

[7V] THE VUDAR

The Vudar are reptilian humanoids who live on a planet in Klingon space at the edge of the galaxy. Because of the Vudar tolerance for radiation, the Klingons allowed them to operate their own starships to police intensely radioactive regions of the Klingon Empire near the galactic energy barrier, and to exploit some planets which the Klingons could not use (due to radiation) if they paid the required taxes to the Empire.

The Vudar built more ships than the Klingons officially allowed them to, and became increasingly restive. While they never became truly independent, they did keep more and more of the profits from the planets they exploited (although the Klingons were getting more from underpaid Vudar taxes than they would have if the planets had remained empty). By the end of the General War, the Vudar were semi-independent, and had taken over parts of Hydran space as well as "patrolling" parts of Klingon space. The Vudar never pushed the Klingons so far that the Empire would have to declare them to be rebels and crush them, and the Klingons never "cracked down" on the Vudar hard enough to force the Vudar into open revolt. At the end of the General War, the Vudar declared themselves "neutral" but this was a political fiction (accepted by the Klingons as it kept some Hydran space out of Hydran control and narrowed the front line the Klingon Western Fleet had to defend). The Hydrans accepted the fiction rather than seeing the considerable Vudar fleet fight openly on the side of the Klingon Empire.

The Vudar will be added to *Federation Commander* in the module *War & Peace* sometime in 2009.

[4R] ION CANNON

Ion cannons are the heavy weapons of Vudar ships.

(4R1) GENERAL RULE

(4R1a) Ship Card: Each ION box on the Ship Card represents one Ion Cannon. It is disabled on "torpedo" damage points and is repaired by four repair points. Each is armed and fired independently; energy costs are for one Ion Cannon. Ion cannons cannot be used in the Defensive Fire Phase.

(4R1b) Firing Rate: Each Ion Cannon can be fired once (and only once) in every second turn.

(4R1c) Ammunition: There is no need to keep track of ammunition since these weapons are armed directly from the ship's engine power grid.

(4R1d) Range: All Ion Cannons have the same range.

(4R1e) Pirate Use: Few pirates used these weapons, but they can be used in any option mount that can hold a photon torpedo launcher.

(4R2) ARMING ION CANNONS

Because of their huge power demands, it takes two turns to arm an Ion Cannon. (Even if power were available, the system simply cannot accept all of the power during a single turn.) Each cannon requires four points of power, two on one turn and two more on the next consecutive turn. (You cannot skip turns in the arming sequence.)

(4R2a) Arming: Ion cannon can only be armed during Energy Allocation. During Energy Allocation of the first turn, you pay two Energy Tokens per cannon you wish to load and mark the "P" (Pre-load) box on the Ion Cannon Arming track for that specific cannon. (This does not result in a weapon ready to fire.) During Energy Allocation of the Second Turn, you pay two additional Energy Tokens and mark the "L" (Loaded) box on the Ion Cannon Arming track for that specific cannon. (If you do not pay the two Energy Tokens to complete the loading cycle, the Pre-Load mark is erased.) You can then fire the cannon during any Direct-Fire Weapons phase of the turn.



Example: A Vudar destroyer in Squadron Scale has two Ion Cannons. Having fired them during Turn #2, the Vudar player wants to fire them again. During Energy Allocation of Turn #3, he pays four Energy Tokens and marks the "P" box for both cannons on the Ion Cannon Arming track, which indicates that he has started arming both cannons. During Energy Allocation of Turn #4, he pays another four Energy Tokens to mark the "L" boxes on both cannons. He fires Cannon A on Turn #4 (the target was only worth one torpedo or he would have fired both), and marks the "F" (fired) box.

At the end of that turn, the player erases all of the marks on the Cannon A track, but he never had a chance to fire Cannon B. During Energy Allocation of Turn #5, he pays one Energy Token to hold Cannon B and two Energy Tokens to buy a Pre-Load mark for Cannon A.

(4R2b) Holding: If you have not fired the cannon by the end of the second arming turn, you will have to pay one Energy Token (in the Energy Allocation Phase of the subsequent turn) to "hold" that loaded cannon. You can hold an overloaded (4R3) cannon for two points per turn. You can do this for as many turns as you wish. An armed cannon can be held for any number of turns as long as the required energy is paid.

(4R2c) Pre-Game Arming: At the start of each scenario, the Vudar player (or the player controlling any ship with an Ion Cannon) has the option to have a Pre-Load mark for each cannon on the ship, reflecting loading of that weapon on the previous turn. This would allow him to pay Energy Tokens on the first turn to complete the arming of each cannon (otherwise he would have no cannons to fire on the first turn). Special scenario rules might prohibit this if the ship did not have time to pre-load the cannons. If the player takes this option, he cannot count the batteries in determining his starting energy.

(4R2d) Discharge: A player can discharge (fire harmlessly into space) a loaded or overloaded cannon. He might discharge a loaded cannon if he has no targets or doesn't want to pay holding costs. He might discharge an overloaded cannon if he feels that there will be no targets within eight hexes during the immediate future. Discharge causes the loss of all Pre-Load, Load, and Overload marks for that cannon. He can then start over arming the cannon during the next turn.

(4R2e) Proximity Fuze: The player may, at the instant or firing, announce that he is using a proximity fuze. This reduces

the warhead to three points, but increases the chance of a hit at long range. Proximity fuzes cannot be used against targets closer than eight hexes. (We may or may not use proximity cannons in the final rules. Some want the *SFB* proximity photon rule added, and if we do so, we will use this rule as well.)

