



# COMMUNIQUE #111

## STARDATE 2015.03.10

### THE BIG NEWS: CAPTAIN'S LOG #50: GOLDEN ISSUE

This month's big news is that *CAPTAIN'S LOG #50* is finished and just waiting for the cover art to arrive. This is the Golden Issue, full of exciting new material:

**Fiction:** The Day of the Dragon (which reveals how the Gorns entered the General War).

**Star Fleet Battles:** Platinum Victory by Stephen McCann, Space Spider (a new monster), 12 new ships, plus the Zosman Empire for Omega with four new ships.

**Federation Commander:** Four new scenarios, four new ships from a new empire (Peladine), Space Spider.

**Federation & Empire:** The Romulan Civil War scenario, plus tactics, Q&A, and new ships.

**A Call to Arms:** a new monster (Moray Eel) and four new ships (Klingon B-refits).

**Starmada:** The Andromedans from *Rumors of Wars* including rules and four ships (Admiral and Nova).

And lots more new stuff: *Traveller* preview, Carnivores for *SFBF*, Paravians for Brothers of the *Anarchist*, and a scenario for *Star Fleet Marines*.

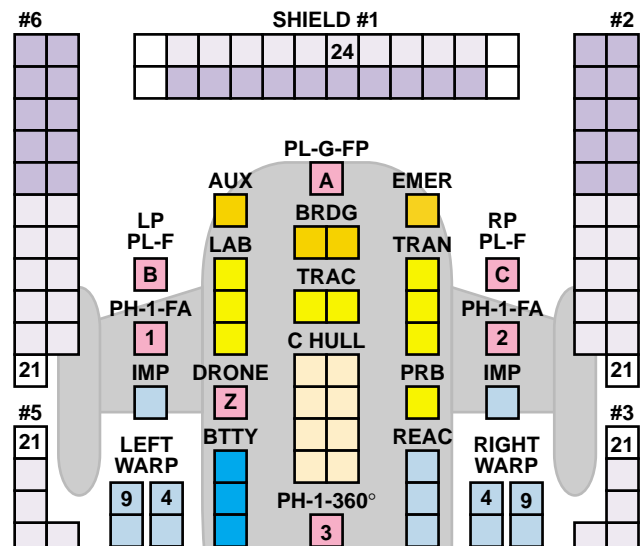
For the first time in years, the *Supplemental File* will have actual SSDs and some special case rules for the Zosman Marauders.

### NEWS FLASH: THE PELADINE – A NEW EMPIRE FOR FC

The Peladine are an "almost was" empire in the *Star Fleet Universe*. On a planet in the Lyran Far Stars area, two intelligent species (the Ranel are similar to large racoons; the Phelen are similar to dolphins) joined together to build an industrialized world and launch their own spaceships. They were exploring their system when a Lyran ship arrived, and contact was not friendly.

The Peladine began a program to construct warships for their own defense, and a crash campaign to grab any nearby star systems with useful resources.

Unfortunately, the Peladine thought the Lyrans were an empire that was relatively close, about their own size, and at their level of development. It wasn't any of those.



### PUBLISHER'S INFORMATION

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# INDEX FOR 2015

- **Communique #109:** Federaton DN+, Scenario 8CM96 Chasing Q.
- **Communique #110:** Klingon D6D, Scenario 8CM97 Fox in the Henhouse.
- **Communique #111:** Romulan Queen Eagle, Scenario 8CM98 Bonfire of the Peladine.

## RULES QUESTIONS

**Q:** Since it takes two points of phaser damage to reduce the warhead of a plasma torpedo by one point, any volley that carries an odd number of hit points has that last point dropped. But rule (4J3c) seems to indicate that the odd point is retained and added to any further odd points. Is that correct?

**A:** Yes, the odd point is retained. Example: You fire phasers at a plasma warhead and do 13 points of phaser damage. The effect of that damage is to reduce the warhead strength by six points, retaining the unused phaser damage point. So, if it suffers another seven points of phaser damage from another ship's weapons, the left-over point is added for a total of eight, which reduces the warhead by four (for a total of 10 points of reduction from a total of 20 phaser damage points).

