



# COMMUNIQUE #126

## STARDATE 2016.06.09

### THE BIG NEWS:

#### NEW SHOPPING CART

Amarillo Design Bureau is excited to announce a new online store is now available. It can be found at [www.starfleetstore.com](http://www.starfleetstore.com).

This updates the look and feel of the old cart and will give you a better shopping experience. You can now add your reviews of our products and read what others think about them. While you will have to set up a new account (attempts to transfer the old ones didn't work) your account will remember your earlier purchases.

We have more items than almost all other companies and it's going to take us a couple of weeks to get every photo, description, and product added. It will be some time before all of the links from the website are reconnected to the new cart.

#### THREE NEW ITEMS

As promised, we released three new products, sending them to wholesalers in late May and to mail orders on the first of June.

*Captain's Log #51* has the fiction stories *Night Hounds* (an Orion crime team) and *Voyages of Discovery* (the X-technology survey cruiser *Sakharov* takes a tour of the Omega sector). *Federation Commander* got a new empire, the Borak, with rules and four ships, plus scenarios and battle groups. *Star Fleet Battles* players got the files on the space manta, four scenarios, Platinum Victory, 22 battle forces, 16 new ships, and more. New material was included for *Star Fleet Marines*, *Prime Directive*, *A Call to Arms*, and *Star Fleet Battle Force*. Reports cover *Star Fleet Warlord* and *Galactic Conquest*. *Federation & Empire* got the Carnivores for the General War and revised slow-retreat rules. The *Supplemental File* was also released at the same time.

*A Call to Arms: Star Fleet Book 1.2 Deluxe Edition* was released on schedule with more art, a tactics section, expanded background, and full painting guides.

*F&E: Minor Empires* finally brought the Vudar, LDR, and Seltorians into the game system.

### SITUATION REPORT:

#### THROUGH A PALE SCANNER

We're continuing to show progress on many projects. *Captain's Log #51* was released on time on 23 May. *A Call to Arms: Star Fleet Deluxe Edition* was released at the same time as *CL#51*.

*F&E Minor Empires* was released at the same time as *CL#51*.

Steven Petrick is updating *SFB Module C2* and continues to work on two *Master Starship* books (Romulans and Lyrans). Steve Cole will create final art for the *Romulan Master Starship Book* now that *CL#51* is done.

Production has moved ahead on two new ships for Starline 2425, two new ships for Starline 2450, and one new ship for Starline 2500.

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*.

Work has resumed on the long-awaited *Federation Admiral* campaign system. Much of the work for that book has been done and we should 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. (No, not "Game of Drones" but that would be a fun title to play with.)

### PUBLISHER'S INFORMATION

*FEDERATION COMMANDER: COMMUNIQUE #126* is published and copyright © 2016 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://www.StarFleetGames.com), PO Box 8759, Amarillo TX 79114.

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# INDEX FOR 2016

- **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*.
  - **Communique #125:** Klingon Mobile Carrier, Scenario 8CM112 Dance of the Damned.
  - **Communique #126:** Romulan SkyHawk-B light carrier, Scenario 8CM113 Raider's Ball.
- The Index for 2015 is in *Communique #120*.

## RULES QUESTIONS

- Q:** Why are there no questions in this issue?  
**A:** Because nobody asked one.

## 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](http://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 HMCS Omega. This group, homeported in Saint John, New Brunswick, Canada, is reforming according to its CO, LJ LeBlanc. Their group has been busy on the video front, creating several YouTube videos. They game at two conventions and informally between those. Catch up on their activities here: [http://www.starfleetgames.com/battlegroup/battlegroup\\_HMCSOmega.shtml](http://www.starfleetgames.com/battlegroup/battlegroup_HMCSOmega.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>

Be sure to read *Hailing Frequencies* to catch up on any demos and conventions near you.



