



# COMMUNIQUE #45

## STARDATE 2009.09

### NEW IN THIS ISSUE

We have included several new items in this issue.  
New Ship Card: Romulan KD5R War Cruiser  
Revised Ship Card: WYN War Destroyer  
Borders of Madness Ship Card: Klingon D7E Survey Ship  
Large Format Ship Card: Hydran Heavy Dreadnought  
New scenario: 8CM33: A Matter of Jurisdiction

### RELEASED IN 2009

*Federation Commander: Booster Pack #91, The Franz Joseph Ships*, has been released. It includes the classic DN, CA, DD, SC, and Tug, along with the DDM, DDL, and DDG variants. We have also released *Squadron Box #91* containing the first new production of the classic "Zocchi Plastics" in a decade. These are in the classic white plastic.

*Border Box #8*, which includes the Orion Dreadnought, was released on 23 February (4408, \$99.95).

*Federation Commander: Briefing #2* has been released and covers "The Middle Years" (4022, \$19.95).

The *Reference Rulebook* has been released and includes all of the *rules* from all products and all updates (4020, \$14.95).

### SCHEDULED FOR 2009

The major release this year will be *Hydran Attack* with more ships for the Hydrans, Lyrans, Klingons, Kzintis, and WYNs. The staff has almost completed work on the ships, but we are waiting for the production of the countersheets. The ships included are: Hydran Ranger, Iroquois, Tartar, Rhino Hunter, Buffalo Hunter, Lancer, Hunter, and Pegasus; Lyran Light Cruiser, New Heavy Cruiser, War Destroyer; WYN FF and AuxC; Klingon F5W; and Kzinti FFK. Six more ships are in the boosters.

*Briefing #3* will have "support units" and *Federation Admiral* will be the new campaign system for *Federation Commander*.

We will see a new series of independent *Booster Packs*. *Federation Commander: Booster Pack #92* will contain ships that were seen in *Briefing #1*. *Booster Pack #93* will contain ships seen in *Captain's Log*. *Booster Pack #94* will have light tactical transports. *Booster Pack #95* will have tugs, and *Booster Pack #96* will have more freighters and transports.

*Borders of Madness #1* and *#2* will appear next year with over 70 ships never intended for *Federation Commander*, including scouts, carriers, and maulers.

### PUBLISHER'S INFORMATION

*FEDERATION COMMANDER: COMMUNIQUE #45* is published and copyright © 2009 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://www.StarFleetGames.com), PO Box 8759, Amarillo TX 79114.

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### FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are in the *Commander's Circle*. Also available is the form to register your completed games, and you can even use the same form to register future games as a means of inviting people to attend and join the fun.

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.

Many stores have already signed up, and prizes (a series of "bonus cards" used to give ships a special ability) are being mailed out to those stores. The scenarios of the last six months of 2009 are as follows and reflect the period of tension before the General War. Get these reports to us ASAP!

July: 8B101 Sabotage!

August: 8B103 The Coming of the Meteor

September: 8B108 Landing Party

October: 8B111 Pandora's Box

November: 8B113 The Critical Hit

December: 8B115 Passing Engagement

In 2006, the Federation barely stopped the Klingons. The Romulans did not do that well in 2007. During 2008, the Tholians repulsed a Klingon invasion and the Klingon-Lyran Coalition conquered the Hydrans. Earlier this year, the Pirates rocked!

### 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>.

## 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†, Lyran POL £.

Federation DDF fast destroyer¥.

Klingon F5D drone-armed frigate variant, F6B variant, D6J penal ship, D5WL§, F5W§, D7E.

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

Kzinti drone frigate†, destroyer, FFK frigate§.

Gorn dreadnought-cruiser¥, HDE, MCC¥.

Hydran D7H *Anarchist* (captured Klingon D7), Lancer destroyer§, Lord Marshal§, Pegasus§, Tartar§, DW§.

Andromedan (scheduled for *War & Peace*).

Lyran CL§, NCA§, DW§.

Seltorian Hive Ship (larger than the Battlewagon).

Borders of Madness: maulers, scouts, survey ships.

All empires: commando ships £.

§ Scheduled for *FC: Hydran Attack* in 2009.

¥ Possible inclusion in *FC: Gorn Attack* in 2011.

† Was in *FC: Briefing #2*

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

## FED COMMANDER: TO DATE

*LINE OF BATTLE* (\$19.95, Stock #4007) has extra battleship cards for larger battles.

