



# COMMUNIQUE #54

## STARDATE 2010.06

### NEW IN THIS ISSUE

We have included several new items in this issue.  
New scenario: 8CM42 Sucker Punch.  
New Ship Card: Federation DWD.  
Revised Ship Card: Tholian CA.  
Frax Ship Card: DWG Commando Destroyer.  
Large Format Ship Card: Seltorian DNL.  
Requested Ship Card: Gorn BC 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 maulers.

### RELEASED IN 2009

- Last fall saw *Hydran Attack* with more ships for the Hydrans, Lyrans, Klingons, Kzintis, 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 last fall.
  - 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

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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/fccc/login.php](http://www.StarFleetGames.com/fccc/login.php) 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.

### COMMANDER NEWS

#### THE BBS & FORUM: KEYS TO COMMUNICATION

The BBS ([www.StarFleetGames.com/discus](http://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](http://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*.

In the *Commander's Circle* is the Scenario Designer's Guide: <http://www.StarFleetGames.com/fc/designguide.shtml>.

## 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 £, ship-yard 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.

Romulan SpH-J¥, K10R, KillerHawk¥, K7R¥, JayHawk, Vulture¥, KD5R¥.

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. *Romulan Armada* followed in the spring of 2010.

*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 *G3A* 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](http://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](mailto: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](http://www.starfleetgames.com/masterindex.shtml)

You can always find out what has been added here:

[www.starfleetgames.com/new.shtml](http://www.starfleetgames.com/new.shtml)

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

- Transcript of TalkShoe interview with SVC.
- More ships in *Commander's Cirde*.

## CAPTAIN'S LOG #41

Lots of fun for FC players: Frax submarines and torpedo boats, three new scenarios, Command at Origins.

## FEDERATION COMMANDER SCENARIO

### (8CM42) SUCKER PUNCH

Shortly after the end of the General War, a small radical isolationist group on Earth (known as the “Earthers”) began a series of noisy protests claiming that the way to avoid another war was to kick all aliens off of Earth and have nothing to do with the galactic community.

The tiny group found little interest in their radical theories, but radical filmmaker Michelle Less (a competitor of Olivette Roche) found the concept “interesting” and produced a “trivideo of the week” about them. In her fictional story, the group had secret support from government and military factions.

In the trivideo, these secret supporters arranged for the Earthers to seize control of the old light cruiser *USS Doolittle*. The plan was to ambush the heavy cruiser *USS Endeavour*, which (in the trivideo) was crewed by the Andorians. The plot of the movie was based around the idea that the *USS Doolittle* would destroy the *USS Endeavour*, causing the aggressive and military-minded Andorians to declare war on Earth!

Just before the second commercial, the Earthers seized the *USS Doolittle*, leaving the crew stranded at a remote mining station with a month of supplies but no communications. The *USS Doolittle* then went to a point on the *USS Endeavour*'s patrol route and “played possum”. When the *USS Endeavour* arrived, the *USS Doolittle* sent a friendly hail and asked for a docking to facilitate the transfer of a supply of Klingon whiskey which the *USS Doolittle* had supposedly found at an abandoned Klingon outpost. Militant members of the *USS Endeavour*'s crew warned their captain that “this must be some kind of human trick” but the captain professed his total commitment to the Human-Andorian alliance that was the very bedrock of *Star Fleet*'s military power.

The *USS Endeavour* approached with shields down, and the lunatic, radical Earthers opened fire with overloaded weapons at point-blank range. Due to their own incompetence, however, they missed with one of the two photons, and what should have been a killing blow merely crippled the *USS Endeavour* and killed half of the crew.

The Andorian captain then flew into a furious rage at the “perfidious humans”, declaring that he had “always known” they would betray their Andorian allies as soon as the Klingons were defeated. The battle was on between the two ships. With the damage it has sustained, the nominally inferior light cruiser was an even match for the wounded *USS Endeavour*.

In the trivideo, one Andorian (the ship's chaplain) remained convinced that the opposing ship was crewed by radical Earthers, not simply human members of Star Fleet. He argued for caution and tried to warn other Andorians that this might not be what it seemed. In a

daring move, he got access to a subspace radio and warned the Andorian admiral that the situation may not be what it seemed, and cooler heads prevailed.

Even Michelle Less did not believe that this was a real incident; she simply found it an interesting story.

#### (8CM42a) NUMBER OF PLAYERS

**Two:** The Earther player and the Andorian player.

#### (8CM42b) 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). This is a floating map.

**Earther:** Place the *USS Doolittle* (CL) more or less in the center of the map, facing F.

**Andorian:** Place the *USS Endeavour* (CA) one hex in front of the *USS Doolittle*.

#### (8CM42c) OBJECTIVE

**Mission-Both:** Destroy or capture the enemy ship!

**Time Limit:** The Andorians called on other Andorian-crewed *Star Fleet* ships for help, but their damaged communication system sent the message in the clear, and every starship within ten light years headed for the scene. At least some of these ships will arrive at the end of Turn #10, ending the scenario, one way or another, and neither player will gain the victory they seek.

**Victory:** Use the Point Value Victory System (8B2).

#### (8CM42d) SPECIAL RULES

**1. Turn #0:** During Impulse #8 of Turn #0, the *USS Doolittle* fired both photons and all of its phasers at the *USS Endeavour*. Play this out and roll the damage. The scenario then begins with Turn #1.

