



COMMUNIQUE #78

STARDATE 2012.06

NEW IN THIS ISSUE

We have included several new items in this issue.
Revised Ship Card: Gorn Frigate
Large Format Ship Card: Seltorian Light Battleship
New Ship Card: Klingon F5WC Destroyer Leader
New Ship Card: Seeker & Striker Skiffs
Scenario: 8CM65 Pimp My Ride

PLANS FOR 2012 & BEYOND

The main summer product will be *Reinforcements Attack* with new ships for every empire. (Counting its three *Booster Packs*, three dozen new ships will appear.) 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 when finished. 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 other 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 #78 is published and copyright © 2012 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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COMMANDER NEWS

THE BBS & FORUM: KEYS TO COMMUNICATION

The BBS (www.StarFleetGames.com/discus) can be confusing at first sight, as it has hundreds of topics, used daily by a thousand players. Registration is free, but we do require all participants to use their real names. (This not only improves the overall tone of civility, but makes sure you get credit for any suggestions you make.) When you register, you will see topics for each of our product lines. Feel free to venture into the broader universe as you get more comfortable with the system.

There is also a forum (much easier for new players) on the www.FederationCommander.com website. It allows screen names and avatars but isn't used for submissions of new items.

Several versions of the updated Master Ship Chart for *Federation Commander* are on the *Commander's Circle*.

The *CRUL (Consolidated Rules Update List)*, listing all rules changes, is now in the *Commander's Circle*.

In the *Commander's Circle* is the 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
along with everything else for this game system.

WEBSITE UPDATE

We continue to update and improve our website:

www.StarFleetGames.com

Our graphics director adds new things to the website every week, and most of those come from either customer requests or the FLAP (Finish Like A Pro) list done after the completion of each new product.

Let us know (at graphics@StarFleetGames.com) if you see any glitches in the website or think of ways to improve the website for all of us.

The website includes a wealth of information, downloads, and other items for players of all of our games. Explore, look around, click on random entries in the *Master Index*, and you may be surprised what you find. The *Master Index* can be found at:

www.starfleetgames.com/masterindex.shtml

You can always find out what has been added here:

www.starfleetgames.com/new.shtml

WHAT SHIPS DO YOU WANT?

Whether you are a veteran *SFB* player familiar with the thousands of starships in that game or a new *FC* player with a vague feeling that some kind is missing, tell us what you want and we'll consider adding it. Here are some player suggestions:

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

Police ships: Romulan Snipe-P £, Kzinti police¥.

Federation DDF fast destroyer¥, NEC¥.

Klingon F5D, F6B variant¥, G2¥ police ship, D5E¥ escort, D6J penal ship (in *Captain's Log*).

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

Kzinti destroyer¥, police ship¥, CME¥ escort.

Gorn DNC¥, HDE, MCC, DBC¥, DNT¥.

Tholian POL¥, TK5¥, CWE¥.

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

Andromedan Base Station¥, Viper¥, Recon Cobra¥.

Lyrans police cutter POL £, DND¥, JGP¥.

ISC CF¥, CLE¥, DNH¥, DNL¥.

WYN BCH¥, CWE¥, CF¥.

Vudar BCH¥, CWE¥, CF¥.

Seltorian Hive Ship, CF¥, NCL¥.

Borders of Madness: maulers, scouts, battle tugs.

All empires: commando ships £.

‡ Has been done in *Communique*.

¥ Included in *FC: Reinforcements Attack*.

£ 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.

See e23 for many Ship Card Packs with new ships.

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. We have just released the new new Nova edition of *Starmada*.

Federation & Empire has a 2010 edition. The latest expansion, *ISC War* was released at Origins 2011. The next product is to be *Civil Wars* but the original plan for this product may have become too big, requiring some elements to be moved to other products.

Star Fleet Battles has recently seen the release of *Module E3 Borak* and *Module E4 Peladine*. Steven Petrick is currently reviewing ideas to decide what new *SFB* product will appear during 2012. He has recently updated the *R4*, *Basic Set*, *T2012*, and *R3 SSD* books and these have been sent to e23 for download. He recently completed the "lost" *SFB Playtest Module R107 Nicozians* which is now on e23 and available in print.

The first book of the Mongoose *A Call to Arms: Star Fleet* series has been shipped, along with the first boxes of *Starline 2500* miniatures. The Federation and Klingon squadron boxes and fleet boxes have been released. All rulebooks on order have been sent.

Star Fleet Marines has been released and is on its way to retailers even now.

Prime Directive is our roleplaying universe, available in *PD20M* and *GURPS* versions. *Romulans PD20M* has been released and will go to DriveThru soon. We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*.

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.

SFB PLATINUM HAT

The second on-line *SFB* Platinum Hat tournament will start taking registrations shortly. Check the BBS for updates and instructions.

FEDERATION COMMANDER SCENARIO

(8CM65) PIMP MY RIDE

For a week every July, Orion pirates from all over the galaxy gather at Mad Jack's Hole for the annual Festival of Warp Speed. They go there to drink, fight, brag, and meet old friends. But most of all, they go there to show off their ships and check out the ships of the other pirates. Pirate captains compete with each other to have the biggest ships with the hottest paint jobs and the most powerful and exotic weapons, because that's what's "cool." Particularly cool ships will be talked about for years.

