



# COMMUNIQUE #72

## STARDATE 2011.12

### NEW IN THIS ISSUE

We have included several new items in this issue.

Revised Ship Card: Tholian Police Cutter  
Large Format Ship Card: Seltorian Dreadnought  
New Ship Card: Tholian Destroyer-Scout  
New Ship Card: ISC LTT with Battle Pod  
Scenario: 8CM59 Free the Space Boars!

Two of these ships are in response to a player request, so feel free to make your needs and wants known to us.

### PLANS FOR 2012 & BEYOND

The main summer product will be *Reinforcements Attack* with new ships for every empire. (Counting its three *Booster Packs*, over two dozen new ships will appear, maybe even more than that!) We have decided (after consulting with you, the players) that this is a better approach than doing individual attack products for different areas of the galaxy.

*Borders of Madness* is being developed for release at a future time, with scouts, 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*, will be released next year. It will also work with *SFB*, *Starmada*, and *ACTASF* and will provide players with everything they need to create their own campaigns at any level (strategic, regional, or local). This will be one of the largest books we have ever released.

*Briefing #3* is in preparation. It contains commando ships, transports, survey ships, police ships, ground bases, specialized freighters, and much more needed for *Fed Admiral*.

The *Scenario Reference Book* is steadily making progress toward publication.

The *Starship Reference Book* has recently come on the radar as a plausible product worth doing.

A proper *Tactics Manual* is being developed.

Lots of ship packs and other items in PDF format will be loaded onto e23. We will make an effort to do at least one new six-pack every month. 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.

### PUBLISHER'S INFORMATION

*FEDERATION COMMANDER: COMMUNIQUE #72* is published and copyright © 2011 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://www.StarFleetGames.com), PO Box 8759, Amarillo TX 79114.

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### Organized League Play

Our in-store Organized Play League has done much to make *Federation Commander* better known, but players have moved on to their own scenarios and campaigns. Because of this, the League will officially end on 31 Dec 2011 and we will focus the efforts (and Communique space) in other areas.

### COMMANDER NEWS

#### THE BBS & FORUM: 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 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.

### RULES UPDATE

**Q:** I understand the mechanism for capturing ships with Marines. What I don't understand is how you keep the ship captured.

**A:** Rule (5F2c) says, "To actually capture an enemy ship, you eliminate all defending Marines and then score an additional number of casualty points equal to the number of control systems (5A) on the ship (3E2). You can then withdraw any boarding parties which exceed the original number of control boxes." If an enemy ship is captured as above, but does not have sufficient numbers of "capturing" Marine units present at the start of a (1E3c) Marine Phase, the ship reverts to its original owner. (At that point, the "enemy" Marines are still on board, but would have to "recapture" the control boxes all over again.) That means if you capture a ship, but have insufficient boarding parties present, you have a full turn to increase the number or get the surviving Marines off the ship.

## WHAT SHIPS DO YOU WANT?

Here is your chance to get what you want. Whether you are a veteran player of *Star Fleet Battles* and familiar with the thousands of starships in that game system or a new player of *Federation Commander* and just have a vague feeling that some ship of some kind is missing from your fleet, tell us what you want and we'll consider adding it via *Communique* or in a future expansion. Here are some player suggestions for this year and next:

Generic units: small planetary ground bases £¥, ship-yard construction dock £.

Police ships: Romulan Snipe-P £, Kzinti police frigate†, Tholian POL†.

Federation DDF fast destroyer¥.

Klingon F5D drone-armed frigate variant, F6B variant¥, D6J penal ship (in CapLog).

Romulan SpH-J, K10R, KillerHawk, K7R¥, JayHawk, Vulture¥, KD5R.

Kzinti destroyer¥.

Gorn dreadnought-cruiser¥, HDE, MCC, DBC¥.

Hydran D7H *Anarchist* (captured Klingon D7)¥.

Andromedan Base Station¥.

Lyran police cutter POL £.

Seltorian Hive Ship (larger than the Battlewagon).

Borders of Madness: maulers, scouts, survey ships.

All empires: commando ships £.

¥ Possible inclusion in *FC: Reinforcements Attack*.

† Was in *FC: Briefing #2*.

£ Scheduled for *FC: Briefing #3 Support Units*.

## 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*.

Briefings: #1 *Scenarios*, #2 *Middle Years*.

Booster Packs: *Zero*, #1-#33, #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-#44.

## 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.

There are three kinds of *Federation Commander* players: new players who have never played *Star Fleet Battles*, veterans of *SFB* who haven't played in years but are now playing *FC*, and active *SFB* players who have decided to also play *FC*. Members of any group could have played any of our games. This part of *Communique* will have news on our other games. Our opt-in email newsletter goes to fans of all our games; each issue includes links to information for each game.

*Starmada* is a fast-paced game system playable on hexes or without them. Books for this series include *Klingon Armada*, *Romulan Armada*, *Alien Armada*, and *Distant Armada*. *Battleship Armada* is in preparation.

*Federation & Empire* has a 2010 edition. The latest expansion, *ISC War* was released at Origins.

*Star Fleet Battles* has recently seen the release of *Module E3 Borak* and *Module E4 Peladine*.

The first book of the Mongoose *A Call to Arms: Star Fleet* series is being shipped even now, along with the first boxes of *Starline 2500* miniatures.

