



COMMUNIQUE #124

STARDATE 2016.04.09

THE BIG NEWS: **A CALL TO ARMS DELUXE EDITION**

We have completed the Deluxe Edition of *A Call to Arms: Star Fleet Book-1.2* and it will appear on the PDF download sites in a day or two. Hard copies will be printed and sold to stores in May. We have also uploaded the final Basic Edition of *A Call to Arms: Star Fleet Book -1.2 Revision F*. A few minor tweaks and fixes were made since we uploaded *Revision E* a year ago this month.

A Call to Arms is a fast-playing miniatures-based game system. (You can play it with counters but it's just not as much fun.) Designed to portray massive 12-vs.-12 fleet battles in a single evening, *ACTA* accomplishes this by several methods. Each turn has a single impulse, so a ship only moves and fires on a single impulse compared to 32 for *Star Fleet Battles* and eight for *Federation Commander*. There is no energy allocation, although the use of "special actions" produces much the same result. (If you do something that would really slow down your ship in *SFB*, that same event in *ACTA* requires a special power-drain action that slows down your ship. As ships can only use two special actions a turn, your ship in *ACTA* cannot use tractor beams, transporters, overloads, a high energy turn, and erratic maneuvers all at the same time. (Pick any two.) Since *ACTA* is designed for large fleets, you can have a couple of ships land Marines on the planet while another ship tractor beams the ambassador's shuttle and some other ships overload their torpedoes to launch a killing attack.

ACTA is more of a game than a simulation, focusing on the overall effect rather than the details of how that effect was created. Players alternate moving their ships one at a time (in inches, not hexes), so there is strategy involved in what ship moves first and where it goes. Players also alternate firing one ship at a time, and since *ACTA* minimizes record keeping it is possible for a ship to explode before it has a chance to fire that turn.

All in all, *ACTA* is a very different way to experience combat in the *SFU* and worth giving a try.

SITUATION REPORT: **THROUGH A NEON SCANNER**

We're continuing to show progress on many projects. The plan was to get two new books (*F&E Minor Empires* and *A Call to Arms: Star Fleet Deluxe Edition*) uploaded as PDFs, then do *Captain's Log #51*, then process any comments on the PDF books so we can release all three hard-copy books at the same time. By the time you read this, the last of the uploads will be in progress and work begins on *Captain's Log #51* on Monday.

Steven Petrick is updating *SFB Module C2* and continues to work on two *Master Starship* books (Romulans and Lyrans). Steve Cole back at his desk creating the final bits of art for the *Romulan Master Starship Book*.

After that, *Captain's Log #51* will be released this spring. We are anxious to get to work on this.

Jean Sexton is busy selecting fiction for the second and third Kindle books (fiction anthologies) and is starting work with two outside authors on new game systems for the *Prime Directive RPG Universe*.

The long-awaited *Federation Admiral* campaign system will follow. Much of the work for that book has been done and we hope to have a PDF uploaded sometime this summer.

The fall of 2016 will focus on four sheets of single-sided counters. These will include *SFB Module X2*, a new *Federation Commander* module, the out-of-stock counters for *F&E: Planetary Operations* (along with an updated rulebook that finally fixes a problematic rule that has plagued the game for years), and another project we will tell you about later. (No, not zombies. Well, maybe zombies. No, really, no zombies this time.)

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #124 is published and copyright © 2016 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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- **Communique #121:** Seltorian DDV, Scenario 8CM108 Save the *Atlantean Doria*.
 - **Communique #122:** Valentian CL, Scenario 8CM109 Big Things, Small Packages.
 - **Communique #123:** ISC Mobile Carrier, Scenario 8CM110 Snakes And Crossbones.
 - **Communique #124:** Federation Mobile Carrier, Scenario 8CM111 Assault on the *Invincible*.
- The Index for 2015 is in *Communique #120*.

RULES QUESTIONS

Q: What comes next after you finish doing all of the was destroyer carrier variants?

A: Those will fill the May, June, July, and August issues of *Communique*, so we don't want to reveal what comes next until late this summer.

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.

Each month we shine a spotlight on one of our battle groups. This month it is Battle Group Clifton Park. They are home ported in Clifton Park, NY. Mark Lurz, their commanding officer, reports they are active, not only playing games, but running demos. They last ran demos of *ACTASF* at Council of Five Nations in October and plan to do another set of demos there this coming fall. Catch up with them here:

www.starfleetgames.com/battlegroup/battlegroup_CliftonPark.shtml

Do you have a battle group? Be sure to report your activities here:

<http://www.starfleetgames.com/battlegroup/report.shtml>
Maybe next month, *your* group will get the spotlight.

