



COMMUNIQUE #108

STARDATE 2014.12.10

THE BIG NEWS: **CALL TO ARMS IS ANSWERED**

The big news for this month is that the new edition of *A Call to Arms: Star Fleet Book 1.2* is a smash hit. Hundreds of players have downloaded the PDF, many of them voluntarily paying for it.

As expected, a few hundred pairs of eyes did find things that the 10 pairs of staff eyes had missed, and these items were corrected three days later with *A Call to Arms: Star Fleet Book 1.2B*; we are working hard now on a total edit of the entire book to find every missing comma or other trivial error so that *A Call to Arms: Star Fleet Book 1.2C* will be ready well before Christmas.

A Call to Arms: Star Fleet is designed as a simpler and faster-playing fleet-vs.-fleet combat game. While *FC* can handle a nine-vs.-nine fleet battle in a long evening (*SFB* needs a whole day), *A Call to Arms: Star Fleet* can resolve a 20-vs.-20 game in a moderate evening's play. This is done by simplifying everything. There is no energy allocation. (If you take some actions that would use a lot of power, it will slow your ship down or cause some other penalty. *ACTAS* uses a you-go/I-go system. Players alternate moving one ship at a time its full movement, then alternately firing the weapons of one ship at a time. (In effect, there is only one "impulse" per game turn.) Special (but simple) rules allow drones their "influence on enemy movement" function. While *ACTAS* is intended for use with miniatures, you could substitute counters for the ships if you want to give the game a try.

Preliminary work has begun on *A Call to Arms Star Fleet Book 2*. While selection of the materials is by no means complete, we do know that it will include Marine rules and commando ships, scouts and rules for (simple) electronic warfare, the rest of the Orion and Tholian fleets, complete (but simple) web rules, and battleships for everybody. There will be a new empire, but we're not quite ready to announce which one it will be. We do plan that *A Call to Arms Star Fleet Book 3* will include Hydrans along with carriers, fighters, and escorts for all empires.

This is going to be an exciting ride!

NEWS FLASH: **KLINGON MASTER STARSHIP BOOK**

Following up the success of the *Federation Master Starship Book* and the *Hydran Master Starship Book*, Steven P. Petrick is already hard at work doing the book he *really* wanted to do in the first place, the *Klingon Master Starship Book*.



As with the previous two books, this book has no SSDs, but compiles all of the ship descriptions from every product containing Klingon ships. The descriptions are fully updated, and converted to the new information format so that the same data is in the same place for every ship in the entire *Masters* series. As with the two previous books, unique art for each ship type is included, and is placed within the description for the ship to avoid any confusion as to which picture goes with which ship.

As with the Federation and Hydran books, this will be offered in both PDF and hardcopy format. Release is expected to follow *Captain's Log #50*.

PUBLISHER'S INFORMATION

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RULES QUESTIONS

Q: What is going to be the next *Federation Commander* product?

A: Current plans are that *Federation Commander: Fighters Attack* will appear in the summer of 2015. This will include carriers for all empires (except the Andros) as well as a standardized fighter.

Q: How did you solve the “seeking weapon flood” issue which was by all accounts what delayed this?

A: The breakthrough came when working on *A Call to Arms Star Fleet* with the development of the drone-swarm concept. (As previously expected, fighters will operate in squadrons of six.) Each drone swarm functions as a “unit” until it reaches the target.

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

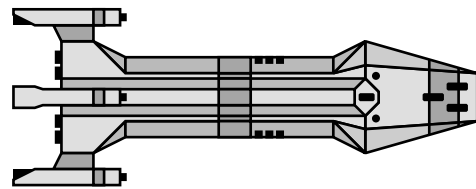
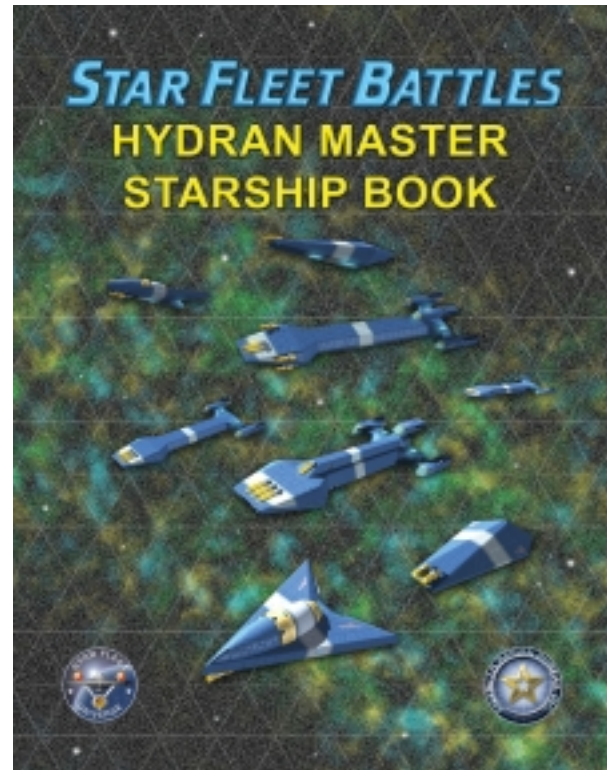
BATTLE GROUP REPORT