*Prime Directive* is our roleplaying universe, available in PD20M and GURPS versions, including the core book and universe books for the Federation, Klingons, and Romulans. We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*.

## 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)

## CAPTAIN'S LOG #44

Lots of fun for *FC* players: four battle tugs, three new scenarios, and the tournament-winning tactics of *FC* national champion Patrick Doyle.

## FEDERATION COMMANDER SCENARIO

### (8CM59) FREE THE SPACE BOARS!

Olivette Roche combined her passion for endangered species and her conviction that the Federation was up to no good (whatever it was doing) in a trivideo production entitled *Free The Space Boars!*

Space boars were living creatures that were common in the Alpha Octant in the Early Years, but had been hunted to near-extinction before Olivette Roche was born. (Their biological processes meant that they accumulated valuable minerals, and the carcass of a dead space boar was worth a lot of money.)

Olivette Roche got a tip one day that Star Fleet had created a “preserve” for the endangered space boars. Immediately she knew that it was more like a jail to the wandering creatures of space. The poor things were deprived of liberty and the freedom of association and all without a trial! No doubt Star Fleet was raising them to become target practice for green crews to practice on, and their dead bodies would become off-the-books profit for a military slush fund! And who knew what other nefarious plans lay in the minds of those strait-laced military people with not the least understanding of the artistic temperament and the need to live free.

She quickly wrote a children’s trivideo and had it on viewers before you could shout “Free the space boars!” She named the protagonist Piggy and gave him a friendly companion – a space spider who arranged asteroids and debris to her liking. Surely Star Fleet would be willing to notice that her rocks spelled out messages such as “Let me out of here!” but if they did, they didn’t admit it.

Unlike a very familiar children’s book’s farmer, Star Fleet decided to eliminate Piggy. Luckily for Piggy, he had made friends with some friendly Orions who had an extremely telepathic Vulcan on board who could communicate with the space boar. In the trivideo, Piggy escapes from captivity and is free to wander space as he was meant to do.

However, what would have happened is quite different. Space boars aren’t sapient and wouldn’t make friends with Orion Pirates, no matter how telepathic one of them was. Here’s what would happen if there were an encounter with a space boar, an Orion ship (which was after the treasure trove of minerals), and a Federation ship which needed to defend the space boar from the Orions and to (with luck) not kill the space boar. Pity the space boar didn’t know of their noble intentions...

#### (8CM59a) NUMBER OF PLAYERS

**Two:** The Federation player and the Orion player.

#### (8CM59b) 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 map is fixed; it does not float. Any ship that leaves the map has disengaged and cannot return to the scenario.

**Space Boar Reserve:** Place “Piggy” in a hex in the center of the map. Twelve hexes in each direction, place a “space buoy” which (together) form a pen in which Piggy is trapped. (If Piggy reaches a point between two adjacent buoys, a painful subspace shock sends Piggy back into the cage.)

**Orion:** An Orion CR enters the map on Turn #1 from any map edge.

**Federation:** A Federation light cruiser enters the map on Turn #2 from any direction, summoned when a small post of

game wardens on one of the buoys spotted the Orions and sent for help.

#### (8CM59c) OBJECTIVE

**Mission-Orion:** Destroy two adjacent buoys and break the confinement of the pen.

**Mission-Federation:** Drive away the Orion ship and prevent the pen from being breached.

**Time Limit:** The scenario ends at the end of Turn #7 when more Federation units arrive.

**Victory:** If the pen is broken, Piggy will be able to wander free (and the Orions will eventually have valuable space boars to hunt).

#### (8CM59d) SPECIAL RULES

**1. Buoys:** The buoys do not move and cannot be towed by tractor beams. Each can be destroyed by 50 Damage Points. The buoys cannot be boarded or damaged by Marines.

**2. Space Boar:** The space boar is a non-sentient animal and moves by automatic rules.

At the start of every turn, roll one die to determine the direction that Piggy will move, and move him at a Baseline Speed of 16 in that direction. At the end of Impulse #4, roll another die and have Piggy move in that direction (still at a Baseline Speed of 16) for the balance of the turn. If Piggy reaches a hex that is between two adjacent buoys, Piggy will react in pain and will (even if he is in attack mode) move in the opposite direction for the balance of the turn.

If Piggy enters a hex that is within eight hexes of a ship, roll one die. (Do this once per impulse, every impulse if it applies.) If the die roll is “1,” Piggy has decided to “gore” that ship. (If Piggy were within eight hexes of more than one ship, roll a die to decide which ship he will roll for first, and if he decides to attack that ship, he won’t roll again until he actually attacks the ship or hits the buoy barrier.

If Piggy is “in attack mode,” then he will follow the target ship at a Baseline Speed of 24 like a seeking weapon. If he enters the hex of the ship, he will “attack with his plasma tusks.” Roll two dice and add 10 to the result. This is the number of Damage Points which Piggy inflicts on the target ship’s facing shield. After an attack, Piggy will roll again to see if he will attack again, with results of “1” or “2” or “3” meaning he remains in attack mode and higher results meaning he goes back to his normal wandering.

Piggy can be killed by 100 Damage Points (50 in Fleet Scale). Piggy cannot be boarded or attacked by Marines. Piggy cannot be held in a tractor beam (at least, not while he’s alive).

#### (8CM59e) FORCE DYNAMICS

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

**1. Alternative Ships:** Replace both ships with ships from any empire. The two player ships should be equal to each other in point value.

