

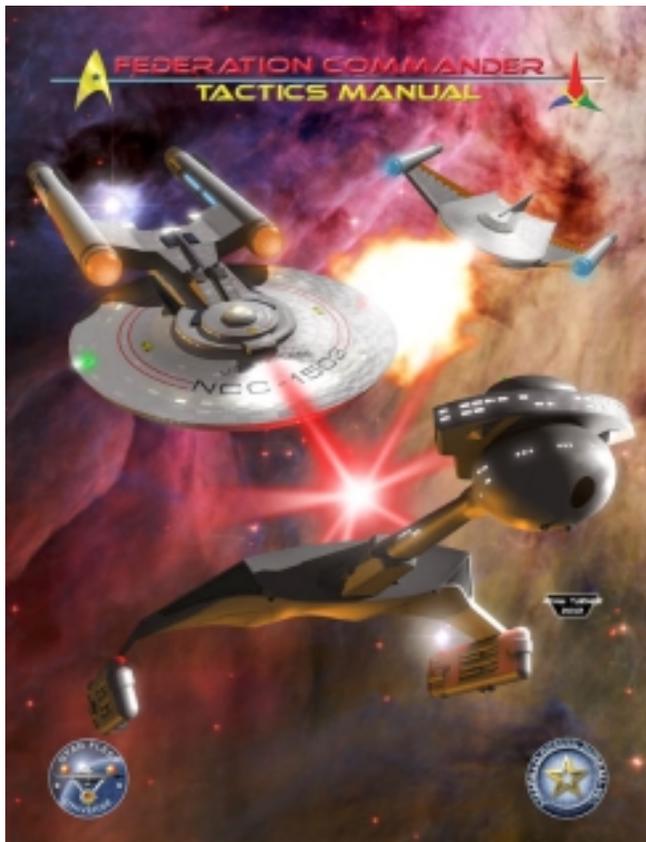


COMMUNIQUE #105

STARDATE 2014.09.10

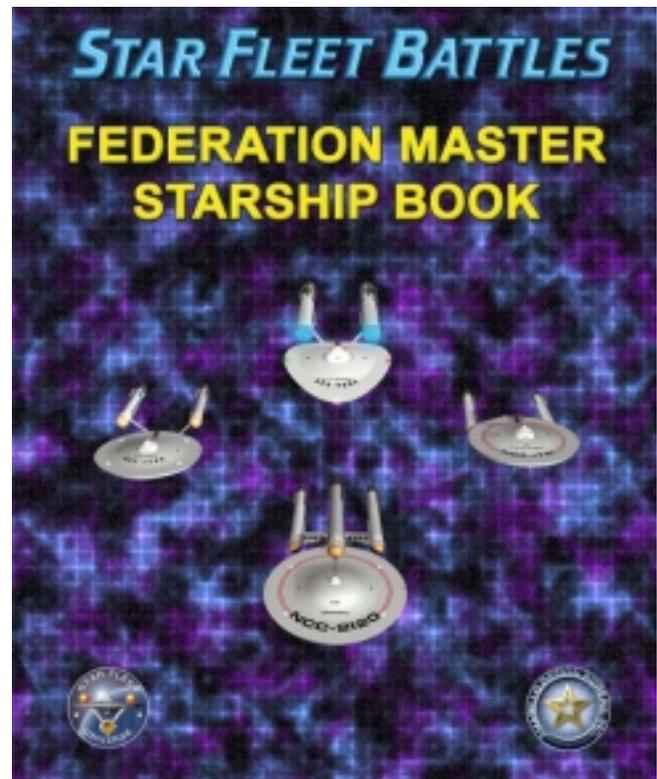
THE BIG NEWS: FC TACTICS E-MANUAL

The big news for this month is that we are releasing the *Federation Commander Tactics Manual* as an ebook. This is a direct result of your requests. It is on Warehouse 23, DriveThru RPG, and Wargame Vault. We are excited about this book because it is designed to create better players. Building on your understanding of the rules, key topics are explored and advice is given on how to take advantage of your knowledge. The book includes both broad tactical principles and specific step-by-step techniques and procedures. As Ardak Kumerian wrote: "The only test is combat; the only valid result is victory." Go forth with this book and be victorious!



NEWSFLASH #1: FEDERATION MASTER STARSHIP BOOK

Just released is this ultimate work on the ships of the Federation. Every ship is listed, including history, an illustration, and full *SFB* game stats. (Even players of our other games are finding this book an enjoyable read.) This book is sold only on our shopping cart or as an ebook on Warehouse 23, DriveThru, or Wargame Vault.



