FEDERATION COMMANDER
ROMULAN ATTACK

SCENARIO & SHIP GUIDE

OPENING GUNS

The Romulans have attacked the Federation four times. The first, in 2440 (using sublight ships) resulted in the Neutral Zone. The second, in 2510, was not even noticed by the Federation (as the Romulan Senate cancelled the war when Emperor Ramillius died). During the "Second Romulan War" in 2554, sublight Romulan ships used their new cloaking device to attack Federation bases.

After the Klingons invaded the Federation in 2571, the Romulans launched a series of "Privateer" raids into the Federation. Supposedly, these were renegade ship captains operating on their own (in response to Orion pirate raids that the Romulans considered a thinly-veiled invasion by the Federation), but in actuality this was a calculated strategy by Praetor Maxillius to get combat training for his ships in preparation for a major invasion.

Gaining "permission" from the ineffective Emperor Tarus, Praetor Maxillius launched a major invasion of the Federation on the 4th of January, 2573. This became known as "The Day of the Eagle". Already hard pressed by the Klingons, the Federation had stripped the Romulan border and the Sixth Fleet of half of its ships. The Romulan invasion overwhelmed the remaining forces and very nearly won the war, forcing the Federation to accept a humiliating ceasefire in January 2574. Due to a fluke of history, the ceasefire collapsed and the Federation (now under new leadership) was forced to fight on. The Klingons and Romulans were finally stopped just short of an attack on the core worlds (Earth, Vulcan, Rigel, Andoria), more because of their strained supply lines than anything else.

Star Fleet scrambled to build new ships and train new crews, and over the next decade fought its way back, first to reclaim its territory, then to smash the Romulan border defenses, and finally to attack and devastate the planet Remus, killing billions of Romulans and forcing them to sue for a separate peace.

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COMPONENTS LIST

FEDERATION COMMANDER: ROMULAN ATTACK includes the following components:
- This 16-page rule booklet
- 16 ship cards (numbered 49-64)
- Two map panels (showing asteroids)
- 40 one-inch die-cut counters
- 108 half-inch die-cut markers

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NOTES, EXPLANATIONS, CLARIFICATIONS

There are a few things (mostly on ship cards) which have raised enough questions that they deserve specific explanations.

Anti-Drones: This seems to have confused everybody, so let us explain it. Every Anti-Drone system has two "tracks". One (in green) lists the ammunition. For most empires this is 12 but those Federation dual-function racks have four anti-drone ammunition boxes built into the drone rack record system. The second track, in pink, lists the impulse of the current turn in which that ADD system fired the one anti-drone it is allowed to fire in each impulse. This only really matters if you have enemy drones impacting more than one shield in a given impulse. Since you can only fire one ADD shot per impulse, if you use it against the first group of drones, you mark the impulse number so that you can remember not to use it against the second group of drones in the same impulse. Thus, if you fired an ADD you would mark both the green ammunition box used (and erase this when you "reload via the repair rules" that rack) and the pink impulse used box (which you erase at the end of the turn). This is the reason that the label on most ships has been changed to "anti-drones: impulse used".

Orion Photons: Orion photon arming tracks do not have the "F for fired" box because they list that weapon (which might or might not be a photon) in the general Weapons Used boxes. One might argue that it would have been better to have no F boxes on Federation photon arming tracks and to simply include the corresponding letter on the general weapons used track.

Drone Damage Tracks: There seems no rhyme or reason why some ships have lots of drone damage tracks and others have few. It's a function of several factors, most important of which is how many drones the ship could control. (This is usually six, so in theory no ship needs more than six damage tracks unless it has the "controls 12 seeking weapons" note.) In cases where the ship card is crowded, extra drone damage tracks above this number are deleted. When a drone hits (rather than impacts) it is destroyed and you can erase that damage track and use it for another drone launched later.

REVISION-4 RULEBOOK AVAILABLE

The original *Klingon Border* rulebook has been updated four times between its original release on 11 Nov 2005 and the summer of 2006). The rules updates and clarifications are listed on our website (go to the bulletin board and look under the Federation Commander topic for a folder marked "updates"). If you wish, you can obtain a copy of the updated Revision-4 rulebook for only $3 (what it costs to print) plus postage.

We apologize that we didn't get the rulebook 100% perfect before publication, but thousands of players had played more games during the first month after release than the dozens of playtesters completed in the previous two years.

Rule (3C6c) refers to the "enemy". This is each individual ship which is firing, not the entire enemy force. Thus, a ship captain could elect to take the damage from one enemy ship on one shield and the damage from a second enemy ship in the same hex as the first on the other shield. Some have thought that this refers to the enemy player and thus to the total enemy force.

Rule (5H6) is not as clear as it could be. The launch of a suicide shuttle counts as the launch of a shuttle, not as the launch of a drone.

[4J5] PLASMA-D RULES

The Romulan KRC command cruiser in Booster Pack #9 uses a new weapon, the Plasma-D. This torpedo is smaller than a plasma-F and is used for defensive purposes (although the best defense is a good attack).

(4J5a) Arming: Plasma-Ds are loaded with energy at the factory and sealed in a stasis cylinder. The cylinders are loaded onto a "plasma rack" and can be launched weeks or months later during combat. The primary advantages of this weapon are that it can be fired without paying energy to arm it (although a small amount is needed to activate the torpedo inside the stasis cylinder) and multiple torpedoes can be launched on a single turn (against small targets such as shuttles and drones). The disadvantage is that each torpedo is small (only a ten-point warhead).

(4J5b) Launching: To launch a plasma-D torpedo from the rack, pay one-half of an energy point at the instant of launch. The target must be in the tracking arc of the rack, which is usually LS (Left Side) or RS (Right Side). The torpedo is placed on the map and operates normally.

(4J5c) Modes: A given plasma-D rack may (in defensive mode) launch only one torpedo per turn against a "ship" or "base" but can launch one torpedo per impulse against smaller targets (drones, shuttles, fighters). If the rack is used against a small target, it cannot target a "ship" on that turn and vice versa.

If a rack launches a torpedo against a ship (offensive mode), mark the "weapons used track" for that rack with an "X" to show it cannot be used defensively that turn.

(4J5d) Bolting: Plasma-Ds can be bolted in offensive mode. This gives it damage of:

Range	0-5	6-10	11-20	21+
D-Torp	5	3	1	0

(4J5e) Defensive Fire: A plasma-D rack cannot be used in the "Defensive Fire Phase" to stop drones that have "impacted". (This rule is, of course, the same as for drones, which could be launched during the previous impulse at an approaching drone, but not during Defensive Fire against an "impacted" drone.)

(4J5f) Reloading: Plasma-Ds are reloaded on the racks by the Repair rules, just like a drone rack.

(7RA1) GENERAL UNITS

Heavy Freighter, Large Ore Carrier (FOL): The largest ship in space, the Large Ore Carrier was the super-tanker of its era.
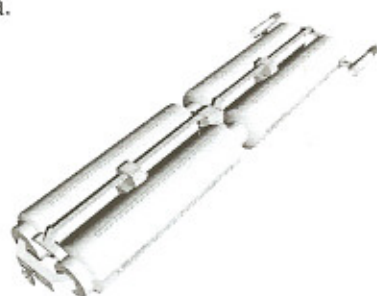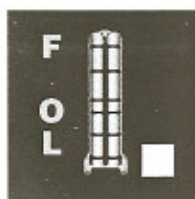
Armed Priority Transport (APT)
Armed Cutter (AC)

These ships were in *Romulan Border*, but were not presented in Fleet Scale as it was impossible (within the game rules) to reduce a ship that small to half-scale. The subsequent development of the "SYS" box has allowed us to provide this ship in Fleet Scale. Since we use the Large Freighter as the Fleet Scale version of the Heavy Freighter, we had space to present this "missing" scale card.

(7RA2) FEDERATION STARSHIPS

The Federation Sixth Fleet, assigned to guard the Romulan border, was originally the strongest of Star Fleet's combat formations. As decades went by in which the Romulans were quiet (or avoiding all contact) and the Klingons were increasingly restive, the latest and best ships went to the Klingon frontier. The Sixth Fleet was at first robbed of new ships, then it became the "boneyard" for older ships, failed experiments, and other "one of a kind" warships. A few of these are presented in *Romulan Attack*.