## NEWS FLASHES:

### THE SFB PLATINUM TOURNAMENT

This 2015 tournament was won by Paul Scott, who will judge the 2016 event. The 2015 event was 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). This issue, the Romulans get theirs. Next time, the Kzintis will.

### WE CAN'T DO EVERYTHING

The reality of any small business in America is that there are more ideas than time or money. A friend who ran another game company years ago was famous for saying "I do what I have to do. Not want I want to do, not what I should do, but what I absolutely have to do. Once I do the things that are going to put me out of business if I don't do them, if there is any time and money left, I do something that I know I should do."

The greatest danger is to think that anything that *could* be done *must* be done. Jean Sexton recently took over doing the *Index of Captain's Log* and considered adding the authors of all the fiction and scenarios and new ships and major articles, but the time that she would have spent on that was better spent doing the *Prime Directive D20M Supplemental File* which we can actually sell. (We give away the index.)

We are constantly faced with opportunities we cannot pursue. Sometimes this is because they cost tens of thousands of dollars (e.g., hand-painted plastic starships, Chinese-printed boxed games with plastic toys) and sometimes because they just won't sell (e.g., someone asked if we would ever make the special *SFB* dice that Task Force once did, but considering how many years it took us to use up the dice that would not sell, there seems no point in doing another run of thousands of dice).

Mostly, it's just a matter of picking and choosing which of the many things we could do will become the one thing we actually do next. We can do anything, but we cannot do everything.

*He who attempts everything completes nothing.*

### 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

# 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](mailto:design@StarFleetGames.com)

You can contact our customer support person at:  
[support@StarFleetGames.com](mailto:support@StarFleetGames.com)

You can contact our sales department at:  
[sales@StarFleetGames.com](mailto: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](http://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](http://www.StarFleetGames.com/discus) and look for the *Seeking Opponents* section and post a note there.

Go to [www.StarFleetGames.com/sitemap.html](http://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](http://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](http://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](http://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](http://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

### (8CM113) RAIDER'S BALL

The Lyrans deployed a fleet on the Federation border as part of the Klingon Northern Fleet. This used a supply chain just inside the old Klingon-Kzinti border.

The Federation knew that by raiding this supply line they might force the Lyran fleet to leave. This became a continuing campaign of raid and counter-raid, as the Lyrans and Klingons deployed ships to pursue and hopefully trap the Federation raiders. In this case, the Lyran fast cruiser *Mooncat* was pursuing the Federation fast cruiser *USS Eagle*. The Federation ship was headed for an asteroid field, presumably to hide, so the Lyrans sent ships to trap the *Eagle* there. The *Eagle* was not seeking a place to hide, however, but meeting a hired Orion mercenary raider to attack a major target.

#### (8CM113a) NUMBER OF PLAYERS

**Two:** The Lyran player and the Raider player.

#### (8DWD2b) 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). The middle two panels (six if using large hexes) are asteroid panels. The map is fixed and does not float. Any ship that leaves the map has disengaged, but the Federation ship is trapped and destroyed if it leaves by any edge other than the top.

**Federation:** Place the CF *Eagle* in any empty hex on the left side of the map adjacent to the asteroid field.

**Lyran:** Place the CF *Mooncat* in any hex on the left map panels which is at least 15 hexes from the *Eagle*.

Place the CW *Cold Fang* and the DD *Quick Fang* in any map edge hexes on the right edge of the map at least 15 hexes apart.

**Orion:** Set up the BR *Ironborn* in any asteroid hex at least 10 hexes from the *Eagle*.

#### (8CM113c) OBJECTIVE

**Mission-Raider:** Cripple the Lyran CF so it can't follow you, then disengage without being crippled.

**Mission-Lyran:** Destroy the Raiders!

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

**Victory:** If both of the raiders escape uncrippled, and cripple or destroy the *Mooncat*, the Alliance wins a Decisive Victory. If only one of the raiders escapes uncrippled (but both escape), it is only a Minor Victory. If both raiders are crippled, or one was destroyed, the scenario is a draw. If one raider is crippled and the other is destroyed, the Raider receives a defeat. If both raiders are destroyed, the Raiders get a devastating defeat. Raise the level of victory by one for each Lyran ship the

raiders destroy.

