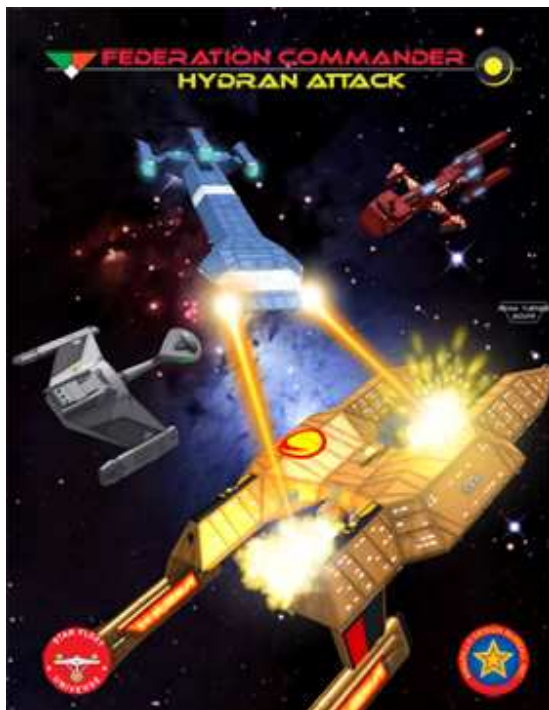


Federation Commander: Hydran Attack



Manufacturer: Amarillo Design Bureau

Cost: \$29.95

Number of Players: 2 or more

Complexity: Simple to Moderate

Estimated Game Time: 40 minutes to many hours

Rule Book: Battle guide with more scenarios

Supplements: see below

Board Size: 2 panel, full color mounted

Number Counters: 148 full color

Description

Hydran Attack comes with new ships, new scenarios and new rules for Hydran, Lyran, WYN and other fleets.

There are 16 double sided, laminated ship data cards. One side is the Fleet scale version of the ship, and the other is the Squadron scale. Each data card has two corresponding ship counters, one for the small hexagon map and one for the large hexagon map. Additional ship counters are provided to be used with Booster Packs 25, 26 and 27.

A streamlined version of Star Fleet Battles, Federation Commander lets players take control of every ship of the Star Trek Universe. Hydran Attack flushes out the Hydran and Lyran fleets, while bringing in the WYN fleet. Federation Commander has two sets of combat rules, the simplified Fleet game, intended for large battles, and the more detailed Squadron rules, giving players more control over individual ships.

The Federation Commander system is vast, with many modules and accessories available. There are several core games available, each being a complete game by itself. Supplements add additional ship designs and rules to the game, but require one or more core games to play. A large line of miniatures is available, suitable for display as well as for game play.

Players who own Squadron Boxes 25, 26 and 27, along with Border Box 9, will have one pewter miniature for each of the ship counters found in Hydran Attack.

This is a supplement, ownership of Academy/Graduation, Klingon Border or Romulan Border is required to play, as well as Distant Kingdoms or the Reference Rulebook.