**Q:** A Tholian ship that is inside a web hex that is not an anchor ship for the web has an enemy ship outside the web hex place a tractor beam on the Tholian. Does the Tholian ship (since it can pass thru the web freely) get pulled by the other ship as if it were in open space and then get pulled normally by a larger ship?

**A:** For the enemy ship to be able to tractor a Tholian ship around a web like that, either the enemy or the Tholian must be directly in the web. A tractor cannot extend across a web hex (or extend past one hex, for that matter). A Tholian in a web hex may always forgo its ability to freely pass, thus able to become stuck.

**Q:** What weapons do the Peladine use?

**A:** Phasers, drones, and plasma torpedoes. This unusual combination of weapons requires no new rules but creates many new tactical challenges.

**Q:** What happened to the Peladine after the Lyrans got a major fleet to their system?

**A:** The Peladine navy was destroyed. The Peladine became a subservient planet of the Lyran Empire.

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

## BATTLE GROUP REPORT

*by Jean Sexton, Battle Group Facilitator*

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

## NEWS FLASH: BONFIRE OF THE CAPITAL LETTERS

Jean Sexton's five-year plan to force the Steves to stop capitalizing stuff "because it looks like it deserves to be capitalized" has reached a complete victory.

*Captain's Log #50* has been "proofread half to death" and the two Steves are trying to make the last updates and changes with fingers bruised black and blue (plus the half-dozen broken bones).

Here is an example of Jean's proofreading:

On 22 February 2574, a scheduled **C**onvoy of **C**ivilian **C**argo ships entered the Pi'wharn **S**ystem in the Gorn-Romulan **N**eutral **Z**one. As the Gorns and Romulans were not yet at **W**ar, but the Romulans had **I**nvaded the Federation, the fact that the **F**reighters were all Federation ships and that the entire **P**roduction of the **M**ines on the various **P**lanets of the Pi'wharn **S**ystem was all headed to the Federation was kept **S**ecret. Neither **S**ide had made an **I**ssue of the **S**ituation until this day, when Romulan **P**olice **S**hips arrived with the stated intention of **I**nspccting the **C**ivilian **F**reighters. The Gorns refused to allow this, but the Romulans pressed the point by launching a **P**lasma **T**orpedo at a **F**reighter (calibrated to only knock down its **S**hields without causing real **D**amage).

The Gorns decided against returning **F**ire and continued to try to talk the Romulans out of the **I**nspection. Unknown to the Gorns (at least **O**fficially) one of the **F**reighters was a **L**arge Federation Q-ship, which opened **F**ire on the Romulans, igniting the **F**uze that brought the Gorns into the General War.

### (8C54a) NUMBER OF PLAYERS

**Two:** The Gorn **P**layer and the Romulan **P**layer.

### (8C54b) INITIAL SETUP

**Map:** Set **U**p the **M**ap with three **P**anels across and two **P**anels high if using small **H**exes (four wide and three high if using large **H**exes). The **M**ap is "fixed," and does not **F**loat. Any **U**nit leaving the **M**ap has **D**isengaged and cannot **R**eturn.

Place a **P**lanet in a **H**ex **10** **H**exes from the **R**ight **M**ap **E**dge and **17** **H**exes from the **L**ower **M**ap **E**dge.

## 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 Ranger page for more info:

<http://www.StarFleetGames.com/rangers/index.shtml>



## UNIVERSE NEWS

*Federation Commander* is only one of the games in the *Star Fleet Universe*. All of our games use a common historical background and technological database.

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

The latest news is 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 in March; it's finished and just waiting for cover art to arrive. It will include the usual features as well as some special items we have listed on page one of this issue of *Hailing Frequencies*.

### STARMADA

*Starmada* is a fast-paced game system playable on hexes or without them. [A preview of \*Starmada: Rumors of Wars\* is in \*Captain's Log #50\*.](#)

### Federation & Empire

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

### Star Fleet Battles

The *Hydran Master Starship Book* has been uploaded. Steven P. Petrick is working on the *Klingon Master Starship Book* and is [updating the \*Federation Master Starship Book\*](#). The information in these books is completely updated, and every ship includes a graphic.