**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. Three-Player Variant:** Add a third player, an environmentalist in a Free Trader, who is trying to help the Orion break the pen and free Piggy.

#### (8CM59f) DESIGNER’S NOTES

This scenario was written new for *Federation Commander* by Jean Sexton based on a trivideo production of the same name produced by Olivette Roche.

## PDFS ARE NOW AVAILABLE!

We have continued to offer more of our products as PDFs by way of the e23 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* (divided into six packs of 12 ships and a separate rules pack), and more than a dozen Ship Card Packs.

These PDFs are in color and high resolution. PDFs of most are searchable (older *Captain's Logs* are not). 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 of that edition. Thus, the people who bought *Reference Rulebook Revision 5* were able to obtain *Reference Rulebook Revision 6* for free (and to download it again when we discovered we had accidentally left out rule 4S).

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.

## JOIN US ON FACEBOOK

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. Our new outpost on Facebook has become the place for those who want to keep up with current events without the intense atmosphere (and flood of information) found on the BBS. If you are very busy on a given day, checking our page on Facebook tells you quickly if something important has been announced.

The page also has extensive art galleries, plus a place where you can post a review of our products.

## HAILING FREQUENCIES

Check out our free on-line newsletter. It's full of fun and cool stuff about all of our games.

[StarFleetGames.com/newsletter.shtml](http://StarFleetGames.com/newsletter.shtml)

## INDEX FOR 2011:

- **Communique #61:** Scenario 8CM49 Shifting Sands, new Large Troop Transport, revised Base Station, Omega Sector Trobrin Frigate, large format Federation BCF, Fleet Scale Small Armed Freighter.

- **Communique #62:** Scenario 8CM50 The Blockade of Gamma Epsilon III; low-toner large-format Romulan K9R, revised Gorn Strike Cruiser, new Small Troop Transport, special update for *Reference Rulebook Revision 6*.

- **Communique #63:** Scenario 8CM51 Mis-Match, new Gorn BDL, revised Kzinti Light Cruiser, new Prime Corvette, large-format low-toner Kzinti BCH

- **Communique #64:** Scenario 8CM52 Zombie Apocalypse, requested new Klingon F5L, new Klingon D7Z, revised Kzinti NCA, large-format low-toner Kzinti BCH.

- **Communique #65:** Scenario 8CM53 Not So Fast, new Andromedan Galleon, voted Hydran Lord Admiral CCH, revised Orion Light Raider, large-format low-toner Fed DNF.

- **Communique #66:** Revised ship card Orion Salvage Cruiser, large-format low-toner Gorn BCH, new Fast Naval Transport.

- **Communique #67:** Revised Tholian web tender, new Romulan KD5WR, new Klingon D6J, low-toner Klingon C8, Scenario 8CM54 Mercy Mission.

- **Communique #68:** New Romulan RegalHawk, revised Juggernaut, large format Ore Carrier, new Small Aux Cruiser, Scenario 8CM55 Battle of the Rift.

- **Communique #69:** Scenario 8CM56 *Throne's Gambit* (a scenario from the Omega Octant), Four Omega playtest ships, revised Space Amoeba, large-format low-toner Federation DNH.

- **Communique #70:** Scenario 8CM57 All for One, or None for All, revised Romulan KF5R Destroyer, large-format low-toner Gorn dreadnought, new Large Auxiliary Cruiser (General War version), new Andromedan Recon Cobra (a player request).

- **Communique #71:** Scenario 8CM58 Finishing Run, revised Neo-Tholian Heavy Cruiser, large-format low-toner Hydran Overlord, new Federation Heavy Command Cruiser (to match the Mongoose special 2500-series miniature), new Federation Plasma-Armed Frigate.

- **Communique #72:** Scenario 8CM59 "Free the Space Boats!", new Tholian DDS scout, new ISC Battle Transport, Revised Tholian Police Cutter, large format low-toner Seltorian dreadnought.

Index for 2006 was in *Communique #14 & Briefing #1*.

Index for 2007 was in *Communique #24 & Briefing #1*.

Index for 2008 was in *Communique #36*.

Index for 2009 was in *Communique #48*.

Index for 2010 was in *Communique #61*.

## Mongoose: A Call to Arms

*A CALL TO ARMS*, the streamlined space-combat game by Mongoose, is very different from our other games. It is designed for hexless tabletop play with miniatures. There is only one movement phase and one combat phase per turn. Each player moves one ship at a time, so you have to be careful not to expose your cunning battle plan while the enemy can still effectively react to it. Record keeping is minimized, even to the point that ships which are destroyed before they can launch their attack for that turn just don't get to attack at all! (Players alternate firing the weapons of one ship at a time, so a careful strategy is needed to decide what enemy ships to target.)

Because Mongoose is in 90% of stores (our games are in about 10%) this will mean broader sales and awareness of the *Star Fleet Universe*.

## MORE RULES UPDATES

Q: A ship takes damage from both an enemy (firing its phasers, let's say) and a friend (from ESG). Which damage is applied first?

A: This is a fairly rare situation that only applies with ESGs. Rather than make a new rule or anything, simply lump the "friendly" volley in with the others and let the "enemy" allocate it with its other volley. Effectively, the friendly ship is donating a volley to the enemy.