Federation Strike Cruiser (CS): Designed as an alternative version of the Heavy Cruiser (CA), the Strike Cruiser was intended to be lighter, cheaper, and faster and yet retain the same firepower. It had a smaller rear hull and the engines were mounted "flat" to clear the firing arcs of the side phasers and to improve maneuverability and structural integrity.
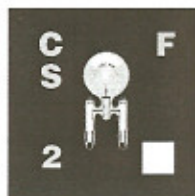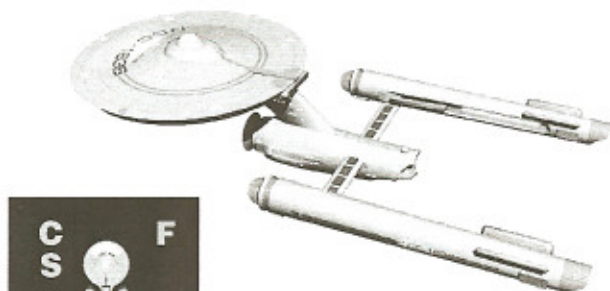
While a good idea, the ships did not prove as workable in service as the CAs of the *Constellation* class, and they were assigned to the Sixth Fleet more because the 3rd Fleet didn't want them than any other reason. Ships of this class were named *Prometheus*, *Daedalus*, and *Epimetheus*.

Federation Battle Frigate (FFB): When the Federation decided to design a new "destroyer" to replace the *Saladin*, they developed two competing designs. One became the War Destroyer seen in *Romulan Border*, while the other was the Battle Frigate. Basically a standard frigate with a third engine and some additional systems in an expanded hull, the ship was "cramped" to say the least. Fewer than a dozen were built, and many of them ended up in the Sixth Fleet.

Ship names include *Marko Ramius*, *Gunter Prien*, *Yahachi Tanabe*, and *Joseph Enright*.
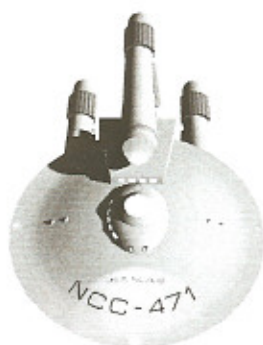
Federation New Fast Cruiser (NCF): Star Fleet originally built three fast "raiding" cruisers before the General War, the *Wolverine*, *Stingray*, and *Eagle*. A fourth cruiser, the *Gryphon*, was built later. After the *Stingray* and *Gryphon* were both destroyed on deep raids into Romulan space, Star Fleet built a new fast raider of a different type, based on a New Heavy Cruiser design (although radically modified). This was the *USS Manta Ray*, which was assigned to Sixth Fleet for use in deep raids against Romulan bases. While deep raids were a dangerous gamble, sometimes one ship could derail an entire enemy offensive by destroying a key convoy or supply base.

This ship is in *Booster #10*.
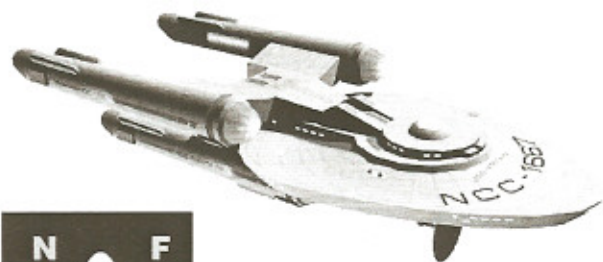
(7RA4) ROMULAN STARSHIPS

The Romulans were blessed (or cursed) with three different generations of starships: the old Eagles (ruggedly-built sublight ships converted to warp power with Klingon technology), the Kestrels (Klingon-built ships converted to Romulan technology), and the Hawks (new designs blending Romulan traditions, some new innovations, and Klingon construction concepts). This product includes representatives of all three generations.

THE EAGLES

Romulan King Eagle (KE): This ship was the ultimate expression of the original Warbird design. When Klingon technology first became available, the Romulans converted many of them into the War Eagle design. As the Romulans became more familiar with warp technology, they realized that their rugged old warships possessed an advantage that even the Klingons had never realized. Being heavily armored, they had stronger frames than Klingon ships, and that extra strength allowed the Romulans to upgrade the War Eagle into the superb King Eagle with extra weapons and extra power. Known names include: *Audax , Audacia, Gloriosus, Sanquinarius, Impavidus, Exidium, Incepteris, Carniflex,* and *Vindex.*

Romulan Snipe (SN): Much maligned by the Federation ("Snipe" is the Federation reporting name and an insulting reference to the old joke of "Snipe Hunt"), the diminutive Snipe was the smallest of the original Romulan warships. Even so, there were plenty of jobs that a Snipe could do, freeing up larger ships for more important missions. Seen in *Federation Commander* is the last and best version of the Snipe, the "Snipe-B battle frigate". Known names include: *Corvus, Draco, Delphinus, Ursus, Cetus, Vulpes, Lupus, Squalus, Aquila, Aries, Canis, Cygnus, Dorado, Eqqus, Grus, Lacerta, Leonis, Lyncis, Monoceros, Orcus, Pavo, Scorpii, Tarus,* and *Volantis.*
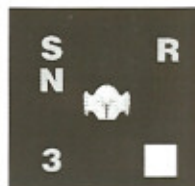
THE KESTRELS

The term "Kestrel" is applied to all of the Klingon-built ships used by the Romulans. These were, for the most part, old ships which the Klingons (who never threw away a weapon) had kept in storage against the chances of a future military emergency.

The Kestrels shown in this product include the largest (the dreadnought converted from a Klingon C9 dreadnought) and one of the smallest (dozens of Klingon F5 frigates, most of them new production, which the Klingons sold to the Romulans).
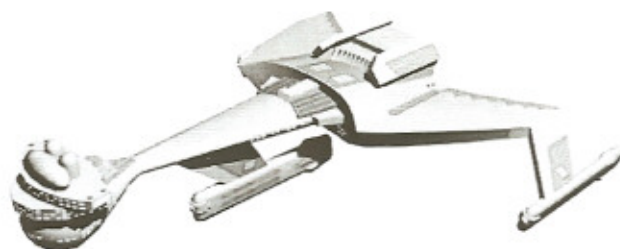
Romulan KC9R Dreadnought (K9R): Only one ship of this type was ever built, the massive *Behemoth.* This ship commanded the 4th Star Legion, which was (at least originally) composed of Klingon-bulit ships. As the General War dragged on, ships were transferred between the Star Legions (and entire Star Legions were sent from one front to another), but the 4th Star Legion was always led by the *Behemoth,* which remained in service until long after the General War had ended.

Romulan KF5R Destroyer (K5R): Based on the excellent Klingon F5 frigate design, at least a dozen of these Klingon-built hulls were converted to Romulan technology with cloaking devices and plasma torpedoes. As with all frigates, these ships performed supplementary missions such as convoy escorts, patrols, screens, and raids.

Known names included: *Centaurii, Rapier, Scimitar, Shillelah, Retiariis, Triumver, Nemesis, Galley,* and *Tribune.*

THE HAWKS

The last and most modern of the three Romulan design series were the Hawks. Two of these (the huge Condor and the small SkyHawk) were in *Romulan Border*. Two more, the Command Cruisers NovaHawk and RoyalHawk, were in *Booster #9*. Three more are presented in *Romulan Attack*.
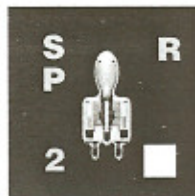
Romulan SparrowHawk (SP): The most common of the Hawks, the light cruiser known as SparrowHawk served on all Romulan fronts and theaters, in every fleet. Designed for efficient production (the hulls of the SparrowHawk and the larger FireHawk were more than 80% identical), SparrowHawks were built in vast numbers. Known names included: *Adversary, Avenger, Defiance, Fearless, Formidable, Furious, Havoc, Harrower, Loyal Warrior, Triumph, White Hawk.*
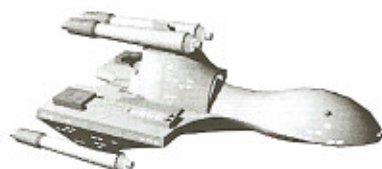
Romulan FireHawk (FH): The heavy cruiser version of the series was the FireHawk, built in considerable numbers. It was, in effect, a SparrowHawk with a fourth engine, a second type-S plasma torpedo, and an enlarged hull packed with extra systems.

The excellent spaceframe formed the basis of a bewildering array of even larger (more heavily-loaded) ships such as the NovaHawk, RoyalHawk, Regal-Hawk, ThunderHawk, KillerHawk, SuperHawk, and several others.

Known names for FireHawks include: *Praetor Maximus, Praetor Karzan, Starhawk, Allegiance, Coalition,* and *Praetor Rolandus.*

Romulan FastHawk (FFH): As did other Empires, the Romulans built a fast raider variant of their heavy cruiser. More powerful engines drove the ship at higher speeds, but her weapons load was reduced due to stress. The FastHawk could outrun anything that could destroy it. This ship is in Booster #12.
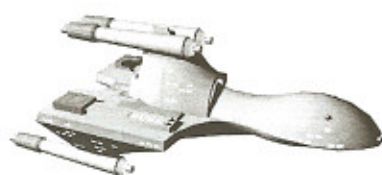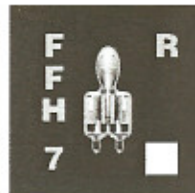
COMING IN SPRING 2007:

THOLIAN ATTACK!

