



# COMMUNIQUE #68

## STARDATE 2011.08

### NEW IN THIS ISSUE

We have included several new items in this issue.  
New Ship Card voted by Forum: Romulan RegalHawk  
Revised Ship Card: Juggernaut  
Large Format Ship Card: Ore Carrier (low toner version)  
New ship: Small Auxiliary Cruiser (General War)  
Scenario: 8CM55 Battle of the Rift

### PLANNED FOR 2011

The Origins product was *TRANSPORTS ATTACKED* including the tugs and LTTs that had been planned for *Boosters #94* and *#95*, plus 10 scenarios for them. This solved the problem of getting those Ship Cards released, as the kind of sales figures we see with *Attack* packs justify the *TrA* product.

*Federation Admiral*, a campaign manual designed to work with *Federation Commander*, will be released this fall. It will also work with *Star Fleet Battles* and will provide players with everything they need to create their own campaigns at any level (strategic, regional, or local). This will be one of the largest books we have ever released and we're very excited about it.

*Briefing #3* (commando ships, transports, survey ships, police ships, ground bases, specialized freighters, and much more) will be released this year. The *Scenario Reference Book* will be done in the fall. Lots of packs and other items in PDF format will be loaded onto e23. (We try to do a new six-pack every other week. We realize that some sell better than others, but we need to do them all and do them in a logical order.) We will have more details in a future issue.

We continue to evaluate the market for *Booster Pack #93* and may turn it into a Campaign Pack or *Flagships Attack*. *Boosters #94* and *#95* became *Transports Attacked* (see above).

Several "attack" modules are under consideration for 2012, including *Conflict & Chaos* (the follow-on to *War & Peace*) as well as *Gorn Attack*, *Kzinti Attack*, and *Flagships Attack*.

### RELEASED IN 2010

*WAR AND PEACE* was released at the Origins Game Fair in June 2010 with ISC, Vudar, and Andromedan ships, along with *Booster Packs #28*, *#29*, and *#30*.

*Squadron Boxes #28*, *#29*, and *#30* were released on 19 July. *Border Box #10* was released in August, 2010.

### 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 for FALL 2011 are as follows and are all TUG Scenarios.

July: 8TR1 Priority Cargo  
August: 8TR2 Strategic Redeployment  
September: 8TR3 Rescue Tug  
October: 8TR5 Passing the Football  
November: 8TR6 The Cassini Incident  
December: 8TR7 The Little Tug that Could

In each case, use a Federation Tug and (where necessary) replace the enemy forces with an appropriate historic enemy such as the Klingons or Romulans.

### 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 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*, *Orion Attack*, *Hydran Attack*, *War & Peace*, *Line of Battle*, *Transports Attacked*.

Briefings: #1 *Scenarios*, #2 *Middle Years*.

Booster Packs: *Zero*, #1-#30, #91, #92. (Each has seven or eight Ship Cards including one or two new ships; some have up to eight new Ship Cards.)

Squadron Boxes: *Zero*, #1-#30, #91. (Each has five or six miniatures.)

Border Boxes: #1-5, #7-10 (24 miniatures each).

*Border Box #6*: nine battleships and a starbase.

*Captain's Log* (issues with *Federation Commander* material): #32-#43.

## 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 any of our 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 2010. *Alien Armada* and *Distant Armada* have also been released.

*Federation & Empire* has a 2010 edition. The next expansion, *ISC War* was released at Origins.

*Star Fleet Battles* received *Module G3A* in August 09, *R12* at Origins 2010, *Module Y3* and *YG3* in September 10, *C3A* in April, and *E4* at Origins 2011.

*Prime Directive PD20 Modern*, *Klingons PD20 Modern*, and *Federation PD20M* have been released.

*GURPS Federation* was published last May; the PDF copy is on e23.

*Prime Directive Tholians* is in development.

We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*.

## 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)

## CAPTAIN'S LOG #43

Lots of fun for *FC* players: Penal ships, two more new ships, three new scenarios, and photon tactics by *FC* national champion Patrick Doyle.

## FEDERATION COMMANDER SCENARIO

# (8CM55) BATTLE OF THE RIFT

Relations between the Lyran Empire and the LDR remained tense during most periods of time, although there was little actual fighting. The LDR was just hard enough to overwhelm that the Enemy's Blood duke could not do so before the Foremost arch-duke could intervene. Despite the tensions blood was thicker than water, and the LDR (while neutral) carried on active trade with the Lyran empire and (during the General War) even did some ship repairs for the Lyran Empire.

But tensions persisted and, from time to time, some disagreement over some issue resulted in the LDR fleet rushing to the border to face off against a squadron of Lyran Empire ships. This scenario reflects any one of several such incidents. Historically, the situation was always defused and the ships went home, but more than once, things were so tense that even a minor mistake by one captain could cause open war to break out. This scenario illustrates what might have happened.

