

FEDERATION COMMANDER

CONSOLIDATED RULES UPDATE LIST II UPDATES FOR THE REVISION 5 RULES

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0: INTRODUCTION

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-5 rules. If your rulebook is Revision-4 or earlier, you should consider obtaining the *Reference Rulebook*.

[1] GENERAL RULES

(1E1) First paragraph should add note that Orion engine doubling (5L2) is declared here, before selection of baseline speed. [Communique #46]

(1E2a) Declare Emergency Deceleration (2D3a) occurs here after declaration of acceleration. [Communique #46]

(1E2a) Cancelling Evasive Maneuvers (2D4d) occurs here too, but it is after acceleration and Emergency Deceleration. [Communique #46]

[2] MOVEMENT RULES

(2D4b) An evasive ship takes more asteroid damage (6B2e). [Communique #46]

(2D5b) Shuttles do not have to be stopped like ships. They just have to end the turn adjacent to the planet. [Communique #46]

[3] COMBAT RULES

There are no updates for combat rules at this time.

[3F] AEGIS

This is a new rule, published in *Hydran Attack*, for use with some of the ships in Booster Pack #92.

Certain ships are designated as "Aegis escorts" including the Romulan SPM, Gorn CLE, Lyrans CWE, and the Seltorian CLE. (The Klingon D5D, Kzinti MDC, and Federation NCD are not escorts.) These ships have special target tracking software (Aegis). This rule is used only on the *Borders of Madness*.

(3F1) PROTECTION: An Aegis escort ship within four hexes of a friendly ship may "protect" it by using phasers (and anti-drones within two hexes) against enemy seeking weapons which have already "impacted" that friendly ship.

(3F2) LIMITS: No squadron (up to five ships) can have more than one Aegis ship, no fleet (six-ten) can have more than two. See carrier exceptions in *BoM* #1.

[4] WEAPON RULES

(4Q3) Cast web evaporates after 4 impulses, not 8 impulses.

[5] SYSTEM RULES

(5B3) If a lab is disabled during the turn, it still collects information for that turn. For the range, use the closest approach while it was not disabled. [Communique #46]

(5D6b) 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. [CRUL1]

(5H5) The example takes a little liberty to keep it simple. Technically, the shuttle does not land on the planet until the first sub-pulse of the first impulse on the following turn, as defined in (2D5b). [Communique #46]

(5L1) The Orion optional weapons list was supposed to end the constant questions over these tricky items and did not.

The Fleet Scale battlestation rules for B and C should refer to A and B.

The Orion dreadnought mounts A-B-C (only A on Fleet Scale) are missing the option to have fusion beams.

The Fleet Scale heavy battlecruiser is missing the option for fusion beams and plasma-Gs in Mount A.

The Fleet Scale Double Raider mount C should be limited like the Battle Raider mount Z. The format for mounts B and C is different, but the data is correct.

The Medium Raider, published in *Communique*, is listed in the *Reference Rulebook* but not listed in the Fifth Edition version of *Orion Attack*.

We could have done a more consistent job about where we placed the dagger and double-dagger symbols, but these mean what they mean. [Communique #42]

(5L3) There is a contradiction in this rule about how many engines you can double at one time. The original rule was all of them, but *Orion Attack* changed that to allow any ship to double one engine at a time.

[Communique #42]

(5L6a) We managed to leave out data for the Lyrans monitor. It's obvious from the light monitor that A-F are disruptor and YZ are ESGs, but we still should not have left them out. [Communique #42]

(5P3d) A ship must take damage from a dust or asteroid hex, not just enter it to void the cloak. In this specific case, the voiding only lasts through the next impulse. See (6B2e). [Communique #46]

(5P3d) A cloaked ship struck by an ESG Offensive Burst (5N2d) has its cloak voided at the end of the Offensive Fire Phase in which it was struck. [Communique #46]

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[5S] SPECIAL SENSORS

This is a new rule, published in *Hydran Attack*, for use with one of the ships in *Booster Pack #91*. It is a new attempt to write workable scout rules. This can be used with scouts published in *Communiquie*, *Captain's Log*, and *Borders of Madness*.

The Federation scout has "special sensors". These are unusual systems, and players of *Star Fleet Battles* are aware of endless pages of special tasks these special sensors can be used for. In order to allow *Federation Commander* players to use the Federation scout, these rules are offered. More elaborate "Borders of Madness" rules will be needed for other scout ships.

(5S1) LAB INFORMATION: Every special sensor box on a ship, if given one Energy Point during Energy Allocation, allows one lab box to gain information at Range ten as if the ship was at Range 1.

(5S2) DRONE DEFENSE: If not used for another function, each special sensor may be used for this once per turn. The ship pays one Energy Point at the time of use (Other Functions Phase). Each use causes one enemy drone or suicide shuttle (within twelve hexes of the scout) to lose tracking and be removed from play. This will not affect "impacted" drones.

(5S3) PLASMA DEFENSE: If not used for another function, each special sensor may be used for plasma defense once per turn, and only one sensor maybe used against each enemy torpedo. The ship pays one Energy Point at the time of use. Each such use causes one enemy plasma torpedo which has impacted a friendly ship (or the scout) to lose 25% of its warhead strength. The torpedo must be within twelve hexes of the scout ship at the time this is done.