The enigmatic Tholians, renowned for their "punctuality" (actually, for their refusal to give any benefit of the doubt to anyone for any reason), did not originate in the Milky Way Galaxy. They are the exiled former rulers of the M81 Galaxy.

The Tholians ruled M81 for centuries, treating the other races and species of that distant realm as less than the dust beneath the feet of their subclass Tholoped workers. (The ruling Pillar class had no feet and floated above their realm on anti-gravity fields.)
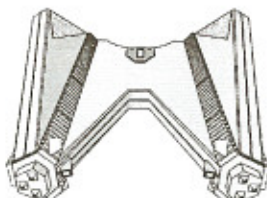
The Tholians ruled their galaxy from about twenty Dyson Spheres, huge but hollow planets with a tiny artificial star held in the center by their superb tractor beam technology. This kept the interior of the spheres at the 400°F temperature that Tholians prefer.

The spheres themselves were held together by the same tractor-based technology that formed webs in space combat. Tholian ships could lay web, and more importantly could cast it over major distances.

When the Tholians were overthrown in a great revolt, small groups fled to other galaxies including M82 (which was "next door" in cosmic terms), the Andromedan Galaxy (where they were annihilated by the fearsome empire that ruled that area), and the Milky Way Galaxy. The small group that arrived here were mostly civilians, with an incomplete Dyson sphere and a few small "police" ships which were (when they arrived) technologically superior to anything in this galaxy. The Tholians set up the Holdfast in a remote area of Klingon space, creating the continuing conflict between those empires.

The Tholians had genetically-engineered an insectoid race, the Seltorians, to be their "task masters" and control the rest of the M81 galaxy for them. The Seltorians labored as "first among slaves" for a hundred generations before discovering a technological key that allowed them to break Tholian webs. The revolt was as swift as it was unexpected, and the fleets of the Seltorian Tribunal followed their escaping masters, bent on making them extinct.
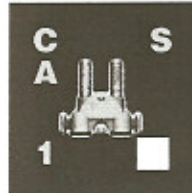
(7RA6) GORN STARSHIPS

Of all of the legends of the Star Fleet Universe, the outright stingyness and refusal to spend money of the Gorn legislature is the most accurate. The Gorn Fleet was perpetually starved (in peacetime) of the money it needed to build the starships that could have convinced the Romulans not to attack.

Making a virtue of necessity, the Gorn Navy designed their ships for efficient construction and easy conversion to the next larger size. The ships of this product reflect this philosophy.

Gorn Light Cruiser (CL): Rather than doing what most navies did and design separate heavy and light cruisers, the Gorns designed a single basic hull. With the "rear bubble" the ship was the Allosaurus-class battlecruiser, and without it the ship was the Megalosaurus-class light cruiser. This made production of both designs cheaper, and allowed every light cruiser in the fleet to be turned into a heavy cruiser with a few months of work in a shipyard.

Names included: *Dragonfire, First Strike, Hunter Two Legs, Tannin,* and *Gdhar.*

Gorn Fast Battlecruiser (BCF): Like the other empires, the Gorns built a "fast raider" version of their battlecruiser, with more powerful engines and a lighter weapons load. This ship is in Booster #11.

Gorn Heavy Battlecruiser (BCH): As the General War dragged on, every empire sought ways to improve the firepower and survivability of their ships. The Gorns, with a history of efficient and innovative designs, found a relatively simple way to accomplish this. They divided the two "bubbles" of a battlecruiser across the widest part and inserted a "straight" hull section with additional power, systems, and weapons. This required some internal modifications, but was more efficient than building new ships. The Klingons could not convert a D7 into a C7, and the Federation could not convert a CA into a BC, but the Gorns could and did convert many BCs into BCHs. Names included *Galnitak, Torch of Conquest,* and *Lord of Lightning.*

Gorn Heavy Destroyer (HDD): The Gorns needed a new ship design in the decade before the General War, but the Legislature was reluctant to fund a new and expensive construction program. After all, the Fleet already had two cruiser designs; why did it need a third one? The Fleet was able to get funding only by calling this ship (which was functionally identical to the light cruiser) a "heavy destroyer".

Names: *Szurra, Sardith's Sword, Eaglebane, Crusader, Setting of the Twin Suns, Thunderbeast, Justicar, Tyrex, Draco Norbus, Golitho, Crotalian,* and *Talons of Glory.*

Gorn Medium Cruiser (CM): The clever naval architects of the Gorn fleet designed the HDD (above) so it could be quickly converted in wartime to a battlecruiser by the addition of a second "bubble" and larger engines. For budgetary reasons, the "heavy" destroyer became the "medium" cruiser as the legislature congratulated itself on its "waste free budget". Names include *Scything Tail, Selach,* and *Final Strike.*

Gorn Strike Cruiser (CS): Wartime experience showed the Gorns that the heavy type-R plasma torpedo of the Romulans was invaluable in certain tactical situations. Since conversion of the HDD into a CM involved adding a second plasma-S launcher, it was not that difficult to remove the HDD's original launcher and replace it with the larger type-R weapon (which had a more restricted firing arc). Names included *Death Stomp.*

Gorn Battle Destroyer (BDD): The original Gorn destroyer seen in *Romulan Border* was, like the light cruiser, designed to be easily upgraded in wartime to a more powerful ship by the addition of a second bubble. No BDDs were built before the General War as the Legislature found them "extravagant". Names included the: *Spinecrusher, Kalessin, Whiptail, Fire Lizzard, Iron Hide, Bonecrusher, Wyrm, Yevaud, Thecos, Snarl, Strongarm, Smasher, Ferocious, Vigorous,* and *Eradicator.*
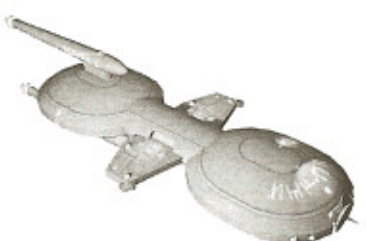
On 2 August, 2573, the Romulan Empire invaded the Federation, joining The General War. This day "lived in infamy" as "The Day Of The Eagle".

Hundreds of Romulan ships stormed across the border in a massive invasion including four entire Star Legions under command of the Fleet of the West. Ships from these fleets targeted border patrols, starbases, battle stations, colony planets, convoys, and —more than anything else — the ships of the Federation Sixth Fleet.

The Sixth Fleet's First Division (on the left flank) included the command cruiser *Lexington* (the separated saucer was rescued by a Gorn battlecruiser), the frigate *Burke* (which was not attacked and made it back to Battle Station 11), the frigate *Lehman* (destroyed), the old light cruiser *Suffolk* (which survived a battle with a Romulan cruiser), the destroyer *Genghis Khan* (which survived a battle with Romulans), the new light cruiser *Groton* (the crew was rescued from the separated saucer), and the older cruiser *Republic* (which survived with heavy damage).

The Second Division (in the central sector) included the older cruiser *Reshadije* (damaged at Denebola), the the new light cruiser *Prince of Wales* (damaged at Denebola), the old light cruisers *Anatolia* and *Macedonia* (both destroyed), the destroyer *Xerxes* (damaged at Denebola), the frigate *Drake* (which escaped a trap), and the frigate *Rommel* (which barely survived a running battle days later).

The Third Division included the cruiser *Potemkin,* the old light cruiser *Kashmir,* the frigate *Zhadanov* (all of which survived, linked up, and conducted a fighting retreat), and the frigate *Mallory* (destroyed).

The Fourth Division (a battle group built around the *Nimitz*) and Fifth Division (a battle group built around the *Raeder*) were not engaged until several days later and conducted a fighting retreat against the advancing Romulans.

Command elements of the Sixth Fleet included the dreadnought *Unification,* the Scout *Crockett*, the Tug *Copernicus* (none of which reached the front until several days later), the destroyer *Darius* (destroyed at Denebola), and the frigate *Guderian* (which barely survived a running battle days later).

Admiral Matthews, commander of the Sixth Fleet, was relieved of command for incompetence. After the debacle at Olesen's Reach and the subsequent Federation elections, the new government restored him to duty (he was in charge of fleet logistics for most of the war). His court-martial remained "pending" until the General War was over (it would have been too controversial to either convict or acquit him) at which time the government cleared him of wrongdoing as its final act before losing the post-war elections.

(8RA1) SURPRISE REVERSED

While on patrol near the Romulan Border, Commodore Anthony Stocker and the Command Cruiser *Lexington* observed the arrival of a Romulan squadron. The Romulans took up a position just outside of Federation territory, then shut down their ships for repair and maintenance, safe in the knowledge that no Federation captain would risk his career by starting an incident.

But Stocker had learned, by means of a recently rescued spy, that the Romulans intended to launch a war against the Federation within a matter of hours. Taking the situation into his own hands, Stocker decided to strike first, while the Romulans were unprepared, and eliminate their numerical superiority.

The Romulans would later claim that Stocker had provoked their invasion by this attack.

