



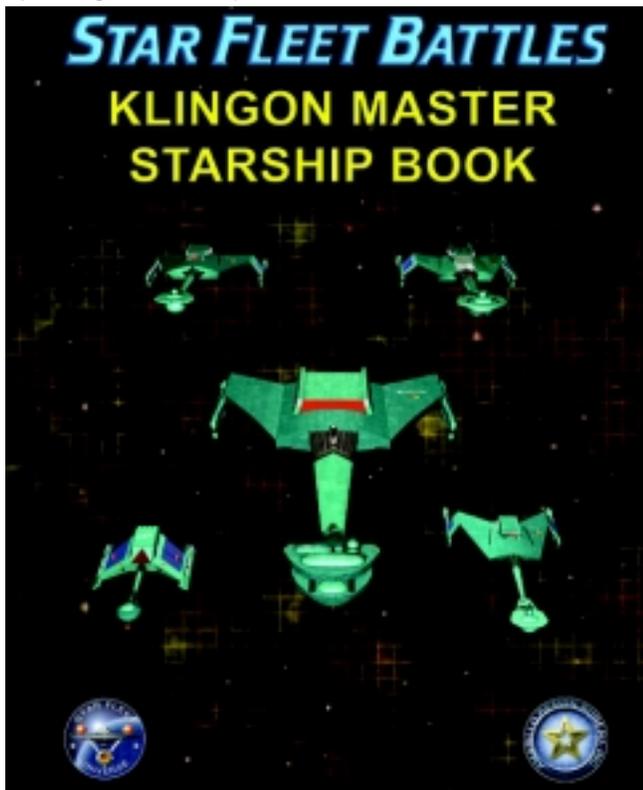
COMMUNIQUE #118

STARDATE 2015.10.10

THE BIG NEWS: KLINGON MASTER STARSHIP BOOK

Released as a PDF only a few days ago, this 194-page book provides the ship descriptions and other data for every ship in the Klingon Fleet including regular warships, special unique ships, ships from *Captain's Log*, X-ships, Y-ships, W-ships, and general units unique to the Klingons. Every ship is illustrated; many of the illustrations have never been published before.

This book follows the path of the *Federation Master Starship Book* and the *Hydran Master Starship Book*. A part of the Master Series (including the *Master Rulebook* and the *G3 Master Annexes*), it does not include SSDs. (If it did, the retail price would be well over \$100 and it would appear years from now when we have finished updating the SSDs.)



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 *Federation Commander Scenario Log* and the *Klingon Master Starship Book* have been released.

We are going to finish *F&E Fighter Ops 2015* soon and if the artist doesn't get on the ball we'll just redress the original cover. Next after that will be the release of *F&E Minor Empires*, which will bring the Vudar, LDR, and Seltorians into that game system. Now, those two projects are going to be done in steps with non-*F&E* time between each step. We already used one of those step-breaks to finish the *Klingon MSSB* and will use the next one to finish 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. Failing that, Steve Cole will have to force himself into creativity, which will take longer.

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 #118 is published and copyright © 2015 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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- **Communique #112:** Kzinti DWD, Scenario 8CM99 Ghost Ship.
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- **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.
- **Communique #118:** Lyran Mobile Carrier, Scenario 8CM105 Shuffling the Deck.

RULES QUESTIONS

Q: Can I move boarding parties from one of my ships to another. I want to concentrate the landing force while keeping the ability to send some ships to places other than the planet.

A: You can, but unless the scenario says you can do it before the scenario begins, you will have to do it after the scenario starts. That kind of “shuffling the Marines” must be done within the rules (using transporters, shuttles, or docking).

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

BATTLE GROUP REPORT

by Jean Sexton, Battle Group Facilitator

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

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 year's international online tournament for the *Star Fleet Battles* Champion is still accepting entries. The 2015 event (which will end sometime in 2016) is being judged by Fleet Captain Peter Bakija (winner in 2014) and supervised by Tournament Marshal Steven P. Petrick.

THE SEARCH FOR A SHIP

This issue was easy. The Lyrans are next in line, so they get the same DW-based carrier others got. It's funny that the day I was working on this issue the original Lyran designer (Jim Curtis) sent a note that he wished the Lyrans didn't have fighters but understood that the players wanted them. We did keep Lyran fighters to a low roar.

CAN COUNTERS BE UPDATED?