(5S4) DIRECT-FIRE DEFENSE: If not used for another function, each special sensor may be used to defend a target against direct-fire weapons once per turn. The ship pays one Energy Point at the time of use, and designates a friendly ship within twelve hexes of the scout ship as the beneficiary of this protection. Each such use causes a die roll shift of one (in the least favorable direction) for all weapons fire (at that friendly ship) during that impulse. This use is declared after all weapons fire has been allocated, but before any is resolved. (You cannot get a shift of two by using two channels, but you could use two channels on different impulses to get a shift of one each time.)

(5S5) DESTRUCTION: Special sensors are disabled on

"torpedo" damage points. [Communique #47]

(5S6) BLINDING: If a scout ship fires or launches any weapon other than a drone, anti-drone, or phaser-3, the act of such firing "blinds" one sensor, i.e., makes that sensor unable to function. Mark one sensor "used" for each such weapon fired/launched. (This may be a sensor you have already used that turn.) The "blinding" is removed at the end of the Turn. The second shot from a phaser-G in a given impulse blinds a sensor. [Communique #47]

(5S7) BASES: In game systems that use special sensors and electronic warfare, these are key elements of bases. Bases can fire/launch weapons without blinding their sensors. Add sensors to bases (they don't replace anything, they are additions) as follows: starbase 8, battlestation 4, base station or mobile base 2, commercial platform 0. Use half of those numbers for Fleet Scale, i.e., a Fleet Scale starbase has four special sensors, and a Fleet Scale battlestation has two. [Communique #47]

[5T] TUGS AND LTTs

This is a new rule, published in *Hydran Attack*, for use with one of the ships in *Booster Pack #94* and *#95*. It is a new attempt to write workable scout rules.

Many of these ships have internal cargo, which requires no specific new rules. All of them, however, carry cargo pods which require minor rules.

(5T1) CARGO PODS: These simply add cargo boxes to the ship, although they increase the movement cost of some ships (and often worsen their turn mode). The Movement Cost and Turn Mode with and without pods is shown on each Ship Card.

(5T2) ATTACHING AND DROPPING PODS

(5T2a) Dropping: Ships carrying pods can drop them during the Undocking Phase at the end of any turn. On the next turn, the pod is simply left in the hex, as it cannot move on its own. Pods have a towing cost of 1/2 Energy Point per hex (1/4 in Fleet Scale).

(5T2b) Picking Up: A tug or LTT can pick up a pod during the Docking Phase at the start of any given turn. Use the docking rules (2D5a). The ship thereafter operates using the "carrying pod" data. A ship could drop a pod at the end of one turn and pick up a different pod at the start of the next turn. A pod dropped by one ship cannot be picked up by another ship during the same turn or the next turn.

(5T2c) Carriage: LTTs can only carry one pod at a time. Most tugs can carry two pods at a time.

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Tugs that use the side-by-side method can carry one pod on the centerline, and can mount two pods by placing one of them to the portside and the other to the starboard side of the ship. A tug carrying two pods cannot drop one without dropping both (the off-center load won't work at these speeds), and a tug carrying one pod would have to drop it on one turn and then reattach the two pods on the next turn.

The Federation tug uses a fore-and-aft system. One pod is attached to the tug, while the second pod (if carried) is attached to the rear of the first pod. A Federation tug with one pod can pick up a second pod without dropping the first one (although it could drop one pod and pick up a different pod on a later turn). A Federation tug with two pods could drop the rear pod or both pods, but could not drop the front pod without also dropping the rear pod.

(5T3) HIGH ENERGY TURN PENALTY

A tug or LTT carrying a pod does not get the (2D2a) bonus and must roll for High Energy Turns.

[6] TERRAIN RULES

(6D) We accidentally left out the WYN Radiation Zone rules which were in an odd place in Distant Kingdoms. When we found rule number (6D) vacant, Mike West and Steve Cole convinced each other that this number had been reserved for Black Holes, and put that rule there. [Communique #42]

(6G) This is the correct rule number for Black Holes.

[7] SHIP RULES

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. [CRUL1]

Orion Ships: Disruptors carried by the Orion LR are Range 15. [Communique #46]

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. [CRUL1]

Tholian Bases and Web: Since the "Any Tholian base can reinforce web" ruling has been rescinded (it was there because we forgot to put them on the WPN lists), I (Mike West) have gone through all of the Tholian bases I could find and list here the changes that need to be made to the weapon assignments to give them their needed web devices. Also, I want to note that, in SFB, Tholian bases don't often have disruptors and never have photons. In the following conversions, I am recommending that the disruptors be kept, but that the photons be eliminated in favor of Ph-4s and web boxes.

BATS (Squadron Scale): WPN A and B should be PH-4 (360°), and WPN C, D, and E are web boxes.

BATS (Fleet Scale): One of the WPN boxes should be PH-4 (360°), and the other two should be web boxes.

BS: All WPN boxes should be web boxes, not photons.

MB: All WPN boxes should be web boxes, not photons or disruptors.

SB: It's good to go. It already has web boxes.

[Communique #42]

LDR Ships: The BPV of the LDR version of the Lyran CA should be 151. [CRUL1]

[8] SCENARIO RULES

(8B1) We had always meant to include a mention in the scenario section that the players set up in the order they are listed, but each player can set up his ships in any order. We also should mention somewhere that if the facing of a given ship is not listed, the owner can face the ship in any direction. [Communique #42]