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 tournament is well under way. 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

The plan is to complete the deployment of "mobile" carriers (based on war destroyer hulls). Last issue we noted that the missing ships were the Federation, Klingon, Romulan, Kzinti, and Gorn. Well, nothing succeeds like doing *Federation Commanderships* in the order the empires are listed in the *Star Fleet Battles* rulebook. So you get the Federation DWV this time and the Klingon F5WV next time (followed by the SkyHawk-B). We continue to try to dial in the idea of fighters in *Federation Commander* so we're presented the F18s in this issue with two drones and a cost of ten points.

WE CAN'T DO EVERYTHING

The schedule written a month ago says we started on *Captain's Log #51* last week, but the reality is that it will be next week before we can do that. *ACTASF Deluxe* took a little longer than expected as we had to hand verify every ship card (finding three mistakes nobody had noticed in over two years). We also gave everyone with a question, gripe, idea, or counter-proposal a hearing on whether their idea could find a place in the final version of the book. Over ninety-five percent of those were rejected as unneeded, incorrect, a bad idea, just not necessary, or an idea that would have been swell a year ago but now it's too late to make fundamental changes in the game. Anyway, the final revision of *ACTASF Book 1.2* is now available. The developer is working on *Book 2.1* (battleships, Tholians, Orions, Seltorians, and more ships for the empires in the game already) and promised a draft when we finish *FedAdm*.

We have two outside authors who want to start work *now* on new game systems for *Prime Directive* but Jean (who is in charge of PD) had to finish her other projects first. They'll have first drafts ready when *CL51* is done.

REMINDERS OF PREVIOUS NEWS FLASHES

SFBOL-2G SFB SHIPS began to be removed from the SFBOL system at the end of January. 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

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

(8CM111) ASSAULT ON THE INVINCIBLE

After the successful mutiny of the D6 *Destruction*, the Klingon Marine Corps took greater precautions in preventing mutinies and in dealing with them after the fact. What follows is perhaps their most grueling training scenario. The B10 *Invincible*, having successfully mutinied, is on its way to the border, and the mutinous officers and crew are overcoming the security interlocks and reactivating the ship.

While this scenario was deemed extremely unlikely, it was retained by the Marine training school for several years as a reminder of the “worst case” and to impress into the minds of the non-Klingon Marines the futility of attempted mutiny. It was updated several times as operational data on the B10 became available.

(8CM111a) NUMBER OF PLAYERS

Two: The Mutineer player (controlling the Klingon B10) and the (loyal) Klingon player.

(8CM111b) INITIAL SETUP

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes).

Use a “floating” map since the battle is in open space with no borders or terrain features to restrict the movement of the ships. Any unit which ends the turn more than 25 hexes from all enemy units and has no enemy units in its FA arc at the time of disengagement has disengaged and has left the scenario. The Mutineer player may only disengage in direction E. Klingon units may disengage in any direction.

Mutineer: Set up a B10 battleship in the center of the map, facing direction E.

Klingon: Set up a D6, D5G, and F5 in any hex or hexes that are 15 hexes away from the B10 in direction B, facing direction E.

(8CM111c) OBJECTIVE

Mission-Mutineer: Escape.

Mission-Klingon: Recapture the B10.

Time Limit: The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged.

Victory: Use the Point Value Victory System (8B2) to determine the winner. However, if the Klingon player fails to recapture the B10, that player loses the scenario.

(8CM111d) SPECIAL RULES

1. Mutiny: The B10 is suffering the effects of a mutiny; mark half of the Marines on the ship card lost, and mark all boxes inactive (*not* disabled) except for the following: all impulse, hull, reactor, batteries, control boxes, shields; plus any 30 warp engine boxes, and any two weapons.

2. Interlocks: The B10’s security systems have left several systems inactive for a short time. These may be activated by using the normal repair rules. Inactive systems may still be damaged, and the act of repairing a system that has been damaged makes it operational again.

3. Prior Repairs: Some time has passed between the mutiny and the start of the scenario. During this time, the mutineers have been attempting to reactivate as many systems as possible. Players should bid for how many turns have passed, with the player placing the lower bid taking the role of the Mutineer. That player may then use the repair rules (5G) to activate as many systems as possible within the number of turns he bid.

