



# COMMUNIQUE #99

## STARDATE 2014.03

### THE BIG NEWS: NOW IS THE WINTER OF OUR DISCONTENT...

...made glorious spring by the boss being in a good mood. Ok, that's a mangled version of Steve Cole's favorite Shakespeare quote, but it has a point.

Last year, Steve Cole was recovering from his painful leg injury and working under a disadvantage (and far fewer hours than in previous years). You can tell because of how few new products appeared during 2013. Being down with the flu for almost three weeks in January did not make him any happier of a game designer.

But once he got past the point where he had written "the tribbles story" for *Captain's Log #48*, he's been in a joyous frame of mind, happily working long into the night to turn out dozens of pages of new material. His old happiness at creating new rules, ships, scenarios, and everything else has returned. (Maybe he just needed a year off to recharge his batteries?) Even the delay in producing the already finished *Captain's Log #48*, caused by the failure of the artist to deliver the cover on schedule, has not stopped him from plunging ahead into new projects including the *CL#48 Supplemental File*, this issue of *Communique*, and the "small projects list." He's got a solid plan regarding what to work on next.

The *Federation Commander Tactics Manual* will be next, as all he has to do is lay out the text and graphics from Patrick Doyle. Doing the art for the *Federation Master Starship Book* will be fun as he enjoys being a graphic artist more than anything else. *F&E Minor Empires* lacks only the countersheet graphics (more of his favorite thing). He'll also be doing the new counters for *F&E Fighter Operations 2014*, which is ready to print except for counters and the scenarios the staff is doing. It's going to be a race to see if those get done before Tony L. Thomas places the completed *ACTASF Book 1.2* on his desk ready to be formatted and printed. Jean Sexton is already hounding Steve for the deck plans for *Traveler Prime Directive*, more of his favorite thing. Looks like 2014 will be a *very* fun year.

### NEWSFLASH #1: CAPTAIN'S LOG #48

This project is finished and ready for press except for the cover (delayed by the artist having a family emergency). Features include: *SFB* (12 new ships, six new scenarios, 18 battle groups, campaign updates), *FedComm* (Paravians and Carnivons, three new scenarios, six battlegroups), *F&E* (Paravians), and much more (Vudar for *SFBF*; the planet killer for *ACTASF*; seven new ships for *Starmada*, and a scenario for *Marines*).



### PUBLISHER'S INFORMATION

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# INDEX FOR 2014

- **Communique #97:** Scenario 8CM84 Cold Front; Federation New Commando Transport.

- **Communique #98:** Romulan commando SkyHawk, Scenario 8CM85 Scout Report.

- **Communique #99:** Gorn commando ship, Scenario 8CM86 Brawl in a Backwater.

- **Communique #100:** Tholian commando PC.

## RULES QUESTIONS

**Q:** During what phase can you drop a tractor beam, other than just not paying to continue the tractor beam at the beginning of the turn?

**A:** Rule (5D5) states “[t]he object is then tractor’d, and will for the remainder of the turn move along with the ship holding it unless ... the tractor is released in the Other Functions Step (1E2e) [losing any power] ...”

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

## BATTLEGROUP REPORT

*by Jean Sexton, Battlegroup Facilitator*

Back in *Captain's Log #43* we got our fans all excited about forming local battle groups. We created a webpage for it (<http://www.starfleetgames.com/battlegroup.shtml>), and then forgot it.

We have started moving forward on this. We needed a way for battle groups to register, to report activities, to spread the word. We needed to have procedures for how things were handled. In my previous career, I created procedures for everything, so surely I could handle this!

My first goal was to reduce the “wall of text” that greeted a person landing on the page. We broke it down and now you can access the parts that interest you. We have a page explaining how to form a battle group and another about the benefits for the group. We have a form that you fill out to submit an application for your battle group and another form to report its activities. We have an index of battle groups along with an example group (Battle Group Thunderchild, led by Targis Ketrick).