(8RA1a) NUMBER OF PLAYERS
Two, Federation and Romulan.

(8RA1b) SET UP
Set up the maps in the standard rectangular configuration (three wide by two high) in either scale.

The Romulan forces consist of a KR, War Eagle, K5R, Battlehawk, and Snipe.

Place a marker upside down in the center of the map. Place the Romulan ships around the marker so that each ship is in its own hex, and is in a hex adjacent to the upside down marker. All ships are facing B and are surprised (see below). Place the Federation ship eleven hexes away from the closest Romulan ship, facing the Romulans.

The map is a "location map". It can float within 50 hexes of the upside down marker placed above. Any ship leaving the map has left the scenario.

The Federation Command Cruiser may only disengage in directions E or F. The Romulans may only disengage in directions B or C. Ships disengaging in unauthorized directions are considered destroyed.

(8RA1c) OBJECTIVE
Mission: The mission of the Federation ship is to destroy the Romulan forces. The mission of the Romulan ships is to survive.

Time Limit: The scenario ends when one side has been destroyed, captured, or has left the map. The Federation ship is considered destroyed if it is still on the map at the end of Turn #6.

Victory: Use the Victory Conditions in (8B2), except that the Federation is not penalized for disengaging.

(8RA1d) SPECIAL RULES

Surprise: The surprised ships must obey certain restrictions until they are "released". They may not set a base speed other than zero, or accelerate more than one impulse per turn. They may not operate shields, arm any weapons, arm or launch any shuttles. They may not use evasive maneuvering, or make high energy turns, operate tractors or transporters, or use a cloaking device.

Release: At the end of every turn, a die is rolled for each surprised ship. If the die roll is a "1" or "2", the ship is "released" for the next turn and may operate normally. If the die roll is a "3", "4", "5", or "6", the ship is not released. Note that even after a ship is released, it will still have to arm weapons.

(8RA1e) FORCE DYNAMICS

You can replay this scenario many times.

If you don't have the Federation Command Cruiser, you may use a New Command Cruiser or New Heavy Cruiser instead.

Play this on the Gorn Border by replacing the Federation Command Cruiser with a Gorn Command Cruiser or Battlecruiser.

Replace the Romulan forces with a Klingon D7, D6, two F5s, and an E4 for a battle on the Klingon Border instead of the Romulan Border.

Replace the Federation Command Cruiser with a Battlecruiser or Dreadnought for a more difficult Romulan challenge.

Replace the Federation Command Cruiser with a New Light Cruiser or Light Cruiser for a more difficult Federation challenge.

(8RA1f) DESIGNER'S NOTES

The original *SFB* scenario was written by Stephen V Cole; it was converted to *Federation Commander* by Mike West.

(8RA2) AND TO THE *REPUBLIC*

After destroying a Romulan raid, the damaged Heavy Cruiser *Republic* was attacked by a second Romulan squadron, this one commanded by Senior Commander Taalar. Commander Taalar was determined to avenge the loss of the first force and destroy the *Republic*. What the crew of the *Republic* did not know was that this was not another privateer raid, but the opening shot in an invasion.

(8RA2a) NUMBER OF PLAYERS

Two, Federation and Romulan.

(8RA2b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale.

Place the Federation Heavy Cruiser *Republic* in the center of the map. Place a Free Trader, a Large Ore Carrier, a Large Freighter, a Small Freighter, and a Police Cutter near the Heavy Cruiser such that all ships are adjacent to at least two other ships in the force. No ship may be in the same hex as any other ship. All ships are facing in direction C.

Place a Romulan King Eagle fifteen hexes directly forward of the Federation forces (in direction C from the Heavy Cruiser). Place a Snipe within two hexes of the King Eagle. Both ships are facing F. Place two War Eagles and a Snipe nine hexes directly to the rear of the Federation forces (in direction F from the Heavy Cruiser). All three ships must be within two hexes of each other. All three ships are facing C.

The map is a "location map". It can float within 50 hexes of the original hex of the Federation Heavy Cruiser. Mark this hex with a blank counter. Any ship leaving the map has left the scenario.

(8RA2c) OBJECTIVE

Mission: The mission of the Romulan ships is to destroy the Heavy Cruiser. Any other Federation ships that are destroyed are simply a bonus. The mission of the Federation ships is to get away.

Time Limit: The scenario ends when all ships belonging to one side have been destroyed, captured, or have left the map.

Victory: Use the Victory Conditions in (8B2), except that the Federation receives a point for each undestroyed and uncaptured cargo box remaining at the end of the scenario. Optionally, use the Heavy Cruiser as the victory condition. The Romulan wins if it is destroyed; the Federation wins if it is not. In this case the Heavy Cruiser may not disengage until all other Federation ships have disengaged or have been destroyed.

(8RA2d) SPECIAL RULES

The Heavy Cruiser was damaged in the previous battle; mark the following systems disabled: One left side Ph-1 (1), one photon (0), eight boxes on the #6 shield (4), two boxes of the left warp engine (1), two boxes of the Impulse engine (1), two forward hull (1),

two rear hull (1). These can be repaired normaly. For Fleet Scale, use the numbers in parentheses.

(8RA2e) FORCE DYNAMICS

You can replay this scenario many times.

If you don't have *Klingon Border*, replace the Federation Heavy Cruiser with a New Heavy Cruiser or Strike Cruiser, and the Free Trader with an Armed Cutter.

Replace the King Eagle with a Klingon D7, the War Eagles with Klingon D6s, and the Snipes with Klingon E4s for a battle on the Klingon Border instead of the Romulan Border.

Replace the Federation Heavy Cruiser with a Battlecruiser or Dreadnought for a more difficult Romulan challenge.

(8RA2f) DESIGNER'S NOTES

The original *SFB* scenario was written by Mark J Kicmol; it was converted to *Federation Commander* by Mike West.

(8RA3) THE ART OF DUTY

Captain Janice Yung, commanding the Federation Light Cruiser *Macedonia*, was ordered to investigate a malfunctioning deep space sensor along the Romulan border. While investigating it, she discovered that a small Romulan force was trying to sneak across the border. Considering this another raid (she had no reason to believe it was the long-expected Romulan invasion) she maneuvered to plug the gap.

(8RA3a) NUMBER OF PLAYERS

Two, Federation and Romulan.

(8RA3b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale. Place a small moon (6A2) in the center of the map.

Place the Federation Light Cruiser *Macedonia* two hexes from the moon in direction D, with facing C. Place the Romulan War Eagle *Wildfire* adjacent to the Light Cruiser in direction C, facing E. Place the War Eagle *Shikra* ten hexes away from the Light Cruiser in direction F, facing C. Place the War Eagle *Praetor's Will* nine hexes away from the Light Cruiser in direction C, facing E. All three Romulan ships are considered "stopped" at the beginning of the scenario.

The map is a "location map". It can float within 50 hexes of the small moon. Any ship leaving the map has left the scenario.

(8RA3c) OBJECTIVE

Mission: The mission of the Federation ship is to fill the sensor gap until help can arrive. The mission of the Romulan ships is to destory the *Macedonia* as quickly as possible.

Time Limit: The scenario ends when one side has been destroyed, captured, or has left the map, or at the end of the Turn #4.

Victory: If the Federation ship survives until the end of turn four, the Federation player wins. It is an Outstanding Victory if the Federation ship is able to disengage at the end of Turn #4, or thereafter. The Romulan player wins if the Light Cruiser is destroyed prior to the end of Turn #4. It is an Outstanding Romulan Victory if the Light Cruiser is captured prior to the end of Turn #4.

(8RA3d) SPECIAL RULES

Macedonia: The *Macedonia* has been ordered to remain in this volume of space in order to cover the sensor gap. The *Macedonia* may not move more than 20 hexes away from the moon prior to the end of Turn #4. The *Macedonia* starts the scenario with fully overloaded photons, but with empty batteries.

Wildfire: Because of pre-scenario maneuvering, the *Wildfire* begins the scenario with empty batteries.

The Trap: The War Eagles begin the scenario "stopped" and cloaked. The ships must pay for cloaking for the first four impulses of the first turn.

(8RA3e) FORCE DYNAMICS

You can replay this scenario many times.

If you don't have *Klingon Border*, replace the Federation Light Cruiser with a New Light Cruiser (favors the Federation) or War Destroyer (favors the Romulans).

Replace the War Eagles with Battlehawks to give the Romulans a more difficult challenge.

This same scenario can simulate the ambush of two other Federation light cruisers on the Day of the Eagle. The *Suffolk* was attacked by a KR and two KF5Rs, while the *Anatolia* was ambushed and destroyed by a FireHawk and a SparrowHawk.