The pirates will always remember the year that an extra-galactic death machine crashed the party and the pirates got to find out who had "go" as well as "show."

(8CM65a) NUMBER OF PLAYERS

Four to Eight: All players are Orions. The Death Probe operates by automatic rules.

(8CM65b) 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", and does not float. Any unit leaving the map has not only disengaged (and cannot return to the scenario) but the captain can never attend the annual event again due to being branded a coward.

Place the Death Probe in the center of the map.

The Orion ships are placed in a circle, equally distant from the Death Probe (26 hexes if possible) and equally distant from each neighboring Orion ship.

(8CM65c) OBJECTIVE

Mission-Orions: Have the coolest surviving ship when the Death Probe is destroyed.

Mission-Death Probe: Kill everyone!

Time Limit: The scenario continues until the Death Probe is destroyed, or all the Orion ships are destroyed or have disengaged.

Victory: When the Death Probe is destroyed, the surviving player with the ship that has the highest Point Value is the winner. If the Death Probe is not destroyed (and all of the Orion ships are), the Death Probe wins and all the players lose.

(8CM65d) SPECIAL RULES

1. Ship Selection: Before the game begins, each player secretly selects one Orion ship of any type, and equips it with whatever optional weapons he wants (5L1). A player may take any ship he wants, so one player might be flying a dreadnought while another flies a Light Raider. These selections are made secretly.

2. No Cloaks: There's no point in having a cool ship

if no one can see it! For the purposes of this scenario cloaks will not function. Cloaks may still be purchased to increase the Point Value (and coolness) of a ship.

3. The Death Probe: At the start of each turn, the Death Probe will select the surviving ship with the highest Point Value and follow it like a seeking weapon, until it is in the same hex as the target. It will then fire all of its weapons at the target during the Offensive Fire Phase. If, by Impulse #8, it has unfired or unlaunched weapons, it will fire/launch all of its remaining weapons at the target. If the Death Probe's movement would take it out of the target's hex, it will cancel movement in order to stay in the target's hex.

4. No Allies: Orion players are not considered allied and may fire on each other freely, and are encouraged to do so. Players may make secret agreements between each other, and are encouraged to do so. Players may also stab each other in the back by violating such agreements, *and are encouraged to do so!*

(8CM65e) FORCE DYNAMICS

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

1. Alternative Enemy: A Juggernaut, Space Dragon, battleship, or Andromedan Dominator could be substituted for the Death Probe. Players might experiment, perhaps using a Seltorian Battlewagon or a Klingon B10. Note that some of these possible enemies would require a player to manage their more complicated systems.

2. Balance: The scenario is self-balancing, but allowing a player to ignore some or all of the provisions of (5L1) would give that player an advantage.

3. Super-Cool: Allow players to use systems and weapons not allowed by (5L1), such as web casters or displacement devices.

4. Player-Controlled Monster: Have a player control the monster, but the monster is still restricted to firing/launching at the ship with the highest Point Value (this is the best option for some monsters, like the Juggernaut). As an exception, the enemy/monster could be allowed to defend itself against seeking weapons.

(8CM65f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Terry O'Carroll, who watches way too much TV.

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 (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 (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.

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

INDEX FOR 2012

• **Communique #73:** Scenario 8CM60 Chasing Q, revised Jumbo Freighter, large format Neo-Tholian dreadnought, new Andromedan energy modules, new Klingon D5E escort war cruiser, ship list for *Reinforcements Attack*.

• **Communique #74:** Scenario 8CM61 Relic, revised Fed old CA, new Kzinti MEC escort cruiser, new Fed DNW war dreadnought, large Hydran Paladin.

• **Communique #75:** Scenario 8CM62 The Battle of Mithralis, revised Klingon D5 War Cruiser, large format Lyran Lion dreadnought, new Hydran Cheyenne cruiser, new Jugernaut Empire destroyer.

• **Communique #76:** Scenario 8CM63 Miner Smuggling, new ISC battle tug, new Tholian CWE escort cruiser, revised Romulan SeaHawk, large format ISC dreadnought.

• **Communique #77:** Scenario 8CM64 Hennigan's Folly, Revised Kzinti Transport Tug, Large Format Vudar Dreadnought, New Klingon F5S Scout, New ISC Blockade Runner.

• **Communique #78:** Scenario 8CM65 Pimp My Ride, revised Gorn Frigate, large format Seltorian Light Battleship, new Klingon F5WC Destroyer Leader, new Seeker & Striker Skiffs.

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*.

Index for 2011 was in *Communique #73*.

