



# COMMUNIQUE #101

## STARDATE 2014.05.01

### THE BIG NEWS: THE RETURN OF STARLINE 2500

In a *Star Fleet Alert* dated 18 April, 2014, ADB, Inc., announced the relaunch of the *Starline 2500* range of miniatures. This included a new strategy for manufacturing, pricing, and distributing this product line.

*Starline 2500* will now be distributed *solely* by mail order from our Amarillo, Texas facility. We will no longer be able to sell these to wholesalers or retailers because (to make any profit at all) we would have to raise the unit prices far beyond what any customer would pay (e.g., \$20 for a cruiser). The actual cost of manufacture turned out to be higher than the original prices can support.

Given our legendary quality control and customer service, this is a benefit for every consumer. If it's on our shopping cart, we have it in stock. (If we run out for a few days, we deactivate it on the cart.) There will be no more pre-orders or back orders. If you want it, you get it.

Further, there will be no more boxes, sets, or two-packs. Every ship is available as a single so you can buy exactly as many as you need to build your perfect fleet. We will also eliminate the resin ships, replacing them with metal. (A few resin dreadnoughts remain in stock; inquire as to availability.)

In most cases, the prices have gone down. For a few large ships, they will go up. From now on, each ship will get its own price based on its cost of manufacture. We will not push every ship into a one-price-for-all packaging system. Prices will range from \$5.95 to \$19.95 (higher for battleships).

The 2500 range will continue to grow. As this Communique is posted, we have more than a dozen new ships in the pipeline:

Available now: Kzinti DN in metal.

Prototypes sent to master molds: Tholian PC, DD, TK5, CA; Orion BR, DW, CA, BC, BCH.

In the pipeline: Klingon C8 and B10 (in metal), Orion Slaver and DN, a bunch of Lyrans, Romulan Condor and Vulture (in metal). Also, the augmented battlestation, jumbo freighter, and heavy freighter will be done in metal for the multi-scale 2425 series.

### NEWSFLASH #1: CAPTAIN'S LOG #48

This product has shipped! Features include: *SFB* (12 new ships, six new scenarios, 18 battle groups, campaign updates), *FedComm* (Paravians and Carnivores, three new scenarios, six battlegroups), *F&E* (Paravians), and much more (Vudar for *SFBF*; planet killer for *ACTASF*; seven new *Starmada* ships, and a scenario for *Marines*).



### PUBLISHER'S INFORMATION

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# INDEX FOR 2014

- **Communique #97:** Scenario 8CM84 Cold Front; Federation New Commando Transport.
- **Communique #98:** Romulan commando SkyHawk, Scenario 8CM85 Scout Report.
- **Communique #99:** Gorn commando ship, Scenario 8CM86 Brawl in a Backwater.
- **Communique #100:** Tholian commando PC, Scenario 8CM87Vultures.
- **Communique #101:** Orion commando SLV, Scenario 8CM88 Cavalry Charge.

## RULES QUESTIONS

**Q:** Should rule (2D2b) provide the same 10-point penalty for both scales?

**A:** This is an embarrassing oversight from a long time ago; the penalty should be five points in fleet scale.

**Q:** My ship is in a given hex facing A; an enemy unit entered the hex from direction B (facing E). The rules say that my #2 shield is facing the enemy unit's #1 shield; so far, so good. Neither ship moves for an impulse or two, and I do a high energy turn to face F to bring my undamaged #3 shield to face the enemy. The enemy player claims his unit can relocate to face the down #2 shield, but cannot find a rule to prove it. Who wins?

**A:** The enemy unit is still "northeast" of you; so he now faces your #3 shield. The same-hex combat rules define the "relative" position based on how you entered the hex, and that doesn't change no matter how much time elapses. *SFB* has a rule whereby fighters can "zip around" a ship to face a new shield every so often but that rule did not migrate from *SFB* to *FC*.

**Q:** Do bonuses for cloak stack with those in (4A4)?

**A:** Yes, but as a cloaked ship cannot use evasive maneuvers or benefit from stealth, it only matters when entering a terrain area (which is bad idea for cloakers).