**2. Fanatical Battle:** The Earthers must destroy the *USS Endeavour* to create the Human-Andorian War they seek. The Andorians, feeling betrayed, are out for blood and revenge. Neither player will disengage. (If either ship moves more than 25 hexes from the other, it is destroyed and the other player wins the scenario.)

#### (8CM42e) FORCE DYNAMICS

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

**1. Alternative Empires:** This could easily have been about a Lyran, Kzinti, or Romulan Civil War. Given the views of Michelle Less, it might even be about a Hydran or Gorn civil war.

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

#### (8CM42f) DESIGNER'S NOTES

N. Eric Phillips wrote this scenario new for *Federation Commander* based on the trivideo program.

## Rules & Rulings

**Q:** In the case of pre-game arming, such as (4C2c) for photon torpedoes, can you do this for just some of the weapons, or do you have to do it for all of them?

**A:** It's all or nothing. They all have to be armed this way, or none of them. That's up to you.

**Q:** Rule (3A) has a reference to rule (D5.0) which doesn't make any sense. Can you explain?

**A:** Oops! That's an *SFB* rule number, probably left over from when an old *SFB* rule text was rewritten into *FC*. The proper rule reference for *FC* is (3D).

**Q:** Rule (5E4) seems to be missing. Where is it?

**A:** There is no missing rule. We probably just misnumbered something, but perhaps we were keeping that rule number for a devastating rule to be revealed only at the last possible moment.

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

## NEWSLETTER

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

[StarFleetGames.com/newsletter.shtml](http://StarFleetGames.com/newsletter.shtml)

## New Miniatures

### For Release At the Origins Game Fair:

*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

Fed LTT and OCA; Tholian TK5

### Released on 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

### 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

### 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, \$5.95

## ADDED TO COMMANDER'S CIRCLE

From *Communique #49*: Frax DWD War Destroyer Drone Variant, Gorn Light Cruiser, Gorn Heavy Destroyer Scout, Seltorian Heavy Battlecruiser, Scenario 8CM37 A Hard Day's Fight.

From *Communique #54*: Gorn BC Squadron Scale.

## INDEX FOR 2010:

• **Communique #49:** Scenario 8CM37 A Hard Day's Fight. New Frax drone war destroyer and Gorn heavy destroyer scout. Larger format Seltorian heavy battlecruiser. Revised Gorn light cruiser. Bonus Klingon C8 Fleet Scale.

• **Communique #50:** Scenario 8CM38 The Flawed Trap, New Federation fast destroyer, Borders of Madness Frax CWS, large format Kzinti DNH, revised Kzinti FFK. 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 Ophiunia 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.

• **Communique #53:** Scenario 8CM41 Pirate Hunt, new Kzinti destroyer, revised Federation police cutter, Frax fast cruiser, large format Kzinti DNL, Squadron Scale Klingon SD7 Strike Cruiser.

Index for 2006 was in *Communique #14 & Briefing #1*

Index for 2007 was in *Communique #24 & Briefing #1*.

Index for 2008 was in *Communique #36*.

Index for 2009 was in *Communique #48*.

## 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:

<http://www.facebook.com/pages/Amarillo-Design-Bureau-Inc/231728653279?ref=mf>.

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 products.

## 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*.

## ORIGINS TOURNAMENT 2010

After considering several alternatives, we have decided to stick with basically the same format as in 2009. The basis for the *Federation Commander* Tournament is a squadron-level engagement involving three to four ships. Players will be randomly paired against each other.

### BATTLE SQUADRON SELECTION

Players will select their own squadrons, which must be consistent with the rules herein. Ships will be in Squadron Scale.

Each player must construct his force from ships belonging to a single empire. There can be no more than four and no fewer than three ships in the squadron, and no more than two of a given type (e.g., DW, FF, CW). The total value of all ships in the squadron must be 425-450 points. No battleships, ships from *Communique*, ships from *Briefing #1* or *#2*, or ships from *Captain's Log* may be included in the force (unless they have been formally published in a product). Aegis and scout rules cannot be used, but escorts in *Briefing #92* and the Fed Scout in *Booster #91* are legal ships. Fast drones cannot be used.

The force may include no more than two "leaders" (DN, BCH, CC, NCC) of different types, no more than one of which may be a dreadnought or heavy battlecruiser. The remaining ship or ships can be any available to the selected empire so long as they are not otherwise prohibited. The WYN PBB and CA are also considered leaders. Tholian forces can include no more than one ship equipped with web casters. Hydran forces can include no more than eight Stingers; you can leave some hangar bays empty (and no, you do not get free shuttles to replace missing fighters).

Players must present their squadron to a tournament judge for approval (and to start the record keeping). Try to arrive a few minutes early, or get your squadron approved in advance. Once the squadron is submitted for the tournament, the player cannot change any ship on subsequent rounds. He may, if he wishes, withdraw from the tournament and reenter with a different squadron paying a new entry fee, but his record will then start over.

### TOURNAMENT ROUNDS

We have registered with Origins to offer *Federation Commander* rounds at 4pm Wednesday, 8am, 1pm, and 6pm Thursday, 8am, 1pm, and 6pm Friday, and 10am Saturday. Games will be matched by the judges using players who have asked for a game. If there are an odd number of players for a game during a given time slot, the last player reporting to the tournament desk will be the player who gets left out. To get into the finals, you need to play in three time slots and use the same squadron.