### MONGOOSE

[A \*Call To Arms: Star Fleet Basic Book 1.2D\* was uploaded as a "Pay what you want" download on DriveThru RPG and Wargame Vault on 22 January. \*Revision-1.2E\* should appear by April.](#) The *Basic* version doesn'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. Later, 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) and the Jumbo and Heavy Freighters are scheduled for Master Mold Three.

### STARLINE 2400

This almost-forgotten product line will see a resurgence in 2015. New ships including the Klingon HF5, and Romulan SaberHawk are in development, and more new ships are in the CGI design shop and should be released later this year. The Klingon D7K failed in Master Mold Two and will have to be done over.

### STARLINE 2500

We finally got Master Mold #2 and the news was mixed. The Klingon SD7 was great and a production mold has been ordered. The Kzinti NCA and Orion DN worked and will be produced next. [We are still waiting for production molds from the new mold company. The one we have been using has closed down.](#)

### 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.

[The new Konikawa scenario is in \*Captain's Log #50\*.](#)

### PRIME DIRECTIVE

[We are currently on hold in conversions of the four \*Prime Directive\* books to \*Mongoose Traveller\* waiting for revised rules from Mongoose. A preview of the first book is included in \*Captain's Log #50\*.](#)

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 #11\*, \*JagdPanther #12\*, \*Captain's Log #38\*, the \*SFB Module R4 SSD Book\*, \*SFB Module D3\*, \*A Call to Arms: Star Fleet Book 1.2D\*, and the \*eight Ship Roster Packs \(one for each empire\) to match ACTASF Book 1.2D\*.](#)

## BBS & FORUM NEWS

### KEYS TO COMMUNICATION

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

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

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

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

In the *Commander's Circle* is the FC Scenario Designer's Guide: <http://www.StarFleetGames.com/fc/designguide.shtml>

You will find a link to the *Commander's Circle* at: [www.StarFleetGames.com/fccc/login.php](http://www.StarFleetGames.com/fccc/login.php).

### WEBSITE UPDATE

We continue to update and improve our website: [www.StarFleetGames.com](http://www.StarFleetGames.com)

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

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

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

[www.starfleetgames.com/masterindex.shtml](http://www.starfleetgames.com/masterindex.shtml)

You can always find out what has been added here: [www.starfleetgames.com/new.shtml](http://www.starfleetgames.com/new.shtml)

### COMMUNIQUE INDEXES FROM EARLIER YEARS

Index for 2006 was in *Communique #14*.

Index for 2007 was in *Communique #24*.

Index for 2008 was in *Communique #36*.

Index for 2009 was in *Communique #48*.

Index for 2010 was in *Communique #61*.

Index for 2011 was in *Communique #73*.

Index for 2012 was in *Communique #84*.

Index for 2013 was in *Communique #96*.

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](http://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](http://www.tenneshington.com) today!

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

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

## WHAT SHIPS DO YOU WANT?

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

All Fleets: carriers, drone variants, heavy war destroyers, heavy command cruisers, maulers, 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: fast light cruiser.

Klingon: B10V, B8, 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](mailto:design@StarFleetGames.com)

You can contact our customer support person at:  
[support@StarFleetGames.com](mailto:support@StarFleetGames.com)

You can contact our sales department at:  
[sales@StarFleetGames.com](mailto:sales@StarFleetGames.com)

Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (10-6 Central Time, M-F), and tell whoever answers (we take turns) what you need, and you will be sent to the right person to get your answer.

## Websites

Our site at [www.FederationCommander.com](http://www.FederationCommander.com) has a lot of stuff for you to use, and the *Commander's Circle* (found at <http://www.starfleetgames.com/federation/Commanders%20Circle/index.shtml>)

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

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

## Need an Opponent?

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

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

Go to [www.StarFleetGames.com/sitemap.html](http://www.StarFleetGames.com/sitemap.html) and look for the red **Find Opponents** button. Enter your data and in a few days you'll get an email from us with a list of gamers near you. We're working to improve that list.

