



COMMUNIQUE #46

STARDATE 2009.10

NEW IN THIS ISSUE

We have included several new items in this issue.
New Ship Card: Kzinti Drone Frigate
Revised Ship Card: Seltorian Destroyer
Borders of Madness Ship Card: Klingon D5G
Large Format Ship Card: Federation BCP
New scenario: 8CM34: Groundfire

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 #46 is published and copyright © 2009 by Amarillo Design Bureau, Inc., 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 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) 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>.

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.

The new *Starmada* and *Klingon Armada* books were released in September 09.

Federation & Empire is out of stock until the new edition. Its next major expansion, *ISC War*, will follow.

Star Fleet Battles received *Module X1R X-Ship Reinforcements* at Origins 2008, *Module Y2* in October 08, *G3* in February 09, and *G3A* in August 09.

Prime Directive d20 Modern has been released and *Klingons d20 Modern* is due in on 19 Oct 09.

Prime Directive Federation is in final development.

Prime Directive Tholians is in development for 2010.

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 is now nested inside the "original" site which you all know is www.StarFleetGames.com. Why did we do this?

We originally made FederationCommander.com a separate site because we feared new players would find the original 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) 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

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

(8CM34) GROUNDFIRE

The Federation had established a small agricultural colony on a planet in the Neutral Zone between themselves and the Klingon Empire. The Klingons more or less ignored this, until they noticed suspicious transmissions which indicated that the colony had been used for military purposes in violation of the Organian Treaty. The Klingon decided to send a Marine battalion to the planet in order to secure proof that would satisfy the Organians.

(8CM34a) NUMBER OF PLAYERS

Two: The Klingon player and the Federation player.

(8CM34b) 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). Place a planet in the center. This is a “location” map. Any unit which ends the turn more than 25 hexes from the planet has disengaged and has left the scenario. Klingon units may only disengage in directions D, E, or F. Federation units may only disengage in directions A, B, or C. Units which disengage in an unauthorized direction are considered destroyed.

Klingon Forces: D5G and F5 placed 25 hexes in direction D/E from the planet.

Federation Forces: Police ship anywhere within five hexes of the planet. On Turn #3, place a Federation frigate 25 hexes in direction B/C from the planet.

(8CM34c) OBJECTIVE

Mission-Klingon: Land at least 20 Marine Squads (Boarding Parties, ten in Fleet Scale) on the planet, keep them there for three turns, and evacuate them to secure proof of Federation violation of the Organian treaty. See rule (8CM23d) below.

Mission-Federation: Prevent the Klingons from finding the proof, allowing the illegal activities to continue.

Time Limit: The scenario continues until the end of Turn #7, at which time other units arrive and the situation becomes too complicated.

Victory: If the Klingons complete their mission (see special rules) they win the scenario. Otherwise, they lose.

(8CM34d) SPECIAL RULES

1. Landing: Start counting the three turns (24 consecutive impulses) from the moment that the 20th Marine Squad arrives. Do not count any impulses in which there are less than 20 Marine Squads on the surface (10 in Fleet Scale). The Klingons must then remove all of their surviving Marine Squads from the surface.

2. Rules of Engagement: You may not fire on a ship if there is any statistical possibility that the resulting volley might destroy the ship.

3. Surface Battle: The colony is on the hex side of the planet facing in direction E. There are six Federation Marine Squads (three in Fleet Scale) at the colony (on the planet), and the Federation ships may land more Marine Squads under the rules. (The Klingon F5 may also land its Marine Squads on the planet.) Combat between Marine Squads on the planet is treated as combat on board a ship, i.e., the opposing Marine Squads may fight each other.

4. Landing: If the D5G lands on the planet, it can land an additional six Marine Squads per turn.

(8CM34e) FORCE DYNAMICS

1. Alternative Empires: You can replace the Federation ships with equivalent Kzinti, Hydran, or Tholian ships. If you adapt a commando ship SSD from *SFB*, you could replace the Klingon ships.

2. Balance: You can adjust the balance of the scenario by changing the Klingon F5 to an E4 or a D5, or by adding a few Federation Marine Squads to the planet.

