



COMMUNIQUE #117

STARDATE 2015.09.10

THE BIG NEWS: FC SCENARIO LOG

You asked for it and we did it!

This product is due for release very soon. It will be sold as a PDF on Drivethrough RPG, Wargame Vault, and Warehouse 23. If players want hard copies, we will print them (but they won't have a color cover as the projected print run is too small).

This product contains 57 scenarios for *Federation Commander* which previously appeared in *Captain's Log*. Because they were printed inside the magazine, it is all but impossible for players to extract or create pages which could be added to their rulebooks. Some players have never seen these scenarios because they don't buy *Captain's Log* for whatever reason.



NEWS FLASH: THROUGH A SCANNER UPDATE

Here's how the 2015 schedule is developing and we're starting to put together ideas for 2016.

The *F&E* counters arrived, allowing us to return *F&E Boxed Set* and *F&E: Advanced Operations* to stock.

We are still working on *F&E Fighter Ops 2015* as we wait for the artist to deliver the new cover.

The *Federation Commander Scenario Log* will be released within two weeks.

After that, we'll wrap up the *Klingon Master Starship Book* and a new mail-order only booster pack for the *Federation Commander Early Years*.

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, we'll wrap up the *Deluxe* printed edition of *A Call to Arms: Star Fleet 1.2*.

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 was modified so it works for all of the tactical games.

Next year will be built around four sheets of single-sided counters. These will include *SFB Module X2*, *Federation Commander: Fighters Attack* (or maybe *Gunboats Attack* instead?), the out-of-stock sheet for *F&E: Planetary Operations*, and a secret project.

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #117 is published and copyright © 2015 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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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.
- **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.
- **Communique #116:** Orion Mobile Carrier, Scenario 8CM103 Maintaining Momentum.
- **Communique #117:** Vudar Mobile Carrier, Scenario 8CM104 Snakes and Crossbones.

CHANGE OF DIRECTIONP

Federation Commander Division Chief Mike West recently had an idea. While it would involve a radical change of direction, it is worth exploring. He suggested that we do *Gunboats Attack* next, then *Fighters Attack*. His reasoning is that gunboats can become 30-point “gap fillers” in creating a fleet, six gunboats clutter the map half as much as 12 fighters, you can buy one gunboat (as opposed to a carrier, an escort or two, and a full squadron of fighters), and because fewer cards are needed so we could cover all of the empires with a single product series (something difficult to do with fighters, carriers, and escorts). Watch the BBS for discussions.

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 SFB PLATINUM TOURNAMENT

This is the annual international online tournament for the *Star Fleet Battles* Champion. The 2015 event (which won't be over until sometime in 2016) will be judged by Fleet Captain Peter Bakija (winner in 2014) and supervised by Tournament Marshal Steven P. Petrick.

Entry to PH2015 is free for everyone!

Registration will open on 14 September and will continue through 18 October. Peter and Steven will announce the tree that week.

ADB, Inc., will provide prizes of \$100 (first place), \$50 (second place) \$25 (third and fourth place), and \$5 (fifth through eighth place). First prize is in cash; the others are store credit. The winner get his \$100 cash and a plaque after writing the Platinum Victory article for *Captain's Log*.

THE SEARCH FOR A SHIP

This issue would normally have contained an Andromedan carrier (since we go by the order the empires are listed in the *SFB* rulebook) but the Andros do not have fighters or carriers.

Rather than just skip to the Lyrans, we took a suggestion from a player to do a Vudar ship (since the Vudar, following *SFB* rulebook order, are way down the list and would be done next year). Besides, we just think the Vudar are cool and wanted to get their direct-fire fighter weapon into the mix for the current playtesting round.

WHICH PDF GETS UPLOADED?

Jean makes this decision based on what is available, sales potential, and player requests. She pushes the designers to make available whatever product each game system needs. We don't upload a lot of *Federation Commandership* card packs because they don't sell very well unless everything is a totally new ship, and packs like that (despite better sales) cost more work to than the sales justify. We are working on a project to release some “real laminated card” booster packs.

REMINDERS OF PREVIOUS NEWS FLASHES

SFBOL-2G SHIPS will (for the most part) be removed from the SFBOL system by the end of this year. If you are using 2G ships contact Paul Franz to get them added to the priority list for conversion.

CADET SFB ON VASSAL: 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 really need 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 this fall, after a revised *Fighter 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. 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 resurgence in 2016. 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. They have now announced plans for a new *Traveller* edition (which explains why we have been on hold for so long). We won't be involved in the playtest of that edition, and won't work on new books until it is printed so we don't have to keep doing them over as their playtesting and editing continues.

