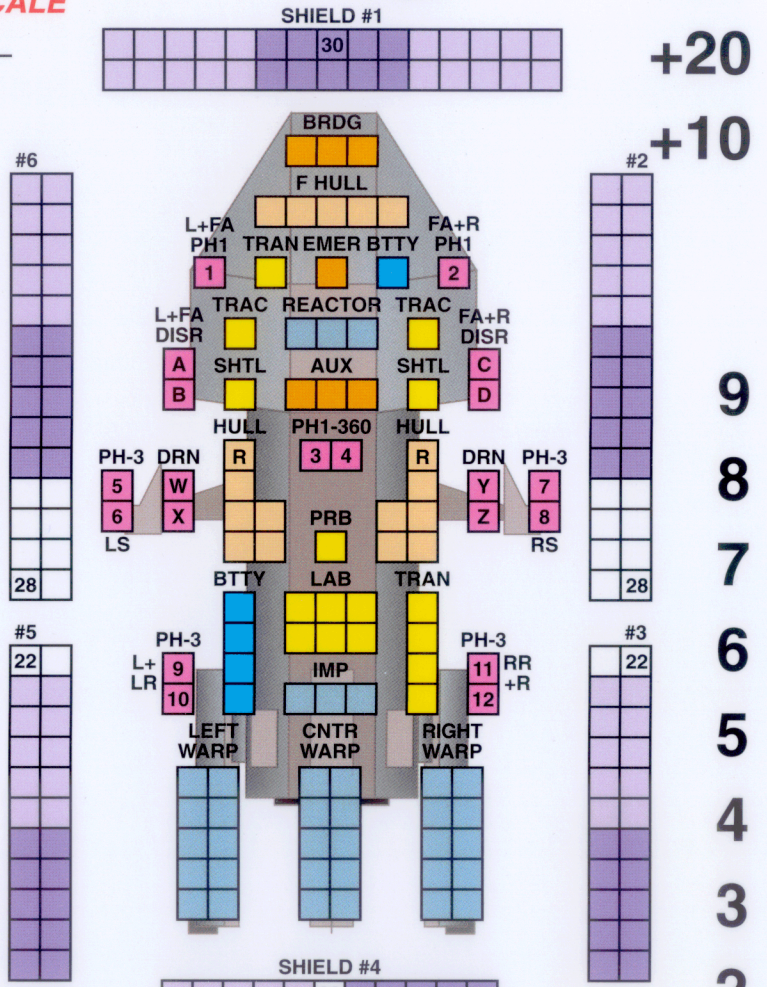
BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION COST 1

DECELERATION COST 1

HIGH ENERGY TURN COST 5

EVASIVE MANEUVER COST 6



DRONE RACK W
DRONE RACK X
DRONE RACK Y
DRONE RACK Z

DRONES
1 2 3 4

DRONES
5 6 7 8

DRONES
1 2 3 4

DRONES
5 6 7 8

11

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #11 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KZINTI FRIGATE

SQUADRON SCALE

COUNTER

POINT VALUE: 87

DAMAGE CONTROL: 2



POWER TRACK

18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

KHS
Name

PROBES

MARINES

FRAME DAMAGE

TURN MODE A
MOVE COST 1/4

BASE SPEED 8
TURN MODE 1
SPEED COST 2

BASE SPEED 16
TURN MODE 2
SPEED COST 4

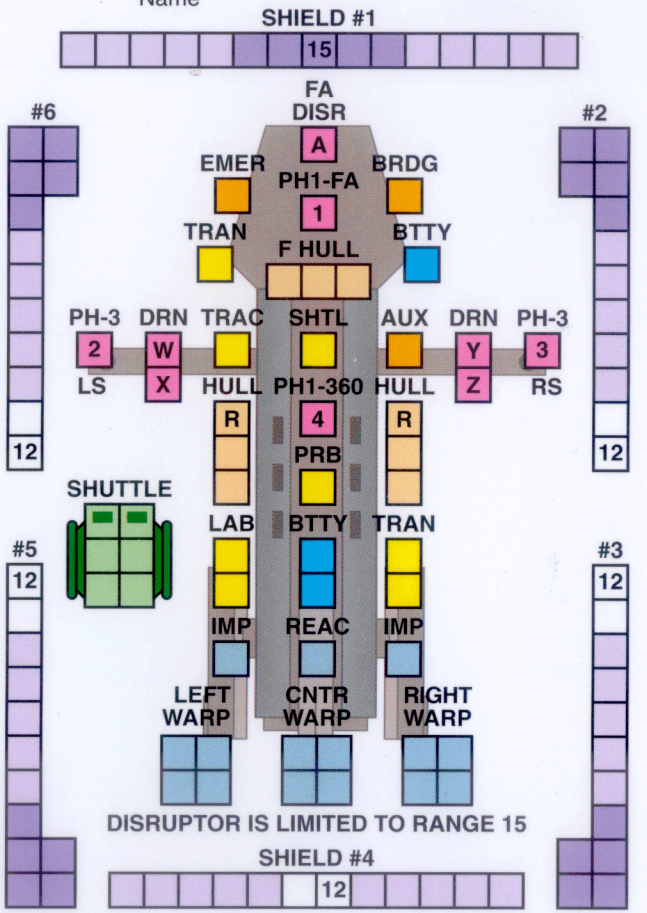
BASE SPEED 24
TURN MODE 4
SPEED COST 6

ACCELERATION COST 1/4

DECELERATION COST 1/4

HIGH ENERGY TURN COST 1+1/4

EVASIVE MANEUVER COST 1+1/2



DRONE RACK W
DRONE RACK X
DRONE RACK Y
DRONE RACK Z

DRONES
1 2 3 4

DRONES
5 6 7 8

DRONES
1 2 3 4

DRONES
5 6 7 8

WEAPONS USED

A	1	2	3	4	W	X	Y	Z

12

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #12 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/4 1/2 3/4