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.
- **Communique #102:** Andromedan Diamondback commando ship 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.
- **Communique #105:** Seltorian commando destroyer, Scenario 8CM92 The Element of Surprise.

RULES QUESTIONS

Q: Is the cost for operating transporters the same for a frigate as it is for a dreadnought?

A: According to rule (5E2) any given ship pays the the cost of one hex of movement which operates every transporter on the ship. Thus, a frigate would usually pay 1/4 or 1/2 point and a dreadnought 1.5 points. This is actually a fudge to avoid making players deal with a lot of fractions since not every ship has a 1/4 track. *SFB* charges 1/5 of a point per transporter (call it 1/4 in *FC* for those who want to experiment with the idea).

Q: I am in the same hex as an enemy ship. I have tractor her, and having committed more energy to movement, I control movement for both of us, and both ships have the same movement cost. Can I dock to the enemy ship and board her?

A: Controlling movement applies to the next hex to be entered. You cannot force docking by controlling movement. Rule (2D5a) specifically states that to dock to an enemy ship it must have no power. There really is no way to force docking to a ship able to move.

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: 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*.



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. *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* and it was released on 11 August with *CL#49*. Steve Petrick then noted that the experimental *Hydran Master Starship Book* was 90% ready and convinced Steve Cole to do the missing graphics (X-ships, Y-ships, R1 units) so it could be released in October.

MONGOOSE

A Call To Arms Star Fleet Book 1.2 has been finished by Tony L. Thomas and the final editing and layout began on 25 August. We expect to release a PDF file by October and hard copy rulebooks for Christmas.

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

STARLINE 2500

Master Mold #2 is being assembled including the last two Tholians (PC and CA), the two 2450s (Fed CAR and Klingon D7K). After that are the Tholian TK5 and DN, Klingon B10 and SD7, Romulan Vulture and (metal) Condor, Kzinti NCA (corrected) and others. Plans for a "steady flow of new ships" were wrecked by the failure of the prototype company to deliver on schedule.

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 within a year (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 later this year.

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 DriveThru 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*.



Kzinti Battlestation by Dan Ibekwe

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

(8CM92) THE ELEMENT OF SURPRISE

Every starship captain knows roughly what to expect when fighting a given foe. Federation ships will have good phasers and will have photon torpedoes. If you're going up against the Hydrans, it might be an idea not to get too close to them. The Kzintis will be lobbing drones at you right from the start.

But this can lead to a sense of complacency. What if a captain comes up against something unexpected, say in an uncharted region of space? Or what if your "known" enemy with his familiar weapons suddenly brings a new weapon into the fight?

Each empire therefore puts its cadets through rigorous training in coping with unexpected occurrences in combat. Simulators can be programmed with these concepts in mind, and in this scenario, the cadet has been given the challenge of an enemy armed with unconventional weapons or abilities.....what could be more unexpected?

(8CM92a) NUMBER OF PLAYERS

Two: The Cadet player and the Simulator player.

(8CM92b) INITIAL SETUP

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes).

Use a "floating" map since the battle takes place in a simulator.

Cadet: Select a ship from the empire of your choice and set it up in one corner of the map, facing at the owning player's option.

Simulator: Select a ship of roughly equivalent points value to the Cadet player's ship and set it up in the opposite corner of the map from the Cadet player's ship, facing in any direction.

(8CM92c) OBJECTIVE

Mission-Both: Defeat the enemy ship.

Time Limit: The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged.

Victory: Use the Point Value Victory System (8B2) to determine the winner.

Victory: Use the standard victory conditions. The Cadet player receives a victory point bonus equivalent to 20% of the point value of the Simulator ship.

(8CM92d) SPECIAL RULES

1. Simulator ship special abilities: The Simulator ship has up to six special abilities, which are randomly determined using playing cards. Take a standard deck of playing cards and use all the Hearts and Clubs cards. Also obtain the Ace, King, Queen, Jack, ten and nine of Spades. Set aside all the other cards; they will not be required. Shuffle the Spade cards and give the Simulator player one of them face down and set aside the rest with the other discards. Shuffle the Hearts cards and give the Simulator player two of them face down. Shuffle together the remaining Hearts and all the Clubs cards, and give the Simulator player four of them face down. The Simulator player may now examine all the cards he has been given. The Clubs are dummy cards which have no effect other than maintaining the mystery; however, the Hearts cards (of which

he will have at least two and possibly up to six) confer special abilities on the Simulator player's ship according to the list below. All special abilities are kept secret until revealed with their first use or as stated in their description.