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 *Jagd Panther* have been found and all have been uploaded. We are now adding the *Star Fleet Times* packs to DTRPG/WV.

Recent uploads include: *Star Fleet Times #11-#15, and #16-20; Captain's Log #40; SFB YG3, SFB C5 SSD Book, SFB C5 Rulebook, SFB Commander's Volume II, SFB Commander's Volume III, SFB Commander's Update #2, SFB Commander's Supplement #1; FC Frax Pack #2 and #3, F&E Hurricane Scenario.*

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

[8CM104] SNAKE AND CROSSBONES

What are the chances, in all the vastness of space? An important military fuel-and-supplies convoy is intercepted simultaneously by the Orions (always on the lookout for an “easy” catch) and the Andromedans (anxious to pick up supplies and raw materials however they can, or at least disrupt the flow of such things). Of course, because the convoy is important, there’s always the chance that it is heavily defended.

(8CM104a) NUMBER OF PLAYERS

Three: The Convoy player, the Andromedan player and the Pirate player. Optionally, a fourth player could operate some of the Convoy ships.

(8CM104b) 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.

Convoy Player: The Convoy Player chooses a reference hex and sets up the convoy within a three hex radius of that hex. The convoy consists of 2xFL, 2xFS, FT, PT, OC, FQL. Set up an escort (max 95 points in Squadron Scale, 55 in Fleet Scale) within five hexes of at least one of the ships in the convoy. All ships face in direction B.

Andromedan Player: Set up the Andromedan force 20 hexes from the nearest convoy ship, and in any direction from the convoy, facing at owner’s choice. The Andromedan player may select one of the following squadrons as his force:

- 1x Conquistador (carrying 1xCobra); OR
- 3xCobra; OR
- or 2xMamba/Python class ships (2xMamba, 2xPython, or one of each).

Pirate Player: Set up a BR 20 hexes from the nearest convoy ship, in any direction from the convoy and at least 20 hexes away from all Andromedan ships, facing at owner’s choice. The Orion Player may choose his option mounts and the ship does not have a cloaking device.

(8CM104c) OBJECTIVE

Mission – Convoy player: Get your vital military supplies to the front lines where they are needed.

Mission – Andromedan player: Capture as much cargo as possible to help sustain the Andromedan offensive and build needed infrastructure.

Mission – Pirate player: These supplies are worth a lot of credits on the black market. Grab as many of them as you can!

Time Limit: The scenario continues until all ships have been captured, destroyed, or have disengaged. In this remote area, the arrival of reinforcements is hours away and this will be over in minutes.

Victory: Players score points for damaging, destroying or capturing ships as in (8B2b). Each player also receives three bonus victory points for each freighter, Trader and/or Q-ship cargo box disengaged under his control. (Cargo boxes that have been disabled and later repaired do not count towards this total). The player scoring the most points is the winner.

(8CM104d) SPECIAL RULES

If the Pirate ship is crippled, it must “retire” (2E3). No profit is worth losing your ship.

(8CM104e) FORCE DYNAMICS

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

1. Alternative Ships: Use Convoy ships from different empires. Replace the escort with a LTT, replace the Andromedan ships with an Intruder (no satellites), and the Orion ship with a CA or OK6. (Note: We do not recommend you use Fralli ships as they are too ugly.)

2. Balance: The balance of the scenario may be adjusted by replacing any ship with the next larger or smaller size. Replace one or more freighters with the equivalent-sized armed freighter and/or increase the maximum points allowed for the escorting ship.

3. Faster Scenario: To finish this scenario in a shorter time, remove the two small freighters or one large and one small freighter, replace the FQL with a FQS; the Andromedans have 1xPython or 1xMamba and the Orions have a CR or LR.

4. Alternative Time Limit: The freighters are nearly at their destination, which is a BATS 150 hexes in direction B from the convoy. The Convoy player receives points only for cargo boxes on ships which actually get to the station and dock there.

(8CM104f) DESIGNER’S NOTES

This scenario was written new for *Federation Commander* by Tony Cutcliffe of Battlegroup Exeter, UK.