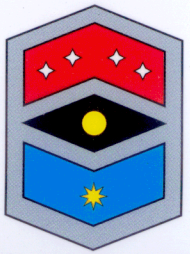
KZINTI BATTLE CRUISER
FLEET SCALE

COUNTER

POINT VALUE: 76

DAMAGE CONTROL: 2

KHS
Name



POWER TRACK
20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

PROBES

MARINES

FRAME DAMAGE

SHUTTLE

SHIELD #1 15

#6 14

#2 14

PH1-FX 1

L+FA DISR A

BRDG

FA+R DISR B

EMER

F HULL

TRAC

REAC

LAB

AUX

HULL R

SHTL

HULL R

PH-3 3 LS

DRN Y

PH1-360 2

DRN Z

PH-3 4 RS

#5 11

#3 11

BTTY

IMP

TRAN

PH-3 L+LR 5

PH-3 6 RR+R

LEFT WARP

CNTR WARP

RIGHT WARP

SHIELD #4 11

TURN MODE C
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 3
SPEED COST 8

BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3

WEAPONS USED

A	B	1	2	3	4	5	6	Y	Z

DRONE RACKS

DRONES

	Y	Z	
1			5
2			6
3			7
4			8

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #11 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

KZINTI FRIGATE
FLEET SCALE

COUNTER

POINT VALUE: 41

DAMAGE CONTROL: 1

KHS
Name



POWER TRACK
9 8 7 6 5 4 3 2 1 0

PROBES

MARINES

FRAME DAMAGE

SHIELD #1 7

#6 6

#2 6

FA DISR A

BRDG

F HULL

PH-3 1 LS

DRN Y

SHTL

DRN Z

PH-3 2 RS

TRAC

HULL R

AUX

LAB

TRAN

IMP

BTTY

IMP

#5 6

#3 6

LEFT WARP

CNTR WARP

RIGHT WARP

SHIELD #4 6

DISRUPTOR IS LIMITED TO RANGE 15

TURN MODE A
MOVE COST 1/8

BASE SPEED 8
TURN MODE 1
SPEED COST 1

BASE SPEED 16
TURN MODE 2
SPEED COST 2

BASE SPEED 24
TURN MODE 4
SPEED COST 3

ACCELERATION
COST 1/8

DECELERATION
COST 1/8

HIGH ENERGY
TURN COST 5/8

EVASIVE
MANEUVER
COST 3/4

WEAPONS USED

A	1	2	Y	Z

DRONE RACK Y

DRONE RACK Z

DRONES

1
2
3
4

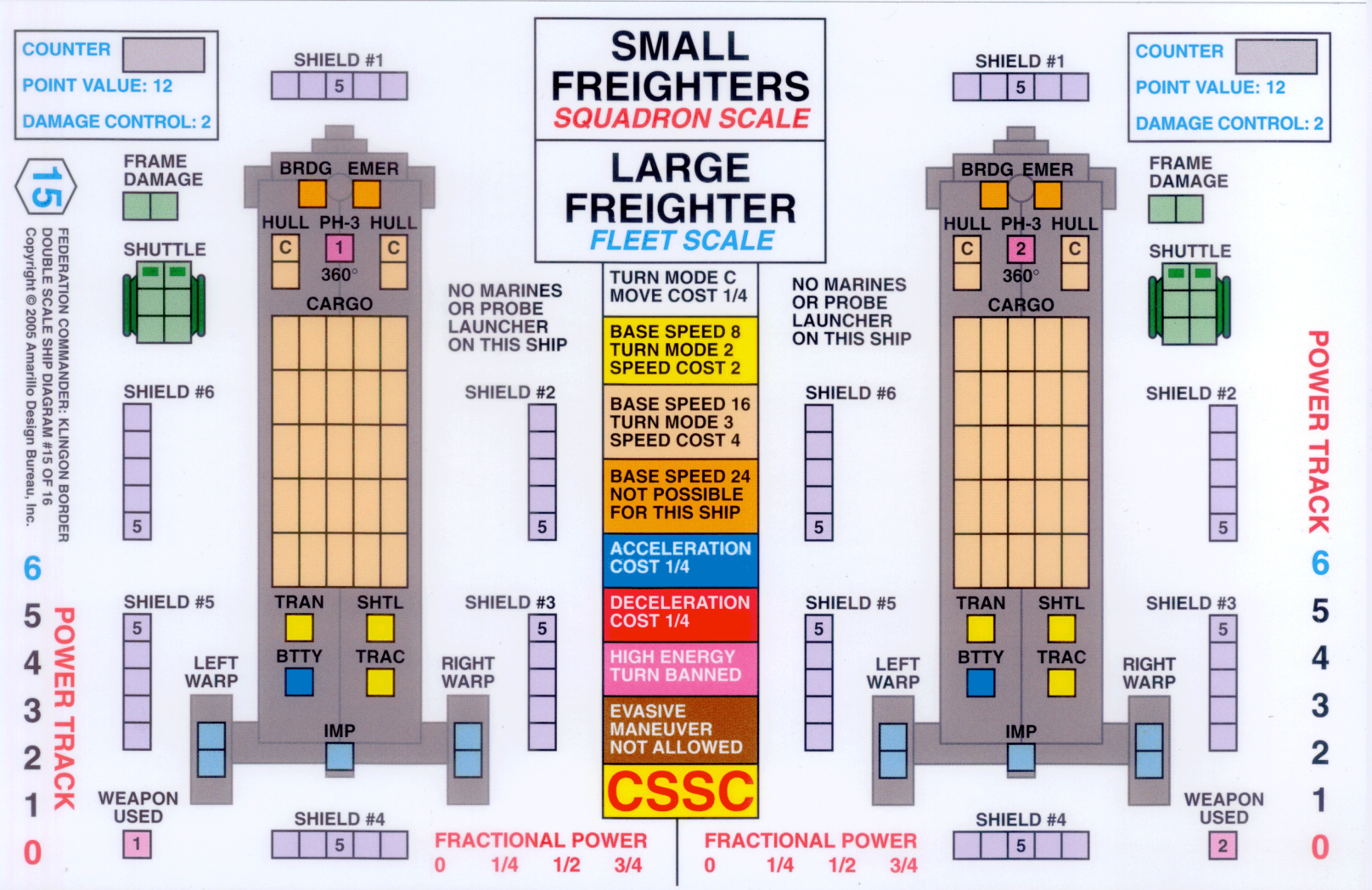
DRONES

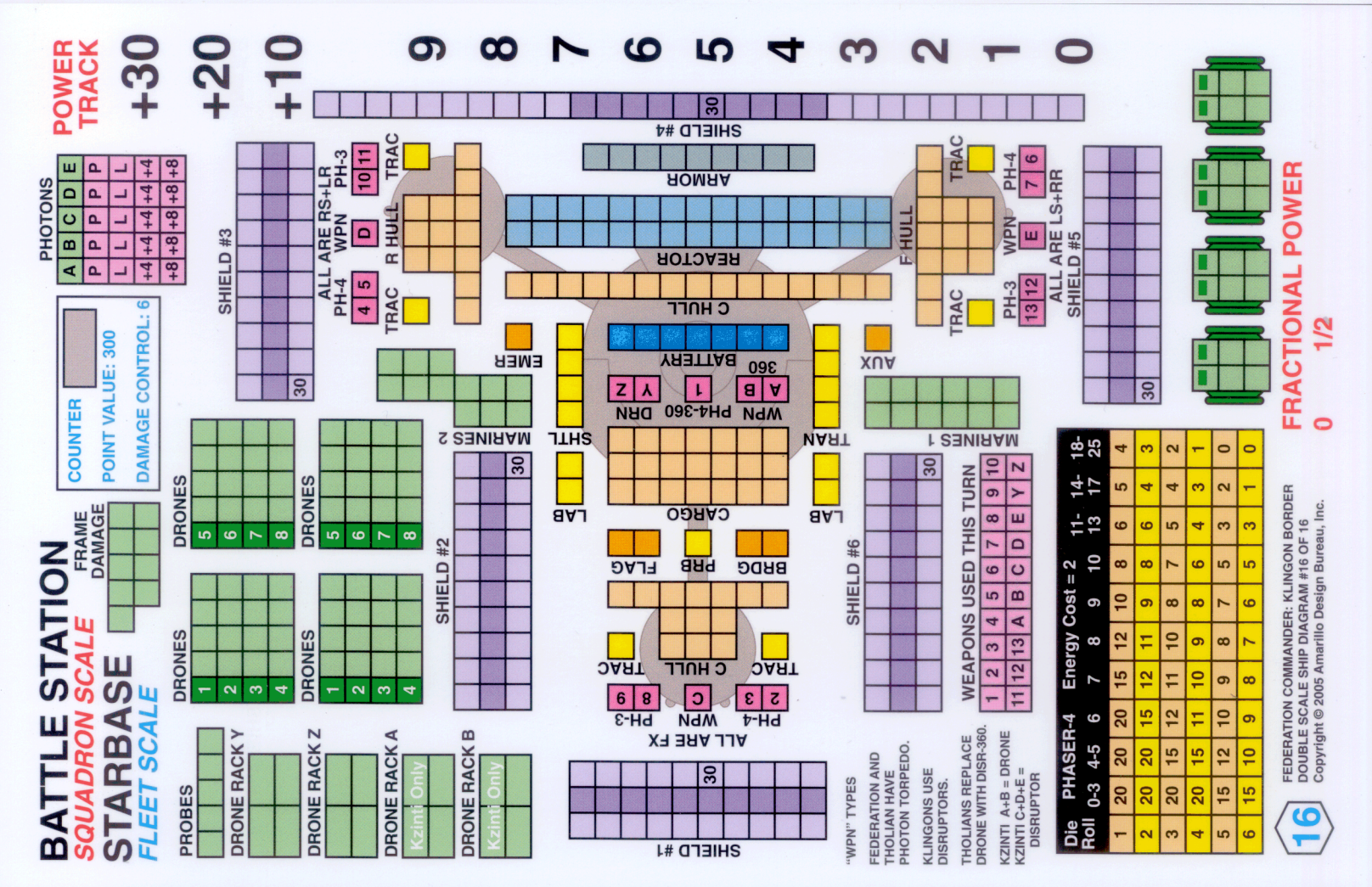
5
6
7
8

SHUTTLE