RULES QUESTIONS

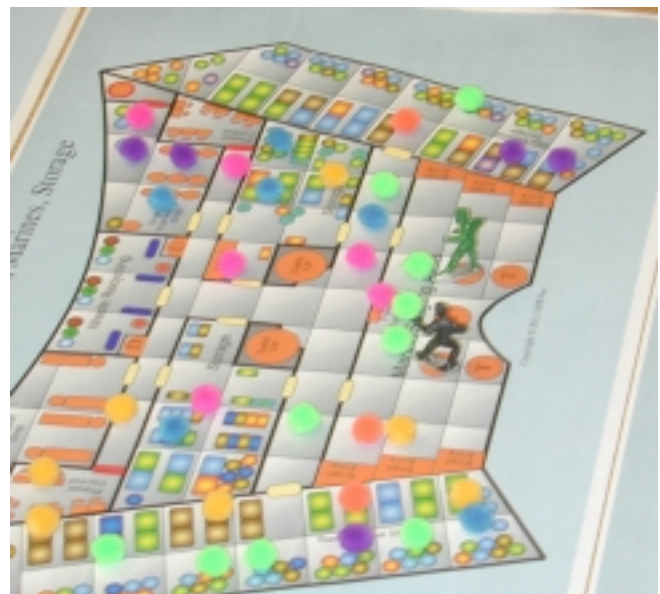
Q: Do you start the game with your turn mode fulfilled? That is, can I turn on the first impulse?

A: Yes, you do, and yes, you can. This was clarified in (8B3) in the Sixth Edition; we had previously assumed it was obvious. Now, it's theoretically possible that someday there might be a scenario where a ship starts with the turn mode not fulfilled, maybe entering a maze or something.

Q: Do carronades work in reverse of normal shifts?

A: Yes, and this actually covered in (4A4) Revision Six.

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



I fear no enemy, but tribbles give me the creeps.

—Admiral Kauldblud

CUSTOMER SUPPORT

We do as much as we can to help our customers enjoy our products, and are always seeking new ways and open to new ideas to do so. Here is a general summary of the kind of things we can do. (Sorry for the small type, it does show just how much customer support stuff we have!)

Just Ask Us

You can contact the game designer at:
design@StarFleetGames.com

You can contact our customer support person at:
support@StarFleetGames.com

You can contact our sales department at:
sales@StarFleetGames.com

Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (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 has a lot of stuff for you to use, and the *Commander's Circle* (found at <http://www.starfleetgames.com/federation/Commanders%20Circle/index.shtml>)

has lots of free downloads and other things. You can even download a demo copy of the game to give a friend.

The *StarBlog* on FederationCommander.com includes daily posts of what's going on, and the Forum on that site provides access to the *Federation Commander* community of players and to the game designers and customer-support people.

Need an Opponent?

There are a lot of ways to find one. Post a note in your game store. Go to the FederationCommander.com Forum and post a note in the *Local Groups & Retailers* section. Attend a local convention (if there is one). Go to the *Commander's Circle* and look at the player database (and post your information there so that the next person to check the list can find you).

Go to our primary BBS at www.StarFleetGames.com/discus and look for the *Seeking Opponents* section and post a note there.

Go to www.StarFleetGames.com/sitemap.html and look for the red **Find Opponents** button. Enter your data and in a few days you'll get an email from 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 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 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 right away. You can even fly the Federation CA or Klingon D7 as a free trial, or watch any game in play. Legendary *SFB* aces and new *Federation Commander* aces strut their stuff in combat arenas all the time, and you can learn from the best.

Hailing Frequencies

We publish a newsletter covering all of our products with information about the games. It's free. Try it for a few issues and see if you like it. Subscribe at:

www.StarFleetGames.com/newsletter.shtml

We Welcome Your Ideas

Really! We do! If you have an idea of a way we can make life easier for our players, just let us know and we will at least see if we can make it happen.

REVISED SHIP CARD

GORN FRIGATE SQUADRON SCALE

COUNTER FF

POINT VALUE: 50

DAMAGE CONTROL: 2

POWER TRACK

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

GCS _____
Name

PROBES

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MARINES

4			
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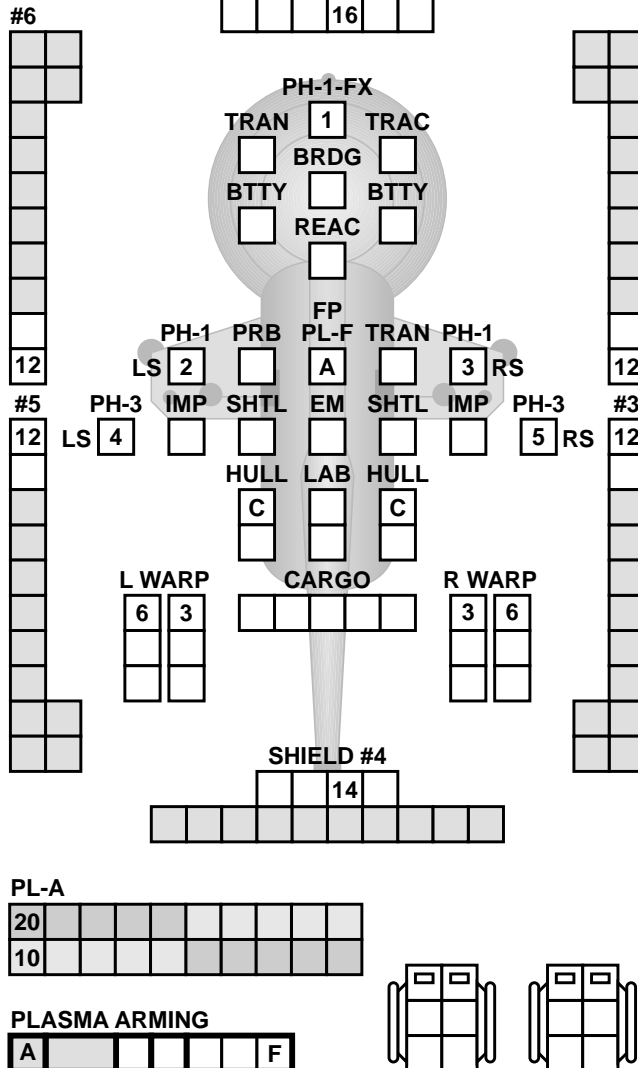
FRAME DAMAGE

3	
---	--

WEAPONS USED

A	1	2
3	4	5

TURN MODE B MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 SPEED COST 4
BASE SPEED 24 TURN MODE 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



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

The publisher of this game grants permission to players to make a reasonable number of photocopies of this page (up to 25 per month) for the personal use of the player. Reproduction for sale is not authorized.



