



# FEDERATION COMMANDER

## FIRST MISSIONS



# WELCOME, COMMANDER

You are about to embark upon the first mission of your career, a patrol on the Klingon Border. The border is restive because only the Federation agrees where it is; the Klingons seem to think that the Federation accidentally included a few trillion cubic parsecs of Klingon territory in the Border Declaration of 2502. Never ones to accept defeat, the Klingons have continued a campaign of harassment, provocation, and confrontation from that day to this. Klingon ships dash across the border, harass convoys and colonies, confront Star Fleet patrols, and otherwise let the United Federation of Planets know that *this is not over*.

The Federation-Klingon Border is 7,000 parsecs (23,000 light-years) long, and you will be patrolling only one small segment of it. The Klingon D7 battlecruiser *Antagonist* also patrols this sector, and the previous Federation Commander beat him repeatedly. The captain of that ship is ready to take his revenge, and take advantage of a new captain ... you!

## NOTES ABOUT THIS E-Book

*Federation Commander: First Missions* is the introductory manual for the **Federation Commander** game system. It is designed to give you a feel for flying a starship and help you decide if you want to become a starship captain (by purchasing the game *Federation Commander: Klingon Border*).

This book is limited in scope, including only one Federation ship and one Klingon ship. *Federation Commander: Klingon Border* includes more ships for these two nations and other ships from other powers.

*Federation Commander: Klingon Border* includes rules for tractor beams, transporters, marines, shuttlecraft, laboratories (to study space monsters), and other special rules for weapons (such as nuclear missiles) and maneuvers (evasive maneuvers and high energy turns) just to mention a few. *Federation Commander: First Missions* does not include these rules but will in some cases refer to them so you will understand the larger game system and be able to make a better informed decision.

Items in *First Missions* which are printed in **red** are notes, background, and informative items but not actual rules. Items in **blue** are references to rules found in *Federation Commander: Klingon Border* (or *Romulan Border*) which are not used in your *First Missions*. These notes are included to help you understand the game system and to help you make a better informed decision about whether to purchase the game itself. For example, we left tractor beams out of this “preview” version, but we didn’t want you to think they were not included in the full-scale retail package.

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# 1: BASIC RULES

## (1A) HOW THE GAME IS ORGANIZED

### (1A1) RULES

The rules are divided into Chapters based on subject matter. Chapter 2 is about movement, while Chapter 3 is about combat and Chapter 4 is about weapons. Within each chapter, rules are outlined as in (3D2a) so players can quickly find any rule they want. The first (number) digit is the chapter, the second (letter) is the rule (about some specific weapon or topic), the third (number) is the “case” (a subdivision of the rule), and the fourth (lowercase letter) is the sub-case (the lowest and most specific level).

### (1A2) SHIPS

*Federation Commander: First Missions* includes two different ships, the Federation heavy cruiser *Constellation* and the Klingon D7 battlecruiser *Antagonist*. Each is shown on a Ship card which defines the abilities and structure of the ship and provides key data needed during the game. These ship cards are on page 30 of this book and you should print a few copies of that page (one for each game). After your first few games, you might want to play the game using two or three ships on each side, and each ship in each game will need its own diagram. The diagrams are in color but will print well enough in black & white.

### (1A3) MAP

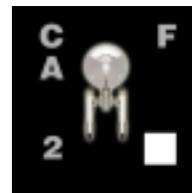
The map is printed on page 31, and you will need at least four (preferably six) copies of this page to form a “battle area”. You could tape the panels together into a single sheet or you could leave them separate so that you can “leapfrog” unused sections ahead of moving ships in the battle turns into a running gunfight. (The map panels in *Federation Commander: Klingon Border* are mounted on heavy cardboard). The map is printed with hexagons (called “hexes” in these rules) to regularize the position and movement of the ships. All ships and other units and markers must be placed inside a hexagon. All distances are counted (in hexes) as the shortest path between the starting and ending hexagons. All hexes represent an area 10,000 kilometers across.

**Note:** *Federation Commander: Klingon Border* includes equipment for “hexless” combat which many veteran “wargamers” prefer (particularly in the UK). This book does not refer to these items since most new gamers will find hexes easier to work with. If you wish to use (or are already comfortable with) “hexless” combat games, see the rules and diagrams starting on page 32.

### (1A4) COUNTERS

Playing pieces in *Federation Commander: Klingon Border* are full-color die-cut “counters”; for *Federation Commander: First Missions* you can print out the paper counters provided on page 29. (You can

glue them on cardboard so they don’t move if anybody sneezes.) Markers (a sub-type of counters) include shuttlecraft, drones (missiles), energy tokens, and markers for the point that a ship last maneuvered (see the rules on movement for how those work).



In the upper left is the “class” designation, such as CA for heavy cruiser. In the lower left is the “unit” designation number (for example, the first of three heavy cruisers). In the upper right is the “empire designator” (F = Federation, K = Klingon).

## (1C) FLEET SCALE RULES

*Federation Commander: Klingon Border* comes in two scales, Fleet Scale (seen in *First Missions*) and Squadron Scale (where ships have twice as many boxes and pay twice as much for movement). *First Missions* is written entirely in Fleet Scale. When you get *Federation Commander: Klingon Border* and find Squadron Scale, just remember that we told you there is such a thing and that it works a little differently.

## (1D) ENERGY ALLOCATION

The concept of Energy Allocation is critical to the game system, and to starship combat tactics. Almost everything you do uses power, and your ship only has so much of it. If you run out of power before the end of the turn, your ship won’t be able to do much to stop whatever the enemy does (to you!) during the later parts of the turn.

### (1D1) ENERGY POINTS, ENERGY TOKENS

For purposes of the game, power is defined for each ship by a number of points. For example, the Federation heavy cruiser has 19 such points of power (or Energy Tokens) available each turn. The 16 warp engine boxes, 2 impulse engine boxes, and 1 reactor box each produce one point of power. (Batteries may provide another two points of power saved from previous turns.) Note that battery boxes are shaded a darker blue on the ship diagrams to make battery power easy to find in a hurry.

When in command of a starship, you begin each turn by checking the Ship card (7A) to see if any of the power boxes have been disabled. If so, they do not produce energy until you repair them. Otherwise, you get one Energy Token for each point of power (i.e., for each undestroyed power box) that you have. [For all practical purposes, the terms “Energy Token” and “point of power” and “point of energy” mean exactly the same thing.] You might have some tokens left over from previous turns, representing your batteries, but we’ll explain that at the end of the turn. During the turn, some of your power systems might