Origins signs up players for each slot separately (and you can buy tickets at the ADB Tournament Control Desk). If you pay for three slots you can play in five (and at the finals). We have set up to allow single-entry tickets into each time slot, so there will be players who only play one round, not the entire tournament. (They might not even realize they are in a tournament, or they may realize it and not care.)

Each round of the tournament will be run for four hours. No turn may begin after this time limit, but players will finish the current turn after the time limit expires.

The combat will take place on a standard *SFB* map (42 hexes by 30 hexes). One force begins in or within one hex of hex 0202 and the other begins in or within one hex of hex 4129.

This map is fixed, it does not "float" in any manner. Any ship which leaves the map as a result of the player's own movement (or the movement of a ship he tractor) is considered to have been destroyed. Any ship held in a tractor beam that will be forced to move off the map as a result of the opposing ship's movement is immediately released from the tractor in the last hex of the map (and does not leave the map). If its facing is such that its next movement would force it to exit the map and it cannot turn by any means to avoid doing so, it immediately stops (Speed Zero) in that hex; it otherwise will move normally (subject to its

own speed plot) from that point. Drones, shuttles, and plasma torpedoes whose movement would force them to exit the map are destroyed.

Ships with cloaking devices can use them for a total of 48 impulses, including the fade impulses, in any given game. At the end of the 48th impulse, the cloaking devices fail and will no longer function for the remainder of that game. Note that this is done for each individual ship. This applies whether the opposing ships have cloaking devices or not.

### HOW TO WIN A ROUND

Victory for each round will be determined at the end of that round based on the following criteria:

Subtract the lower point value fleet from the higher point value fleet and award that many points to the player with the lower point value fleet. At the end of the game, add to that:

10% of the points of opposing ships with internal damage.

50% of the points of any opposing ships that are considered to be crippled (8B2b).

100% of the points of any opposing ships that are destroyed.

110% of the points of any opposing ships that are captured.

If the points scored by each player are within 30 points of each other, the battle is declared a draw.

If the point totals differ by more than 30 points, the player with the lower total "loses" the battle. If the player with the higher total has earned at least 150 victory points, he "wins" the battle, otherwise he earns a "draw" (the other player still earns a "loss").

If one player resigns, he "loses" the battle, and the other player either "wins" or "draws" the battle based on the criteria above (he must earn at least 50 points for each hour or part of an hour played).

### THE FINALS

Finals will begin on Saturday with the two players with the best records. If there is a tie for second place, there will be a playoff for the final round. The winner of the final game wins the National Championship and trophy. These games will be scheduled by the judges at times of mutual convenience during Saturday and on Sunday morning.

### STOCK TOURNAMENT SQUADRONS

Because it is so impractical for us to bring a few of every ship, you have three choices:

1. Bring your own cards for a force that fits within the rules. (Please feel free to have your force pre-approved by Email.)

2. Email us ahead of time and ask us to bring the specific cards you want for your squadron.

3. Use one of the "stock" forces below. (We will bring three packs of each squadron, and these will be available on a battle-by-battle basis, first-come first-served.)

**FEDERATION:** First Squadron (445): 2x NCA, CS. Second Squadron (450): BCJ, 2x NCL. Third Squadron (448): DN, 2xDW.

**KLINGON:** North Squadron (448): C7, D5W, F5W. West Squadron (442): D5WL, 2xD7.

**ROMULAN:** Hawk Squadron (449): FHK, 2x SPH. Eagle Squadron (443): 2x KE, BH, SN. Kestrel Squadron (448): KRC and 2xKR.