FEDERATION COMMANDER: ORION ATTACK
SQUADRON SCALE SHIP CARD #126 of 113-128
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FRACTIONAL POWER
0 1/4 1/2 3/4

NEW SHIP CARD

KLINGON F5WC DESTROYER LEADER FLEET SCALE

COUNTER **F5WC**
POINT VALUE: 58
DAMAGE CONTROL: 2

POWER TRACK

IKV _____

Name

PROBES

--	--	--	--	--

MARINES

6					
---	--	--	--	--	--

FRAME DAMAGE

2	
---	--

WEAPONS USED

A	1	2	3	4	Z
---	---	---	---	---	---

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

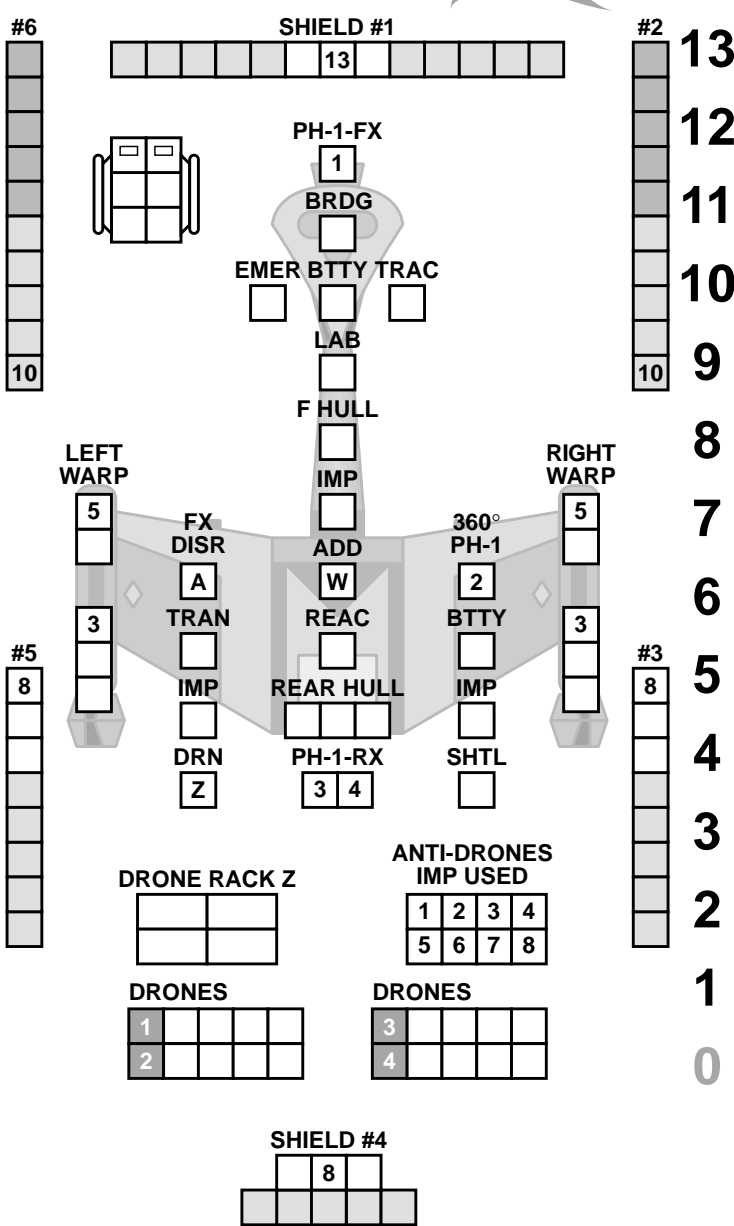
ACCELERATION
COST 1/4

DECELERATION
COST 1/4

HIGH ENERGY
TURN COST
1+1/4

EVASIVE
MANEUVER
COST 1+1/2

ANTI-DRONE W



DRONE RACK Z

DRONES

1			
2			

ANTI-DRONES
IMP USED

1	2	3	4
5	6	7	8

DRONES

3			
4			

C782

FEDERATION COMMANDER: COMMUNIQUE #78
FLEET SCALE SHIP CARD #C782
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FRACTIONAL POWER

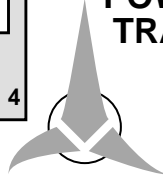
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NEW SHIP CARD

KLINGON F5WC DESTROYER LEADER SQUADRON SCALE

COUNTER **F5WC**
POINT VALUE: 110
DAMAGE CONTROL: 4



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

IKV
Name

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

MARINES
12 [] [] [] [] [] []
6 [] [] [] [] [] []

