



COMMUNIQUE #115

STARDATE 2015.07.09

THE BIG NEWS: FC SCENARIO LOG

This month's big news is that we honored your request to collect the 57 scenarios published in various issues of *Captain's Log* into a single book: the *Federation Commander Scenario Log*. This 48-page book will be loaded to the PDF stores during July, and we will offer hard copies for sale by mail order.

Steve Cole put the product together from the files that were published before, but Jean Sexton insisted on updating everything to current standards and styles.

If there is enough demand we'll consider asking the wholesalers to carry it.

NEWS FLASH: THE SEARCH FOR A SHIP

This issue of *Communique* was (under the 2015 ship plan) scheduled to include an Orion ship, but there are literally no Orion ships left that can be ported over to *Federation Commander*. (In future, after the publication of *FC: Fighters Attack*, several carriers could be done.)

Because of that, we planned to substitute the Federation plasma-armed destroyer leader, thereby supporting the recent PDF release of *Federation Ship Card E-Pack #3*. Scenario 8CM102 was converted from *SFB* just to support that ship. We announced this plan last issue so you would know what to expect.

Once *Communique #114* was released, many players contacted us to point out that the Federation DDL had already been published as a real laminated card in *Booster Pack #91*. Based on that, it was clear that there was no need for the Federation DDL.

So the search began for another ship. No end of ideas were considered, including the Klingon SD7 (which would have supported the sales of the new mini, but it turned out that ship had been done in *Klingon E-Pack #1*), an Orion carrier (for playtesting *Fighters Attack*, but Orions and their endless options were too complicated), and ships for an out-of-area empire (Omega, Magellanic, Paravian, Carnivon, Borak, or someone else).

We finally decided to move the Hydrans forward a month (they had been scheduled for August), and went looking for a suitable ship from the request list. The Pegasus-scout or -commando ship held little interest, the Kiowa was too big, the Horseman and Traveller were not needed. Go to pages #9-10 to see what you got!

PUBLISHER'S INFORMATION

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RULES QUESTIONS

Q: The Federation plasma-armed HDW in *Federation E-Pack #3* has rear-firing plasma-F torpedoes marked “RP” which means “right-side plasma arc.” That just has to be wrong.

A: And it is. It should be “AP” for “aft-plasma” which is a firing arc never before seen in *Federation Commander*. The reverse of “FP,” the “AP” arc allows the torpedo to be launched in any of the three rear directions at any target in the “RH” firing arc.

Q: Regarding the Federation plasma-armed HDW in *Federation E-Pack #3*. The rules for *SFB* do not allow this ship to exist. What about that?

A: Indeed, what about it? *FC* isn’t concerned over such trivialities as what ships actually do and do not exist in a fictional universe. *FC* players can enjoy this forbidden fruit, which is all the sweeter.

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.

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>



NEWS FLASH: STEVE COLE TELLS ALL

GETTING INTO THE MIDDLE

Several times a week I get what I call a “Middle of the Conversation Question.” This is one that assumes that I know everything about every product and every decision we ever made and was there reading what the asker was reading when the question came up. All of the questions I am asked would be easier for me to answer if they included a “background of the situation which inspired the question” paragraph (or just a sentence). Often, I find that people out there have misunderstood something about why we do what we do and that needs correcting. Sometimes somebody has found something that fell through the cracks and needs to be addressed. This includes things like these: “Why does this product have more pages than that product?” (In this case they were both new packages assembled from rules that were in a previous edition and that’s just how many pages each one took.) “Why do you charge for some Supplemental File PDFs and not others?” (In this case, it was that the ones we charge for are the ones containing game value content that cost us money to create, while the free ones are just stream of consciousness notes, left-over bits and pieces, and rejected tactical papers.)

THE PRIME PROBLEM

The biggest problem with ADB is that too many jobs are chasing too few people. What seems to some outsiders as a “lack of focus” or “failure to keep schedules” is simply the result of overwhelming workload. We have too many product lines for the available manpower to support them properly (i.e., put out a new product for that line twice a year), and yet, without the multiple product lines, there isn’t enough business to keep the operation healthy. Worse, with so few people and so many jobs, when anyone is out for some reason it comes out of the valuable design time (since the administrative work cannot be avoided or much delayed).

Fans of each product line want the full potential of that line developed, but we don’t have the time to develop every product we can think of.

To be sure (and fair), there are mistakes made. Time and money were spent on products that didn’t sell all that well, but then, if you don’t try a product, you don’t know what its sales potential is.