Q: The asteroid rules state that when entering an asteroid field, you take any damage on your #1 shield (forward movement) or your #4 shield (reverse), and that this even applies for sideslips. What happens if a tractorship is getting dragged through an asteroid field where the "forward facing shield" is not the #1 (or #4) shield?

A: The "forward facing shield" is the one that takes damage. And, while the tractorship is not controlling movement, it is treated as moving at the same speed as the combined pair of ships, and takes asteroid damage as such.

Q: If an Andromedan ship with a displacement device finds itself within two hexes of a black hole, can it displace out, or is it as dead as a ship from any other empire would be?

A: It is quite dead. Due to the combination of (5U3a) (which says that a displacement device is basically a direct-fire weapon that does no direct damage) and (6G3d) (which effectively prohibits firing any direct-fire weapon within two hexes of a black hole), the Andromedan ship cannot displace to safety (or at least less imminent death).

Q: Can an Andromedan displace directly "over" a black hole as long as the origination hex and destination hex are both outside two hexes of that black hole?

A: Yes. Since displacement does not depend on a "line of sight" to the destination hex (only the origination hex), and since things in between the destination and origination hexes are irrelevant to the displacement device, this may be done.

Q: Can a ship do directed targeting while in a nebula? There don't seem to be any rules against it.

A: You can indeed do directed targeting while in a nebula for precisely that reason.

Q: (5S3) says that the use of a special sensor for plasma defense occurs during the ADD portion of defensive fire. Does that mean the 25% reduction occurs right then, or only that you declare the use then and calculate the 25% reduction at the point of applying damage?

A: The use and effect both apply at the same time. So the 25% reduction is applied prior to any phaser damage.

Q: In (2D2b), under the list of consequences for a failed HET, there are no restrictions on weapons use. Does a breakdown not stop a ship from shooting?

A: No, it does not. A ship suffering a breakdown may still fire its weapons.

# 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 (9-6 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 On-Line Gaming

Many people do not know that you can play *Federation Commander* on-line 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 on-line 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 all 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 on-line 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.



# REVISED SHIP CARD

**THOLIAN  
POLICE  
CUTTER**  
*The Middle Years*  
FLEET SCALE

COUNTER   
POINT VALUE: 20  
DAMAGE CONTROL: 1



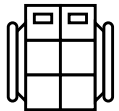
TDV \_\_\_\_\_  
Name \_\_\_\_\_

WEAPONS  
USED

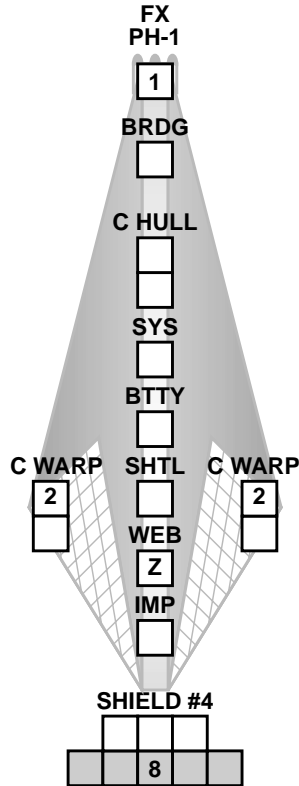
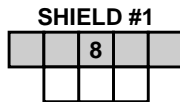
PROBES

MARINES

FRAME  
DAMAGE



TURN MODE A MOVE COST 1/8
BASE SPEED 8 TURN MODE 1 SPEED COST 1
BASE SPEED 16 TURN MODE 2 SPEED COST 2
BASE SPEED 24 TURN MODE 4 SPEED COST 3
ACCELERATION COST 1/8
DECELERATION COST 1/8
HIGH ENERGY TURN COST 5/8
EVASIVE MANEUVER COST 3/4



POWER  
TRACK



“SYS” box can function as tractor or transporter but not at the same time. It is disabled on tractor or transporter hits.

FEDERATION COMMANDER: BRIEFING #2  
FLEET SCALE SHIP CARD #F236 of F201-F272  
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0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

There was nothing “wrong” with the original Ship Card for this vessel, but it has been given some graphic updates.

