



COMMUNIQUE #116

STARDATE 2015.08.13

THE BIG NEWS: F&E COUNTERS GO TO PRESS

You might think that this is of no real interest to the players of *Federation Commander*, but you'd be wrong. We have a list of products to do and are doing them in order. Everything on that list that gets checked off means that *Federation Commander: Fighters Attack* is that much closer! So, let's get to the lead story.

This month's big news is that we have sent to press the countersheets for the new *Federation & Empire: Minor Empires* and *Federation & Empire: Fighter Operations 2015* as well as the restocks needed for the *Federation & Empire Boxed Set* and *Federation & Empire: Advanced Operations*. Those four products constitute literally half of the projects that stand between now and *Fighters Attack*. The second pair (*F&E:BS* and *F&E:AO*) won't need any design work; we just take counters out of the carton and put them into the games. *Fighter Operations* is over 80% done, and while *Minor Empires* will need an entire month of work, it's the biggest thing we have to do before *FC: Fighters Attack*.

NEWS FLASH: THROUGH A SCANNER DIMLY

Here's how the 2015 schedule is shaping up.

The *F&E* counters should arrive by 21 August, allowing us to return *F&E Boxed Set* and *F&E: Advanced Operations* to stock right away.

It will take another week or two for *F&E Fighter Ops 2015* to get a new cover and a new rulebook.

The *Federation Commander Scenario Log* will be released to the wholesalers along with *F&E:FO15*.

After that, we'll wrap up the *Deluxe* printed edition of *A Call to Arms: Star Fleet 1.2* and release it in September along with the *Klingon Master Starship Book*.

Next after that will be the release of *F&E Minor Empires*, which will bring the Vudar, LDR, and Seltorians into that game system.

After that, *Captain's Log #51* will be released. We're facing a challenge there due to the continuing lack of fiction, so we need somebody to write a good story and send it to us.

The long-awaited *Federation Admiral* campaign system will follow next. This was originally designed as the campaign system for *Federation Commander*, but minor changes and three or four extra pages meant it works just fine with *Star Fleet Battles*, *Star Fleet Armada*, and even *A Call to Arms: Star Fleet*.

Then we have the big project to send to press: four sheets of single-sided counters. These will include *SFB Module X2*, *Federation Commander: Fighters Attack*, the missing sheet for *F&E: Planetary Operations*, and a sheet for a special project we will tell you about next year.

Stay tuned for a fun ride!

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #116 is published and copyright © 2015 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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BTS 6 12	MB 8	SPM 7	C 7-8	3DW JJJ 18	DW J 6
REPAIR 0-1	2ND FLEET	RESV	E2 SWAC	E3 HSWAC	LAP P 1-4
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- **Communique #111:** Romulan Queen Eagle, Scenario 8CM98 Bonfire of the Peladine.
- **Communique #112:** Kzinti DWD, Scenario 8CM99 Ghost Ship.
- **Communique #113:** Gorn DDO, Scenario 8CM100 *Crockett* and the Snipe.
- **Communique #114:** Tholian BW, Scenario 8CM101 Holdfast Harassment.
- **Communique #115:** Hydran Scythian, Scenario 8CM102 Surprise Package.
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RULES QUESTIONS

Q: Why is damage based on the ship's Baseline Speed instead of its current speed (baseline plus acceleration) as it moves into an asteroid hex? It seems to me that a ship moving at Speed 8 and using an acceleration point this impulse should be treated as a ship moving at Speed 16. A ship with Speed Zero but using an acceleration point this impulse takes no damage, but one moving at Baseline Speed 8 takes six points.

A: Partly this is just a game simplification; looking up one number is easier than keeping track of multiple factors (and *FC* was designed to be easy). Remember that acceleration/deceleration is an abstraction; the ship using an acceleration point anywhere in the turn would technically be going faster throughout the whole turn.

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 FLASHES:

THE SEARCH FOR A SHIP

Last issue of *Communique* was scheduled to include an Orion ship, but we couldn't find one and did the Hydran Scythian. Then people asked why we didn't just do an Orion carrier, and (shucks!) we slapped our foreheads and got busy creating one for this issue.

