To Kill a Monster in ...

FEDERATION COMMANDER

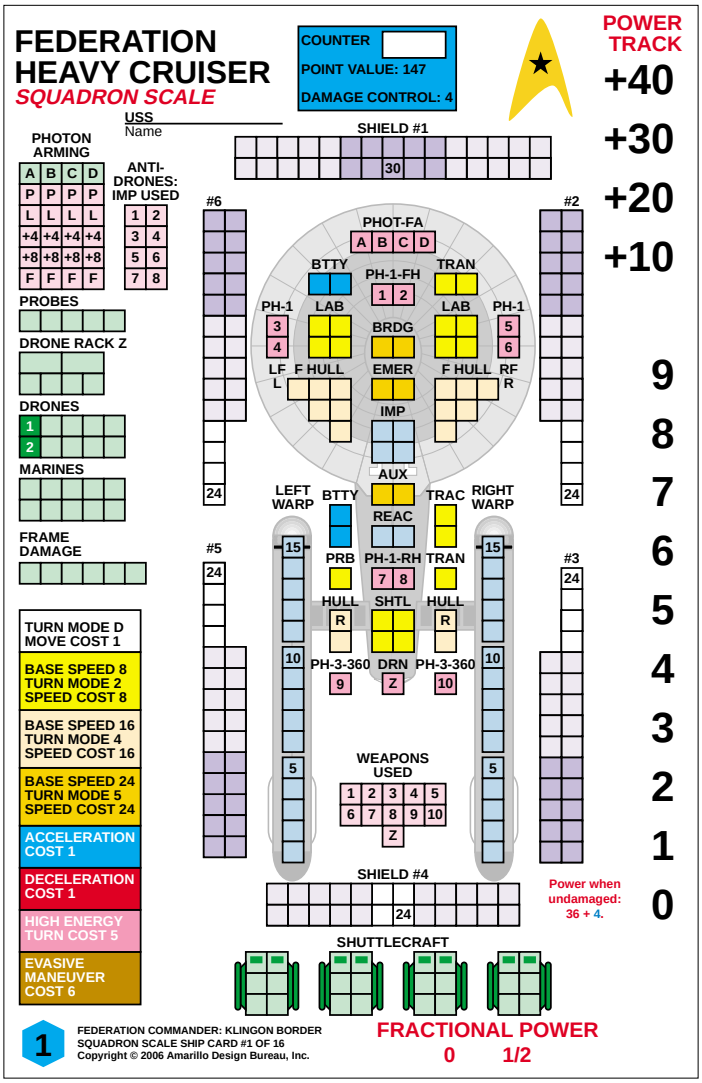
Your starship, the *USS Saratoga,* is patrolling the area when the Class I alarm comes through via subspace. A deadly Space Amoeba is wandering through an inhabited region of the Federation, its deadly energy field causing death and destruction wherever it goes. This monster is dangerous, but not particularly evil; it is in fact simply a wild animal that is not aware of how many sentients it has killed.

Saddened that you may have to kill the creature to stop its attacks, but outraged by the number of Federation citizens already killed, your ship accelerates to warp seven. Arriving at the last planet devastated by the monster, you follow its ion trail until, at last, you make contact.

What to do? While Space Amoebas are common enough, there are many different kinds, and what will kill, or drive away, one species will have no effect on another. You must approach the monster and gain scientific information points before you can discover the correct solution to this particular problem.

Take Command!

You are playing *Federation Commander,* the latest starship combat game from Amarillo Design Bureau, Inc. In fact, you are using a starship from the first product in the FC line *(Klingon Border)* and a monster from the fourth *(Romulan Attack)*. This is no problem as all elements of the entire line work together. You could play the scenario using a Klingon, Gorn, Romulan, or Tholian cruiser and you could be fighting the Planet Killer, Death Probe, Space Dragon, Juggernaut, or even one of the other cruisers. For that matter, an entire fleet of a dozen ships could be attacking a planet defended by a starbase and a smaller squadron of enemy ships, but save that for your next game. Right now, you have a Space Amoeba on your scanners and a populated planet only minutes away.