(8RA3f) DESIGNER'S NOTES

The original *SFB* scenario was written by Steven Paul Petrick; it was converted to *Federation Commander* by Mike West.
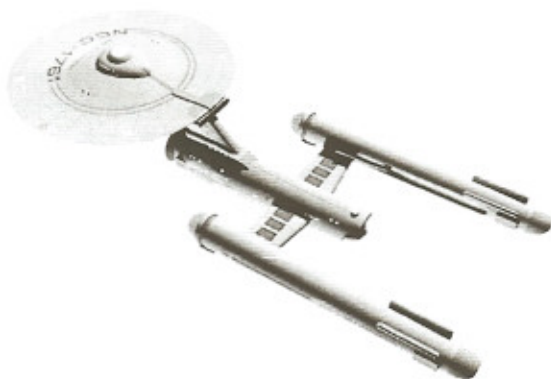
(8RA4) ENCOUNTER AT DENBOLA

The Romulans entered the General War by initiating a massive offensive against the Federation. A multitude of Romulan ships came swarming across the Neutral Zone, striking at major Federation fleet units all along the border.

The Romulans had planned the invasion in general terms for several years, and in specific terms for several months. Their plans, constantly adjusted as the Federation changed its patrol patterns, included many different kinds of traps for the various Federation ships deployed along the frontier. Years of "privateer raids" ensured that the opening attacks would appear to be raids and would not provoke a general Federation response.

The Romulans were constantly seeking ways to keep the Federation off balance. One such strategy was to convince the government of Denebola (said government known to be controlled by the Orion Pirates) to invite the Federation to discuss an Alliance. As war with the Romulans was inevitable, the Federation accepted the invitation because control of Denebola would provide a powerful bastion on the frontier. What the Federation did not know was that the Orions (at least, those on Denebola) were already on the Romulan side and that Denebola would be a major advanced Romulan base.

As a show of force, the Federation sent four ships to Denebola. They could not know that cloaked Romulan and Orion ships were hiding in ambush.

(8RA4a) NUMBER OF PLAYERS

Three, Federation, Orion, and Romulan.

(8RA4b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale, using the large planet map from *Klingon Attack* in the bottom right of the arrangement. (If the map is unavailable, place a planet five hexes in diameter in the center of the bottom right map panel.)

Federaton: Place a New Light Cruiser in the same hex as the base, facing A. Place a Heavy Cruiser 30 hexes away from the battle station, in direction F. Place two War Destroyers within three hexes of the Heavy Cruiser. All three ships have heading C.

Romulan: Place a Romulan KRC Command Cruiser 20 hexes away from the battle station, in direction A. Place a Skyhawk Destroyer within three hexes of the KRC. Both ships start cloaked, and have heading E.

Orion: Place an Orion Salvage Cruiser behind the planet (direction C), heading F. Place an Orion Battle Station adjacent to the planet, on the E/F side; it will not move. While the base is orbiting the planet, it doesn't move in the scale used by *Federation Commander*.

Map: The map is a "location map". It can float within 50 hexes of the Orion Battle Station. Any ship leaving the map has left the scenario.

(8RA4c) OBJECTIVE

Mission: Both sides (Fed and Orion-Romulan) are trying to control the Denebola area. The mission of both is to drive off or destroy the opposing ships.

Time Limit: The scenario ends when one side has been destroyed, captured, or has left the map.

Victory: Use the Victory Conditions in (8B2).

(8RA4d) SPECIAL RULES

Prior Damage: The Federation New Light Cruiser has been damaged. Mark the following systems as disabled: two photons, the FH phasers, two bridge boxes, two hull boxes, and six marines. (In fleet scale, use half of this damage.) The New Light Cruiser has repaired all its shields to full strength. The disabled systems can be repaired during the scenario.

Orion Base: The Orion Battle Station is valuable to both sides, therefore no ship can fire on the base, and the base will not fire on any ship.

Orion Salvage Cruiser: This ship has two photons in the forward weapons mounts. The wing mounts can be four drone racks or four plasma-D racks at the choice of the Orion player. While the Orion ship cannot cloak, it does have its stealth coating and (since it is behind the planet) the Federation does not know it is there. Even though the counter is on the map, he cannot fire on it until the Salvage Cruiser is "spotted". To spot the Salvage cruiser, the Federation player must have a direct "line of sight" to the ship (not through the atmosphere) from one of his ships to the Salvage Cruiser. At this point, roll two dice. The Federation player "spots" the Salvage Cruiser that number of sub-pulses later. The Salvage Cruiser is spotted immediately if it fires or launches a weapon.

(8RA4e) FORCE DYNAMICS

You can replay this scenario many times.

Historically, both of the War Destroyers were Destroyers. This ship can be found in Communique #5.

Replace the Federation Heavy Cruiser with a Dreadnought to give the Federation an advantage. (This represents the Federation admiral personally negotiating with the Orions.)

Replace the KRC with a Novahawk or the Skyhawk with a K5R for a slightly different balance to the battle. Add a K5R to the Romulan forces to give the Romulans an advantage.

Replace the Romulan KRC with a Klingon D7C, and the Skyhawk with an F5 for a battle on the Klingon Border instead of the Romulan Border. These ships, of course, cannot cloak.

Replace the Orion Salvage Cruiser with an Orion Raider Cruiser and Light Raider, or with two light raiders, or with an Orion cruiser from the future Orion Pirates module. The Orion ships could be controlled by the Romulan player.

(8RA4f) DESIGNER'S NOTES

The original *SFB* scenario was written by David Wellwood; it was converted to *Federation Commander* by Mike West.

(8RA5) YEFIMOV'S ANABASIS

The Sixth Fleet's Third Division (consisting of four ships under Fleet Captain Yefimov) held the right flank of Star Fleet's line against the Romulans. This sector was closest to the Klingons, so the Romulans wanted to clear it as quickly as possible to establish direct supply and trade routes. There were, however, no major targets in the sector and it was not on the direct route to the Federation capital. Yefimov expected that, when the war came, he would be able to conduct a "fighting retreat" until he could link up with new ships from the Home Fleet. Due to mis-timed Romulan attacks, he was warned that the war had begun.

His four ships were spread out across more than five thousand light years, and the plan was for each to retreat independently until they could link up.

(8RA5a) NUMBER OF PLAYERS

Two, Federation and Romulan. This scenario lends itself to multiple players on each side, each controlling one or two maps.

(8RA5b) INITIAL SETUP

This scenario is complicated as it reflects four Federation ships starting hundreds of hexes apart (side by side) and retreating toward a common goal. In effect, this scenario consists of four separate scenarios which gradually merge into a single scenario.

Federation forces consist (from the Federation's left to its right) of the frigate *Zhadanov* (map #1), the cruiser *Potemkin* (map #2), the old light cruiser *Kashmir* (map #3), and the frigate *Mallory* (map #4).

Romulan forces include two King Eagles, two War Eagles, two Battle Hawks, and two Snipes. The Romulan player may (secretly) allocate these ships to each of the maps. Every map must have at least one Romulan ship; no map can have more than four. Historically, the Romulans sent four ships to Map #4 not knowing that *Mallory* and *Kashmir* had just exchanged patrol sectors the week before.

The Federation ships are initially located at "control points" a certain number of hexes apart. (The actual number of hexes is about ten times as many as shown here, but that would make a very boring scenario with a lot of moving at full speed with no weapons firing.) As the ships move, keep track of their distance to the next control point. Whenever two (or more) Federation ships end a turn within 35 hexes of each other, those two scenarios are "merged" into a single map. Players without a *lot* of map panels may want to play one or two turns of each scenario, record the final positions, and then play the same number of turns of the other three scenarios.

Location map and control points:

The Frigate *Zhadanov* and the cruiser *Potemkin* are 200 hexes apart. Their plan is to link up at "Rally Point #1" which is 200 hexes from each of them (in direction A/B from *Zhadanov* and F/A from *Potemkin*).

The Frigate *Mallory* is 200 hexes from the cruiser

Kashmir and both plan to link up at "Rally Point #2" which is 200 hexes from each of them (in direction A from *Kashmir* and in direction F from *Mallory*).

Rally Points #1 and #2 are each 300 hexes from Rally Point Zero (in direction F from Two and in direction A/B from One). Rally Point Zero is the point at which they plan to link up and conduct a joint fighting retreat back to Federation bases in the interior where they expect to link up with additional ships coming from Earth.

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale, and place the Federation ship anywhere convenient. Place the Romulan ships 24 hexes away in directions C or D (or in that arc).

(8RA5c) OBJECTIVE

Mission: The Romulans are trying to destroy the Federation ships. The Federation ships are trying to survive.

Time Limit: When all surviving Federation ships end any given turn within 35 hexes of each other, the scenario continues for three more turns.

Victory: Use the Victory Conditions in (8B2). If Yefimov's plan succeeds, he will arrive at Rally Point Zero with four undamaged ships pursued by eight Romulan ships and the scenario will be a draw. Yefimov expected to damage several of the Romulan ships and perhaps destroy one or two, resulting in a victory.

(8RA5d) SPECIAL RULES

None. The Set-Up is complicated enough.

