

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 1

O: INTRODUCTION

OA: PURPOSE & SCOPE

This is a compilation of all of the rules updates, clarifications, and new rules published in *Communique*, along with many others not previously published.

These updates are for the Revision-4 rules. If your rulebook is Revision-3 or earlier, we will send you a Revision-4 rulebook for a nominal handling-shipping charge or you can download the Master Errata which has all of the updates through Revision-4.

Text in green refers to entirely new rules added in various products and included here for convenience.

OB: UPDATES

Official updates are published in *Communique*. Updates from *Communique* are often reprinted in various products to enhance player awareness.

The *Consolidated Rules Update List (CRUL)* is designed to be updated every month, whenever a new *Communique* is posted.

This edition includes all of the published updates through *Communique* #34. In the process of preparing this document, some additional updates were created which will be in *Communique* #35.

Some "new" rules which appear in various products are reprinted in *Communique* and should be included in this document. An example would be rule (5X) Degraded Crews.

If you are aware of a ruling, update, or change which has been made by the publisher but which is not on this list, please contact design@StarFleetGames.com and let us know about it so we can recover the lost data and add it to the next update of the *CRUL*.

If you have questions or proposed changes or updates, send them through normal channels (post on BBS or Email to Mike West).

1: BASIC RULES

1D: ENERGY ALLOCATION

(1D) The records on Ship Cards are not secret, nor is the amount of energy a ship has remaining at any given time.

1E: SEQUENCE OF PLAY

(1E1) The auction required to maintain a tractor on a ship over the turn break (5D6a) occurs at the same point in Energy Allocation as continuing a tractor on an object.

(1E4) The point of this rule is to eliminate "secret written decisions" of the type common in the more complex game *Star Fleet Battles*. The firing of each weapon is a

unique decision (overloading can be a separate decision), but having decided to fire (or overload) a weapon, a player cannot reverse that decision. (You can reverse a decision *not* to fire it if your opponent makes some decision.)

1F: TABLETOP RULES

(1F2) If you cancel a point of movement (2B2b), leave the ship where it is and rotate the miniature around the center post (stand) to the point where its cross-section is parallel to the next mark on the turn gauge.

2: MOVEMENT RULES

2A: GENERAL MOVEMENT

(2A5) A unit which has decelerated twice during the current impulse is treated as going slower than a unit that decelerated once, and a unit that has decelerated three times is treated as being slower still, but in both cases the unit is faster than a unit going at the next lower baseline speed. In the event that a unit has accelerated during the impulse and has decelerated (once) during the impulse, the effects cancel each other out and the unit is treated as having the given baseline speed. A unit which has decelerated twice and accelerated once is treated as having decelerated once. A unit which has decelerated three times and accelerated once is treated as having decelerated twice.

2B: ENERGY COST OF MOVEMENT

(2B2b) Movement cancelled by deceleration does not count for sideslip mode.

2D: SPECIAL MANEUVERS

(2D3) EMERGENCY DECELERATION

(2D3b) A unit moving in reverse would receive twice the reinforcement energy as it had paid twice the movement cost.

(2D4) EVASIVE MANEUVERING

(2D4a) **Evasive Maneuvering** is announced at the end of the Defense Fire Phase, but takes effect at the end of the subsequent Direct Fire Phase, in effect giving the enemy "one last shot" without a penalty.

Turn Break Exception-1: If you used Evasive Maneuvering (EM) until the end of one turn, you can declare EM during Energy Allocation of the subsequent turn. This takes effect immediately and is continuous with the previous turn's EM and counts as the one allowed activation of EM for that subsequent turn.

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 2

Turn Break Exception-2: You can declare EM during the Defensive Fire Phase of Impulse #8 but delay its activation (and paying for it) to the Energy Allocation Phase of the next turn. However, if your ship lacks the energy to pay for EM at that time (it could not declare EM unless it had enough power at the time of declaration), the ship is destroyed by the destabilized warp field. If tractorred before starting EM, the energy is lost and EM is cancelled.

(2D4d) Spending power to continue Evasive Maneuvers over the turn break counts as an “Announcement” for the purposes of Termination but does not extend the point at which Evasive Maneuvers can be terminated.

(2D5) DOCKING

(2D5) Up to six ships can be docked to a base station or a battle station. Up to twelve ships can be docked to a starbase. Up to two ships can be docked to a mobile base or a commercial platform.

Any number of ships could be connected via multiple dockings (Ship A docked to B, B docked to both A and C, C docked to both B and D, and so forth), however, “docking” is a single specific connection. So, if ship A is docked to ship B and ship B is docked to ship C, there is no “docking relationship” (for the lack of a better term) between ship A and ship C.

