



# COMMUNIQUE #55

## STARDATE 2010.07

### NEW IN THIS ISSUE

We have included several new items in this issue.  
New scenario: 8CM43 A Game of Snakes and Lizards  
New Ship Card: Andromedan Satellite Base  
Revised Ship Card: Armed Cutter, Armed Transport  
Frax Ship Card: War Cruiser Escort  
Large Format Ship Card: Tholian Dreadnought  
Requested Ship Card: Kzinti BC Fleet Scale

### SCHEDULED FOR 2010

*WAR AND PEACE* was released at the Origins Game Fair 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.

*Squadron Box #27* has been released.

### 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

*FEDERATION COMMANDER: COMMUNIQUE #55* is published and copyright © 2010 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://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/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 final six months of 2010 are as follows and reflect the films of Olivette Roche. Get these reports to us ASAP!

July: 8C22 Die BEM, Die! *CL#40*

August: 8CM31 The *Navajo* incident, *Comm #43*

September: 8C25 Kumerian's Karisma, *CL#41*

October: 8CM29 The Greening of Lot 48, *Comm #41*

November: 8B201 Make War Not Peace, *Briefing #2*

December: 8CM20 Practice Pouncing, *CL#39*

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 Viper, Base Station.

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), *Reference Rulebook*.

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* (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 Y2* in October 08, *G3* in February 09, *G3A* in August 09, *Module R12* at Origins 10.

*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 **June 2010** included:

- New *Star Fleet Alerts*.
- More ships in *Commander's Circle*.

## CAPTAIN'S LOG #41

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

## FEDERATION COMMANDER SCENARIO

### (8CM43) A GAME OF SNAKES AND LIZARDS

Michelle Less, a contemporary and rival of Olivette Roche, was deeply disturbed by the cruelty she felt the Klingons showed the Vudar. She felt it was demeaning to the Vudar to be called a “Subject Race” and felt they were being kept in abject slavery and made to do any task the Klingons did not want to sully their hands with. Obviously, such treatment would make the Vudar (in their desire to be accepted) emulate Klingon behavior – callous, cruel, cunning, and cold.

She was also amazed at the pluckiness of the Hydrans flying their tiny little fighters into the face of the Klingon Empire. She admired their King, a truly noble and honorable Hydran. Naturally, the Hydrans would “step up to the plate” and try to be worthy of their king.

Being enamored of royal families (and not really understanding the way the Hydran royal family worked) she produced a number of trivideos about a dashing young prince of the royal blood, of which this was only one.

In this story, the dashing prince piloted a Stinger fighter on a strike against a Klingon patrol ship. The Klingon ship was destroyed, but several of the Stinger fighters were lost in the battle, including the one flown by the daring and heroic prince (who, of course, had fired the final shot that exploded the Klingon ship, said explosion having wrecked his fighter). The Hydran admiral, who (of course) loved his king and the royal family, sent a major squadron on a rescue mission.

The Klingons did not have enough ships in the area to oppose this move. Instead, they sent the supposedly “neutral” Vudar to do the job, calculating that the Hydrans might not fight them at all, and even if they did, Vudar losses were no loss to the Klingons!

#### (8CM43a) NUMBER OF PLAYERS

**Two:** The Hydran player and the Vudar player.

#### (8CM43b) INITIAL SETUP

**Map:** Set up the map with 3 panels across and 3 panels high if using small hexes (5 wide and 4 high if using large hexes). If using small hexes, the center panel is an asteroid map; if using large hexes, the center two panels are asteroid maps. The map is “fixed”, and does not float. Vudar ships may exit the map to the north and east; Hydran ships may exit to the south and west. Once a ship or fighter has left in authorized directions, it cannot return. Any unit leaving the map in unauthorized directions is considered destroyed. Before placing any ships, the Vudar player secretly records the location of the Hydran Prince-Pilot’s survival capsule in any asteroid hex in the asteroid map panel(s).