*Federation Commander: Briefing #1* (\$12.95, Stock #4021) was released in 2008. This includes 24 scenarios, plus tactics, six new ships, and a Scenario Designer's Guide.

*Squadron Boxes #22* (\$34.95, Stock #4322), *#23* (\$34.95, Stock #4323), and *#24* (\$34.95, Stock #4324) were released in 2009.

We released *Klingon Space* (\$34.95, Stock #4008) for those who bought *Romulan Border* first.

*Captain's Log #37* (\$18.95, Stock #5737), *Captain's Log #38* (\$19.95, Stock #5738), and *Captain's Log #39* (\$19.95, Stock #5739) each have a dozen pages of new ships, scenarios, and tactics for *Federation Commander*.

Already released: *Klingon Border*, *Klingon Attack*, *Romulan Border*, *Romulan Attack*, *Tholian Attack*, *Battleships Attack*, *Distant Kingdoms*, *Orion Attack*, *Booster Packs #0-#24*, *Squadron Boxes #0-#24*, *Border Boxes #1-#8*, *Captain's Log #32-#38*, *Academy*, *Graduation*, *Romulan Space*, *Klingon Space*.

## 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 our other 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.

*Federation & Empire* is out of stock until the new edition. Its next major expansion, *ISC War*, will follow that. Another product, *Civil Wars* will follow in 2010.

*Star Fleet Battles* received *R11 Support Ships* at Origins 2007, *Ω5: Omega Flotillas* in May 08, *Module X1R X-Ship Reinforcements* at Origins 2008, and *Module Y2* in October 08. *G3* was released in February.

*Prime Directive d20 Modern* has been released.

*Prime Directive Federation* is in final development.

*Prime Directive Tholians* is in development for 2009.

We are working on conversions of *Prime Directive* to other systems including D6, Fudge, SW, and HERO.

## WEBSITE UPDATE

We have completed the project to merge our two websites. The "new" [www.FederationCommander.com](http://www.FederationCommander.com) is now nested inside the "original" site which you all know is [www.StarFleetGames.com](http://www.StarFleetGames.com). Why did we do this?

We originally made [FederationCommander.com](http://FederationCommander.com) a separate site because we feared new players would find the original [StarFleetGames.com](http://StarFleetGames.com) site too huge and too confusing. As time went by, users of the "new" site wanted more and more of the "original" site's information copied over, and improvements to the "original" site had made it vastly easier to use. (The new site index makes it possible to find anything you want, quickly and easily.) There just was no reason to maintain two increasingly identical sites. Players were actually getting confused as to which site they were on at any given moment because the two sites were so extensively cross-linked and had so many identical pages.

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:

[www.StarFleetGames.com](http://www.StarFleetGames.com)

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.

## FEDERATION COMMANDER SCENARIO

### (8CM33) A MATTER OF JURISDICTION

The Klingon Internal Security Forces (ISF, police) had caught a group of Orion smugglers and captured an entire shipload of contraband luxury goods. The ISF officers, whose living standards were more spartan than those of the Klingon Deep Space Fleet (DSF, Navy), began distributing the special goods among their crews.

However, this was no ordinary smuggling operation; it had been ferrying illegal goods directly to the sector HQ of the DSF. (The Orions brought in the goods for sale to the Klingon elite, bribing the Navy to “look the other way”.) A DSF cruiser arrived on the scene with special instructions: “Due to the magnitude of this case, the Deep Space Fleet will assume jurisdiction and escort the captured freighter to Sector HQ.”

The ISF quickly realized what was going on. The confiscated goods would not appear on any official report, and possession was nine-tenths of the law.

#### (8CM33a) NUMBER OF PLAYERS

**Two:** The Klingon ISF player and the Klingon DSF player. Yes, both players are Klingon.

#### (8CM33b) INITIAL SETUP

**Map:** Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes). Use a “fixed” map since everyone is trying to keep the situation quiet. Any unit which ends the turn more than 25 hexes from all enemy units has disengaged and has left the scenario. Units may disengage in any direction.

**Klingon ISF:** Set up a small freighter in the lower right section of the map. Place an F5 within two hexes of the freighter. Place three G2s anywhere within 12 hexes of the freighter. All ships face in direction “A”.