VUDAR WAR DESTROYER CARRIER

FLEET SCALE

COUNTER DWV
 POINT VALUE: 54+40
 DAMAGE CONTROL: 1



POWER TRACK

13
12
11
10
9
8
7
6
5
4
3
2
1
0

VSV _____
 Name

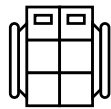
PROBES

MARINES
 4

FRAME DAMAGE
 2

IPG POWER
 Z 1 2 3 4

ION CANNON ARMING
 A P L O F



TURN MODE B
 MOVE COST 1/4

BASE SPEED 8
 TURN MODE 2
 SPEED COST 2

BASE SPEED 16
 TURN MODE 3
 SPEED COST 4

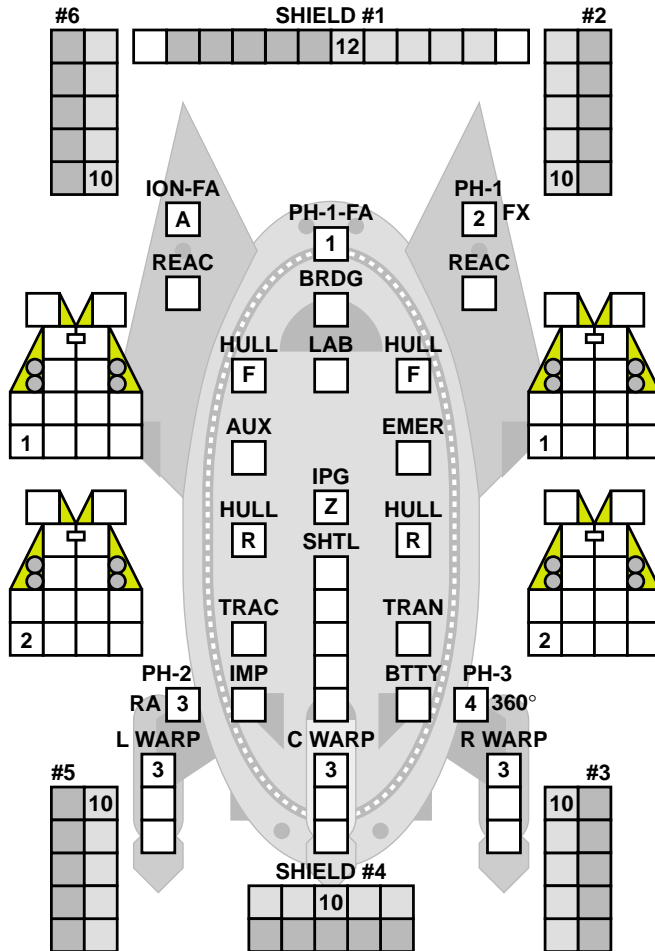
BASE SPEED 24
 TURN MODE 4
 SPEED COST 6

ACCELERATION
 COST 1/4

DECELERATION
 COST 1/4

HIGH ENERGY
 TURN COST
 1+1/4

EVASIVE
 MANEUVER
 COST 1+1/2



FIGHTER CANNON TABLE

| Range | 0-1 | 2-3 | 4-5 | 6-8 | 9-10 |
|--------|------|-----|-----|-----|------|
| To Hit | 2-10 | 2-9 | 2-8 | 2-7 | 2-6 |
| Damg | 10 | 8 | 6 | 4 | 2 |

Each has two ph-3 shots (per turn) and two light ion cannons each with two shots (total).

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C117

WEAPONS USED
 1 2 3 4

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

NEW SHIP CARD

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Arming a fighter's ion cannon costs 1/2 point (paid by the ship while the fighter is in the hangar)

VUDAR WAR DESTROYER CARRIER

SQUADRON SCALE

COUNTER DWV
POINT VALUE: 100+80
DAMAGE CONTROL: 2



POWER TRACK

26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

VSV
Name

PROBES
[] [] [] []

MARINES
8 [] [] []
4 [] [] []

FRAME DAMAGE
4 [] [] []

IPG POWER
Z [] [] []

ION CANNON ARMING
A P L O F
B P L O F

TURN MODE B
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 3
SPEED COST 8

BASE SPEED 24
TURN MODE 4
SPEED COST 12

ACCELERATION
COST 1/2

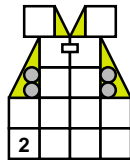
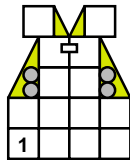
DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