**Vudar:** Place a DN, 2xCW, and a DW anywhere on the eastern panels (set up first).

**Hydran:** Place a DG, MNG, KN, and CU anywhere on the western panels. Each ship has its Stingers.

#### (8CM43c) OBJECTIVE

**Mission-Hydran:** Rescue the lost Prince-Pilot and return him to safety.

**Mission-Vudar:** Destroy as many Hydran ships and fighters as possible, thereby earning the respect of the Klingons and a greater measure of independence.

**Time Limit:** The scenario ends on one of three conditions: (1) the Hydran Prince-Pilot is rescued and all Hydran ships have left the map; (2) all Hydran ships have left the map or have been destroyed, or (3) at the end of Turn #15, when the pilot’s supply of methane will be exhausted and the arrival of other ships will force the Vudar to withdraw (at which point they will kill the Prince-Pilot).

**Victory:** If the Hydrans rescue their Prince-Pilot and get him off of the map, they win regardless of whatever ships and fighters are lost or damaged. If the Vudar prevent this from happening, they win, but to get the respect of the Emperor, they must win the battle under the terms of the Point Value Victory System (8B2) *and* prevent the rescue of the Prince-Pilot.

#### (8CM43d) SPECIAL RULES

**1. The Prince-Pilot is Bait:** The Vudar are using the Prince-Pilot as bait and may not fire on or “rescue” him until the Impulse #8 of Turn #15 (when they must do so). One point of damage will kill the Prince-Pilot.

**2. Finding the Prince-Pilot:** The Hydrans know that the Prince-Pilot is somewhere in the area, but not exactly where. To find him, they must conduct a “lab” search. Each lab box on a Hydran ship can search one hex per turn, and only within five hexes of the ship. Roll one die for the search. On a result of 1-5, the Vudar player must reveal if the Prince-Pilot is in that hex, but on a 6, he says nothing and the Hydran must try again on that hex.

**3. Rescuing the Prince-Pilot:** Once his location is known, he can be rescued by a transporter, or by a tractor beam. (Once held in a tractor, the rescue capsule can be pulled on board the ship at the end of the turn).

#### (8CM43e) FORCE DYNAMICS

Play the scenario again with these changes:

**1. Alternative Empires:** Replace the Vudar ships with a Klingon C8, D6, D7, and F5.

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

#### (8CM42f) DESIGNER’S NOTES

Jean Sexton wrote this scenario new for *Federation Commander* based on the trivideo program.

## Rules & Rulings

**Q:** Do weapons have a 360° firing arc at Range Zero?

**A:** The firing arc of a weapon is the same at Range Zero as it is at any other range.

**Q:** When is braking energy really required? The wording in (2C5b) seems confusing to me.

**A:** Any time you intend to reverse your direction (either forward to backwards, or backwards to forward) you must pay braking energy. The only exception is if you are stopped (in which case you have no "direction" that needs reversing). The phrase in question is meant to say that you don't pay braking energy to move in reverse if you are already moving in reverse. It is really just there to say that the braking energy is not a surcharge required for moving backwards, but rather a charge for quickly changing direction.

**Q:** What happens if two Marine units from two different "sides" do hit-and-run raids on the same box?

**A:** Both teams roll, and accept the casualties that result. If either or both disable the box, it is disabled.

*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

### Released 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

## 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.

• **Communique #54:** Scenario 8CM42 Sucker Punch, Federation DWD, Tholian CA, Frax DWG, Seltorian DNL, Squadron Scale Gorn BC.

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!