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #12 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/8 1/4 3/8 1/2 5/8 3/4 7/8


SMALL FREIGHTERS
SQUADRON SCALE
LARGE FREIGHTER
FLEET SCALE
COUNTER
POINT VALUE: 12
DAMAGE CONTROL: 2
SHIELD #1
FRAME DAMAGE
BRDG EMER
HULL PH-3 HULL
SHUTTLE
360°
CARGO
NO MARINES OR PROBE LAUNCHER ON THIS SHIP
TURN MODE C MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 SPEED COST 4
BASE SPEED 24 NOT POSSIBLE FOR THIS SHIP
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN BANNED
EVASIVE MANEUVER NOT ALLOWED
CSSC
SHIELD #6
SHIELD #2
SHIELD #5
SHIELD #3
TRAN SHTL
BTTY TRAC
LEFT WARP
RIGHT WARP
IMP
WEAPON USED
SHIELD #4
FRACTIONAL POWER
0 1/4 1/2 3/4
POWER TRACK
0 1 2 3 4 5 6
FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP DIAGRAM #15 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.
15


POWER TRACK
+30 +20 +10 9 8 7 6 5 4 3 2 1 0
SHIELD #4
ARMOR
REACTOR
C HULL
BATTERY
F HULL
R HULL
SHIELD #3
SHIELD #5
ALL ARE RS+LR
ALL ARE LS+RR
PH-3
PH-4
WPN
TRAC
EMER
AUX
SHTL
TRAN
LAB
CARGO
BRDG
PRB
FLAG
PH-4-360
DRN
MARINES 1
MARINES 2
DRONES
SHIELD #2
SHIELD #6
ALL ARE FX
SHIELD #1
PHOTONS
A B C D E
P P P P P
L L L L L
+4 +4 +4 +4 +4
+8 +8 +8 +8 +8
COUNTER
POINT VALUE: 300
DAMAGE CONTROL: 6
BATTLE STATION
SQUADRON SCALE
STARBASE
FLEET SCALE
FRAME DAMAGE
PROBES
DRONE RACK Y
DRONE RACK Z
DRONE RACK A
DRONE RACK B
Kzinti Only
WEAPONS USED THIS TURN
"WPN" TYPES
FEDERATION AND THOLIAN HAVE PHOTON TORPEDO.
KLINGONS USE DISRUPTORS.
THOLIANS REPLACE DRONE WITH DISR-360.
KZINTI A+B = DRONE
KZINTI C+D+E = DISRUPTOR
Die Roll
PHASER-4 0-3 4-5 6
Energy Cost = 2 7 8 9 10 11-13 14-17 18-25
FRACTIONAL POWER
0 1/2
FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP DIAGRAM #16 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.
16