FRAME DAMAGE
4 [] [] [] []

WEAPONS USED
A B 1 2 3 4
5 6 7 Y Z

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

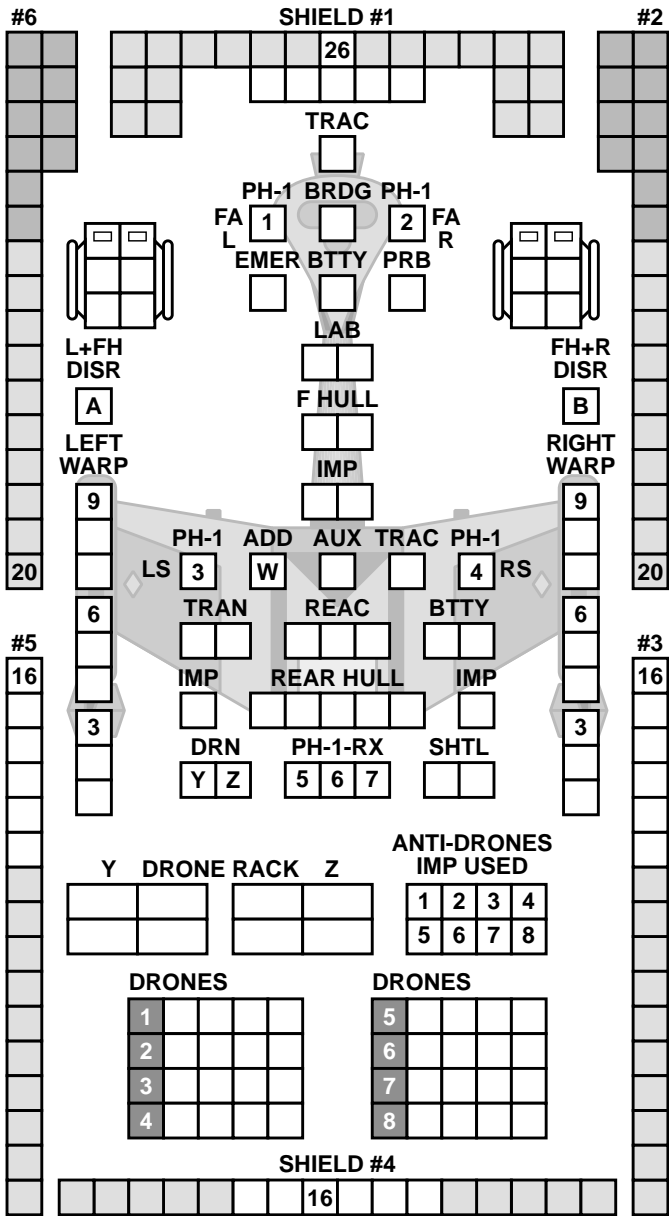
ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3

ANTI-DRONE W
[] [] [] [] [] []
[] [] [] [] [] []



FEDERATION COMMANDER: COMMUNIQUE #78
SQUADRON SCALE SHIP CARD #C782
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FRACTIONAL POWER
0 1/2

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NEW SHIP CARD

SEEKER

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

FRACTIONAL POWER

COUNTER	SK	POINT VALUE: 8	DAM CON: 1
---------	----	----------------	------------

MARINES 1

FRAME DAMAGE 1

WEAPONS USED 1

PROBES

SK _____
Name

TURN MODE B MOVE COST 1/8	
BASE SPEED 8 TURN MODE 2 SPEED COST 1	
BASE SPEED 16 TURN MODE 3 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	

5
4
3
2
1
0

STRIKER

SSK _____
Name

MARINES 1

FRAME DAMAGE 1

WEAPONS USED 1 Z

PROBES

DRONE RACK Z

C783 FRACTIONAL POWER

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

COUNTER	SSK	POINT VALUE: 18	DAM CON: 1
---------	-----	-----------------	------------

Fed, Klingon, Kzinti, WYN ships have drones. Gorn, Rom, ISC have plasma-D (FH). Others have phaser-1-FA.

10									
10									

6
5
4
3
2
1
0

This ship may be in a future product. We present it here because somebody requested it.

Seeker skiffs are very common civilian craft used for exploration, short-range transport, and trading. (These are actually ships from the Traveller universe, but the *Star Fleet Universe* just happens to have identical ships!

Striker Skiffs, built on the same frame, are used by police and government forces for local security. Rarely, Striker skiffs are in the hands of civilian owners who have government licenses for the weapons.