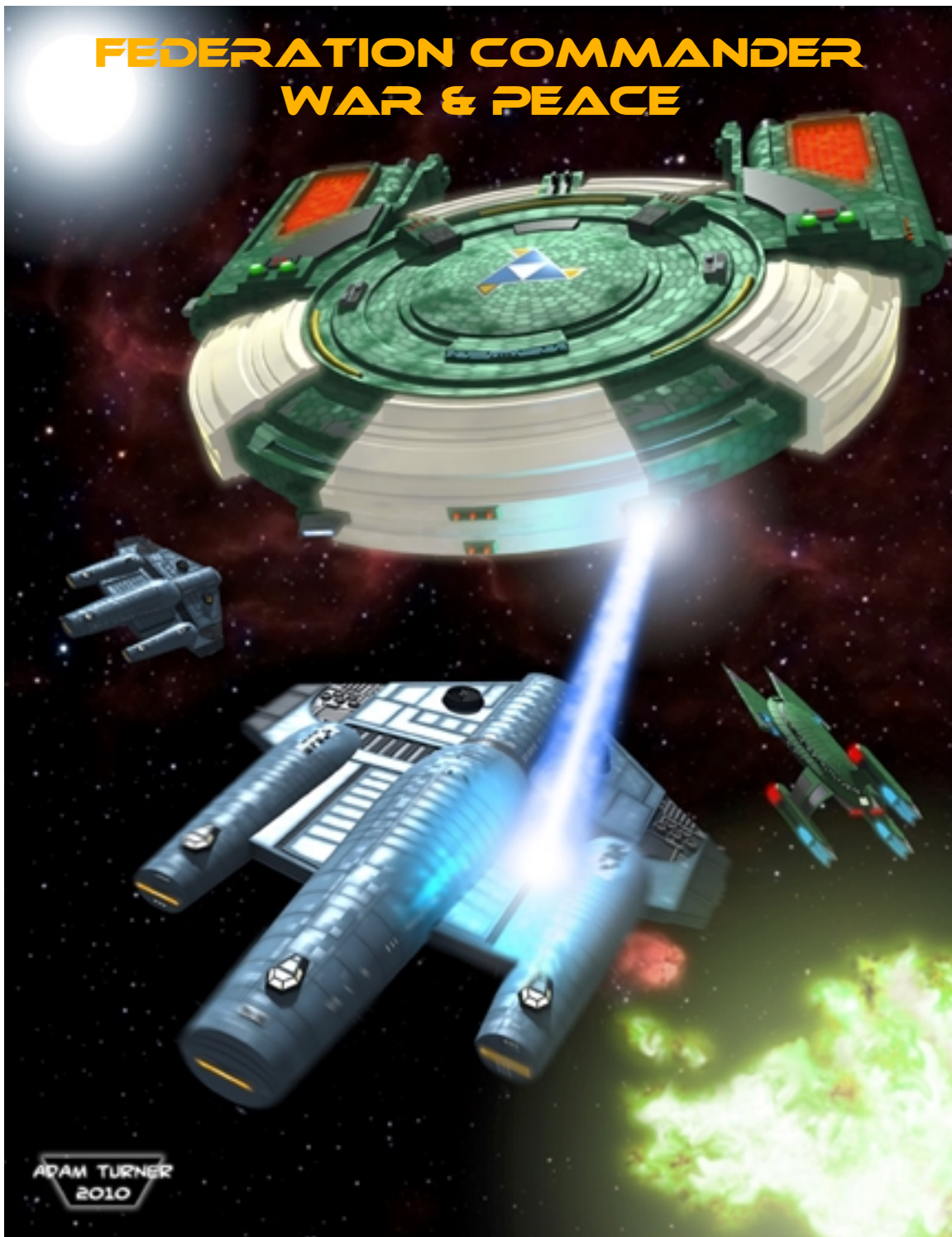
Many people on our page on Facebook have not been on our BBS, so perhaps our new outpost on Facebook will become the place for those who want to keep up with current events without the intense atmosphere (and flood of information) found on the BBS. If you are very busy on a given day, checking our page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

# 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

## ARMED PRIORITY TRANSPORT

FLEET SCALE

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

APT  
Name

MARINES 1  
FRAME DAMAGE 1

WEAPONS USED 1

TURN MODE C  
MOVE COST 1/8

BASE SPEED 8  
TURN MODE 2  
SPEED COST 1

BASE SPEED 16  
TURN MODE 3  
SPEED COST 2

BASE SPEED 24  
TURN MODE 5  
SPEED COST 3

ACCELERATION COST 1/8

DECELERATION COST 1/8

HIGH ENERGY TURN COST 5/8

EVASIVE MANEUVER COST 3/4

## ARMED CUTTER

AC  
Name

MARINES 2  
FRAME DAMAGE 1

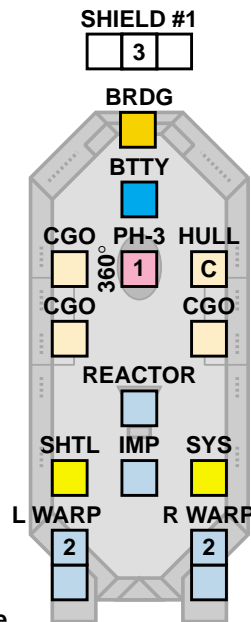
WPNS USED 1, 2, Z

51 ANTI-DRONE IMPULSE USED

#6  
3

#5  
3

No probe launcher on Armed Priority Transport or Armed Cutter.



