

FEDERATION COMMANDER

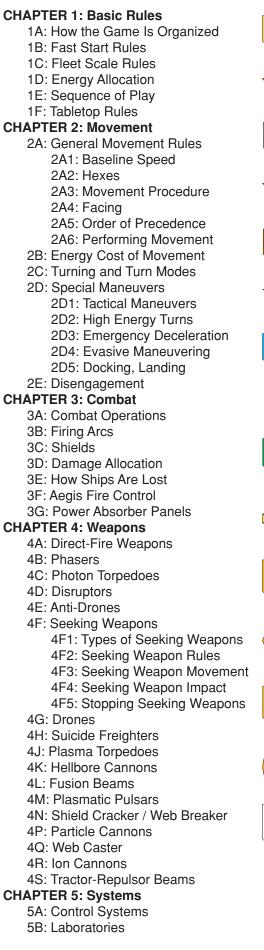
REFERENCE RULEBOOK

Includes the RULES from: Klingon Border, Klingon Attack, Romulan Border, Romulan Attack, Tholian Attack, Battleships Attack, Distant Kingdoms, Orion Attack, Hydran Attack, and War & Peace.

This book does not include ship descriptions or scenarios.

This is a SIXTH EDITION rulebook. 📀

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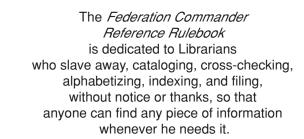
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1: BASIC RULES WELCOME, COMMANDER [1A] HOW THE G

You are the veteran commander of a Federation starship, and could be sent anywhere within the borders of the Federation (or beyond!) to face enemies and defend the freedom of Federation citizens.

You commanded your first missions against the relatively rare and easy enemies of the Orion Pirates and random space monsters. As a bold young captain, your ship was assigned to the Klingon Border, where dangerous enemies shot first and did not care much about the concept of "rules of engagement". Even your nominal Kzinti allies might turn on you at any moment. After you learned your ship, you went to the Romulan Border, where cloaked ships could suddenly appear and launch deadly plasma torpedoes. The massive Gorn warships were (supposedly) your friends, but required careful looking after. Later, you confronted the enigmatic Tholians with their unusual weapons. In the farthest reaches of space, you found the Hydrans, Lyrans, and even the WYN Star Cluster.

After a shipyard overhaul, your starship is ready for new missions and new enemies. While the shipyard puts the last touches on that new paint job, why not brush up on the continually evolving tactics and technology? Are you absolutely sure you know when ESGs fire "defensive burst" or whether webs are laid before or after tractor beams are used? Maybe you better start reading!

Your continuing missions will include a number of different tasks, such as patrols (make sure no enemy ship crosses the border), escorting convoys against pirates (or foreign warship raiders), rescuing scientists or colonists from danger, and even confronting monsters.

ABOUT THIS RULEBOOK

This "reference" rulebook was compiled for internal use by the staff. It consists of the RULES from *Klingon Border, Klingon Attack, Romulan Border, Romulan Attack, Tholian Attack, Battleships Attack, Line of Battle, Briefing #1, Distant Kingdoms, Orion Attack, Hydran Attack,* and *War & Peace.* It also includes playtest rules from future products. It does not include scenarios or ship descriptions.

SIXTH EDITION

This rulebook is part of the "Sixth Edition" of the rules for *Federation Commander*. This is Rev 6a.

The Fourth Edition included the original rulebook for *Romulan Border*.

The First Edition was the original *Klingon Border* rulebook. The Second Edition and Third Edition were also (primarily) rulebooks for *Klingon Border*.

We are in the process of converting all products to the Sixth Edition standard rules. Updated rules (all updates were in *Communique* and on the website) are marked with a **O** for player convenience. (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 (3D3a) 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 many different types of ships, from mighty Star Fleet cruisers to humble cargo freighters. Each is shown on a Ship Card which defines the abilities and structure of the ship. This Card also provides key data needed during the game.

Laminated full-color Ship Cards are included in the various products, and the many *Booster Packs*.

Color PDFs of many ships are in *Communique*. Black & white non-laminated Ship Cards are included in *Briefing #1, Briefing #2,* and various issues of *Captain's Log*.

(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



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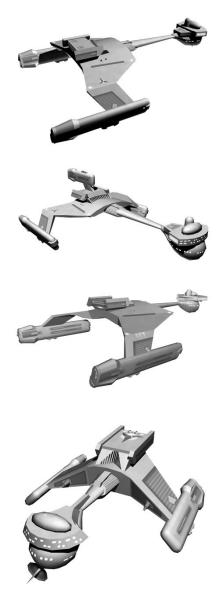
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Kzinti New Heavy Cruiser