(2D5c) LANDING SHUTTLECRAFT

Shuttlecraft (and fighters) can land on friendly ships by either of the methods below. They cannot land, or be forced to land, on enemy ships. A ship can land one shuttle per impulse (one total, not one by each method) and cannot do so on an Impulse in which it launched a shuttle. The ship must have an empty undisabled shuttle box to land a shuttle, which then occupies that box.

Self-Landing: The shuttle lands under its own power (5H4). To accomplish this, the shuttle must end the impulse in the same hex as the ship, and the ship must not have traveled more than one hex during that impulse (for an admin shuttle; two hexes for a Stinger fighter). During the Landing-Docking step, the owning player simply declares the shuttle to have landed.

Assisted Landing: The shuttle lands with the assistance of a tractor beam (5D5). To do this, the shuttle must end the impulse in the same hex as the ship, or in an adjacent hex. The ship must not have moved more than two hexes during that impulse (for an admin shuttle; four hexes for a Stinger). The ship must use a tractor beam (pay for the power, and cannot use that tractor again during the turn).

(2E3) RETIREMENT

Under certain conditions as part of a scenario's special rules, a ship may be required to “retire”, usually

to avoid being destroyed in a situation in which loss of the ship would be worse than losing the scenario. This is a form of disengagement, but includes special conditions to reflect the orders that impose it. Scenario rules may modify or extend these special restrictions.

(2E3a) Movement: A ship ordered to “retire” must immediately begin moving to disengage at the maximum baseline speed it can afford. On a fixed or location map, this would require movement to (and off of) the closest map edge from which it can legally disengage. On an open map, this would require the ship to move in an allowed direction until it actually does disengage.

(2E3b) Combat: The “retiring” ship can only fire weapons in its own defense, i.e., only against incoming seeking weapons or against a unit which fires at it. The enemy can fire at the “retiring” ship.

(2E3c) Repair: If the ship can repair itself so as to nullify the condition which triggered a requirement to retire before it actually disengages, it may return to combat in the scenario, but the owning player must announce if the ship is doing so.

3: COMBAT RULES

3C: SHIELDS

(3C6c) The term “enemy” refers to each individual ship which is firing, not the entire enemy force. A new decision on which shield was hit can be made each impulse, even if the ships did not “move” to new hexes. A decision for a given impulse covers both weapons and transporter operations.

3D: DAMAGE ALLOCATION

(3D4b) Any “skipped” points are lost *immediately* and there is no option to take them on Frame.

(3D4c) The “first die” mentioned is the first roll to see if the weapons hit the target, not the Damage Allocation roll.

(3D6) Damage to Bases: In the case of all bases (starbases, battle stations, base stations, mobile bases, and others to be added later), any “warp” or “impulse” damage points are scored on “reactor” boxes.

3E: HOW SHIPS ARE LOST

(3E1d) You can take as many frame hits (to protect the last box of a type) as you have frame boxes, but you cannot voluntarily score a frame hit under this rule if doing so would result in the destruction of your ship. The last box of a given type refers to the entries on the DAC; the last “phaser” is just that, not the last phaser-1 or the last phaser-2.

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 3

4: WEAPON RULES

4A: DIRECT-FIRE WEAPONS

(4A1) Phasers and anti-drones can be used in the Defensive Fire Phase. Other direct-fire weapons cannot.

(4A3) Fighters (e.g., Hydran Stingers) are under the same restrictions as “ships” for the purposes of this rule. In effect, a Stinger counts as a ship, so two fighters and one ship would be a maximum firepower unit.

(4A4) DIE ROLL MODIFIERS

Die roll modifiers caused by Orion Stealth, Evasive Maneuvers, and Asteroids are cumulative; if more than one applies, add them together.

For phasers and fusion beams, if the modified die roll is greater than six, move to the next column to the right (one column per shift; seven moves one column, eight moves two). Moving “off the right end of the chart” is a miss.

For “hit or miss” weapons (photons, disruptors, plasma bolts, web fists, shield crackers, particle cannons) a result of “7” or more is simply a miss. (For hellbores and PPDs, modifiers affect the total die roll; a miss is a miss.)

For the plasma carronade, move one column to the left (and anything “left of 1” is a miss).

For probes fired as weapons, the modifiers *reduce* the die roll; they do not increase it.

Web breakers are not affected by these die roll modifiers as their targets are too big to miss.

The maximum shift is +3, no matter how many modifiers are added. A stealth ship doing Evasive Maneuvers behind an asteroid field gets +3, not +5.

