

SCOUTS IN FEDERATION COMMANDER

As of this writing, there are no “scouts” in the *Federation Commander* game system, and given the reaction when we accidentally included a copy of this rule in an early draft of *Battleships Attack*, there aren’t likely to be. For now, you can consider these scout rules to be intended to allow *Star Fleet Battles* players to use *Federation Commander* for their larger battles. If it turns out that those who play *Federation Commander* actually use these rules, we will be guided by their comments on whether to publish them in this or some other form, or not at all. *Federation Commander* is intended to be a fast-paced game, and it achieves that goal by keeping the rules set limited to the necessary elements.

This is an updated version of the rules originally published in Captain’s Log #35.

(5S) SPECIAL SENSORS

The systems known as “Special Sensors” are used only by certain ship types, those known as “scouts”. There are many kinds of “scouts”. Because firing most weapons blinds a scout’s sensors, most scouts have relatively few weapons, and indeed, due to the power demands, sensors universally replace weapons from existing “basic hull designs”.

(5S1) SHIP CARD

Special sensors are designated “SENSOR” on the Ship Card or, (when the Ship Card is crowded) as “SEN”. Because special sensors replace weapons, they are colored in a shade of red similar to other weapons. Each SENSOR box on a Ship Card is one special sensor system, is disabled by one damage point, can perform one function per turn, and is repaired by four repair points.

Because special sensors are a form of weapon, they can be damaged by any torpedo or drone damage point (even if they replaced a phaser). A ship which has drones and special sensors, may score a “drone” damage point on either a drone rack or a special sensor. A ship which has torpedoes and special sensors may score a “torpedo” damage point either on a torpedo or on a special sensor.

(5S2) POWER & FUNCTION

Each special sensor on a ship can be used for one, and only one, function during each turn. You do not have to decide which function to use until the point at which you use it. Special sensors use power for their various functions, as is detailed below.

(5S2a) GUIDING SEEKING WEAPONS

If a special sensor is selected for this mission, it gives the scout ship the ability to control another six seeking weapons. Each scout ship can use this only for one special sensor system; a scout with four special sensors could not, for example, control 30 seeking weapons. Ships with an inherent ability to control 12 seeking weapons cannot use this function at all. The energy cost of this function is one energy point which lasts the entire remainder of the turn.

(5S2b) DISTRACTING SEEKING WEAPONS

A special sensor can be used to “break the lock-on” of a drone or suicide shuttle. (It cannot affect a plasma torpedo or suicide freighter.) One special sensor can try to break the lock-on of three drones (or suicide shuttles) on different impulses of the same turn, at a cost of one energy point (total). Roll one die for each attempt; a 1-3 means the drone is removed from play while a 4-6 has no effect. If used for this purpose, the special sensor system (the specific system box) cannot be used for any other purpose on the current turn.

(5S2c) SELF-DEFENSE

One special sensor on each scout ship can be used (at any given time) to protect the ship by making it harder for ships to target the scout ship. If assigned to this function, the sensor system box needs four points of power, but all direct-fire weapons targeted on the scout ship must add two to the die roll (4A4). A die is rolled for a seeking weapon which impacts the ship, with a “5” or “6” indicating that the weapon has missed and has not damaged the ship. (This applies to all types of seeking weapons *except a suicide freighter* which remains unaffected.) The weapon is then removed from the game. Mark the scout ship with a “2 energy point” counter to remind you of this benefit.

(5S2d) JAMMING

A scout ship can use its special sensors to protect ships on the same side of a battle. One special sensor can be used to protect one ship. The protected ship must be within 15 hexes or there is no protection. The cost is one energy point which is enough for the entire balance of the turn. All direct-fire weapons targeted on the protected ship must add one to the die roll (4A4). A die is

rolled for seeking weapons which impact the protected ship, with a “6” indicating that the weapon has missed and has not damaged the ship. (This applies to all types of seeking weapons *except a suicide freighter* which remains unaffected.) The weapon is then removed from the game. Mark the protected ship with a “1 energy point” counter to remind you of this benefit. Jamming support cannot be provided to fighters, shuttles, or seeking weapons (other than suicide freighters). No more than one special sensor can assist any given ship (for jamming *or* counter-jamming).

