COMMUNIQUE #53
STARDATE 2010.05

NEW IN THIS ISSUE
We have included several new items in this issue.
- New scenario: 8CM41 Pirate Hunt.
- Revised Ship Card: Federation Police Cutter.
- Frax Ship Card: Fast Cruiser.
- Large Format Ship Card: Kzinti DNL.
- Requested Ship Card: Klingon SD7 Squadron Scale.

SCHEDULED FOR 2010
- Squadron Box #27 has been released.
- The Big Release will be WAR AND PEACE, to be released at Origins with ISC, Vudar, and Andromedan ships.
- Briefing #3 will have “support units” and Federation Admiral will be the new campaign system for Federation Commander.
- We will see a new series of independent Booster Packs. Federation Commander: Booster Pack #92 contained ships that were seen in Briefing #1. Booster Pack #93 will contain ships seen in Captain’s Log. Booster Pack #94 will have light tactical transports. Booster Pack #95 will have tugs.
- Borders of Madness #1 will appear in due time with over 70 ships never intended for Federation Commander, possibly including scouts, carriers, and mailers.

REleased In 2009
- Just released was Hydran Attack with more ships for the Hydrans, Lyrans, Klingons, Zkintis, and WYNs. The ships included are: Hydran Ranger, Iroquois, Tartar, Rhino Hunter, Buffalo Hunter, Lancer, Hunter, and Pegasus; Lyran Light Cruiser, New Heavy Cruiser, War Destroyer; WYN FF and AuxC; Klingon F5W; and Kzinti FFK. Six more ships are in the boosters.
- Squadron Boxes #25 and #26, and Border Box #9, were released.
- Booster Pack #91, The Franz Joseph Ships (including the classic DN, CA, DD, SC, and Tug, along with the DDM, DDL, and DDG) and Squadron Box #91 containing new production of the classic “Zocchi Plastics” in classic white.
- Border Box #8 was released on 23 February (4408, $99.95).
- Briefing #2 has been released and covers “The Middle Years” (4022, $19.95).
- Reference Rulebook has been released and includes all of the rules from all products and all updates (4020, $14.95).

PUBLISHER’S INFORMATION
Federation Commander: Communique #53 is published and copyright © 2010 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.
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Federation Commander
Organized League Play

The on-line forms for registering your store as a site for Organized League Play are in the Commander’s Circle. Also available is the form to register your completed games, and you can even use the same form to register future games as a means of inviting people to attend and join the fun.
You will find a link to the Commander’s Circle at: www.StarFleetGames.com/fc/designguide.shtml along with everything else for this game system.
Many stores have already signed up, and prizes (a series of “bonus cards” used to give ships a special ability) are being mailed out to those stores. The scenarios of the first six months of 2010 are as follows and reflect actions during the General War. Get these reports to us ASAP!
- January: 8B116 End Run
- February: 8B117 Last Stand
- March: 8B118 The Day After The Eagle
- April: 8B120 The Long Way Home
- May: 8B121 Fight Fire With Fire
- June: 8B122 The Lone Gray Wolf

In 2006, the Federation barely stopped the Klingons. The Romulans did not do that well in 2007. In 2008, the Tholians repulsed a Klingon invasion and the Coalition conquered the Hydrans. In 2009, the Pirates rocked and tension built.

THE BBS & FORUM: KEYS TO COMMUNICATION
The BBS (www.StarFleetGames.com/discus) can be confusing at first sight, as it has hundreds of topics, used daily by a thousand players. Registration is free, but we do require all participants to use their real names. (This not only improves the overall tone of civility, but makes sure you get credit for any suggestions you make.) When you register, you will see topics for each of our product lines. Feel free to venture into the broader universe as you get more comfortable with the system.
There is also a forum (much easier for new players) on the www.FederationCommander.com website. It allows screen names and avatars but isn’t used for submissions of new items.
Several versions of the updated Master Ship Chart for Federation Commander are on the Commander’s Circle.
The CRUL (Consolidated Rules Update List), listing all rules changes, is now in the Commander’s Circle.

