

Since Federation Commander is a combat game and the Star Fleet Battles universe is much more militant than FASA's *Star Trek* universe, I compared FASA's *Constitution* Mark IV (the strongest version, and actually incorrectly identified as the Mark III in the "Federation Ship Recognition Manual") to FC's standard heavy cruiser:

FC | FASA

Shields	30*		16	(* heaviest shield- usually #1)
Hull	16		22**	(** superstructure points)
Power	40		48	

Using simple ratios, you get:

FASA stats to Federation Commander stats:

FC Shield = 1.88 X FASA Maximum Shield Points (per arc)

FC Hull = 0.73 X FASA Superstructure

FC Power = 0.83 X FASA Total Power Units Available

Federation Commander stats to FASA stats:

FASA Maximum Shield Points (per arc) = FC Shield/1.88

FASA Superstructure = FC Hull/0.73

FASA Total Power Units Available = FC Power/0.83

Notice that Movement Point Ratios and Shield Point Ratios are ignored. The two systems are just too different for it to matter, really!

I was told by a playtester that Command (bridge, aux, etc.) squares are assigned by ship type; so a cruiser might have 2 Bridge and 2 Auxiliary squares. Frame is done the same way- set number assigned by ship type (frigate, destroyer, cruiser, etc.) Eyeball these.

Also, eyeball the number of transporters and tractors. This should be pretty easy to do.

You'll also have to determine how much of the Power is impulse, warp and batteries. Yep, you guessed it... 🎯

Weapons are the only things that are a little tricky since firepower is so different between the two systems. I say eyeball it and have fun with it. Remember that in Federation Commander, Klingon weapons favor a particular arc arrangement. Also as per FC rules, disruptors can be substituted for Photon Torpedoes, so that FASA *D-2 Stingtongue* can be whipped right up! Most Klingon FASA ships will *add* weapons in the form of Phaser 1s and 3s and the FC Klingon heavy weapon-disruptors.

I converted an *Excelsior* class Battleship (Mk I) over to Federation Commander and it compared very well with FC Battleships (38 #1 Shield, 90 Power, 32 Hull).

Two little "wonky" things:

1.) Ships designated as frigates in FASA are much more powerful than in Federation Commander. That *Chandley* class frigate would be more like a cruiser - or better!

2.) I decided to just compare the FASA *Constitution* class to the Federation Commander equivalent and not extend that comparison to FASA's Romulan *Bird of Prey* and its FC equivalent, nor to FASA's Klingon *D-7*, etc.

In other words, I chose not to have a different set of conversions per race. In general in FASA, three *D-7s* = 1 *Connie*. It doesn't work that way in Federation Commander. Also, the Romulan *V-8* is fairly weak compared to a *Connie*. I thought it best to derive one set of conversions based on a known, fairly consistent entity (the *Constitution* class).

Also note that Star Fleet Battles/Federation Commander doesn't have a "hard and fast" construction system like FASA did- and that's A GOOD THING! As I understand it, new ships for SFB/FC are built using a few general rules (like the ones above),

assigned a point value and playtested, with the point value be adjusted if need be. What's important is that you have fun!!

Since FASA's starship combat stats are all compatible and scaled with one another (a *Constitution* "is what it is" compared to an *Enterprise* or any other ship), this conversion will work for any era ship. Just keep in mind that, although FASA published TNG-era ship stats, they were dubious at best. Better stats for these ships can be found around the web done by fans. One such place would be www.tacticalstarshipcombat.com .

Original discussion at:

<http://boardgamegeek.com/article/1790379#1790379>

By Lee Wood:

http://games.groups.yahoo.com/group/Morena_Shipyards/