

PROJECT Z: (2Z) FLEET SCALE SSDS

by Mike West

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, conversion to Fleet Scale is a bit more tricky.

In general, the idea is to “cut the ship in half”. However, since almost no ship has an even number of every system, decisions have to be made. This article provides guidelines to use when making those decisions. Not all published Fleet Scale ships will follow these rules exactly. As can be seen, creating a Fleet Scale ship from its original Squadron Scale version is an art, and that art has evolved over the life of *Federation Commander*.

(2Z1) GENERAL

The first, most important thing to determine is whether the ship you are converting has a similar variant that is already in *Federation Commander*. If so, use the Fleet Scale version of the existing ship as a guide. For example, when trying to create a Fleet Scale version of the Federation NAC escort, use the existing NCL Fleet Scale Ship Card as a guide. As another example, if a Fleet Scale version of the Romulan KDR is desired, use the existing Klingon D5 as a guide. Converting a ship to Fleet Scale requires many judgment decisions. Using a similar variant of the ship being converted will help skip over many of those judgment decisions, making the conversion much easier.

(2Z2) POWER

The first step is to reduce each warp engine individually to half. If there are an odd number of boxes, round up (for example, a 15-box warp engine converts to an 8-box warp engine).

Next, count up the total of reactor and impulse boxes, and reduce them to half. For example, if a ship has three reactor and three impulse, then the resulting Fleet Scale ship will have two of one system (say, impulse) and one of the other system (reactor in this case). It is recommended that the Fleet Scale ship have the same ratio as the original ship, but this is not always possible for artistic purposes.

Now, examine the total amount of power. If you have rounded up on all of the groups of power, and the total power of the Fleet Scale ship is significantly above half the power of the original ship, go back to the non-warp power and round one of those down.

Finally, reduce the total number of batteries to half. If there is an odd number of boxes, round up (three becomes two).

(2Z3) SYSTEMS

Each type of system (lab, tractors, transporters, shuttle bays, hull, and cargo) are reduced to half, rounding up. If there is only one of a system, then Fleet Scale ship will have one of that system.

Exception 1: If the original ship has exactly one transporter and one tractor, then the Fleet Scale ship should have one “SYS” box in place of both.

Exception 2: Each kind of hull is divided in half (round fractions up) but the total number of hull should not be more than half a box more than half of the original number of boxes.

If the ship has a probe box, remove the box, but leave the ammo track. The probe on a Fleet Scale ship is “invisible”. If there are two probe boxes, remove both boxes, and leave only one ammo track.

(2Z4) CONTROL

Total all of the control boxes, then cut that number in half, rounding up. Distribute the remaining boxes as desired. At least one box must be “Bridge”. If the original ship had “Flag Bridge”, at least one box must also be “Flag Bridge”. The rest may be labeled as desired, respecting the original ship as you can.

(2Z5) WEAPONS

Weapons are the most complicated set of boxes to reduce for Fleet Scale. They need to be approached in three separate steps. First, handle phasers. Second, do the plasma weapons. Third, do the other weapons. Finally, ask yourself if this worked out or if you need to declare a “special situation” and change it.

(2Z5a) PHASERS

Phasers are a bit complicated. Before starting, count how many phasers the ship has, counting Ph-3s as “half a phaser”. Cut that number in half, rounding up to the nearest “half”. The result is the ship’s “phaser count”. As the phasers are reduced for Fleet Scale, this “phaser count” must be kept in mind.

For any phaser bank that has two (or four) phasers, cut the bank in half. For singleton phaser banks, look for corresponding banks that can be “combined” into a single mount. When two separate phaser banks are combined, their arcs are combined, too. For example, if a ship has a single FA+L Ph-1 and a single FA+R Ph-1, then they are combined into a single Ph-1 with an FX arc. If a ship has two LS Ph-3s and two RS Ph-3s, then the Fleet Scale ship will have one LS Ph-3 and one RS Ph-3. However, if the ship only has one LS Ph-3 and one RS Ph-3, then the Fleet Scale ship will have a single 360° Ph-3.

That covers most situations. The remaining situations require judgment calls in the final arrangements. When making these decisions, the “phaser count” number must be kept in mind. The final “phaser count” of the Fleet Scale ship should not exceed this number, even if it ends up being fewer than half the number of total phaser boxes in the Fleet Scale ship.

For example, a ship has an FA+L Ph-1, a FA+R Ph-1, a 360° Ph-1, a LS Ph-3, and a RS Ph-3. This gives the ship a “phaser count” of 4 (3 Ph-1 equals three, and two “half-sized” Ph-3 adds in another). The two forward Ph-1 are combined into a single FX Ph-1, and the two rear Ph-3 are combined into a 360 Ph-3. But what of the third Ph-1?