4E: ANTI-DRONES

(4E1a) Every anti-drone system has two “tracks”. One (in green) lists the ammunition. The second, in pink, lists the Impulse of the current turn in which that anti-drone system fired the one anti-drone it is allowed to fire in each impulse. Every time you fire an anti-drone, you mark one from each track. The pink track is erased at the end of each turn; the green track is erased when reloaded.

4F: SEEKING WEAPONS

(4F2a) The launching unit must be within 25 hexes of the target at the time the seeking weapon is launched.

(4F2e) Drones and suicide shuttles which have “impacted” a target still count against the control limit until they have been destroyed or tracking is released (which removes the weapon from play).

(4F2f) If a shuttle is targeted by a seeking weapon, and the shuttle lands on a ship or base before impact, then

the ship or base becomes the target of the seeking weapon. If the shuttle were to subsequently launch before the seeking weapon impacted the ship or base, the ship or base would remain the target of the seeking weapon.

(4F5d) Once a drone (or suicide shuttle) impacts a given ship, only that ship can tractor the drone. An allied ship could not tractor the drone to prevent it from hitting, and an enemy ship could not tractor the drone to force a tractor auction and force the drone to hit.

Notes: Rule (4F5d) does say that the “target ship” can tractor the drone, not that “any ship” can do so. While it doesn’t say an allied or enemy ship *can’t* target the drone, it also doesn’t say that a starbase 27 hexes away *cannot* tractor the drone and it also doesn’t say you *cannot* fire a probe at the drone and it also doesn’t say that you *cannot* move the drone out of range with a transporter. Vulcans often try to prove that “logically” you can do anything the rules *don’t* say you *cannot*, but that is simply not the way the rules work. There has to be an “enabling” rule and the only rule that applies (4F5d) only “enables” the *target* ship to do the tractoring.

(4F5e) A player can “drop tracking” of one (or more) of his own seeking weapon(s) at any point in the Sequence of Play, causing drones or suicide shuttles to be immediately removed from the game.

4G: DRONES

(4G3a) MIDDLE YEARS DRONES

During the time of the Four Powers War (2558-2562), ships were armed with an earlier “medium speed drone” which moved at Speed 16 rather than Speed 24. For those scenarios set during this earlier conflict, use these slower-speed drones. This rule is invoked by published scenarios, and not options players pick for themselves. Players could mutually agree to use them, but the default rule is Speed-24 drones.

(4G3b) LATE YEARS DRONES

During the later years of the General War (2580-2585), ships were armed with an advanced “fast speed drone” which moved at Speed 32 rather than Speed 24. For those scenarios set during this later conflict, use these higher-speed drones. This increases the point value of the ship by 0.5 points per drone (not drone rack, drone). This rule is invoked by published scenarios, and not options players pick for themselves. Players could mutually agree to use them, but the default rule is Speed-24 drones.

4H: SUICIDE FREIGHTERS

(4H2) Suicide freighters can only use tractors in the Defensive Fire Phase.

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 4

4J: PLASMA TORPEDOES

(4J3d) This rule does not include plasma-D racks.

(4J3d) If not launched, the torpedo in a disabled launcher is lost at the (1E3b) Weapons Records step near the end of the turn. This means the torpedo is lost even if the launcher is repaired at the end of the turn.

(4J4b) A plasma tracking arc of FX has a bolting arc of FH.

(4J4c) Only the Federation, Gorns, and Orions use this rule.

(4J5) Plasma-D racks are disabled on "torpedo" hits.

(4J5) Plasma-D racks do not benefit from (4J3d).

4K: HELLBORES

(4K3g) Hellbores cannot use Directed Targeting.

4P: PARTICLE CANNONS

(4P2d) Delete the second paragraph ("If a die roll of 6...").

(4P2d) Example: The energy cost given in the example is wrong. It should be three points (one and a half per cannon), not four points (two per cannon).

4Q: WEB CASTER

(4Q3a) The statement that "Each point of energy generates 10 points of strength..." is incorrect. The chart is correct.

Two webs cast in the same hex (or which overlap by one or more hexes) by non-allied ships cancel each other out and do not become active.

(4Q3b) This rule forms an exception to (4Q2a), allowing the web caster to work at Range zero only if the ship is using itself as an anchor.

5: SYSTEM RULES

5C: PROBES

(5C4) A ship that has no non-phaser weapons cannot use a probe as a weapon unless it has at least one disabled phaser.

5D: TRACTOR BEAMS

(5D3c) Machine monsters with Energy Allocation (Juggernaut, Planet Killer) can be tractor (and can use negative-tractor). Living monsters (Space Amoeba, Space Dragon) and those that do not use Energy Allocation (Death Probe) cannot be tractor.

(5D4) The only ship that can tractor an impacted drone is the target. Another ship cannot tractor the drone to push it into the target, nor can another ship engage in a tractor auction to release the drone.