In the end, what we can do is what we actually do: make a list of things we are partly done with, finish them in a logical order based on required work and potential sales, and be very careful about allowing any new product into the list. (We added *FC Scenario Log* but it took only one day of Steve Cole Time and a lot of people wanted it.)

NEWS FLASH: STAR FLEET'S LEGIONS EXPAND

Star Fleet Legions isn't a new game; it is all of you who play any of our *Star Fleet Universe* games.

For a game universe that is 36 years old, it seems odd (but very gratifying) that the number of active players is growing, not diminishing. We can tell this by the number of people on the fan pages, the number of Rangers and battlegroups, the number of new Starlist entries, and of course by the sales numbers.

Battlegroups have been forming up left and right. We started with one in Tennessee. Now there are 14 battlegroups in California, Colorado, Florida, Indiana, New York, Ohio, Texas, and Washington. We've gone international with groups in Canada and England. Battlegroups are doing demos, tournaments, and game days in stores and conventions. Do you have a group you game with? Join us here:

<http://www.starfleetgames.com/battlegroup/index.shtml>

The battlegroup page allows you to tell everyone else what your group has been doing. Check it for fun ideas that other groups have already road tested.

How have these battlegroups been forming? Usually through the hard work of a Ranger. Rangers run demos, start game days, contact conventions, reach out to stores, and promote *Star Fleet Universe* games. Do you want to be a Ranger? Start here:

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

You have heard of ADB's page on Facebook. Did you know there are also fan pages? Fan pages are groups that are started and administered by fans. They are independent of ADB, so we may not know about all of them. These are ones we do know about that support the *Star Fleet Universe*.

A Call to Arms: Star Fleet fans is active and you will find Tony L. Thomas there. Many people show off their minis and get their questions answered. Join it here:

<https://www.facebook.com/groups/297457383658326/>

Federation & Empire actually has two fan pages. One focuses on group gaming; the other, on the game in general. *Federation & Empire* is the broader group at

<https://www.facebook.com/groups/302274778403/>

F&E at StratCon has an emphasis on having a yearly meeting of like-minded gamers. That group is here:

<https://www.facebook.com/groups/302274778403/>

Federation Commander has its own group which has game reports, information about upcoming demos and cons, and news. Find it here:

<https://www.facebook.com/groups/36174345744/>

Do you play *Federation Commander* online? Then this fan group is for you:

<https://www.facebook.com/groups/1461114577477401/>

Prime Directive has a group that discusses all of the

various games from the original *Prime Directive* to the various game engines we've adapted for the *Star Fleet Universe*. You can join in the lively discussions at *SFU Prime Directive* (RPG) here:

<https://www.facebook.com/groups/616594875036660/>

Star Fleet Battle Force has its own group which has game reports and other items such as other card games that could be of interest. Find it here:

<https://www.facebook.com/groups/791656494180766/>

Star Fleet Battles players have a plethora of groups to visit. Two general groups are *Star Fleet Battles* and *SFB Players*

<https://www.facebook.com/groups/146498252106606/>

Like to play online? Then *Star Fleet Battles Online-Federation Commander Online*: fan group is for you

<https://www.facebook.com/groups/1461114577477401/>

Don't forget its official page here:

<https://www.facebook.com/StarFleetBattlesOnline>

So you play *SFB Galactic Conquest* and can't get enough on the BBS? Try its fan page:

<https://www.facebook.com/groups/1572646049630694/>

The *Star Fleet Marines* fan page got off to an interesting start and had to rename itself as anyone who wanted to be a Marine in *Star Fleet* started signing up, not realizing this is a game! Now it is called *SFU Star Fleet Marines* and you can find it here:

<https://www.facebook.com/groups/1541362882803295/>

Do you play *Star Fleet Warlord*? Or maybe you have heard about it and want to learn more? They have a fan page here where you can ask questions of the players and of Paul Franz:

<https://www.facebook.com/groups/starfleetwarlord/>

Are Starline miniatures your thing? Or maybe you'd like some advice and guidance? Then check out *SFU Miniatures Painting and Kitbashing Tips* where master modellers hang out, give advice, and show off. Get ideas and news here:

<https://www.facebook.com/groups/568564029852004/>

Starmada players, you are not forgotten. Nova or Admiral, all versions are welcome at *Starmada* (*Star Fleet Universe*):

<https://www.facebook.com/groups/668742733162011/>

So join us on Facebook and get a fix of your favorite game there, too!