PLANET KILLER

SQUADRON SCALE and FLEET SCALE



SHIELD #1: 20

TRAC | PH-4-FA: 1 2 3 4 | TRAC

REACTOR

ARMOR | F HULL | ARMOR

ARMOR | BRIDGE | ARMOR

PH3-360: 5 6 7 8

SYSTEM

PH-3: 9 10 LS | ARMOR | ARMOR | PH-3: 11 12 RS

BATTERY

LEFT WARP | R HULL | RIGHT WARP

CENTER WARP

ARMOR | ARMOR

#5: 20

#3: 20

#5: 20

#3: 20

SHIELD #4: 20

FRAME DAMAGE

COUNTER: PK

POINT VALUE: 250

DAMAGE CONTROL: 6

TURN MODE D
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 4
SPEED COST 16

BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
NOT ALLOWED

NO MARINES, SHUTTLES, OR PROBE LAUNCHER ON THIS "SHIP".

WEAPONS USED: 1 2 3 4 5 6 / 7 8 9 10 11 12

"SYSTEM" BOXES CAN BE HIT ON ANY NON-WEAPON & NON-POWER HIT.

POWER TRACK: +40 +30 +20 +10 9 8 7 6 5 4 3 2 1 0

FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP DIAGRAM #16 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

LARGE FREIGHTER

SQUADRON SCALE

HEAVY FREIGHTER

FLEET SCALE

COUNTER

POINT VALUE: 17

DAMAGE CONTROL: 2

SS
Name

CSSC
Cygnus Space Shipping Consortium

POWER TRACK: 12 11 10 9 8 7 6 5 4 3 2 1 0

FRAME DAMAGE

SHUTTLECRAFT

NO MARINES ON THIS SHIP

NO PROBE LAUNCHER ON THIS SHIP

SHIELD #1: 10

#6: 10

#2: 10

#5: 10

#3: 10

BRDG | EMER

HULL | PH-2: 1 (360°) | HULL | HULL | PH-3: 2 (RA) | HULL

CARGO | CARGO

TRAN | TRAC | TRAC | TRAN

LEFT WARP | BTTY | SHTL | SHTL | BTTY | RIGHT WARP

IMP | IMP

SHIELD #4: 10

TURN MODE D
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 4
SPEED COST 8

BASE SPEED 24
NOT POSSIBLE
FOR THIS SHIP

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN BANNED

EVASIVE
MANEUVER
NOT ALLOWED

WEAPONS USED: 1 2

FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP DIAGRAM #15 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

ORION PIRATE RAIDER
FLEET SCALE

COUNTER
POINT VALUE: 70
DAMAGE CONTROL: 2

OPR
Name

NO PROBE LAUNCHER ON THIS SHIP

SHIELD #1
12

MARINES

FRAME DAMAGE

SHUTTLE

SHIELD #6
12

SHIELD #2
12

FA WPN
A
PH-1 BRDG PH-1
FA L 1 2 FA R
HULL CARGO
C
TRAC DRN
TRAN PH-3 BTTY Z
3
RA
AUX IMP SHTL
LEFT WARP
RIGHT WARP

SHIELD #5
10

SHIELD #3
10

SHIELD #4
10

TURN MODE A
MOVE COST 1/4

BASE SPEED 8
TURN MODE 1
SPEED COST 2

BASE SPEED 16
TURN MODE 2
SPEED COST 4

BASE SPEED 24
TURN MODE 4
SPEED COST 6

ACCELERATION COST 1/4

DECELERATION COST 1/4

HIGH ENERGY TURN COST 1+1/4

EVASIVE MANEUVER COST 1+1/2

STEALTH COATING: ADD ONE TO ALL DIRECT-FIRE DIE ROLLS. SEEKING WEAPONS MISS ON "6".

WEAPONS USED
A 1 2 3 Z

PHOTON ARMING
A P L +4 +8

DRONE RACK Z

DRONES
1
2

DRONES
3
4

POWER TRACK
24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

FRACTIONAL POWER
1/4 1/2 3/4

13

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #13 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

THOLIAN PATROL CORVETTE
FLEET SCALE

COUNTER
POINT VALUE: 22
DAMAGE CONTROL: 1

TDV
Name

PROBES

MARINES

FRAME DAMAGE

SHUTTLE

SHIELD #1
9

SHIELD #6
9

SHIELD #2
9

FX
PH1
1
2
BRDG
C HULL
LAB TRAN
EMER BTTY
L WARP SHTL TRAC R WARP
PH-3-360
3
IMP

#5
9

#3
9

SHIELD #4
9

TURN MODE A
MOVE COST 1/8

BASE SPEED 8
TURN MODE 1
SPEED COST 1

BASE SPEED 16
TURN MODE 2
SPEED COST 2

BASE SPEED 24
TURN MODE 4
SPEED COST 3

ACCELERATION COST 1/8

DECELERATION COST 1/8

HIGH ENERGY TURN COST 5/8

EVASIVE MANEUVER COST 3/4

WEAPONS USED
1 2 3

POWER TRACK
9 8 7 6 5 4 3 2 1 0

FRACTIONAL POWER
0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

14

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP DIAGRAM #14 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

ORION PIRATE RAIDER

SQUADRON SCALE

COUNTER

POINT VALUE: 100

DAMAGE CONTROL: 4

STEALTH COATING: ADD ONE TO ALL DIRECT-FIRE DIE ROLLS TARGETED ON THIS SHIP. SEEKING WEAPONS MISS THIS SHIP ON A DIE ROLL OF "6".

