



COMMUNIQUE #104

STARDATE 2014.08.10

THE BIG NEWS: CAPTAIN'S LOG #49

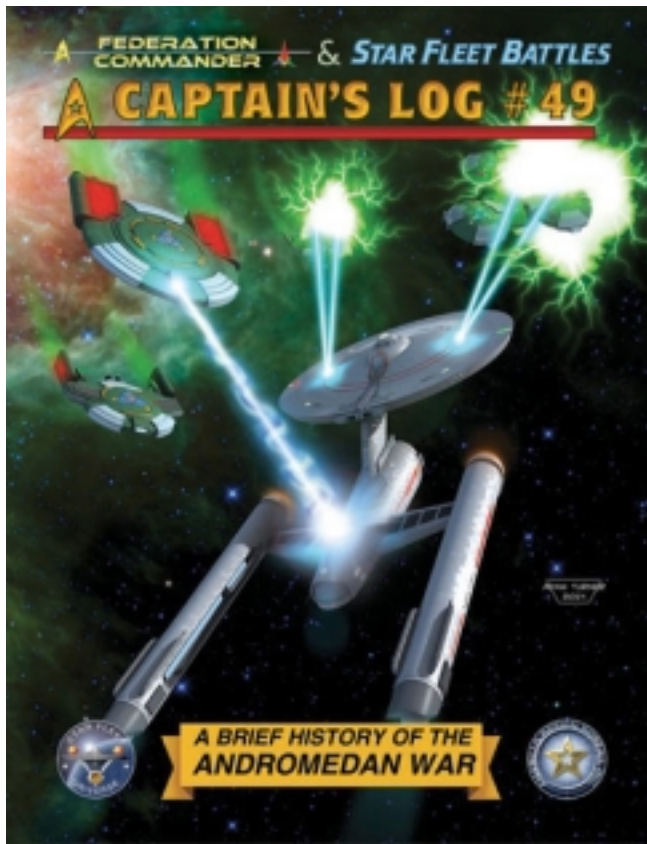
This is the best issue ever, but then, we thought that about *CL#48*, and *CL#47*, and... you get the picture.

The front-page fiction story is *A Brief History of the Andromedan War* by Gary Carney. This is one of the most detailed (and interesting) historical monographs ever written. There is a second fiction story, and two one-page historical snapshots.

Federation Commander gets the fleet repair dock and rules, the Romulan DemonHawk, two ships from the Magellanic Cloud, five scenarios, tactics, and more.

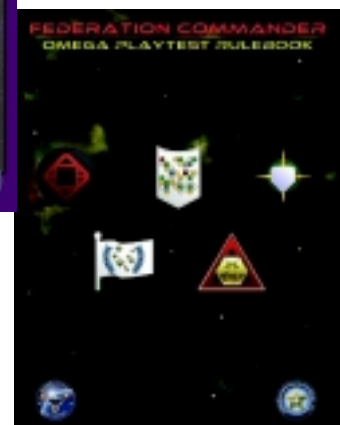
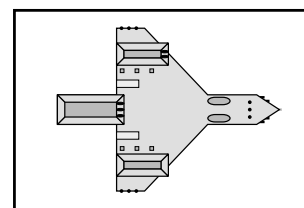
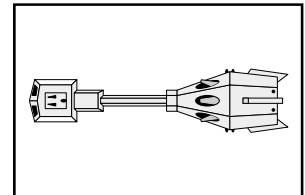
Star Fleet Battles gets 16 new ships and six scenarios. *Marines* gets a new scenario, *Starmada* gets the Vudar Empire, and *ACTA* gets the Juggernaut.

SKU 5749, Retail \$24.95 UPC: 6-78554-05749-0



NEWSFLASH #1: FC PLAYTEST PACKS

Over the last year, we released PDFs of two *Federation Commander* playtest packs. These were just released as hard copy products (black and white printing, not laminated) on 5 August. The packs cover the Omega Sector (the area on the far side of the ISC) and the Lesser Magellanic Cloud (the first empires to meet and be defeated by the Andromedans). Each pack includes new ships, weapons, and technology from these far-away areas, giving you new ways to enjoy *Fed Commander*.



PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #104 is published and copyright © 2014 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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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.
- **Communique #102:** Andromedan Diamondback commando cruiser and King Snake cargo ship, Scenario 8CM89 Of Things Yet to Come.
- **Communique #103:** Lyran commando war cruiser, Scenario 8CM90 The *Alliance* Hijack.
- **Communique #104:** WYN commando war destroyer, Scenario 8CM91 Rescue. Special bonus: Kzinti commando frigate.

RULES QUESTIONS

Q: A plasma torpedo is launched in the same hex as the target, heading in the opposite direction. What happens on the next impulse?

A: It depends on the speed. If the ship is moving 24+1, it will move out of the hex and the plasma torpedo will do a high energy turn and hit the #4 shield. If the ship is moving at a lower speed, it won't move on Sub-Pulse #1, but the torpedo does and it hits the #1 shield.

Q: If a ship is displaced, are its turn and sideslip modes reset to zero?

A: No, they remain as they were.

Q: If a mothership is destroyed, what happens to satellite ships in its hangar?

A: They are destroyed.

Q: If a satellite ship inside the mothership's hangar is destroyed, what happens to the mothership?

A: Any remaining energy (from the PA panels) is released into the hangar and has to go somewhere: other satellite ships (if any), energy modules (if any), the mothership's PA panels, or internal damage to the mothership, all at the choice of the Andromedan player.

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 for more information. Once your group starts holding regular events, you can report your exciting activities (demos, playtests, conventions) to us for posting on that page.

NEWSFLASH #2: FIRST NEW 2500s

The Orion DW and BR and the Tholian DD were released in July. The Orion CA, BC, and BCH were released on 1 August, about the same time as *Captain's Log #49* was released.

We expect to have the first two 2450s (the Federation CAR and Klingon D7K) sometime in September. These are 2500 designs re-scaled for the 1/3788 size of the 2400s (hence the designation 2450).

Many other ships are in the pipeline.

★ The Tholian PC and CA have been re-tooled and will go into the next master mold.

★ The Kzinti NCA originally released was defective due to the lack of phasers. These have been added (and the wings made much stronger) and the ship will go into a future master mold.

★ The Tholian TK5 is ready to go into the next master mold that has space to accommodate it.

★ The Orion DN, Klingon B10, Romulan Vulture, Klingon SD7, Gorn battleship, Kzinti battleship, and augmented battle station have been sent to the prototype shop to be turned into 3d pieces for use in mold-making. The prototype company had some equipment problems that delayed these but they should be along any time.

★ The Romulan Condor will be converted to metal in the next available master mold.

★ The Orion Slaver is under review.

★ The Neo-Tholian heavy cruiser design has been posted for public review and comment.

★ The Jumbo Freighter and Heavy Freighter are advancing in the CGI process.

★ The Lyran fleet is under development for release during 2015.

★ The first two heavy war destroyers (Klingon and Romulan) are entering the design phase for 2015 release.

The 2500 range has overcome the challenges of delays, quality control issues, and other problems, and we should now have a steady flow of new ships almost every month.

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

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 #49 was released 4 August. The main story is *A Brief History of the Andromedan War* by Gary Carney. As it says in *The Big News*, *Star Fleet Battles*, *Federation Commander*, *Starmada*, *Star Fleet Marines*, and *A Call to Arms Star Fleet* all got new material, plus other usual features and material for other games.

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. Four new Vudar ships and rules to use them were in *Captain's Log #49*.

Federation & Empire

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected in fall of 2014, along with a revised edition of *Fighter Operations* including expanded countersheets.

Star Fleet Battles

Steven Petrick has finished the *Federation Master Starship Book*, except for the last few graphics from Steve Cole. Steve has promised to deliver them so that the FMSSB can be released on 11 August with *CL#49*.