Starlist is growing by an average of 10 new entries and five updates per month. There are 1,240 active names on the list (plus more that are overseas, in Canada, and those who last contacted us in 1991-2004). We can't guarantee that there is an opponent for you within driving range, but maybe there is and it costs nothing to try. Even if there is not, listing yourself there means when somebody near you tries Starlist, you'll be there for him to contact.

<http://www.starfleetgames.com/starlist.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 #51 is still gathering articles in the file. We think we know where to get a great piece of fiction.

STARMADA

Starmada is a fast-paced game system playable on hexes or without them. We just released two PDFs of *Starmada Log*, containing the ships from *Captain's Log #40-#50*. These are separate Nova and Admiral packs.

Federation & Empire

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected sometime in [the next 60 days](#), 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 held up only by the art that must come from SVC. 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 to DriveThru RPG and Wargame Vault on 22 January. Revision-1.2E appeared in early April and went to its final price at the end of April. [The final Revision-1.2F is being finished](#). The *Basic* version doesn't have all of the art, background, and painting guides. 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 to be done soon.

STARLINE 2400

This almost-forgotten product line will see a resur-

gence in 2015. New ships including the Klingon HF5 and Romulan SaberHawk are in development. 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

The Klingon SD7, Orion DN, and Kzinti NCA are now on the shopping cart. We are reviewing sales data before deciding which miniatures to do next. Marketing Director Jean Sexton says we need to have "stats" available for all of the games for these ships to achieve her sales goals.

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 all have been uploaded. We are now adding the Star Fleet Times packs to DT/WV.](#)

Recent uploads include: *JagdPanther #14, JagdPanther (Battlefield) #15; Star Fleet Times #1-5, Star Fleet Times #6-10; Captain's Log #13, Captain's Log #14; SFB Module Y2 SSD Book, SFB Y3 SSD Book, SFB Cadet Training Handbook (free), SFB Playtest Module E3, SFB Commander's Volume I; FC-Briefing #2 Card Packs, FC Frax Pack #1, FC Federation Packs #2 and #3, FC Klingon Packs #2 and #3; F&E Compendium Part 3; Starmada Log Nova, Starmada Log Admiral.*

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, X-ships, Early Years.

New Empires: Jindarians, Juggernauts, Omega.

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, HCM.

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.

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.

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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

(8CM102) SURPRISE PACKAGE

In 2565, the Federation destroyer *Kublai* had two of its photons replaced with plasma-F torpedoes purchased from the Gorn Confederation. It was immediately posted on the Klingon Border, where it intercepted the D6 *Devastation* during a shipping raid. Unaware of the modifications to the *Kublai*, the *Devastation* turned to attack its “lesser” foe, and found itself dealing with an unexpected surprise.

(8CM102a) NUMBER OF PLAYERS

Two: The Federation player and the Klingon player.

(8CM102b) 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 is in open space with no borders or terrain features to restrict the movement of the ships. Any unit which is more than 26 hexes from all enemy units has disengaged and left the scenario. Klingon units can only disengage in directions E or F (or between those directions), and must have no enemy ships in their FA arc at the time of disengagement. Federation units can only disengage in directions B or C (or between those directions), and must have no enemy ships in their FA arc at the time of disengagement. Ships which disengage in unauthorized directions are considered destroyed.

First: Set up the D6 *Devastation* in the upper left corner of the map (direction F), facing C.

Second: Set up the destroyer leader *Kublai* in any hex that is at least 26 hexes away from the *Devastation* in direction C, facing F.

(8CM102c) OBJECTIVE

Mission-Klingon: Destroy the *Kublai*.

Mission-Federation: Survive.

Time Limit: The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged. The *Devastation* must disengage by Turn #5 or it is considered destroyed.

Victory: Use the Point Value Victory System (8B2) to determine the winner. The *Devastation* is not penalized for disengaging. If the *Kublai* does not score at least 10 points of damage (shields and/or internal boxes) on the *Devastation*, the Klingon player receives 30 bonus points. This bonus is not gained if the *Devastation* does not score at least some internal damage on the *Kublai*.

(8CM102d) SPECIAL RULES

This scenario was written to use the DDL in *FC Booster Pack #91*, but can be used with any of the plasma-armed ships in *Federation Ship Pack #3* available at the PDF stores. If you change the Federation ship, replace the Klingon ship with one proportional to the point value of the new Federation ship.