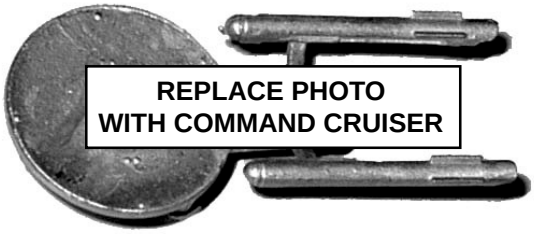
Target In Sight!

You place the six mounted map panels in a rectangle on the dinner table, and decide to use the side with the smaller hexes (and the corresponding smaller counters) in order to give yourself plenty of room. During the game, the Space Amoeba (using an optional rule) will continue to move in one direction (toward the nearby colony). As it approaches the edge of the map, you simply move the panels on the opposite side to extend the map in the direction the monster is moving, and slide the whole array so it stays on the table.

Your ship begins 200,000 kilometers (twenty hexes) away from the monster. At the start of the turn, you count your power (the blue boxes on your ship card) which comes to 36 points (the four batteries are not available as you used them to pre-load your photon torpedoes). You pay 24 points for a baseline speed of 24 (enough to catch the monster) and head straight for him. The problem is that the monster is moving eight hexes per turn away from you, meaning you will still be four hexes away at the end of the turn. That would give you only 32 points of lab information, and you need at least 40 (since you need 200 total and the most you can get in one turn is 80). During this first turn, you pay five points of power (during five of the eight impulses) to move faster, and end the turn three hexes away. The rest of your power holds the armed photon torpedoes ready to fire.

As this is your closest approach during the turn, you gain (see the chart in the Amoeba diagram) six points for each of your eight labs, for a total of 48 points. The Amoeba scores four points of damage on your forward shield, reducing it from the original 30 boxes to 26. No worries.

During the second turn, you pay for a baseline speed of 16, enough to catch the Amoeba and fly directly through his hex. This produces ten points for each of your eight labs, and your total is now 128. Unfortunately, that close approach cost you eight points of damage. Because you



Federation Command Cruiser
Actual-Size Photo of Starline 2400 Miniature

"side-slipped" into the Amoeba hex, you take this on the #6 shield, preserving as much as you can of the vital #1 shield. You end Turn #2 five hexes away and pay some leftover energy to fix the shields.

Plotting sixteen points of speed during Turn #3, you make a series of turns to fly back into the Amoeba's hex, again gaining 80 points of information (you now have 208 and the science officer wants to talk to you). Your ship takes another eight points of damage, this time on the #2 shield. While you didn't need the extra speed to get to the Amoeba, you needed it so you could fly past him and reverse course, bringing your forward weapons to bear at the end of the turn.

If this turns out badly, you have to be ready to attack.

What Is This Monster Made Of?

A die roll will now reveal what the science officer has found out. You are hoping to get a "6" which will mean telepathic contact with the Amoeba and allow your science officer to ask him nicely to go away. You'll settle for a "2" or a "4" which would be a relatively easy kill; you would just have to pay a few points of power to load a probe with anti-matter or rip the Amoeba's skin apart with a tractor beam. What you do not want is a "5" which will require more laboratory study. This has taken too long as you have a date with the colonial governor's daughter to get to!

You get a "3" which means you are going to have to shoot this poor Amoeba to death. While the duty is sad, it must be done to save sentient lives. Maybe your lab reports will help scientists learn more and future Amoebas can be controlled? No matter, the deed must be done.

Ok, who's kidding themselves here? We're going to go blow this monster into small pieces, and we're going to enjoy doing it!