SHIELD #1  
3

SHIELD #4  
3

#2  
3

#3  
3

BEOWOLF SHIPPING

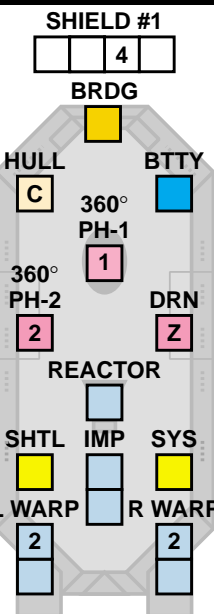
COUNTER  
APT  
POINT VALUE: 11  
DAMAGE CONTROL: 1

"SYS" box can function as tractor or transporter but not at the same time and is disabled on either type of hit.

FEDERATION COMMANDER:  
ROMULAN ATTACK  
FLEET SCALE SHIP CARD  
#51 OF 49-64  
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7  
6  
5  
4  
3  
2  
1  
0

1/8



SHIELD #1  
4

SHIELD #4  
4

#2  
4

#3  
4

LONE WOLF SECURITY

COUNTER  
AC  
POINT VALUE: 14  
DAMAGE CONTROL: 1

DRONE RACKZ

DRONES  
1, 2

On Gorn/Romulan cutters, drones are Plasma-D (360°). Some ships have Ph-2 360° in these mounts.

"SYS" box can function as tractor or transporter but not at the same time and is disabled on either type of hit.