**KZINTI:** Heavy Squadron (445): DNH, 2x DW. New Squadron (440): NCC, 2x NCA.

**GORN:** Tooth Squadron (450): BCH, BC, BDD. Claw Squadron (439): 2x CM, HDD.

**THOLIAN:** New Squadron (438): NCA, 2x CA.

**ORIONS:** Raider Squadron (446): CA, 2x BR, LR.

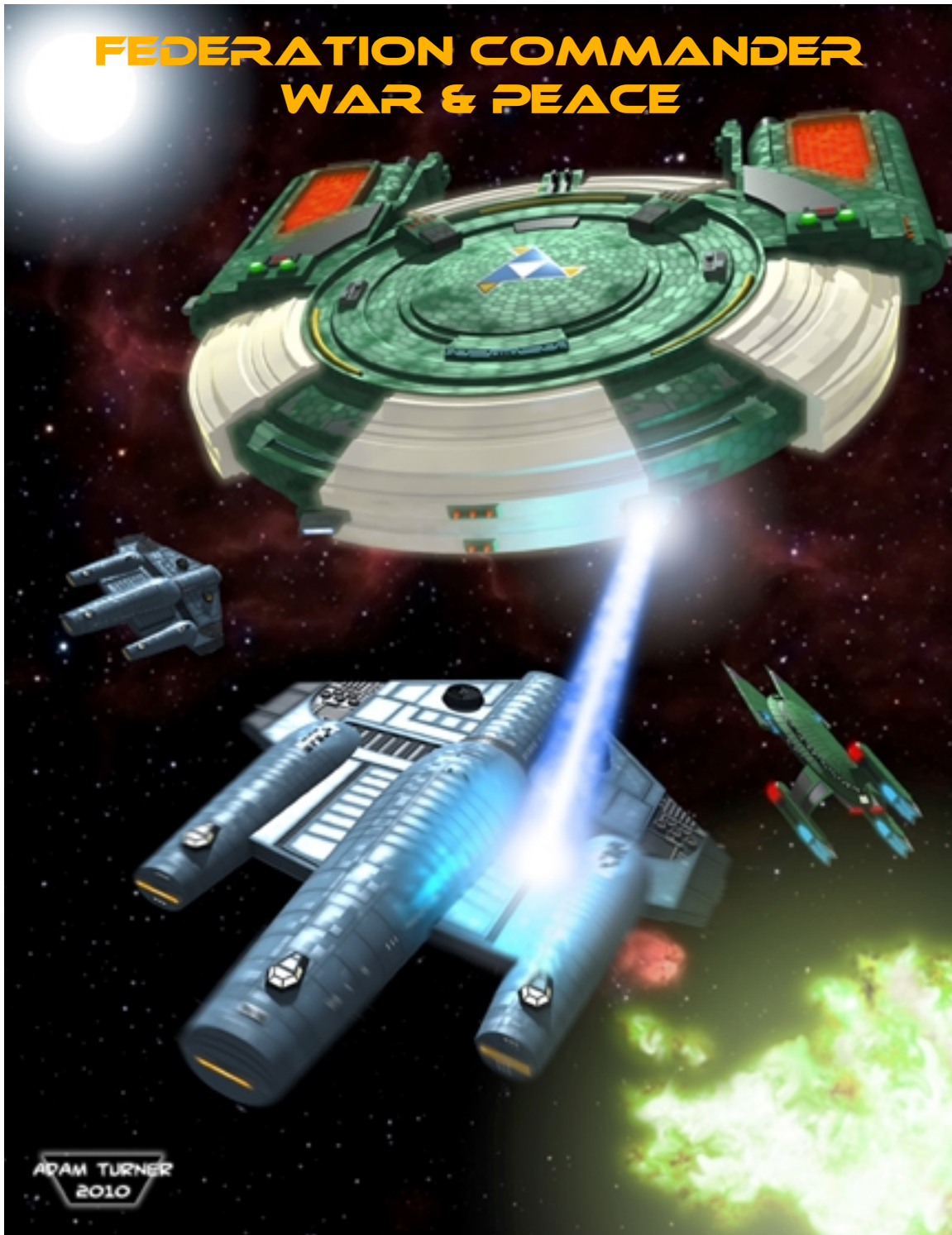
**HYDRAN:** New Squadron (441): IRQ, TAR, MNG, 8 Stgs. Heavy Squadron (450): PAL, 2x KN, 8 Stgs.

**LYRAN:** Red Squadron (446): CC, 2x NCA. Blue Squadron (447): DNH, 2x DW.

**WYN:** First Squadron (449): CA, CW, 2x FF.

**SELTORIAN:** Avenger Squadron (444): DNL, CA, CL.

# FEDERATION COMMANDER WAR & PEACE



VUDAR: At the end of the General War, the Vudar (a Klingon Subject Race) built their own ships with new weapons (ion cannon, ion pulse generator) and fought for independence.

INTER-STELLAR CONCORDIUM: As the war ended, the ISC sent hundreds of ships to occupy the neutral zones as peacekeepers using their radical plasmatic pulsar device. They honestly believe that everyone else in the galaxy is a homicidal lunatic who needs to be disarmed.

ANDROMEDANS: Extra-galactic invaders arrived to conquer our galaxy with totally new technology (power absorbers, tractor-repulsor beams, displacement devices). Can the galaxy band together to defeat this outside threat, or will their own wars continue while the galaxy burns around them?

# 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](mailto:design@StarFleetGames.com)

You can contact our customer support person at:  
[support@StarFleetGames.com](mailto:support@StarFleetGames.com)

You can contact our sales department at:  
[sales@StarFleetGames.com](mailto: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](http://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](http://www.StarFleetGames.com/discus) and look for the *Seeking Opponents* section and post a note there.

Go to [www.StarFleetGames.com/sitemap.html](http://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](http://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](http://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](http://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](http://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.

# REVISED SHIP CARD

## THOLIAN HEAVY CRUISER

FLEET SCALE

COUNTER CA  
POINT VALUE: 72  
DAMAGE CONTROL: 2



POWER TRACK

18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

TDV \_\_\_\_\_  
Name \_\_\_\_\_

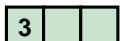
PROBES



MARINES



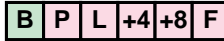
FRAME DAMAGE



WEAPONS USED



PHOTON ARMING



Some Tholian cruisers have photons in B.