(5D5) The limit of 16 on the speed of the ship (i.e., two hexes per Impulse) applies to fighters and shuttles.

(5D5a) If you tractor someone else's seeking weapon, that weapon will move along with your ship as per this rule. However, a seeking weapon held in a tractor can never "impact" or "hit" anything (other than an asteroid field or dust cloud, which might damage it). You would have to release the weapon before it could "impact" something.

For example, in a three-way battle, an Orion tractors a Klingon drone targeted on a crippled Kzinti cruiser. The Kzinti refuses to pay the Orion a "fee" so the Orion releases the Klingon drone to proceed toward the Kzinti cruiser. If the drone had been dragged into the hex of the Kzinti cruiser, the Sequence of Play (the tractor releases the drone in the Other Functions Phase) would mean that the drone does not "impact" until the next impulse, giving the Kzinti time to move, maneuver, turn, fire defensive weapons, or otherwise deal with the drone.

(5D5c) If Ship A tractors Ship B which has already tractor Unit C, a tractor auction is held and only the stronger of the two beams survives. In this case, ignore negative tractor used by Unit C. Ship B could use negative tractor against Ship A or increase the strength of its tractor hold on Ship C with equal effect. Ship B wins any ties.

(5D6b) If the towed ship is twice the movement cost of the towing ship (or more), reduce the baseline speed by two. The baseline speed may not be reduced below a baseline speed of zero (2B1b).

A ship operating at a reduced baseline speed uses the turn mode of the new, lower speed.

If two tractor-linked ships both accelerate, or both decelerate, neither moves. If one ship accelerates and the other decelerates, the ship that decelerated cancels its movement and the other ship moves the linked pair one hex. You cannot decelerate during an impulse when you are not scheduled to move, so this combination would not always be possible. If Ship F (moving forward) is tractor-linked to Ship R (moving in reverse), then Ship F would pay the normal cost of acceleration (for the combined movement costs of the two ships) while Ship R would pay double that amount (since it is moving in reverse). For purposes of calculating "power actually paid for baseline speed" ignore the double cost for reverse movement.

(5D6c) Friendly ships in a tractor cannot launch weapons.

5E: TRANSPORTERS

(5E2) Base stations, battle stations, and mobile bases pay one point to operate their transporters; starbases pay two points. Commercial platforms pay 1/2 point.

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 5

This is for Squadron Scale; Fleet Scale requires half as much energy.

5F: MARINE BOARDING PARTS

(5F1b2) Two ships of the same empire, or two allied ships, could not simultaneously target the same box on an enemy ship with a hit-and-run raid, but two non-allied ships could do so. In the latter case, toss a coin or roll a die to see which one goes first.

(5F1b3) Hit-and-run raids *cannot* be conducted against “living” monsters (e.g., Space Dragons, Space Amoeba, Moray Eel), but *can* be conducted against “machine” monsters (e.g., Juggernaut, Death Probe).

(5F2) Monsters cannot be captured or boarded by Marines unless explicitly allowed in the monster’s rule.

(5F2a) A ship which is landed on a planet can send six Marine units to the surface each Marine Phase.

(5F2b) Casualty points cannot be voluntarily resolved by the defender by giving up “control” boxes.

(5F2d) MULTI-SIDED MARINE COMBAT

In the event two (or more) non-allied players sent Marines onto another ship, the resulting Marine combat is resolved as follows:

1. Each player assigns some (or none) of his troops to fight the troops of each of the other players. This is done secretly and in writing, then revealed simultaneously.

2. Each pair of players resolve combat as per the rules.

3. Any casualties scored by one player against another are deducted from the Marines assigned by the targeted player to oppose the player scoring the casualty points.

4. Any “overkill” points are used to capture control spaces held by the targeted player, and if there are any more, these disable other Marine units of the target player. If there are more casualty points than things (Marines, control spaces) to resolve them against, the over-over-kill is lost. In the event two (or more) players have “overkill” and would capture more control spaces from the third player than are available, they each capture as many as they can and any “overlap” is held by whoever held it before.

Example: Seven Klingon and ten Romulan Marine units have boarded a Federation cruiser with only four Marine units (the ship having sent some elsewhere earlier). The Klingons allocate five of their Marines to attack the Federation and two to fight the Romulans. The Romulans allocate eight of theirs to attack the Federation and only two to attack the Klingons. The Federation divides its Marines equally between the Klingons and Romulans.