**Q:** My Frax sub takes asteroid damage and the cloak is voided. Can I fire torpedoes?

**A:** No; rule (5P3d) is clear, all penalties and restrictions for being under cloak still apply.

*Thanks to Mike West, our FC Division Commander, for keeping up with the rules questions.*

## BATTLE GROUP REPORT

*by Jean Sexton, Battle Group Facilitator*

We are already getting reports from battle groups and registrations of new battlegroups. See the special web page at [StarFleetGames.com/battlegroup.shtml](http://StarFleetGames.com/battlegroup.shtml) for more information. Once your group starts holding regular events, you report your exciting activities (demos, playtests, conventions) to us for posting on that page.

BATTLEGROUP MURPHREESBORO will be at Nashcon on 23-25 May running a number of events for *ACTASF* and other games.

## OLD NEWS, WE KNOW FEDERATION COMMANDER TACTICS MANUAL

The most wanted new product for *Federation Commander* since we published it eight years ago, this tactics manual was compiled by Fleet Captain Patrick Doyle (a four-time national champion) and covers everything!

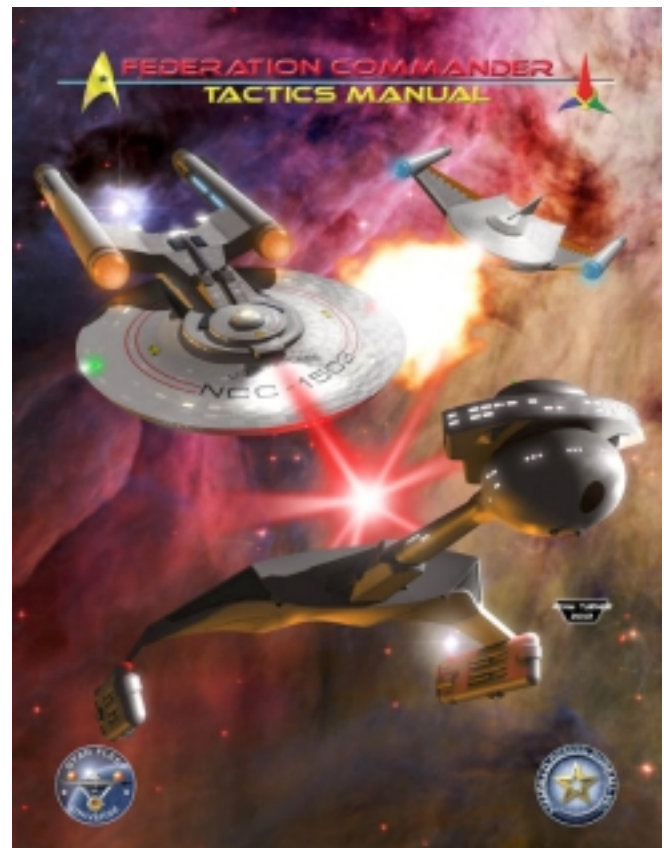
Every formally published empire is included! From the maneuverable Klingons to the stodgy Gorns, from the plasma-slinging Romulans to the drone-slinging Kzintis, from the Hydrans with their fighters to the Orions with their cloaks and optional weapons.

Every weapon and system is included, from phasers to photons, from tractors to transporters, from webs to displacement devices.

**SKU 4009, Retail price \$TBA**

**UPC: 6-78554-04009-6**

**We are halfway through laying out the pages!**



## RANGERS LEAD THE WAY

Jean Sexton has reorganized the Ranger Demonstration Teams, sent Rangers their long-overdue rewards, and is recruiting new Rangers. The Rangers recruit and train new players by means of demos conducted in game stores and at conventions. See the new Ranger page for more info:



[www.StarFleetGames.com/Rangers/index.shtml](http://www.StarFleetGames.com/Rangers/index.shtml)

## 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.

This part of *Communique* has news on our other games. Our opt-in email newsletter *Hailing Frequencies* goes to fans of all our games; each issue includes links to information for each game.