TURN MODE B  
MOVE COST 3/8

BASE SPEED 8  
TURN MODE 2  
SPEED COST 3

BASE SPEED 16  
TURN MODE 3  
SPEED COST 6

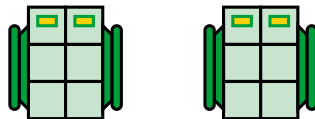
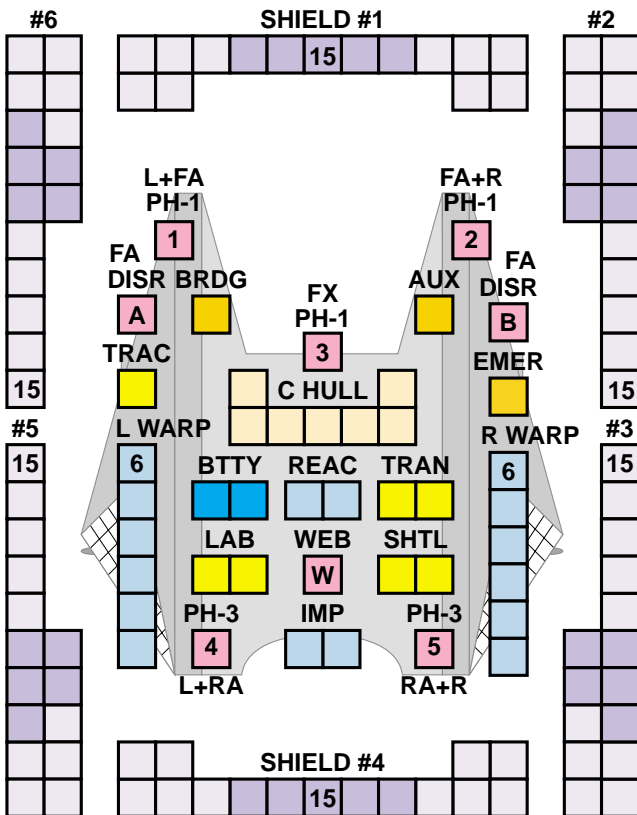
BASE SPEED 24  
TURN MODE 4  
SPEED COST 9

ACCELERATION  
COST 3/8

DECELERATION  
COST 3/8

HIGH ENERGY  
TURN COST  
1+7/8

EVASIVE  
MANEUVER  
COST 2+1/4



FEDERATION COMMANDER: BOOSTER #3  
FLEET SCALE BONUS SHIP CARD #B4 ★★  
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FRACTIONAL POWER

B4

0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

The original card lacked the photon torpedo data from the Squadron Scale Ship Card.

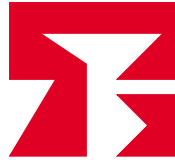
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# REVISED SHIP CARD

## THOLIAN HEAVY CRUISER

*SQUADRON SCALE*

COUNTER   
 POINT VALUE: 134  
 DAMAGE CONTROL: 4



POWER  
TRACK

TDV \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES

--	--	--	--	--	--

MARINES

10					
5					

FRAME DAMAGE

6		
3		

WEAPONS USED

A	B	C	D		
1	2	3	4	5	6
7	8	9	10	W	X

PHOTON ARMING

B	P	L	+4	+8	F
C	P	L	+4	+8	F

Some Tholian cruisers have photons in B and C.

TURN MODE B  
 MOVE COST 3/4

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 6

BASE SPEED 16  
 TURN MODE 3  
 SPEED COST 12

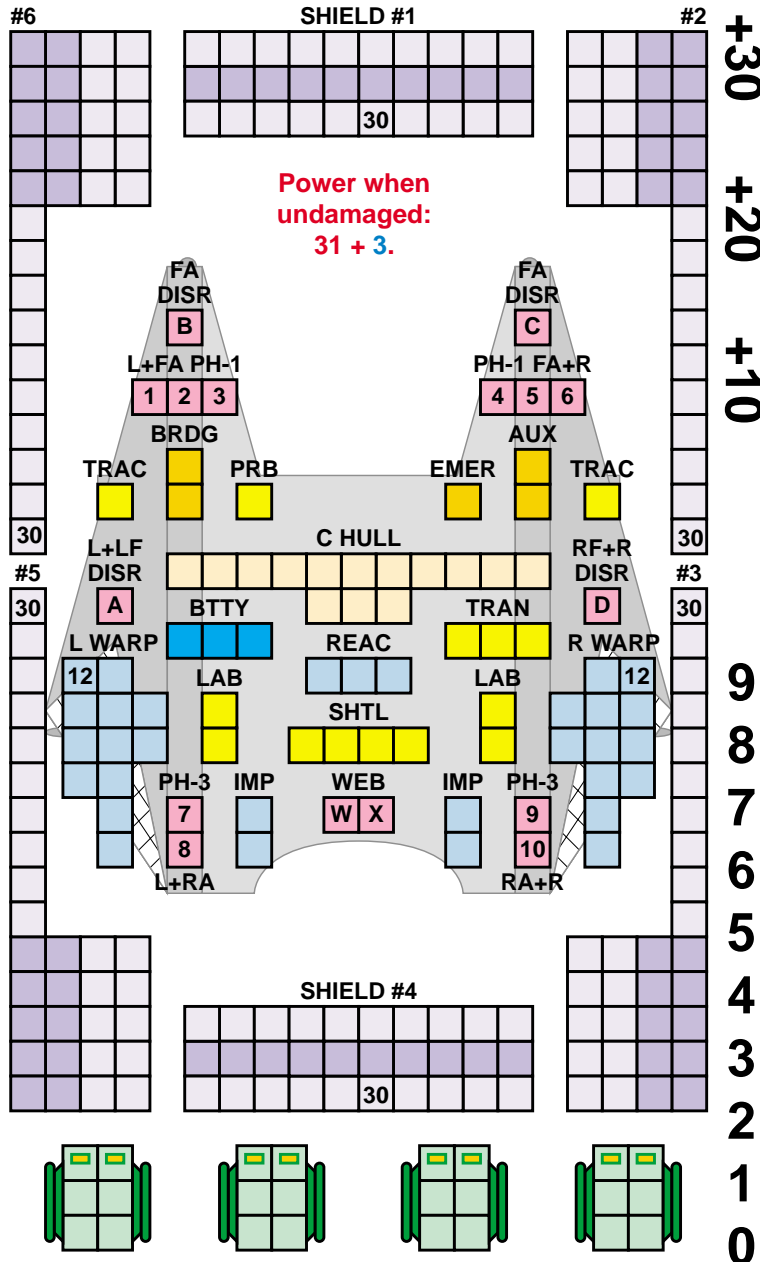
BASE SPEED 24  
 TURN MODE 4  
 SPEED COST 18