The five Klingon Marine units which attacked the Federation rolled a “4”, disabling both of the Federation Marine units facing them, but they have no “overkill” points. The two Klingon Marine units that attacked the Romulans rolled a “2”, scoring no hits. The two Romulan Marine units that attacked the Klingons rolled a “3”, disabling one of them. The seven Romulan units that attacked the Federation rolled a “6”, scoring four hits, which disables the two Federation units facing them and then (using the two “overkill” points) captures two of the six control spaces on the Federation ship. The Federation Marines rolled a “4” and a “5”, eliminating one Klingon and one Romulan Marine unit. At the end of that turn, the Klingons have five units, the Federation one (plus four control boxes), and the Romulans nine (plus two control boxes).

On the next turn, the Klingons assign all five of their Marine units to attack the Federation. The Romulans assign six of theirs to fight the Federation and three to attack the Klingons. The lone Federation Marine unit faces the Romulans. The Klingons roll a “3” and score two hits. With no Federation Marines facing them, these are “overkill” points and capture two control boxes. The one Federation Marine unit disables one Romulan Marine unit via a die roll of “6”. The three Romulans roll a “4”, disabling one of the Klingon units (even though there are no Klingons actually facing them, the Klingons have, at the instant of combat, no control boxes for the Romulans to take away from them). The six Romulan units roll a “6” and score four hits, disabling the one Federation Marine unit and capturing three control boxes.

But wait a minute! The Federation cruiser only has six control boxes (two each Bridge, Aux, and Emer) and the Romulans already hold two. The Klingons and Romulans cannot capture the same box. The Romulans claim three, but cannot claim the fourth, leaving it to the Klingons. The Klingons claim a second one, which disputes one of the Romulan claims, leaving that box in the hands of the Federation. At the end of this turn, eight Romulan units hold three control boxes, the four remaining Klingon units hold one box, and the Federation holds one control box (and controls the ship as it were the original owner).

On the third turn, the eight Romulan units are divided with five against the Federation (the minimum to guarantee they will score one hit and claim the uncaptured bridge) and three attacking the Klingons. All four Klingon units attack the Romulans. The Federation, with no Marine units left, has no die rolls to make and is simply waiting to see who will take over its ship.

The four Klingon units roll a “2” and disable one of the Romulan units. The five Romulan units roll a “5” which scores three hits, one of which captures the fifth

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 6

control box and the other two of which are wasted as those five units were attacking the Federation and cannot apply their hits to the Klingons. The three Romulan units roll a "1" and do no harm to the Klingons. Even though the Romulans hold five control boxes, they will still have to eliminate the Klingon Marines and capture the last control box to take the ship. The Federation continues in control of the ship (maneuvering it and firing its weapons) since no one has "captured" it yet (5F2c).

5G: REPAIRS

(5G4) You can stop a repair in progress (presumably to start repairing something more important), but if you do so, all of the points spent on the first repair are lost.

5H: SHUTTLECRAFT

(5H4) A shuttle may not launch from one ship and land on another ship in the same impulse.

(5H5) A shuttlecraft can carry two Marine boarding parties.

(5H6) Suicide shuttles have the same explosion in Fleet Scale and Squadron Scale. Your ship has less power and fewer shuttles in Fleet Scale, so it all works out. The launch of a suicide shuttle counts as the launch of a shuttle, not as the launch of a drone.

5J: HULL AND FRAME DAMAGE

(5J) Frame damage cannot be repaired during a scenario.

5K: CARGO

(5K2) CARGO TRANSFER (TRANSPORTER): Cargo can be transferred between two ships by transporter, but only if the owners of both ships agree. Each transporter operation moves 1/5 of a cargo box. This can be used to move cargo to a shuttle, which can carry 1/4 of a cargo box.

(5K3) CARGO TRANSFER (DOCKING): Cargo can be transferred between two ships which are docked (2D5a), but only if the owners of both ships agree. The two docked ships can transfer 1/2 of a box of cargo per turn. This can be used to move cargo to a shuttle, which can carry 1/4 of a cargo box.

5L: ORION PIRATE SPECIAL RULES

(5L1) ORION OPTIONAL WEAPONS MOUNTS

The rules and limitations on the use of Orion optional weapons are so complex that it is actually easier to give players a ship-by-ship breakdown.

The tables in *FC: Orion Attack* replace all previously-published information regarding what can be used in each option mount.

Orions cannot use extra-galactic weapons. These include: web generators, snares, webcasters, web fists, or particle cannons.

‡ if ESG or Plasma-S is selected, another of the forward mounts must remain empty. Orions can use PPDs in combinations able to hold a Plasma-S.

§ Any mount that can hold a phaser-1 can have a phaser-G, but no ship can have more than one phaser-G.

† Plasma-Ds must be mounted in LS/RS pairs except on fleet-scale ships with one 360° rack.