(8CM34f) DESIGNER'S NOTES

I wanted a scenario that used the Klingon D5G in this issue, and which could be used in *Briefing #3*.

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*.

Rules & Rulings

(1E1) First paragraph should add note that Orion engine doubling (5L2) is declared here, before selection of base-line speed.

(1E2a) Declare Emergency Deceleration (2D3a) occurs here after declaration of acceleration.

(1E2a) Cancelling Evasive Maneuvers (2D4d) occurs here too, but it is after acceleration and Emergency Deceleration.

(2D4b) An evasive ship takes more asteroid damage (6B2e).

(2D5b) Shuttles do not have to be stopped like ships. They just have to end the turn adjacent to the planet.

(5B3) If a lab is disabled during the turn, it still collects information for that turn. For the range, use the closest approach while it was not disabled.

(5H5) The example takes a little liberty to keep it simple. Technically, the shuttle does not land on the planet until the first sub-pulse of the first impulse on the following turn, as defined in (2D5b).

(5P3d) A ship must take damage from a dust or asteroid hex, not just enter it to void the cloak. In this specific case, the voiding only lasts through the next impulse. See (6B2e).

(5P3d) A cloaked ship struck by an ESG Offensive Burst (5N2d) has its cloak voided at the end of the Offensive Fire Phase in which it was struck.

(7E) Disruptors carried by the Orion LR are Range 15.

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

Released on 22 September 2009:

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

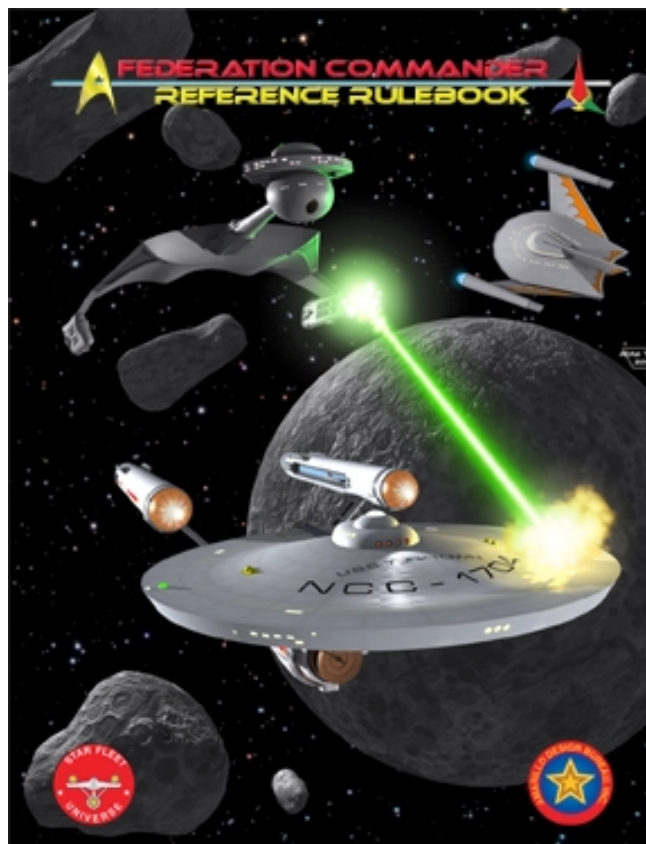
Plasma (four type-F, two type-S, one type-R), Stock #0052, \$14.95.

Fighter and shuttle packs are due on 19 October.



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 about rules updates your opponent found on the website when you were not looking.

ADDED TO COMMANDER'S CIRCLE

From *Communique #39*: Armed Priority Transport (Squadron Scale), Small Freighter (Fleet Scale), Hydran Overlord, Kzinti CVS, Klingon G2 Police Cutter. (We post the separate ships six months after the issue.)

NEWSLETTER

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

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

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](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 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.

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

We Welcome Your Ideas

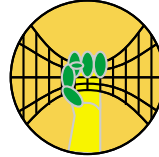
Really! We do! If you have an idea of a way we can make life easier for our players, just let us know and we will at least see if we can make it happen.