#### (8CM113d) SPECIAL RULES

**1. Disengagement:** The Raider vessels cannot disengage until the Lyran fast cruiser is crippled (i.e., has lost over half of its warp boxes). This is because if they leave without doing this, the *Mooncat* will simply follow them and force them to fight again.

**2. Previous Damage:** The Federation ship has used up its drones in previous battles, and does not have photons armed (but they do have their batteries). The Lyrans have been planning this trap for a while, so the ESGs on the DD and CW are fully charged. The ESGs on the CF are at their normal two points at the start of the game.

#### (8CM1132e) FORCE DYNAMICS

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

**1. Alternative Ships:** You could replace the Federation CF with a Kzinti CF, or the Lyran ships with Klingon ones. For that matter, you could replace them with any convenient ships such as Romulan raiders chased by Gorn ships.

**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. You could also give the Federation ship some drones.

**3. Faster Scenario:** To finish this scenario in a shorter time, replace the Federation CF with a DDF and delete the Lyran CW.

**4. Third Player:** Have the Orion and Federation ships run by different players. That will show how the Federation and the Orions both wanted to escape, but were not willing to sacrifice themselves for each other.

#### (8CM113f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by David Diehl and published in the original form as CM70 in *Communique #83*.

David wanted a scenario that had the Federation and Hydrans meeting, and deep raids seemed like a good way to achieve that, but further analysis showed that the distance between Hydran territory (they were off map during this period) and the known Lyran supply line was too great. Even so, you could replace the Orion ship with a Hydran raider, but you'd have to assume its fighters had been lost earlier or add another CW to the Lyrans.

# ROMULAN SKYHAWK-B LIGHT CARRIER

## FLEET SCALE

COUNTER **SKB**  
 POINT VALUE: 47+40  
 DAMAGE CONTROL: 1

POWER TRACK

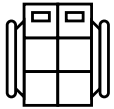
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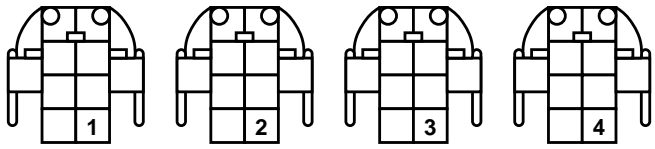
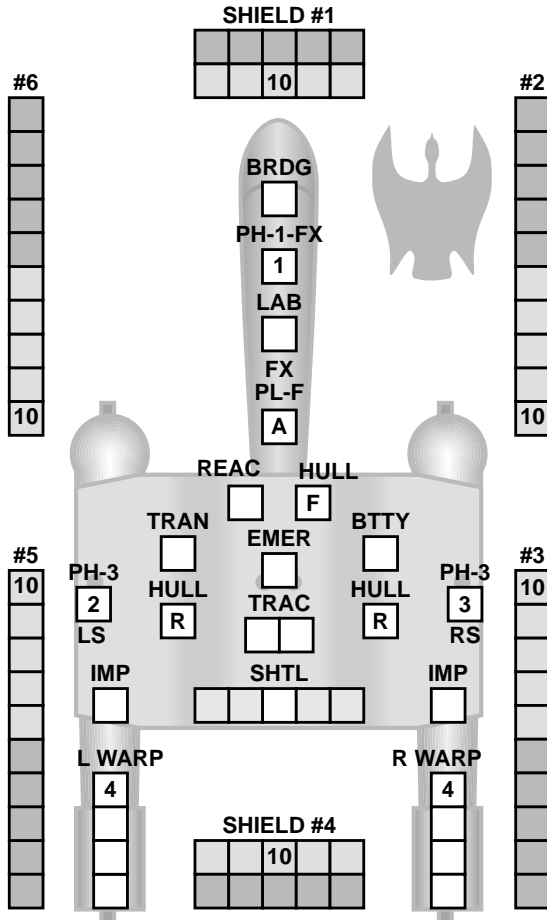
PROBES