(8RA5e) FORCE DYNAMICS

You can replay this scenario many times.

Replace the Romulans with two KRCs, two KRs, KF5Rs, and two Snipes. Or, replace the Romulans with two FH, two SP, two SK, and two Snipes.

Replace the Federation force with a Gorn BC, CL, BDD, and DD; or with a Kzinti BC, CL, DW, and FF.

(8RA5f) DESIGNER'S NOTES

This scenario was designed by Stephen V Cole, who read the classic Greek military book *Xenophon's Anabasis* one too many times while growing up.
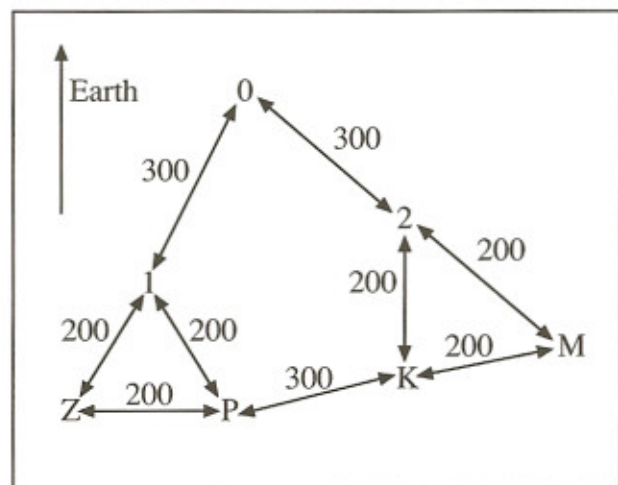
(8RA6) THE MAGNIFICENT PANZERS

When the Romulan invasion began, the Frigate *Rommel* was on the border, about to be relieved on its patrol station by the frigate *Guderian*. This was a fortunate accident of fate, as neither frigate could have survived by itself.

The two ships conducted a brilliant "delaying action", potshotting the pursuing Romulans with pinpoint precision photons. Eventually, the Romulans gave up and allowed the two ships to escape. Their epic battle was one of a few bright spots on an otherwise dark day and was turned into an instant documentary showing Federation citizens how Star Fleet was able to survive against impossible odds. (Of course, in the trivideo program, the two frigates destroyed no less than seven Romulan ships.) This inspired civilians to support the war effort instead of accepting a quick (and humiliating) defeat. Given the historical careers of the namesakes of the ships, the trivideo producers gave their program the title *The Magnificent Panzers*. In this documentary, the two Federation captains continually taunted each other with the question: *"Now, who is the student, and who is the master?"*

(8RA6a) NUMBER OF PLAYERS

Two, Federation and Romulan.

(8RA6b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale. Place the two Federation frigates anywhere on the map exactly ten hexes apart (in direction B-E or C-F from each other). Roll a die for each ship to determine the direction it is facing.

The Romulan force consists of one SparrowHawk and two SkyHawks. Place the Romulan ships 20 hexes from either (or both) Federation ships in directions C or D, facing the Federation ships. The Romulan ships have just uncloaked, suprising the Federation ships, which do not have photons loaded.

The map can float in any direction, any distance.

(8RA6c) OBJECTIVE

Mission: The mission of the Romulan force is to destroy the Federation ships. The mission of the Federation ships is to not simply survive, but to damage the Romulan ships, or even destroy some of them.

Time Limit: The scenario ends at the exact instant when all remaining Federation ships are more than 35 hexes from all remaining Romulan ships.

Victory: Use the Victory Conditions in (8B2) but neither side is penalized for disengagement.

(8RA6d) SPECIAL RULES

The Romulan ships must always have one Federation ship in their FA firing arcs and must maneuver to maintain this situation. If a Federation ship moves beyond this arc and they cannot turn to maintain it, they must do so as soon as possible.

The Federation frigates cannot voluntarily move to a point more than 30 hexes from the nearest Romulan ship unless both have scored internal damage on at least two of the Romulan ships. This must include damage to the SparrowHawk.

(8RA6e) FORCE DYNAMICS

You can replay this scenario many times.

Replace the Romulan ships with a King Eagle and two Snipes, or with a KRC and two KF5Rs.

To give the Romulans a greater challenge, replace the SparrowHawk with a third SkyHawk. To give the Federation a greater challenge, replace the SparrowHawk with a FireHawk or NovaHawk.

To simulate a battle on the Klingon Border, replace the Romulan force with a D7 and two F5s. You might also replace the two Federation frigates with a Kzinti Frigate and a Kzinti DW.

For a larger battle, replace the two Federation Frigates with New Light Cruisers and add a FireHawk and two SkyHawks to the Romulan side.

(8RA6f) DESIGNER'S NOTES

Studying the historical records of the Day of the Eagle showed this fortuitous meeting of two Federation frigates, something that the Romulans had not anticipated.

SCENARIOS FROM *KLINGON ATTACK*

The scenarios from the *Klingon Attack* module, reflecting as they do a similar invasion only 18 months earlier, can easily be adapted to the *Romulan Attack*.

(8KA) Replace the Klingons with a King Eagle and two War Eagles, or with a KRC and two KRs, or with a FireHawk and two SparrowHawks. Replace the Federation CA with an NCA or CS; or a Gorn BC.

(8KB) Replace the Klingon D5 with a Romulan SparrowHawk. Replace the police ship with a Gorn DD if you wish.

(8KD) Replace the Klingons with: NovaHawk, KR, War Eagle, SkyHawk. For the larger battle, use a K9R or Condor dreadnought, a KRC or RoyalHawk, three cruisers (King Eagle, War Eagle, FireHawk, SparrowHawk), and three frigates (Snipe, K5R, SkyHawk).

(8KE) Use a Squadron Scale attacking force of FH, SP, SK, and a small suicide freighter. Use a Fleet Scale attacking force of FH, KR, SP, K5R, and SkyHawk, plus a large suicide freighter.

(8KF) Use a Romulan KR and K5R.

(8KG) Use a SkyHawk or Snipe as the raider.

(8KH) Use a SkyHawk or Snipe as the raider.

(8KJ) Use a Romulan FH, KR, K5R, and Snipe against a Gorn BC, CL, and DD.

(8KK) Replace the Klingon D7C with a Romulan KRC or RoyalHawk or NovaHawk.

(8KL) Use any two ships of roughly equal point value, or give a less experienced player a larger ship.

(8KM) Use any cruiser (KR, FireHawk, King Eagle) as the attacker and any frigate (K5R, SkyHawk, or Snipe) as the guard ship.

(8RA7) THE MORKEDIAN DEATH MARCH

Despite the best efforts of Star Fleet, the Romulans continued their initial push into Federation space. At Morkedian-III, a desperate defense by Federation ground forces created a momentary check in the Romulan advance, defeating an initial Romulan landing attempt. It was clear, however, that the planet could not be held in the face of the Federation's inability to maintain "space superiority" over the planet. Rather than throw more good ships and men into a hopeless defense, the troops were ordered to be withdrawn and the planet abandoned.

Most of the wounded had to be evacuated in slow freighters. Regrettably, before the withdrawl could be completed, the Romulans attacked again, and the inadequately protected convoy was attacked.

(8RA7a) NUMBER OF PLAYERS
Two, Federation and Romulan.

(8RA7b) INITIAL SETUP
Set up the maps in the standard rectangular configuration (three wide by two high) in either scale. Place an ore carrier, three large freighters and two small freighters within one hex of the center of a map panel, facing E. Place a Federation Light Cruiser six hexes from the Ore Carrier in direction B, facing E. Place a Federation War Destroyer six hexes from the Ore Carrier in direction F on the same map panel, facing E.

Place two Romulan KRs, one Sparrowhawk, and one K5R in direction A of the Federation ships, with no Romulan ship closer than 20 hexes to the nearest Federation ship.

The map is a "floating map".

(8RA7c) OBJECTIVE
Mission: The mission of the Federation ships is to escape. The mission of the Romulan ships is to prevent the Federation ships from escaping by destroying or capturing them.

Time Limit: The scenario ends when one side has been destroyed, captured, or has disengaged, or until the end of Turn #10 when additional Federation forces arrive.

Victory: The Federation wins if 100 cargo boxes are undestroyed at the end of Turn #10. Destroyed and subsequently repaired cargo boxes count as destroyed, as the contents are still lost. The Romulans win if less than 100 cargo boxes survive.

Destroying the K5R counts as 50 boxes; crippling (8B2b) the K5R counts as 25 boxes. The other Romulan ships count as 100 boxes if destroyed, 50 boxes as crippled. This means that if the Federation destroys one of the KRs or the Sparrowhawk, the Federation wins regardless of the number of cargo boxes that survive.

(8RA7d) SPECIAL RULES
Survivors: All of the Federation ships (both the freighters and escorts) are loaded with refugees from Morkedian-III. To represent this, add four boarding parties each to the Light Cruiser, War Destroyer, and each of the Small Freighters. Each Large Freighter and the Ore Carrier has an additional eight boarding parties.