The latest news is printed in red (last month in blue) for quick access. Earlier news is in black for context.

### CAPTAIN'S LOG

*Captain's Log #48* has been released. We already have about 15 pages of *Captain's Log #49* in hand.

Free downloads of the *Supplemental Files* are available on Warehouse 23, Wargame Vault, and DriveThru RPG. We have removed the files from our website and put links to the download sites. (This saves space and bandwidth on our own site and brings in new players.)

### STARMADA

*Starmada* is a fast-paced game system playable on hexes or without them. Work has begun on the next product, which will include the new empires from *War & Peace* as well as a number of new ships. Seven new ships were in *Captain's Log #48*.

### Federation & Empire

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected in the summer of 2014. Countersheets for *Tactical Ops* and a revised *Fighter Ops* are in development on the BBS.

### Star Fleet Battles

Steven Petrick has finished the *Federation Master Starship Book*, except for the last few graphics from Steve Cole. We expect to release it soon. Steven Petrick is updating the *Advanced Missions SSD Book* for PDF upload before moving on to another project.

### MONGOOSE

A revised version of *A Call To Arms Star Fleet Book One* is in development by Tony L. Thomas. See the BBS for playtest drafts of new rules. Final playtesting is in progress and this will appear this summer as a PDF.

Jean Sexton and Mike West are well advanced on their *Traveller Prime Directive Core Rulebook*.

### STARLINE 2500

Prototypes for the Tholian TK5, and for the Orion DW, BR, CA, BC, and BCH, have gone to the factory. Masters for the unsuccessful Tholian CA, DD, and PC have been retooled for use as prototypes for another production attempt. Some of these (whatever will fit) will go into ADB Master Mold 2501 and some of them should be released during June of this year.

### STARLINE 2425

This new category include ships that can't be done to either scale but work with both, including bases, freighters, the Mongoose Free Trader and Armed Transport, the ADB Armed Transport and Free Trader, monsters, drones, plasma torpedoes, and shuttles.

The gunboats (fast patrol ships, pseudo-fighters, PFs, or whatever you want to call them) will definitely be done in 2014 (and sold as 2425s).

### STARLINE 2400

This almost-forgotten product line will see a resurgence in 2014. New ships including the jumbo freighter, Klingon HF5, and Romulan SaberHawk are in development, and more new ships (including the first "fancy" conversions of long-existing 2400s) are in the CGI design shop and should be released this summer.

### STAR FLEET MARINES

*Star Fleet Marines: Last Stand* has been released. New units include outposts, heavy-weapons vehicles, and heavy shuttles. New terrain types include three-level hills, cliffs, and depressions. Eleven scenarios include a number of "last stand" situations such as the Dragon's Den, Relief of Nucklow, the Zien-Kien route, and two solitaire scenarios.

A new scenario was published in *Captain's Log #48*.

Recently, we posted some sample counters for zombies and velociraptors, but didn't tell you what they were for. When you find out, you will be surprised.

### PRIME DIRECTIVE

Hard copies of *Away Team Log* shipped to wholesalers with *Captain's Log #48*.

We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*. We're editing the complete draft of the core *Traveller* book. We're also moving forward with Mike West's *Traveller*-based space combat system.

We have released the original *PD1* books on Warehouse 23 and on DriveThru RPG. Current roleplaying books are available in *PD20M* and *GURPS* versions.

In a recent discussion on the forum, we came up with the *STAR FLEET UNIVERSE HANDBOOK* as a product for future release. This will be a compilation of background and historical material, some of it never before released, with other items gathered from many publications. This will not only let new players quickly get a grasp on the universe, but will be an indispensable resource for fiction writers and a fun book to read.

### PDF SALES

We remained dominant on the e23 site as it was merged into Warehouse 23. We are now sending Drive Thru RPG and Wargame Vault a new product every week and will rapidly release on that site all of the *SFU* items long available on e23 before it became W23.