MONGOOSE

A Call To Arms Star Fleet Book 1.2 has been finished by Tony L. Thomas and the final editing and layout will begin on 11 August. We expect to release a PDF file by September and hard copy rulebooks for Christmas.

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

STARLINE 2500

The Tholian DD and Orion DW and BR were released in July, followed by the Orion CA, BC, and BCH in August. Master Mold #2 is being assembled including the last two Tholians (PC and CA), the two 2450s (Fed CAR and Klingon D7K, these are 2500s rescaled to the 1/3788 scale of the 2400s). After that are the Tholian TK5 and DN, Klingon B10 and SD7, Romulan Vulture and (metal) Condor, Kzinti NCA (corrected) and others. Expect a steady flow of new ships.

STARLINE 2425

This new category includes 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 in September.

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 #49*.

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.

Recently, 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 a resource for fiction writers and a fun book to read.

PDF SALES

We remained dominant on the Warehouse 23 site. 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. The ancient issues of *JagdPanther* have been found and are being uploaded one per month.

BBS & FORUM NEWS

KEYS TO COMMUNICATION

The BBS (www.StarFleetGames.com/discus) can be confusing at first sight, as it has hundreds of topics, used daily by a thousand players. Registration is free, but we do require all participants to use their real names. (This not only improves the overall tone of civility, but makes sure you get credit for any suggestions you make.) When you register, you will see topics for each of our product lines. Feel free to venture into the broader universe as you get more comfortable with the system.

There is also a forum (much easier for new players) on the www.FederationCommander.com website. It allows screen names and avatars but isn't used for submissions of new items.

Several versions of the updated Master Ship Chart for *Federation Commander* are on the *Commander's Circle*.

The *CRUL (Consolidated Rules Update List)*, listing all rules changes, is now in the *Commander's Circle*.

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 along with everything else for this game system.

WEBSITE UPDATE

We continue to update and improve our website: www.StarFleetGames.com

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

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

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

www.starfleetgames.com/masterindex.shtml

You can always find out what has been added here: www.starfleetgames.com/new.shtml

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*.

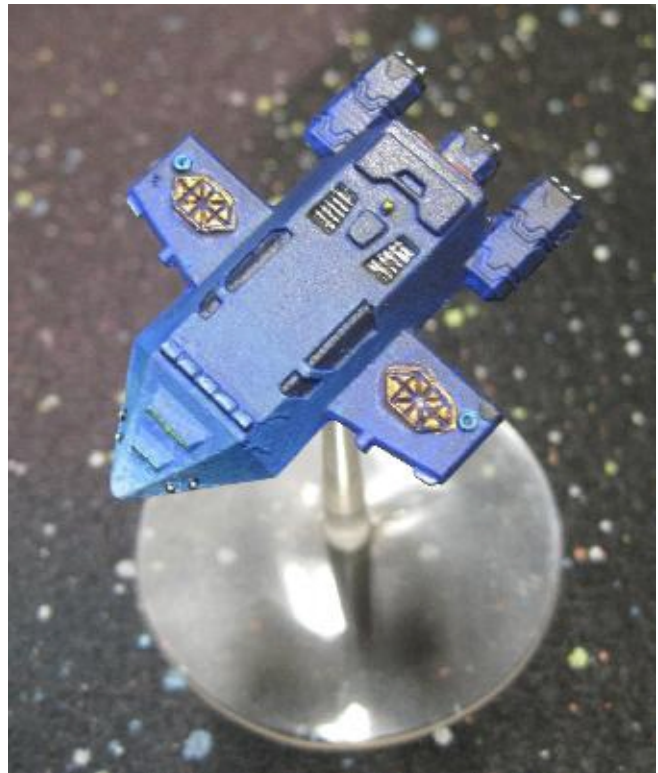
Index for 2009 was in *Communique #48*.

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*.



Orion Heavy Cruiser (2500)
Painted by Antonio el'Tomas.

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.

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.

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

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: 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-#49.