### (8CM55a) NUMBER OF PLAYERS

**Two:** The Lyran player and the LDR player.

### (8CM55b) INITIAL SETUP

**Map:** Set up the map with three panels across and two panels high if using small hexes (four wide and three high if using large hexes). Place a planet in a hex near the center of the map. (The planet is, presumably, the point of contention in the current crisis.) The map is a "fixed map;" any ship which leaves the map has disengaged and cannot return.

**LDR:** Set up a heavy cruiser, heavy battlecruiser, war cruiser, war destroyer, a military police frigate, and an auxiliary cruiser (in such a way that every ship is in the same hex as or a hex adjacent to at least two other ships). These ships are to be located 15 hexes from the planet in directions C-to-D inclusive.

**Lyran:** The Lyrans did not keep a major fleet patrolling near the LDR, as they needed their ships at the fighting front against the Hydrans. Instead, they kept only a few police ships, backed by a cruiser or two and some smaller ships. When a crisis arose, they gathered whatever ships were in the area (or en route to or from the fighting front) and sent them to the LDR frontier. The Lyran player selects ships with a total point value less than 760 (380 in Fleet Scale) and deploys them 15 hexes from the planet in directions F-to-A inclusive. Deploy the Lyran ships in such a way that every ship is in the same hex as or a hex adjacent to at least two other ships. The Lyran player may not select a dreadnought or heavy

battlecruiser, and must include at least two police ships in his force.

### (8CM55c) OBJECTIVE

**Mission-LDR:** Force all Lyran ships to leave the map. Destroying a Lyran ship is acceptable but not a politically astute outcome.

**Mission-Lyran:** Force all LDR ships to leave the map. Destroying more than one LDR ship is not politically desirable.

**Time Limit:** The scenario continues until the end of Turn #7. (At that point, politicians will reach a ceasefire).

**Victory:** If either player completes his mission, that player wins. If neither player has forced the other to leave the map, use the Point Value Victory System (8B2) to determine the winner.

The LDR player gets only "crippled" points for destroying any Lyran ships.

The Lyran player gets normal points for any crippled LDR ship and normal points for the first destroyed LDR ship, but no points (not even "crippled points") for any further LDR ships destroyed.

Normal points are received for captured ships. No points are received for uncrippled ships which disengage.

### (8CM55d) SPECIAL RULES

**1. Withdrawal:** Any ship that is crippled must "retire" from the battle (2E3).

**2. Direction:** LDR ships can disengage only from the bottom and right map edges. Lyran ships can only disengage from the left or upper map edges. Any ship which disengages from an unauthorized direction is captured.

### (8CM55e) FORCE DYNAMICS

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

**1. Alternative Ships:** The players mutually agree on a number of points and each selects ships within that point total. The LDR player may use any LDR ship (using, if necessary, the LDR data on Lyran Ship Cards).

**2. Alternative Empires:** Replace the Lyran ships with Klingon ships. (There was tension between the Klingons and LDR as well.)

**3. Balance:** The balance of the scenario could be adjusted by replacing any ship with the next larger or smaller size, or by adding a small ship to one side.

### (8CM55f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Stephen V. Cole.



## PDFS ARE NOW AVAILABLE!

We have continued our long-awaited move to offer more of our products as PDFs by way of the e23 website.

So far, we have released a lot of stuff for *Federation Commander*, including the *Revision Six Reference Rulebook*, the 72 ships from *Federation Commander Briefing #2* (divided into six packs of 12 ships and a separate rules pack), and more than a dozen Ship Card Packs.

These PDFs are in color and high resolution. PDFs of most are searchable (older *Captain's Logs* are not). The way e23 works, once you buy a product, you can download it again for no cost if you lose it or if we upload a revised version of that edition. Thus, the people who bought *Reference Rulebook Revision 5* were able to obtain *Reference Rulebook Revision 6* for free (and to download it again when we discovered we had accidentally left out rule 4S).

We must note that these products are copyrighted and are not to be uploaded or passed around to your friends. Doing so is piracy, a criminal act, and may result in us deciding not to offer any more PDF products.

We have already uploaded many *Starmada*, *Star Fleet Battles*, *Federation & Empire*, and *GURPS Prime Directive* products. *PD20M* is on DriveThru RPG.

## JOIN US ON FACEBOOK

ADB, Inc.'s page on Facebook continues to find new faces who haven't been around the BBS or Forum. We have links to many of our videos, hundreds of pictures, 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. Our new outpost on Facebook has 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 tells you quickly if something important has been announced.

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

## HAILING FREQUENCIES

Check out our free on-line newsletter. It's full of fun and cool stuff about all of our games.