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# NEW SHIP CARD

## THOLIAN DESTROYER SCOUT FLEET SCALE

COUNTER  DDS  
 POINT VALUE: 40  
 DAMAGE CONTROL: 1



### POWER TRACK

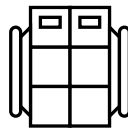
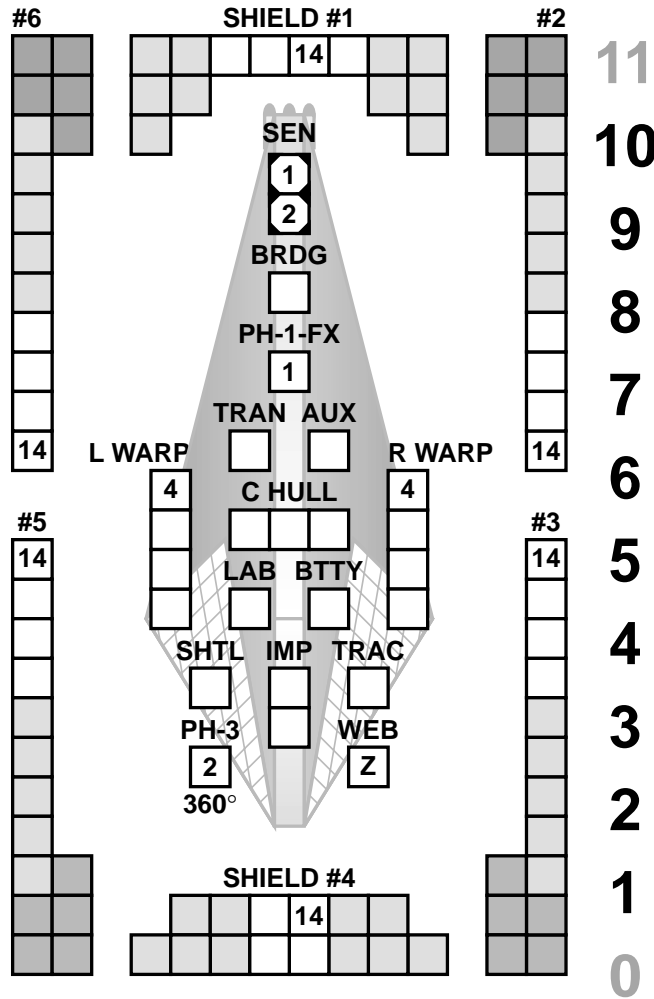
TDV \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES

MARINES  
 3

FRAME DAMAGE  
 2

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



WEAPONS USED  
 1  2  1  2  Z

FEDERATION COMMANDER: COMMUNIQUE #72  
 FLEET SCALE SHIP CARD #C721  
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**C721**

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

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# NEW SHIP CARD

## THOLIAN DESTROYER SCOUT

SQUADRON SCALE

COUNTER  DDS  
 POINT VALUE: 81  
 DAMAGE CONTROL: 2

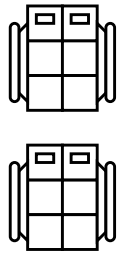


POWER TRACK

PROBES

MARINES  
 6

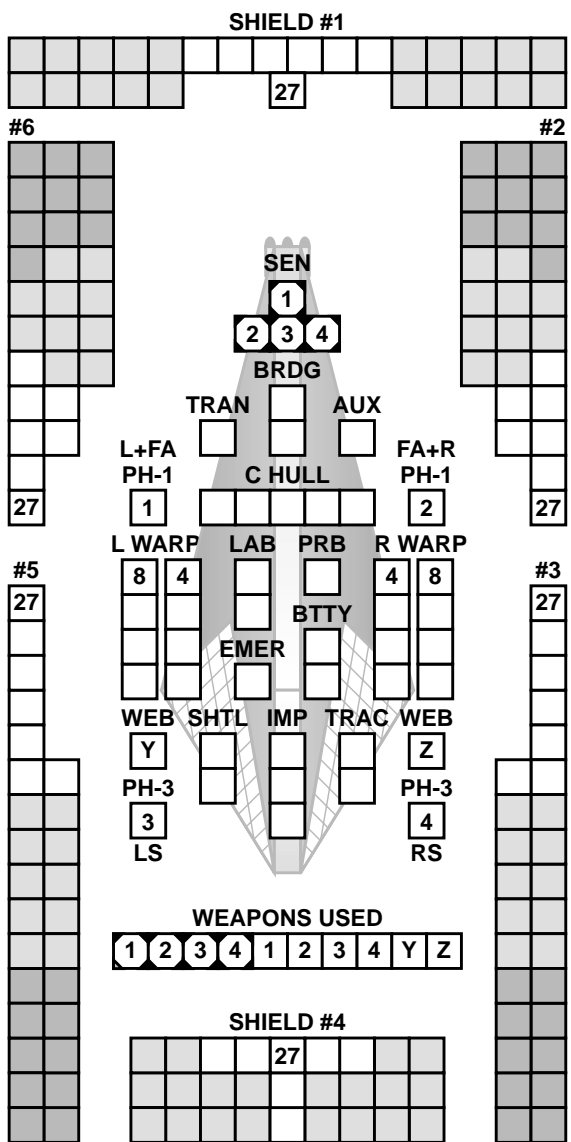
FRAME DAMAGE  
 4



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

TDV \_\_\_\_\_  
 Name \_\_\_\_\_

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



FEDERATION COMMANDER: COMMUNIQUE #72  
 SQUADRON SCALE SHIP CARD #C721  
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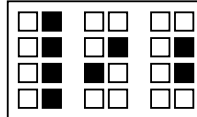
FRACTIONAL POWER  
 0 1/2

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# NEW SHIP CARD

## ISC LIGHT BATTLE TRANSPORT FLEET SCALE

COUNTER **LBT**  
POINT VALUE: 80  
DAMAGE CONTROL: 2



POWER TRACK

20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

CSS \_\_\_\_\_  
Name \_\_\_\_\_

WEAPONS USED

A	B	C		
1	2	3	4	5

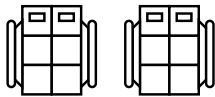
This ship does not have a probe launcher.