The Simulator player does not decide what to do with the cards until he has seen them all. He must record any decisions in writing and reveal this written record (and all of his cards) at the end of the game.

Ace: You may use two of your weapons boxes as optional weapon mounts, in the same manner as Orion ships, but you may choose any weapon (apart from Plasma-R or PPD) to go in each mount irrespective of the usual box size requirements. For the purposes of this scenario only, because it is training in the simulator for the unexpected, you may even choose tractor-repulsor beams (light TR beams unless the ship is a heavy cruiser or larger, in which case heavy TR beams may be chosen), displacement device, or Tholian web-based weapons if you wish. The weapons' true natures are revealed either by the weapons firing, or if the Cadet ship gets within four hexes of the Simulator ship (or within two hexes for ships without lab boxes).

King: Wall Shield. The ship carries an extra layer of shielding at no extra cost. The effect of this is to block the first damage points of each volley that hits a shield, equal to the number of working batteries on the ship, for no power cost. Effectively, this gives free shield reinforcement points. Burnthrough is still figured as normal.

Queen: Fire control enhancements. Subtract one from all direct-fire die rolls, and add one to all "to-hit" rolls for seeking weapons impacting stealthy targets. Add two to the ship's seeking weapon control rating.

Jack: Phase-shift. The ship is shifted slightly out of "normal" space-time, making it harder to hit with weapons. Use the rules for Orion stealth coating (5L2) to simulate this.

Ten: Agility. The cost of a high energy turn is reduced by 20%. Furthermore, the number of hexes moved for the ship to fulfil its turn mode requirement is reduced by one at all speeds, subject to a minimum of one hex.

Nine: Computer virus attack. This confers the ability to deliver a virus attack on the enemy ship's computers. See the section on virus attacks below.

Eight: Nanobots. Ship gains an extra two repair points each Repair Phase.

Seven: Advanced phasers: Two of the phaser-1s or phaser-2s on the ship (player's choice but once chosen cannot be changed), if downfired as phaser-3s, may (but do not have to) ignore their target's shields entirely. Resolve damage from these phasers as a separate volley from other direct-fire weapons used at the same time.

Six: Improved seeking weapons. Plasma torpedoes move an extra hex in the fourth movement sub-pulse of each impulse they are in play, but these extra hexes are ignored when calculating warhead degradation due to distance run. Drones are all "fast" (Speed 32) and have 15-point warheads.

Five: Long-range tractor beams. Tractors can be used at three hexes' range, with no additional cost in power.

Four: Long-range transporters. Transporters have a range of eight hexes rather than five, at no extra cost in power.

Three: Power upgrade. The ship receives extra power each turn, equivalent in value to two movement points and subject to a minimum of one point. This benefit is received as long as the ship has at least one functioning power generation box.

Two: Improved hand weapons. Boarding party combat is improved by subtracting "1" from hit-and-run die rolls, and adding "1" to end-of-turn boarding party combat die rolls.

2. Virus attacks: If the Simulator player has the nine of Hearts, he may inflict a virus attack on the Cadet player's ship's computer. The denomination of the Spade card received at the start of the game denotes the virus attack that the Simulator player may inflict, in accordance with the list below. (If he does not have the nine of Hearts, his Spade card simply becomes another dummy card).

A virus attack may be delivered at any point in the Other Functions Phase of any impulse, provided the target is within six hexes. Success is automatic, but a working control system box is required on the Simulator player's ship in order to transmit the virus. The effects of a virus attack continue until the attack is defeated using the procedure below.

Ace: Warp bubble breakdown. The ship must immediately perform an emergency deceleration maneuver. The player can select only Stopped or Speed Zero (and can accelerate as normal at Speed Zero), and may not perform a high-energy turn or evasive maneuvers.

King: Shield control system disrupted. The ship's shields do not function.

Queen: Infestation of the ship's control systems. The ship is treated as being "uncontrolled."

Jack: Infestation of the ship's fire-control system. All direct-fire weapons suffer a +1 die-roll modifier; drones and suicide shuttles miss on a roll of "6." Plasma torpedoes fail to obtain their own guidance on a roll of "6;" this roll is performed immediately upon launch. Torpedoes in flight are unaffected.

