

STAR FLEET BATTLE FORCE

COMMANDO SHIPS!

Last issue, we presented the rules for commando ships in *Star Fleet Battle Force*, from the future expansion *Star Fleet Invasion Force*. Due to a lack of space, we could only give you three commando ships last issue, but here are the remaining six.

The rules for commando ships are, of course, in *CL#38*, but this material is available on the website. A quick summary:

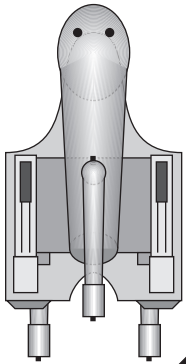
Commando ships have the special capabilities explained below. Commando ships conduct their special commando attacks in addition to other attacks (even attacks by other ships) and do not need a card to conduct a commando attack, just an undamaged commando icon. In all cases, a commando ship is not required 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 are conducted by commando ships on the front row against ships damaged in that turn.

Ground Assaults can attack icons on planet cards.

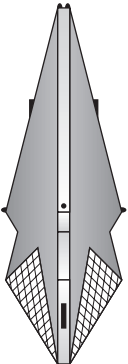
Capturing an Enemy Ship is possible but difficult, as you have to capture each individual (undamaged) icon.

**ROMULAN SPG
COMMANDO CRUISER
HAVOC**



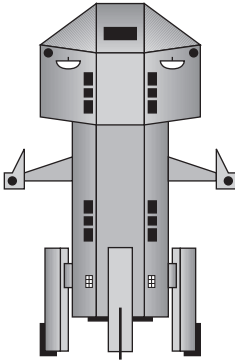
PH-1 PH-3
MAR MAR
PL-F
7

**THOLIAN WAR
COMMANDO CRUISER
ROCK BREAKER**



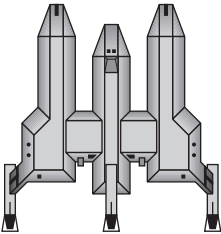
PH-1 PH-3
MAR MAR
7

**KZINTI MEDIUM
COMMANDO CRUISER
ROLLING THUNDER**



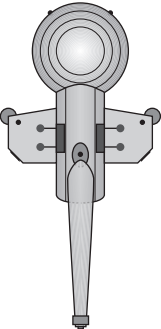
PH-1 PH-3
MAR MAR
7

**LYRAN CWG
COMMANDO CRUISER
BLACK CLAW STRIKER**



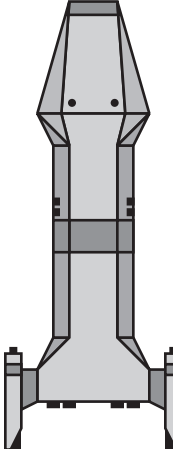
PH-1 ESG
MAR MAR
7

**GORN HEAVY
COMMANDO SHIP
RAIDMAKER**



PH-1 PH-3
MAR MAR
7

**HYDRAN
COMMANDO CRUISER
GROUNDPOUNDER**



PH-2 PH-G
MAR MAR
7