Working on the new batch of *F&E* counters has inspired some to propose that we immediately replace all of the old sheets (216 counters) with new ones (280 counters). Surely, it is said, the players would love this. No doubt they would, but who is paying for it? Doing a run of new counters (four sheets, minimum print run) is \$7,000, it would take at least two of those runs, and contrary to myth there is not a million dollars of unspent money in our bank account. Worse, converting four sheets of 216 to four sheets of 280 would take at least a month of SVC time, and mean pushing *SFB Module X2* and *Fed Comm Fighter Ops* farther away. Theoretically we might not get hurt too bad if we could convince players to buy all of the existing counter stock for those sheets (which would pay for less than half of the print run) but the time element isn't workable and not all of the I+J sheets sold. That said, now and then we find ourselves with an out-of-stock *F&E* sheet. That doesn't always mean an immediate reprint, but we need to reprint it as soon as we can, which might be six months later. That's good in a way as retailers would be very upset to have copies of *Strategic Ops* on their shelves with the old counters when customers can buy the same product with the new counters online. The brief stock-out lets them sell the existing copies before new ones arrive.

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.

We are more than aware that for two years now we have not been releasing products as quickly as you (or we) wanted, but a new sense of energy and a new focus on finishing products that have waited half-finished for too long will change that.

CAPTAIN'S LOG

Captain's Log #51 is still gathering articles in the file. We really need a great piece of fiction. Send us that and we'll drop everything to do this immediately.

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 *Klingon Master Starship Book* has been uploaded. Steven P. Petrick is working on the *Romulan Master Starship Book* and the art is going much better as we have it organized. The information in these books is completely updated, and every ship includes a graphic.

MONGOOSE

A Call To Arms: Star Fleet Basic Book 1.2F is being finished in a gap between two other products. The *Deluxe* version with all of the art, background, and painting guides is also being worked on.

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

The Klingon D7K failed in Master Mold Two and had to be done over but we just got good news from the casting house that we will share next month.

STARLINE 2500

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 the perfectly normal playtesting and editing of the new book continues. We all want their books and ours done right the first time.

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 DTRPG/WV.

Recent uploads include: *Star Fleet Times #16-20*, *Star Fleet Times #21-25*; *Captain's Log #14*, *Captain's Log #15*; *SFB C5 Rulebook*, *SFB C6 Rulebook*, *SFB C6 SSD Book*, *SFB Commander's Edition Volume III*, *SFB Klingon Master Starship Book*, *SFB Commander's Update #2*, *SFB Commander's Edition Supplement #1*; *Fed Comm Scenario Log*; *About F&E*, *F&E Fighter Operations 2015 Rulebook*, *F&E Hurricane Scenario*; *Battlewagon Article #6*.

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

(8CM105) SHUFFLING THE DECK

The Lyrans kept a fleet on the Federation battle front as part of their alliance with the Klingons. While the Klingons could and did provide fuel and some other supplies, convoys from the Lyran Empire itself were needed to supply Lyran-specific spare parts, replacement crewmen, and food.

The Federation knew that these convoys, which had to travel along the frontline between the Kzintis and Klingons, were the weak link. If they could be disrupted, the Lyrans would withdraw their fleet causing a rift in the Coalition. They decided that the best way to shut down these convoys was to use spies, many of them Orion, in Klingon bases along the route to find out about the schedules, and then get the Kzintis to send raiders after the convoys. (The Kzintis normally would have no interest in convoys which were supporting a fleet not attacking them directly, but the Federation richly rewarded their feline allies for each Lyran convoy destroyed.)

Unable to catch the spies, the Lyrans had begun to include Q-ships in the convoys, but the attacking Kzintis knew which ships to attack first, thanks to the spies. In desperation, the Lyrans included the new mobile carrier *Black Claw Hunter* in a convoy (without its usual escort) ordered its captain to launch his fighters only when Kzinti raiders attacked. The freighter captains did not know that the ship escorting them was carrying fighters. This ship was a war destroyer carrier pretending to be a standard war destroyer, a Q-destroyer if you will.

(8CM105a) NUMBER OF PLAYERS

Two: The Lyran player and the Kzinti player.

(8CM105b) 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). Use a “floating” map since the battle is in open space with no borders or terrain features to restrict the movement of the ships.

Lyran Player: The Lyran player places a Free Trader five hexes from the “southern” edge of the map. He then places the convoy (three large freighters, three small freighters, one small Q-ship) in any hexes within two hexes of the Free Trader (no more than two ships per hex). He then places a Lyran FF or POL and the DWV in any hexes within three hexes of the Free Trader.

Kzinti Player: Place a fast battlecruiser 25 hexes from the nearest Lyran ship.

(8CM105c) OBJECTIVE

Mission – Lyrans: Cripple, destroy, or capture the Kzinti raider in order to reduce future raids.

Mission – Kzintis: Destroy at least four of the Lyran freighters. (The Q-ship and Free Trader count as freighters in this case.)

Time Limit: The scenario continues until the Kzinti raider has been captured, destroyed, or has disengaged. The raider will be automatically destroyed at the start of Turn #9 by arriving units of the Klingon fleet if it has not disengaged.

Victory: In the event that neither player achieves his victory condition, determine the winner by (8B2b).