## BBS & FORUM NEWS

### 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 FC Scenario Designer's Guide: <http://www.StarFleetGames.com/fc/designguide.shtml>

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.

### 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)

### COMMUNIQUE INDEXES FROM EARLIER YEARS

Index for 2006 was in *Communique #14*.  
Index for 2007 was in *Communique #24*.  
Index for 2008 was in *Communique #36*.  
Index for 2009 was in *Communique #48*.  
Index for 2010 was in *Communique #61*.  
Index for 2011 was in *Communique #73*.  
Index for 2012 was in *Communique #84*.  
Index for 2013 was in *Communique #96*.

## STRATCON 2014

This *all-SFU* convention will be held in the southern Nashville region 7-14 Jun 2014 (eight days) at:

Clarion Inn & Suites, Murfreesboro, TN 37129  
2227 Old Fort Parkway; (615) 896-2420

Ask for the StratCon room rate.

StratCon is organized primarily by and for the *F&E* community but is open to all *SFU* games and gamers. The cost will be under \$75 per player for the entire week, a fraction of the entry and gaming costs charged by Origins. (That is why it is not being held at Origins. It was announced in the last issue of *Communique* that ADB, Inc., will no longer attend that convention.) Contact [stratcon@starfleetgames.com](mailto:stratcon@starfleetgames.com) for more information.



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## FEDCOM PLANS FOR 2014 & BEYOND

*Borders of Madness* is being developed for release at a future time, with carriers, escorts, battle tugs, maulers, and other ships that only a madman would want to see added to *Federation Commander*.

*Federation Admiral*, a campaign manual designed to work with *Federation Commander*, *SFB*, *Starmada*, and *ACTASF*, will provide players with everything they need to create their own campaigns at any level. This will be released when finished (this year).

*Briefing #3* has not been forgotten. It contains commando ships, transports, survey ships, scouts, police ships, ground bases, specialized freighters, and much more needed for *Fed Admiral*.

Lots of ship packs and other items in PDF format will be uploaded to the various download sites. We will make an effort to do some new six-packs in 2014. We realize that some sell better than others, but we need to do them all and do them in a logical order. Each will have a mix of existing and entirely new ships, and some ships for future products will debut in this way.

### Online Indexes for Communique

<http://www.federationcommander.com/Communique%20Master%20Index.shtml>

## PDFS ARE AVAILABLE!

We have continued to offer more of our products as PDFs by way of the Warehouse 23 website.

We just recently released **Romulan ePack #3**.

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*, and more than a dozen ship card packs.

These PDFs are in color and high resolution. PDFs of most are searchable (some older *Captain's Logs* are not, but are being updated). 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. Thus, the people who bought *Reference Rulebook Revision 5* were able to obtain *Reference Rulebook Revision 6* for free.

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 are also uploading many products to DriveThru RPG. Watch for announcements of new uploads on our forum, BBS, page on Facebook, and Twitter feed

## FACEBOOK & TWITTER

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.

ADBInc\_Amarillo is the new place to check on Twitter. It's a quick way to get the most important new information about your favorite games. We have just started, so please follow us there.

## HAILING FREQUENCIES

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

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

This newsletter includes information about upcoming conventions and demos and *FC* tactics.

## WHAT SHIPS DO YOU WANT?

Here is an updated list of player suggestions, deleting ships published in *Communique*, *Captain's Log*, or *Reinforcements Attack*.

All Fleets: carriers, drone variants, heavy war destroyers, heavy command cruisers, maulers, sector base, X-ships, Early Years.

New Empires: Carnivons, Paravians, Jindarians, Juggernauts, Omega, Peladine.

Andromedan: Bull Snake cargo ship, Heavy Cobra, Imposer.

Federation: CD, DNM, plasma variants.

Frax: CV, FFE, DWS, Tug.

General: Auxiliary combat units, operational auxiliaries, sector base, system station, tramp steamer.

Gorn: BFF, Carronade Cruiser, destroyer w/o refits.