See w23 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

You can contact our customer support person at:
support@StarFleetGames.com

You can contact our sales department at:
sales@StarFleetGames.com

Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (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 has a lot of stuff for you to use, and the *Commander's Circle* (found at <http://www.starfleetgames.com/federation/Commanders%20Circle/index.shtml>)

has lots of free downloads and other things. You can even download a demo copy of the game to give a friend.

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

Need an Opponent?

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

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

Go to www.StarFleetGames.com/sitemap.html and look for the red **Find Opponents** button. Enter your data and in a few days you'll get an email from 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 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 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 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

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

(8CM91) RESCUE

A lone Federation freighter operating in the neutral zone, *Kroatoan*, had a warp engine explosion that hurled it into Klingon space, leaving it badly damaged. The Klingons, who carefully monitored the freighter to make sure the crew was safe, set a trap for the inevitable rescue ship, intending to create a diplomatic incident (claiming a Federation provocation and violation of their border).

(8CM91a) NUMBER OF PLAYERS

Two: The Federation player and the Klingon player.

(8CM91b) INITIAL SET UP

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).

The map is “fixed,” and does not float. The Klingon border runs in a north-south line 12 hexes from the right side of the map (between columns 29xx and 30xx when using small hexes).

Klingon ships can only leave the map from Klingon territory (left or east of the border). The Federation ship can only leave from neutral territory (to the right or west side of the border). Ships that leave in unauthorized directions are considered destroyed.

Set up a large freighter 20 hexes from the Klingon border (on the Klingon side) and halfway down from the top of the map, facing in direction F.

Federation player: Set up a heavy cruiser or equivalent ship on the right side of the map in neutral territory 10 hexes from the Klingon border, facing the freighter.

Klingon player: A Klingon ship will enter the map on Turn #2, anywhere in Klingon territory at least five hexes from the border and at least 10 hexes from the freighter, facing any direction the Klingon player wishes. The exact type of ship is determined randomly (8CM91d).

(8CM91c) OBJECTIVE

Mission-Federation: Rescue the crew of the freighter and leave the right side of the map.

Mission-Klingon: Prevent the Federation rescue from succeeding.

Time Limit: The scenario continues until the Federation cruiser has been captured or destroyed or has left Klingon territory. If the Federation ship has not left the map by the end of Turn #10, it is considered to be captured by newly arriving Klingon reinforcements.

Victory: If the Federation ship rescues the entire crew of the freighter and leaves the map without being crippled, the Federation player wins. If that does not happen, use the Point Value Victory System (8B2) to determine the winner. Award the Federation player a bonus of five points for each crew unit rescued from the

freighter. Subtract five points from the Federation player's total for each crew unit left on the freighter. If the Klingon player does not damage the Federation ship, he can never score better than a draw.

(8CM91d) SPECIAL RULES

1. Kroatoan: The freighter has been damaged. All weapons, shields, transporters, and engines have been destroyed. There are 10 crew units on the freighter (including mine workers on their way to a licensed mine on a neutral world). Because of the extensive damage and radiation interference, an emergency beamout evacuation is not possible, and the ship cannot be towed by tractor beam because it is about to come apart. Each transporter box on the Federation cruiser is able to transport one crew unit from the freighter per turn.

2. Time is of the Essence: The Federation ship must enter Klingon territory on Turn #1 because the civilian crew is in a near state of panic.

3. The Incident: The Klingons are trying to create “an incident,” and strict rules of engagement must be observed. The freighter, which is “being helped” by the Klingon ship, cannot be fired on. The Federation cruiser can only be fired at if it is in Klingon territory; it cannot fire at the Klingons until fired upon. The Klingon ship cannot leave Klingon territory; Klingon drones must be released from tracking before they leave Klingon territory. The Klingons can transport the freighter crew but any crew units rescued by the Klingons do not count against the Federation (i.e., they score zero points).

4. Klingons: The Klingon ship is determined by a die roll, at the start of Turn #2, as follows:

1 = D7	2 = D6	3 = D5
4 = D5W	5 = D7C	6 = F5

Feel free to replace any ship for which you do not have a card with any Klingon ship of a smaller point value.