REVISED SHIP CARD

SELTORIAN DESTROYER

SQUADRON SCALE

COUNTER **DD**
 POINT VALUE: 95
 DAMAGE CONTROL: 2



POWER TRACK

- 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

PROBES

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STS Name _____

MARINES

10				
5				

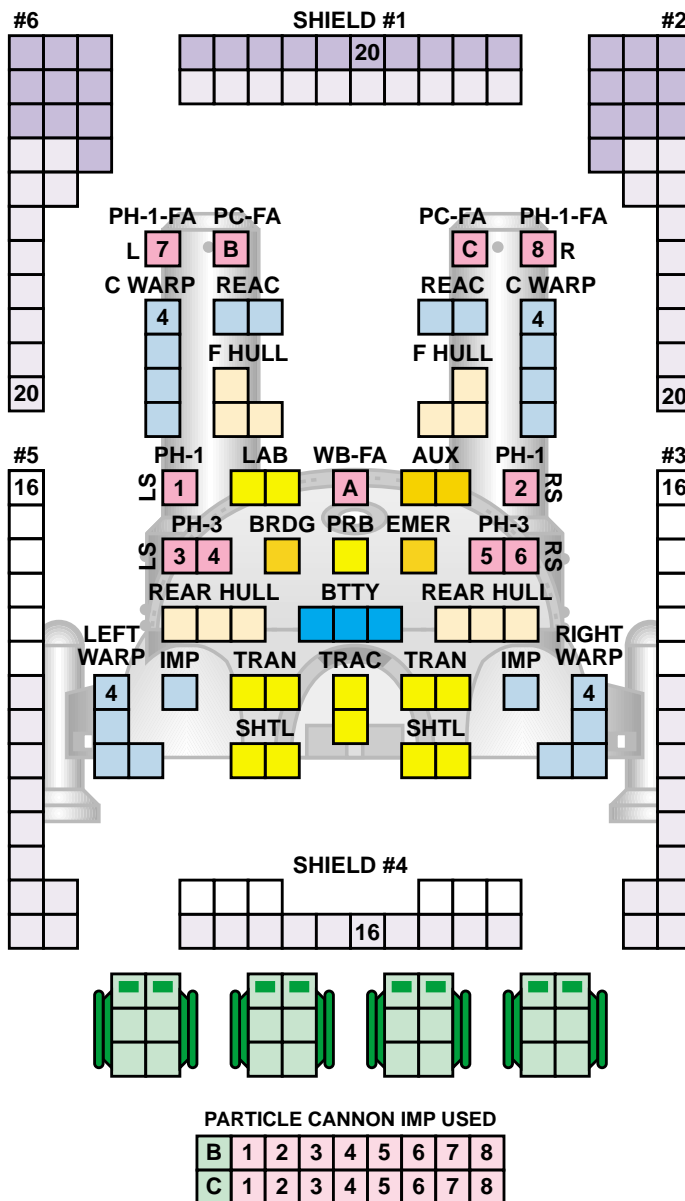
FRAME DAMAGE

4			
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WEAPONS USED

A	1	2	3	4
	5	6	7	8

TURN MODE C 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 5 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3



We picked this ship for this issue because the Seltorians don't have very many ships on the *Commander's Circle* download page.

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: THOLIAN ATTACK
 SQUADRON SCALE SHIP CARD #76 OF 65-80
 Copyright © 2007 Amarillo Design Bureau, Inc.

FRACTIONAL POWER
 0 1/2

NEW SHIP CARD

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

KZINTI DRONE FRIGATE

SQUADRON SCALE

COUNTER DF

POINT VALUE: 93

DAMAGE CONTROL: 2

KHS
Name

POWER TRACK

PROBES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MARINES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FRAME DAMAGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

#6

12

#5

12

SHIELD #1

FA DISR

EMER PH-1-FA BRDG

TRAN 1 BTTY

F HULL

PH-3 DRN TRAC SHTL AUX DRN PH-3

LS HULL PH1-360° CARGO RS

DRONE RACK U R PRB DRONE RACK V

LAB BTTY TRAN

DRN W IMP REAC IMP DRN

X Y Z

LEFT WARP CNTR WARP RIGHT WARP

4 4 4

SHIELD #4

#2

12

#3

12

The disruptor is limited to a range of 15 hexes.

