This time, we thought you’d like a new empire for SFBF, and as there are several we could do, we picked the Vudar. We’ll do the other “missing” empires in future issues.

The Vudar are Klingon allies (sort of) but of course in SFBF your fleet might end up with a mix of ships from any empire, shooting at ships from the same or different empires. So the Klingons and Vudar are treated no differently than the Gorns and Kzintsis are. We have selected the six standard ships that most fleets have. Maybe we’ll do more in a future issue.

The Vudar have two new weapons. As the deck has no cards matching these weapons, special rules are required.

The ION CANNON is a direct-fire weapon similar to a photon torpedo. It uses the “photon” cards but you deduct one from the damage output of the card when firing.

The ION PULSE GENERATOR is a defensive system. It uses “drone” cards defensively, subtracting their value from any incoming attack. (The IPG works as both an anti-drone/fighter weapon and as a jamming system, and both modes are easily replicated by this rule.)

EXPANSIONS

We have been talking about expansions for SFBF since the game came out. The problem has always been that printing top-quality cards is unbelievably expensive, and the cost for a card deck has nearly doubled since we printed the original game. We are investigating the idea of a Kickstarter project for this.