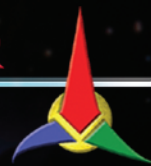


FEDERATION COMMANDER

BRIEFING #1



ADAM TURNER
2008



FEDERATION COMMANDER BRIEFING #1

—Z—R—O—A—D—U—T—O—Z—

WELCOME, COMMANDER

The situation Star Fleet faces is fluid, dynamic, and dangerous, and you need to be fully briefed on the new challenges you will face. You need to have, at your fingertips, the key information to help you make informed decisions on which the life of your crew and the safety of the Federation itself depend.

You need to be able to find things when you need them, and quickly. To that end, this *Briefing* includes indexes to the *Communique* files, the scenario files, and the database of ships known to be in service with all of the empires in the Alpha Octant of the galaxy. You need to be able to tell that the Klingon D5W new heavy cruiser is part of the *Klingon Attack*, that the Klingon F5W war destroyer was first reported in *Communique #6*, and that the Morkedian Death March was part of the *Romulan Attack*.

You need to be aware of new ship types in service. Star Fleet's new drone cruiser, a variant of the new light cruiser, is matched by the Klingon D5D drone-armed war cruiser, and by the Kzinti medium drone cruiser. The Gorns and Romulans are now fielding light escort cruisers which bristle with racks for the fast-firing but short-ranged type-D plasma torpedoes. And those annoying Tholian patrol corvettes look just exactly like their half-sister web patrol corvettes, but the web ones can spin a web and prevent you from ever seeing home again. *Are you paying attention?*

You will face 24 challenging new missions against the Klingons, Romulans, Kzintis, Gorns, Tholians, Orions, and Seltorians. These include:

- sabotage of your ship while under attack
- a meteor headed for a friendly planet
- a last stand against the Klingon invasion
- escape from behind Kzinti lines
- the evacuation of a landing party
- the day after the Romulan invasion
- a raid on a mining planet
- a mutineer and a pirate, either of them deadly
- a critical hit that disables your ship
- a firefight on the Tholian border
- the rescue of a disabled science vessel
- the capture of a Tholian ship
- escape from a trap by a Tholian squadron
- a Klingon ship that might want to defect
- a confrontation with Kzintis over a pirate ship
- lessons of the first battle with the Seltorians
- the wild melee known as the demo derby
- run for your life in the combat rally
- and six more deadly challenges.

You must learn the advanced forms of combat pursuit, and you need to update your database with the latest information on your ship's systems.

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