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NEW SHIP CARD

SEEKER SQUADRON SCALE

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

MARINES DAMAGE

1 1

WEAPONS USED

1 2

PROBES

□ □ □ □ □

SK Name

TURN MODE B
MOVE COST 1/4

BASE SPEED 8
TURN MODE 2
SPEED COST 2

BASE SPEED 16
TURN MODE 3
SPEED COST 4

BASE SPEED 24
TURN MODE 4
SPEED COST 6

ACCELERATION
COST 1/4

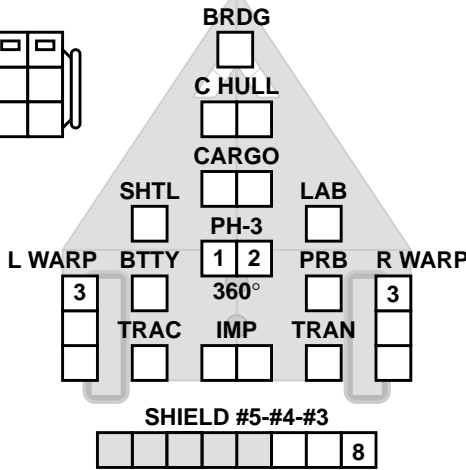
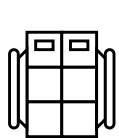
DECELERATION
COST 1/4

HIGH ENERGY
TURN COST 1+1/4

EVASIVE
MANEUVER COST 1+1/2

COUNTER	SK	POINT VALUE: 16	DAM CON: 2
---------	----	-----------------	------------

SHIELD #6-#1-#2						8
-----------------	--	--	--	--	--	---



COUNTER	SSK	POINT VALUE: 27	DAM CON: 2
---------	-----	-----------------	------------

SHIELD #6-#1-#2						8
-----------------	--	--	--	--	--	---

Fed, Klingon, Kzinti, WYN ships have drones. Gorn, Rom, ISC have plasma-D (FH). Others have phaser-1-FA.

DRONES			
1	□	□	□
2	□	□	□
3	□	□	□
4	□	□	□

STRIKER

SSK Name

MARINES DAMAGE

2 1

WEAPONS USED

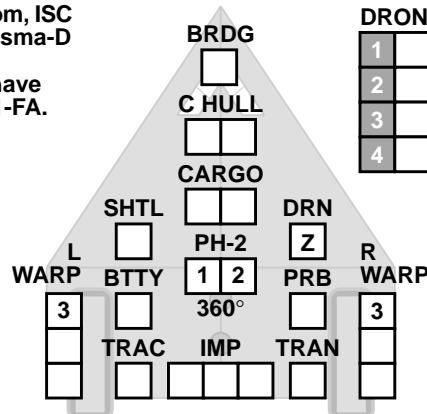
1 2 Z

PROBES

□ □ □ □ □

DRONE RACK Z

□	□
---	---



SHIELD #5-#4-#3						8
-----------------	--	--	--	--	--	---

TYPE-D PLASMA TORPEDOES

10	□	□	□	□	□	□	□
10	□	□	□	□	□	□	□

C783

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

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SQUADRON SCALE SHIP CARD #C783
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9
8
7
6
5
4
3
2
1
0
10
9
8
7
6
5
4
3
2
1
0

This ship may be in a future product. We present it here because somebody requested it.

Seeker skiffs are very common civilian craft used for exploration, short-range transport, and trading. (These are actually ships from the Traveller universe, but the *Star Fleet Universe* just happens to have identical ships!

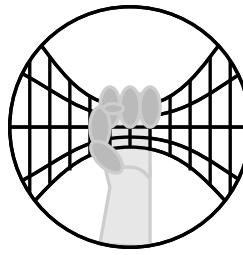
Striker Skiffs, built on the same frame, are used by police and government forces for local security. Rarely, Striker skiffs are in the hands of civilian owners who have government licenses for the weapons.

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SELTORIAN LIGHT BATTLESHIP

FLEET SCALE

COUNTER **BBL**
 POINT VALUE: 135
 DAMAGE CONTROL: 4



Power when undamaged:
 38 + 3.