OPR
Name

POWER TRACK
+40
+30
+20
+10

NO PROBE LAUNCHER ON THIS SHIP

MARINES

FRAME DAMAGE

SHUTTLES

SHIELD #1 24

SHIELD #6 24

SHIELD #2 24

PHOTON ARMING
A
P
L
+4
+8

WEAPONS USED
A
1 2
3 4
5 6
Y Z

FA WPN A

PH-1 BRDG PH-1

FA L 1 2

3 4 FA R

C HULL

CARGO

DRN Y TRAC

TRAC DRN Z

BTTY TRAN AUX

SHTL BTTY

LEFT WARP

IMP

RIGHT WARP

PH-3 5 RA

PH-3 6 RA

#5 20

#3 20

DRONE RACK Y

DRONE RACK Z

DRONES
1
2
3
4

DRONES
5
6
7
8

SHIELD #4 20

TURN MODE A MOVE COST 1/2

BASE SPEED 8 TURN MODE 1 SPEED COST 4

BASE SPEED 16 TURN MODE 2 SPEED COST 8

BASE SPEED 24 TURN MODE 4 SPEED COST 12

ACCELERATION COST 1/2

DECELERATION COST 1/2

HIGH ENERGY TURN COST 2+1/2

EVASIVE MANEUVER COST 3

9 8 7 6 5 4 3 2 1 0

13

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #13 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
0 1/2

THOLIAN PATROL CORVETTE

SQUADRON SCALE

COUNTER

POINT VALUE: 55

DAMAGE CONTROL: 2

TDV
Name

PROBES

MARINES

FRAME DAMAGE

SHUTTLE

SHIELD #1 18

SHIELD #6 18

SHIELD #2 18

FX PH1 1

2 3 4

BRDG

TRAN AUX

C HULL

L WARP LAB PRB R WARP

BTTY

EMER

PH-3 IMP PH-3

LS 5 6 RS

SHTL TRAC

#5 18

#3 18

WEAPONS USED
1 2 3 4 5 6

SHIELD #4 18

TURN MODE A MOVE COST 1/4

BASE SPEED 8 TURN MODE 1 SPEED COST 2

BASE SPEED 16 TURN MODE 2 SPEED COST 4

BASE SPEED 24 TURN MODE 4 SPEED COST 6

ACCELERATION COST 1/4

DECELERATION COST 1/4

HIGH ENERGY TURN COST 1+1/4

EVASIVE MANEUVER COST 1+1/2

POWER TRACK
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP DIAGRAM #14 OF 16
Copyright © 2005 Amarillo Design Bureau, Inc.

14

FRACTIONAL POWER
0 1/4 1/2 3/4

FEDERATION COMMANDER KLINGON BORDER

PLAYER REFERENCE CARD

Sequence of Play A

ENERGY ALLOCATION
- Calculate available power; get tokens.
- Set Baseline speed (0, 8, 16, or 24)
- Pay for Photon Pre-Loading (2 each)
- Pay for Shield Regeneration (2 per box)
- Pay to continue Tractor Beams in place.

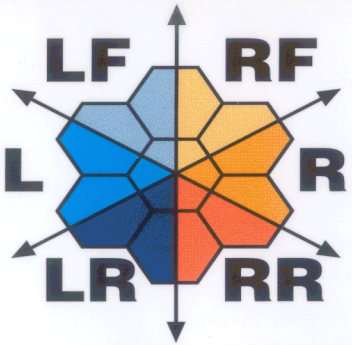
IMPULSE #1
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

IMPULSE #2
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

IMPULSE #3
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

IMPULSE #4
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

PHASER 2	RANGE			Energy Cost to Fire = 1			
Die Roll	0	1	2	3	4-8	9-15	16-25
1	6	5	5	4	3	2	1
2	6	5	4	4	2	1	1
3	6	4	4	4	1	1	0
4	5	4	4	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0



SYSTEM TYPE	REPAIR COST
Armor	9
Weapon	4
Power	3
Command	2
General	2
Hull, Cargo	1



FX = L+LF+RF+R
LS = LR+L+LF
FA = LF+RF
RS = RR+R+RF

MARINE HIT & RUN RAID TABLE		
Die Roll	TARGET	MARINES
1	Disabled	Return
2	Disabled	Lost
3	Failure	Return
4	Failure	Return
5	Failure	Lost
6	Failure	Lost

FEDERATION COMMANDER: KLINGON BORDER
Copyright © 2005 Amarillo Design Bureau, Inc.

LABORATORY RESEARCH							
Range:	0	1	2	3	4	5	6
Points:	10	8	8	6	4	4	2

Sequence of Play B

IMPULSE #5
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

IMPULSE #6
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

IMPULSE #7
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

IMPULSE #8
- Pay for Acceleration or Deceleration
  - Sub-Pulse 1: Speed 24+1 ships.
  - Sub-Pulse 2: Speed 24, 16, 8+1
  - Sub-Pulse 3: Speed 24, 16+1
  - Sub-Pulse 4: Speed 24, 16, 8, 0+1
- Defensive Fire: ADD, Phaser, Tractors.
- Offensive Fire: Designate, Execute, Mark
- Other: Labs, Transporters, Tractors.
- Launch: Seeking Weapons, Shuttles

END OF TURN
- Count Batteries, Save Energy Tokens
- Discard Unused Energy Tokens
- Erased "Weapons Used" Records.
- Repair Phase

DAMAGE ALLOCATION CHART

DRONES: speed 24, turn mode 1, warhead 12, takes 4 points to kill.
SHUTTLES: Speed 8, turn mode 1, take 6 points to kill. Suicide warhead = 3x Energy.

Sequence	1	2	3	4	5	6	7	8	9	10
Table #1	R Warp	Impulse	L Warp	F Hull	Lab	Trans	Battery	R Hull	Reactor	Any Warp
Alternate	*L Warp*	*Reactor*	*R Warp*	*R Hull*	*Tractor*	*C Warp*	*Battery*	*Lab*	*Impulse*	*Frame*
Table #2	Phaser	R Hull	Reactor	Lab	F Hull	Tractor	F Hull	R Hull	Bridge	Any Warp
Alternate	*Drone*	*R Warp*	*Battery*	*L Warp*	*C Warp*	*Phaser*	*Battery*	*Reactor*	*Flag*	*Frame*
Table #3	Trans	Lab	R Hull	F Hull	F Hull	R Hull	Battery	Phaser	Drone	Any Warp
Alternate	*Tractor*	*C Warp*	*Battery*	*Reactor*	*Phaser*	*R Warp*	*L Warp*	*Impulse*	*R Warp*	*Frame*
Table #4	Lab	Impulse	Torpedo	F Hull	R Hull	Battery	Shuttle	R Hull	F Hull	Any Warp
Alternate	*Shuttle*	*R Warp*	*Trans*	*L Warp*	*Reactor*	*L Warp*	*Impulse*	*R Warp*	*C Warp*	*Frame*
Table #5	Lab	F Hull	Battery	Trans	R Hull	R Hull	Auxiliary	F Hull	Phaser	Any Warp
Alternate	*Impulse*	*L Warp*	*Reactor*	*R Warp*	*F Hull*	*Phaser*	*Emer*	*C Warp*	*Torpedo*	*Frame*
Table #6	Phaser	Torpedo	Drone	Shuttle	Tractor	F Hull	Phaser	R Hull	Trans	Any Warp
Alternate	*Reactor*	*Phaser*	*Phaser*	*Trans*	*R Warp*	*L Warp*	*Battery*	*Probe*	*Shuttle*	*Frame*

FEDERATION COMMANDER: KLINGON BORDER; Copyright © 2005 Amarillo Design Bureau, Inc.