DRONE RACK W	DRONE RACK X	DRONE RACK Y	DRONE RACK Z
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

This ship can control 12 drones at any one time.

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

WEAPONS USED

C46Z	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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FRACTIONAL POWER

0 1/4 1/2 3/4

FEDERATION COMMANDER: COMMUNIQUE #46
SQUADRON SCALE SHIP CARD #C46Z
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NEW SHIP CARD

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

KZINTI DRONE FRIGATE

FLEET SCALE

COUNTER DF

POINT VALUE: 46

DAMAGE CONTROL: 1

KHS _____

Name _____

POWER TRACK

PROBES

--	--	--	--	--

MARINES

2	
---	--

FRAME DAMAGE

2	
---	--

SHIELD #1

	7			
--	---	--	--	--

9

8

7

6

5

4

3

2

1

0

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

#6

6

#2

6

DRONE RACK X

--	--

WEAPONS USED

A	1	2	X	Y	Z
---	---	---	---	---	---

DRONE RACK Y

--	--

DRONE RACK Z

--	--

DRONES

1			
2			
3			
4			
5			
6			

DRONES

7			
8			
9			
10			
11			
12			

SHIELD #4

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

The disruptor is limited to a range of 15 hexes.

This ship can control 12 drones at any one time.

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FLEET SCALE SHIP CARD #C46Z
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FRACTIONAL POWER

C46Z	0	1/8	1/4	3/8	1/2	5/8	3/4	7/8
------	---	-----	-----	-----	-----	-----	-----	-----

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NEW SHIP CARD

BORDERS OF MADNESS

**KLINGON D5G
COMMANDO
CRUISER**
FLEET SCALE

COUNTER **D5G**
POINT VALUE: 47
DAMAGE CONTROL: 2



POWER TRACK

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

This ship is scheduled for *Briefing #3*.

IKV
Name

PROBES

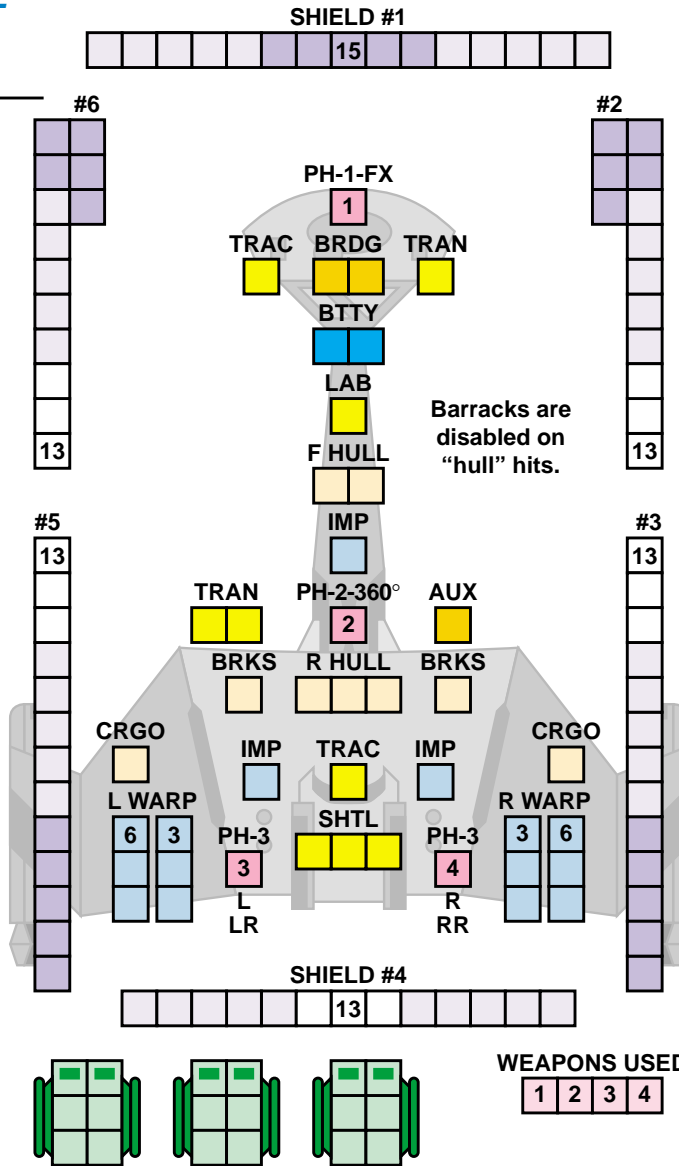
MARINES

17					
12					
6					

FRAME DAMAGE

2

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



FEDERATION COMMANDER: COMMUNIQUE #46
FLEET SCALE SHIP CARD #C46K
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C46K