Ten: Infestation of the ship's engine and reactor systems. During Energy Allocation, the ship produces power equal to only half its functioning power-producing boxes, beginning with the next turn. Batteries cease to function for all purposes including shield reinforcement.

Nine: Tractor beam system infested and rendered inoperable. Existing tractor links are lost and no further tractor operations may be performed.

To defeat a virus, roll one die in the Other Functions Phase of each impulse, beginning with the impulse after the infection occurs. Each die roll is added to a cumulative total. Once the total equals or exceeds 24 points, the virus is defeated and its effects end. During the Repair Phase of the turn, the ship's owning player may, if he wishes, use the ship's regular repair points to add to the running total if the virus is still active at that time. Once a virus is defeated, that virus will not work again against that player's ship (or ships in a multi-ship battle).

(8CM92e) FORCE DYNAMICS

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

1. Alternative Ships: Feel free to use any class of ship from any empire. Also, rather than giving the Cadet player a victory point bonus, you might want to give him a ship that has a 20% higher points value than the Simulator ship instead.

2. 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, by changing the bonus victory points given to the Cadet player, or by changing the number of Hearts cards (and hence automatic special abilities) given to the Simulator player at the start of the game. Or decrease the number of Clubs cards to increase the chances of the Simulator ship getting more special abilities.

3. Other Special Abilities: Players should feel free to design their own special abilities for the Simulator ship, while keeping within the spirit of the game and also bearing in mind play balance issues. For example, the Simulator ship could have a "Hyperspace" ability, allowing it to disengage immediately and automatically, simply by disappearing from the map at extreme speed. The idea is to have occurrences which are unexpected but not game-breaking; a challenge but not an un-

beatable advantage. This is a simulator, after all!

4. Double Jeopardy: Allow both ships special abilities. In this case, give each player an automatic software attack ability by allowing them each one draw from the Spades deck at game start; the nine of Hearts now confers the special ability "Software Hardening," which renders the ship immune to all virus attacks. You could also introduce Diamonds into the Spades deck as dummy software attacks, i.e., players would not be guaranteed a virus attack capability. Each player gets three Hearts automatically, and then a further three draws from the shuffled pack (Hearts and Clubs).

(8CM92f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Tony Cutcliffe of Devon, UK. He wanted to be able to present a scenario where one player gets the feel of approaching an unknown opponent; this just happened to coincide with the other player getting to play with some interesting gadgets.

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.

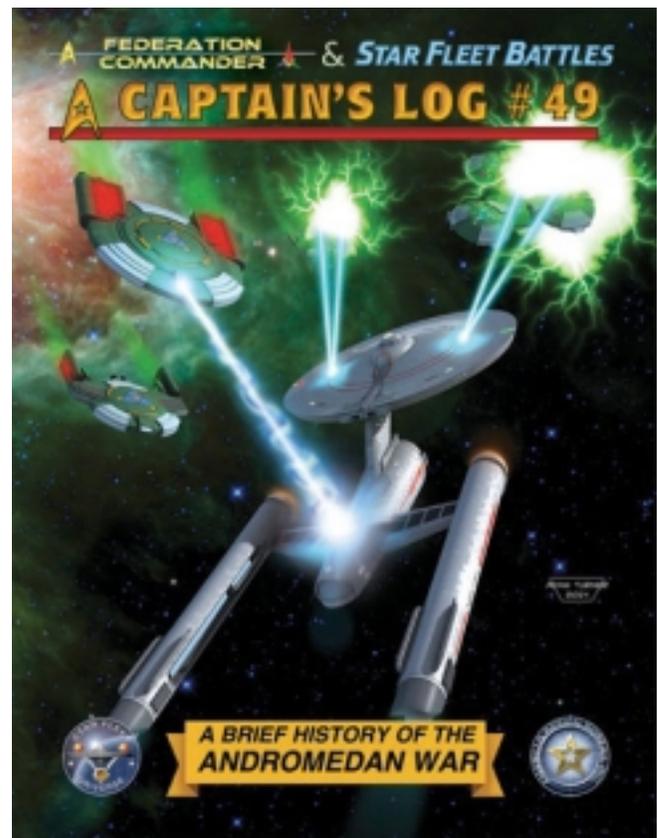
The front-page fiction story is *A Brief History of the Andromedan War* by Gary Carney. This is one of the most detailed (and interesting) historical monographs ever written. There is a second fiction story, and two one-page historical snapshots.