The data below is from *Orion Attack* and covers Orion units in previously-published products. Orion units published in *Orion Attack* are detailed in that product.

POINT VALUE ADJUSTMENT (Orion & WYN)

ADD: -2

Disruptor: +0

Drone Rack (Standard): +0

Drone Rack (Fed type): -1

ESG: +3

Fusion: +0

Hellbore: +2

Phaser-1: +0

Phaser-2: -1/2

Phaser-3: -1

Phaser-G: +2

Photon Torpedo: +0

Plasma-S: +7

Plasma-G: +4

Plasma-F: +1

Plasma-D: +3

PPD: +12

ORION BASE STATION (Squadron Scale)

A, B: Phaser-1/2/3, photon, disruptor, fusion, drone, ADD, ESG‡, plasma-S‡/G/F (360°).

Y, Z: drone, ADD; plasma-D (must be pairs, LS/RS).

ORION BASE STATION (Fleet Scale)

A: Phaser-1/2/3, photon, disruptor, fusion, drone, ADD, ESG‡, plasma-S‡/G/F (360°). (To use ESG or plasma-S, mount Z must be left empty.)

Z: drone, ADD, plasma-D (360°).

ORION BATTLE STATION (Squadron Scale)

A, B: Phaser-1/2/3, photon, disruptor, hellbore, drone, ADD, ESG‡, plasma-S‡/G/F (360°).

C: Phaser-1/2/3, photon, disruptor, fusion (FX); drone, ADD, (360°); plasma-G/F (FP).

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 7

D: Same as C but FX is RS+LR.

E: Same as C but FX is LS+RR.

Y, Z: drone, ADD; plasma-D (must be pairs, LS/RS).

ORION BATTLE STATION (Fleet Scale)

A: Phaser-1/2/3, photon, disruptor, fusion (FX); drone, ADD, (360°), plasma-G/F (FP).

B: Same as C but FX is RS+LR.

C: Same as C but FX is LS+RR.

Z: drone, ADD, plasma-D (360°).

ORION LIGHT RAIDER (Squadron Scale)

A: Phaser-1/2/3, photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (FP).

Y: Phaser-1/2/3, plasma-D (LS†); photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (LP).

Z: Phaser-1/2/3, plasma-D (RS†); photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (RP).

ORION LIGHT RAIDER (Fleet Scale)

Y: Phaser-1/2/3, plasma-D (†) LS; photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (LP).

Z: Phaser-1/2/3, plasma-D (†) RS; photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (RP).

ORION MOBILE BASE (Squadron Scale)

Y, Z: Phaser-1/2/3, photon, disruptor, fusion, drone, ADD, ESG‡, plasma-G/F (360°); plasma-D († must be pairs, LS/RS).

ORION MOBILE BASE (Fleet Scale)

Z: Phaser-1/2/3, photon, disruptor, fusion, drone, ADD, ESG‡, plasma-G/F/D (360°).

ORION RAIDER CRUISER (Squadron Scale)

A: Phaser-1/2/3, photon, disruptor, hellbore, fusion (FA); drone, ADD (360°); plasma-G/F (FP).

Y: Phaser-1/2/3, plasma-D (LS†); photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (LP).

Z: Phaser-1/2/3, plasma-D (RS†); photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (RP).

ORION RAIDER CRUISER (Fleet Scale)

A: Phaser-1/2/3, photon, disruptor, hellbore, fusion (FA); drone, ADD (360°); plasma-F (FP).

Z: Phaser-1/2/3, drone, ADD, plasma-D (360°); photon, disruptor, fusion (FA); plasma-F (FP).

ORION SALVAGE CRUISER (Squadron Scale)

A: Phaser-1/2/3, photon, disruptor, hellbore, fusion (FA); drone, ESG (360°)‡; plasma-S/G/F (FP)‡.

B: Phaser-1/2/3, photon, disruptor, fusion (FA); drone, ADD (360°); plasma-F (FP).

W, X: Phaser-1/2/3, plasma-D (LS†); drone, ADD (360°).

Y, Z: Phaser-1/2/3, plasma-D (RS†); drone, ADD (360°).

ORION SALVAGE CRUISER (Fleet Scale)

A: Phaser-1/2/3, photon, disruptor, hellbore, fusion (FA); drone; plasma-G/F (FP).

Y: Phaser-1/2/3, plasma-D (LS†); drone, ADD (360°).

Z: Phaser-1/2/3, plasma-D (RS†); drone, ADD (360°).

(5L2) Orion bases do not receive the +1 stealth modifier.

