Players with access to SSDs (Ship System Displays) from Star Fleet Battles may wish to use them in Federation Commander in order to bring into that game more ships than are currently available (say, oh, two or three thousand more ships). While the SFB SSDs are very similar to Squadron Scale Federation Commander Ship Cards, they are different enough to require some advice and minor conversions.

(1Z1) LIMITATIONS

There are some limitations of using SFB SSDs instead of Federation Commander Ship Cards.

(1Z1a) Only Squadron Scale rules may be used, as there are no Fleet Scale SFB ships. Players can, with some effort, create Fleet Scale versions of SFB ships, but there are no precise rules for doing so (it's an art, not a science), and a Project-Z article on this subject must wait for a future issue of Captain's Log.

(1Z1b) In some cases, Federation Commander does not have rules to support certain Star Fleet Battles SSDs. We have printed some of these rules in the Borders of Madness project (special sensors, maulers), and may do others in future. In other cases, however, players will have to adapt the rules themselves, wait for us to do such adaptations, or avoid such ships (e.g., mine-sweepers, aegis, stasis field generators).

(1Z1c) SFB SSDs do not include a Power Track, so some other method (e.g., a running total on scratch paper, the power chit counters, poker chips, or coins) must be used to manage the ship's power, or you can use an FC Ship Card and paper clips.

(1Z1d) SFB SSDs do not include drone or plasma damage tracks. This information will have to be tracked separately.

(1Z1e) Do not use PFs, interceptors, or ships from empires not included in Federation Commander rules. For example, Federation Commander rules are very different from Star Fleet Battles. Moreover, many ships have different movement costs in Federation Commander than they do in SFB because all movement rates in Federation Commander must work within the 8-impulse system.

(1Z1f) Carriers (and other ships with fighters) will require you to create your own rules or ignore the fighters. Many Hydran ships carry more fighters in Star Fleet Battles than they do in Federation Commander, and players can experiment with either number (paying ten points per Stinger-2). Some Hydran ships show other types of fighters and you can delete them, replace them with Stinger-2s, or make up your own rules for other fighter types.

(1Z2) CHARTS AND TRACKS

The SFB SSD includes many details that are not needed by Federation Commander players. For the most part, you can ignore everything but the ship itself, although you will have to look up and convert certain other information printed on the SFBSSD.

(1Z2a) SFB boarding parties are the FC Marines.

(1Z2b) Use the administrative shuttles track, the probe track, and the drone ammunition tracks.

(1Z2c) The highest number on the “Dam Con” track is the Damage Control Rating.

(1Z2d) The “Ex Dam” boxes are the Frame Damage boxes.

(1Z2e) Ignore all weapons charts and only use the Federation Commander weapons charts.

(1Z2f) Ignore crew units, T-bombs, the sensor tracks, scanner tracks, docking point values, year in service, explosion point values, and command ratings, as these are not used in Federation Commander.

(1Z2g) Ignore everything in the Ship Data Table, except for Type and Point Value. See (1Z3) to modify the ship's point value.

(1Z3) POINT VALUE

SFBSSDs have a point value printed on them (as do Federation Commander Ship Cards) but these do not directly translate from game to game. For example, SFBSSDs frequently show many refits, often as shaded boxes. Some ships (e.g., Klingons and Lyrans) may have as many as a half-dozen refits shown on a single SSD. In Federation Commander, certain refits (see below) are used and others are ignored. (Players may wish to experiment by excluding one or more of the ship's refits.) The ship's point value is determined by adding the base point value to all of the applicable refits.

(1Z3a) Ignore the following refits: Y175 (already in FC), OAKDISK, ULM, mech link.

(1Z3b) Include the following refits: Plus, B, K, F, Phaser, Power Pack, Snare, AWR.

(1Z3c) Ships with drone racks add 0.75 points per drone (not per drone rack) to the base point value to reflect the “fast” drones used in Federation Commander.

(1Z4) MOVEMENT

Movement rules from Federation Commander are very different from Star Fleet Battles. Moreover, many ships have different movement costs in Federation Commander than they do in SFB. Players with access to SSDs (Ship System Displays) from Star Fleet Battles may wish to use them in Federation Commander in order to bring into that game more ships than are currently available (say, oh, two or three thousand more ships). While the SFB SSDs are very similar to Squadron Scale Federation Commander Ship Cards, they are different enough to require some advice and minor conversions.

(1Z4a) Movement cost conversion is not that difficult. SFB movement costs of 1/6 become 1/8. SFB movement costs of 1/5 become 1/4. SFB movement costs of 1/3 become 1/4. SFB movement costs of 2/3 become 3/4. SFB movement costs of 5/6 become 3/4. SFB movement costs of 1+1/3 become 1+1/4. All other SFB movement costs convert directly into FC.

(1Z4b) Turn Modes are not difficult. Every SFB ship has a turn mode rating, and you simply use that rating (e.g., A, B, C) and look it up on the Federation Commander chart (2C3c).

(1Z5) COMBAT

Only Federation Commander combat rules are used.

(1Z5a) Only use the Federation Commander combat charts. Ignore any special firing arcs not included in Federation Commander. (If all players agree, special firing arcs may be used, but this becomes Borders of Madness.)

(1Z5b) Ignore the tiny reload check boxes in the drone, plasma-D, and anti-drone ammo tracks. Reload all racks using Federation Commander rules.

(1Z5d) All “A”, “B”, and “C” drone racks hold four drones. All “G” drone racks hold two drones and four anti-drone rounds. (Players willing to pass through the Borders of Madness may experiment with permitting the various drone racks to hold the ammo shown on the SSD.)

(1Z5e) Klingon security stations are simply deleted.

(1Z5f) Both APR and AWR are disabled on “Reactor” hits.

(1Z5g) Any other system box that is not in Federation Commander (e.g., repair or barracks) is disabled on hull or cargo damage points.

(1Z5h) Ships use the cloaking costs given in (5P3e).

SFB movement costs of 1/6 use cloak cost of 1/8. SFB movement costs of 1/5 or 1/3 use cloak cost of 1/4. SFB movement costs of 2/3 use cloak cost of 3/4. SFB movement costs of 5/6 use cloak cost of 1. SFB movement costs of 1+1/4 or 1+1/3 use 1+1/2.