Now we need your help. Register your battle group. Do you have one, but the members drifted off? This is a great time to recruit new interest. Use Starlist to contact people nearby. There are multiple fan pages on Facebook (at least one for each of our games) and you can reach out on those. Post something on ADB's page on Facebook and check out the response. I'd like to see a dozen battle groups by the end of 2014. I think it can be done — there are over a dozen cities where there are more than 10 people who like our games (and that doesn't count the suburbs).

Let's make this a rip-roaring success and keep our graphics intern hopping!

## OLD NEWS, WE KNOW FEDERATION COMMANDER TACTICS MANUAL

The most wanted new product for *Federation Commander* since we published it eight years ago, this tactics manual was compiled by Fleet Captain Patrick Doyle (a four-time national champion) and covers everything!

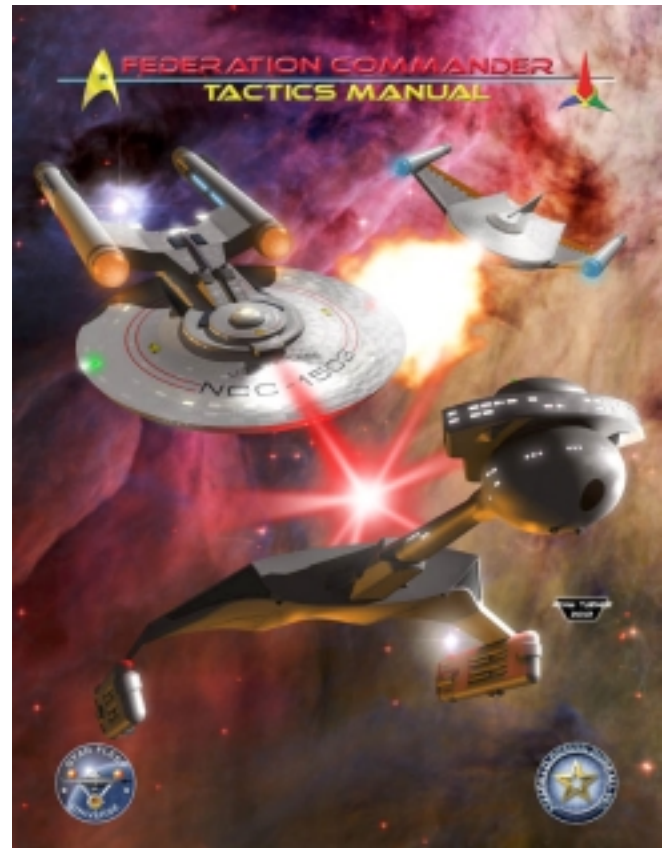
Every formally published empire is included! From the maneuverable Klingons to the stodgy Gorns, from the plasma-slinging Romulans to the drone-slinging Kzintis, from the Hydrans with their fighters to the Orions with their cloaks and optional weapons.

Every weapon and system is included, from phasers to photons, from tractors to transporters, from webs to displacement devices.

**SKU 4009, Retail price \$TBA**

**UPC: 6-78554-04009-6**

**Release in March/April 2014, this time for sure!**



## 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 new Ranger page for more info:



[www.StarFleetGames.com/Rangers/index.shtml](http://www.StarFleetGames.com/Rangers/index.shtml)

## 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* will have 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 printed in red for quick access. Repeated earlier news is in black for context.

### CAPTAIN'S LOG

*Captain's Log #48* is finished and waiting only for the art to arrive from the artist.

### STARMADA

*Starmada* is a fast-paced game system playable on hexes or without them. Work has begun on the next product, which will include the new empires from *War & Peace* as well as a number of new ships. **Seven new ships were in *Captain's Log #48*.**

### Federation & Empire

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected in the spring of 2014. Countersheets for *Tactical Ops* and a revised *Fighter Ops* are in development on the BBS.