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.

OTHER NEWS: HYDRAN MASTER STARSHIP BOOK

Last month we uploaded this ultimate work on the ships of the Hydran Kingdom. 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 RPG, or Wargame Vault.



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 in **red** (previous month in blue) for quick access. Earlier news is in black for context.

CAPTAIN'S LOG

Captain's Log #50 will appear "as usual" in January. It will include the usual features as well as some special items we will announce in *Communique #108*. **These will include more Klingon collar ships,**

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.

Federation & Empire

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected in **early 2015**, along with a revised edition of *Fighter Operations* including expanded countersheets and expanded countersheets for *Advanced Operations*.

Star Fleet Battles

Steven Petrick has finished the *Hydran Master Starship Book* and it was uploaded to Drive Thru RPG, Wargame Vault, and Warehouse 23 during November. This 114-page book includes all Hydran ships including Early Years, X-ships, and generic units. The information is completely updated, and every ship includes a correct graphic (some of them entirely new).

MONGOOSE

***A Call To Arms: Star Fleet Basic Book 1.2A* was uploaded as a "Pay what you want" download on DriveThru RPG and Wargame Vault on November 10th (and updated to *Book 1.2B* on the 14th; *Book 1.2C* will appear before Christmas). The *Basic* version won't have all of the art, background, and painting guides but those who bought the hardcover book and were promised a replacement PDF already have all of that. Early next year the Deluxe edition will include all of the frills.**

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 will definitely be done within a year (and sold as 2425s).

STARLINE 2400

This almost-forgotten product line will see a resurgence in 2015. 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.

STARLINE 2500

We are (still) awaiting Master Mold #2 containing four of the new 2500s: Klingon SD7 strike cruiser, Romulan Vulture early dreadnought, Orion DN, and Kzinti new heavy cruiser. Also included is the 2450 Klingon D7K.

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*.

PRIME DIRECTIVE

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. Release of this project is subject to some production factors and scheduling issues that are being addressed.

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 usually send 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.

Recent uploads include the *Hydran Master Starship Book*, *Galactic Conquest Fifth Edition*, *JagdPanther #10*, *FC Briefing #1*, *Captain's Log #37*, and the *SFB Module R3 SSD Book*, and *A Call to Arms: Star Fleet Book 1.2B*.

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.

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*.

Index for 2014 was in *Communique #108*.

STARLINE DECALS

Because the manufacture of decals is a specialized process, ADB Inc. has contracted with two reputable firms to provide custom work for our customers.

Jupiter IV Decals is a source of decals for *Starline 2400* line and will do custom decals as well as all official SFB ship names. In the near future Jupiter IV will move into the 2500 line and will work to get every listed name on the Starfleet registry completed in both scales. Look for their products at JupiterIvdecals.com right away!

Tenneshington Decals continues to provide custom decals for all currently produced Federation Starline 2500 miniatures. In addition to the legacy fleet and squadron box sets, decals for each of the ships are available as individual sheets, along with special sheets to detail any ship with additional window blocks, sensors, hatches, and even phaser scars. As with all of their products, the names on the ships are up to the customer and all sheets are custom-printed to order.

Newly announced in November, decals sheets for Starline 2400 Federation miniatures are well into design, with decals for other empires in both Starline 2400 and Starline 2500 lines in development.

For more information or to download the order sheet, check them out at www.tenneshington.com today!

FEDCOM PLANS FOR 2015 & 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.

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 *Federation 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 2015. 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

(8CM95) HOW THE ELVES REBUILT CHRISTMAS

A dastardly Klingon attack on a peaceful planet was carefully targeted (during the darkness of Christmas Eve) to destroy the planet's Christmas Festival Grounds without any loss of life. (Klingon secret agents lured the janitorial staff away with promises of potent Klingon egg-nog.) The Klingons were certain that the devastating loss of morale would lead to the planet joining the Klingon Empire.