MARINES

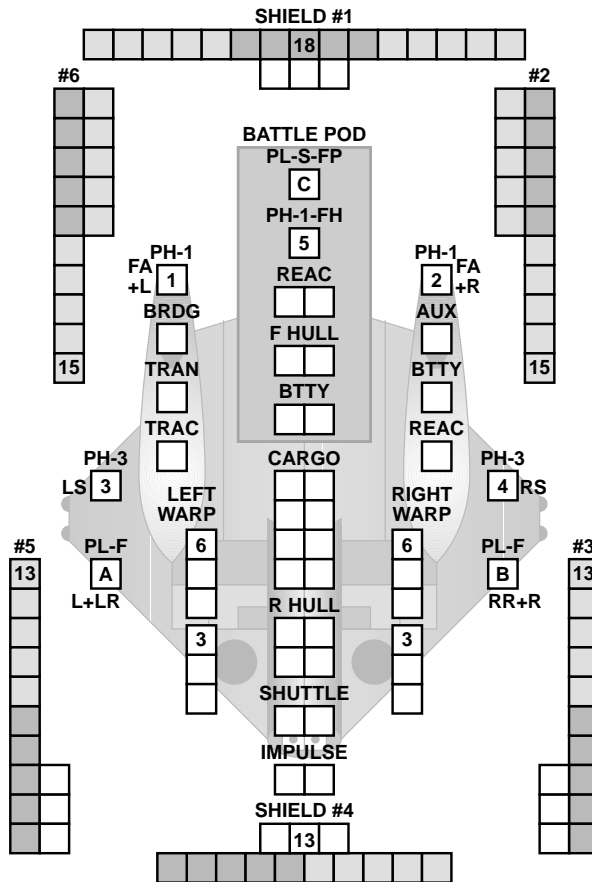
5				
---	--	--	--	--

FRAME DAMAGE

3		
---	--	--



WITH BATTLE POD
TURN MODE D MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 4 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



PLASMA C

30							
20							
10							

PLASMA A

20				
15				
10				
5				

PLASMA B

20				
15				
10				
5				

PLASMA ARMING

A						F	
B						F	
C						G	S

FEDERATION COMMANDER: COMMUNIQUE #72  
FLEET SCALE SHIP CARD #C722  
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FRACTIONAL POWER  
0                      1/2

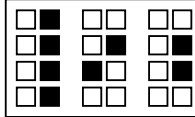
**C722**

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# NEW SHIP CARD

## ISC LIGHT BATTLE TRANSPORT SQUADRON SCALE

COUNTER **LBT**  
 POINT VALUE: 160  
 DAMAGE CONTROL: 4



**POWER TRACK** +30  
 Power when undamaged: 33 + 6.  
 +20  
 +10

CSS \_\_\_\_\_  
 Name \_\_\_\_\_

**WEAPONS USED**

AB	CD	E	F
1	2	3	4
5	6	7	8
9	10		

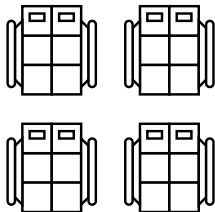
This ship does not have a probe launcher.

**MARINES**

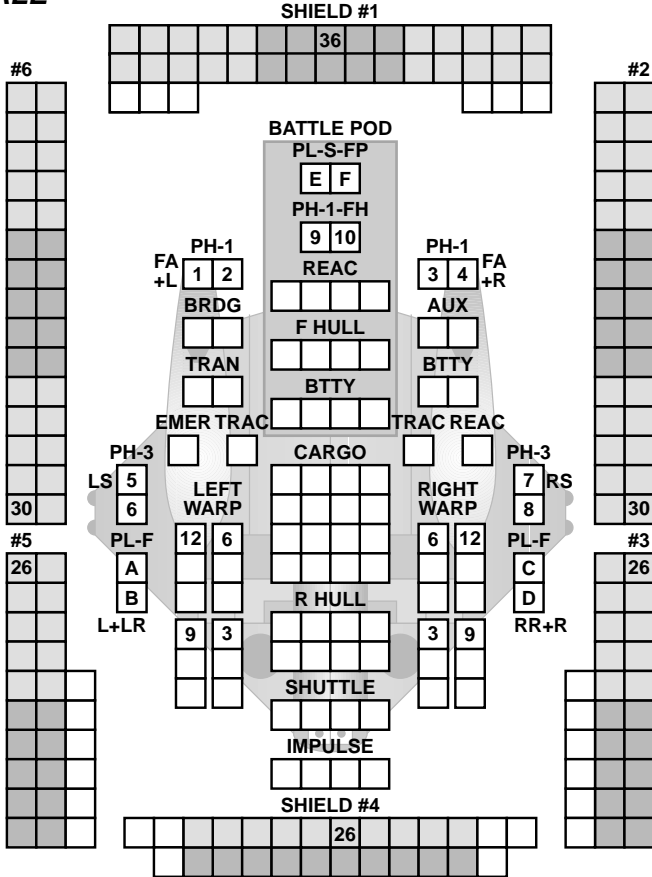
10			
5			

**FRAME DAMAGE**

5			
---	--	--	--



<b>WITH BATTLE POD</b>
TURN MODE D MOVE COST 1
BASE SPEED 8 TURN MODE 2 SPEED COST 8
BASE SPEED 16 TURN MODE 4 SPEED COST 16
BASE SPEED 24 TURN MODE 5 SPEED COST 24
ACCELERATION COST 1
DECELERATION COST 1
HIGH ENERGY TURN COST 5
EVASIVE MANEUVER COST 6



**PLASMA ARMING**

A					F	
B					F	
C					F	
D					F	
E					G	S
F					G	S

**PLASMA E**

30							
20							
10							

**PLASMA F**

30							
20							
10							

**PLASMA A**

20			
15			
10			
5			

**PLASMA C**

20			
15			
10			
5			

**PLASMA B**

20			
15			
10			
5			

**PLASMA D**

20			
15			
10			
5			

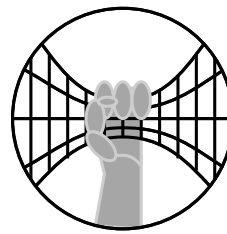
**FRACTIONAL POWER**  
 0                      1/2

9  
8  
7  
6  
5  
4  
3  
2  
1  
0

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# SELTORIAN DREADNOUGHT FLEET SCALE

COUNTER   
 POINT VALUE: 120  
 DAMAGE CONTROL: 3



**POWER TRACK**  
**+30**  
**+20**  
**+10**

Power when undamaged:  
 30 + 3.