ISC: DDL, fast light cruiser.

Klingon: B10V, B8, F5WC, F5WD.

Kzinti: DWD.

Lyran: CAL, Lionness.

Monster: Ancient space dragon.

Romulan: Demonhawk, KB10R, Killerhawk, SabreHawk, SuperHawk.

Seltorian: Nest ship.

Tholian: BB, BW.

Vudar: none.

WYN: Fish DN, Fish DNL, Fish DNH, Fish DWD.

## 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* (also known as "Targets Ahoy!"), *Reinforcements Attack*.

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

Booster Packs: *Zero*, #1-#36, #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-#48.

See e23 for many ship card packs with new ships.

# 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 (10-6 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 us with a list of gamers near you. We're working to improve that list.

## 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 Online Gaming

Many people do not know that you can play *Federation Commander* online 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 online 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 most 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 online 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.

## FEDERATION COMMANDER SCENARIO

### (8CM88) CAVALRY CHARGE

In 2482 the Grand Alliance (the Federation, Gorns, Kzintis, and Tholians) were breathing a bit easier than they had been for five years. Remus had been devastated and the Romulans could take no offensive action. The balance of power (and strategic initiative) had shifted toward the Alliance, and the council could afford to scrape up a battle fleet and mount a strategic offensive.

The Gorns wanted to make a combined attack on Romulus, forcing the Romulans out of the war. The Kzintis wanted the combined attack to be against the Klingons, ending conflict on that front. The arguments were long and stormy but the Kzintis (who had sent ships to support the Gorns the year before) held out and won.

Federation, Gorn, Kzinti, and even Tholian ships were brought together to create a combined force for Operation Cavalry. The plan was to blast their way through the less-than-active Klingon Northern Fleet and destroy the northern Klingon starbase, which would effectively end any Klingon-Kzinti conflict.

Once that was done, the Kzintis promised to send a fleet to Gorn space to smash Romulus and end Romulan participation in the war. At that point, the Gorns promised to send most of their fleet to force the Klingons to accept defeat. The actual campaign of "Operation Cavalry" lasted most of a year and included a dozen battles (leading to its ultimate failure), but the battle portrayed in this scenario was the largest.

The ships available to the Klingons to oppose this operation were a mixed bag of what was available. The recent reverses had seriously depleted the reserves of both the Klingon and Lyran empires. The Lyrans had not recovered from the disastrous and unauthorized attack by the Red Claw Duchy on the WYN Cluster, and the Klingons' own failed attack on the Cluster left them temporarily unable to attack anything.

The Klingon Red Fleet was the Northern Theater's training unit. It was under the command of Group Admiral Ardak Kumerian, a tough officer with a proven record for iron discipline, but not known for tactical creativity. This fleet was declared combat operational and thrown into the face of the oncoming fleet. Kumerian's tactical plan was to charge the cavalry head-on and then win the kind of close-quarters melee battle that Klingons were famous for. The Lyrans were nominally under the command of Vice Duke Lambeth but their ships had been integrated into the Red Fleet because Lambeth was a politician with no military experience.

Gorn Admiral S'Treleg was nominally in command of the cavalry but the Kzinti admiral defiantly insisted on operating independently.

#### (8CM88a) NUMBER OF PLAYERS

**Two:** The Alliance player and Coalition player. Alternatively, there can be a third and fourth player as separate commanders for the Kzinti and Lyran forces.

#### (8CM88b) INITIAL SETUP

**Map:** Set up the map with three panels across and two panels high if using small hexes (four wide and three high with large hexes). The map is a "floating" map, but any ship which is more than 25 hexes from the flagship for that side cannot fire on enemy ships. Place the flagship five hexes from the designated corner, and all other ships within five hexes of their flagship.

