

# Federation Commander: Romulan Border



**Manufacturer:** Amarillo Design Bureau

**Cost:** \$59.95

**Number of Players:** 2 or more

**Complexity:** Simple to Moderate

**Estimated Game Time:** 40 minutes to many hours

**Rule Book:** Complete Rules, Scenarios and Background Information

**Supplements:** see below

**Board Size:** 6 panel, full color mounted

**Number Counters:** 256 full color

## Description

Romulan Border comes with rules, player aid cards and six double sided, hard mounted map boards. One side of the map board has small hexagons, suitable for larger battles; and the other side had larger hexagons, designed for intense dogfighting.

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 7, 8 and 9.

A streamlined version of Star Fleet Battles, Federation Commander lets players take control of every ship of the Star Trek Universe. Romulan Border focuses on conflicts between the Romulans and the Federation. 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 7, 8 and 9, along with Border Box 3, will have one pewter miniature for each of the ship counters found in Romulan Border.

Romulan Border is a core game, with everything players need in one box.