**Klingon DSF:** Set up a D7 in any hex that is 26 hexes away from the small freighter in direction A/F, facing C.

#### (8CM33c) OBJECTIVE

**Mission-ISF:** Force the Deep Space Fleet units to disengage and maintain control of the freighter.

**Mission-DSF:** Capture the freighter and disengage while minimizing losses of ISF forces.

**Time Limit:** The scenario continues until the sixth turn, or until the freighter is destroyed or has disengaged.

**Victory:** The DSF player wins by capturing the freighter and disengaging it, or towing it off the map with a tractor beam. Otherwise, the ISF player wins.

#### (8CM33d) SPECIAL RULES

1. The ISF may place up to 4 Marine units on the freighter (two in Fleet Scale) before the scenario begins. These must come from the ISF ships on the map.

2. No ships other than the freighter can be captured, since after the battle each side will claim to have engaged a group of pirates.

3. If either player destroys an opposing ship, or the freighter, that player automatically loses the scenario.

#### (8CM33e) FORCE DYNAMICS

1. **Alternative ships:** Use police and naval units from any empire. (Use small ships if no formal police units.)

2. **Balance:** Adjust this by: remove or add a G2; change any ship to a smaller or larger type; change the time limit; give the DSF faster drones than the police.

3. **Pirates:** The Orions return to recapture the freighter (and win if they do so). Place an Orion CR 26 hexes from the freighter in direction A/B, facing the freighter, at the beginning of Turn #2. The Orion is not held to the scenario special rules and is free to capture or destroy any Klingon warship on the board.

#### (8CM33f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by Ethan A. Burrow and was published as SL84 in *Captain's Log #4*. It was converted to *Federation Commander* by Paul Cordeiro.

## INDEX FOR 2009:

• **Communique #37:** Scenario 8CM26 A Plague on Their Houses. Romulan War Eagle, ISC Frigate, Federation DDM, Lyran Hellcat BCH.

• **Communique #38:** Scenario 8CM27 First and Future Shock. Revised Federation NCL. New ISC CC and Federation Tug. Larger Orion BCH.

• **Communique #39:** Scenario 8CM28 What Price Victory? Revised Armed Cutter (#45), new Klingon G2, special Kzinti CVS, and larger Hydran Overlord.

• **Communique #40:** New Orion Medium Raider, Revised Large Freighter, large format Neo-Tholian Heavy Dreadnought, Romulan Sparrowhawk-C Scout, Nebula rules, Pulsar rules.

• **Communique #41:** Ships for the Middle Years (Kzinti DN, Fed CA, Klingon D7, Romulan WE), Scenario 8CM29 The Greening of Lot 49. Rules updates.

• **Communique #42:** Ships for the Middle Years (Hydran Ranger, Lyran Tiger, Gorn Allosaurus), large format Orion Heavy Battlecruiser, Scenario 8CM30 The *Dakota* Incident. Rules update.

• **Communique #43:** Ships from *Briefing #2* usable in any years (Federation Hospital Ship, Light Monitor), Revised WYN War Cruiser, Large Format Hydran Regent Light Dreadnought. Scenario 8CM31 The *Navajo* Incident.

• **Communique #44:** Revised Seltorian CA, new Klingon Tug, early years Hydran CC, large format Lyran DNL, scenario 8CM32 Rescue the Supply Tug.

• **Communique #45:** Revised WYN DW, new Romulan KD5R, Klingon D7E survey ship, large format Hydran DNL, scenario 8CM33 A Matter of Jurisdiction.

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*.

## Now In Your Store!

### FEDERATION COMMANDER BRIEFING #2: THE MIDDLE YEARS



#### The Original Series Years!

This 96-page book contains 72 black-and-white non-laminated starship diagrams, plus ten scenarios, tactics, and a small number of special rules.

*Briefing #2, the Middle Years* (SKU #4022, \$19.95), is now in your local store!

## New Miniatures

Release of these is set for 19 September 2009:

