

# STAR FLEET BATTLE FORCE

## COMMANDO SHIPS!

Scheduled for the future expansion *Star Fleet Invasion Force*, commando ships bring many new and unique capabilities to the game system. They can, of course, operate as a normal ship (although they don't have a lot of weapons).

Commando ships have the special capabilities explained below. Commando ships conduct their special commando attacks in addition to other attacks (even attacks by other ships) and do not need a card to conduct a commando attack, just an undamaged commando icon. In all cases, a commando ship is not required to use all of its available commando icons. Damaged commando icons are repaired by the normal rules just as any other icon would be repaired.

### HIT-AND-RUN RAIDS ON SHIPS

If a commando ship is in the front row, it can conduct a hit-and-run raid on any enemy ship *which took damage during your turn* as a result of your other attacks. (This reflects that you had to knock down the shields on the target ship to get the Marines on board.) The commando ship uses its commando icons, and rolls one die for each icon it is using. Consult this table:

- 1-2: Damage one icon (commando player's choice) on the enemy ship.
- 3-4: Nothing happens.
- 5-6: The attack fails and the commando icon is marked as damaged.

The same procedure can be used to conduct hit-and-run raids on bases. Playing a shield reinforcement card will block a hit-and-run raid (without injury to the Marines involved).

(See *Captain's Log #23* for the battle station card. This card is also available for download on the website.)

### GROUND ASSAULTS

A commando icon can be used, in addition to other attacks (by other ships or the commando ship itself) to attack icons on a planet card. The commando ship uses its commando icons, and rolls one die for each icon it is using. Consult the following:

- 1-3: Damage one icon (commando player's choice) on the enemy planet card.
- 4-5: Nothing happens.
- 6: The attack fails and the commando icon is marked as damaged.

(See *Captain's Log #23* for the planet card. This card is also available for download on the website.)

### CAPTURE AN ENEMY SHIP

Commando icons can be used (in addition to other attacks by other ships) to capture an enemy ship. Conduct attacks as per a hit-and-run, but with the following table instead:

- 1-3: Capture one icon on the enemy ship.
- 4-6: The attack fails and the commando icon is marked as damaged.

The above table cannot be used unless the commando ship (or ships) have and commit to use enough commando icons to "capture" all of the undamaged icons on the target ship.

Adding a Prime Team card captures one icon automatically; a defending Prime Team card cancels one of the attacks.


If, and only if, all undamaged icons on the enemy ship are "captured", the enemy ship is captured and joins your fleet! Obviously, the ship will be badly damaged and would require extensive repairs, perhaps even being sent out of the active squadron into reserve. In the event that some — but not all — of the icons on the enemy ship are captured, the commandos disable (place red markers on) whatever icons they captured and then return successfully to their own ship.

In either case, the icons for successful commandos will not be damaged, while those for unsuccessful commandos will be.

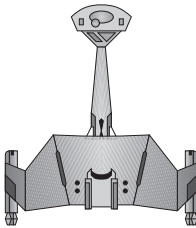
### PLAYTEST RULES


These are playtest rules, and your reports, comments, alternatives, and suggestions are welcome. We plan to present more commando ships in *Captain's Log #39* in May 2009. So get those reports in here so we can update the rules as well.

**KLINGON D5H  
COMMANDO CRUISER  
RAIDMAKER**




PH-1







PH-3





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
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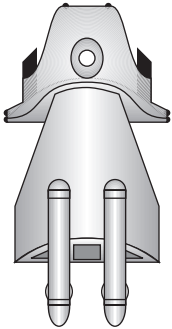





**FEDERATION  
COMMANDO CRUISER  
OKINAWA**




PH-1







PH-3





MAR




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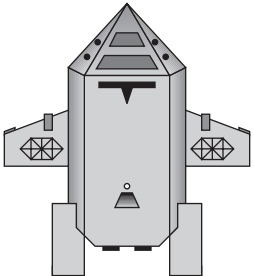





**ORION  
COMMANDO RAIDER  
KELLY'S HEROES**




PH-1






PH-3



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