MARINES          
 FRAME DAMAGE

Gladiator-FSF  
 2xPh-3-FA  
 2xPlasma-D  
 Speed 16  
 Crippled = 7  
 Point Value = 10



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



PLASMA-A

20	15	10	5

WEAPONS USED  
 A  1  2  3

PLASMA ARMING  
 A       F

**C126** FEDERATION COMMANDER: COMMUNIQUE #126 FLEET SCALE SHIP CARD #C126  
 Copyright © 2016 Amarillo Design Bureau, Inc. **FRACTIONAL POWER**  
 0 1/4 1/2 3/4

# ROMULAN SKYHAWK-B LIGHT CARRIER

## SQUADRON SCALE

COUNTER   
 POINT VALUE: 92+80  
 DAMAGE CONTROL: 2



POWER TRACK

23  
22  
21  
20  
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2  
1  
0

RIS \_\_\_\_\_  
Name \_\_\_\_\_

PROBES   
 MARINES

SHIELD #1

FRAME DAMAGE #2

#6

#5

#3

LP PL-F A  
 PH-3 EMER R HULL AUX PH-3  
 LS 3 4 5 6 RS

BRDG PH-1 1 PRB 2  
 LAB  
 HULL F

TRAN REAC BTTY

L WARP 8 4  
 Gladiator-FSF  
 2xPh-3-FA  
 2xPlasma-D  
 Speed 16  
 Crippled = 7  
 Point Value = 10  
 SHIELD #4

R WARP 4 8

PLASMA-A

WEAPONS USED  
 A B 1 2 3 4 5 6

PLASMA ARMING  
 A       F  
 B       F

PLASMA-B

CLOAK COST = 1  
 TURN MODE A MOVE COST 1/2  
 BASE SPEED 8 TURN MODE 1 SPEED COST 4  
 BASE SPEED 16 TURN MODE 2 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

**C126** FEDERATION COMMANDER: COMMUNIQUE #126  
 SQUADRON SCALE SHIP CARD #C126  
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FRACTIONAL POWER  
 0 1/2

# STAR FLEET ALERT

## 4 JUNE 2016

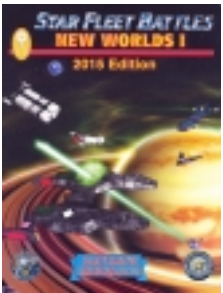
### EARLIER RELEASES



### F&E FIGHTER OPERATIONS 2016

This is an expansion module for the *Federation & Empire* game system, and is an updated and expanded version of the 2004 product. The 2016 edition has a rulebook updated to *F&E2010* standards with improved rules and many additional playing pieces. Questions have been answered, many examples added, and it is reformatted for easier use by players.

**Format 8.5x11    SKU 3203    Retail \$34.95**



### SFB MODULE C1 (NEW WORLDS I)

This is an expansion for the *Star Fleet Battles* game system adding new empires. Updated and expanded version from the 2000 product of the same name, the 2015 edition has been improved and updated to *Master Rulebook* standards.

Questions have been answered and new art has been added. The SSD book has been updated with many improvements on every page.

**Format 8.5x11    SKU 5601    Retail \$20.95**



### FOR THE GLORY OF THE EMPIRE (Star Fleet Journal #1)

This is a fiction anthology with five major stories about the Klingon Empire. The book was designed to reach non-gaming audiences, but it will also introduce them to our game products via scenarios for *Federation Commander* and *Star Fleet Battles*.

Available as for Kindle on Amazon and as a PDF on DriveThru and Warehouse 23.

Several more volumes of *Star Fleet Journal* are in preparation.