(8CM111e) FORCE DYNAMICS

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

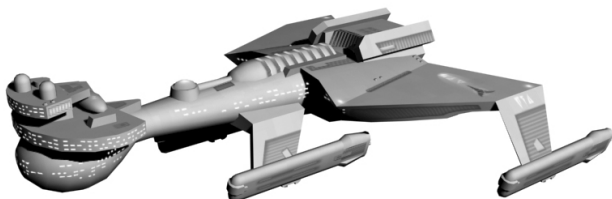
1. Alternative ships: Any empire’s battleship could be substituted for the B10.

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

3. Faster Scenario: To finish this scenario in a shorter time, replace the B10 battleship with a C8 dreadnought, and remove the F5.

(8CM111f) DESIGNER’S NOTES

This scenario was originally designed for *Star Fleet Battles* by Ken Burnside and was published as SH180 in *SFB Module M*. It was converted to *Federation Commander* by Paul Cordeiro. The D5G commando cruiser was in *Communique #46* which is available on the website.



FEDERATION MOBILE CARRIER FLEET SCALE

COUNTER DWV
POINT VALUE: 56+40
DAMAGE CONTROL: 1



POWER TRACK



PHOTON ARMING

A
P
L
+4
+8
F

USS Name _____

PROBES
[] [] [] [] [] []

MARINES
4 [] [] [] []

FRAME DAMAGE
2 [] []

DRONE RACK Z
[] [] [] [] [] []

DRONES
1 [] [] [] [] [] []
2 [] [] [] [] [] []

TURN MODE C
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 5
SPEED COST 6

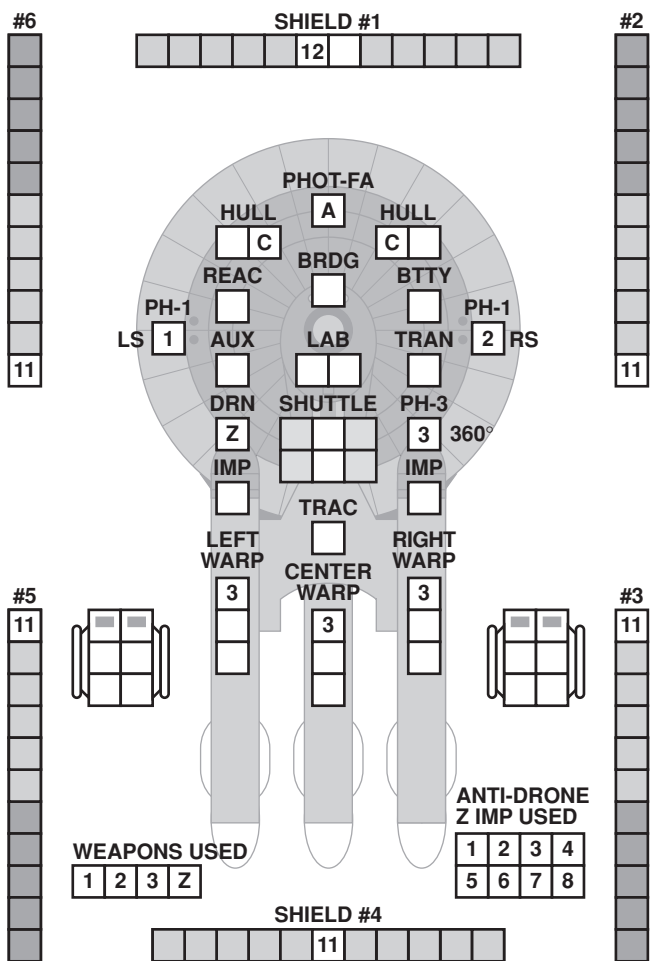
ACCELERATION
COST 1/4

DECELERATION
COST 1/4

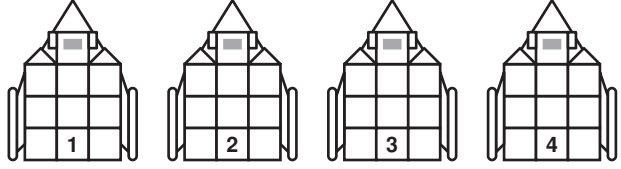
HIGH ENERGY
TURN COST
1+1/4

EVASIVE
MANEUVER
COST 1+1/2

C124



F18s have 2xPh-3-FA and two standard drones. Speed 16, Crippled = 7. Cost = 10 points each.