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

## INDEX FOR 2011:

- **Communique #61:** Scenario 8CM49 Shifting Sands, new Large Troop Transport, revised Base Station, Omega Sector Trobrin Frigate, large format Federation BCF, Fleet Scale Small Armed Freighter.
- **Communique #62:** Scenario 8CM50 The Blockade of Gamma Epsilon III; low-toner large-format Romulan K9R, revised Gorn Strike Cruiser, new Small Troop Transport, special update for *Reference Rulebook Revision 6*.
- **Communique #63:** Scenario 8CM51 Mis-Match, new Gorn BDL, revised Kzinti Light Cruiser, new Prime Corvette, large-format low-toner Kzinti BCH
- **Communique #64:** Scenario 8CM52 Zombie Apocalypse, requested new Klingon F5L, new Klingon D7Z, revised Kzinti NCA, large-format low-toner Kzinti BCH.
- **Communique #65:** Scenario 8CM53 Not So Fast, new Andromedan Galleon, voted Hydran Lord Admiral CCH, revised Orion Light Raider, large-format low-toner Fed DNF.
- **Communique #66:** Revised ship card Orion Salvage Cruiser, large-format low-toner Gorn BCH, new Fast Naval Transport.
- **Communique #67:** Revised Tholian web tender, new Romulan KD5WR, new Klingon D6J, low-toner Klingon C8.  
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*.  
Index for 2010 was in *Communique #61*.

## The Big News

ADB, Inc. has signed a new joint-venture deal with Mongoose to produce three (or more) new product lines.

*A CALL TO ARMS* is their well-known space combat game, designed for massive battles with dozens of miniature starships. The deal provides for a series of beautiful hardback rulebooks to combine their rules and our weapons, ships, and background.

One of the most popular RPG game engines in the industry is the *TRAVELLER* series (produced, in various incarnations, by Game Designer's Workshop and Steve Jackson Games), and the current "Mongoose *Traveller*" incarnation is the most successful ever. Jean Sexton's team is already at work on *Traveller Prime Directive*. Because stores will recognize this as a "Mongoose" product, it will sell 10 times as well as it would if the stores saw it as an "ADB product" which is swell with us.

Starline 2500 will be a new line of resin starships in 1:3125 scale, replacing (over two years) every ship in the metal 1:3788 scale Starline 2400 range. New production ships will be much more detailed than the existing metal ships. The joint venture will issue new versions of the *Federation Commander Squadron Boxes* and *Border Boxes* while the existing *SFB Fleet Boxes* will finally be phased out. Mongoose might market these under a different brand name. The Starline 2400 ships will remain in production as long as they keep selling.

Because Mongoose is in 90% of stores (our games are in about 10%) this will mean broader sales and awareness of the *Star Fleet Universe*.

# 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.

## Hailing Frequencies

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

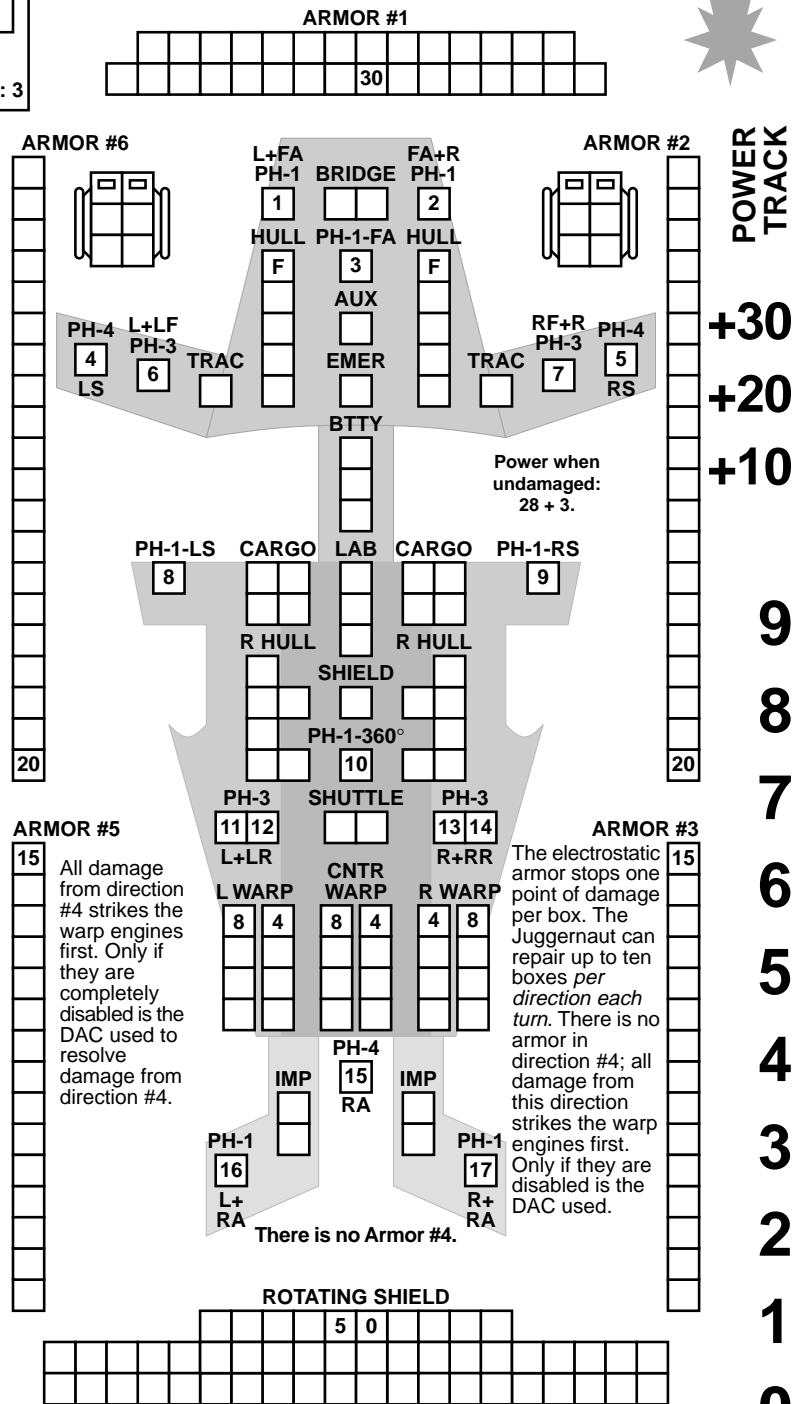
Really! We do! If you have an idea of a way we can make life easier for our players, just let us know and we will at least see if we can make it happen.