PHASER 1	RANGE			Energy Cost to Fire = 1					
Die Roll	0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

Torpedo hits are scored on Photons and/or Disruptors.

Drone hits can be scored on Anti-drones.

PHASER 3	RANGE			Energy Cost to Fire = 1/2		
Die Roll	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE: Hit = 1-4; Miss = 5-6.

DISRUPTOR		RANGE		Energy Cost to Fire = 2				
TYPE		0	1	2	3-4	5-8	9-15	16-25
Standard	HIT	1-6	1-5	1-5	1-4	1-4	1-4	1-3
	DAM	5	5	4	4	3	3	2
Overload	HIT	1-6	1-5	1-5	1-4	1-4	—	—
	DAM	10	10	8	8	6	0	0

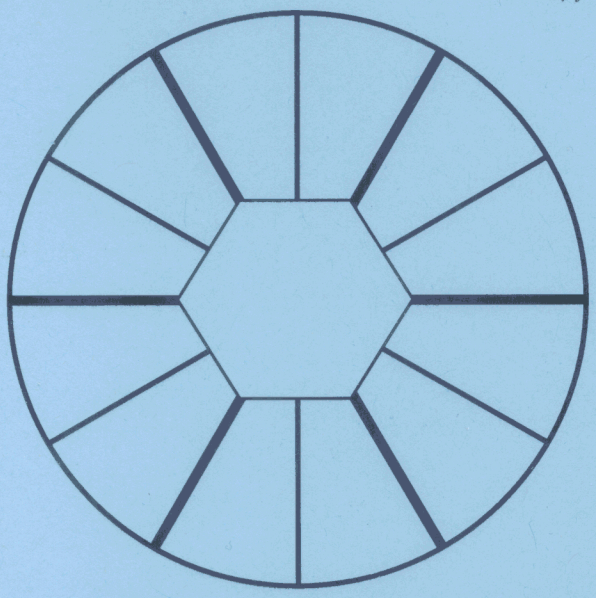
Overload Cost 2 per Disruptor.

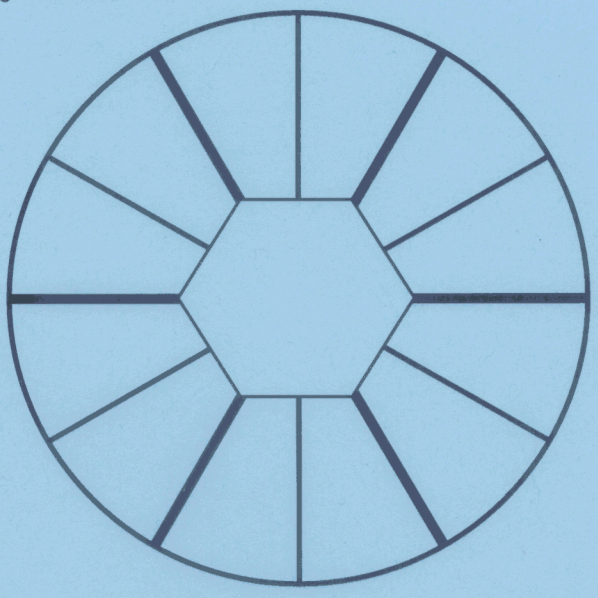
PHOTON	RANGE		Energy Cost to Fire = 2+2					
TYPE		0	1	2	3-4	5-8	9-12	13-25
Standard	HIT	1-6	1-6	1-5	1-4	1-3	1-2	1
	DAM	8	8	8	8	8	8	8
Overload	HIT	1-6	1-6	1-5	1-4	1-3	—	—
+4	DAM	12	12	12	12	12	0	0
+8	DAM	16	16	16	16	16	0	0

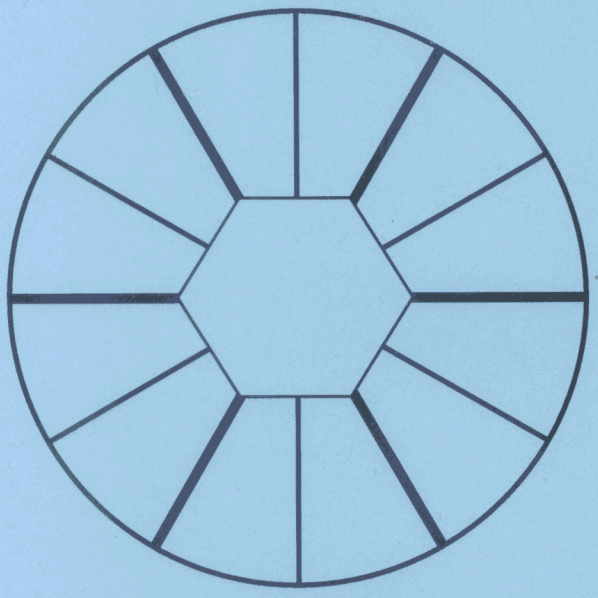
Overload Cost 2 (for +4) or 4 (for +8). Holding cost 1 (if overloaded, 2).