FEDERATION COMMANDER: COMMUNIQUE #124
FLEET SCALE SHIP CARD #C124
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FRACTIONAL POWER
0 1/4 1/2 3/4

FEDERATION MOBILE CARRIER SQUADRON SCALE

COUNTER DWV
POINT VALUE: 105+80
DAMAGE CONTROL: 2



POWER
TRACK

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

PROBES

--	--	--	--	--

MARINES

8			
4			

FRAME DAMAGE

4			
---	--	--	--

DRONE RACK Z

DRONES

1				
2				

PHOTON
ARMING

A	B
P	P
L	L
+4	+4
+8	+8
F	F

ANTI-
DRONE-Z
IMP USED

1	5
2	6
3	7
4	8

TURN MODE C
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 5
SPEED COST 12

ACCELERATION
COST 1/2

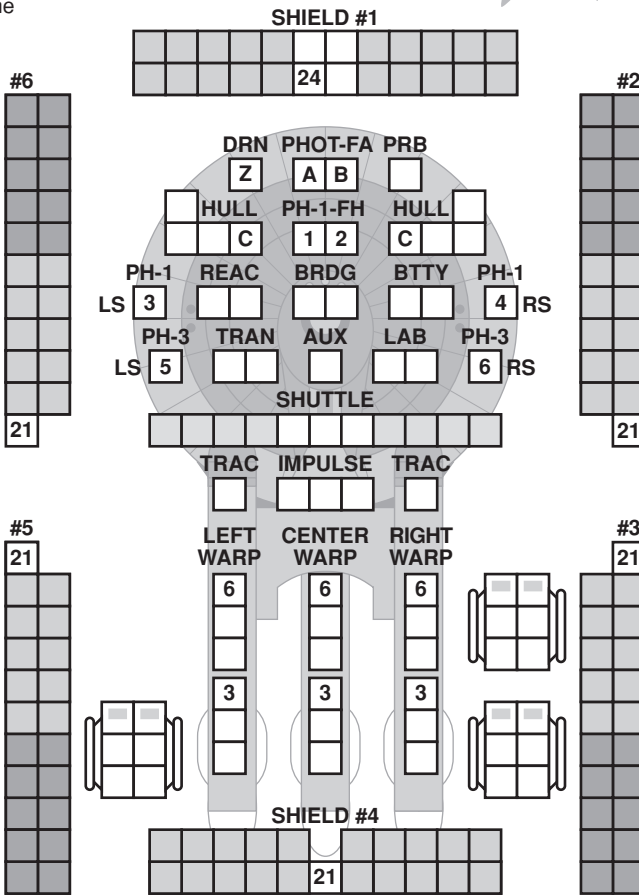
DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

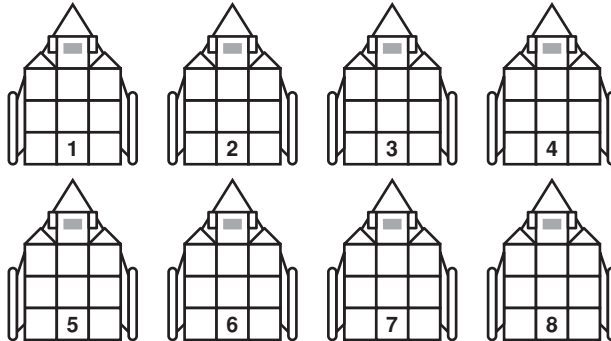
EVASIVE
MANEUVER
COST 3

C124

USS
Name



F18s have 2xPh-3-FA and two standard drones. Speed 16, Crippled = 7. Cost = 10 points each.



WEAPONS USED

1	2	3	4	5	6	Z
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FRACTIONAL
POWER

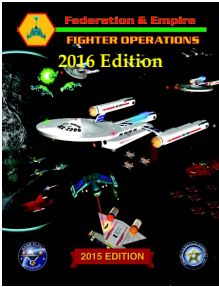
0 1/2

FEDERATION COMMANDER: COMMUNIQUE #124
SQUADRON SCALE SHIP CARD #C124
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STAR FLEET ALERT

17 MARCH 2016

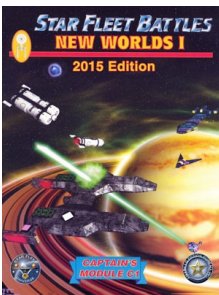
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