The North Polar Squadron reacted immediately, sending an Elven commando cruiser (escorted by a light cruiser) to rebuild the festival's displays, rides, amusements, and venues before dawn on Christmas morning.

(8CM95a) NUMBER OF PLAYERS

Two: The North Polar player and the Klingon player.

(8CM95b) INITIAL SETUP

Map: Set up the map with three panels across and two panels high if using small hexes (four wide and three high if using large hexes). The map is a "location" map, centered on the planet in the center. Any unit which ends the turn more than 25 hexes from the planet has left the scenario and can't return. (The planet has no defenses, since it is a peaceful planet.)

Klingons: Place a D5 and an F5 within nine hexes of the planet, facing in any directions.

North Polar: The two cruisers are then placed in any hex or hexes 25 hexes from the planet.

(8CM95c) OBJECTIVE

Mission-Klingons: Prevent the reconstruction of the Christmas Festival Grounds.

Mission-North Polar: Rebuild the Christmas Festival Grounds before the local citizens wake up to realize the grounds were destroyed.

Time Limit: The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged, or until the end of Turn #10 (which is dawn at the site of the Christmas Festival Grounds).

Victory: If the North Polar player can rebuild the Christmas Festival Grounds and keep them rebuilt until the scenario ends (and both of his ships survive uncaptured), they win the scenario. Any other result is a Klingon victory. (Both players can quietly retrieve any troops left on the planet shortly after the scenario ends.)

(8CM95d) SPECIAL RULES

1. The Christmas Festival Grounds: To reconstruct the venues and other facilities, the Elven engineers must perform at least 100 "team-turns" of work (50 in Fleet Scale). One Elven engineer team which remains on the surface for one entire turn (from start to end, not parts of two turns) counts as one "team-turn" of work.

2. Klingon Marines: The Klingons cannot fire on the planet again, but could use their own Marines to interfere with the work of the Elven engineers. Klingon and Elf Marines may conduct combat normally against each other, but any Klingon Marine that scores a casualty point against an Elven engineer team prevents that team from scoring a "team-turn" of work for that game turn. (Because both sides are using phasers set to stun, any casualties among the Elven engineers simply resume work on the next turn. Any casualties among Marines on the other side return to their ship and are out of the scenario.) The Marines of both sides can conduct boarding actions and hit-and-run raids on the other ships, and could even capture the other's ships (although they will have to give the ships back after the scenario ends due to the Organian Treaty).

3. Elven Engineers: These are construction troops and cannot function as Marines. They cannot conduct ground combat against the Klingon Marines or resist boarding actions, nor can they conduct boarding or hit-and-run attacks on Klingon ships.

4. Landing: None of the ships can land on the planet because the local citizens would notice and the whole point is to accomplish the mission while everyone is asleep!

5. Pine Cones: These function as drones.

(8CM95e) FORCE DYNAMICS

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

1. Alternative Ships: Use ships from another empire to replace the Klingons (although why anyone *but* the Klingons would be so mean to attack a Christmas festival is not clear; well, maybe the Orions or Roms).

2. Balance: The balance of the scenario could be adjusted by increasing or decreasing the number of team-turns of work that the Elven engineers must perform, or by reducing the number of turns the scenario continues.

3. Bigger Scenario: Replace the North Polar light cruiser with a North Polar Christmas Tree cruiser and the Klingon D5 with a D7.

(8CM95f) DESIGNER'S NOTES

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

NORTH POLAR COMMANDO CRUISER

SQUADRON SCALE

COUNTER **CLG**
POINT VALUE: 105
DAMAGE CONTROL: 4



POWER TRACK

Power when undamaged: 28 + 2.