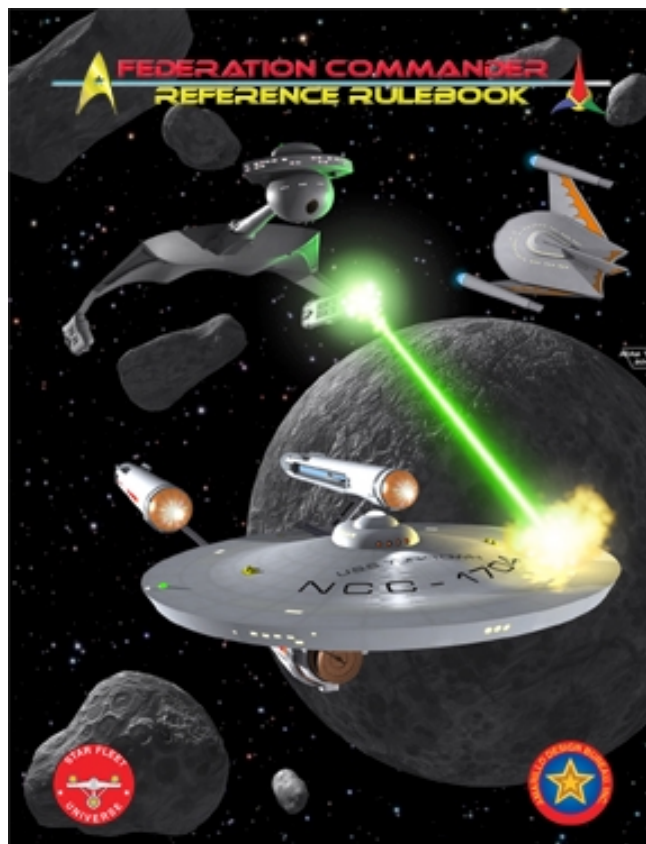
Drones (six), Stock #0051, \$9.95

Plasma (four type-F, two type-S, one type-R), Stock #0052, \$14.95.



## Now In Your Store!

### FEDERATION COMMANDER REFERENCE RULEBOOK



The *FC Reference Rulebook* has been released! At last, you can have the latest (fully updated) version of every rule, all in one place, in alpha-numerical order. Easy to find, easier to read, no hassles of finding out rules updates your opponent found on the website when you were not looking.

#### ADDED TO COMMANDER'S CIRCLE

Federation DDM destroyer, original FJ Tug; Klingon E7D, E7J, E5D, E5E; ISC frigate, command cruiser; Lyran heavy battlecruiser; Orion heavy battlecruiser, Romulan War Eagle, SkyHawk.

## NEWSLETTER

Check the website for news about the free on-line newsletter. It's full of fun and cool stuff.

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

## TACTICS WANTED!

Write up your favorite tactic (or dirty trick) and send it to us. A panel of expert players will judge these tactics for legality, creativity, and utility in combat, and we will print the ones with the highest scores in *Captain's Log*.

# 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](http://www.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](http://www.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.

## On-Line Opt-In Newsletter

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

## WYN CLUSTER WAR DESTROYER FLEET SCALE

**COUNTER** DD  
**POINT VALUE: 54**  
**DAMAGE CONTROL: 1**



**POWER TRACK**  
13

WDS \_\_\_\_\_  
Name

PROBES  
[ ][ ][ ][ ][ ]

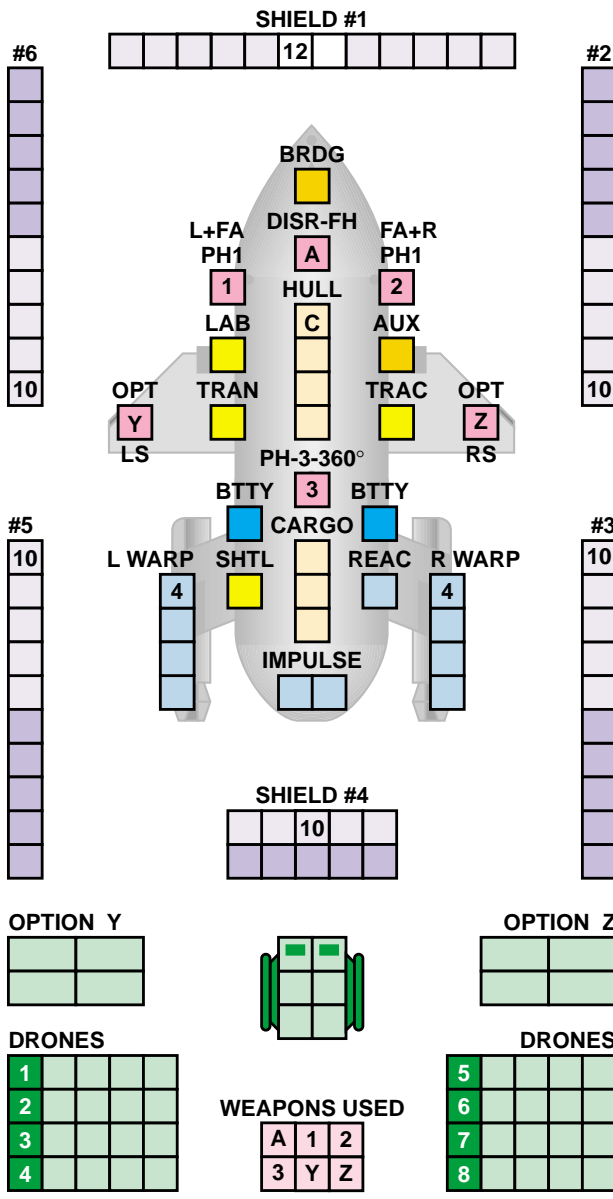
MARINES  
4 [ ][ ][ ][ ]

