

FEDERATION COMMANDER

KLINGON BORDER

SPACE COMBAT IN FULL LIVING COLOR!

MAJOR SALES POINTS

★ Stunning graphics and Eurogame-style production values give accessibility and high replay value.

★ Full miniature support with special new squadron boxes.

★ Advertising in *Game Trade*, *Game Buyer*, *Games Quarterly*, and many more!

★ From the mind that created *Star Fleet Battles*, the best-selling space combat system in the history of gaming!

★ Hundreds of pre-sold SFB players, who will run demos in your store during our massive "day after Thanksgiving" event!

TARGET MARKETS

Who will want to play *Federation Commander*? Anyone who ever:

★ watched any Star Trek series.

★ played *Star Fleet Battles* and wanted something that plays faster, is easier to teach, and handles more ships.

★ played *Full Thrust*, *Silent Death*, or *Battle Fleet Gothic*.

★ plays RPGs and wants a workable space combat system.

★ wants to "run and gun" in a warp-speed space dogfight!

FEDERATION HEAVY CRUISER

Fleet Scale

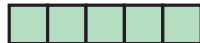
COUNTER

POINT VALUE 125

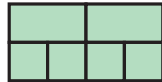
DAMAGE CONTROL 2

POWER TRACK

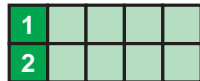
PROBES



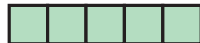
DRONE RACK



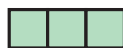
DRONES



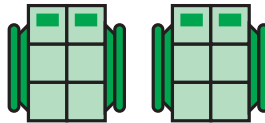
MARINES



EXCESS DAMAGE



SHUTTLES



TURN MODE D
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 4
SPEED COST 8

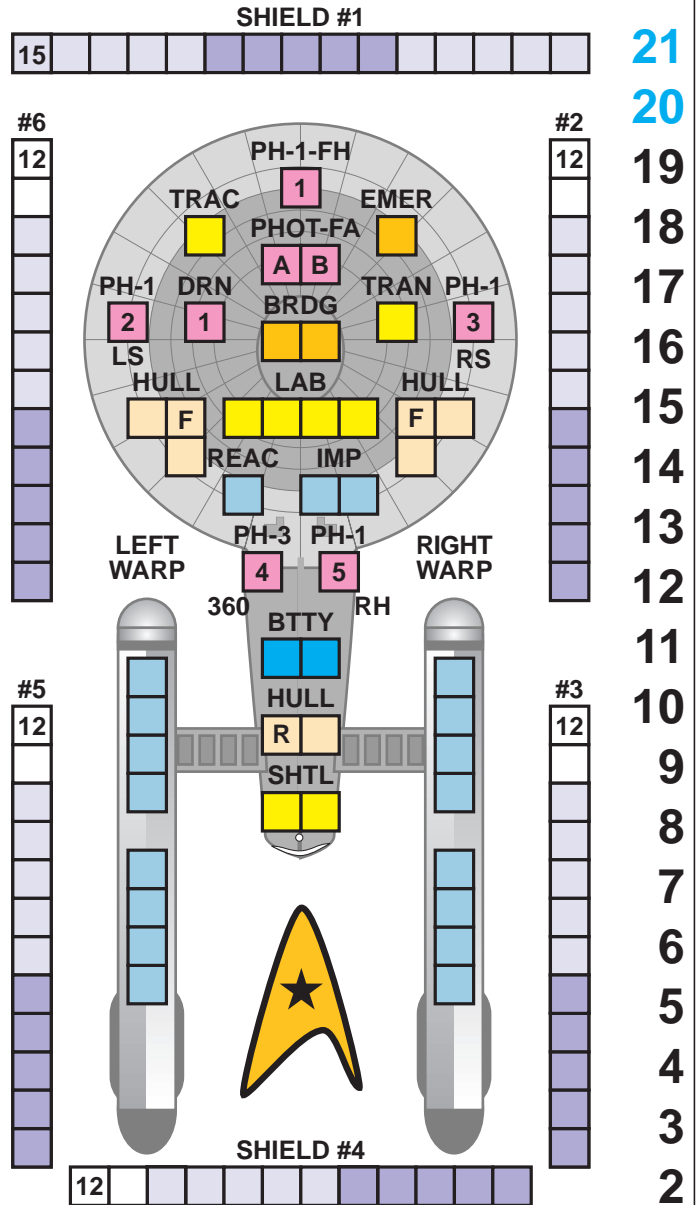
BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST 2.5

EVASIVE
MANEUVER
COST 3



FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SSD #1 OF 16
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FRACTIONAL POWER
0 1/4 1/2 3/4