### Star Fleet Battles

Steven Petrick has finished the *Federation Master Starship Book*, except for graphics from Steve Cole, which we expect to release soon. Steven Petrick will update the *Advanced Missions SSD Book* for PDF upload before moving on to the *Klingon Master Starship Book*.

### MONGOOSE

A revised version of *A Call To Arms Star Fleet Book One* is in development by Tony L. Thomas. See the BBS for playtest drafts of new rules. **Final playtesting is in progress and this will appear soon.**

Jean Sexton and Mike West are well advanced on their *Traveller Prime Directive Core Rulebook*.

### STARLINE 2500

In the pipeline are the Tholian PC, DD, TK5, DN, and CA; the Klingon B10 and HF5; the jumbo freighter; the Romulan SaberHawk; and the Orion DN, BCH, BC, and CA.

The Kzinti dreadnought has been converted to metal now, and the Klingon C8 and Romulan Condor will be converted. The King Eagle has been revised to a three-piece ship with much better wings.

### STARLINE 2425

The Mongoose freighters and bases will not be produced. Instead, the 2400-series freighters and bases

(which happen to be the same size as neither was to scale) will be used for both lines and branded as *Starline 2425*. The Mongoose-designed 2500-series Free Trader and Armed Transport are the same size as the same two ships of the 2400 series and are available right now.

This new category includes the existing monsters.

The gunboats (fast patrol ships, pseudo-fighters, PFs, or whatever you want to call them) will definitely be done in 2014 (and sold for both product lines).

### STARLINE 2400

This almost-forgotten product line will see a resurgence in 2014. New ships including the jumbo freighter, Klingon HF5, and Romulan SaberHawk are in development, and more new ships (including the first "fancy" conversions of long-existing 2400s) are in the CGI design shop and should be released in March or April.

### STAR FLEET MARINES

*Star Fleet Marines: Last Stand* has been released. New units include outposts, heavy-weapons vehicles, and heavy shuttles. New terrain types include three-level hills, cliffs, and depressions. Eleven scenarios include a number of "last stand" situations such as the Dragon's Den, Relief of Nucklow, the Zien-Kien route, and two solitary scenarios.

**A new scenario was published in *Captain's Log #48*.**

Recently, we posted some sample counters for zombies and velociraptors, but didn't tell you what they were for. When you find out, you will be surprised.

### PRIME DIRECTIVE

Hard copies of *Away Team Log* will ship to wholesalers with *Captain's Log #48*.

We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*. We're editing the complete draft of the core *Traveller* book. We're also moving forward with Mike West's *Traveller*-based space combat system.

We have released the original *PD1* books on e23 and on DriveThru RPG. Current roleplaying books are available in *PD20M* and *GURPS* versions.

In a recent discussion on the forum, we came up with the *STAR FLEET UNIVERSE HANDBOOK* as a product for release this year. 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 an indispensable resource for fiction writers and a fun book to read.

### PDF SALES

**We remained dominant on the e23 site as it was merged into Warehouse 23. We are now sending Drive Thru RPG and Wargame Vault a new product every week and will rapidly release there all of the *SFU* items long available on e23 before it became w23.**



## BBS & FORUM NEWS

### KEYS TO COMMUNICATION

The BBS ([www.StarFleetGames.com/discus](http://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](http://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](http://www.StarFleetGames.com/fccc/login.php) along with everything else for this game system.

### WEBSITE UPDATE

We continue to update and improve our website: [www.StarFleetGames.com](http://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](mailto: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](http://www.starfleetgames.com/masterindex.shtml)

You can always find out what has been added here: [www.starfleetgames.com/new.shtml](http://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*.

## STRATCON 2014

This *all-SFU* convention will be held in the southern Nashville region 7-14 Jun 2014 (eight days) at:

Clarion Inn & Suites, Murfreesboro, TN 37129

2227 Old Fort Parkway; (615) 896-2420

Ask for the StratCon room rate.