FRAME DAMAGE  
2 [ ][ ]

Optional Weapons Mounts can be Phaser-1 (LS/RS) or drone rack (360°); the player must select before the game begins.

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

**109**



12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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.**

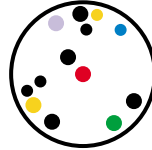
FEDERATION COMMANDER: DISTANT KINGDOMS  
 FLEET SCALE SHIP CARD #109 of 97-112  
 Copyright © 2008 Amarillo Design Bureau, Inc.

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

# REVISED SHIP CARD

## WYN CLUSTER WAR DESTROYER SQUADRON SCALE

COUNTER DD  
POINT VALUE: 104  
DAMAGE CONTROL: 2



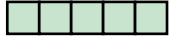
POWER TRACK

+20

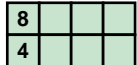
+10

WDS  
Name \_\_\_\_\_

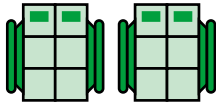
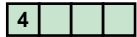
PROBES



MARINES



FRAME DAMAGE



Optional Weapons Mounts can be Phaser-1 (LS/RS) or drone rack (360°); the player must select before the game begins.

TURN MODE B  
MOVE COST 1/2

BASE SPEED 8  
TURN MODE 2  
SPEED COST 4

BASE SPEED 16  
TURN MODE 3  
SPEED COST 8

BASE SPEED 24  
TURN MODE 4  
SPEED COST 12

ACCELERATION  
COST 1/2

DECELERATION  
COST 1/2

HIGH ENERGY  
TURN COST 2+1/2

EVASIVE MANEUVER  
COST 3

109

#6

20

#5

20

OPT W

DRONES

SHIELD #1

PH-3-FX

SHIELD #4

OPT X

DRONES

RACK Y

DRONES

RACK Z

WEAPONS USED

#2

20

#3

20

OPT X

DRONES

WEAPONS USED

Power when undamaged: 22 + 4.

FRACTIONAL POWER  
0      1/2

There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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# NEW SHIP CARD

## ROMULAN KD5R WAR CRUISER FLEET SCALE

COUNTER **KD5R**  
POINT VALUE: 69  
DAMAGE CONTROL: 2



**POWER TRACK**

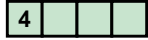
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

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

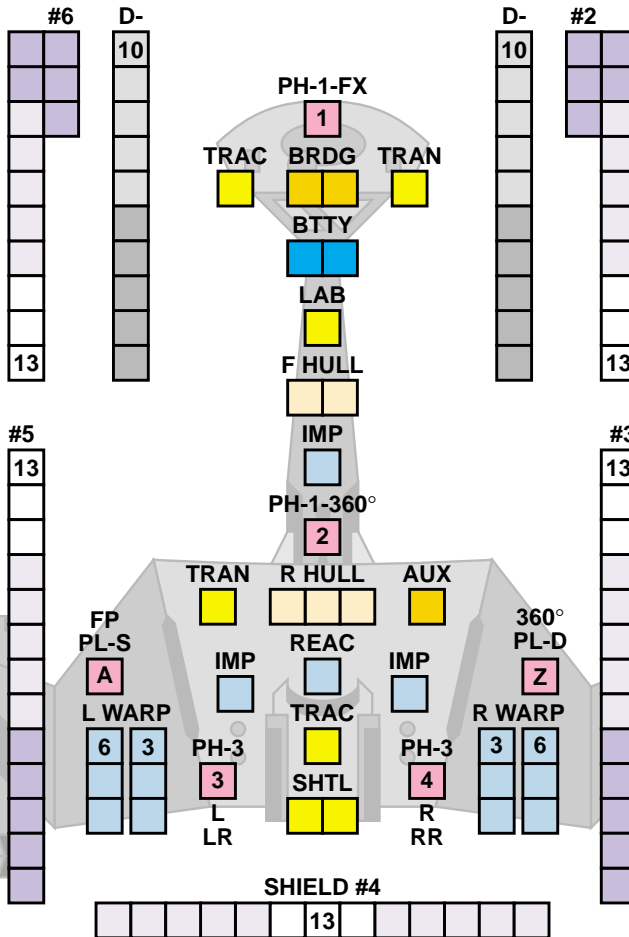
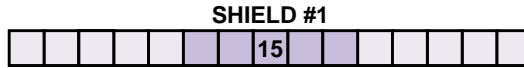
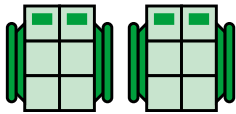
PROBES