(5S2e) COUNTER-JAMMING

A special sensor can be used to help one ship on the same side of the battle defeat enemy jamming. One special sensor provides this assistance (ignores jamming) to one allied ship for four energy points. The assisted ship must be within 10 hexes and its target must be within 20 hexes or there is no benefit; no more than one special sensor can assist any given ship (for jamming *or* counter-jamming).

(5S2f) GATHERING INFORMATION

If used for this function, a special sensor doubles the laboratory research points gathered by one laboratory box (5B3).

(5S3) LIMITATIONS

(5S3a) SEQUENCE OF PLAY

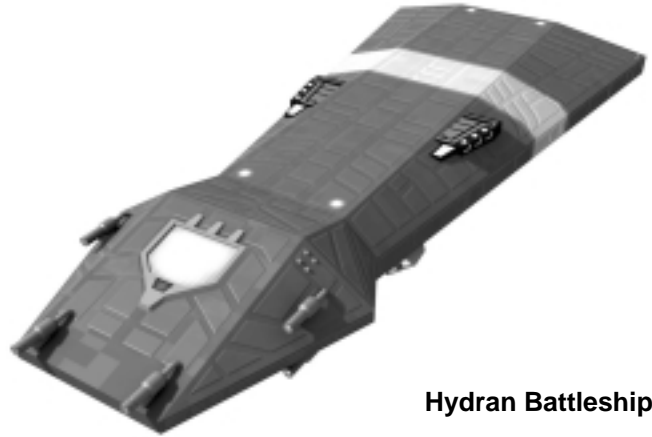
For all functions and purposes, the special sensor function must begin (and be announced) as the first weapon used during the Direct Fire Weapons Phase. The rules of *Federation Commander* would allow other players to make other “special sensor announcements” in response, and the first player to respond to them, in a manner similar to weapons fire.

(5S3b) BLINDING

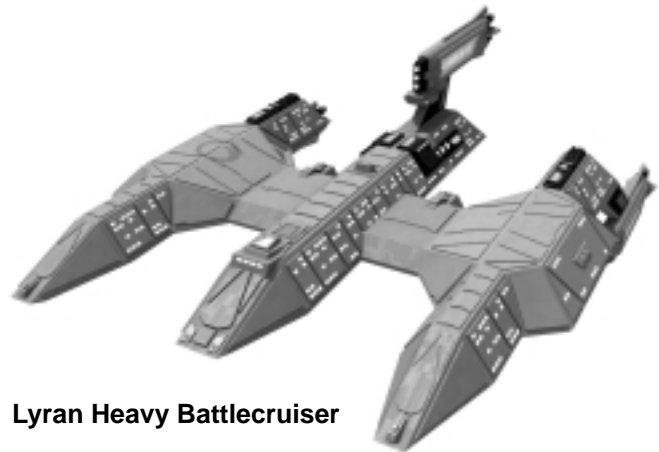
If the scout ship fires or launches any weapon other than a phaser-3, ADD, or drone, one special sensor on that ship is “blinded” by the energy flash. The owner of the ship picks which sensor. If it is one that has not been used during the current turn, then it cannot be used during the balance of the current turn. If it is one that has been used, then it can no longer be used for that function for the balance of the turn. Note that blinding a system providing Jamming (5S2d) will stop that jamming, but that blinding a system which previously broke the lock-on of a drone has no effect (other than denying it the remainder of its three attempts). Sensors on bases cannot be blinded.

PREVIEW OF THE INCREDIBLY COOL ARTWORK FROM DISTANT KINGDOMS

BY ADAM TURNER



Hydran Battleship



Lyran Heavy Battlecruiser



WYN Heavy Cruiser