(8CM102e) FORCE DYNAMICS

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

1. Alternative ships: To restore some tactical surprise, allow the Federation player to (secretly) change the weapons of the DD (extra drones or photons or phaser-1s or fusion beams — or anything, really — in place of the plasma-Fs). The Klingon player does not know what the new weapons are until they are fired.

The DDL could also be replaced with a DW or an NCL, perhaps with weapons changes as above. Replace the D6 with (respectively) an F5 or with a Kzinti CM.

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.

3. Faster Scenario: To finish this scenario in a shorter time, replace the ships listed for each side with frigates.

(8CM102f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by John C. Pini and was published as SL19 in *Captain's Log #1* and again as SH56 in *SFB Module S1*. It was converted to *Federation Commander* by Paul Cordeiro.

After sustaining heavy damage, the *Devastation* chose to withdraw from combat. The modifications made to the *Kublai* proved successful, and Star Fleet ordered the production of several more modified destroyers.

HYDRAN SCYTHIAN ESCORT CARRIER

FLEET SCALE

POWER TRACK

9
8
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HMS
Name

COUNTER **CVE**
POINT VALUE: 24+30
DAMAGE CONTROL: 1

PROBES

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MARINES

3		
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FRAME DAMAGE

2	
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TURN MODE A
MOVE COST 1/8

BASE SPEED 8
TURN MODE 1
SPEED COST 1

BASE SPEED 16
TURN MODE 2
SPEED COST 2

BASE SPEED 24
TURN MODE 4
SPEED COST 3

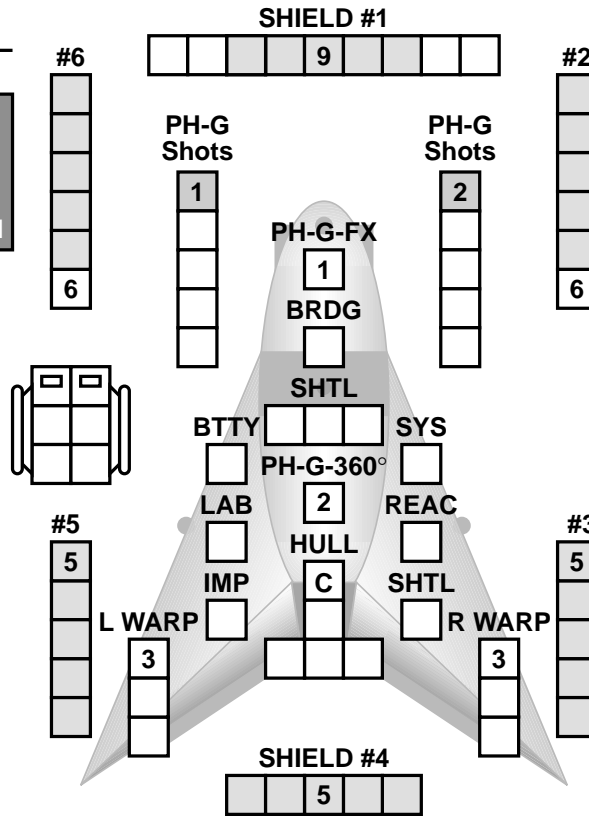
ACCELERATION
COST 1/8

DECELERATION
COST 1/8

HIGH ENERGY
TURN COST
5/8

EVASIVE
MANEUVER
COST 3/4

C115 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8



“SYS” can be used as tractor or transporter, but not both on the same turn. It is disabled on tractor or transporter hits.

FEDERATION COMMANDER: COMMUNIQUE #115
FLEET SCALE SHIP CARD #C115
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FRACTIONAL POWER

NEW SHIP CARD

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HYDRAN SCYTHIAN ESCORT CARRIER SQUADRON SCALE

COUNTER **CVE**
POINT VALUE: 48+60
DAMAGE CONTROL: 2

POWER
TRACK

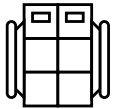
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Name _____