StratCon is organized primarily by and for the *F&E* community but is open to all *SFU* games and gamers. The cost will be under \$75 per player for the entire week, a fraction of the entry and gaming costs charged by Origins. (That is why it is not being held at Origins. It was announced in the last issue of *Communique* that ADB, Inc., will no longer attend that convention.) Contact [stratcon@starfleetgames.com](mailto:stratcon@starfleetgames.com) for more information.



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## FEDCOM PLANS FOR 2014 & 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 (this year).

*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 *Fed Admiral*.

Lots of ship packs and other items in PDF format will be loaded onto e23. We will make an effort to do some new six-packs in 2014. 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 e23 website.

We just recently released **Romulan ePack #3**.

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 have also uploaded many *Starmada*, *Star Fleet Battles*, *Federation & Empire*, and *GURPS Prime Directive* products. *PD20M* is on DriveThru RPG. The original *Prime Directive First Edition* books are being added to both e23 and DriveThru RPG.

## 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. We have just started, so 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](http://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, sector base, X-ships, Early Years.

New Empires: Carnivons, Paravians, Jindarians, Juggernauts, Omega, Peladine.

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, destroyer w/o refits.

ISC: DDL, fast light cruiser.

Klingon: B10V, B8, F5WC, F5WD.

Kzinti: DWD.

Lyran: CAL, Lionness.

Monster: Ancient space dragon.

Romulan: Demonhawk, KB10R, Killerhawk, SabreHawk, SuperHawk.

Seltorian: Nest ship.

Tholian: BB, BW.

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-#47.

See e23 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](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 our Customer Support Director with a list of gamers near you.

## 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

# (8CM86) BRAWL IN A BACKWATER

The Federation “survey zone” (known to players as “the off-map area”) was a vast barely explored region with few bases. Except for survey ships and a handful of police cutters, there were no real first-line warships in the area in 2571. There were few major military bases, and the new colony worlds had few if any defenses, as they had few enemies other than a rare monster. While there were a few pirates who *could* reach the area, the small colonies out there produced little worth stealing. (This changed by the time the war was a year old.)

Then the General War started, and these distant colonies were suddenly enlarged by an influx of people who were tasked to obtain as much useful material as they could without regard to the Federation’s strict environmental laws. Vast open pit mines produced millions of tons of metals and minerals to support the Federation colonies. It was understood and expected that these ravaged planets would be abandoned for a century or two after the war and allowed to “heal themselves.”

These newly expanded colonies were rapidly shipping as much war material to the Federation home worlds as possible, but (given that lack of enemies) these shipments went by lone freighters, not escorted convoys. The crews of these lone freighters put the ship on autopilot and relaxed, as there was no traffic and little threat.

Security in the region was maintained by a handful of armed merchant ships known (grandiosly) as “auxiliary cruisers” and some older warships, all of the Federation’s “National Guard” force.

What the Federation did not know was that prior to the conflict a disguised Klingon auxiliary cruiser, the *Katar*, had slipped into the area. Once there, it was disguised as the Federation large auxiliary cruiser *Callie Marie*. This ship captured more than a dozen freighters, which were travelling with no bridge watch, so they were unable to call for help. The Klingons hid the captured ships in various locations, and the *Katar* periodically refueled or looted parts from them, abandoning each as it was emptied. The war was too new for the Federation to have started keeping better track of missing freighters.

A prospecting ship noted the “*Callie Marie*” refueling in an asteroid field and noted this as part of a routine report to the Federation Second Fleet. The Second Fleet noted that the real *Callie Marie* (from the Rigellian National Guard) was in that general area, and queried the Rigellians as to what was going on. The *Callie Marie* denied any knowledge of such refueling and was angered by Federation accusations that it might have been trading with pirates. The real *Callie Marie* went to investigate and found the Klingon copy of itself taking a rest.