(8CM91e) FORCE DYNAMICS

1. Balance: The balance of the scenario could be adjusted by giving the more skilled player a smaller ship. The number of crew units on the freighter or the number of turns before the Klingon reinforcements arrive can also be adjusted.

2. Terrain: Feel free to set the incident in an asteroid field, dust cloud, radiation zone, or other terrain type.

3. Alternate Empires: Set the incident on any border (even an imaginary one) between any two empires.

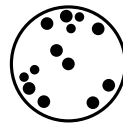
4. The Police: Instead of a die roll, use two G2 police cutters.

(8CM91f) DESIGNER'S NOTES

This scenario was designed for *Star Fleet Battles* by Rob Milcik and was published as (SL41.0) in *Captain's Log #2*. It was converted to *Federation Commander* by Michael Bennett of Lexington, South Carolina.

WYN CLUSTER COMMANDO DESTROYER FLEET SCALE

COUNTER CDD
POINT VALUE: 38
DAMAGE CONTROL: 1



POWER TRACK

12

11

10

9

8

7

6

5

4

3

2

1

0

WDS _____
Name

PROBES

--	--	--	--

MARINES

15			
10			
5			

FRAME DAMAGE

2	
---	--

TURN MODE B
MOVE COST 1/4

BASE SPEED 8
TURN MODE 2
SPEED COST 2

BASE SPEED 16
TURN MODE 3
SPEED COST 4

BASE SPEED 24
TURN MODE 4
SPEED COST 6

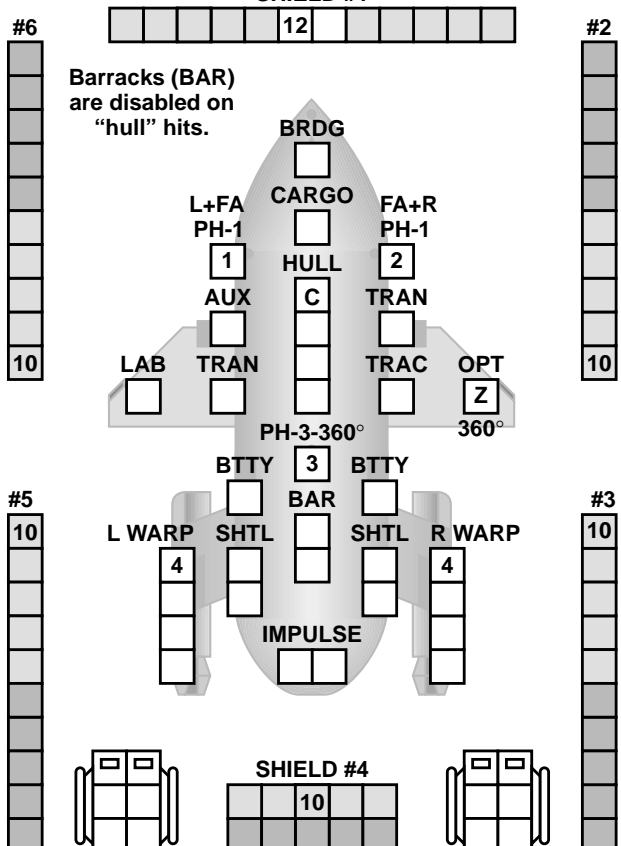
ACCELERATION
COST 1/4

DECELERATION
COST 1/4

HIGH ENERGY
TURN COST 1+1/4

EVASIVE
MANEUVER
COST 1+1/2

C104A



WEAPONS USED

1	2	3	Z
---	---	---	---

 OPTION Z

Optional weapon mounts can be phaser-1s (360°) or drone racks (360°); the player must select before the game begins.