ACCELERATION  
 COST 3/4

DECELERATION  
 COST 3/4

HIGH ENERGY  
 TURN COST  
 3+3/4

EVASIVE  
 MANEUVER  
 COST 4+1/2



There was nothing "wrong" with the original Ship Card for this vessel, but it has been given some graphic updates.

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FEDERATION COMMANDER: BOOSTER #3  
 SQUADRON SCALE BONUS SHIP CARD #B4 ★  
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FRACTIONAL POWER  
 0 1/4 1/2 3/4







# NEW SHIP CARD

## FEDERATION DWD WAR DESTROYER *SQUADRON SCALE*

COUNTER **DWD**  
POINT VALUE: 111  
DAMAGE CONTROL: 2



### POWER TRACK

25  
24  
23  
22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

USS \_\_\_\_\_  
Name

PROBES  
[ ] [ ] [ ] [ ] [ ] [ ]

MARINES  
8 [ ] [ ] [ ] [ ]  
4 [ ] [ ] [ ] [ ]

FRAME DAMAGE  
4 [ ] [ ] [ ] [ ]

DRONE RACK  
W [ ] [ ] [ ] [ ]  
X [ ] [ ] [ ] [ ]  
Y [ ] [ ] [ ] [ ]  
Z [ ] [ ] [ ] [ ]

DRONES  
1 [ ] [ ] [ ] [ ]  
2 [ ] [ ] [ ] [ ]

TURN MODE C  
MOVE COST 1/2

BASE SPEED 8  
TURN MODE 2  
SPEED COST 4

BASE SPEED 16  
TURN MODE 3  
SPEED COST 8

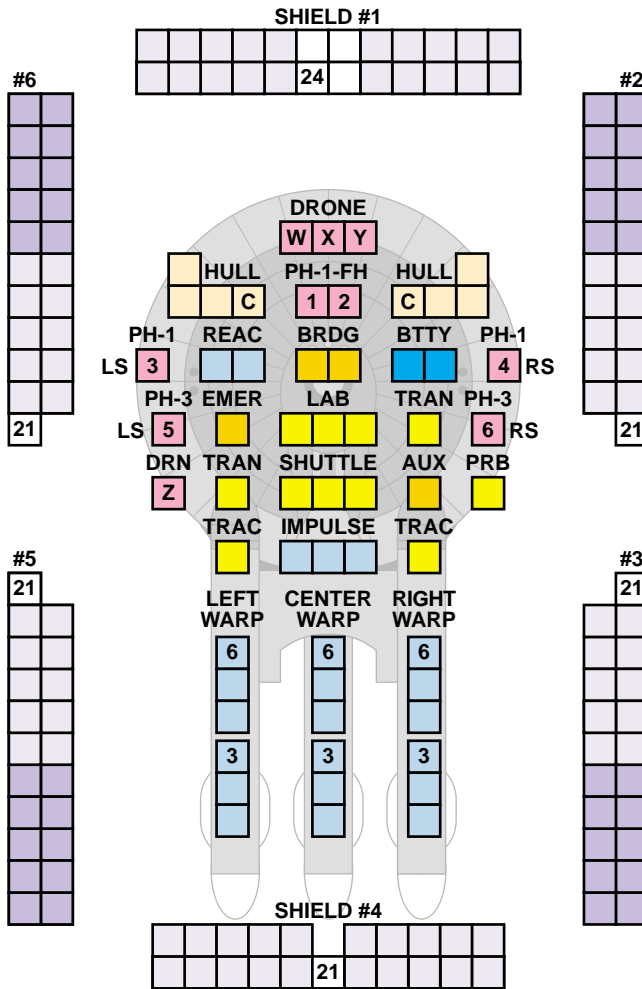
BASE SPEED 24  
TURN MODE 5  
SPEED COST 12

ACCELERATION  
COST 1/2

DECELERATION  
COST 1/2

HIGH ENERGY  
TURN COST  
2+1/2

EVASIVE  
MANEUVER  
COST 3



DRONES  
3 [ ] [ ] [ ] [ ]  
4 [ ] [ ] [ ] [ ]  
5 [ ] [ ] [ ] [ ]  
6 [ ] [ ] [ ] [ ]

DRONES  
7 [ ] [ ] [ ] [ ]  
8 [ ] [ ] [ ] [ ]  
9 [ ] [ ] [ ] [ ]  
10 [ ] [ ] [ ] [ ]