# REVISED SHIP CARD

## JUGGERNAUT FLEET SCALE

COUNTER **JGNT**  
POINT VALUE: 270  
DAMAGE CONTROL: 3

Shield generator boxes are disabled on flag bridge hits. Rotating shield can face any direction as first action of the Other Functions Phase of any impulse. Each point of power blocks 10 Damage Points (up to 50).



If any direction receives a volley of 20 Damage Points, the shield will rotate to that direction and remain there for the rest of the impulse.

PROBES

--	--	--	--	--

MARINES

8		
4		

FRAME DAMAGE

6	
3	

WEAPONS USED

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

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

**32** FEDERATION COMMANDER: KLINGON ATTACK  
FLEET SCALE SHIP CARD #32 OF 17-32  
Copyright © 2006 Amarillo Design Bureau, Inc.

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

There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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.

# REVISED SHIP CARD

## JUGGERNAUT SQUADRON SCALE

COUNTER **JGNT**  
 POINT VALUE: 500  
 DAMAGE CONTROL: 6

PROBES  

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 MARINES  

15				
10				
5				

FRAME DAMAGE  

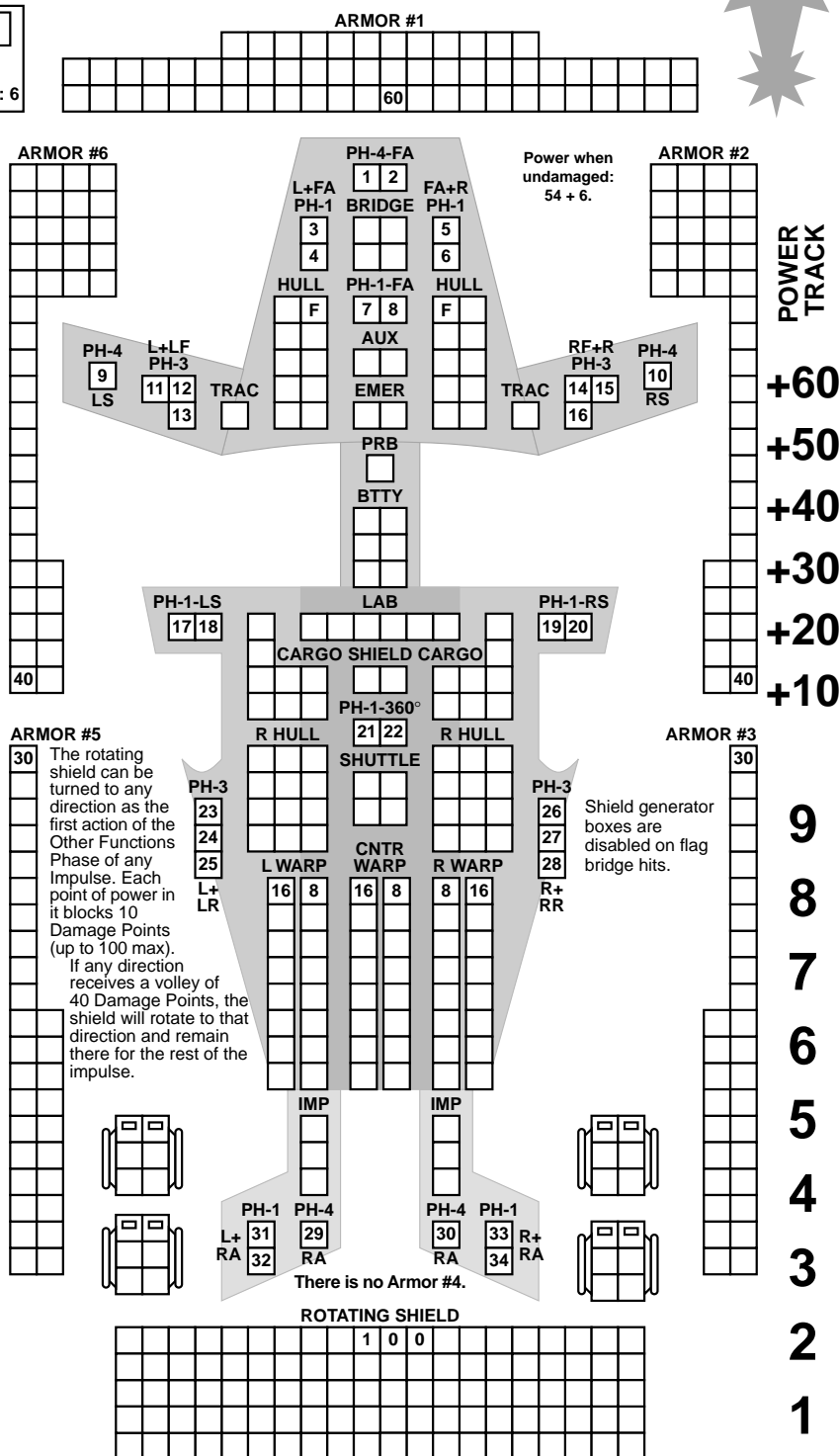
12		
8		
4		

WEAPONS USED  

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	

The electrostatic armor stops one point of damage per box. The Juggernaut can repair up to ten boxes *per direction each turn*. There is no armor in direction #4; all damage from this direction strikes the warp engines first. Only if they are disabled is the DAC used.

TURN MODE B	MOVE COST 1+1/2
BASE SPEED 8	TURN MODE 2
SPEED COST 12	
BASE SPEED 16	TURN MODE 3
SPEED COST 24	
BASE SPEED 24	TURN MODE 4
SPEED COST 36	
ACCELERATION COST 1+1/2	
DECELERATION COST 1+1/2	
HIGH ENERGY TURN COST 7+1/2	
EVASIVE MANEUVER COST 9	



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

## SMALL AUXILIARY CRUISER FLEET SCALE

COUNTER   
 POINT VALUE: 25  
 DAMAGE CONTROL: 1

SS \_\_\_\_\_  
 Name \_\_\_\_\_

POWER TRACK **8**

FEDERATION  
 NATIONAL  
 GUARD  
 ★★★★★

**7**

PROBES

--	--	--	--	--

MARINES

4			
---	--	--	--

FRAME  
 DAMAGE

1
---

WEAPONS  
 USED

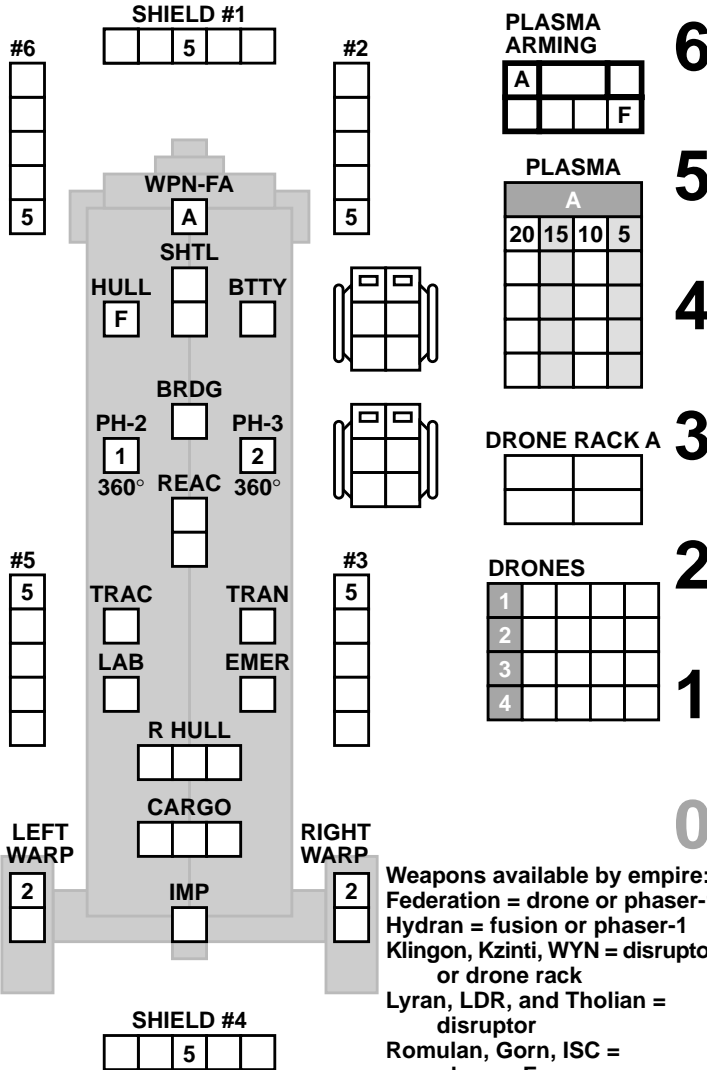
A	1	2
---	---	---

PH-G shots

2				
---	--	--	--	--

Hydran and LDR  
 replace phaser-3  
 with phaser-G.