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

8  
7  
6  
5  
4  
3  
2  
1  
0

1/8

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

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# NEW SHIP CARD

## SIMULATOR EMPIRES

### FRAX WAR DRONE CRUISER

**SQUADRON SCALE**

FS \_\_\_\_\_

Name \_\_\_\_\_

PROBES

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

MARINES

10									
5									

FRAME DAMAGE

5									
---	--	--	--	--	--	--	--	--	--

WEAPONS USED

1	2	3	4	5
6	7	8	U	V
W	X	Y	Z	

DRONES

1							
2							
3							
4							
5							
6							
7							
8							

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

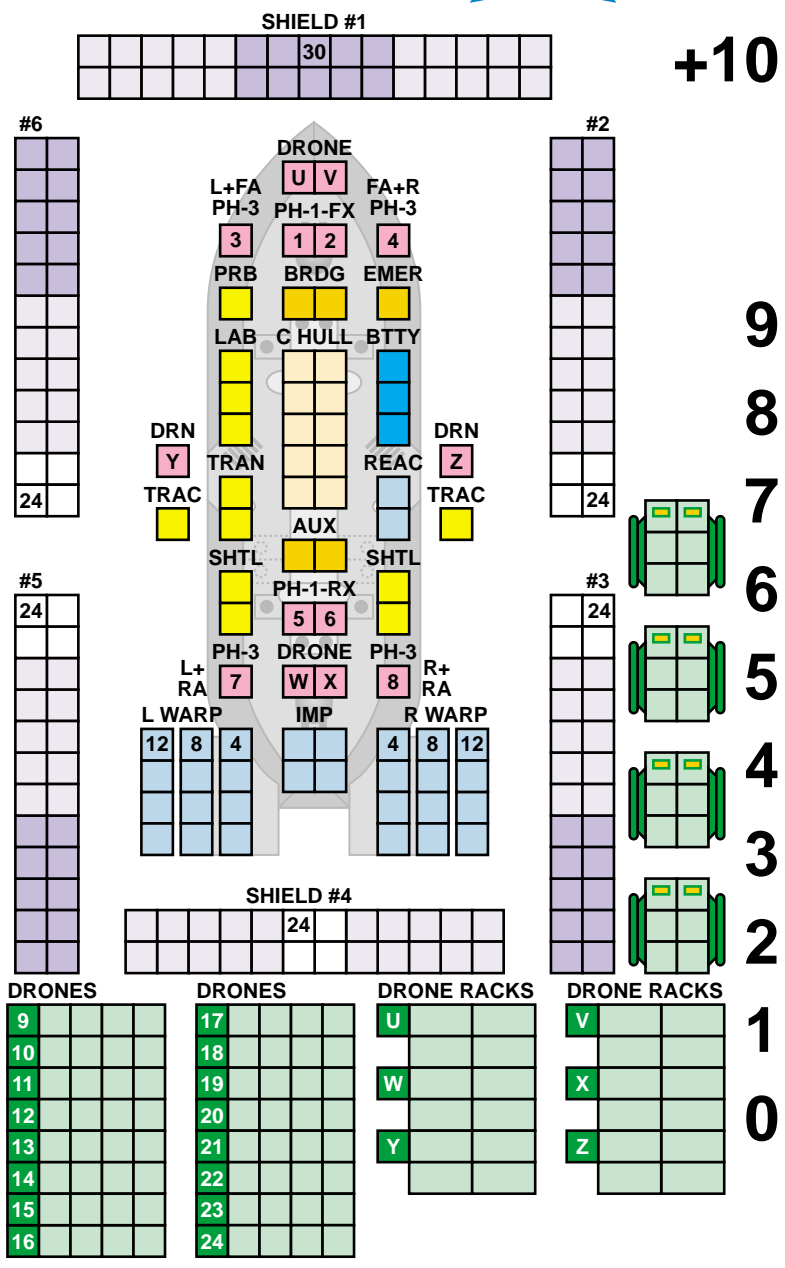
COUNTER **CWD**  
POINT VALUE: 139  
DAMAGE CONTROL: 4

**POWER TRACK**  
Power when undamaged:  
30 + 3.

This ship can control twelve seeking weapons.



**+30**  
**+20**  
**+10**



FEDERATION COMMANDER: COMMUNIQUE #55  
SQUADRON SCALE SHIP CARD #C552  
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**FRACTIONAL POWER**  
0 1/4 1/2 3/4

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# NEW SHIP CARD

## ANDROMEDAN SATELLITE BASE *SQUADRON SCALE*



**POWER TRACK** 18

See also the Battery Power track below.

COUNTER **SATB**  
POINT VALUE: 100  
DAMAGE CONTROL: 2

This unit has no hangar but could be in a hangar. It would occupy four hangar points.

This base has no probe launcher.

**AIS** \_\_\_\_\_  
Name

**MARINES**  
6

**FRAME DAMAGE**  
4

**TRH ARMING**

A	P	3	L	3	F
B	P	3	L	3	F
C	P	3	L	3	F
D	P	3	L	3	F
E	P	3	L	3	F
F	P	3	L	3	F

**WEAPONS USED**

1	2	3	4
5	6	7	8

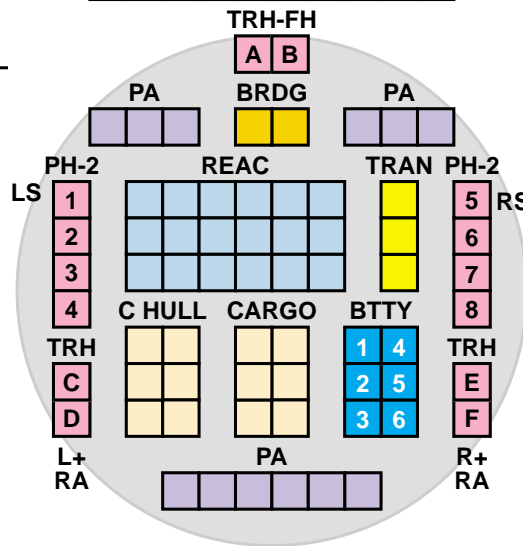
**BATTERY POWER**

1				
2				
3				
4				
5				
6				



**PA PANELS**

60							
50							
40							
30							
20							
10							



**PA PANELS**

10							
20							
30							
40							
50							
60							

FEDERATION COMMANDER: COMMUNIQUE #55  
SQUADRON SCALE SHIP CARD #C551  
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**FRACTIONAL POWER**  
0 1/2

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

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# NEW SHIP CARD

## ANDROMEDAN SATELLITE BASE FLEET SCALE

COUNTER   
POINT VALUE: 50  
DAMAGE CONTROL: 1

**POWER TRACK**  
See also the Battery Power track below.



9

8

7

6

5

4

3

2

1

0

This unit has no hangar but could be in a hangar. It would occupy four hangar points.