DRONES  
11 [ ] [ ] [ ] [ ]  
12 [ ] [ ] [ ] [ ]  
13 [ ] [ ] [ ] [ ]  
14 [ ] [ ] [ ] [ ]

ANTI-DRONE-Z  
IMP USED  
1 2 3 4 5 6 7 8

WEAPONS USED  
1 2 3 4 5 6 Z



FEDERATION COMMANDER: COMMUNIQUE #54  
SQUADRON SCALE SHIP CARD #C541  
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FRACTIONAL POWER  
0 1/2

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# SELTORIAN LIGHT DREADNOUGHT

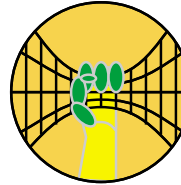
## FLEET SCALE

COUNTER **DNL**  
 POINT VALUE: 88  
 DAMAGE CONTROL: 2

Power when undamaged: 25 + 2.

**POWER TRACK**

**+20**  
**+10**



PARTICLE CANNON IMP USED

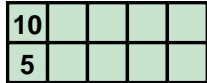
B	1	2	3	4	5	6	7	8
C	1	2	3	4	5	6	7	8
D	1	2	3	4	5	6	7	8

STS \_\_\_\_\_  
 Name \_\_\_\_\_

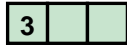
PROBES



MARINES



FRAME DAMAGE



WEAPONS USED



TURN MODE D  
 MOVE COST 5/8

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 5

BASE SPEED 16  
 TURN MODE 4  
 SPEED COST 10

BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 15

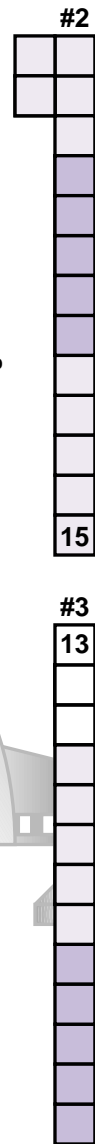
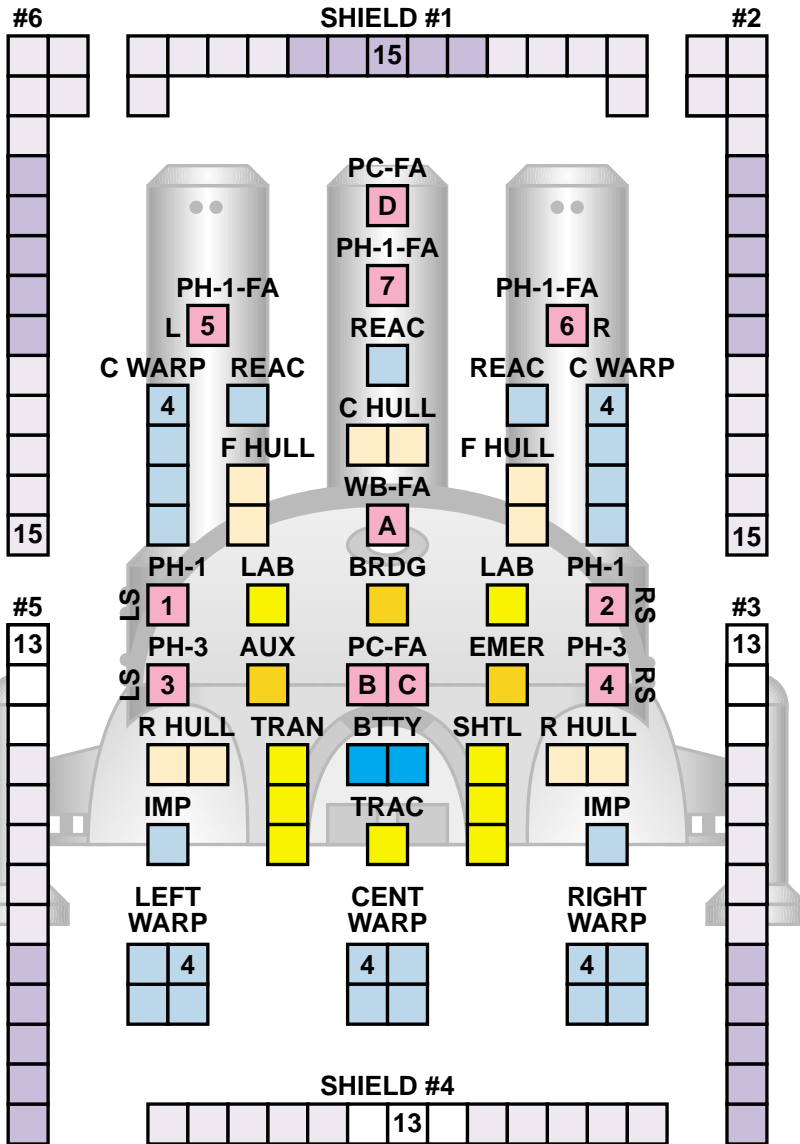
ACCELERATION  
 COST 5/8

DECELERATION  
 COST 5/8

HIGH ENERGY  
 TURN COST 3+1/8

EVASIVE MANEUVER  
 COST 3+3/4

**B22**



9  
8  
7  
6  
5  
4  
3  
2  
1  
0

FEDERATION COMMANDER: BOOSTER #15  
 FLEET SCALE SHIP CARD #B22 ★  
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**FRACTIONAL POWER**