Well, the “phaser count” must be kept in mind. Half of 4 is 2, so that means we should only have a remaining “phaser count” of 2. We have an FX Ph-1 and 360 Ph-3 so far, and that gives us 1.5. The resulting Fleet Scale ship should only have a total of 2, so that means the Ph-1 should be reduced to a 360° Ph-3, and added to the other one. And that is a valid result.

However, the original ship only had a single 360° phaser, so the Fleet Scale ship should not exceed that. Reexamining the two original Ph-3, a more logical arrangement for the Fleet Scale ship would be an FX Ph-1, LS Ph-3, and RS Ph-3. That provides the requisite “phaser count” of 2. Another equally valid result is to end up with an FX Ph-1 and a 360° Ph-1. That is also supported by the original ship, and also has a “phaser count” of 2.

So, when reducing phasers to create a Fleet Scale ship, the “phaser count” must be adhered to, and the arrangement of the original ship must be followed as much as possible. The “phaser count” is more important than the number of boxes on the ship card, but the ultimate goal is a ship that will “fight like” the original ship design.

(2Z5b) PLASMA TORPEDOES

For plasma torpedoes (except plasma racks), it is easiest to just list the scenarios:

- ◆ Two identical plasmas with the same arc are reduced to a single plasma with that arc. (This should always be applied be-

fore proceeding with any other scenario.)

- ◆ A single PL-F is retained with the same arc.
 - ◆ LP (or LS) PL-F + RP (or RS) PL-F is reduced to a single FX PL-F.
 - ◆ LP PL-F + FP PL-F + RP PL-F is reduced to LP PL-F + RP PL-F (rounding up 1.5 plasma-Fs to two).
 - ◆ A single PL-G is reduced to a single PL-F with the same arc.
 - ◆ FP PL-G + LP (or LS) PL-F + RP (or RS) PL-F is reduced to LP PL-F + RP PL-F.
 - ◆ LP PL-G + RP PL-G is reduced to FP PL-G.
 - ◆ A single PL-S is reduced to a single PL-G with the same arc.
 - ◆ FP PL-S + LP PL-F + RP PL-F is reduced to FP PL-S.
- (Alternate: FP PL-G + FX PL-F.)
- ◆ LP PL-S + RP PL-S + LP (or LS) PL-F + RP (or RS) PL-F is reduced to FP PL-S + FX PL-F.
 - ◆ 3 PL-S + RP (or RS) PL-F + LP (or LS) PL-F is reduced to FP PL-S + RP PL-F + LP PL-F.
 - ◆ A single FA PL-R is reduced to a single FA PL-S.
 - ◆ LF+L PL-R + RF+R PL-R is reduced to a single FA PL-R.
 - ◆ FA PL-R + LP PL-F + RP PL-F is reduced to FA PL-S + FX PL-F. (Alternate: a single FA PL-R.)
 - ◆ PL-R + 2 PL-S + 2 PL-F is reduced to FA PL-R + LP PL-F + RP PL-F. (Alternate: LP PL-S + RP PL-S + FX PL-F.)

For plasma racks, a single pair of LS/RS plasma racks is reduced to a single 360° plasma rack. Two pairs of plasma racks are reduced to a single pair of LS/RS plasma racks, and NOT two 360° plasma racks.

(2Z5c) OTHER WEAPONS

Non-phaser and non-plasma weapons are usually concentrated and do not cause as many problems as phasers. For each weapon type, cut the number in half, rounding up. So, for example, four disruptors are reduced to two disruptors; three photons are reduced to two photons; six drone racks are reduced to three drone racks; one disruptor remains one disruptor.

Rarely will these weapons need to be combined across arcs (where, for example, a FA+L disruptor is combined with a FA+R disruptor). In such cases, the resulting weapon will have the combined arc if it is a disruptor, fusion, or particle cannon. In the case of photons, hellbores, PPDs, and web casters, the arcs are *not* combined, but rather the most central portion of the combined arc is used. For example, if a ship had a LF+L photon and a RF+R photon, the resulting single photon would have an arc of FA. If the weapons were disruptors instead of photons, then the resulting single disruptor would have an arc of FX.

Web snares are reduced as the other weapons in this section, but use the special firing arcs given in the rules.

(2Z6) SHIELDS

Each shield is individually cut in half, rounding up. For example, a 33-point shield on the original ship would give a 17-point shield on the Fleet Scale ship.

Armor is cut in half, rounding up.

(2Z7) TRACKS

Each of the counting tracks (Frame Damage and Marines) are cut in half, rounding up.

Damage control is half of the highest *SFB* box.

Sensor and Scanner are simply ignored.

(2Z8) MOVEMENT

The movement costs for the Fleet Scale ship are exactly half of the Federation Commander analogue of the movement cost of the original ship. See (1Z) for the conversion of *SFB* movement costs, since *FC* movement costs must be evenly divisible by two. For example, a CW is 2/3 in *SFB* but 3/4 in *FC*, so the Fleet Scale version of would be 3/8.