SFBOL-2G TO END 31 DEC 2015

ADB, Inc., and Franz Games jointly announce that (with certain exceptions listed below) all remaining second-generation (2G) ship descriptions will be removed from the SFBOL system as of 31 Dec 2015. By that time, most of them will have been replaced by the superior new third-generation (3G) ship descriptions.

Those that are not converted by that time will be converted as fast as possible in response to player requests. (If nobody uses a certain ship, we don't need to get it done any time soon.) We want to thank everyone involved in converting nearly a thousand of the 2G descriptions to 3G, which covers 80% of the ships actually used. A special BBS topic has been set up for players to request the swift conversion of any 2G ship that they actually use. If players make such requests as soon as possible, ADB, Inc., and Franz Games will make every effort to convert them before the deadline.

These ship descriptions are (basically) SSDs or ship systems displays. As everyone knows, the second-generation designs were never authorized by ADB, Inc. These descriptions had a major negative impact on the company's sales of SFB products. ADB, Inc., has been more than patient and has extended the deadline for their removal several times. The new deadline of 31 Dec 2015 will not be extended. We know that a small group of players really prefers the second-generation ship descriptions, but ADB, Inc., cannot afford to have the 2Gs remain on the system as this amounts to giving away every SSD book in the line.

ADB, Inc., has authorized the second-generation tournament ships to remain on the system permanently.

The following ships form an exemption, in that second-generation descriptions can remain on the SFBOL system until 30 June 2016: early years ships, civilian ships, and non-Alpha Octant ships.

The following units form an exemption, in that second-generation descriptions can remain on the SFBOL system until 30 Dec 2016: shuttlecraft, gunboats/PFs, fighters, and bombers.

CADET SFB NOW ON VASSAL

Long-time fan and player Les LeBlanc has created a Vassal module for the *Star Fleet Battles Cadet Training Handbook*. This allows people to play this Cadet version of *Star Fleet Battles* through the Vassal computer play aid website. (The book itself is available free on various PDF download sites.) You can get more information on this project at:

http://www.vassalengine.org/wiki/Module:Star_Fleet_Battles_Cadet_Training_Manual#Comments

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 solitary 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 \(Battlefield\) #15](#); [Star Fleet Times #6-#10](#), [Star Fleet Times #11-#15](#); [Captain's Log #14](#), [Captain's Log #40](#); [SFB Y3 SSD Book](#), [SFB YG3](#), [SFB C5 SSD Book](#), [SFB Cadet Training Handbook \(free\)](#), [SFB Playtest Module E3](#), [SFB Commander's Volume I](#), [SFB Commander's Volume II](#); [FC Frax Pack #1, #2, and #3](#), [FC Federation Packs #2 and #3](#), [FC Klingon Packs #2 and #3](#).

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.

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

(8CM103) MAINTAINING MOMENTUM

The Federation had survived and repulsed the Klingon invasion, but two years later (in 2573) the combined Klingon and Romulan Fleets were steadily pushing the Federation back.

Starbase #7 (on the Tholian border) had fallen, and the Klingons and Romulans (now called the Coalition) had launched a combined offensive. Star Fleet was reeling from one defeat to another, and the speed of the Coalition advance was limited only by their supply lines. Both Klingons and Romulans were now operating beyond the range of their original border bases, relying on vulnerable convoys of cargo ships, military transports, and fleet tugs to keep the attacking squadrons supplied.

The next attacks would reach the inner ring of Federation battle stations, and from there, Coalition ships would be able to launch strikes directly against Earth, Vulcan, Andoria, Rigel, and Alpha-Centauri, but the supply situation meant that the Coalition could only send forward a fraction of their total fleets. (The rest were busy protecting the construction of forward bases.) Time spent getting the supply network caught up was giving the Federation time to build new ships, reinforce bases, and bring in whatever ships they could from less vulnerable theaters. (There were rumors of Kzinti and Gorn squadrons coming to the Federation's rescue, and no one could be certain that the Orions would stay neutral.)