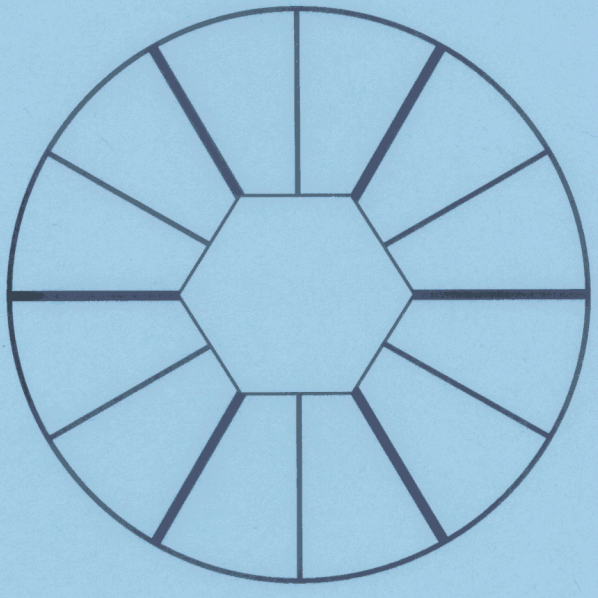
FEDERATION COMMANDER: TABLETOP FIRING ARCS

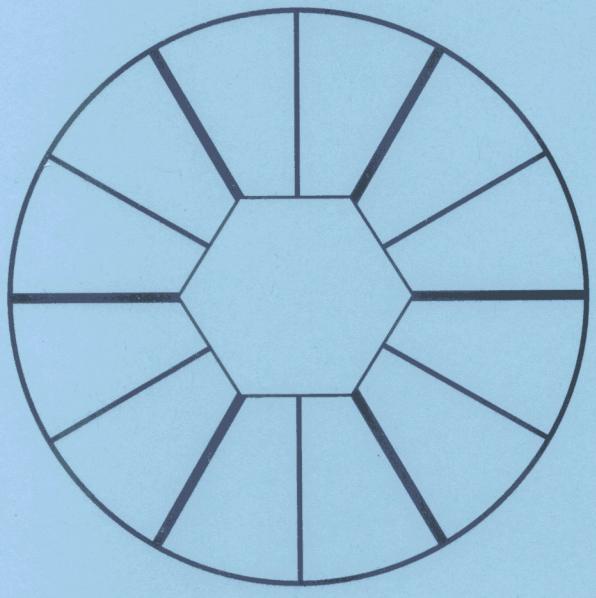
Copyright © 2005 Amarillo Design Bureau, Inc.