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WHAT SHIPS DO YOU WANT?

Here is your chance to get what you want. Whether you are a veteran player of *Star Fleet Battles* and familiar with the thousands of starships in that game system, or a new player of *Federation Commander* and just have a vague feeling that some ship of some kind is missing from your fleet, tell us what you want and we’ll consider adding it via Communique or in a future expansion. Here are some player suggestions for this year and next:

- Generic units: small planetary ground bases £, shipyard construction dock £.
- Police ships: Romulan Snipe-P £, Kzinti police frigate†, Tholian POL†.
- Federation DDF fast destroyer¥.
- Klingon F5D drone-armed frigate variant, F6B variant, D6J penal ship.
- Kzinti destroyer.
- Gorn dreadnought-cruiser¥, HDE, MCC¥, DBC.
- Hydran D7H Anarchist (captured Klingon D7).
- Andromedan (scheduled for War & Peace).
- Lyran police cutter POL £.
- Seltorian Hive Ship (larger than the Battlewagon).
- Borders of Madness: maulers, scouts, survey ships.
- All empires: commando ships £.
- £ Possible inclusion in FC: Gorn Attack.
- † Was in FC: Briefing #2
- ¥ Scheduled for FC: Briefing #3 Support Units.

FED COMMANDER: TO DATE

Core Products: Klingon Border, Romulan Border; cornerstone products of the game engine.

Alternate Products: Academy (lower cost entry product), Graduation (turns Academy into Klingon Border), Romulan Space (the parts of Romulan Border not duplicated in Klingon Border), Klingon Space (the parts of Klingon Border not duplicated in Romulan Border; this product is not packed for display in stores).

Expansions: Klingon Attack, Romulan Attack, Tholian Attack, Battleships Attack, Distant Kingdoms, (each has sixteen Ship Cards, two map panels, rules, counters, and scenarios); Orion Attack, Hydran Attack, (each has sixteen Ship Cards, rules, counters, scenarios, and other components), Line of Battle (seven battleship cards and three scenarios; expands Battleships Attack).

Briefings: #1 Scenarios, #2 Middle Years.

Booster Packs: Zero, #1-#27, #91, #92. (Each has seven or eight Ship Cards including one or two new ships; #16-#18 and #91 each have eight new Ship Cards.)

Squadron Boxes: Zero, #1-#26, #91. (Each has five or six miniatures.)

Border Boxes: #1-5, #7-9 (24 miniatures each).

Border Box #6: ten battleships

*Captain's Log* (issues with *Federation Commander* material): #32-#40.

UNIVERSE NEWS

*Federation Commander* is only one of the games in the *Star Fleet Universe*. All of our games use a common historical background and technological database.

There are three kinds of *Federation Commander* players: new players who have never played *Star Fleet Battles*, veterans of *SFB* who haven’t played in years but are now playing FC, and active *SFB* players who have decided to also play FC. Members of any group could have played our other games. This part of Communique will have news on our other games. Our opt-in Email newsletter goes to fans of all our games; each issue includes links to information for each game.

The new *Starmada* and *Klingon Armada* books were released in September 09.

*Federation & Empire* had a new edition, 2010, released in February. The next expansion will be *ISC War*. *Star Fleet Battles* received Module X1R X-Ship Reinforcements at Origins 2008, Module Y2 in October 08, G3 in February 09, and G34 in August 09.

*Prime Directive PD20 Modern* has been released and *Klingons PD20 Modern* was released on 19 Oct 09. *Prime Directive Federation* is in final development. *Prime Directive Tholians* is in development for 2011. We are working on conversions of *Prime Directive* to other systems including D6, Fudge, SW, and HERO.

WEBSITE UPDATE

We continue to update and improve our website:

**www.StarFleetGames.com**

Our graphics director adds new things to the website every week, and most of those come from either customer requests or the FLAP (Finish Like A Pro) list done after the completion of each new product.

Let us know (at graphics@StarFleetGames.com) if you see any glitches in the website, or think of ways to improve the website for all of us.

The website includes a wealth of information, downloads, and other items for players of all of our games. Explore, look around, click on random entries in the *Master Index*, and you may be surprised what you find.