## Federation Commander Play-by-Email

Playing *Federation Commander* by email is an alternative to playing face-to-face. While there are a few differences (i.e., your opponent isn't sitting across the table from you), it is the same game.

The basic gist of the *Federation Commander* play-by-email (PBEM) system is that you and your opponent submit your orders for the turn to a moderator via email. The moderator then processes them, and sends a "SitRep" (Situation Report) to the players via email. You receive the results, write up your next set of orders, and then submit your orders once again. The process is repeated until the game is completed. Sounds simple? That's because it IS! It'll take a little getting used to (after all, what doesn't?), but once you've got the hang of it, you'll be lobbing photon torpedoes (or whatever your weapon of choice is) at opponents from all over the world.

Every *Federation Commander* PBEM game has at least three participants: two or more players and one moderator. The moderator's purpose is to accept orders from the players

and carry them out, reporting the results of those orders to all players. While he is not a player, the moderator fulfills a very important role in the game. Good moderators and good players make for a good, enjoyable game of *Federation Commander*. Moderating a *Federation Commander* PBEM game is also an excellent way to learn more about the *Federation Commander* rules.

While there are some disadvantages to PBEM (it does take longer to finish a game), there are advantages as well. You can play against people in other parts of the world (how often do you get to Australia, anyway?), you can play multiple games at once, and you can have large multi-player games (without worrying about running out of chips and soda).

For more information about playing *Federation Commander* PBEM, please visit the play-by-email section at [www.StarFleetGames.com/pbemgames](http://www.StarFleetGames.com/pbemgames) soon or check the PBEM section of either the Forum or the BBS.

## Federation Commander Online Gaming

Many people do not know that you can play *Federation Commander* online in real time against live opponents, any time you want, 24 hours a day.

A decade ago, [www.SFBonline.com](http://www.SFBonline.com) was created to provide players of *Star Fleet Battles* with an online gaming experience. It was a smash hit as hundreds of gamers joined the battles. Tournaments and other competitions, plus general open gaming, have gone on around-the-clock since then. This successful operation has been expanded to include *Federation Commander*! Now you can play with real live human opponents all over the world in real time 24 hours a day, seven days a week! The computer automates many functions and acts as a friendly assistant for mundane chores.

For a modest subscription fee of less than \$6 a month, you have access to most of the ships in the *Federation Commander* game system as well as new ships still in playtest and development. The Java Runtime system is compatible with Windows, Macintosh, and other systems.

Never worry about a lack of opponents. Never worry about opponents who don't show up for game day because of silly reasons like family reunions or their own weddings. Don't be cut off from your regular gaming group while on vacations or business trips.

Even better, you can join in online tournaments and campaigns, and your victories will add up to a higher and higher average score!

The system also allows you to chat with friends, taunt your enemies, and watch other players fight their own savage battles. (Why learn from your own mistakes when you can learn from someone else's?) This "observer" system allows players of either game (or those who have yet to join either) to learn the ins and outs of the other game before deciding to invest time and money in it.

So come to [www.SFBonline.com](http://www.SFBonline.com) right away. You can even fly the Federation CA or Klingon D7 as a free trial, or watch any game in play. Legendary *SFB* aces and new *Federation Commander* aces strut their stuff in combat arenas all the time, and you can learn from the best.

## Hailing Frequencies

We publish a newsletter covering all of our products with information about the games. It's free. Try it for a few issues and see if you like it. Subscribe at:

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

## We Welcome Your Ideas

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

## FEDERATION COMMANDER SCENARIO

### [8CM98] BONFIRE OF THE PELADINE

The first Lyran-Peladine contact had not gone well. The Peladine raced to build a fleet of real warships, while the Lyrans raced to assemble a fleet to reach the farthest edge of their empire. Then came the day of reckoning, when the Peladine fought for their freedom.