(5L3) This rule uses the word “lost” to refer to warp engine boxes affected by engine doubling. We’re sorry for confusion caused when people thought the use of the word “lost” instead of “disabled” meant something other than “disabled” but it really just means “disabled.”

(5L3) The engine boxes disabled by over-using the engines are disabled at the very end of the turn, after the Repair Phase. (You do not get to damage engine boxes in one turn and repair them in the same turn.)

(5L3) The DN, BCH, BC, CA, BR, CR, DW, and SAL lose one box per engine (and have the option to double the engines one at a time if they wish) in Squadron Scale, and lose one box in Fleet Scale. The SLV, LR, and DBR lose one engine box in Squadron Scale and use the WARP DET box in Fleet Scale. The FT and OK6 cannot use engine doubling.

(5L5f) Fusion beams on DefSats do not require a cool-down turn.

5M: THOLIAN WEB DEVICE

(5M1d) If a ship using Evasive Maneuvers enters a web hex, the maneuvers are terminated immediately. A ship that has accumulated enough movement points to leave the web does so on that Movement Sub-Pulse. Webs with a strength of one block weapons fire but do not stop movement.

(5M2a) Web is laid (and reinforced) in the Other Functions Phase of the Impulse. At the time you begin laying a web strand, you need not announce (or even decide in your own mind) if the web you are laying is linear or globular.

(5M2e2) A ship serving as a web anchor can move in such a way as to cancel its own web anchor status and cause the web segment it is anchoring to dissolve (assuming there is not another anchor for that segment).

(5M2e7) A “full turn” here means eight consecutive Impulses.

(5M2e7) As long as a unit is eligible to be a web anchor, the unit may only change its anchor status once every 8 Impulses. However, a ship which is serving as an anchor which moves in such a way that makes it ineligible to be an anchor any longer causes an “involuntary” change of its anchor status. (Yes, the *move* was voluntary, but the change in anchor status was not.) A ship which moves in such a way as to involuntarily lose its anchor status will

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 8

cause any web segment for which it is the sole end anchor to collapse, and will not be able to become a web anchor for another full 8 Impulses.

(5M2f2) The ship recovers the web anchor buoy as per the assisted landing procedure in (2D5c2).

(5M2h) Tractor beams cannot be used to shove a ship through the web. The beam would be broken by the web long before the ship got all the way through it.

(5M2j1) The shuttle is launched in the Launch Phase like any other shuttle. The six points of energy merely change the shuttle into a web anchor buoy. Creating a web hex on the buoy will require another six points of power in the Other Functions Phase of the next Impulse.

5N: EXPANDING SPHERE GENERATORS

(5N2a) Power used by ESGs must be used in whole numbers, i.e., two points not two and a half points.

(5N2b) An ESG may only be operated in one mode in any given Impulse. Within the selected mode, it may be used multiple times (e.g., you could use anti-hellbore bursts against multiple hellbore attacks). ESGs cannot be used in any mode by a ship engaged in Evasive Maneuvers (2D4).

(5N2d) ESGs cannot use Directed Targeting.

(5N2d) A seeking weapon held in the ship's tractor beam would be damaged by an offensive burst.

(5N2f) In the case of two ships with ESGs in adjacent hexes, the ESGs would damage things in the hex of the respective ship before cancelling each other out. Note, however, that if Ship A expended all of its ESG points on targets in its hex, and Ship B had ESG damage points remaining after destroying all targets in its hex, then ship B's ESG could damage ship A [depending on the sequence of targets being damaged in (5N2d)].

5P: CLOAKING DEVICES

(5P1) A cloaking device disabled by a Marine raid cannot be repaired during the scenario.

(5P3d) The cloak becomes active again during the Other Functions Phase of that fourth Impulse.

(5P3f) This 20% surcharge (the cost of a cloaking device) applies to Romulan and Orion bases, and to any other ship using a cloaking device. Stealth and cloak effects are not cumulative; the ship uses whichever is more beneficial.

The baseline speed is limited to 16 for the remainder of the turn, even if the ship uncloaks. This baseline speed (not the higher speed of 24) is used for all subsequent calculations, including tractor beams, towing, etc.

5Q: STINGER FIGHTERS

(5Q2d) Regardless of when a Stinger fired its fusion beams, neither of them can be rearmed until the turn after the Stinger lands on the ship.

5X: DEGRADED CREWS

The crew of a military starship operate with great efficiency and high skill. Sometimes a starship will have the quality of its crew degraded for some reason. The reason for the degradation can vary, from something temporary like a significant influx of new crew members or a ship-wide illness, to something permanent like a low morale crew found on a Klingon penal ship. When a ship is operated by a degraded crew, it suffers from several negative effects.

(5X1) Direct Fire: All rolls by the ship with direct-fire weapons have a +1 "to hit" modifier (4A4).