STS \_\_\_\_\_  
 Name

PROBES

PARTICLE CANNON IMP USED

C	1	2	3	4	5	6	7	8
D	1	2	3	4	5	6	7	8
E	1	2	3	4	5	6	7	8

MARINES

15			
10			
5			

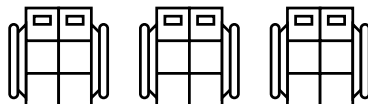
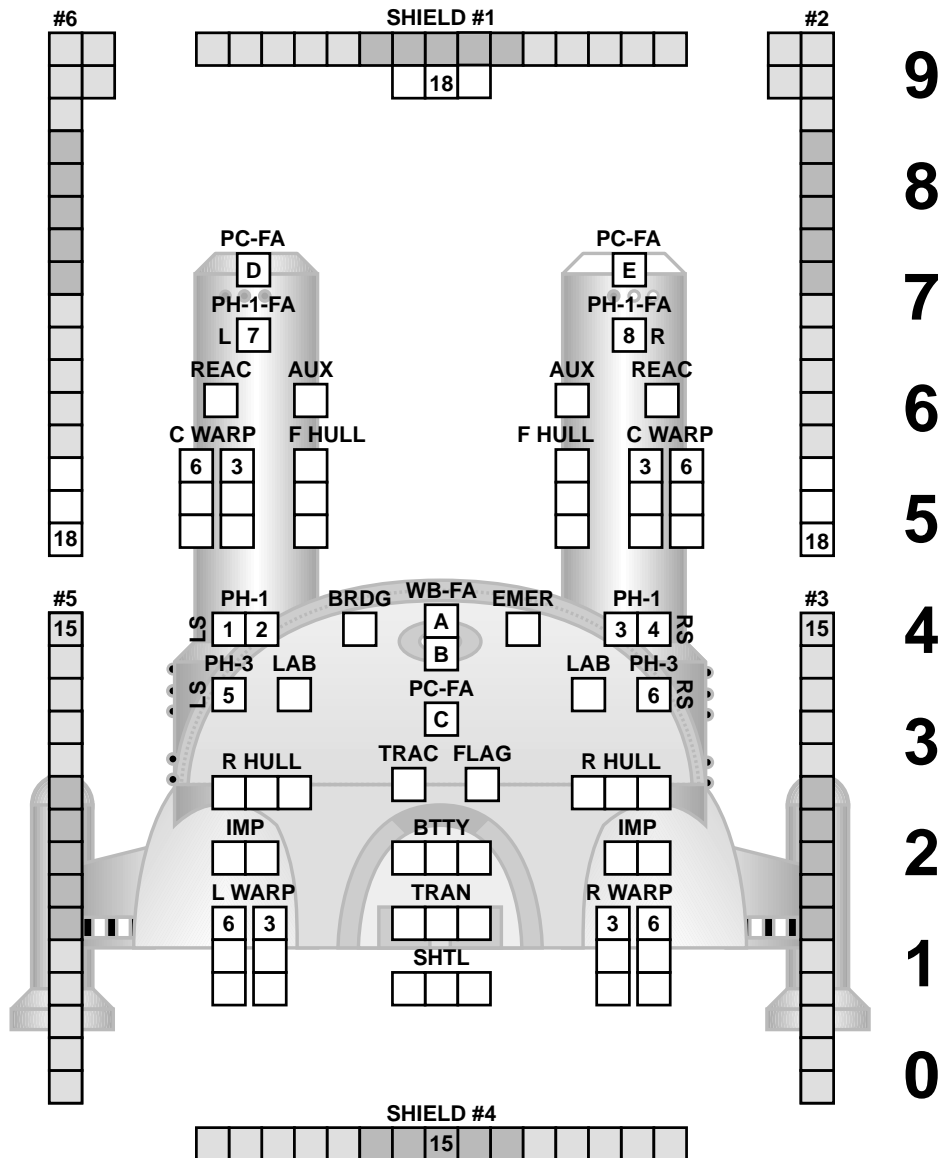
FRAME DAMAGE

4		
---	--	--

WEAPONS USED

A	B		
1	2	3	4
5	6	7	8

TURN MODE E MOVE COST 3/4
BASE SPEED 8 TURN MODE 3 SPEED COST 6
BASE SPEED 16 TURN MODE 5 SPEED COST 12
BASE SPEED 24 TURN MODE 6 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2



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

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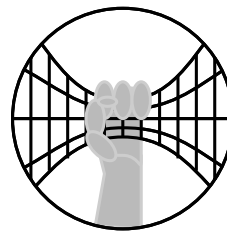
**LARGER SHIP CARD  
 LOW-TONER VERSION**