#### (8CM98a) NUMBER OF PLAYERS

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

#### (8CM98b) INITIAL SETUP

**Map:** Set up the map with three panels across and two panels high if using small hexes (four wide and three high if using large hexes).

Place a planet in a hex 10 hexes from the left side of the map.

The map is “fixed,” and does not float. Any unit leaving the map has disengaged and cannot return.

**Peladine:** Set up (within six hexes of the planet) one heavy cruiser, one light cruiser, two destroyers, and three frigates. On the planet are three ground drone bases, three ground plasma-F bases (one per hexside) and six ground phaser-1 bases (one per hexside). One civilian base station is two hexes from the planet in direction D.

**Lyran:** Set up 26 hexes from the planet (directions B and C and the area between them): command cruiser, heavy cruiser, two light cruisers, four destroyers, and four frigates.

#### (8CM98c) OBJECTIVE

**Mission-Peladine:** Drive away the Lyrans and force them to accept terms for a free Peladine Nation.

**Mission-Lyran:** Destroy all Peladine ships, then destroy their base and ground defenses.

**Time Limit:** The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged. The scenario may end abruptly due to excessive Lyran losses (8CM98d).

**Victory:** The Lyrans win a tactical victory if they destroy all Peladine ships before they are forced to withdraw. They win a decisive victory if they also destroy the base and the 12 ground bases.

The Peladine win if they force the Lyrans to leave (8CM98d) before the Lyrans accomplish their victory condition.

#### (8CM98d) SPECIAL RULES

**Lyran Losses:** If the Lyrans suffer excessive losses, they are forced to Retire (2E3) from the battle. This is calculated as follows:

Any Lyran ship destroyed = 10 points.

Any Lyran ship crippled = 5 points.

Any Lyran ship with internal damage = 1 point.

Points can be scored only once for each Lyran ship, so if a Lyran destroyer is damaged (1 point) and then crippled, the Peladine get 5 points, not 6 points.

#### (8CM98e) FORCE DYNAMICS

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

**1. Alternative Ships:** Replace the Lyran CL with a CW, or replace the Lyran DD with a DW.

**2. Alternative Empires:** Replace the Lyrans with:

- Klingon D7C, D7, 2xD6, 4xF5, 4xE4.

- Kzinti CC, BC, 2xCL (or CM), 4xDD (or DW), 4xFF.

- Romulan KE, WE, 2xSP, 4xKF5R, 4xSnipe.

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

#### (8CM98f) DESIGNER'S NOTES

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



# ROMULAN QUEEN EAGLE CRUISER

## FLEET SCALE

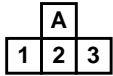
COUNTER QE  
 POINT VALUE: 70  
 DAMAGE CONTROL: 2



### POWER TRACK

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

#### WEAPONS USED

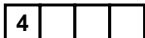


The Weapons Used track records that a weapon was fired during the current turn.

#### PROBES



#### MARINES



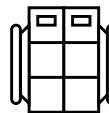
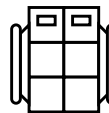
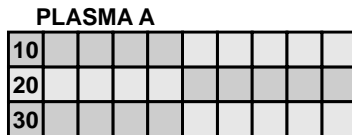
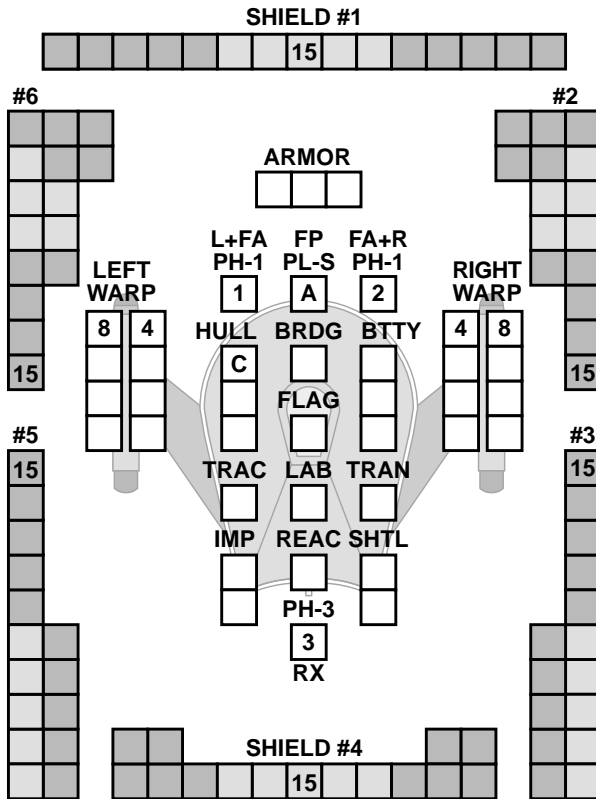
#### FRAME DAMAGE