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.

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SELTORIAN COMMANDO DESTROYER

FLEET SCALE

COUNTER CMD
POINT VALUE: 40
DAMAGE CONTROL: 1



POWER TRACK

12
11
10
9
8
7
6
5
4
3
2
1
0

STS _____
Name _____

This ship has no probe launcher.

MARINES

15			
10			
5			

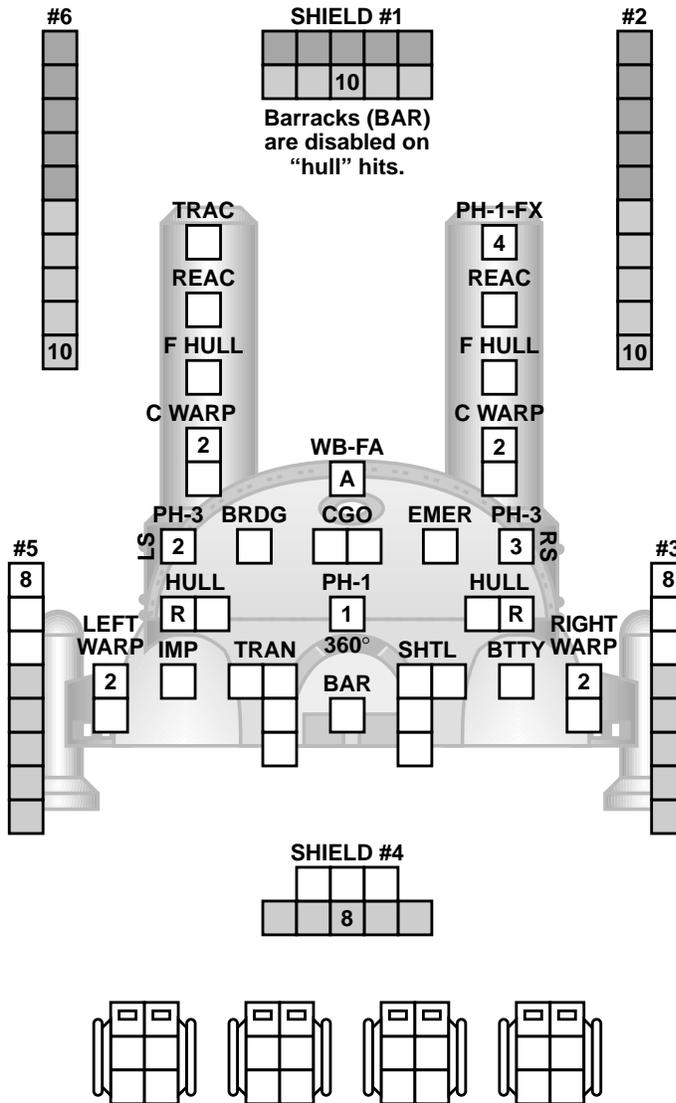
FRAME DAMAGE

2	
---	--

WEAPONS USED

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

TURN MODE C 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 5 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2



C105

FEDERATION COMMANDER: COMMUNIQUE #105
FLEET SCALE SHIP CARD #C105
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FRACTIONAL POWER

0 1/4 1/2 3/4

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SELTORIAN COMMANDO DESTROYER SQUADRON SCALE

COUNTER **CMD**
POINT VALUE: 80
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