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 = 5/8
EVASIVE MANEUVER COST = 3/4



Weapons available by empire:  
 Federation = drone or phaser-1  
 Hydran = fusion or phaser-1  
 Klingon, Kzinti, WYN = disruptor  
 or drone rack  
 Lyran, LDR, and Tholian =  
 disruptor  
 Romulan, Gorn, ISC =  
 plasma-F  
 All empires may use =  
 phaser-1

FEDERATION COMMANDER: COMMUNIQUE #68  
 FLEET SCALE SHIP CARD #C682  
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**C682**

### FRACTIONAL POWER

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

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# NEW SHIP CARD

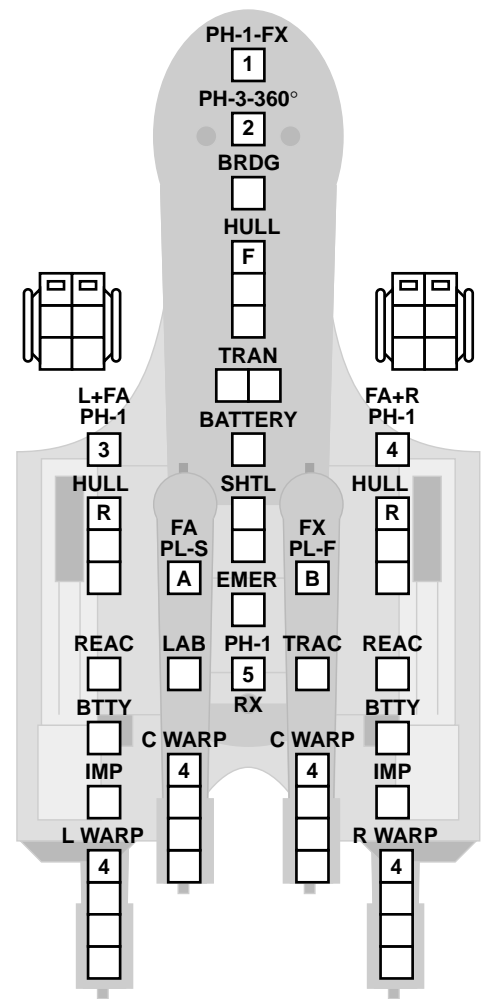
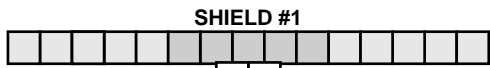
## ROMULAN REGALHAWK HEAVY CRUISER FLEET SCALE

COUNTER	RGK
POINT VALUE: 90	
DAMAGE CONTROL: 2	

### POWER TRACK



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



PLASMA A

30									
20									
10									

PLASMA B

20									
10									

FRACTIONAL POWER

0									
1/2									

RIS \_\_\_\_\_  
Name \_\_\_\_\_

PLASMA ARMING

A							
						G	S
B							
						F	

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

MARINES

6		
3		

FRAME DAMAGE  
[3][ ][ ]

WEAPONS USED

A	B				
1	2	3	4	5	

**CLOAK COST = 1**

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

**C681**

FEDERATION COMMANDER: COMMUNIQUE #68  
FLEET SCALE SHIP CARD #C681  
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# NEW SHIP CARD

## ROMULAN REGALHAWK HEAVY CRUISER SQUADRON SCALE

COUNTER **RGK**  
POINT VALUE: 179  
DAMAGE CONTROL: 4



Power when undamaged:  
40 + 5.

**POWER TRACK**

**+40**

**+30**

**+20**

**+10**

**9**

**8**

**7**

**6**

**5**

**4**

**3**

**2**

**1**

**0**

This ship won a player poll conducted on the forum. We plan to include other ships selected by player polls in future issues.