### (8CM86a) NUMBER OF PLAYERS

Two: The Federation player and the Klingon player.

### (8CM86b) 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 panels). The two panels (three if using large panels) on the left are asteroid panels. The map is fixed and any unit that leaves the map has left the scenario. (If the Klingons leave the map they without defeating the *Callie Marie* they will be hunted down and destroyed. If the *Callie Marie* leaves the map without defeating the *Katar*, the Klingons will escape to another area and adopt a new disguise.)

**Klingons:** Place the LAC *Katar* in any asteroid hex not within four hexes of the map edge. (The captured small freighter it has just emptied of fuel is irrelevant to the battle.)

**Federation:** Place the LAC *Callie Marie* in any non-asteroid hex 25 hexes from the *Katar*, facing it.

### (8CM86c) OBJECTIVE

**Mission-Both:** Destroy or capture the other ship.

**Time Limit:** The scenario continues until one ship is captured, destroyed, or disengaged.

**Victory:** This is only achieved by completing the mission.

### (8CM86d) SPECIAL RULES

**1. Weapons:** Both the *Katar* and *Callie Marie* have phaser-1s in all WPN mounts.

### (8CM86e) FORCE DYNAMICS

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

**1. Alternative Empires:** While this could happen in any remote area, the use of auxiliary cruisers by both players makes “alternative empires” pointless. You could, of course, replace one with a police cutter or frigate.

**2. Balance:** The balance of the scenario could be adjusted by changing the weapons options or replacing the Federation ship with a prime corvette, armed cutter, police cutter, or frigate.

### (8CM86f) DESIGNER’S NOTES

This scenario was created for *Federation Commander* by Sean Johnson. It is inspired by the Battle of Trindade, a WWI naval action.

This event appeared in the Olivette Roche “docudrama” as *The Ship that Fought Itself*. She used it as a vehicle to criticize the Federation’s environmental policy.

Sean, having never had a published *FedComm* scenario, went to the head of the scenario author rotation.

# GORN HEAVY COMMANDO DESTROYER

## FLEET SCALE

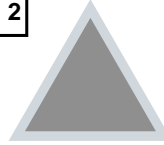
GCS \_\_\_\_\_  
Name \_\_\_\_\_

COUNTER	HCD
POINT VALUE:	51
DAMAGE CONTROL:	2

### POWER TRACK

16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Barracks (BAR) are disabled on "hull" hits.



SHIELD #1

									15							
--	--	--	--	--	--	--	--	--	----	--	--	--	--	--	--	--

#### WEAPONS USED

A	1	2	3
---	---	---	---

#### PROBES

--	--	--	--	--	--

#### MARINES

16			
12			
8			
4			

#### FRAME DAMAGE

3		
---	--	--

TURN MODE C
MOVE COST 3/8

BASE SPEED 8
TURN MODE 2
SPEED COST 3

BASE SPEED 16
TURN MODE 3
SPEED COST 6

BASE SPEED 24
TURN MODE 5
SPEED COST 9

ACCELERATION
COST 3/8

DECELERATION
COST 3/8

HIGH ENERGY
TURN COST
1+7/8

EVASIVE
MANEUVER
COST 2+1/4

C991

PH-3-360°

HULL 1 HULL

F BRDG F

EMER REAC

TRAC

TRAN BTTY

PL-F-FP

PH-1 PH-1

LS 2 RS 3

IMP HULL HULL IMP

R R

LEFT BAR RIGHT

WARP WARP

6 3 3 6

CGO

SHIELD #4

#6 #2 #5 #3

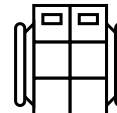
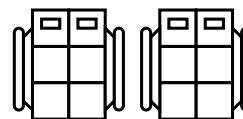
12 12

PLASMA ARMING

A					F
---	--	--	--	--	---

PLASMA A

20									
10									



FEDERATION COMMANDER: COMMUNIQUE #99  
FLEET SCALE SHIP CARD #C991  
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#### FRACTIONAL POWER

0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

# NEW SHIP CARD

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# GORN HEAVY COMMANDO DESTROYER SQUADRON SCALE

COUNTER **HCD**  
POINT VALUE: 102  
DAMAGE CONTROL: 4

**POWER TRACK**  
+30  
+20  
+10  
Power when undamaged:  
29 + 1.

GCS  
Name \_\_\_\_\_



Barracks (BAR) are disabled on "hull" hits.