(4R3) OVERLOADED ION CANNONS

Ion cannons can be “overloaded” (given more energy) to increase their power. However, overloaded cannons are limited to a range of eight hexes.

(4R3a) Energy: For each cannon, you can add two Energy Tokens (increasing the torpedo warhead to 12 points). You can add this overload energy only at the instant of firing. If this is done, mark the “O” for that cannon on the Ion Cannon Arming Track.

Example: A Vudar destroyer in Squadron Scale has two cannons, A and B. Having fired them during Turn #2, the Vudar player wants to fire them again. During Energy Allocation of Turn #3, he pays four Energy Tokens to buy two “Cannon Preload marks” on the Ion Cannon Arming track which indicate that he has started arming both tubes. During Energy Allocation of Turn #4, he pays another four Energy Tokens for Loaded marks for both cannons. He fires Cannon B during Turn #4 (the target was 12 hexes away and an overloaded cannon could not be fired at it). Later, he fires Cannon A at a target only six hexes away and pays (at the instant of firing) to overload it.

(4R4) FIRING ION CANNONS

Ion cannons are fired during the Direct-Fire Weapons Phase of the Sequence of Play. The player who owns the ship firing the cannons uses the following procedure.

(4R4a) Step 1: He announces which cannon he is firing (which must not be disabled), the target (which must be within range and firing arc), and whether it is overloaded. Other players can confirm this data (or show it not to be true) and point out any rule or condition which would prevent firing.

(4R4b) Step 2: The range (3A5) is calculated. Overloaded cannons cannot be fired beyond Range eight. If the target is out of range, the weapon cannot be fired.

(4R4c) Step 3: Two dice are rolled for each cannon. The result of the die roll total might be modified (4A4) by various conditions. Cross reference the adjusted result with the Range on the Ion Cannon Chart to determine if the cannon hit or missed. If it hit, score the appropriate damage (6 or 12) on the facing shield of the target unit. If this penetrates the shields, use the (3D) Damage Allocation Procedure (for all damage of a given volley).

Example: Our Vudar destroyer fired Torpedo B at a Klingon frigate at Range 12. The Klingon frigate was within the firing arc and the cannon was properly armed and un-disabled. The Vudar player rolled two dice, which resulted in a “5”. Consulting the Ion Cannon Table, the player notes that at Range 12 any die roll of 2-6 would be a hit, so the cannon has struck the target and caused 6 points of damage.

ION CANNON CHART

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-25	Dmg
Standard	2-10	2-9	2-8	2-7	2-6	2-5	2-4	2-6
Proximity	NA	NA	NA	NA	2-8	2-7	2-6	2-3
Overload	2-10	2-9	2-8	2-7	NA	NA	NA	12

(5R) ION PULSE GENERATORS

Carried by most Vudar ships, the ion pulse generator (IPG) is a defensive system with limited offensive capability.

(5R1) GENERAL RULE

(5R1a) Ship Card: Each IPG box on the Ship Card represents one ion pulse generator. It is disabled on “drone” damage points and is repaired by four repair points. Each is armed and used independently; energy costs are for one ion pulse generator. Ion pulse generators can be used in the Defensive Fire Phase.

(5R1b) Usage Rate: Each ion pulse generator can be used once (and only once) in each turn. Evasive maneuvers do not prohibit the use of ion pulse generators. A ship landed on a planet can use an ion pulse generator, but a ship inside an atmosphere cannot. If two ships are docked, only the larger ship can use an ion pulse generator, and this protects both ships. If the same size, both can use their ion pulse generators.

(5R1c) Ammunition: There is no need to keep track of ammunition since these systems are armed directly from the ship’s engine power grid.

(5R1d) Range: All ion pulse generators have the same range.

(5R1e) Pirate Use: Pirates never used these weapons, but for player experimentation, they can be used in any option mount that can hold an ESG. A cloaked ship which uses an IPG cancels the effect of its cloak for that impulse.

(5R2) ARMING ION PULSE GENERATORS

(5R2a) Capacitors: Each ion pulse generator has a capacitor able to hold four points of energy. This energy can be added to a generator at any time (including at the instant of firing, but only up to the limit of the capacitor). The amount of energy in a given IPG is recorded on the IPG track on the Ship Card. Power cannot be transferred between different capacitors, or removed from the capacitor for any other use than by the IPG. Only complete points of energy can be used.

(5R2b) Damage: If the IPG is disabled, all power in the capacitor is lost; if the IPG is repaired, it has an empty capacitor.

(5R2c) Capacitor: Each capacitor begins each scenario with two points of power unless otherwise stated in the scenario rules.

(5R3) USING ION PULSE GENERATORS

(5R3a) Step 1: The player owning the ship announces that he will use an ion pulse generator. This can be done during the Defensive Fire Phase (in the Anti-Drone step as no ship has both weapons) or during the Offensive Direct-Fire Phase; the system operates the same in either case.

(5R3b) Step 2: The player designates how many points of energy he will discharge, up to the amount in the capacitor. This may include energy sent to the capacitor at the time of discharge, but the total amount of energy used cannot exceed four Energy Tokens. If more than one IPG is to be used in a given impulse, both must be announced at the same time and their effects are combined.

(5R3c) Step 3: Each point of power used (the player need not use all of the power in a given capacitor) produces one damage point on any *and every* drone, defense satellite, or shuttle (including fighters) within two hexes. Targets on the other side of a web are not damaged by an IPG burst. It will not damage other items such as ships, gunboats, plasma torpedoes, bases, planets, asteroids, etc.