(5X2) Plasma: When a plasma torpedo impacts, one is added to its Impulse of Impact (4J3b).

(5X3) Turn Mode: The Turn Mode Category is unaffected; but the turn mode number (as determined by the Turn Mode Category and the ship's baseline speed) is increased by one (2C2a). This is cumulative with Evasive Maneuvers (2D4b).

(5X4) Breakdown: The ship does not receive its "safe" High Energy Turn, but must roll for breakdown (2D2b) on its first (and every) attempt.

(5X5) Evasive Maneuvers: The benefit for Evasive Maneuvers (2D4c) is +1 rather than +2.

(5X6) Marines: The Marines on the ship do not perform as well as they should. Raids on an enemy ship (5F1a) suffer a +1 to the die roll, and during hand-to-hand combat (5F2b) the enemy Marines get a +1 to their die roll. (In both cases, a modified 6 is still a 6.)

(5X7) Shuttles: One of the ship's shuttles is inoperative (two if the ship has more than four). The box takes damage normally, but the shuttle in the box is unusable. (If the ship only has one shuttle, there is no penalty, and the single shuttle operates normally.)

6: TERRAIN RULES

6A: PLANETS

(6A1b) Any ship can land on a planet. This is different than the rule in *Star Fleet Battles*.

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST

UPDATED 10/20/08, COPYRIGHT © 2008 AMARILLO DESIGN BUREAU, INC.

DO NOT REPOST THIS DOCUMENT; POST LINKS TO THE WEBSITE COPY. PAGE 9

6B: ASTEROIDS

(6B2d) Asteroid damage is halved in Fleet Scale. Round fractions up. If a seeking weapon enters an asteroid hex which also contains its target, the seeking weapons does not take asteroid damage before impacting the target.

(6B3) The penalty for firing through asteroids is +1 for the first three hexes and +2 for four or more hexes.

(6B5e) This rule (on towing asteroids) was corrected in *Battleships Attack*. It costs 8 energy points to move a medium asteroid one hex in a turn, 16 energy points to move a medium asteroid two hexes in a turn, and so on. This is regardless of the movement rate of the towing ship as the asteroid's mass overwhelms the ship's movement rate.

7: SHIPS

Armed Cutters operated by plasma-using empires replace the drone racks with LS/RS plasma-D racks. Empires with neither drones nor plasmas replace the drone racks with LS/RS phaser-2s.

Drone Damage Tracks: The number of "drone damage tracks" on a Ship Card does not define how many drones the ship carries or can control, but is mostly a matter of the number that will conveniently fit.

Orion Ships: Orion photon arming tracks do not have the "F for fired" box because they list that weapon in the general Weapons Used boxes.

Tholian Ships: The squadron scale Tholian NFF uses the Fleet Scale rules (5M3) for its single web box.

The web snare on a starbase may fire through the facing shield, and through both adjacent shields.

Any Tholian base (including ComPlat, MB, BS, and BATS) that does not have a web generator may still reinforce web in its own hex, or in an adjacent hex as an exception to (5M2c1).

LDR Ships: The BPV of the LDR version of the Lyran CA should be 151 (based on the published costs of other LDR ships; see *Communique #31* about an overall adjustment of LDR ship point costs).

8: SCENARIOS

8B: GENERAL SCENARIO RULES

(8B2b) You score points on each target in only one category, so crippling a ship does not also score the points for damaging it. You do not score points for "forcing" the disengagement of a ship if the victory conditions for that ship require it to disengage.

(8B2b) If two non-allied players each score damage on a target ship, divide the points received for damaging,

crippling, or destroying the ship (or forcing it to disengage) by the number of points of internal damage each player scored. Ignore any of these points which were subsequently repaired. However, if one player captures a ship, he gets *all* of the points for that capture, and the other player gets zero.

(8B2b) For purposes of crippling, "half of all boxes" includes all system boxes and frame damage. It does not include shields, Marines, or ammo tracks. It does not include shuttles or fighters, but does include their "hangar" boxes on the ship.

(8B2b) A damaged Stinger is worth 1 Victory Point. A crippled Stinger (5Q1e) is worth 5 Victory Points. A destroyed stringer is worth 10 Victory Points.

(8B3) Unless scenario rules say otherwise, every ship begins any scenario moving forward (the ship would have to pay braking energy to move in reverse), with its Turn Mode and Sideslip Mode fulfilled, and its cloak (if any) is not active.

8: MONSTERS

(8F) The Planet Killer is subject to hit-and-run raids, but cannot be captured by Marines.

(8RD) Damage to a Dragon is resolved one point at a time.

END OF FILE