DRONES

1			
2			
3			
4			

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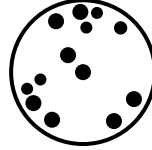
FRACTIONAL POWER
0 1/4 1/2 3/4

NEW SHIP CARD

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WYN CLUSTER COMMANDO DESTROYER SQUADRON SCALE

COUNTER CDD
POINT VALUE: 75
DAMAGE CONTROL: 2



POWER TRACK

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

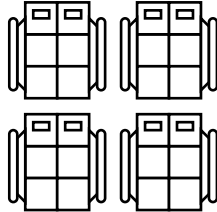
WDS _____
Name

MARINES

30			
24			
18			
12			
6			

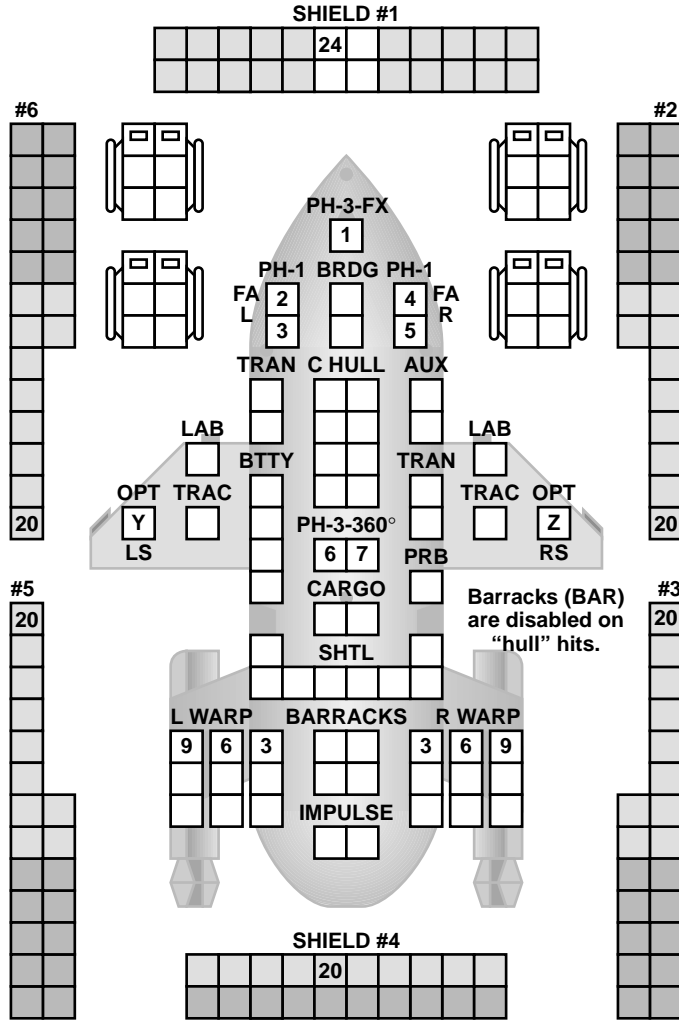
FRAME DAMAGE

4			
---	--	--	--



TURN MODE B 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 4 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3

C104A



RACK Y

RACK Z

PROBES

--	--	--	--

DRONES

1			
2			
3			
4			

DRONES

5			
6			
7			
8			

Optional weapons mounts can be phaser-1s (LS/RS) or drone racks (360°); the player must select before the game begins.

WEAPONS USED

1	2	3
4	5	6
7	Y	Z

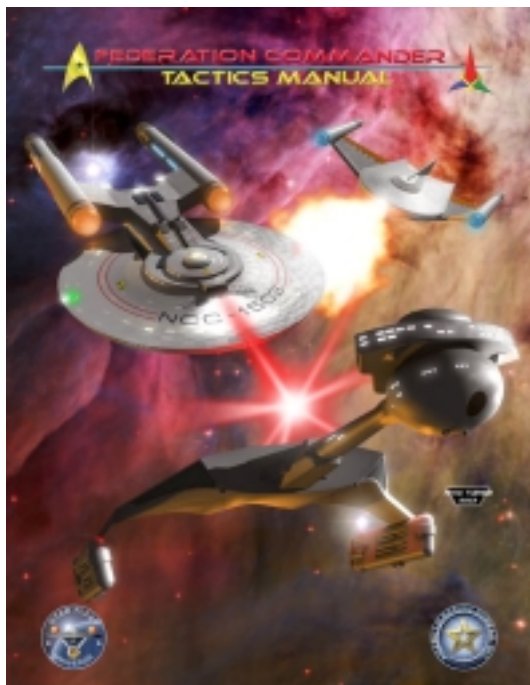
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FRACTIONAL POWER
0 1/2 0

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RELEASED 7 JULY!