Federation: Both Federation escorts have been in continuous battles. To reflect this, allocate eight points of internal damage to the War Destroyer (four points of internal damage in Fleet Scale).

Romulan: Most of the Romulan ships have been in continuous battles, also. To reflect this, allocate four points of internal damage to the K5R, and eight points of internal damage to each of the KRs. (Use two and four internal damage points, respectively, in Fleet Scale.)

Time Limit: The Romulan ships were recalled by the fleet commander when additional Federation ships approached the convoy, which is why the game ends after Turn #10.

(8RA7e) FORCE DYNAMICS
You can replay this scenario many times.

Historically, the War Destroyer was a Destroyer. This ship can be found in Communique #5.

Replace the Federation Light Cruiser with a New Light Cruiser to give the Federation a slight advantage.

Replace the Federation Light Cruiser with a Gorn Light Cruiser, and the War Destroyer with a Gorn Battle Destroyer to simulate this battle being on the Gorn border.

Replace the Romulan forces with two Klingon D7s, a D5, and an F5 for a battle on the Klingon Border instead of the Romulan Border.

(8RA7f) DESIGNER'S NOTES
The original *SFB* scenario was written by Steve Saus; it was converted to *Federation Commander* by Mike West.

(8RA7) THE MORKEDIAN DEATH MARCH

Despite the best efforts of Star Fleet, the Romulans continued their initial push into Federation space. At Morkedian-III, a desperate defense by Federation ground forces created a momentary check in the Romulan advance, defeating an initial Romulan landing attempt. It was clear, however, that the planet could not be held in the face of the Federation's inability to maintain "space superiority" over the planet. Rather than throw more good ships and men into a hopeless defense, the troops were ordered to be withdrawn and the planet abandoned.

Most of the wounded had to be evacuated in slow freighters. Regrettably, before the withdrawl could be completed, the Romulans attacked again, and the inadequately protected convoy was attacked.

(8RA7a) NUMBER OF PLAYERS
Two, Federation and Romulan.

(8RA7b) INITIAL SETUP
Set up the maps in the standard rectangular configuration (three wide by two high) in either scale. Place an ore carrier, three large freighters and two small freighters within one hex of the center of a map panel, facing E. Place a Federation Light Cruiser six hexes from the Ore Carrier in direction B, facing E. Place a Federation War Destroyer six hexes from the Ore Carrier in direction F on the same map panel, facing E.

Place two Romulan KRs, one Sparrowhawk, and one K5R in direction A of the Federation ships, with no Romulan ship closer than 20 hexes to the nearest Federation ship.

The map is a "floating map".

(8RA7c) OBJECTIVE
Mission: The mission of the Federation ships is to escape. The mission of the Romulan ships is to prevent the Federation ships from escaping by destroying or capturing them.

Time Limit: The scenario ends when one side has been destroyed, captured, or has disengaged, or until the end of Turn #10 when additional Federation forces arrive.

Victory: The Federation wins if 100 cargo boxes are undestroyed at the end of Turn #10. Destroyed and subsequently repaired cargo boxes count as destroyed, as the contents are still lost. The Romulans win if less than 100 cargo boxes survive.

Destroying the K5R counts as 50 boxes; crippling (8B2b) the K5R counts as 25 boxes. The other Romulan ships count as 100 boxes if destroyed, 50 boxes as crippled. This means that if the Federation destroys one of the KRs or the Sparrowhawk, the Federation wins regardless of the number of cargo boxes that survive.

(8RA7d) SPECIAL RULES
Survivors: All of the Federation ships (both the freighters and escorts) are loaded with refugees from Morkedian-III. To represent this, add four boarding parties each to the Light Cruiser, War Destroyer, and each of the Small Freighters. Each Large Freighter and the Ore Carrier has an additional eight boarding parties.

Federation: Both Federation escorts have been in continuous battles. To reflect this, allocate eight points of internal damage to the War Destroyer (four points of internal damage in Fleet Scale).

Romulan: Most of the Romulan ships have been in continuous battles, also. To reflect this, allocate four points of internal damage to the K5R, and eight points of internal damage to each of the KRs. (Use two and four internal damage points, respectively, in Fleet Scale.)

Time Limit: The Romulan ships were recalled by the fleet commander when additional Federation ships approached the convoy, which is why the game ends after Turn #10.

(8RA7e) FORCE DYNAMICS
You can replay this scenario many times.

Historically, the War Destroyer was a Destroyer. This ship can be found in Communique #5.

Replace the Federation Light Cruiser with a New Light Cruiser to give the Federation a slight advantage.

Replace the Federation Light Cruiser with a Gorn Light Cruiser, and the War Destroyer with a Gorn Battle Destroyer to simulate this battle being on the Gorn border.

Replace the Romulan forces with two Klingon D7s, a D5, and an F5 for a battle on the Klingon Border instead of the Romulan Border.

(8RA7f) DESIGNER'S NOTES
The original *SFB* scenario was written by Steve Saus; it was converted to *Federation Commander* by Mike West.

(8RA8) SHIELD OF THE FEDERATION

The Federation New Light Cruiser *Groton* was redeployed to fill a gap in the border patrols created by the redeployment of the Heavy Cruiser *Republic*. While on patrol, the *Groton* detected the presence of an incoming Romulan raider.

The *Groton*, unaware that this was an invasion, not a raid, moved to intercept.

(8RA8a) NUMBER OF PLAYERS

Two, Federation and Romulan.

(8RA8b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale. Place the Federation New Light Cruiser *Groton* in the center of the top map edge, facing D.

Place the Romulan Sparrowhawk *Furious* in the center of the bottom map edge, facing A.

The Federation War Destroyer *Genghis Khan* enters the battle zone at the beginning of Turn #5. Place it 35 hexes in direction A from the *Groton*.

The Romulan Skyhawk *Sling* and K5R *Rapier* enter the battle area at the beginning of Turn #6. Place them 35 hexes from the *Furious* in direction D.

The Federation Police Cutter *Dorsey Pender* enters the battle area at the beginning of Turn #7. Place it 35 hexes in direction F from the nearest Federation ship.

The map is a "location map". It can float within 50 hexes of the original center of the map. (Mark the center with an upside down counter.) Any ship leaving the map has left the scenario. Newly arriving ships may be outside of this distance and must move directly toward a friendly ship at a baseline speed of at least 16 until they are within the map area.

(8RA8c) OBJECTIVE

Mission: The Federation, unaware that this is an invasion, not a raid, is simply trying to control this area of space by destroying the Romulan ships or driving them away.

The Romulans are here to destroy the Federation ships or, failing that, to drive them out of this sector of space so that other invading ships can pass through the sector on the way to deeper targes.

Time Limit: The scenario ends when one side has been destroyed, captured, or has left the map, or until the end of Turn #10.

Victory: Use the Victory Conditions in (8B2).

(8RA8d) SPECIAL RULES

Prior Damage: The Skyhawk and K5R were supposed to destroy or delay the War Destroyer, but failed. However, both sides suffered damage in the prior skirmish. The War Destroyer's #2 shield has only two boxes, and the #3 and #4 shields have only eight boxes each. The Skyhawk is missing four boxes from its #2 shield. The K5R is missing six boxes from its #6 shield. (Divide all of these numbers by two if using Fleet Scale.)

Romulan Disengagement: The Romulan ships must disengage at the end of Turn #10 in order to link up with other Romulan forces to attack a Federation Battle Station.

(8RA8e) FORCE DYNAMICS

You can replay this scenario many times.

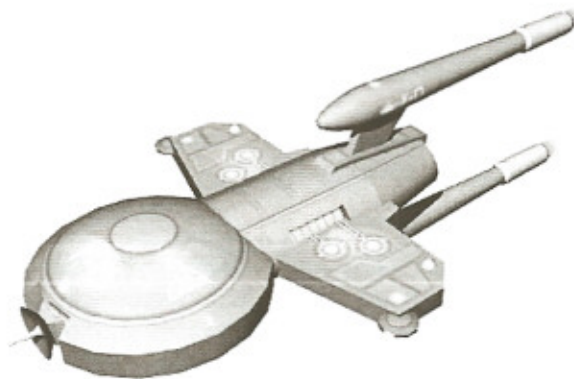Historically, the War Destroyer was a Destroyer Leader. This ship can be found in Communique #5.

Replace the Federation New Light Cruiser with a New Heavy Cruiser to give the Federation player an advantage.

Replace the Romulan Sparrowhawk with a Firehawk to give the Romulans an advantage.

Replace the Federation New Light Cruiser with a Gorn Heavy Destroyer, and the War Destroyer with a Gorn Battle Destroyer to simulate this battle being on the Gorn border. (Leave the Federation Police Cutter as the battle would be close to the Federation border, too.)