+30

+20

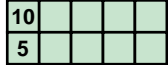
+10

USS
Name _____

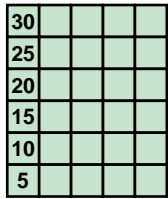
PROBES



ELF MARINES



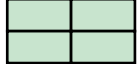
ELVEN ENGINEERS



FRAME DAMAGE



P CONE RACK Z



TURN MODE C
MOVE COST 3/4

BASE SPEED 8
TURN MODE 2
SPEED COST 6

BASE SPEED 16
TURN MODE 3
SPEED COST 12

BASE SPEED 24
TURN MODE 5
SPEED COST 18

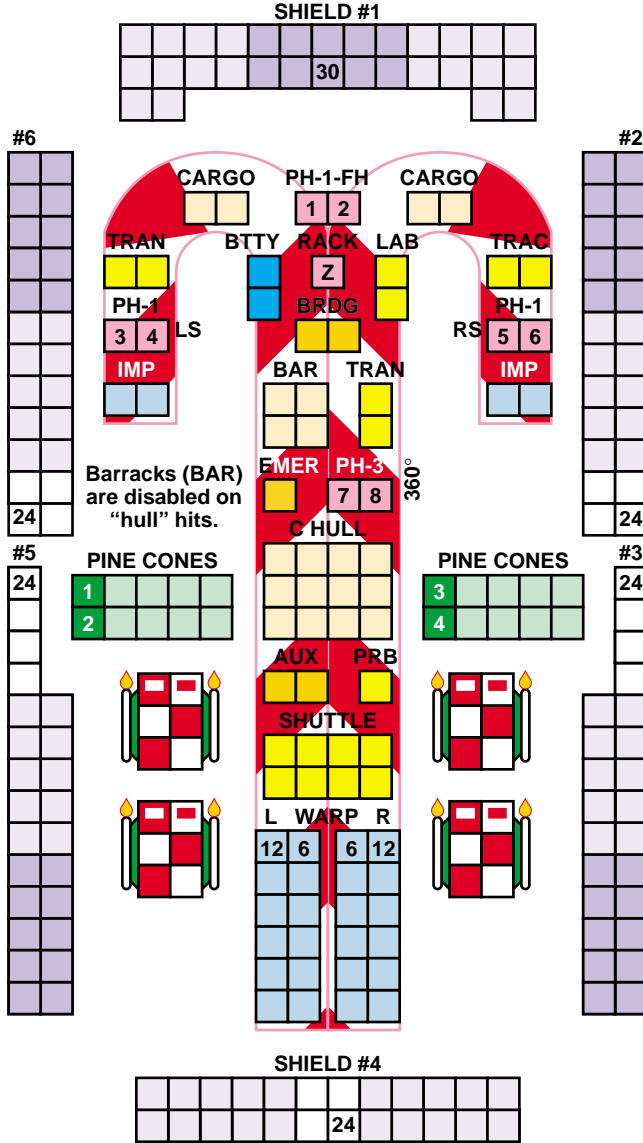
ACCELERATION
COST 3/4

DECELERATION
COST 3/4

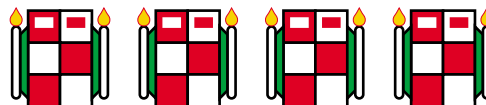
HIGH ENERGY
TURN COST
3+3/4

EVASIVE
MANEUVER
COST 4+1/2

C1082



WEAPONS USED



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SQUADRON SCALE SHIP CARD #C1082
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FRACTIONAL POWER
0 1/4 1/2 3/4