MARINES



FRAME DAMAGE



<b>CLOAK COST</b> = 1+1/8
<b>TURN MODE B</b> MOVE COST 3/8
<b>BASE SPEED 8</b> TURN MODE 2 SPEED COST 3
<b>BASE SPEED 16</b> TURN MODE 3 SPEED COST 6
<b>BASE SPEED 24</b> TURN MODE 4 SPEED COST 9
<b>ACCELERATION</b> COST 3/8
<b>DECELERATION</b> COST 3/8
<b>HIGH ENERGY</b> TURN COST 1+7/8
<b>EVASIVE MANEUVER</b> COST 2+1/4

**PLASMA A**

30									
20									
10									

**PLASMA-D IMPULSE USED**

Z	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

**PLASMA ARMING**

A									
							G	S	

**PLASMA-D USED**

Z									
---	--	--	--	--	--	--	--	--	--

**WEAPONS USED**

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

FEDERATION COMMANDER: COMMUNIQUE #45  
FLEET SCALE SHIP CARD #C45  
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**C45**

**FRACTIONAL POWER**

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

This ship will be in a future product. We present it here because somebody requested it as an SFB ship not available for FC.

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# NEW SHIP CARD

## BORDERS OF MADNESS

**KLINGON D7E**  
**SURVEY**  
**CRUISER**  
*FLEET SCALE*

COUNTER **D7E**  
 POINT VALUE: 74  
 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

*IKV Inquisitor*  
 Name

PROBES  

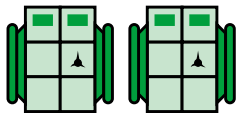
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MARINES  

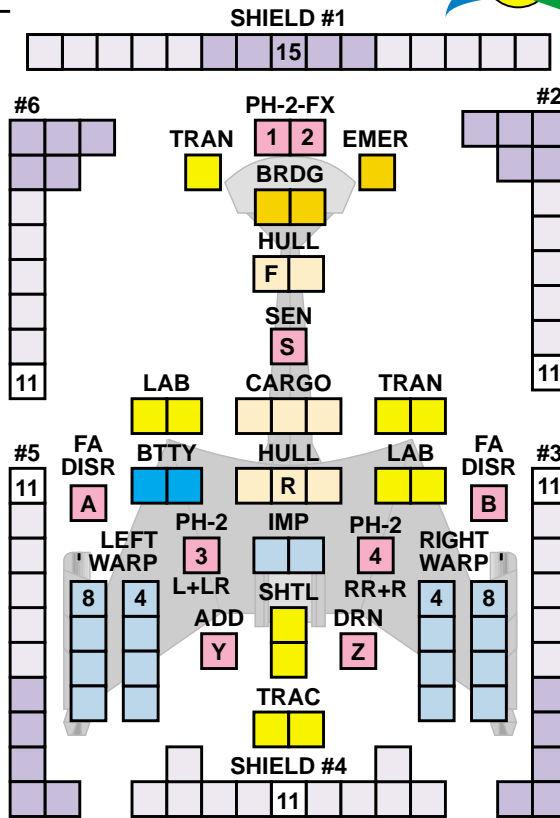
8			
4			

FRAME DAMAGE  

2	
---	--



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


DRONE RACK Z  


WEAPONS USED  

A	B	1	2
3	4	S	Z

ANTI-DRONES: IMPULSE USED  

1	2	3	4
5	6	7	8

DRONES  

1			
2			
3			
4			

**FRACTIONAL POWER**  
 0 1/2

This ship is scheduled for *Briefing #3*.