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RIS Name \_\_\_\_\_

**PLASMA ARMING**

A				
		G	S	R
B			F	
C			F	

**PROBES**

--	--	--	--	--

**MARINES**

12				
6				

**FRAME DAMAGE**

6				
---	--	--	--	--

**WEAPONS USED**

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

**CLOAK COST = 2**

**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**

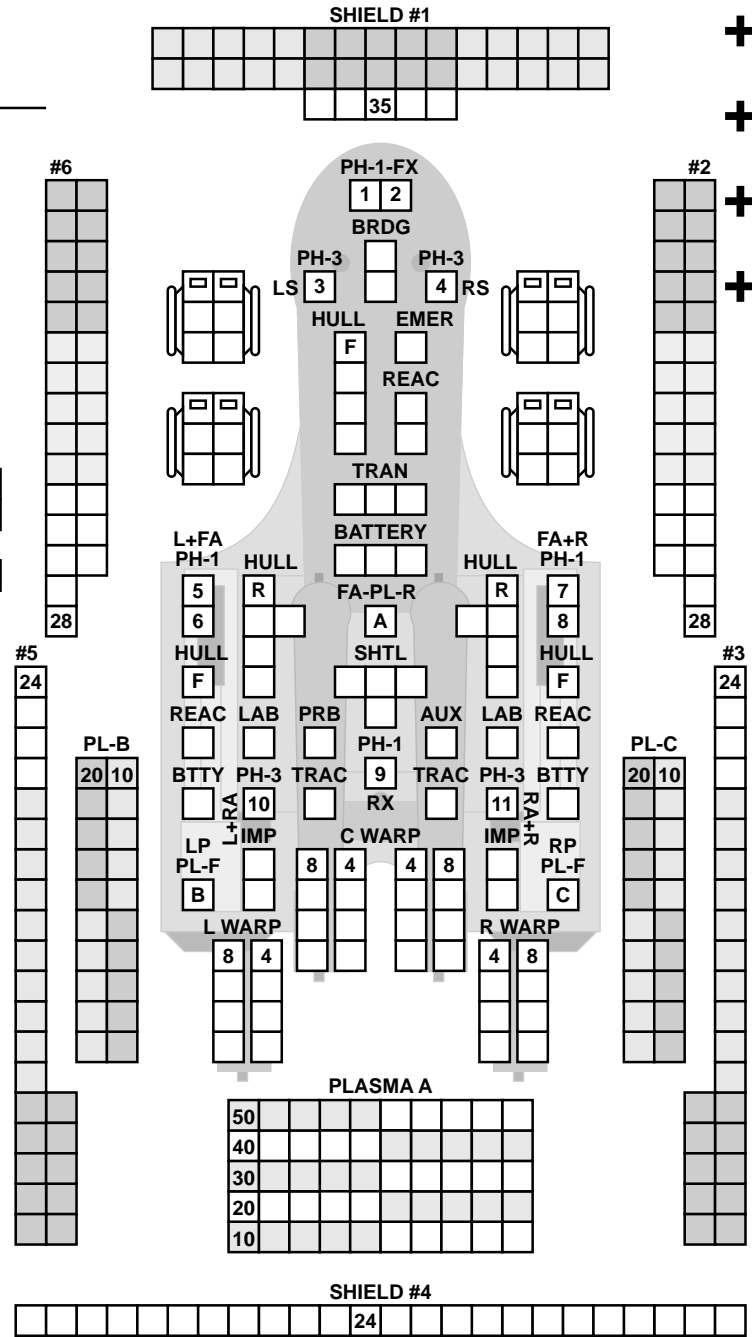
**ACCELERATION  
COST 1**

**DECELERATION  
COST 1**

**HIGH ENERGY  
TURN COST 5**

**EVASIVE  
MANEUVER  
COST 6**

**C681**



FEDERATION COMMANDER: COMMUNIQUE #68  
SQUADRON SCALE SHIP CARD #C681  
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**FRACTIONAL POWER**  
0 1/2

# HEAVY FREIGHTER (LARGE ORE CARRIER) FLEET SCALE

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

COUNTER   
 POINT VALUE: 12  
 DAMAGE CONTROL: 1

SS \_\_\_\_\_  
 Name \_\_\_\_\_

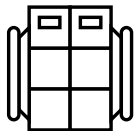


POWER TRACK

10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

SHIELD #1

FRAME DAMAGE

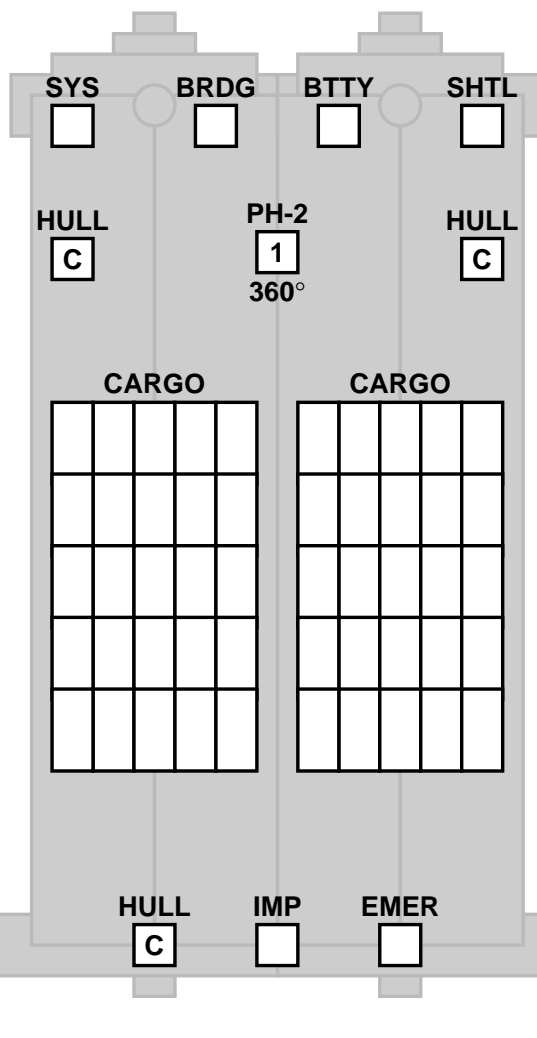


There are no Marines on this ship.

There is no probe launcher on this ship.