9

8

7

6

5

4

3

2

1

0

NEW SHIP CARD

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NORTH POLAR LIGHT CRUISER

FLEET SCALE

COUNTER **CL**
 POINT VALUE: 65
 DAMAGE CONTROL: 4



POWER TRACK

USS _____
 Name

PROBES

ELF MARINES

FRAME DAMAGE

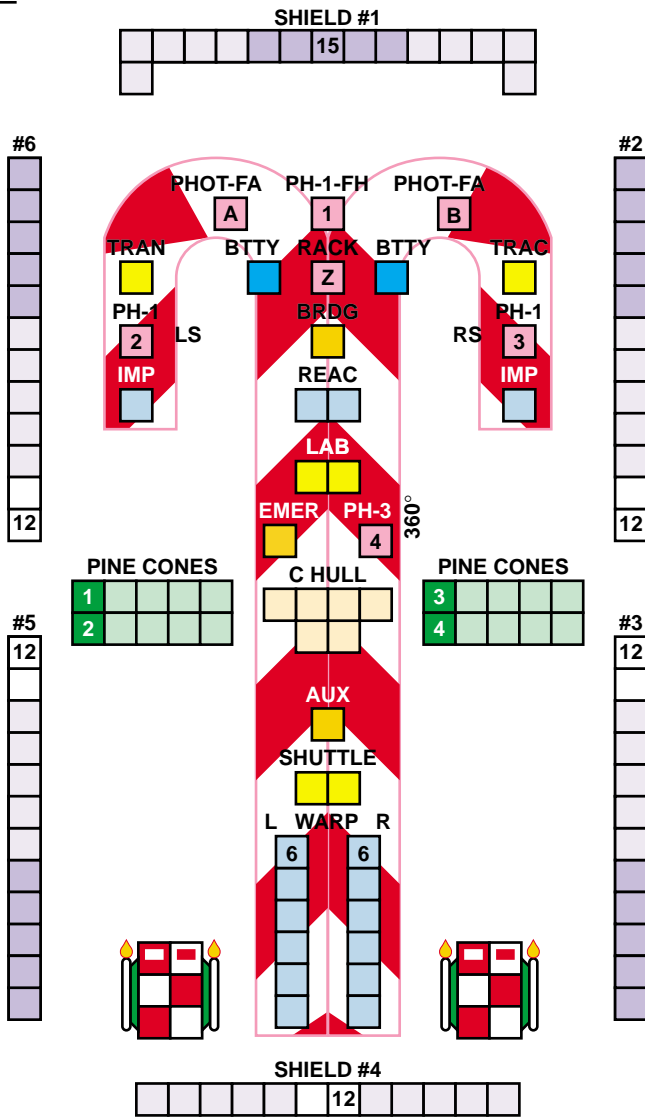
PHOTON ARMING

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

P CONE RACK Z

TURN MODE C MOVE COST 3/8
BASE SPEED 8 TURN MODE 2 SPEED COST 3
BASE SPEED 16 TURN MODE 3 SPEED COST 6
BASE SPEED 24 TURN MODE 5 SPEED COST 9
ACCELERATION COST 3/8
DECELERATION COST 3/8
HIGH ENERGY TURN COST 1+7/8
EVASIVE MANEUVER COST 2+1/4

C1081



WEAPONS USED

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

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

NORTH POLAR LIGHT CRUISER

SQUADRON SCALE

COUNTER **CL**
 POINT VALUE: 125
 DAMAGE CONTROL: 4



POWER TRACK

Power when undamaged: 32 + 4.

+30

+20

+10

USS _____
 Name

PROBES

--	--	--	--	--

ELF MARINES

8			
4			

FRAME DAMAGE

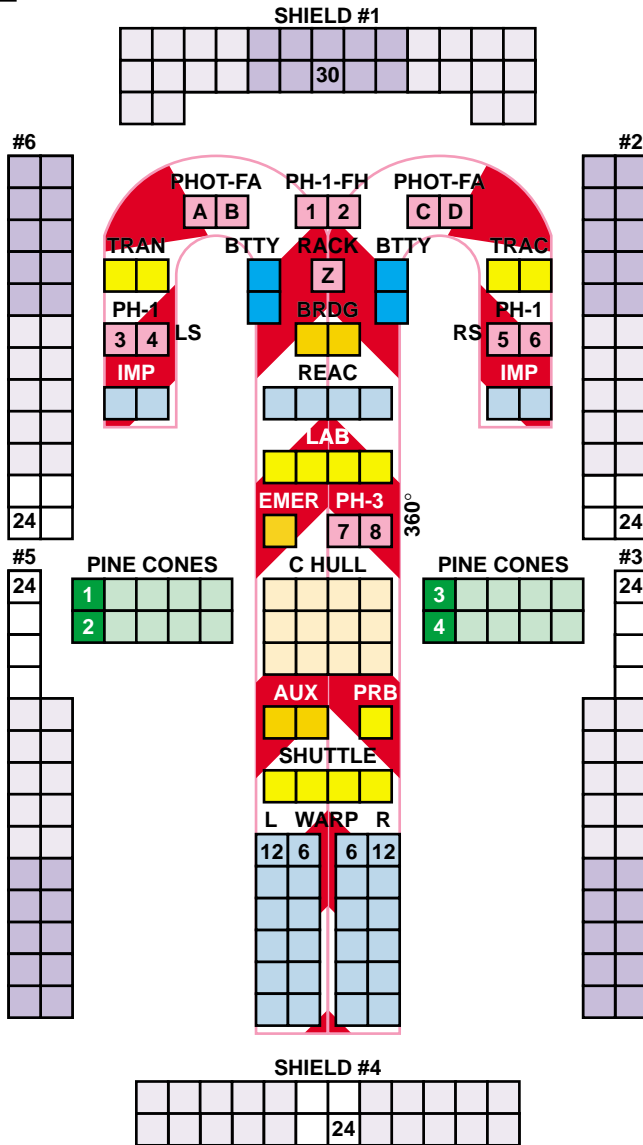
6					
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PHOTON ARMING

A	B	C	D
P	P	P	P
L	L	L	L
+4	+4	+4	+4
+8	+8	+8	+8
F	F	F	F

P CONE RACK Z

TURN MODE C MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 3 SPEED COST 12
BASE SPEED 24 TURN MODE 5 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2



WEAPONS USED

1	2	3	4	
5	6	7	8	Z



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

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