**Alliance:** Place the Alliance forces in the "upper right" corner of the map space, heading E.

Gorn: BCH (flag), CM, BDD

Federation: CC, NCL, DW

Tholian: CA, CW

Kzinti: DN, CM, two DWs

**Coalition:** Place the Coalition forces in the "lower left" corner of the map space, heading B.

Klingon: C8 (flag), two D7s, D6, two D5s, two F5s

Lyran: BCH, two CWs, DW

#### (8CM88c) OBJECTIVE

**Mission:** Both sides are trying to force the other to withdraw by destroying as many ships as possible.

**Time Limit:** The scenario ends when all ships on one side have been destroyed, captured, or have disengaged.

**Victory:** Use the Victory Conditions in (8B2).

#### (8CM88d) SPECIAL RULE

**Flagships:** If a flagship is destroyed, the uncrippled ship with the highest point value becomes the new flagship. If the Kzinti DN is crippled, captured, or destroyed, all Kzinti ships retire (2E3). If the Klingon C8 is crippled, captured, or destroyed all Lyran ships retire (2E3).

#### (8CM88e) FORCE DYNAMICS

You can replay this scenario many times.

**Alternate Empires:** You could replace the Lyran force with an equal point value force of Romulans. You could replace the Tholian force with an equal point value of Federation or Gorn ships.

**Smaller Battle:** Allow each player to select up to 550 points of ships (or any number you choose) from all of the participating empires.

**Battleships:** Replace the Klingon C8 and Kzinti DN with battleships.

#### (8CM88f) DESIGNERS NOTES

The original *SFB* scenario by Phillip Kosnett; it was converted to *FC* by Mike West.

# ORION PIRATE VIKING COMMANDO SHIP FLEET SCALE

COUNTER **VIK**  
POINT VALUE: 41  
DAMAGE CONTROL: 2

POWER TRACK



10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

OPS Name \_\_\_\_\_

MARINES

12					
6					

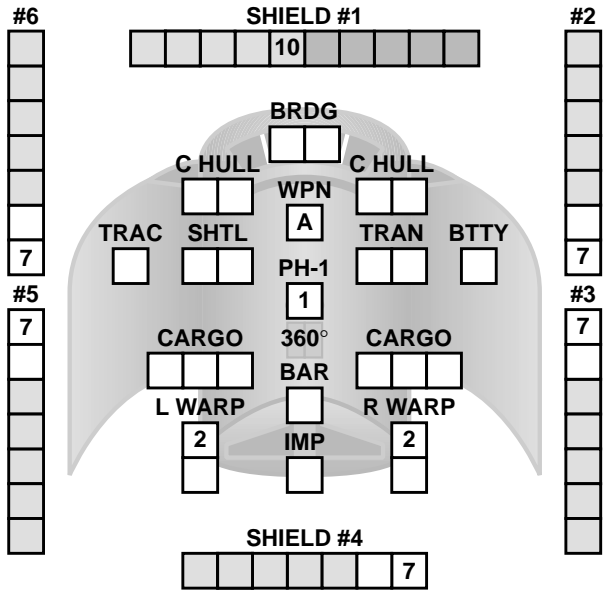
FRAME DAMAGE

3		
---	--	--

WEAPONS USED

A	1
---	---

<b>CLOAK COST = 3/8</b>
<b>TURN MODE D MOVE COST 1/8</b>
<b>BASE SPEED 8 TURN MODE 2 SPEED COST 1</b>
<b>BASE SPEED 16 TURN MODE 4 SPEED COST 2</b>
<b>BASE SPEED 24 TURN MODE 5 SPEED COST 3</b>
<b>ACCELERATION COST 1/8</b>
<b>DECELERATION COST 1/8</b>
<b>HIGH ENERGY TURN COST 5/8</b>
<b>EVASIVE MANEUVER COST 3/4</b>



NOTES:  
There is no probe launcher on this ship.  
WEAPONS: See rule 5L1.  
Barracks (BAR) are disabled on "hull" hits.  
CLOAK: Only some ships of this type have the cloaking device installed. If installed, the point value is increased by 5.  
STEALTH COATING: Add one to all direct-fire die rolls targeted on this ship. Seeking weapons miss this ship on a die roll of "6".