- TURN MODE E  
MOVE COST 1/2
- BASE SPEED 8  
TURN MODE 3  
SPEED COST 4
- BASE SPEED 16  
TURN MODE 5  
SPEED COST 8
- BASE SPEED 24  
NOT POSSIBLE FOR THIS SHIP
- ACCELERATION COST 1/2
- DECELERATION COST 1/2
- HIGH ENERGY TURN BANNED
- EVASIVE MANEUVER NOT ALLOWED

#6



#2

#5

#3

LEFT WARP

RIGHT WARP

SHIELD #4

WEAPONS USED

FEDERATION COMMANDER: COMMUNIQUE #56  
 FLEET SCALE SHIP CARD #C563  
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**C563**

FRACTIONAL POWER  
 0 1/2

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**LARGER SHIP CARD  
 LOW-TONER VERSION**



# HEAVY FREIGHTER (LARGE ORE CARRIER) SQUADRON SCALE

COUNTER **FOL**  
POINT VALUE: 25  
DAMAGE CONTROL: 2



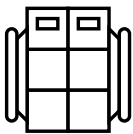
SS \_\_\_\_\_  
Name \_\_\_\_\_

**POWER TRACK**

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

**FRAME DAMAGE**

6



There are no Marines on this ship.

There is no probe launcher on this ship.

TURN MODE E  
MOVE COST 1

BASE SPEED 8  
TURN MODE 3  
SPEED COST 8

BASE SPEED 16  
TURN MODE 5  
SPEED COST 16

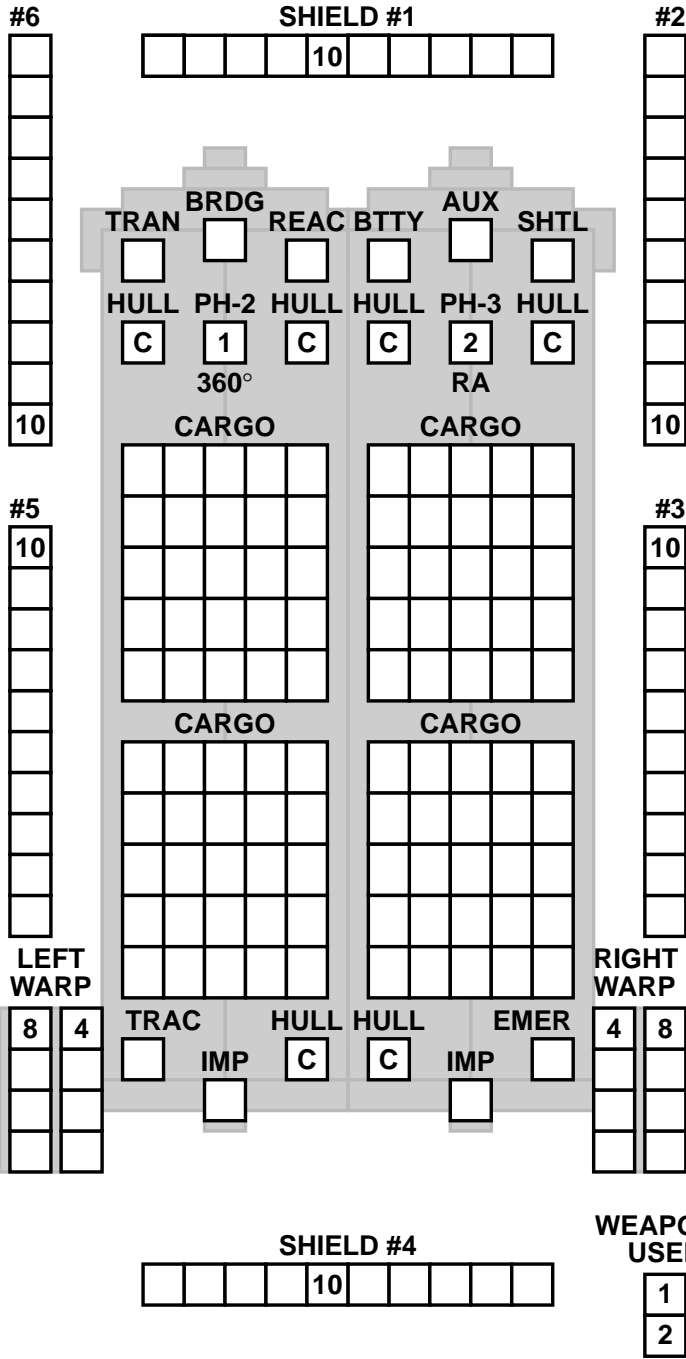
BASE SPEED 24  
NOT POSSIBLE  
FOR THIS SHIP

ACCELERATION  
COST 1

DECELERATION  
COST 1

HIGH ENERGY  
TURN BANNED

EVASIVE  
MANEUVER  
NOT ALLOWED



**FRACTIONAL POWER**

0 1/2



FEDERATION COMMANDER: ROMULAN ATTACK  
SQUADRON SCALE SHIP CARD #51 OF 49-64 ★  
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**LARGER SHIP CARD  
LOW-TONER VERSION**