The *Master Index* can be found at:

**www.starfleetgames.com/masterindex.shtml**

You can always find out what has been added here:

**www.starfleetgames.com/new.shtml**

Some of the new items in *April 2010* included:

- New products, updated Just Released Section.
- Updated schedule of future products.
- Updated Text Catalog (and a new link to it).
- Information about *Romulan Armada*.
- New art was added to the art gallery.
- Demotivational posters were added.
- New Wallpapers were added to Downloads.
- The Kzinti Rank Insignia chart.


**FEDERATION COMMANDER SCENARIO**

(8CM41) **PIRATE HUNT**

An Orion Pirate had been raiding Kzinti space, then slipping back across the border into Klingon territory. The Klingons tolerated this as it brought in some useful information. On one raid, the Orion ship captured valuable Kzinti military information, but was damaged and unable to get out of Kzinti space. The Orion captain hid his ship in an asteroid field near the Federation border, and sent frantic word to the Klingons, begging for rescue (and offering the valuable military data as a reward). A Kzinti ship detected the transmissions and closed in, but knew he could never defeat the larger Klingon cruiser his sensors detected. With no Kzinti ships within range, he asked for help from the Federation fast destroyer Two Moons, which was patrolling nearby. Relations between the Federation and Kzintis had been improving, and Star Fleet authorized Two Moons to intervene in the battle.

(8CM41a) **NUMBER OF PLAYERS**

Four: The Orion player, the Kzinti player, the Federation player, and the Klingon player.

(8CM41b) **INITIAL SETUP**

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes). The entire map is an asteroid field, so use asteroid panels, or asteroid counters to show this. (For counters, use 6 per large hex panel and 12 per small hex panel, each marking seven hexes of asteroids).

This is a fixed map. Any ship that exits the map has disengaged and left the scenario. Kzinti or Federation units which leave the south map edge are considered to have been destroyed. Klingon or Orion units which leave the map from the north, west, or east map edge are considered to have been destroyed.

Orion: Place the Orion CR in any hex generally in the map center, at least 15 hexes from the south edge.

Klingon: Place a Klingon D7 anywhere within three-to-five hexes of the Orion ship in directions C-D-E.

Kzinti: Place a Kzinti CL 15 hexes from the Orion ship, generally in direction F.

Federation: Place a Federation DDF 15 hexes from the Orion ship, generally in direction B.

(8CM41c) **OBJECTIVE**

Mission-Orion: Avoid being destroyed or captured, and escape off of the south edge of the map.

Mission-Klingon: Avoid being destroyed or captured, help the Orion escape, and if you can win a glorious battle or destroy something, so much the better!

Mission-Kzinti, Federation: Destroy or capture the Orion ship, avoid being destroyed by the Klingon ship, and drive the Klingon ship off of the map.

Time Limit: The scenario continues until all Klingon and Orion units have been destroyed, captured, or have disengaged. The scenario ends after ten turns, when Kzinti reinforcements arrive and destroy any Klingon and Orion ships which have not left the map.

Victory: The four players are not really allies, and will not be destroyed to save each other. The Orion player wins if his ship escapes. The Klingon player gets a draw if his ship escapes from the scenario uncapped. He wins if his ship and the Orion ship escape. If the Orion ship escapes, his own ship escapes, and he wins a victory based on the Point Value Victory System (8B2), he’s due for a promotion. The Kzinti and Federation player win if the Orion ship is crippled or captured and their own ship is not crippled. If either of them wins a victory under the Point Value Victory System (8B2), so much the better.

(8CM41d) **SPECIAL RULES**

1. Caution: Any ship which has 50% of its power and/or weapons disabled must retire (2E3).

2. Orion Damage: Due to previous damage to its navigation systems, the Orion ship cannot set a Baseline Speed more than zero and cannot use acceleration in odd-numbered impulses. The Orion ship is otherwise undamaged, having made repairs while waiting for the Klingons to arrive. The Orion ship may not move until the Klingon ship ends an impulse in a hex adjacent to it.