PROBES
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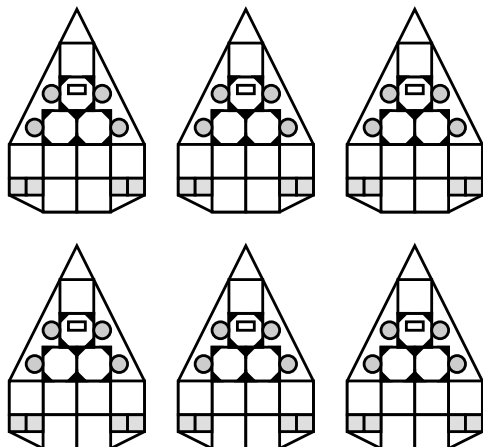
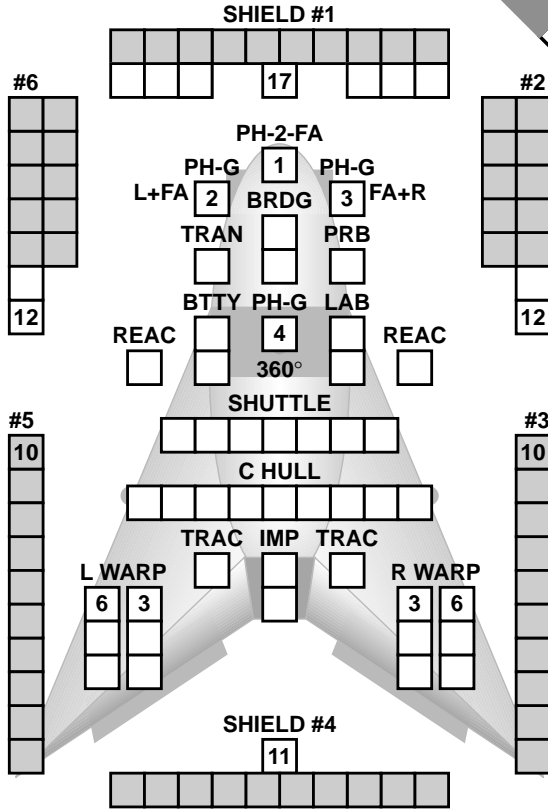
MARINES
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FRAME
DAMAGE
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WEAPONS
USED
1 [] [] [] [] [] [] [] []
2 [] [] [] [] [] [] [] []
3 [] [] [] [] [] [] [] []
4 [] [] [] [] [] [] [] []



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



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

FEDERATION COMMANDER: COMMUNIQUE #115
SQUADRON SCALE SHIP CARD #C115
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NEW SHIP CARD

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NOTE: While titled an “escort carrier” this ship is not an “escort” and as such does not have aegis fire control.

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KLINGON T6 TRANSPORT TUG

FLEET SCALE

COUNTER T6
 POINT VALUE: 66+5+5
 DAMAGE CONTROL: 2



POWER TRACK

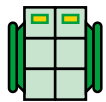
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IKV _____
 Name _____