**72**

FEDERATION COMMANDER: THOLIAN ATTACK  
 FLEET SCALE SHIP CARD #72 of 65-80  
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# SELTORIAN DREADNOUGHT SQUADRON SCALE

COUNTER   
POINT VALUE: 230  
DAMAGE CONTROL: 6



POWER TRACK  
+60  
+50  
+40  
+30  
+20  
+10

STS \_\_\_\_\_  
Name

PROBES

MARINES

30			
25			
20			
15			
10			
5			

FRAME DAMAGE

8		
4		

WEAPONS USED

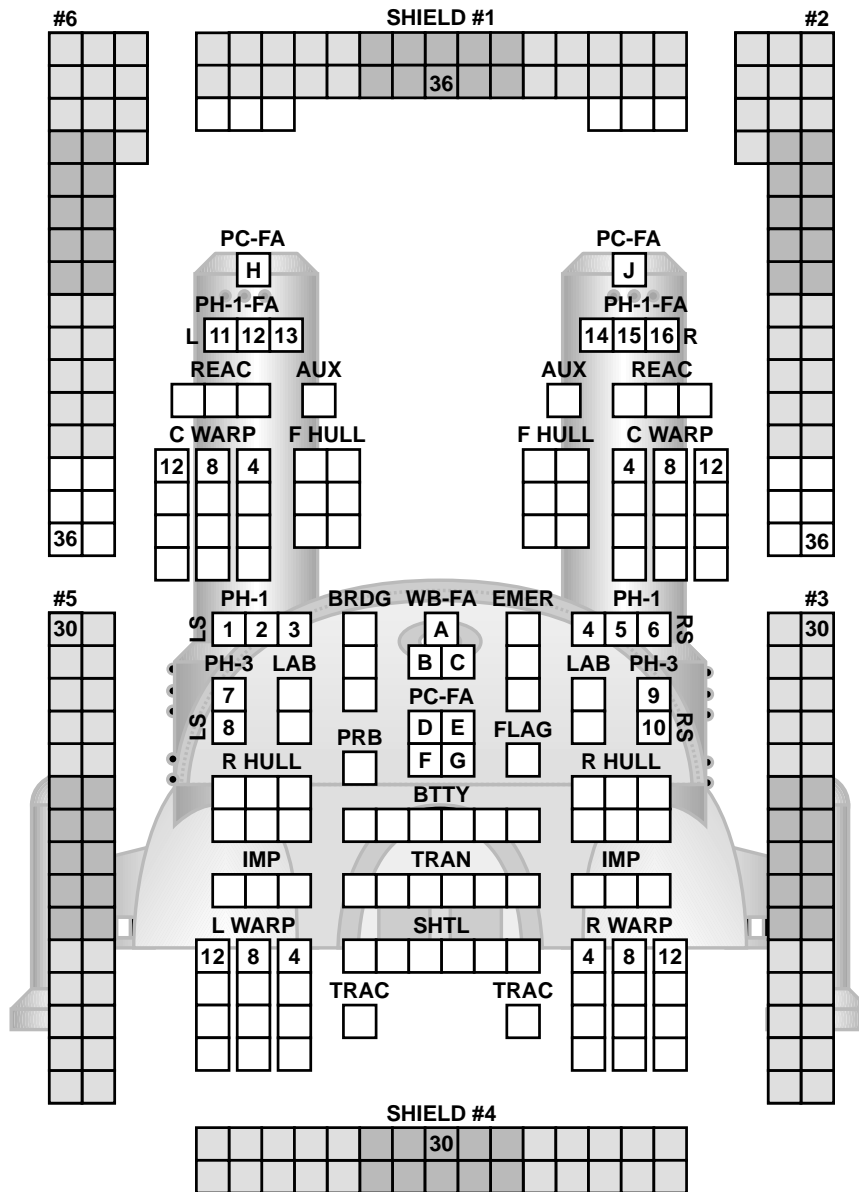
A	B	C	
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

TURN MODE E MOVE COST 1+1/2
BASE SPEED 8 TURN MODE 3 SPEED COST 12
BASE SPEED 16 TURN MODE 5 SPEED COST 24
BASE SPEED 24 TURN MODE 6 SPEED COST 36
ACCELERATION COST 1+1/2
DECELERATION COST 1+1/2
HIGH ENERGY TURN COST 7+1/2
EVASIVE MANEUVER COST 9

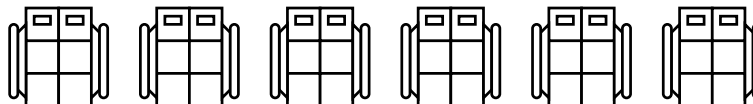
PARTICLE CANNON IMP USED

D	1	2	3	4	5	6	7	8
E	1	2	3	4	5	6	7	8
F	1	2	3	4	5	6	7	8
G	1	2	3	4	5	6	7	8
H	1	2	3	4	5	6	7	8
J	1	2	3	4	5	6	7	8

Power when undamaged:  
60 + 6.



9  
8  
7  
6  
5  
4  
3  
2  
1  
0



FRACTIONAL POWER  
0 1/2

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**LARGER SHIP CARD  
LOW-TONER VERSION**

72

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SQUADRON SCALE SHIP CARD #72 of 65-80  
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