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**F311** FEDERATION COMMANDER: BRIEFING #3  
 FLEET SCALE SHIP CARD #F311  
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# NEW SHIP CARD

## BORDERS OF MADNESS

**KLINGON D7E**  
**SURVEY CRUISER**  
*SQUADRON SCALE*

COUNTER D7E  
 POINT VALUE: 147  
 DAMAGE CONTROL: 4



**POWER TRACK**

**+30**

**+20**

**+10**

*IKV Inquisitor*

Name

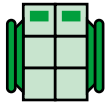
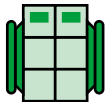
PROBES


MARINES

16					
11					
6					

FRAME DAMAGE

4			
---	--	--	--



TURN MODE B  
 MOVE COST 1

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 8

BASE SPEED 16  
 TURN MODE 3  
 SPEED COST 16

BASE SPEED 24  
 TURN MODE 4  
 SPEED COST 24

ACCELERATION  
 COST 1

DECELERATION  
 COST 1

HIGH ENERGY  
 TURN COST 5

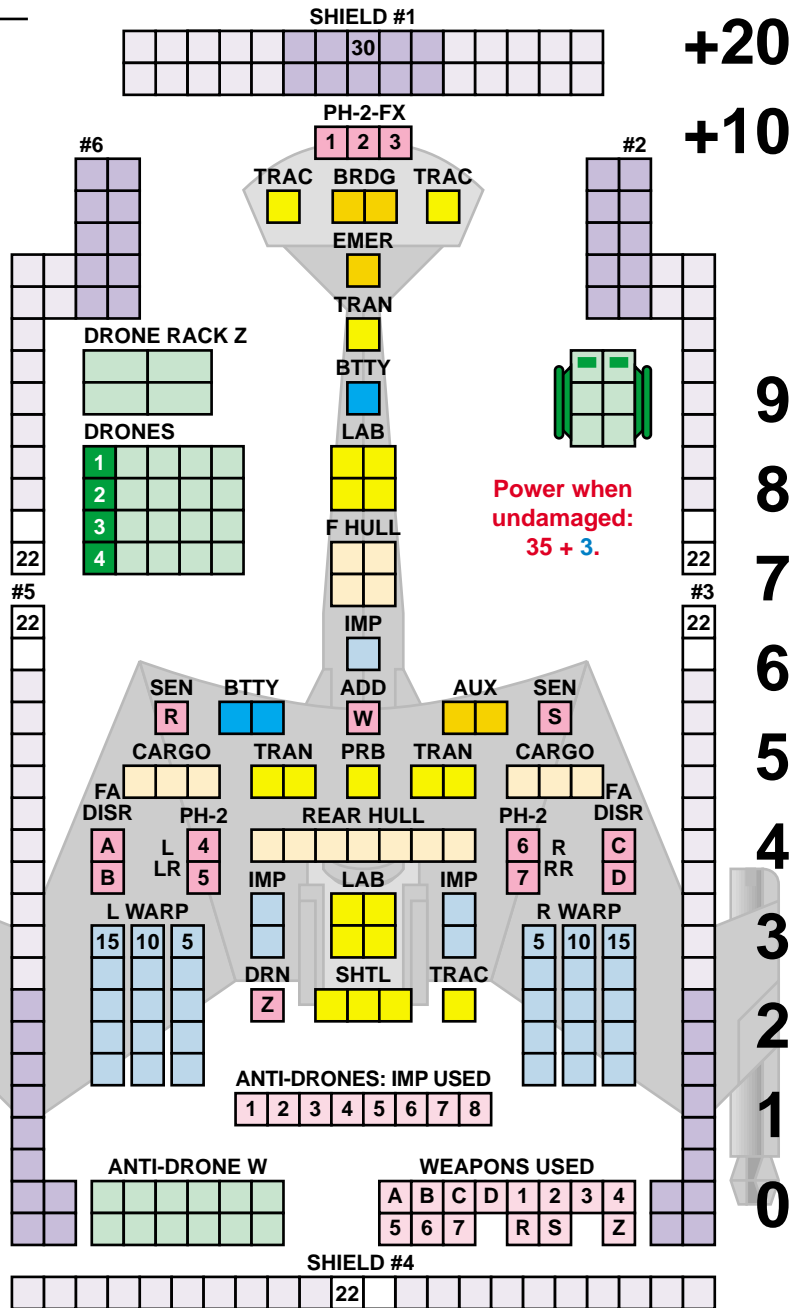
EVASIVE  
 MANEUVER  
 COST 6



FEDERATION COMMANDER: BRIEFING #3  
 SQUADRON SCALE SHIP CARD #F311  
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**FRACTIONAL POWER**  
 0 1/2

This ship is scheduled for *Briefing #3*.



Power when undamaged:  
 35 + 3.