This base has no probe launcher.

AIS  
Name

MARINES

FRAME DAMAGE

TRH ARMING

A	P	3	L	3	F
B	P	3	L	3	F
C	P	3	L	3	F

WEAPONS USED

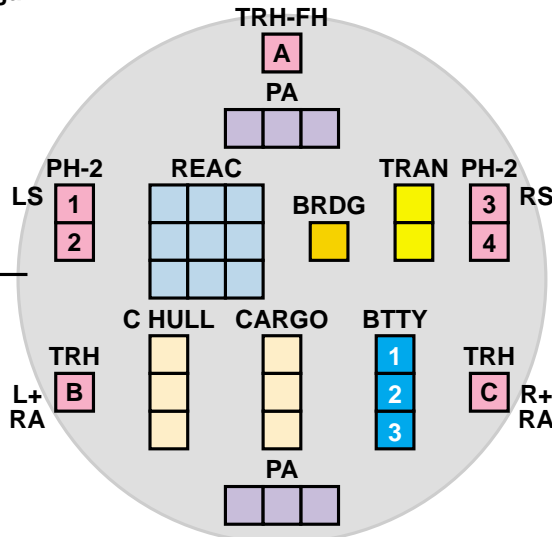
BATTERY POWER

1					
2					
3					

**C551**

PA PANELS

30									
20									
10									



PA PANELS

30									
20									
10									

FEDERATION COMMANDER: COMMUNIQUE #55  
FLEET SCALE SHIP CARD #C551  
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**FRACTIONAL POWER**  
0 1/2