Closing In For The Kill

You have already decided on a close-range gunfight, which is why you are only a few hexes from the monster and pointed directly at him. If you had plenty of time, you could stay out of the range where the Amoeba can damage your ship (say, eleven or twelve hexes) and pick the monster to death. At that range, you'll do an average of twenty points of damage per turn, and will need five or six turns to finish this battle. (The combat charts below only show the short-range results; the phasers and torpedoes can reach 25 hexes, although accuracy is terrible at these long ranges.)

Who wants to wait that long?

You pay 8 points for speed, and that leaves you with 28 points of power and the four batteries. Your ship has four photon torpedoes, which were armed when the game began. To cause maximum destruction, you pay another 16 points (two per torpedo) to "overload" the tubes, doubling their damage output from eight to sixteen each. (This leaves you with 12 points of power to spend this turn. Until you started firing weapons, you really didn't have any kind of power shortage to worry about.)

Closing to a range of one hex (ten thousand kilometers), you fire all four photons with an automatic change of a hit, scoring 64 of the 100 points of damage needed to kill the Amoeba.

You next fire the six phaser-1s that aim foward (paying one point of energy each, leaving yourself with only six), scoring another 28 points of damage. Note that you had to aim your entire ship directly at the Amoeba so that the phasers on both sides of the saucer could fire forward.

That's 92 damage points, not enough for a kill! (You were hoping for a bit better than average die rolls to cover that deficit, but the dice were not with you.) However, you are not out of phasers yet!

There are two small "defensive" phaser-3s (designed as a last ditch defense against Klingon nuclear missiles and Romulan plasma torpedoes) which can fire in any direction. Each costs half of an energy point to fire, and each of them *could* score four points, but (bad die rolls!) one of them scores only three. Your total is 99, and that's not enough!

Flying directly over the Amoeba, you wait until you are on the other side and use your rear arc "tail guns" to score the final points of damage. The Amoeba will never harm anyone again! Of course, this was a very easy "beginner" battle. Most Space Amoebas are twice this big!

Run And Gun!

Everything about *Federation Commander* is designed for fast play. Energy allocation (after selecting a speed) is done "on the fly", paying for weapons, acceleration, deceleration, tractors, shield reinforcement, transporters, or special maneuvers as you use them. If you run out of power before the end of the turn, your original speed will carry you out of the way (or so you hope!) so you can attack again on the next turn. Ships come in two scales (so battles with larger fleets can still be played in an hour or two). The entire rulebook is only 64 pages (in very big type) and everything you *really* need is on *one* reference card!

SPACE AMOEBA
FLEET SCALE

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

LAB POINTS LAB POINTS

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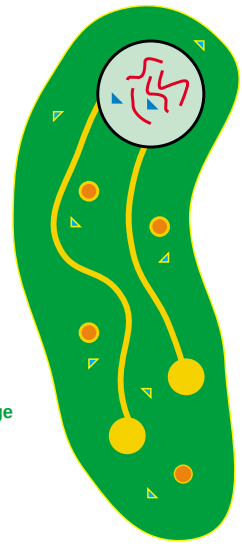
Get 200 Lab points. Then roll one die to determine how to defeat this Amoeba.



DIE ROLL
1= Suicide Shuttle
2 = Tractor
3 = 100 Damage
4 = Probe
5 = Need 50 Lab Points
6 = Amoeba Leaves

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:	8	5	5	4	4	3	3	2	2	1	1

If the Amoeba survives 20 turns, you lose.

LABORATORY RESEARCH

RANGE:	0	1	2	3	4	5	6
RESEARCH:	10	8	8	6	4	4	2

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FEDERATION COMMANDER: ROMULAN ATTACK
FLEET SCALE SHIP CARD #64 OF 49-64
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PHOTON TYPE	RANGE	0
Standard	HIT	1-6
	DAM	8
Overload	HIT	1-6
+4	DAM	12
+8	DAM	16

PHASER 1 Die Roll	RANGE 0	1	2
1	9	8	7
2	8	7	6
3	7	5	5
4	6	4	4
5	5	4	4
6	4	4	3