FEDERATION COMMANDER TACTICS MANUAL

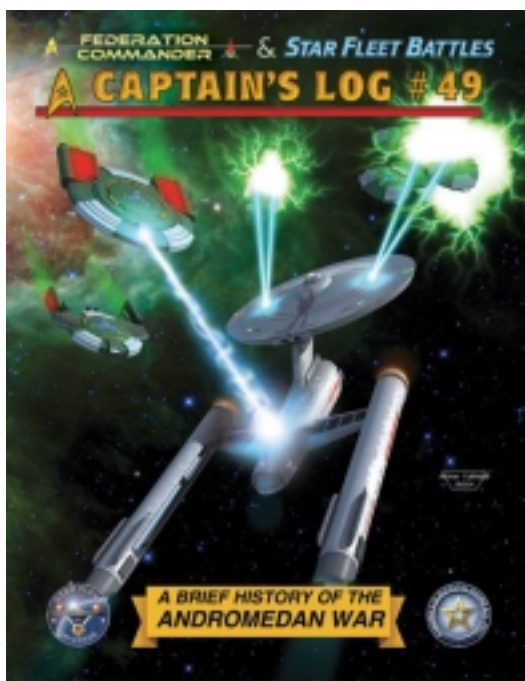
A complete analysis of the tactics of winning Federation commanders. Includes how to plan your battle (and stick to a plan), analysis of each weapon and each empire, special types of units (battleships, bases), terrain of all types, maneuvers of all types and when to use each one, etc. Subjects covered include (well) everything: firing arcs, shields, energy allocation, targeting, special sensors, damage control, suicide shuttles, Marines, transporters, tractor beams, and everything else.

This book also includes a compilation of all Tactical Notes published to date in *Captain's Log* through #48.

SKU 4009, Retail price \$24.95

UPC: 678554040096

RELEASED 4 AUGUST!



CAPTAIN'S LOG #49

The next installment in our best-selling product series shipped to wholesalers on 4 August and will ship to mail orders on 11 August. This issue includes fiction (A Brief History of the Andromedan War), news, and play-value material for all of our games including new ships (including the fleet repair dock, DemonHawk, and two Magellanic ships for *FC*), new scenarios (including five for *FC*), new tactics (knife fighting for *FC*), new rules (sub-light movement for *FC*), and battle groups (for *SFB* and *FC*).

SKU 5749, Retail price \$24.95

UPC: 678554057490

BONUS EXTRA SHIP; see Captain's Log #49 for why you got it.

NEW SHIP CARD


KZINTI COMMANDO FRIGATE

FLEET SCALE

COUNTER FFG

POINT VALUE: 26

DAMAGE CONTROL: 1



POWER TRACK

8

7

6

5

4

3

2

1

0

PROBES

--	--	--	--

MARINES

13			
10			
5			

FRAME DAMAGE

2	
---	--

WEAPONS USED

1	2	3
---	---	---

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

#6

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

SHIELD #1

	7			
--	---	--	--	--

360° PH-1

1

BRDG

--

F HULL

--	--

CGO TRAN PH-3-360° SHTL CGO

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

TRAC HULL AUX

	R	
--	---	--

LAB TRAN

--	--	--

IMP BAR BTTY

--	--	--

LEFT WARP CNTR WARP RIGHT WARP

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

SHIELD #4

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

#2

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

#5

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

#3

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

TURN MODE A
MOVE COST 1/8

BASE SPEED 8
TURN MODE 1
SPEED COST 1

BASE SPEED 16
TURN MODE 2
SPEED COST 2

BASE SPEED 24
TURN MODE 4
SPEED COST 3

ACCELERATION
COST 1/8

DECELERATION
COST 1/8

HIGH ENERGY
TURN COST 5/8

EVASIVE MANEUVER
COST 3/4

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FRACTIONAL POWER

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

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BONUS EXTRA SHIP; see Captain's Log #49 for why you got it.