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# THOLIAN DREADNOUGHT

## FLEET SCALE

COUNTER DN  
 POINT VALUE: 92  
 DAMAGE CONTROL: 3



POWER TRACK

28  
27  
26  
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

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

PROBES

MARINES

FRAME DAMAGE

WEAPONS USED  

A	B		1	2
3	4	5	6	7
8	9	10	11	W

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

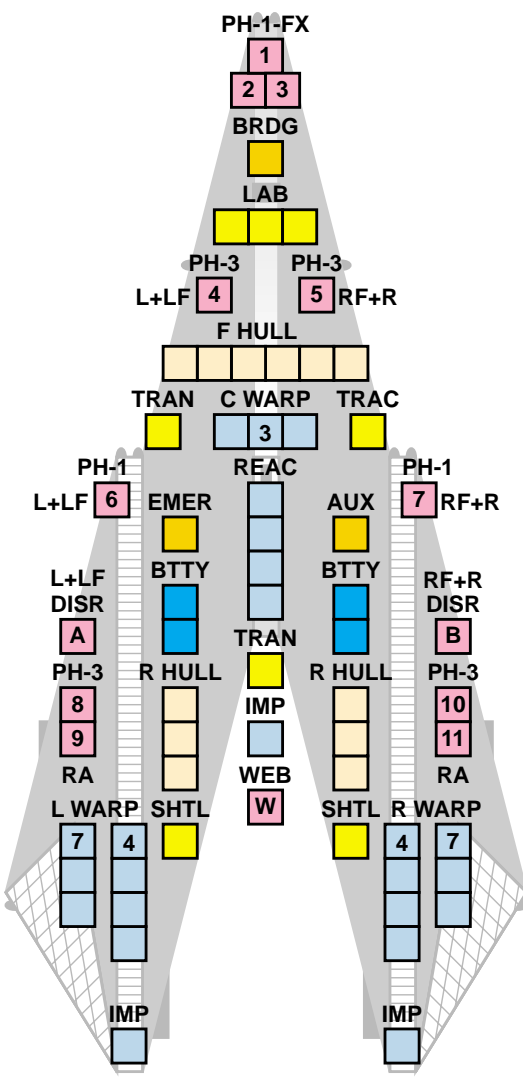
HIGH ENERGY  
 TURN COST  
 2+1/2

EVASIVE  
 MANEUVER  
 COST 3

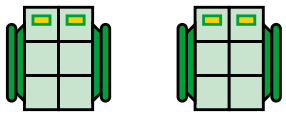
#6

#5

SHIELD #1



SHIELD #4



71

FEDERATION COMMANDER: THOLIAN ATTACK  
 FLEET SCALE SHIP CARD #71 of 65-80 \*  
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FRACTIONAL POWER  
 0 1/2

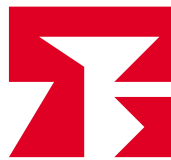
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LARGER SHIP CARD

# THOLIAN DREADNOUGHT

SQUADRON SCALE

COUNTER DN  
 POINT VALUE: 181  
 DAMAGE CONTROL: 6



## POWER TRACK

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

PROBES  

--	--	--	--	--

MARINES  

14				
9				
4				

FRAME DAMAGE  

8			
4			

WEAPONS USED  

A	B	C	D	
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22		W	X

TURN MODE C  
 MOVE COST 1

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 8

BASE SPEED 16  
 TURN MODE 3  
 SPEED COST 16

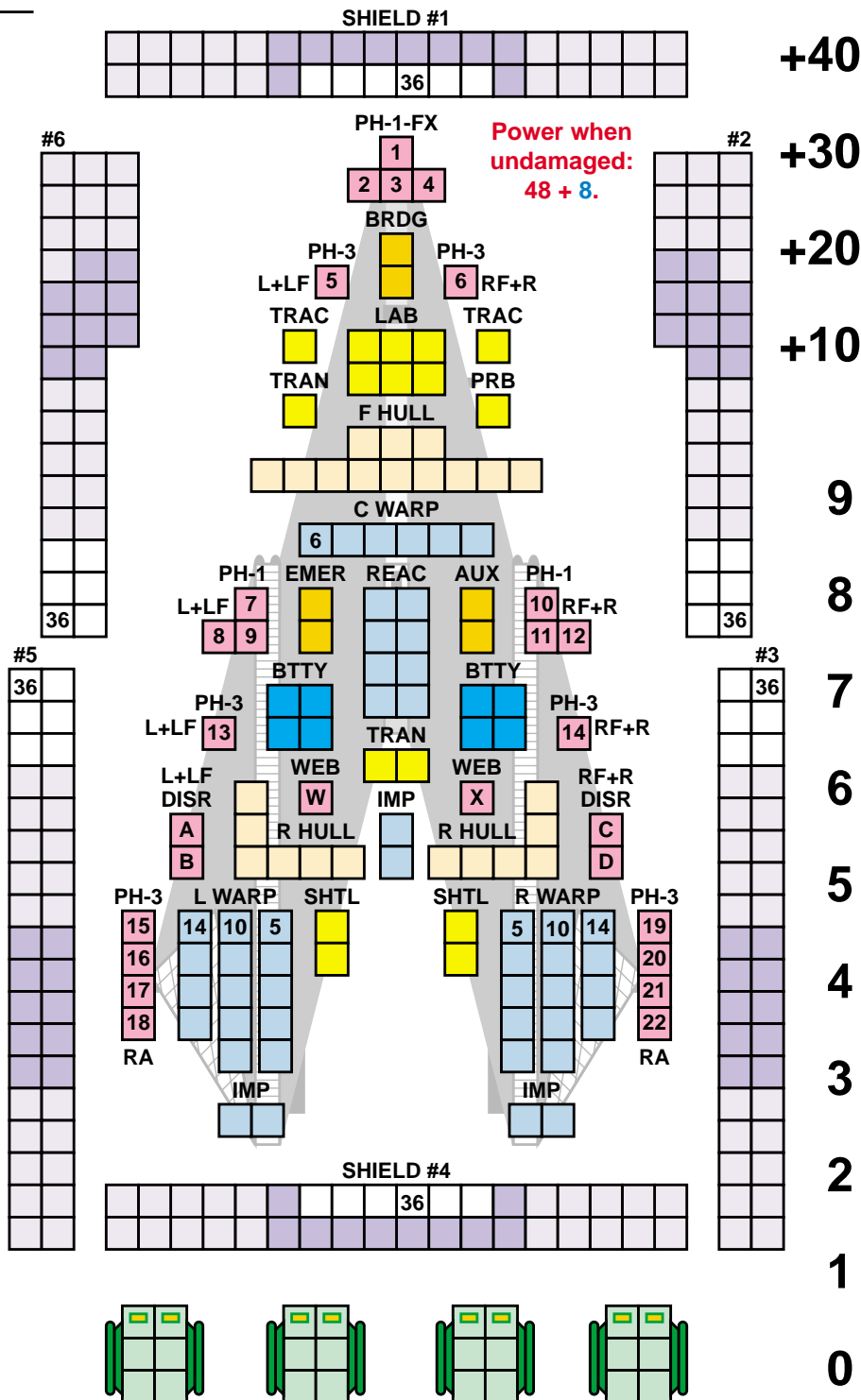
BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 24