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# HYDRAN REGENT HEAVY DREADNOUGHT

*FLEET SCALE*

COUNTER REG  
POINT VALUE: 106+40  
DAMAGE CONTROL: 3



POWER TRACK

+30  
+20  
+10

HMS \_\_\_\_\_  
Name

PROBES  
[ ] [ ] [ ] [ ] [ ]

MARINES #6  
9 [ ] [ ] [ ] [ ] [ ] [ ]  
5 [ ] [ ] [ ] [ ] [ ] [ ]

HELLBORE ARMING

A	B
P	P
L	L
O	O
F	F

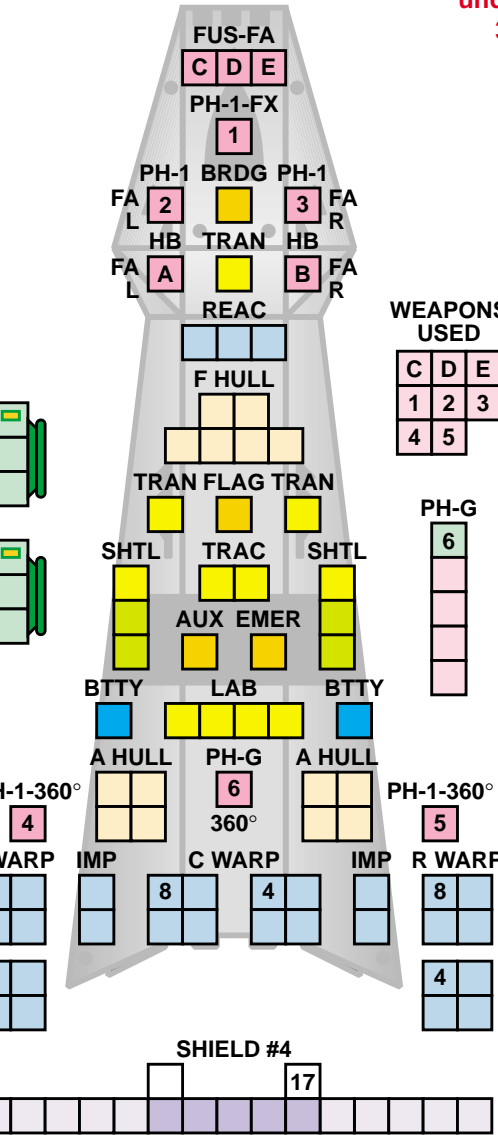
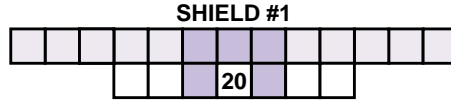
FRAME DAMAGE

4 [ ] [ ] [ ] [ ]

- TURN MODE D  
MOVE COST 3/4
- BASE SPEED 8  
TURN MODE 2  
SPEED COST 6
- BASE SPEED 16  
TURN MODE 4  
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

92

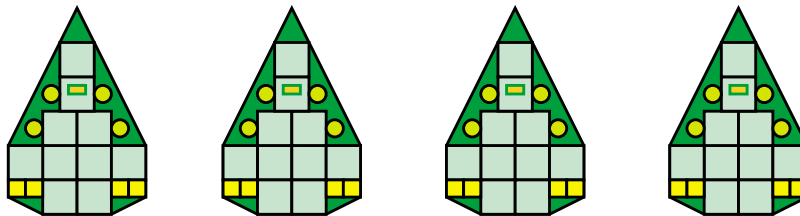
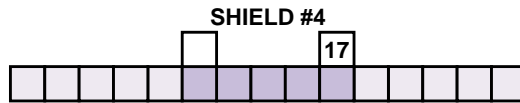
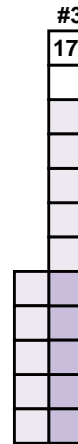
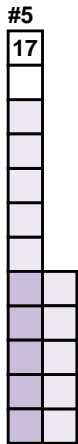
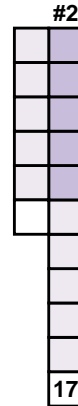
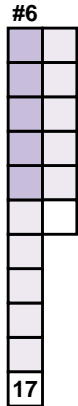
FEDERATION COMMANDER: BOOSTER #17  
FLEET SCALE SHIP CARD #92 of 81-96  
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Power when undamaged:  
31 + 2.

WEAPONS USED  
C D E  
1 2 3  
4 5

PH-G  
6



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

9  
8  
7  
6  
5  
4  
3  
2  
1  
0

LARGER SHIP CARD

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