

FEDERATION COMMANDER

LESSER MAGELLANIC CLOUD



PLAYTEST PACK



FEDERATION COMMANDER LMC PLAYTEST RULEBOOK

WAR IN THE CLOUD!

Welcome, Commander, to the Lesser (or Small) Magellanic Cloud. Whether you sign up with the fleet of the Baduvai Imperium, Eneen Protectorates, Maghadim Hives, or any one of the other factions out here in the LMC, your skills at the helm of a starship or squadron will be put to the test.

Both the Baduvai and Eneen have alternated between hot and cold wars for much of the late 2400s and early 2500s. Their southern fleets stare at each other across the Line (a row of fortifications running along the border) while the northern fleets jockey for position in the strategically-vital Neutral Worlds.

The Maghadim have used their position within the radiation-shielded Core to gather their forces for incursions into the outer Cloud... when they have been able to avoid bitter internecine warfare, at least.

In addition, other powers have sought to protect their holdings, such as the Uthiki Harmony, or regain those lost to their enemies, such as the Jumokian Resistance.

And in the wake of a devastating Andromedan invasion, the course of Operation Unity will see the allied powers of the Alpha Octant unite with the surviving Magellanic forces to liberate the Cloud from a common foe!

The unique weapons and ship-borne systems of Magellanic starships provide a distinct challenge, compared to the way of doing things you may be used to back home.



Even the most experienced Captain of an Alpha Octant (or Omega Octant, or M81 Galaxy) ship will have to adjust his tactics in order to survive and succeed as a Magellanic Commander!

NOTES ABOUT THIS E-Book

Federation Commander: LMC Playtest Rulebook is a pre-production playtest module for the *Federation Commander* game system. This module requires one of the *Federation Commander* Core rulebooks (*Klingon Border*, *Romulan Border*, *Academy*, or the *Reference Rulebook*) to play.

A note on the use of Magellanic ships in duels with Alpha starships: Modern warships emerged in the LMC earlier than in the Alpha Octant. Almost all of the ships shown in this file were active in the Cloud by the early-to-mid 2500s. However, due to the impact of the Andromedan conquest on Magellanic research efforts, the pace of technological advancement in the Cloud was severely curtailed.

In general, the ships as presented should be considered broadly compatible with Main Era Alpha Octant starships class for class. One is welcome to experiment with other cross-setting match-ups based on Point Value comparisons.

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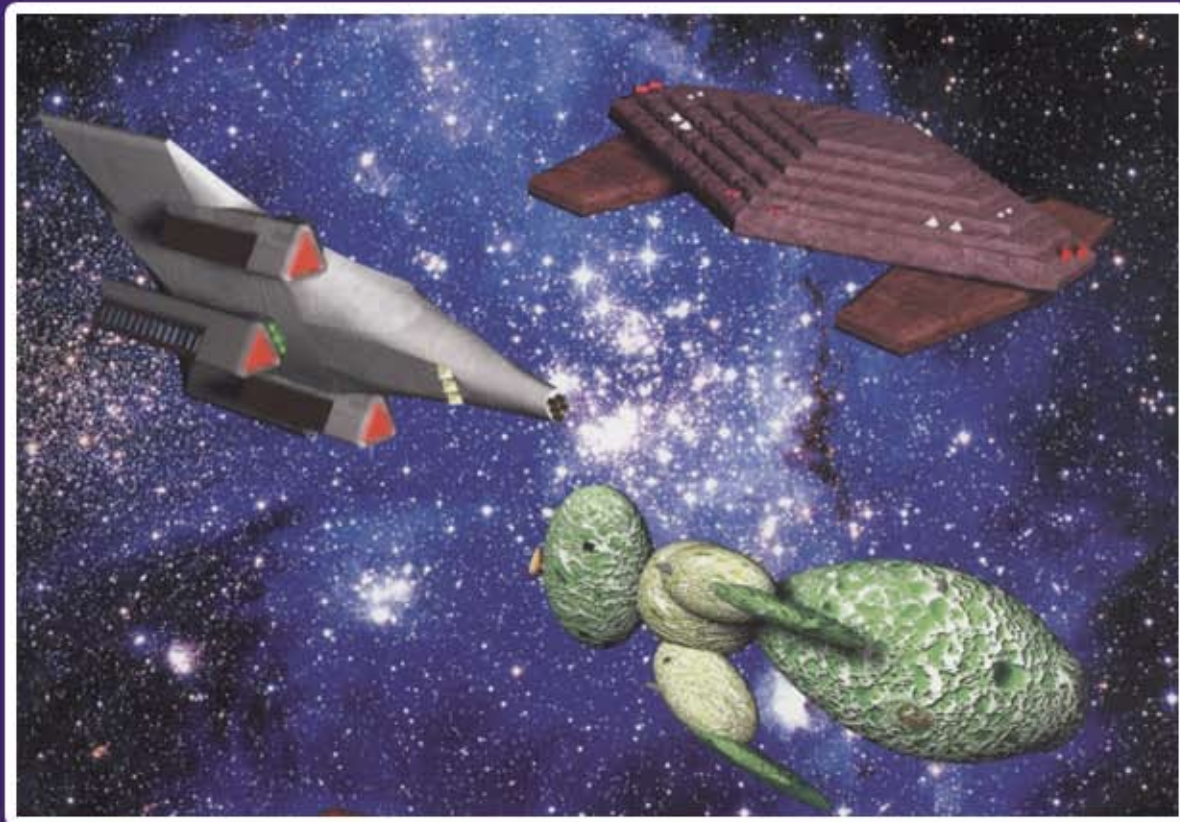
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Ship Cards

LMC Tactics



Captain! The Baduvai ship is firing its mass driver!

Lieutenant, bring us around. Weapons, hold fire until you can target neutron beams on his rear starboard shields.

Welcome to the Lesser Magellanic Cloud! Whether you sign up with the Baduvai Imperium, Eeneen Protectorates, or one of the other empires in the LMC, your skills will be tested.

This playtest pack includes rules for combat, weapons, systems, terrain, and ships. Included are scenarios to test your skills.

There are cruisers from the Baduvai, Eeneen, and Maghadim empires. There are destroyers from the Baduvai, Eeneen, Maghadim, Uthiki, and Jumokians for you to fly.

There's even a short essay on tactic for those empires.

So dip in, fly these new ships, and send in your playtest reports!