CLOAK COST = 3/4
TURN MODE D MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 4 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

C111

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



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



# ROMULAN QUEEN EAGLE CRUISER

## SQUADRON SCALE

COUNTER QE  
 POINT VALUE: 130  
 DAMAGE CONTROL: 4



POWER TRACK  
**+40**

PROBES

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

MARINES

8			
4			

FRAME DAMAGE

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

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

Power when undamaged:  
37 + 6.

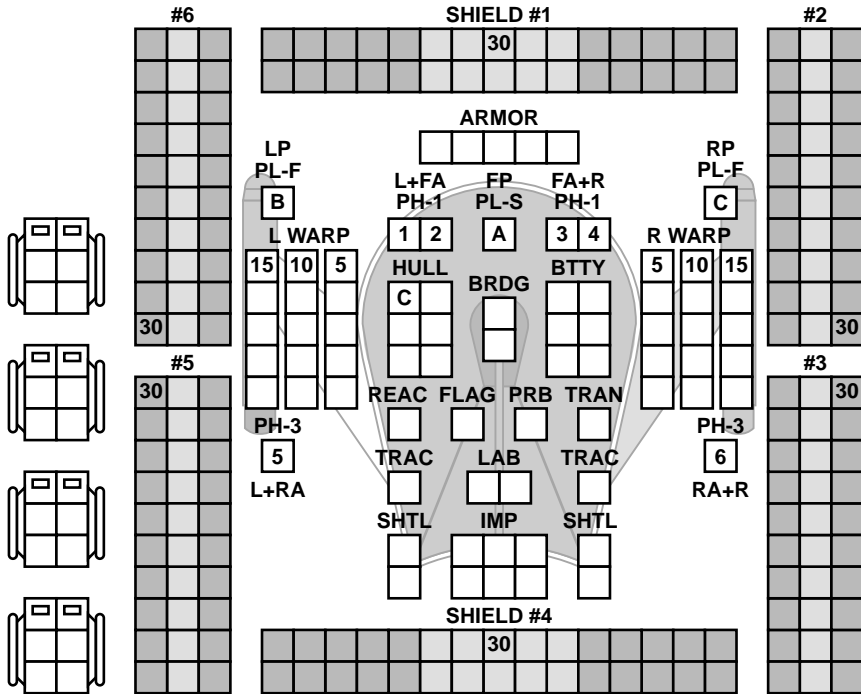
**+30**  
**+20**  
**+10**

PLASMA ARMING

A									G	S
B									F	
C									F	

WEAPONS USED

A	B	C	1	2	3	4	5	6
---	---	---	---	---	---	---	---	---



**9**  
**8**  
**7**  
**6**  
**5**  
**4**  
**3**  
**2**  
**1**  
**0**

CLOAK COST = 1+1/2

ACCELERATION COST 1	TURN MODE D MOVE COST 1
DECELERATION COST 1	BASE SPEED 8 TURN MODE 2 SPEED COST 8
HIGH ENERGY TURN COST 5	BASE SPEED 16 TURN MODE 4 SPEED COST 16
EVASIVE MANEUVER COST 6	BASE SPEED 24 TURN MODE 5 SPEED COST 24

PLASMA A

30	20	10

B

20	10

C

20	10

FRACTIONAL POWER  
 0      1/2

C111

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 SQUADRON SCALE SHIP CARD #C111  
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