**WEAPONS USED**

A	B	1	2
3	4	5	6

**PROBES**

--	--	--	--	--

**MARINES**

32			
27			
22			
17			
12			
6			

**FRAME DAMAGE**

5			
---	--	--	--

TURN MODE C  
MOVE COST 3/4

BASE SPEED 8  
TURN MODE 2  
SPEED COST 6

BASE SPEED 16  
TURN MODE 3  
SPEED COST 12

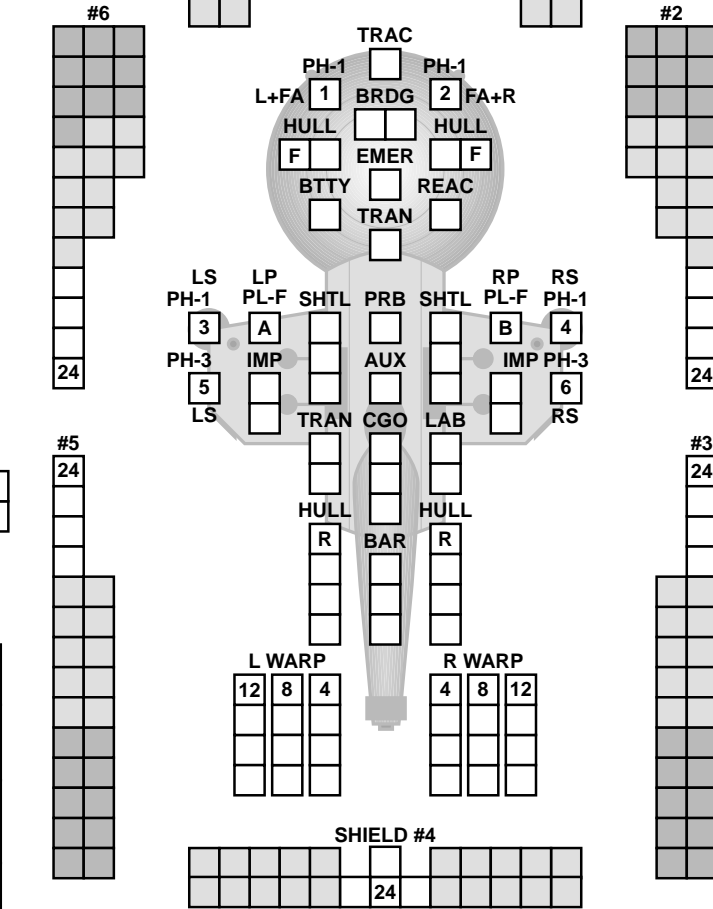
BASE SPEED 24  
TURN MODE 5  
SPEED COST 18

ACCELERATION  
COST 3/4

DECELERATION  
COST 3/4

HIGH ENERGY  
TURN COST 3+3/4

EVASIVE  
MANEUVER  
COST 4+1/2



**PLASMA A**

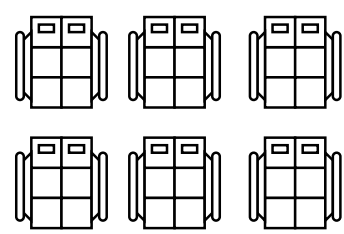
20									
10									

**PLASMA B**

20									
10									

**PLASMA ARMING**

A					F
B					F



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

**NEW SHIP CARD**

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