

FEDERATION SPACE



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A TASK FORCE GAME

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(1.0) INTRODUCTION

The computer-link to the astrogator clicked in to a whispered frenzy of activity, and Admiral Hogan silently gripped the arm-rest of the command chair on the bridge of the flagship U.S.S. ALLIANCE knowing well what that activity meant. He watched the screen of the astrogator without blinking, keeping careful track of the position of his six ships, waiting for whoever or whatever was out there, to appear. Slowly, as if moving through a thick mist, six other ships appeared on the screen; they were Klingon ships, led by the flagship KRENG, under the command of Admiral Kareng. Computers passed information with the speed of light, and simultaneously the Voice-Alarm sounded on Hogan's six ships, followed instantly by the sound of rushing feet as crews scurried to activate weapons, and the Federation ships accelerated smoothly and silently toward the Klingons. On command, the ALLIANCE'S heavy phasers crackled to electric life, leaving an ozone smell as they stung through the silent void of space toward the Klingon ships. Ship for ship the Federation paired off with the Klingons in deadly combat, the ALLIANCE singling out the KRENG and moving toward her, ominous and menacing, for the kill. The KRENG met the ALLIANCE'S challenge, lashing out in silent wrath with her phasers. Shields flashed electric blue, while phasers, photons, disruptors, and drones arced through the black vacuum with incredible accuracy. But the Klingon ships were hurting, the Federation's firepower was far superior. Orders flashed from ship to ship in the Klingon squadron, directing them to disengage. Three did. One could not. The other two stayed to cover the retreat. The three that remained were quickly destroyed in blinding blue-white fire-balls of unchecked fury. The Federation had won the battle, but Hogan knew it would be a long and costly war.

(1.1) FEDERATION SPACE is a strategic level science fiction game based on the Star Fleet Universe. The game is divided into two parts: the Basic Game and the Advanced Game. Players should try the Basic Game first, and only when they feel they have mastered it, should they proceed to the Advanced Game. Included in the Advanced Game are a number of optional rules that players may add to increase the realism and excitement of the game.

(2.0) BACKGROUND

As players can see from looking at the map, the eight races portrayed in the game occupy a rather small area of the galaxy. The lower edge of the map represents the edge of the galaxy, while the top points roughly toward its core. Several other races border the ones which are shown, but these other races are either too small or too weak to have any bearing in the primary time frame of the game.

The United Federation of Planets (also known as the UFP, or Federation) is the major "empire" of the game. (Note that while only two of the races are actually empires, the term will be used to designate any "nation" or "political unit") The Federation is the only empire not dominated by one single race: Humans, Vulcans, Orions, Andoreans, Tellarites, Centaurians, Cygnians, as well as several other races are all represented in the ruling council. There are also some two dozen other races with affiliate membership on the Council, awaiting full membership. The Federation is easily the most idealistic of all the empires, having negotiated boundaries which they have never sought to expand through warfare with all of the empires surrounding them. However, they are quite aggressive in their at-

STAR FLEET COMMANDER

You are the Commander of a huge and powerful Star Fleet from one of the galaxy's eight major space-faring races. You must use diplomacy, cunning, and military might to hold your race's position as one of the dominant forces in the galaxy. Tactical and strategic skills are tested to the limit as you try to out-guess and out-maneuver your enemies, while watching your friends and allies to keep them from turning on you. The fleets are deployed, the alliances made, the battle lines drawn. Your survival, and the survival of your race, depends on your skill.

FEDERATION SPACE is a science fiction game for two to eight players depicting the battles for Galactic Supremacy fought by the eight major races introduced in **STAR FLEET BATTLES** and **STAR FLEET BATTLES EXPANSION #1**. Players maneuver huge fleets in an attempt to destroy opposing fleets and conquer key planets. The battle fleets of the Federation, Klingons, Romulans, Kzintis, Gorns, Hydrans, Tholians and Pirates of Orion are depicted on a ship-by-ship basis instead of as abstracted fleet units. A simple, yet realistic tactical combat system recreates the excitement of space combat with a simple two-step reduction system. The comprehensive rules include Basic and Advanced rules, as well as several Optional rules which add to the realism and excitement of the game. Also included are Fleet Organization Charts, a short history and background of each race, a list of the major Treaties and Alliances, and a complete economics and repair system. Seven scenarios provide a history of the latest series of wars fought by these races and two other scenarios cover the hypothetical Klingon Rebellion and Death of the Federation. Complete rules are also provided for nineteen other scenarios including an eight player "Free for All" and a campaign game.

With **FEDERATION SPACE** you get:

- 432 full-color, back-printed playing pieces
- A 20x24 inch strategic map covering the area of the galaxy occupied by the eight races
- Complete charts and tables for easy reference
- Complete rules of play

FEDERATION SPACE

- 28 scenarios for 2-8 players and a campaign game
- Playing Time: One to Two hours
- Complexity: Fairly Easy to Moderate
- Designer: Stephen G. Wilcox

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STRATEGIC STAR FLEET BATTLES

FEDERATION SPACE is the third in the **STAR FLEET BATTLES** series of games. Although a complete game in its own right, **FEDERATION SPACE** may be combined with **STAR FLEET BATTLES** and **STAR FLEET BATTLES EXPANSION #1** to recreate the entire scope of intra-galactic war on the strategic and tactical levels. **FEDERATION SPACE** includes the huge fleets of the Klingons, the powerful technology and economy of the Federation, the treachery of the Orion Pirates, the small but effective Gorn fleet, the Romulan's "special weapons," the secretive Tholians, and the Hydran and Kzinti massed fleets and fighters. Every ship of every race is included, as well as three new ship types. Complete rules cover the link between **STAR FLEET BATTLES** and **FEDERATION SPACE**. The resulting "super-game" is ideal for club play or just one-on-one. The entire Federation is before you. It's yours to control.