This ship has no probe launcher.
STS Name _____

MARINES

30				
25				
20				
15				
10				
5				

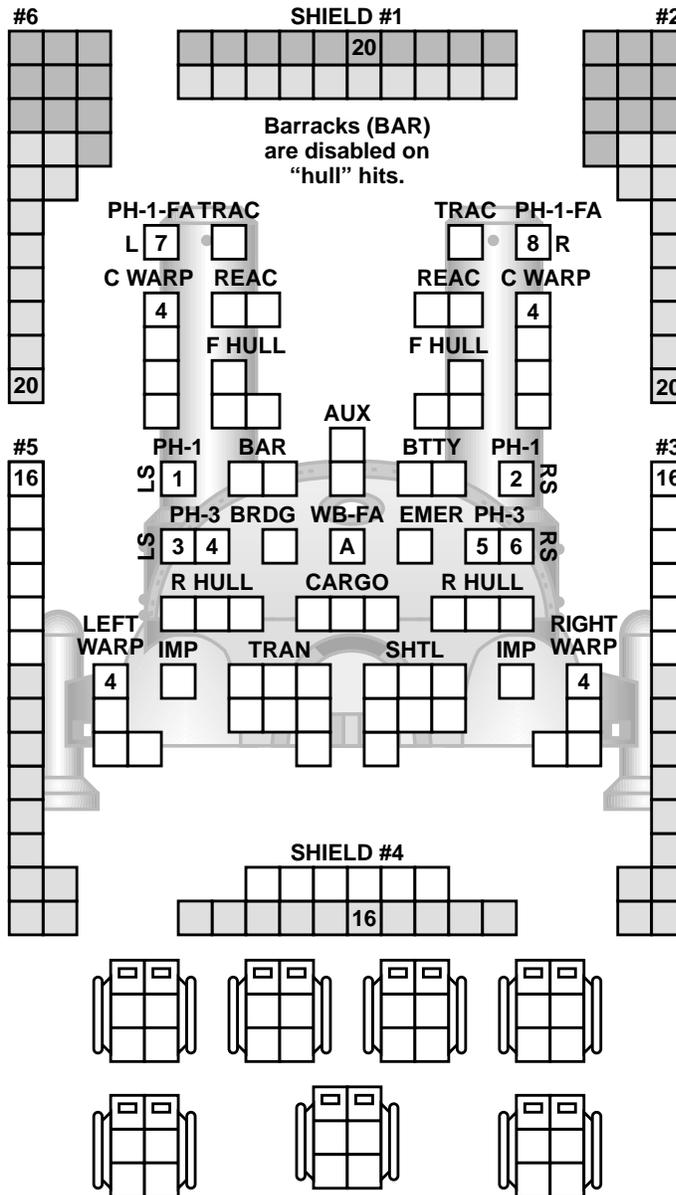
FRAME DAMAGE

4			
---	--	--	--

WEAPONS USED

A	1	2	3	4
	5	6	7	8

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



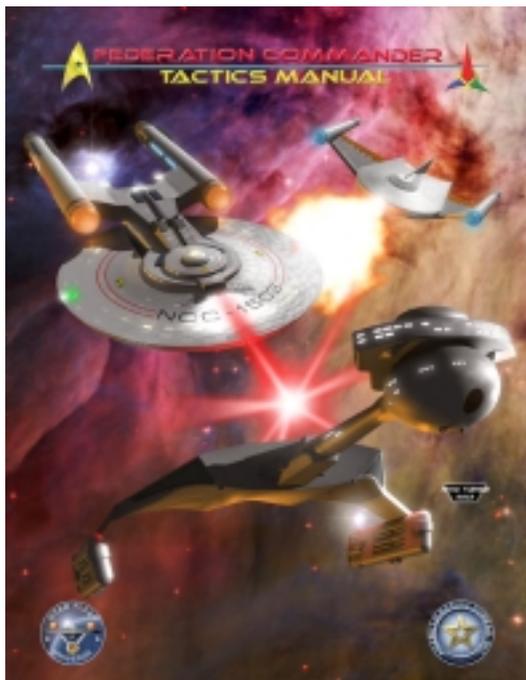
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SQUADRON SCALE SHIP CARD #C105
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FRACTIONAL POWER
0 1/2

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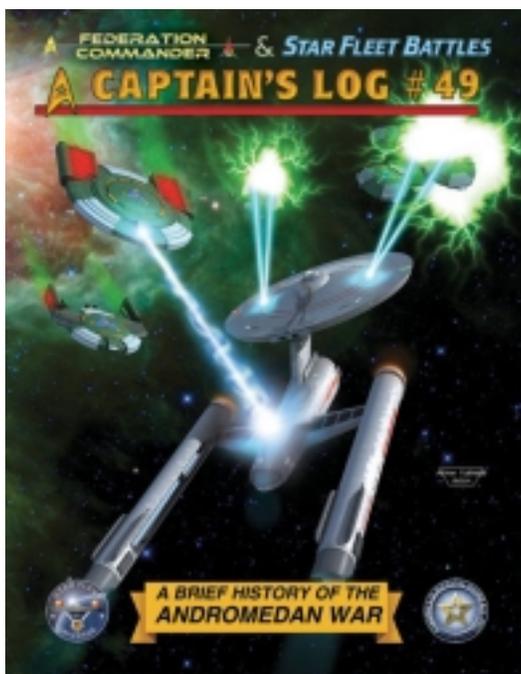
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