**Format 8.5x11    SKU 2201    Retail \$6.95**

### NOW AN E-BOOK



### F&E MINOR EMPIRES 2016

This is an expansion module for the *Federation & Empire* game system that adds three new empires to the universe with hundreds of counters and eight scenarios.

★ Seltorians are here to kill Tholians with their hive ships and web breakers.

★ Vudar rebels broke away from the Klingon Empire to set up their own Enclave.

★ Lyran Democratic Republic broke free of the Lyran Empire to find their destiny.

Counters are available as spare parts. The hard-copy product was released in June after all questions from players reading the PDF version had been answered.

**Format 8.5x11    SKU 3214R    Rulebook PDF on DriveThru/W23 \$9.95**

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### NEW SHOPPING CART



Amarillo Design Bureau is excited to announce a new online store is now available. It can be found at [www.starfleetstore.com](http://www.starfleetstore.com).

This updates the look and feel of the old cart and will give you a better shopping experience.

New features include the ability to review our titles. We hope that you do that so as to build up a good information base for new and returning players.

From this point forward, the cart will remember what you have ordered.

Unfortunately, you'll have to set up a new account, as every effort to transfer the databases did not work. Sorry for the inconvenience, but your privacy is of paramount importance.

We hope that you find the experience to be enjoyable. We know that not everything is perfect yet, so you can either use the "Contact Us" link on the cart or email us at [marketing@starfleetgames.com](mailto:marketing@starfleetgames.com).

We wanted to make your experience on our websites [www.StarFleetGames.com](http://www.StarFleetGames.com) and [www.FederationCommander.com](http://www.FederationCommander.com) as easy as possible, but there are lots of links to the old shopping cart. We are working diligently to change those to the new shopping cart, but it may take a while. The work started on the evening of May 31, 2016 and will continue until we find them all. You can report broken links to [marketing@starfleetgames.com](mailto:marketing@starfleetgames.com).

Let us know what you think, good or bad. We'll try to mitigate the bad and reinforce the good things.

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## CONTACT

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To order products, contact [Sales@StarFleetGames.com](mailto:Sales@StarFleetGames.com)  
To receive these Alerts, contact [Marketing@StarFleetGames.com](mailto:Marketing@StarFleetGames.com)  
See our updated website: [www.StarFleetGames.com](http://www.StarFleetGames.com)

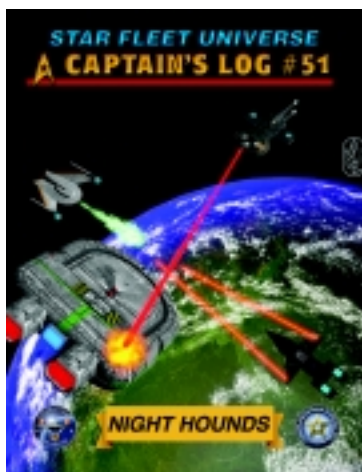
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# STAR FLEET ALERT

## 4 JUNE 2016

### NEW RELEASES



## CAPTAIN'S LOG #51

The next installment in our best-selling product series:

*Night Hounds*: An Orion Crime Team on the Romulan border.

*SFB*: 14 new ships, four new scenarios.

*Omega*: Two new command cruisers, Operation Renaissance

*FedComm*: A new empire (Borak) with four ships.

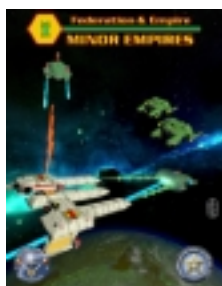
*F&E*: Carnivon rules and scenario.

*A Call to Arms: Star Fleet*: Scenario and five new ships.

*Starmada*: New drone and shield rules, four new ships.

And all of the usual features: monsters, *Anarchist*, battle groups, and more.

**SKU 5751, Retail price \$24.95      UPC: 6-78554-05751-3**



## F&E MINOR EMPIRES 2016

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