3. Tenuous Allies: The Kzinti ship and Orion ship cannot fire on each other. The Kzinti ship and Federation ship cannot fire on each other. Beyond this, they are not formal allies under the rules and may not send Marines to the ship of their “tenuous ally”.

(8CM41e) **FORCE DYNAMICS**

The scenario can be played again under different conditions by making one or more of the following changes:

1. Alternative Empires: Use pirates and any three empires. (You don’t actually have to use empires which are neighbors if you don’t want to.)

2. Balance: Replace any one ship with a larger or a smaller ship to balance the scenario.

3. Faster Scenario: Replace the D7 with a D5, the Kzinti CL with an FF, the Federation DDF with an FFG, and the Orion CR with an LR.

4. Fewer Players: Have one player control both the Klingon and Orion ships, and/or one player control the Kzinti and Federation ships.

(8CM41f) **DESIGNER’S NOTES**

This is a new scenario for Federation Commander by Mike Bennett. Players have asked us for more multi-player scenarios and Mike responded.
Rules & Rulings

Q: Can you individually select which weapons use pre-game arming (4C2c)? Or is it all-or-nothing?
A: It is all-or-nothing. If you elect to use pre-game arming, all eligible weapons are so armed.

Q: In the Evasive Maneuver “Turn Break Exception-2” of (2D44a), it says “[the ship] could not declare EM unless it had enough power at the time of declaration”. This seems wrong, as the ship won’t pay for EM until the next turn.
A: The comment should say “can generate enough power” rather than “had enough (unused) power”. The point was that a severely damaged ship cannot declare EM at the end of the turn for the purpose of self-destructing when it otherwise would not be able to do so.

Q: The last sentence of the first paragraph in (5L3) says all engines must be doubled or none, yet the third paragraph says that some ships can double engines individually. Is this a contradiction?
A: The rules from Orion Attack (the third paragraph) changed aspects of the original rules from Klingon Border (the first paragraph). The sentence in the first paragraph has been superseded and should be deleted.

Thanks to Mike West, our Fed Commander Answer Man, for handling these issues.

New Miniatures

Released 19 April 2010:
- Hydran Pegasus, Stock #0912, $9.95
  Squadron Box #27, Stock #4327, $34.95
- Klingon B9 Light Battleship, Stock #0385, $19.95

For Release 24 May 2010:
- Federation Fleet Box #4, Stock #0210, $39.95
- Klingon Fleet Box #3, Stock #0302, $39.95
- Romulan Carrier Group Box, Stock #0405, $39.95
  Kzinti Carrier Group Box, Stock #0501, $39.95

For Release At Origins
- Squadron Box #28 Vudar, Stock #4328, $34.95
- Squadron Box #29 ISC, Stock #4329, $34.95
- Squadron Box #30 Andros, Stock #4330, $34.95
- Federation Carrier Group Box, Stock #0214, $39.95
  Klingon Carrier Group Box, Stock #0315, $39.95

Released on 22 February 2010:
- Juggernaut, Stock #0080, $29.95
- Federation DDL & DDG, Stock #0228, $14.95
- Federation SC & DDF, Stock #0227, $14.95
- ISC Battleship, Stock #1344, $11.95
- Andromedan Terminator, Stock #1006, $5.96

ADDED TO COMMANDER’S CIRCLE

From Communique #48: Frax BCH, Federation FFB, Hydran Commando War Cruiser, Romulan Heavy Condor, Scenario 8CM 36 Legacy of the Ancients.

From Communique #53: Klingon SD7 Squadron Scale.

INDEX FOR 2010:

• Communique #49: Scenario 8CM37 A Hard Day’s Fight.
  New Frax drone war destroyer and Gorn heavy destroyer scout.

• Communique #50: Scenario 8CM38 The Flawed Trap.
  New Federation fast destroyer, Borders of Madness Frax CWS, large format Kzinti DNH, revised Kzinti FFK, missing ship Federation CA (Fleet Scale). Bonus Federation CA Fleet Scale.