POWER TRACK
 +40
 +30
 +20
 +10

STS _____
 Name

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
F	1	2	3	4	5	6	7	8

PROBES

--	--	--	--	--

MARINES

15				
10				
5				

FRAME DAMAGE

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

WEAPONS USED

A	B				
1	2	3	4		
5	6	7	8	9	

TURN MODE E
 MOVE COST 7/8

BASE SPEED 8
 TURN MODE 3
 SPEED COST 7

BASE SPEED 16
 TURN MODE 5
 SPEED COST 14

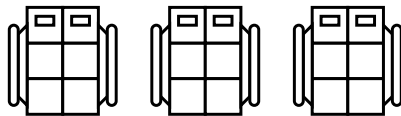
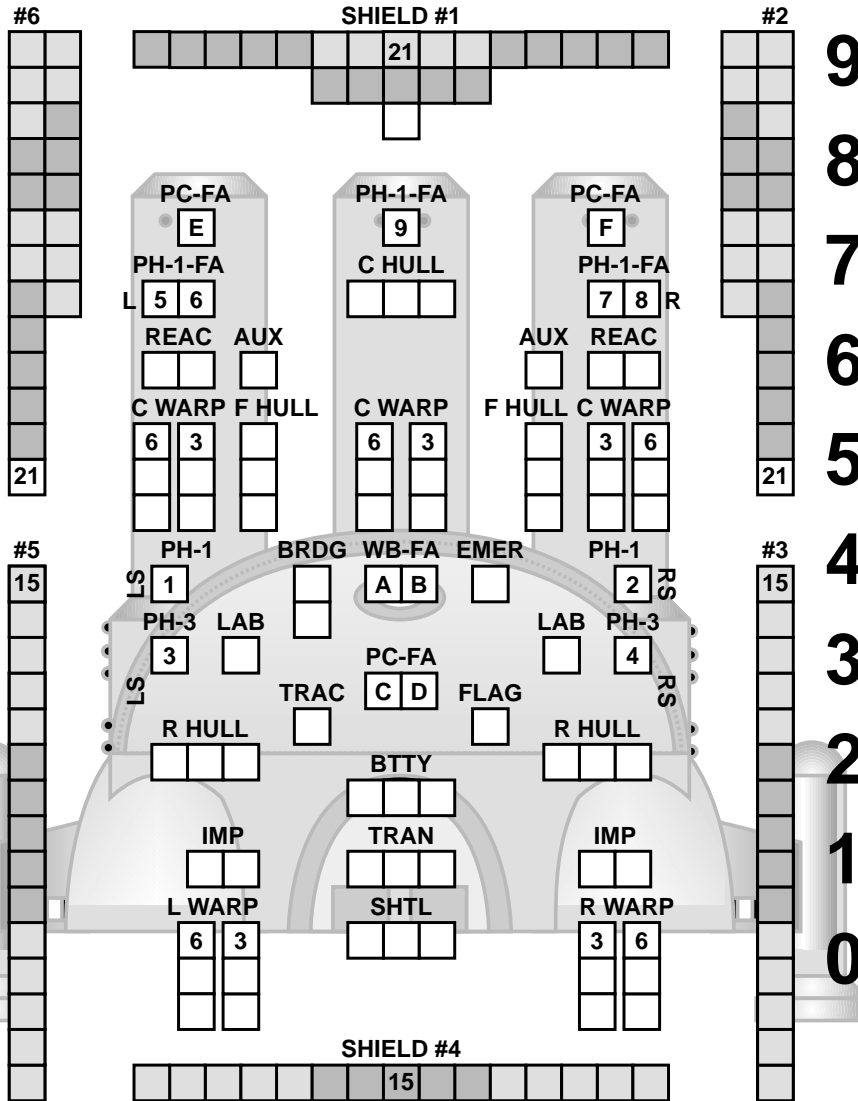
BASE SPEED 24
 TURN MODE 6
 SPEED COST 21

ACCELERATION
 COST 7/8

DECELERATION
 COST 7/8

HIGH ENERGY
 TURN COST
 4+3/8

EVASIVE MANEUVER
 COST 5+1/4



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 FLEET SCALE SHIP CARD #C781
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FRACTIONAL POWER

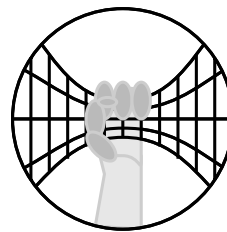
C781 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

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**LARGER SHIP CARD
 LOW-TONER VERSION**

SELTORIAN LIGHT BATTLESHIP SQUADRON SCALE

COUNTER **BBL**
POINT VALUE: 270
DAMAGE CONTROL: 8



POWER TRACK

+80
+70
+60
+50
+40
+30
+20
+10

9
8
7
6
5
4
3
2
1
0

STS

Name _____

PROBES

--	--	--	--

MARINES

30			
25			
20			
15			
10			
5			

FRAME DAMAGE

9			
4			

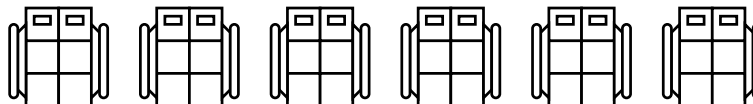
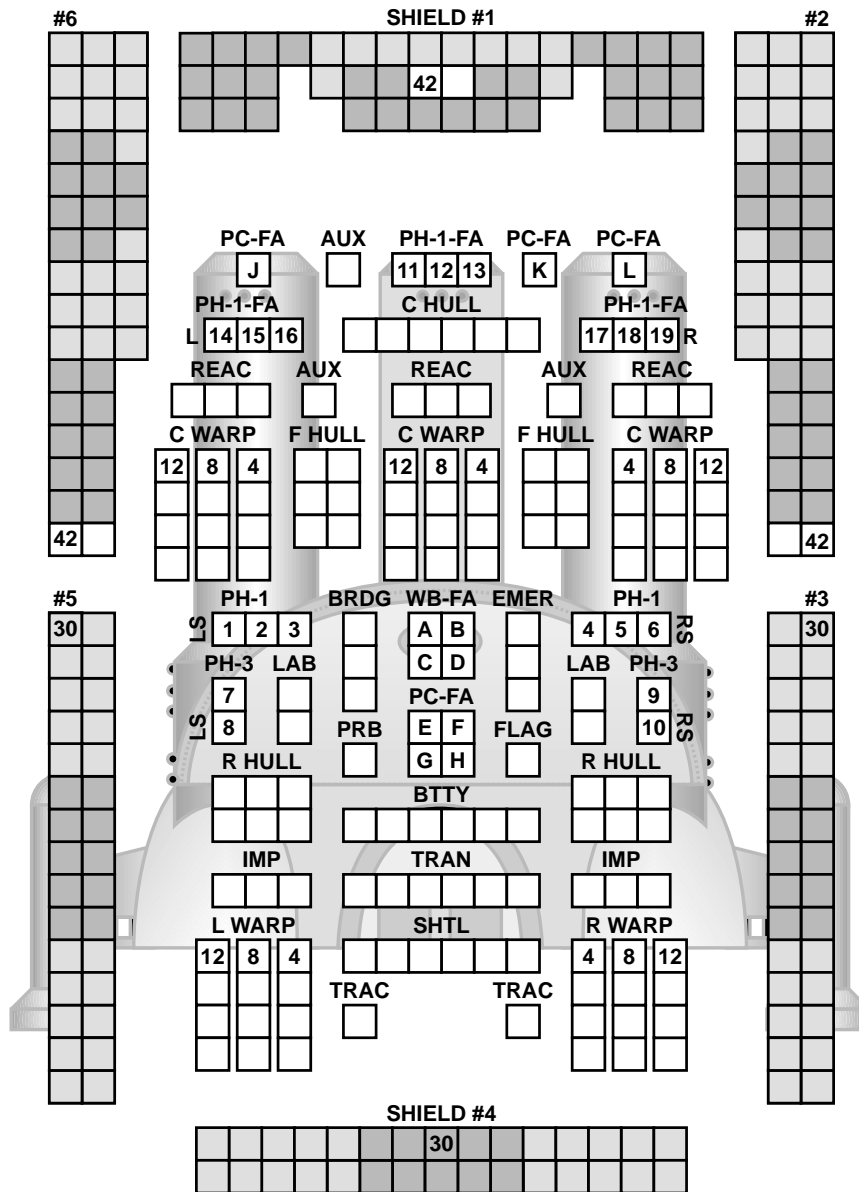
WEAPONS USED