PROBES

MARINES

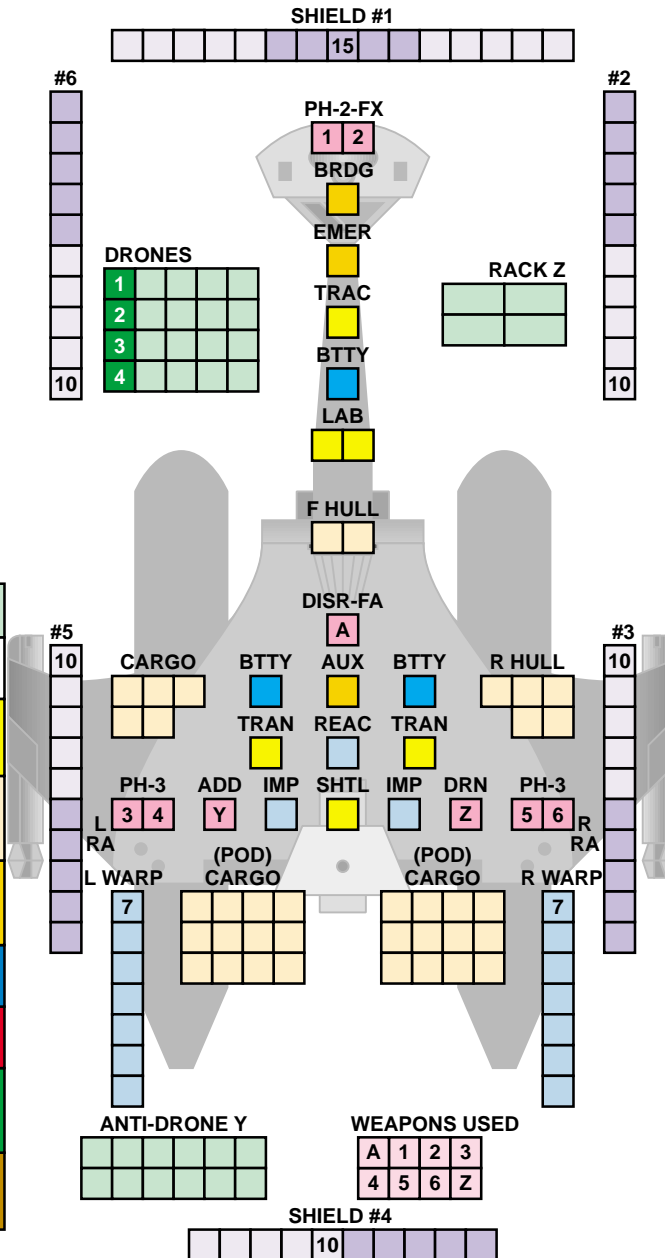
FRAME DAMAGE



ANTI-DRONE Y:
 IMP USED

1	2	3	4
5	6	7	8

WITH 0 OR 1 PODS	WITH 2 PODS
TURN MODE D MOVE COST 1/2	E 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4	3 4
BASE SPEED 16 TURN MODE 4 SPEED COST 8	5 8
BASE SPEED 24 TURN MODE 5 SPEED COST 12	6 12
ACCELERATION COST 1/2	1/2
DECELERATION COST 1/2	1/2
HIGH ENERGY TURN COST 2+1/2	2+1/2
EVASIVE MANEUVER COST 3	3



169 FEDERATION COMMANDER: TRANSPORTS ATTACKED
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FRACTIONAL POWER
 0 1/4 1/2 3/4

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KLINGON T6 TRANSPORT TUG

SQUADRON SCALE

COUNTER T6
 POINT VALUE: 112+10+10
 DAMAGE CONTROL: 4
Corrected Point Value

Power when undamaged: 34 + 5.

POWER TRACK

+30
 +20
 +10

IKV _____
 Name _____

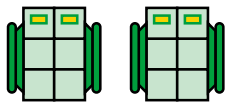
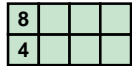
PROBES