NEW SHIP CARD

KZINTI COMMANDO FRIGATE SQUADRON SCALE

COUNTER FFG
POINT VALUE: 52
DAMAGE CONTROL: 2



POWER TRACK

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

MARINES

26		
24		
20		
16		
12		
8		
4		

FRAME DAMAGE

4		
---	--	--

WEAPONS USED

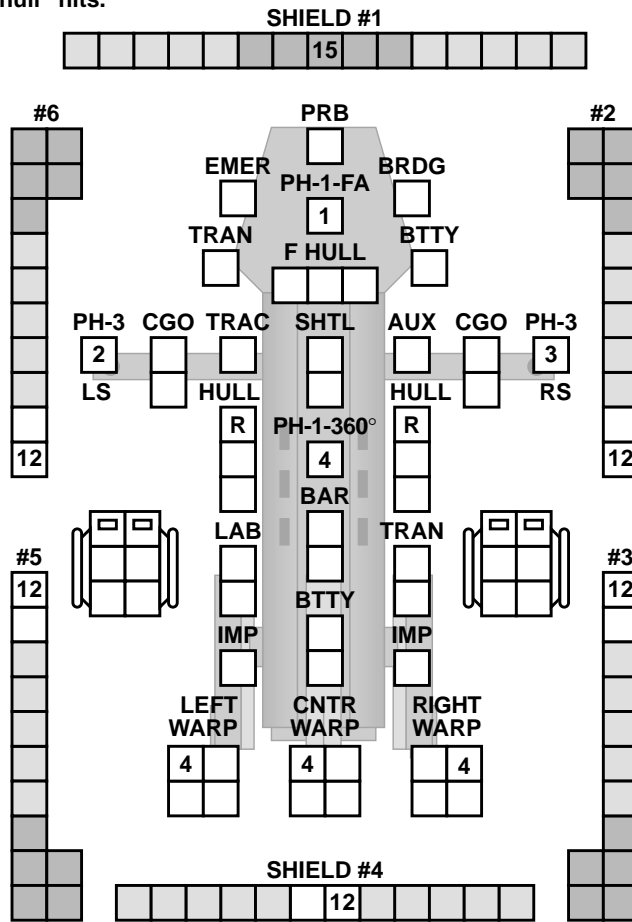
1	2	3	4
---	---	---	---

TURN MODE A MOVE COST 1/4
BASE SPEED 8 TURN MODE 1 SPEED COST 2
BASE SPEED 16 TURN MODE 2 SPEED COST 4
BASE SPEED 24 TURN MODE 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2

KHS _____
Name

PROBES
[][][][][]

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



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

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SPECIAL PLAYTEST SECTION

(5P) CLOAKING DEVICES

Players of *Federation Commander* are asked to test the cloaking device rules with these proposed changes and report the results to us. These changes are not official at this time.

(5P3c) Seeking Weapons: At the instant that the ship becomes fully cloaked, seeking weapons may lose tracking. If the cloaked ship is Stopped or Speed Zero, all weapons more than one hex from the ship are removed. If the cloaked ship is moving at Speed 8, all seeking weapons more than four hexes from the ship are removed. If the ship is moving at Speed 16, all weapons more than eight hexes from the ship are removed.

(5P3d) Voided Cloaks: Two key changes are under review here:

1. The cloak is voided for two impulses, not four, assuming that the cloak remains active that long. In cases where the cloak is continually re-voided (e.g., the ship is held in a tractor beam) the cloak is, indeed, continually re-voided.

2. While the ship with a voided cloak loses most of the benefits of being cloaked, damage from seeking and direct-fire weapons is still reduced by 50%.