A	B	C	D
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	

TURN MODE E MOVE COST 1+3/4
BASE SPEED 8 TURN MODE 3 SPEED COST 14
BASE SPEED 16 TURN MODE 5 SPEED COST 28
BASE SPEED 24 TURN MODE 6 SPEED COST 42
ACCELERATION COST 1+3/4
DECELERATION COST 1+3/4
HIGH ENERGY TURN COST 8+3/4
EVASIVE MANEUVER COST 10+1/2

PARTICLE	CANNON	IMP	USED	H	1	2	3	4	5	6	7	8					
E	1	2	3	4	5	6	7	8	J	1	2	3	4	5	6	7	8
F	1	2	3	4	5	6	7	8	K	1	2	3	4	5	6	7	8
G	1	2	3	4	5	6	7	8	L	1	2	3	4	5	6	7	8

Power when undamaged:
75 + 6.



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



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**LARGER SHIP CARD
LOW-TONER VERSION**

JUST RELEASED: NEW PRODUCTS

STAR FLEET MARINES: ASSAULT



SKU 2101, \$34.95

Assault is the first module in the new series; *Last Stand* (the second module) is slated for next year.

MARINES! The very name sends fear through the hearts of alien enemies. Marines kick ass and take names!

This is the first entirely new game system from ADB, Inc., in years. It brings infantry combat in the *Star Fleet Universe* to life in a way that allows ground battles to be fought simultaneously with the space battles portrayed by *Star Fleet Battles*, *Federation Commander*, *Starmada*, or *A Call to Arms SF*.

Over 500 unit counters portray squads of five Marines, snipers, engineers, commandos, and heavy weapons; or individual tanks and vehicles; or special game markers.

The very simple “shoot then move” system reflects the savage horror of war at bayonet point. Fast interaction is created by rules for opportunity fire and defensive snapshots, so both players are constantly acting, reacting, planning, and making hard decisions. Do you fire at those Klingon troops attacking your right flank — or hold the fire of your weapons for the main attack that has yet to appear (and might never)?

The full-color highly artistic map portrays the terrain on a typical planet far, far away, but rules allow you to designate the colored areas as crops, forest, swamps, marshes, or any of a dozen other types of alien landscape. The map even includes an active volcano and a river of lava!

SCARMADA: NOVA EDITION



STARMADA has entered a new era with the release of the new Nova Edition rulebook. Updated and improved, the new edition includes:

- Streamlined inertial movement, with options for different settings;
- An intuitive combat system, including three distinct layered defenses; and
- The most comprehensive starship construction rules available anywhere!
- Dozens of stand-alone options and advanced rules; pick the ones you want!

We will update the existing *Star Fleet Starmada* books to Nova Edition level during the spring and summer (*Klingon Armada*, *Romulan Armada*, *Distant Armada*, and *Alien Armada* will appear this summer). Admiral Edition books will no longer be sold through distribution as of now, but can be special ordered.

ROMULANS: Prime Directive PD20 Modern



SKU 8724, \$24.95

ROMULANS! The name sends shockwaves of terror through the Federation. With their cloaked ships, deadly plasma torpedoes, and self-aggrandizing attitude, the Romulans are just full of trouble for everyone in the galaxy.

This empire sourcebook has been updated and revised for the modern versions of 20-sided dice RPG systems.

History, political system, culture, society, the Great Houses, and complete deck plans of the SkyHawk war destroyer. Also includes deck plans and characters for Abbraxas Station, the primary point of contact with the Federation.

Also included are detailed surveys of all major (and several more) Romulan planets. This book has everything you need to fight the Romulans

— *or to become one!*

This is a small piece of the map done by Xander Fulton for *STAR FLEET MARINES: ASSAULT*. Other than the fact that it's cool, there is absolutely no reason that it needs to be in *Communique*.