The Romulans and Klingons decided to mount one last offensive before they were forced to take a strategic pause. The mission was to destroy one carefully selected Federation battle station of the inner ring. This would keep the Federation off balance and crack their inner defenses. Once the new forward supply bases were complete, the Klingons and Romulans could attack the vulnerable gap in the inner defense ring. It would take the Federation longer to replace a destroyed battle station than it would take the Coalition to build cheaper supply bases halfway from the original border to the front lines.

(8CM103a) NUMBER OF PLAYERS

Two: The Federation player and the Coalition player.

(8CM103b) 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 battle station in a hex near the center of the "north" edge of the map. The map is "fixed" and does not float. Any unit leaving the map has disengaged and cannot return.

Federation: Create a fleet from 800 points of Federation ships and deploy them anywhere within six hexes

of the battle station.

Coalition: Select a fleet containing 600 points of Klingon and Romulan ships (no less than 250 from either) and deploy them on the "southern" map edge hexes.

(8CM103c) OBJECTIVE

Mission-Coalition: Destroy the battle station. Destruction of Federation ships is secondary. The actual orders are to ignore damage and fire every weapon at the battle station, but the Coalition captains interpreted this with some judgement.

Mission-Federation: Prevent the destruction of the battle station, or failing that, make its destruction as expensive as possible for the Klingons.

Time Limit: The scenario continues until the battle station is destroyed, or until all Coalition units have left the map or been destroyed, or until the end of Turn #7. (By then, more Federation ships would reach the base and it would be impossible for the Coalition to attack it.)

Victory: If the Federation battle station is destroyed, the Coalition wins regardless of their overall losses. Failing that, use the Point Value Victory System (8B2) to determine the winner but the Coalition cannot win more than a tactical victory.

(8CM103d) SPECIAL RULES

1. Losses: It's all well and good for admirals far away to tell the attacking Coalition squadrons to ignore damage and losses, but the actual squadron commanders are not so bloody minded as that. If either empire suffers enough casualties, that empire must withdraw. This is determined by counting half of the point value of any crippled ship and the entire point value of any ship that is destroyed or leaves the map. When this exceeds 50% of the original value of the squadron, it must withdraw.

2. Federation: The Federation force may not contain a dreadnought or heavy battlecruiser and may contain only two ships with a movement cost of one.

3. Battle Station: The point values given are for the one in Klingon Border. If you use the more elaborate battle station in *Reinforcements Attack* add 100 points to the Coalition force.

4. Fleet Scale: Use half as many points of ships.

(8CM103e) FORCE DYNAMICS

1. Three Players: Have separate Romulan and Klingon players.

2. Alternative Empires: Allow the Federation to include Gorn, Kzinti, or Orion ships up to 30% of his force.

3. Balance: The balance of the scenario could be adjusted by changing the points available.

(8CM103f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Art Trotman.

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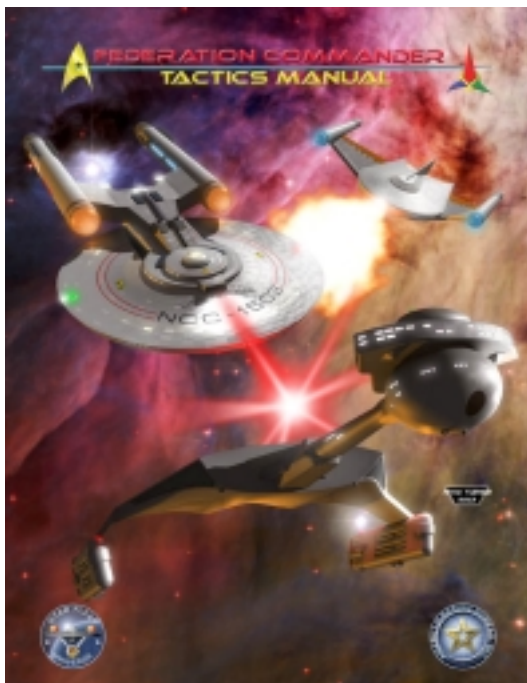
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