• Communique #51: Scenario 8CM39 Escape from Astracaz.
  New plasma & drone play aid, Revised Romulan Firehawk, new Frax command cruiser, large format Lyran Heavy Dreadnought. Bonus: Romulan King Eagle Squadron Scale.

• Communique #52: Scenario 8CM40 The Ophiuia Raid.
  New Federation heavy war destroyer, Revised Romulan Snipe, Large format Klingon C5 light dreadnought, Frax war cruiser escort. Bonus: Gorn battle destroyer squadron scale.

JOIN US ON FACEBOOK

ADB, Inc.’s page on Facebook is now up and running, and we’re finding a lot of new faces who haven’t been around the BBS or Forum. We have pictures up now of ADB, Inc. staff, links to many of our videos, snippets of information, and interaction with our fans. Jean Sexton is the main voice you will hear on our page on Facebook. If she doesn’t know an answer, she’ll ask one of the Steves and ferry the answer back.

All that is left is for you to “like” the page for Amarillo Design Bureau, Inc. if you haven’t done so already. Here’s the link:


We hope to see you there!

Many people on our page on Facebook have not been on our BBS, so perhaps our new outpost on Facebook will become the place for those who want to keep up with current events without the intense atmosphere (and flood of information) found on the BBS. If you are very busy on a given day, checking our page on Facebook would tell you quickly if something important has been announced.

The page also has its own art galleries, plus a place where you can post a review of our new products.

NEWSLETTER

Check the website for news about the free on-line newsletter. It’s full of fun and cool stuff.

StarFleetGames.com/newsletter.shtml

TACTICS WANTED!

Write up your favorite tactic (or dirty trick) and send it to us. A panel of expert players will judge these tactics for legality, creativity, and utility in combat, and we will print the ones with the highest scores in Captain’s Log.
Customer Support

We do as much as we can to help our customers enjoy our products, and are always seeking new ways and open to new ideas to do so. Here is a general summary of the kind of things we can do. (Sorry for the small type, it does show just how much customer support stuff we have!)

Just Ask Us

You can contact the game designer at: design@StarFleetGames.com
You can contact our customer support person at: support@StarFleetGames.com
You can contact our sales department at: sales@StarFleetGames.com
Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (9-6 Central Time, M-F), and tell whoever answers (we take turns) what you need, and you will be sent to the right person to get your answer.

Websites

Our site at www.FederationCommander.com has a lot of stuff for you to use, and the Commander's Circle (found at http://www.starfleetgames.com/federation/Commanders%20Circle/index.shtml) has lots of free downloads and other things. You can even download a demo copy of the game to give a friend.

The StarBlog on FederationCommander.com includes daily posts of what's going on, and the Forum on that site provides access to the Federation Commander community of players and to the game designers and customer support people.

Need an Opponent?

There are a lot of ways to find one. Post a note in your game store. Go to the FederationCommander.com Forum and post a note in the Local Groups & Retailers section. Attend a local convention (if there is one). Go to the Commander's Circle and look at the player database (and post your information there so that the next person to check the list can find you).

Go to our primary BBS at www.StarFleetGames.com/discus and look for the Seeking Opponents section and post a note there.

Go to www.StarFleetGames.com/sitemap.html and look for the red Find Opponents button. Enter your data and in a few days you'll get an Email from our Customer Support Director with a list of gamers near you.

Federation Commander Play-by-Email

Playing Federation Commander by Email is an alternative to playing face-to-face. While there are a few differences (i.e., your opponent isn't sitting across the table from you), it is the same game.

The basic gist of the Federation Commander Play-by-Email (PBEM) system is that you and your opponent submit your orders for the turn to a moderator via Email. The moderator then processes them, and sends a “SitRep” (Situation Report) to the players via Email. You receive the results, write up your next set of orders, and then submit your orders once again. The process is repeated until the game is completed. Sounds simple? That's because it IS! It'll take a little getting used to (after all, what doesn't?), but once you've got the hang of it, you'll be lobbing photon torpedoes (or whatever your weapon of choice is) at opponents from all over the world.