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

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NEW SHIP CARD

BORDERS OF MADNESS

KLINGON D5G
COMMANDO
CRUISER
SQUADRON SCALE

COUNTER **D5G**
 POINT VALUE: 95
 DAMAGE CONTROL: 4



POWER TRACK +30
 +20
 +10

Power when undamaged: 29 + 3.

This ship is scheduled for *Briefing #3*.

IKV
 Name

PROBES

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

MARINES

34					
24					
14					
4					

FRAME DAMAGE

4				
---	--	--	--	--

TURN MODE B
 MOVE COST 3/4

BASE SPEED 8
 TURN MODE 2
 SPEED COST 6

BASE SPEED 16
 TURN MODE 3
 SPEED COST 12

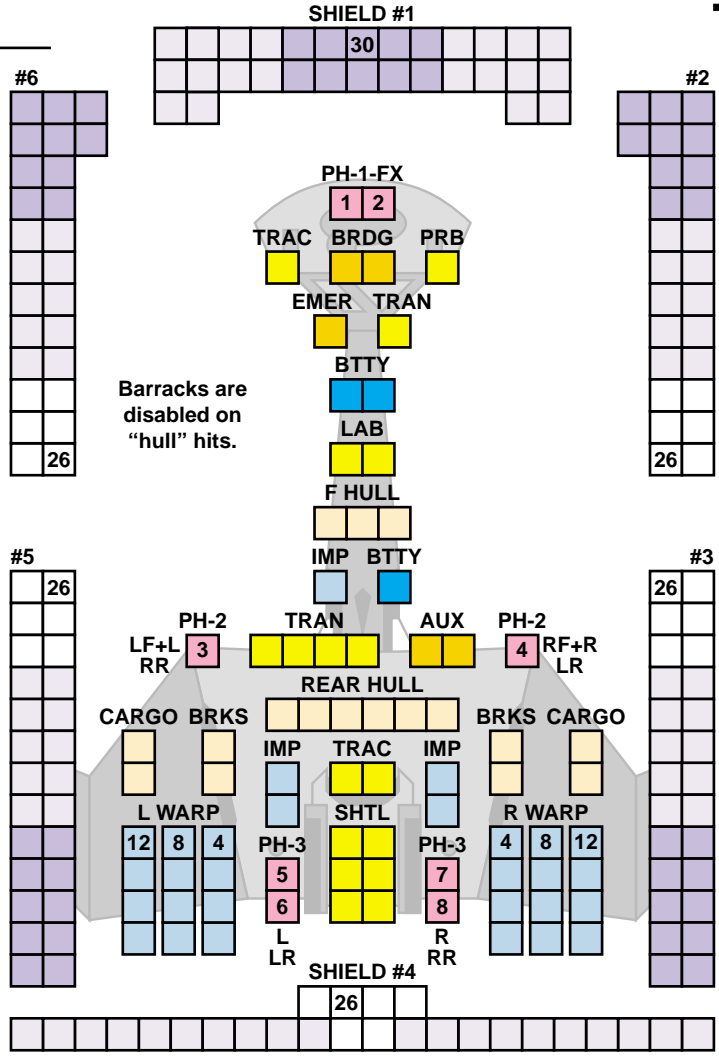
BASE SPEED 24
 TURN MODE 4
 SPEED COST 18

ACCELERATION
 COST 3/4

DECELERATION
 COST 3/4

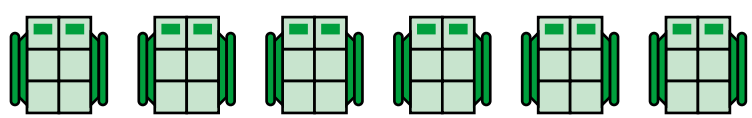
HIGH ENERGY
 TURN COST
 3+3/4

EVASIVE
 MANEUVER
 COST 4+1/2



Barracks are disabled on "hull" hits.

