

# Questions and Answers

## QUESTIONS FOR THE DESIGNER-PUBLISHER

**Q:** Why don't the ships in *Squadron Box #7* match the ship cards in *Booster Pack #7?* (and so on...)

**A:** The Ship Cards in *Romulan Border* match the ships in *Squadron Boxes #7-#8-#9*. The Ship Cards in *Booster Packs #7-#8-#9* match the ships in *Border Box #3*. And so on... This will be reversed in *Battleships Attack*. The eight double-size ship cards in that product will match the eight miniatures in *Border Box #6*, while the eight dreadnought Ship Cards in *Booster #16* will be covered by the five dreadnought miniatures in *Squadron Box #16*. (Some dreadnought cards can use the same miniature, and the pricing structure is based on seven or eight cards per *Booster* and five ships per *Squadron Box*.)

## Index of 2007 Issues:

- **Communique #13:** Intruder scenario (actually, a whole separate game), Federation heavy cruiser for the "Intruder" scenario, new Ship Cards (both scales) for plasma-armed battle stations, larger size version of battle station, Q&A, new fleet scale battle station, updated Ship Card for Klingon D5W.

- **Communique #14:** Stasis Box scenario, Klingon D7 for "Intruder" scenario, new Klingon D5D drone-armed war cruiser (in both scales), larger size version of Federation DNF plasma-armed dreadnought, updated Ship Cards for the Tholian patrol corvette, Q&A.

- **Communique #15:** Cruise Drones scenario, ISC cruiser for "Intruder" scenario, new ISC destroyer (in both scales), larger-size version of Federation battlecruiser, updated Ship Cards for ISC heavy cruiser (both scales, including revised plasma tracks for fleet scale), Q&A for the ISC rules.

- **Communique #16:** Scenario 8TA12 (Seltorian Assault on Tholian Base Station Three), Lyran Tiger heavy cruiser for "Intruder" scenario, new Lyran Hellcat heavy battlecruiser (both scales), revised Lyran Tiger heavy cruiser (both scales), larger size Klingon C7 (both scales), Q&A for Lyran ESG.

- **Communique #17:** Scenario 8TA13 (Seltorian Assault on Tholian Base Station Four), Hydran Ranger heavy cruiser (both scales), revised Hydran Dragoon (both scales), Hydran Dragoon for "Intruder" scenario, Kzinti heavy battlecruiser (larger size), updates for Hydran rules, updates for many other rules.

The 2006 index was in *Communique #14*.

## (4Z) MAULERS FOR FEDERATION COMMANDER

The mauler fires a beam of intense directional energy. Mauler ships have huge battery banks to feed the weapon because of the intense energy requirements, making such ships unsuitable for other missions. The mauler was designed by the Romulans and sold to their Klingon and Lyran allies. *Maulers are a fun new weapon, common in SFB but so far not in Federation Commander. Will we add it to FC? Or just leave it as a Borders of Madness weapon? You tell us what you want.*

**(4Z1) Weapon:** The mauler is shown on the ship card only as a solid black arrow. There is no specific box on the ship card and the mauler itself cannot be damaged. The two mauler arrows on the D6M are one weapon, drawn this way for artistic reasons. A mauler ship may fire its mauler once per impulse. Damage scored on a mauler ship and allocated to any type of weapon except a phaser can be, but does not have to be, marked on any power system of the ship. (If not so marked, it is treated as a "skip" and must still be allocated, by the rules, to something on the ship.)

**(4Z2) Firing Procedure:** The mauler is a direct-fire weapon. It is fired by discharging energy into it (expending energy points) at the instant of firing in the Direct Fire Step. The amount of damage scored (there is no die roll) depends on the range and the amount of energy discharged.

At range 0-2, damage is twice the energy used.

At range 3-5, damage equals the energy used.

At range 6-10, damage is half of the energy used (drop fractions).

**(4Z3) Other Rules:** Maulers cannot damage plasma torpedoes or webs. Maulers cannot fire if the ship firing the mauler is using evasive maneuvers.

**(4Z4) Firing Arcs:** Because the mauler is hard-welded to the ship (in the case of the Falcon, the ship is wrapped around the weapon), it fires only in a narrow arc directly ahead. Note the firing arc diagram (the left of the two) on the ship card. Only if the target is in one of these hexes (or the firing ship's hex) can it be struck by the mauler.

Because of the narrow firing arc, a mauler ship can use one of the two alternative arcs shown in the right diagram. If it uses the left one, it must mark the large "L" on the ship card to indicate that it is "tending left" and if it uses the right arc, it must mark the "R" to indicate it is "tending right". A ship that is "tending left" can only turn or sideslip left; it cannot turn or sideslip right (and vice versa). A ship can only turn or sideslip within the rules, however, a ship is never required to turn. A ship which is "tending" one direction or the other could, during the Direct Fire Step of any later impulse (even if it does not fire) change an "L" or "R" to "C" (center, straight ahead) or change "C" to "L" or "R". After any turn (or high energy turn) the ship can be reset to "C" (center, straight ahead) if the owner chooses.

**(4Z5) Mauler Power Systems:** Mauler ships have huge banks of batteries so that they can discharge the weapon with tremendous power. Because of their nature, a mauler ship has two power tracks, one for generated power (in the usual position on the right side) and one for battery power (on the left side or across the bottom, counting batteries connected to the mauler). These batteries can be used for other purposes, but no more than four points of battery power can be used by a mauler ship for non-mauler purposes during any given impulse.