MARINES



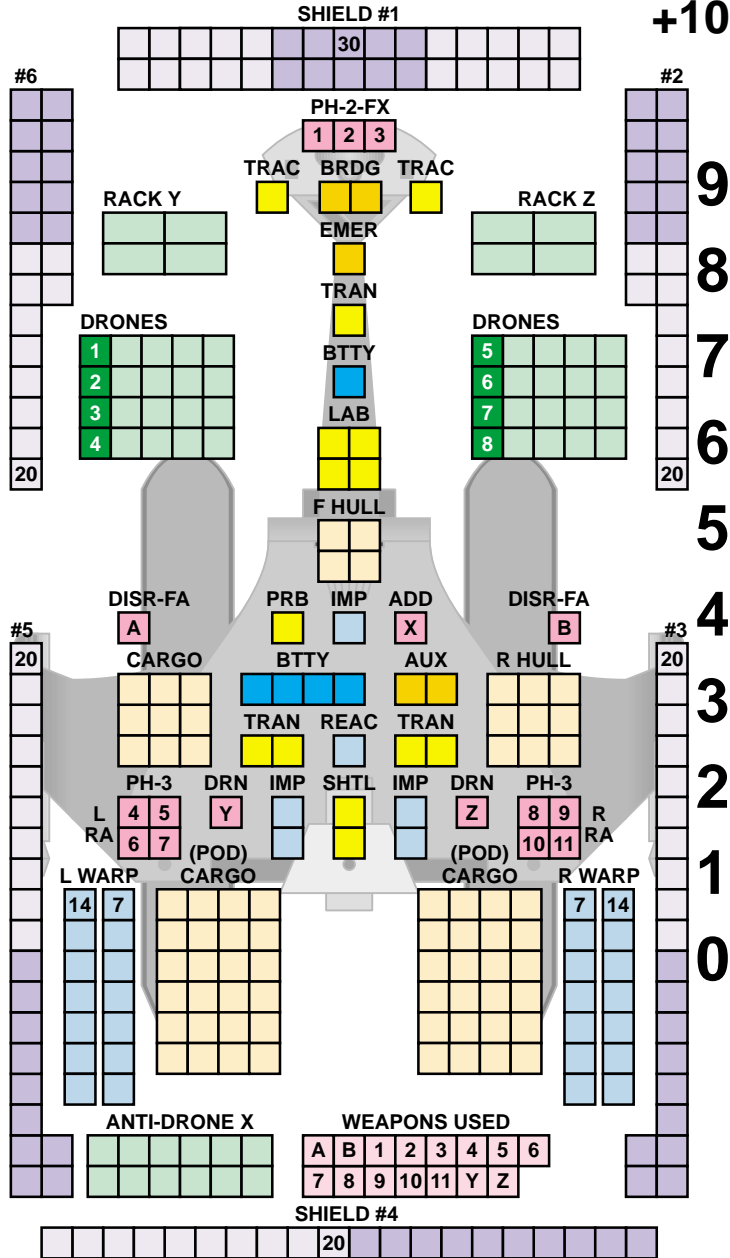
FRAME DAMAGE



ANTI-DRONES:
 IMP USED



WITH 0 OR 1 PODS	WITH 2 PODS
TURN MODE D MOVE COST 1	E 1
BASE SPEED 8 TURN MODE 2 SPEED COST 8	3 8
BASE SPEED 16 TURN MODE 4 SPEED COST 16	5 16
BASE SPEED 24 TURN MODE 5 SPEED COST 24	6 24
ACCELERATION COST 1	1
DECELERATION COST 1	1
HIGH ENERGY TURN COST 5	5
EVASIVE MANEUVER COST 6	6



169

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FRACTIONAL POWER

0 1/2

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KLINGON T7 FLEET TUG

FLEET SCALE

IKV _____
Name

PROBES

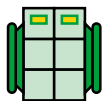
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MARINES

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FRAME DAMAGE

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ANTI-DRONE:
IMP USED

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WITH 0 OR 1 PODS	WITH 2 PODS
TURN MODE D MOVE COST 1/2	E 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4	3 4
BASE SPEED 16 TURN MODE 4 SPEED COST 8	5 8
BASE SPEED 24 TURN MODE 5 SPEED COST 12	6 12
ACCELERATION COST 1/2	1/2
DECELERATION COST 1/2	1/2
HIGH ENERGY TURN COST 2+1/2	2+1/2
EVASIVE MANEUVER COST 3	3

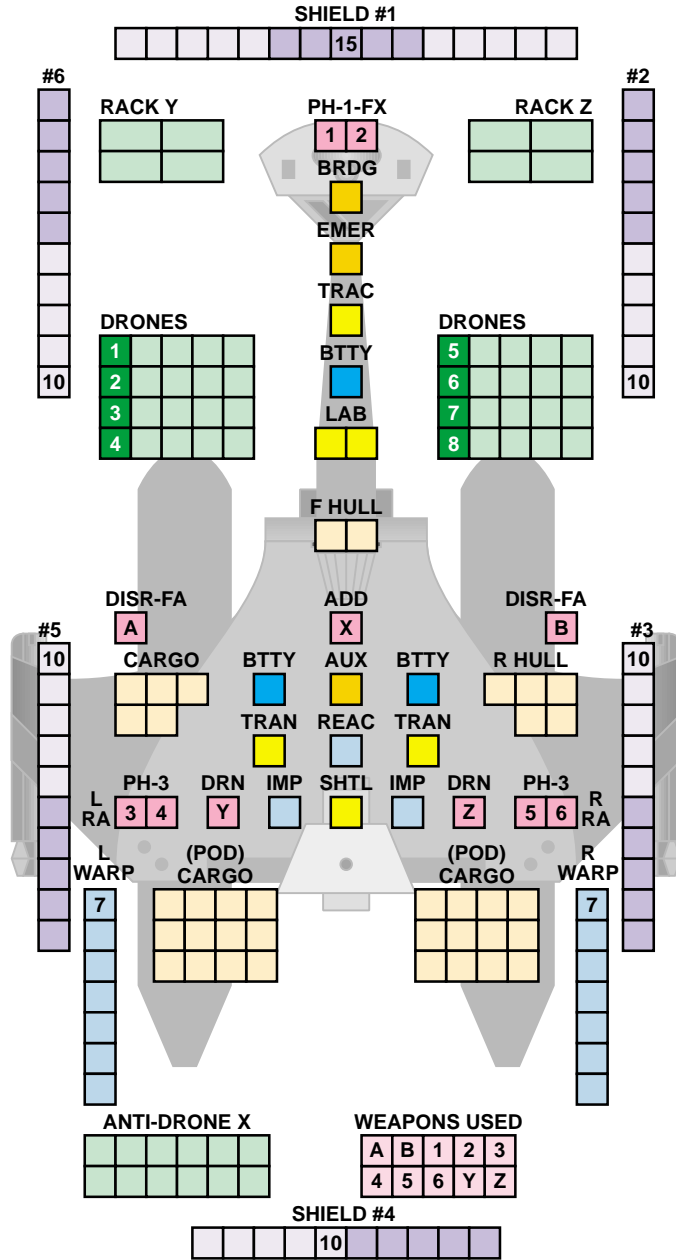
COUNTER **T7**
POINT VALUE: 72+5+5
DAMAGE CONTROL: 2