Replace the Romulan Sparrowhawk with a Klingon D5, and the Romulan Skyhawk and K5R with an F5 each for a battle on the Klingon Border instead of the Romulan Border. You could also replace the Federation NCL with a Kzinti CM, the Federation DW with a Kzinti DW, and the Federation POL with a Kzinti Frigate.

(8RA8f) DESIGNER'S NOTES

The original *SFB* scenario was written by Randy O. Green; it was converted to *Federation Commander* by Mike West.

Gorn Senior Captain Rexus Slith
complains that the Gorn scenarios will have
to wait for a future product.
(portrait by Dale McKee)

(8RA9) PRACTICE, PRACTICE,

...AND THEN WHAT?

The Federation and Gorns were conducting a series of wargames in a special training zone in 2576. The exercises were necessary to give the Federation captains experience in dealing with new Romulan ships and their plasma torpedoes. These games used computer-generated battle damage simulations. As each ship scored "damage" (using weapons set on 1/1000th power) on the other, the computer analyzed the attack and "turned off" certain systems to simulate the damage.

The system worked well enough for training, but on this memorable occasion a real Romulan Sparrowhawk wandered into the training area to find two "badly damaged" ships that were not expecting to conduct actual combat.

(8RA9a) NUMBER OF PLAYERS

Two, historically the Alliance (Federation/Gorn) and Romulan. The Federation and Gorn ships could be controlled by different players.

(8RA9b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale.

Place a Federation New Light Cruiser in the center of the map, facing B.

Place a Gorn Heavy Destroyer four hexes away in direction B from the Federation ship. The Heavy Destroyer is facing D.

Place a Romulan Sparrowhawk in direction C from both ships. The Sparrowhawk may be no less than 16 hexes away and no more than 20 hexes away (from either ship). The Sparrowhawk is facing F.

The map is a floating map.

(8RA9c) OBJECTIVE

Mission: The mission of the Alliance player is to disengage both ships. The mission of the Romulan is to destroy both ships.

Time Limit: The scenario ends when one side has been destroyed, captured, or has left the map.

Victory: If *both* Alliance ships successfully disengage, they win the scenario. It doesn't matter what the condition of the ships are as long as they escape. If the Alliance destroys or captures the Sparrowhawk, they win. If the Romulan destroys both Alliance ships, then he wins. Anything else is a draw.

(8RA9d) SPECIAL RULES

Pre-Game Arming: The Alliance ships have no heavy weapons armed. Rules (4C2c) and (4J2e) are not used in this scenario for the Alliance ships.

Speed: For the first turn, the Alliance ships may use a baseline speed of no more than 8. They may not choose a baseline speed of 16 or 24 during Turn #1; they may chose speed zero.

Shields: For the first turn, only five boxes on each shield of the Federation and Gorn ship are active. On the second and succeeding turns, shields operate normally.

Deactivated Systems: Both Alliance ships have deactivated systems to reflect the "damage" taken in their "battle". Prior to the first turn, roll 45 points of damage to each ship. Any hits on control systems (bridge, auxiliary control, or emergency bridge) or on shuttle boxes are skipped and re-rolled. All deactivated systems should be specially marked, as they may not be used until reactivated (see below). Any deactivated system may be disabled normally through real combat damage.

Reactivating Systems: At the end of each turn during the Repair Phase (1E3d), each ship rolls two dice. The owner of that ship can then reactivate a number of inactive, but undisabled, system boxes equal to the total of the two dice.

Repair: An undisabled, but deactivated system can be activated using the normal repair process (5G2). Any deactivated system that is damaged and repaired is activated when the repairs are finished.

(8RA9e) FORCE DYNAMICS

You can replay this scenario many times with slight variations.

Replace the Romulan ship with an Orion ship.

Replace the Romulan Sparrowhawk with a Klingon D5, and the Gorn Heavy Destroyer with a Kzinti Medium Cruiser for a battle on the Klingon Border instead of the Romulan Border.

Replace the Federation New Light Cruiser with a New Heavy Cruiser to help the Alliance player, or with a War Destroyer to help the Romulan player.

Have both players bid on a number. The higher bidder then takes the Alliance side and uses the bid as the number of disabled systems each Alliance ship has at the start of the game.

(8RA9f) DESIGNER'S NOTES

The original *SFB* scenario was written by Frank Crull, a Houston attorney. It was converted to *Federation Commander* by Mike West.

NOTES TO PLAYERS

We want you to spend your time with *Federation Commander* enjoying the game and the company of your friends, not worrying over small details. Here are a few suggestions.

If a scenario calls for more copies of a given ship than you have cards for, and you have not yet picked up the *Booster Packs*, you could easily substitute any other ship of about the same point value. For example, the scenario *Magnificent Panzers* calls for two Federation Frigates. If you do not have *Klingon Border* or *Booster Pack #1*, you could use War Destroyers to or Battle Frigates to simulate the frigates you do not have.

(8RA10) SPACE AMOEBA

Distress calls come from ships, planets, and bases in a remote sector. Your cruiser is sent to investigate and finds a rare life form, a Space Amoeba!

This vast single-cell animal is not intelligent. It wanders around space looking for food, which for a Space Amoeba is energy. While your ship is present, the Space Amoeba will remain in the general area for a short while (20 turns) because it is curious, but once this time is up, it will resume movement toward an inhabited planet at high speed. Millions will die!

(8RA10a) NUMBER OF PLAYERS

One, the Fleet Player. The monster moves by automatic rules.

(8RA10b) INITIAL SETUP

Set up the maps in the standard rectangular configuration (three wide by two high) in either scale.

Place the monster in the center of the map and your ship (any cruiser you select) 15 hexes away and facing toward it.

The map will float without limit in any direction.

(8RA10c) OBJECTIVE

Mission: The mission of the ship is to destroy the monster.

Time Limit: The scenario ends when the monster is destroyed, or at the end of Turn #20.

Victory: If you destroy the monster, you win. If you have not destroyed the monster by the end of Turn #20, you have failed and lose the scenario.

(8RA10d) SPECIAL MONSTER RULES

Movement: The monster moves at speed 8. It does not accelerate or decelerate. Roll one die every impulse (in sub-pulse 4) to determine where it will move. The monster moves first.

Weapons: The monster has no actual weapons, but its energy-draining field causes damage to your ship (or anything else) during the Marine Combat Phase (1E3) of each turn, based on the distance of your closest approach during that previous turn. This is scored as damage points on the facing shield at the time of that closest approach; the ship captain can select which shield if several qualify. Drones and shuttles near the monster at the end of the turn are also damaged, and plasma torpedoes near the monster at the end of turn have their warheads reduced by the damage amount. (Note: To score damage with a seeking weapon, make sure it hits before the end of the turn.)

Destroying the Monster: You must first study the Space Amoeba (since several unique species exist). To do this, you must gain 400 points of information (200 in Fleet Scale) with your labs. (Use the check-off tracks to record this.) You cannot fire on the monster while studying it. Once you have conducted this study, roll one die, with the result indicating the

required method of destroying the monster.

1 = Arm a suicide shuttle (5H6) with six points of energy and score a hit on the monster.
2 = Grab the monster with a tractor beam and hold it for eight consecutive impulses.
3 = Score 200 points of damage with your ship's weapons.
4 = Arm a probe as a weapon (5C4) and score a hit on the monster.
5 = Your science officers need more information. Accumulate 100 more points, then roll again.
6 = You have, somehow, communicated with the monster, who moves away from your inhabited planets.

(8RA10e) FORCE DYNAMICS

You can replay this scenario many times with various ships. If you select a ship with more labs it will be easier to win. Due to the unknown way that the monster is destroyed, selecting a heavy warship may not actually have any advantage. Try to destroy the monster with a smaller ship each time you win.

(8RA10f) DESIGNER'S NOTES

The original *SFB* scenario was written by Stephen V Cole, who converted it to *Federation Commander*. As with all monster scenarios, it was intended to provide players with a solitaire opponent. It also matched a monster from the original television show.

SPACE AMOEBA
SQUADRON SCALE

MOVEMENT: The Amoeba moves at speed 8. Roll one die each impulse to determine the direction.

LAB POINTS   LAB POINTS   LAB POINTS

LAB POINTS   LAB POINTS

DIE ROLL
1 = Suicide Shuttle
2 = Tractor
3 = 200 Damage
4 = Probe
5 = Need 100 Lab Points
6 = Amoeba Leaves

LAB POINTS   LAB POINTS   LAB POINTS

Get 400 Lab points. The roll one die to determine how to defeat the Amoeba.

DAMAGE: The Amoeba scores damage on your ship based on the closest approach during each turn. Shields block damage but cannot be reinforced.

RANGE:	0	1	2	3	4	5	6	7	8	9	10 or more
DAMAGE:	15	10	9	8	7	6	5	4	3	2	1

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If Amoeba survives 20 turns, you lose.

FEDERATION COMMANDER: ROMULAN ATTACK
SQUADRON SCALE SHIP CARD #64 OF 49-64
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