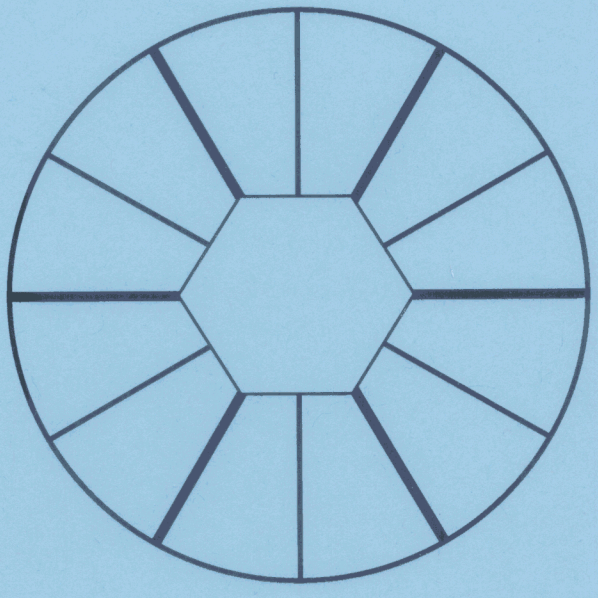










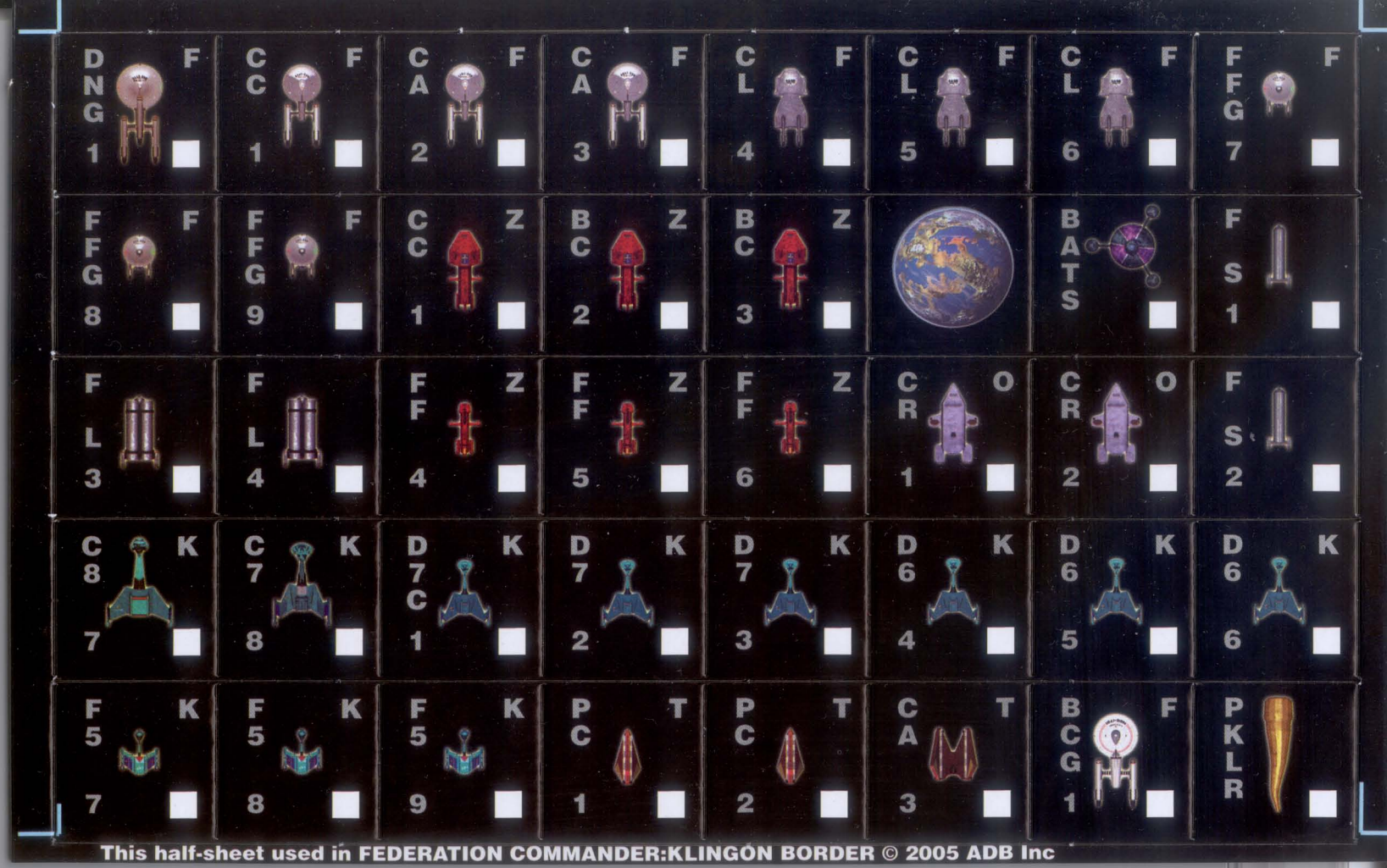


10
9
8
7
6
5
4
3
2
1

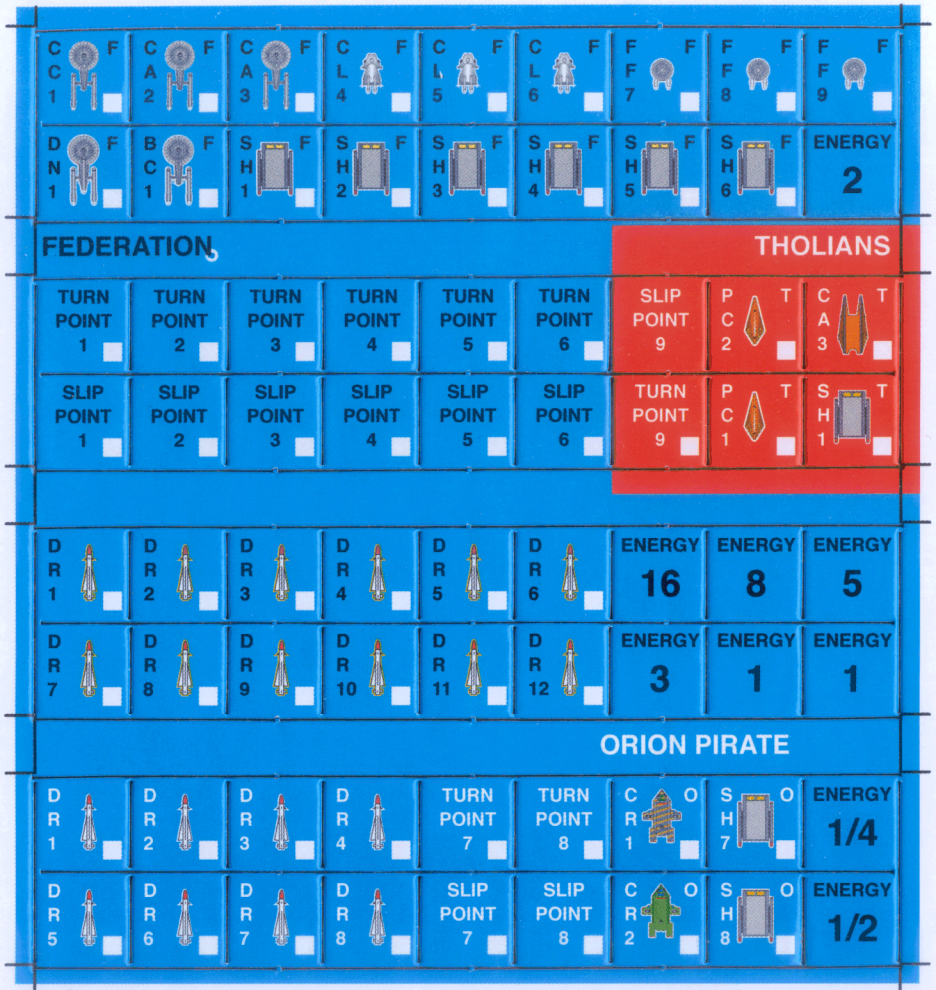
10
9
8
7
6
5
4
3
2
1

STAR FLEET 2400

© 2001 AMARILLO DESIGN BUREAU, Inc.


DNG F 1
CC F 1
CA F 2
CA F 3
CL F 4
CL F 5
CL F 6
FFG F 7
FFG F 8
FFG F 9
CC Z 1
BC Z 2
BC Z 3
BATS F
FS 1
FL 3
FL 4
FF Z 4
FF Z 5
FF Z 6
CR O 1
CR O 2
FS 2
C 8 K 7
C 7 K 8
D 7C K 1
D 7 K 2
D 7 K 3
D 6 K 4
D 6 K 5
D 6 K 6
F 5 K 7
F 5 K 8
F 5 K 9
PC T 1
PC T 2
CA T 3
BCG F 1
PKLR
This half-sheet used in FEDERATION COMMANDER:KLINGON BORDER © 2005 ADB Inc

FEDERATION COMMANDER: KLINGON BORDER





COPYRIGHT © 2005 AMARILLO DESIGN BUREAU, INC.

DEFEND THE FEDERATION!
OR BRING GLORY TO THE EMPIRE!

Take the helm of a Constitution Class Heavy Cruiser and hold the border against the Klingon Invasion!







Two game scales! Command the sweeping armadas of a major battle in Fleet Scale, or get an intimate look at ship handling in the detail rich Squadron Scale!

Designed from the ground up for fast play, the laminated full color ship cards let you play immediately! The dynamic power allocation gives you flexible command of a starship, while the damage allocation system focuses on the action, not die rolling!

For added visual appeal, add the Federation Commander Squadron Boxes (sold separately) - each one has a range of miniatures designed specifically for the Star Fleet Universe, matching the ship cards found in this game!







Contents include:
Complete Rules, Scenarios and background
256 full color die-cut playing pieces. two six sided dice.
16 laminated full color double sided ship cards
six-panel mounted color map board
Designed by Stephen V. Cole, made in the USA
Complexity: Simple to Moderate. Ages 10 and Up.
Playing Time: 40 minutes on up, 2 or more players!
Everything needed to play is in the box!

ISBN 1-58564-056-5

STAR FLEET UNIVERSE

AMARILLO DESIGN BUREAU, INC.

© 200 ADB INC.