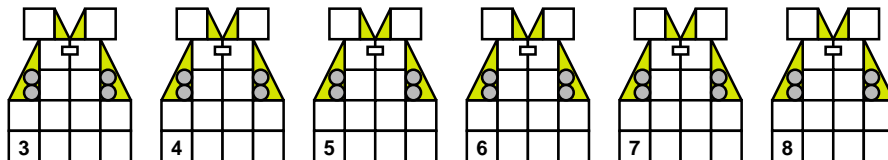
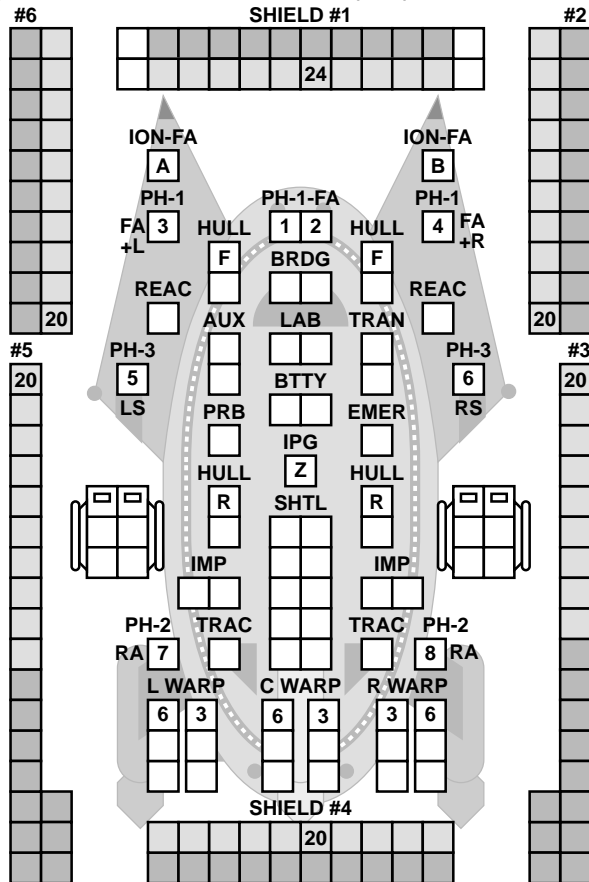
EVASIVE
MANEUVER
COST 3

FIGHTER CANNON TABLE

| Range | 0-1 | 2-3 | 4-5 | 6-8 | 9-10 |
|--------|------|-----|-----|-----|------|
| To Hit | 2-10 | 2-9 | 2-8 | 2-7 | 2-6 |
| Damg | 10 | 8 | 6 | 4 | 2 |



Each has two ph-3 shots (per turn) and two light ion cannons each with two shots (total).



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C117

WEAPONS USED
1 2 3 4
5 6 7 8

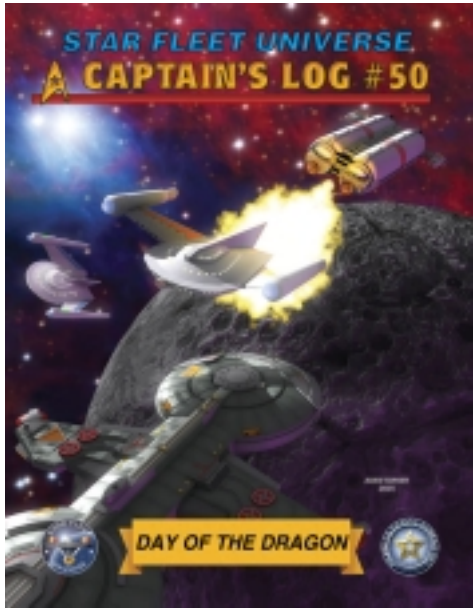
FRACTIONAL POWER
0 1/2

Arming a fighter's ion cannon costs 1/2 point (paid by the ship while the fighter is in the hangar)

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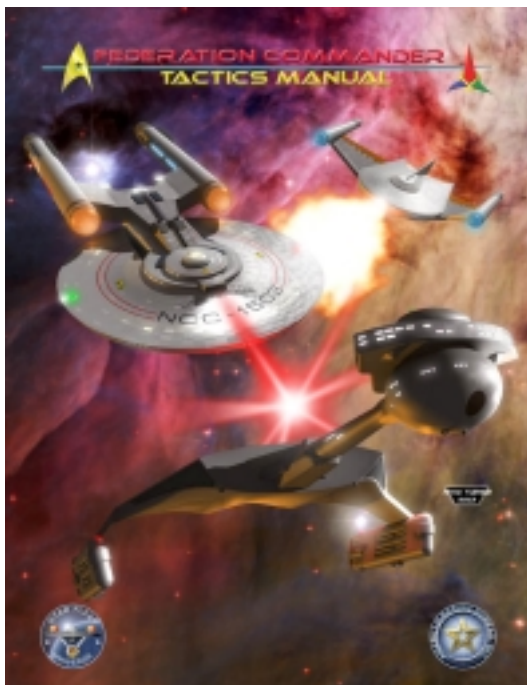
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