Corrected Point Value



POWER TRACK

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FRACTIONAL POWER
0 1/2

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KLINGON T7 FLEET TUG

SQUADRON SCALE

IKV _____
Name

COUNTER **T7**
POINT VALUE: 140+10+10
DAMAGE CONTROL: 4

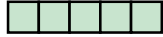
Power when undamaged: 34 + 5.
POWER TRACK

Corrected Point Value

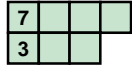


+30
+20
+10

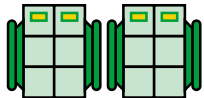
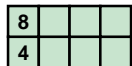
PROBES



MARINES



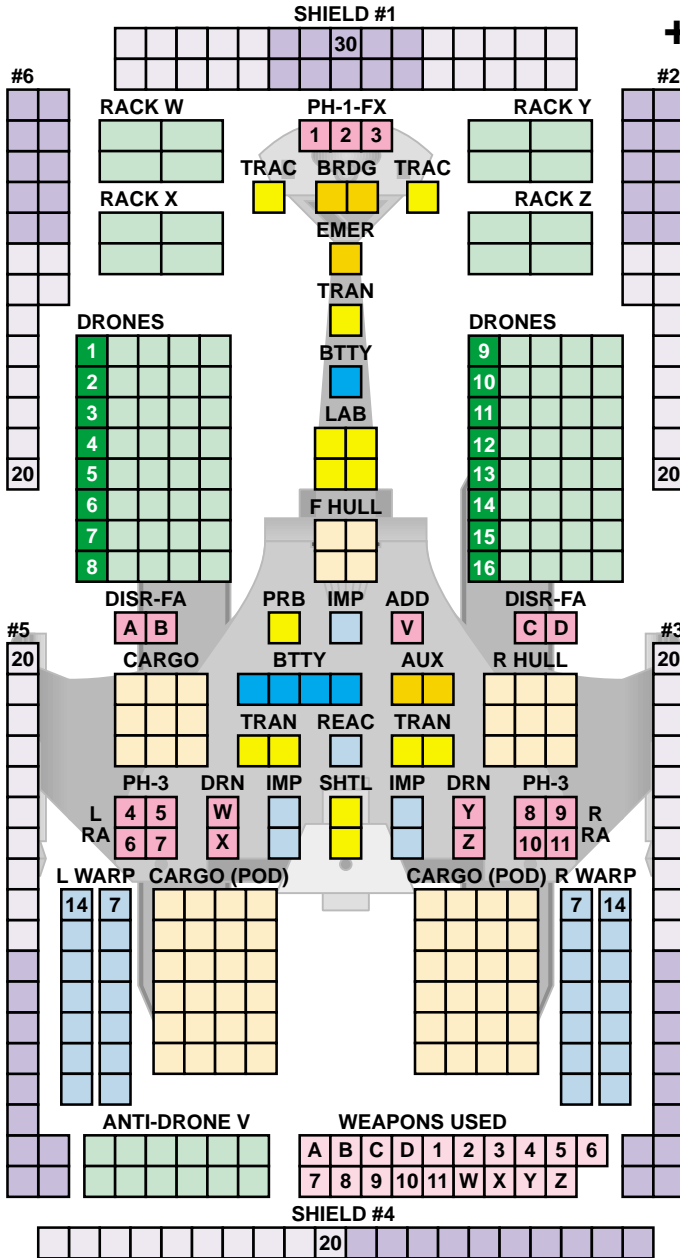
FRAME DAMAGE



ANTI-DRONES: IMP USED



WITH 0 OR 1 PODS	WITH 2 PODS
TURN MODE D MOVE COST 1	E 1
BASE SPEED 8 TURN MODE 2 SPEED COST 8	3 8
BASE SPEED 16 TURN MODE 4 SPEED COST 16	5 16
BASE SPEED 24 TURN MODE 5 SPEED COST 24	6 24
ACCELERATION COST 1	1
DECELERATION COST 1	1
HIGH ENERGY TURN COST 5	5
EVASIVE MANEUVER COST 6	6



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182

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