WEAPON ARMING: 

A	P	L	+4	+8
---	---	---	----	----

PLASMA ARMING: 

A					F
---	--	--	--	--	---

DRONE RACK A: 


DRONES: 

1			
2			

DRONES: 

3			
4			

PLASMA-F TORPEDOES IN FLIGHT: 

1	20																		
	10																		

FEDERATION COMMANDER: COMMUNIQUE #101  
FLEET SCALE SHIP CARD #C101  
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**C101**

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

NEW SHIP CARD

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# ORION PIRATE VIKING COMMANDO SHIP SQUADRON SCALE

COUNTER **VIK**  
POINT VALUE: 83  
DAMAGE CONTROL: 4



POWER  
TRACK

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

OPS  
Name \_\_\_\_\_

**MARINES**

24				
18				
12				
6				

**FRAME DAMAGE**

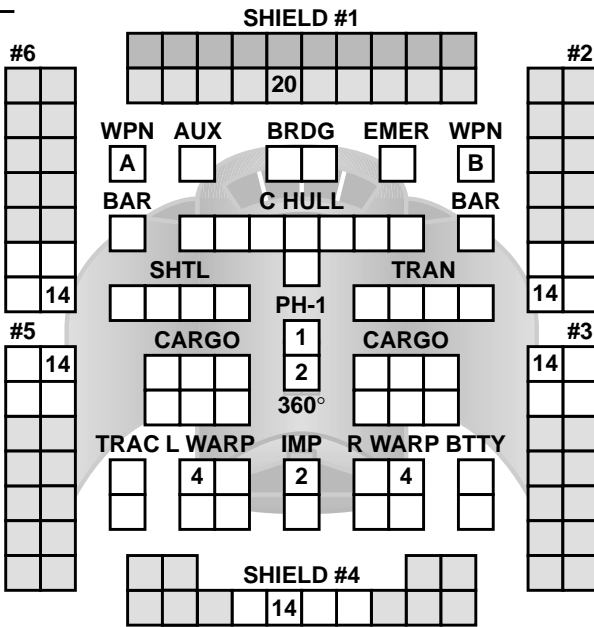
5			
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**WEAPONS USED**

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

**CLOAK:**  
Only some ships of this type have the cloaking device installed. If installed, the point value is increased by 10.

<b>CLOAK COST = 3/4</b>
<b>TURN MODE D MOVE COST 1/4</b>
<b>BASE SPEED 8 TURN MODE 2 SPEED COST 2</b>
<b>BASE SPEED 16 TURN MODE 4 SPEED COST 4</b>
<b>BASE SPEED 24 TURN MODE 5 SPEED COST 6</b>
<b>ACCELERATION COST 1/4</b>
<b>DECELERATION COST 1/4</b>
<b>HIGH ENERGY TURN COST 1+1/4</b>
<b>EVASIVE MANEUVER COST 1+1/2</b>



There is no probe launcher on this ship.

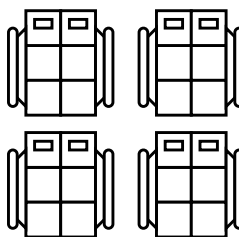
WEAPONS: See rule 5L1.

STEALTH COATING: Add one to all direct-fire die rolls targeted on this ship. Seeking weapons miss this ship on a die roll of "6".

Barracks (BAR) are disabled on "hull" hits.

PLASMA-F TORPEDOES IN FLIGHT

1	20																		
	10																		
2	20																		
	10																		



DRONE RACK A DRONE RACK B


DRONES DRONES

1																			
2																			
3																			
4																			
	5																		
	6																		
	7																		
	8																		

WEAPON ARMING

A	P	L	+4	+8
B	P	L	+4	+8

PLASMA ARMING

A								F
B								F

FEDERATION COMMANDER: COMMUNIQUE #101

SQUADRON SCALE SHIP CARD #C101

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FRACTIONAL POWER

0 1/4 1/2 3/4

**NEW SHIP CARD**

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