9
8
7
6
5
4
3
2
1
0



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 SQUADRON SCALE SHIP CARD #C46K
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FRACTIONAL POWER
 0 1/4 1/2 3/4

FEDERATION BCP BATTLECRUISER

FLEET SCALE

COUNTER **BCP**
 POINT VALUE: 94
 DAMAGE CONTROL: 3

POWER TRACK 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



PROBES

--	--	--	--	--

MARINES

8			
4			

FRAME DAMAGE

4			
---	--	--	--

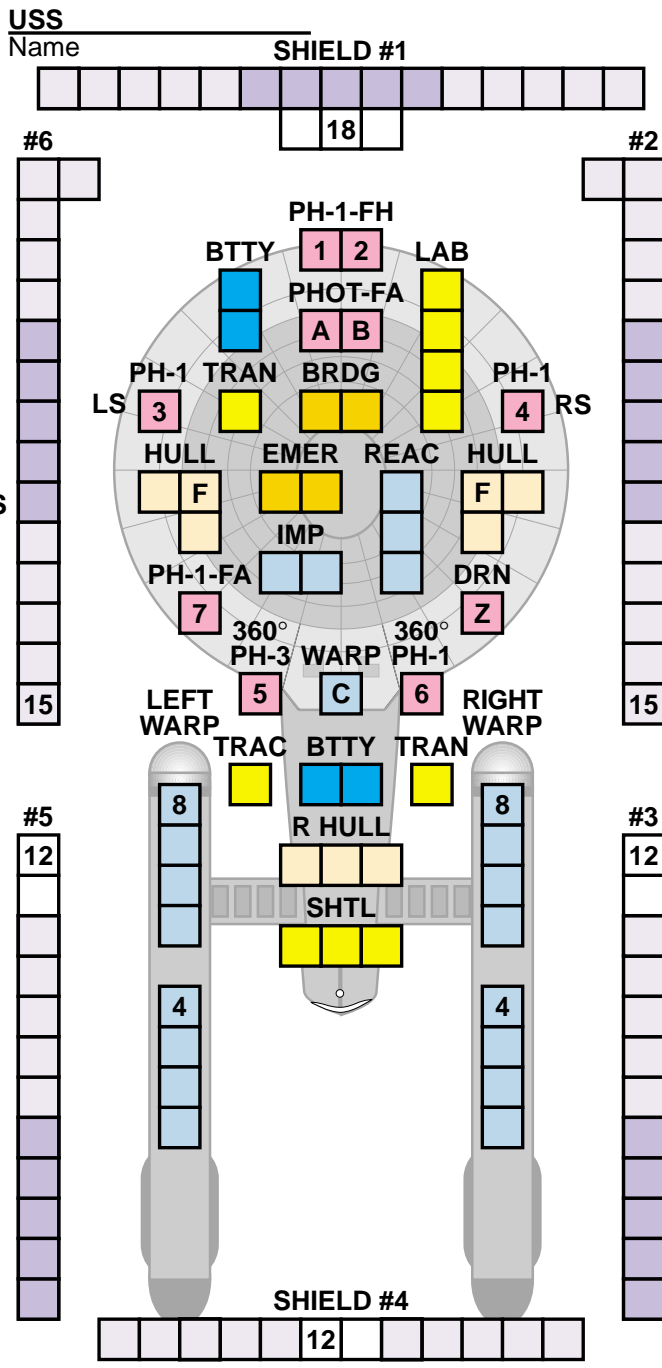
PHOTON ARMING

A	B
P	P
L	L
+4	+4
+8	+8
F	F

WEAPONS USED

1	4
2	5
3	6
7	Z

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



DRONES

1	2

DRONES

3	4

DRONES

5	6

L24

FEDERATION COMMANDER: CAPTAIN'S LOG #38
 FLEET SCALE SHIP CARD #L24
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FRACTIONAL POWER
 0 1/4 1/2 3/4

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LARGER SHIP CARD