Every Federation Commander PBEM game has at least three participants: two or more players and one moderator. The moderator's purpose is to accept orders from the players and carry them out, reporting the results of those orders to all players. While he is not a player, the moderator fulfills a very important role in the game. Good moderators and good players make for a good, enjoyable game of Federation Commander. Moderating a Federation Commander PBEM game is also an excellent way to learn more about the Federation Commander rules.

While there are some disadvantages to PBEM (it does take longer to finish a game), there are advantages as well. You can play against people in other parts of the world (how often do you get to Australia, anyway?), you can play multiple games at once, and you can have large multi-player games (without worrying about running out of chips and soda).

For more information about playing Federation Commander PBEM, please visit the Play-by-Email section at www.StarFleetGames.com/pbemgames soon, or check the PBEM section of either the Forum or the BBS.

Federation Commander On-Line Gaming

Many people do not know that you can play Federation Commander on-line in real time against live opponents, any time you want, 24 hours a day.

A decade ago, www.SFBonline.com was created to provide players of Star Fleet Battles with an on-line gaming experience. It was a smash hit as hundreds of gamers joined the battles. Tournaments and other competitions, plus general open gaming, have gone on around-the-clock since then. This successful operation has been expanded to include Federation Commander! Now you can play with real live human opponents all over the world in real time 24 hours a day, seven days a week! The computer automates many functions and acts as a friendly assistant for mundane chores.

For a modest subscription fee of less than $6 a month, you have access to all of the ships in the Federation Commander game system as well as new ships still in playtest and development. The Java Runtime system is compatible with Windows, Macintosh, and other systems.

Never worry about a lack of opponents. Never worry about opponents who don't show up for game day because of silly reasons like family reunions or their own weddings. Don't be cut off from your regular gaming group while on vacations or business trips.

Even better, you can join in on-line tournaments and campaigns, and your victories will add up to a higher and higher average score!

The system also allows you to chat with friends, taunt your enemies, and watch other players fight their own savage battles. (Why learn from your own mistakes when you can learn from someone else's?) This “observer” system allows players of either game (or those who have yet to join either) to learn the ins and outs of the other game before deciding to invest time and money in it.

So come to www.SFBonline.com right away. You can even fly the Federation CA or Klingon D7 as a free trial, or watch any game in play. Legendary SFB aces and new Federation Commander aces strut their stuff in combat arenas all the time, and you can learn from the best.

On-Line Opt-In Newsletter

We publish a newsletter covering all of our products with information about the games. It's free. Try it for a few issues and see if you like it. Subscribe at: www.StarFleetGames.com/newsletter.shtml

We Welcome Your Ideas

Really! We do! If you have an idea of a way we can make life easier for our players, just let us know and we will at least see if we can make it happen.

Copyright © 2010 Amarillo Design Bureau, Inc.
There was nothing “wrong” with the original Ship Card for this vessel, but it has been given some graphic updates.

The publisher of this game grants permission to players to make a reasonable number of photocopies of this page (up to 25 per month) for the personal use of the player. Reproduction for sale is not authorized.
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The Kzintis built only a few destroyers of this class prior to the General War, and no more after it began. The ships were regarded as something of a design failure and were sent to remote areas on security duty to free up more frigates and light cruisers for the front lines. Most of the handful of destroyers were converted into secondary roles, such as scouts, gunboat tenders, drone bombardment platforms, and a single DDV carrier. None of those ships are in the game at this point.
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KZINTI
LIGHT RAIDING
DREADNOUGHT
FLEET SCALE

COUNTER DNL
POINT VALUE: 120
DAMAGE CONTROL: 3

FEDERATION COMMANDER:
BOOSTER PACK #16
FLEET SCALE SHIP CARD
#83 of 81-96
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This ship can control 12 seeking weapons.

This ship can
control 12
seeking
weapons.

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LARGER SHIP CARD
The publisher of this game grants permission to players to make a reasonable number of photocopies of this page (up to 25 per month) for the personal use of the player. Reproduction for sale is not authorized.
A player requested that we provide this Ship Card since the Fleet version was released several years ago in Communique #5, but the Squadron Scale Ship Card was never in Communique.