(8CM105d) SPECIAL RULES

1. Convoy Integrity: Any freighter that is more than four hexes from the Free Trader is deemed to have become separated from the convoy and is treated as destroyed.

2. Disengagement: Any ship which ends a game turn 26 or more hexes from all enemy ships (not including freighters) has left the scenario. For the Kzinti fast battlecruiser to disengage, he will have to cripple the two Lyran warships.

3. Q-Ship: In an effort to increase security, the Lyran convoy commander did not know which of his small freighters was a Q-ship. Take three small freighter cards and one Q-ship card. If any of the four small freighters is damaged by enemy weapons or impacted by a drone then randomly pick one of the four cards. This could be done by a die roll, putting the four cards under a newspaper or magazine, or any other means that is truly random.

(8CM105e) FORCE DYNAMICS

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

1. Balance: The balance of the scenario may be adjusted by replacing any ship with the next larger or smaller size. The Free Trader could be replaced with a Prime Destroyer or a small armed freighter.

2. Alternative Ships: Replace the Lyran POL/FF with a Klingon G2 or E4. Replace the Kzinti fast battlecruiser with a war destroyer and a frigate.

3. Alternative Empires: Replace the warships of either player with equivalent ships from another empire.

(8CM105f) DESIGNER'S NOTES

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

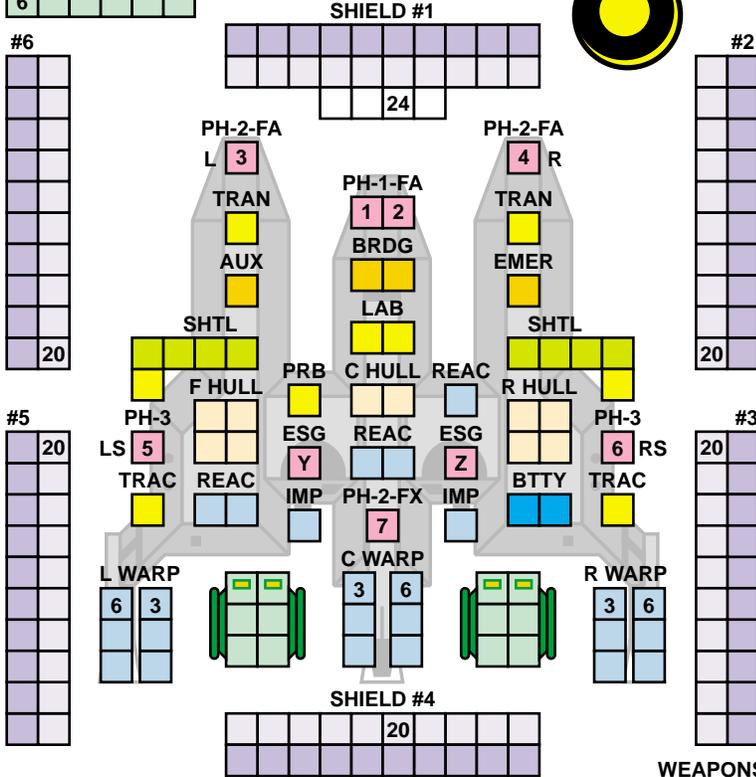
LYRAN ALLEYCAT-V MOBILE CARRIER

SQUADRON SCALE

COUNTER DWV
POINT VALUE: 103+80
DAMAGE CONTROL: 2

PROBES
 FRAME DAMAGE 4
 LMS Name _____

MARINES 6



POWER TRACK

1 27
2 26
3 25
4 24
5 23
6 22
7 21
8 20
9 19
10 18
11 17
12 16
13 15
14 14
15 13
16 12
17 11
18 10
19 9
20 8
21 7
22 6
23 5
24 4
25 3
26 2
27 1
28 0

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

Ships of the LDR have two PH-Gs instead of two PH-3s. BPV = 110.

PH-G
5
6

PH-2s #3, #4, and #7 are PH-1s on LDR ships.

WEAPONS USED

1	2	3
4	5	6
7	Y	Z

POWER IN ESGS

Y	Z
1	1
2	2
3	3
4	4
5	5



FEDERATION COMMANDER: COMMUNIQUE #118
 SQUADRON SCALE SHIP CARD #C118
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FRACTIONAL POWER
 0 1/4 1/2 3/4

FTR POINT VALUE = 10
 TWO PHASER-3s (FA)
 TWO PHASER-2 PODS
 (can fire once each, FA)
 CRIPPLED 9

The phaser-2 pods are a playtest experiment for *Federation Commander*. In *SFB* these fighters carry two standard drones (and are able to launch one per turn). Players can experiment with that as an option. The drones will do far more damage, but only if they actually hit.

NEW SHIP CARD

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