ACCELERATION  
 COST 1

DECELERATION  
 COST 1

HIGH ENERGY  
 TURN COST 5

EVASIVE  
 MANEUVER  
 COST 6



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LARGER SHIP CARD



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 SQUADRON SCALE SHIP CARD #71 of 65-80 ★  
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FRACTIONAL POWER  
 0 1/2

# REQUESTED SHIP CARD

## KZINTI BATTLE CRUISER *FLEET SCALE*

COUNTER   
 POINT VALUE: 76  
 DAMAGE CONTROL: 2



**POWER  
TRACK**

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

**PROBES**

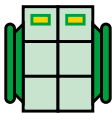
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**MARINES**

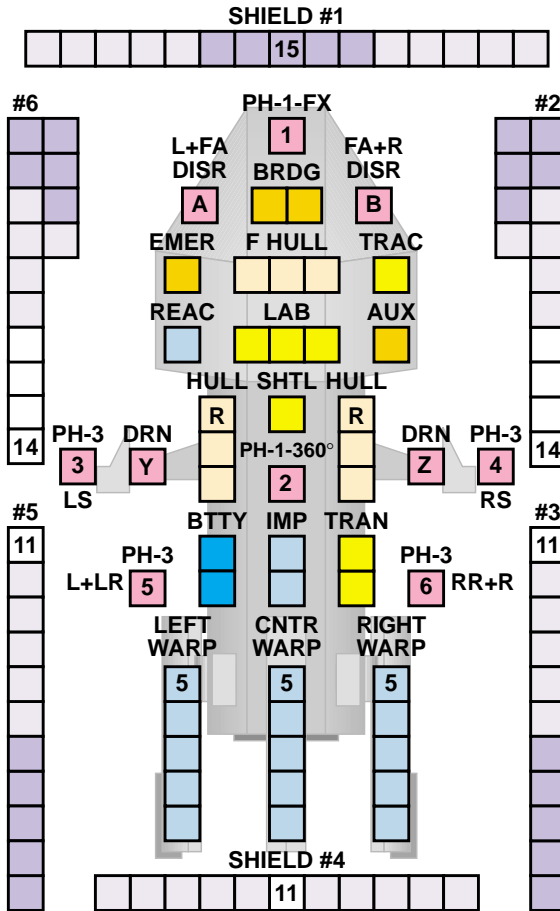
8			
4			

**FRAME  
DAMAGE**

3		
---	--	--



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



**WEAPONS USED**

A	B	1	2	3	4	5	6	Y	Z
---	---	---	---	---	---	---	---	---	---

**DRONE RACKS**

DRONES				Y		Z		DRONES			
1								5			
2								6			
3								7			
4								8			

**11**

FEDERATION COMMANDER: KLINGON BORDER  
 FLEET SCALE SHIP CARD #11 OF 16 ★  
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**FRACTIONAL POWER**  
 0 1/2

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A player requested that we provide this Ship Card since the other version was released several years ago in *Communique*, but this scale Ship Card was never in *Communique*.