0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

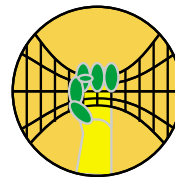
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**LARGER SHIP CARD**

# SELTORIAN LIGHT DREADNOUGHT

## SQUADRON SCALE

COUNTER DNL  
 POINT VALUE: 175  
 DAMAGE CONTROL: 4

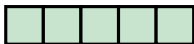


**POWER TRACK**

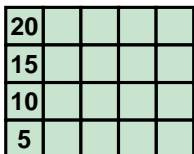
+50  
 +40  
 +30  
 +20  
 +10

Name \_\_\_\_\_

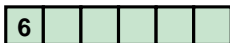
PROBES



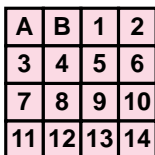
MARINES



FRAME DAMAGE



WEAPONS USED



TURN MODE D  
 MOVE COST 1+1/4

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 10

BASE SPEED 16  
 TURN MODE 4  
 SPEED COST 20

BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 30

ACCELERATION  
 COST 1+1/4

DECELERATION  
 COST 1+1/4

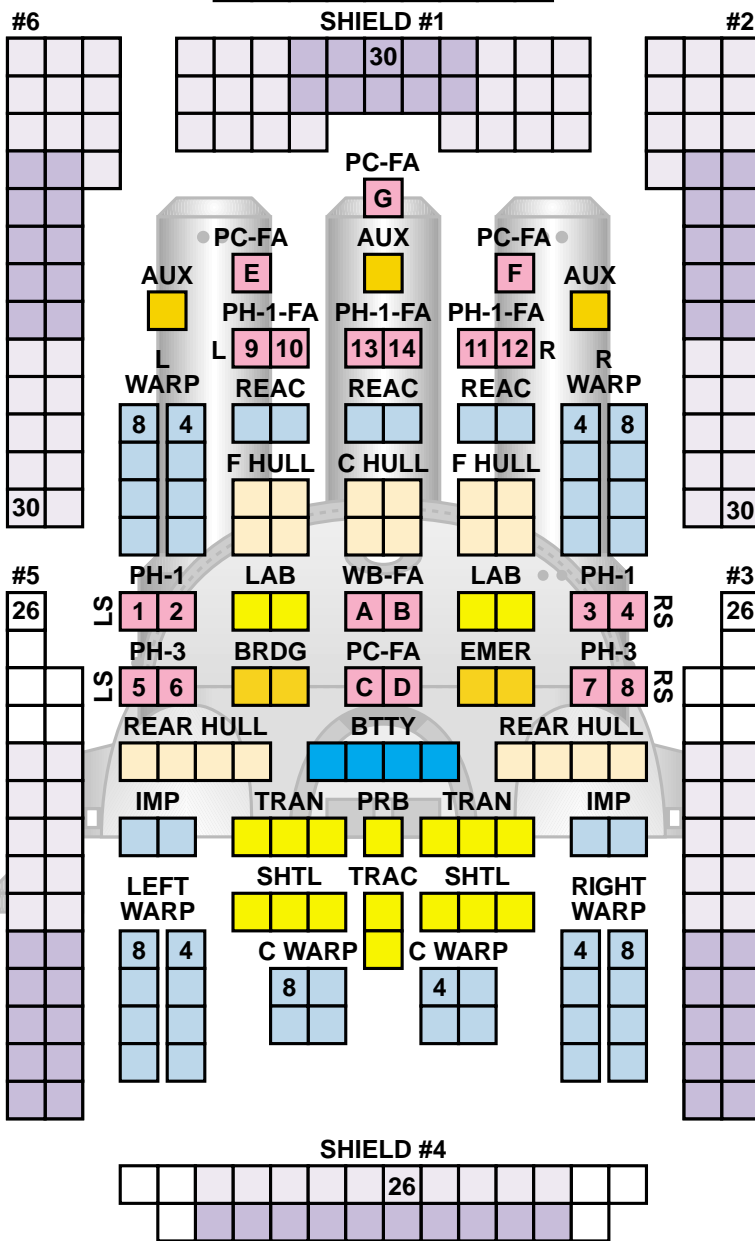
HIGH ENERGY  
 TURN COST 6+1/4

EVASIVE  
 MANEUVER  
 COST 7+1/4

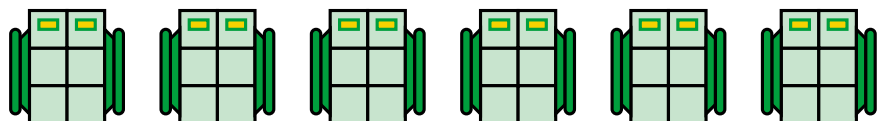
PARTICLE CANNON IMP USED

C	1	2	3	4	5	6	7	8
D	1	2	3	4	5	6	7	8
E	1	2	3	4	5	6	7	8
F	1	2	3	4	5	6	7	8
G	1	2	3	4	5	6	7	8

Power when undamaged:  
 50 + 4.



9  
 8  
 7  
 6  
 5  
 4  
 3  
 2  
 1  
 0



**FRACTIONAL POWER**  
 0 1/4 1/2 3/4

**B22** FEDERATION COMMANDER: BOOSTER #15  
 SQUADRON SCALE SHIP CARD #B22  
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**LARGER SHIP CARD**

