



# COMMUNIQUE #18

## STARDATE 2007.06

### NEW IN THIS ISSUE

We have included several Ship Cards in this issue.  
New ships: Klingon D6M and Romulan Falcon Maulers.  
Revised ship: Federation Light Cruiser.  
Ship for "Intruder" scenario: Gorn Battlecruiser.  
Larger ship: Gorn Heavy Battlecruiser.  
New scenario: 8TA14 Battle of the Hook. This matches the ship cards in Booster Pack #13.

### SCHEDULE UPDATE

Already released: *Klingon Border*, *Klingon Attack*, *Romulan Border*, *Romulan Attack*, *Tholian Attack*, *Booster Packs #0-#15*, *Squadron Boxes #0-#12 and #14-#15*, *Border Boxes #1-#4*, *Captain's Log #32-#34*.

We released *Captain's Log #35* in May.

We hope to ship *Squadron Box #13* and *Border Box #5* as soon as we get the Seltorian ships from the sculptor.

We will release *Federation Commander: Battleships Attack* at Origins, followed by *Squadron Boxes #16-#18* and *Boosters #16-#18* (with dreadnought variants) and *Border Box #6* (which will have the battleship and starbase miniatures).

We might release *Federation Commander: Distant Kingdoms* along with *Squadron Boxes #18-#21* in September, 2007. We might release *Booster Packs #18-#21* in October, and *Border Box #7* in November along with *Captain's Log #36*. Or we might decide to keep *Distant Kingdoms* until next year.

### REVISION-4 RULEBOOK AVAILABLE

*Romulan Border* and shipments of *Klingon Border* since July have included Revision-4 rulebooks. (These are marked 2506, but are Revision-4. The *Romulan Border* rulebook is the "first printing" of that product but the fourth revision of the rules.) Consult *Communique #11* for how to obtain this updated book.

### PUBLISHER'S INFORMATION

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### 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 #36*.

### FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are live 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 on:

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

along with everything else for this game system. (Look for the new "site map" button which makes this easier to reach.)

Many stores have already signed up, and the first round of prizes (a series of "bonus cards" used to give ships a special ability) are being mailed out to those stores.

The scenarios of the months for 2007 are as follows. All of these are from *Romulan Attack*.

January: (8RA1) Surprise Reversed

February: (8RA2) And to the *Republic*

March: (8RA3) The Art of Duty

April: (8RA4) Encounter at Denebola

May: (8RA5) Yefimov's Anabasis

June: (8RA6) The Magnificent Panzers

July: (8RA7) Morkedian Death March

August: (8RA8) Shield of the Federation

September: (8RA9) Practice, Practice, and Then What?

October-Nov-Dec: New scenarios to be published later.

In 2006, the Federation barely stopped the Klingons one hex from Earth. Can the Romulans do better in 2007?

### COMMANDER NEWS

#### THE BBS: 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.

An Updated Master Ship Chart for *Federation Commander* has been added to the Commander's Circle.

## 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.

We have done new fleet scale versions of the playtest plasma ships (showing the "half as many" approach) in *Communique*. The King Eagle was in issue #6, the fleet scale K7R was in #9, (squadron scale K7R was in #12), and the fleet scale ISC CA was in #15.

*Captain's Log #33* includes fleet scale war cruisers for the Hydrans, Lyrans, WYNs, and ISC. The rules for these races, and the cruisers, were published in *Booster Zero*. *Captain's Log #34* (now in stores) included the Lyran DN, CC, DD, and FF; and the Hydran Lord Bishop, Paladin, Lancer, and Hunter. The Lyran BCH was in issue #16 of *Communique*, and the Hydran Ranger CA was in issue #17. *Captain's Log #35* includes squadron scale and fleet scale versions of the Klingon E7D, E7J, E5E, and E5D.

Some recently requested ships include Q-ships, the auxiliary ships, and the OK6. We'll see about getting those done in future issues.

## FED COMMANDER: 2007

We are reviewing the product line, player requests, and what we think would make good products, and have scheduled the following modules for 2007:

*THOLIAN ATTACK* has been released, including two "web" map panels, 16 ships (including Tholians, Neo-Tholians, and Seltorians), and several new weapons: Web, Web Caster, Web Fist, Particle Cannon, Shield Cracker, and Web Breaker. You can order it through your store or our shopping cart. The stock # is 4103; \$29.95.

*BATTLESHIPS ATTACK* will include larger 8.5x11 ship cards for seven huge (movement cost 2) battleships and a squadron scale starbase. The original plan (include 16 dreadnought variants) was changed months ago to include two new map panels and put the 16 dreadnought variants into *Booster Packs #16, #17, and #18*. This has been announced many times, but nobody updated *Communique* which has had the wrong information for months now. This will release at Origins under Stock #4104.

We may print *DISTANT KINGDOMS* (Hydrans, Lyrans, and WYNs, a \$34.95 package, stock # 4105) and its booster packs and squadron/border boxes in Sept-Oct-Nov, or we might hold those for next year.

Future products (2008 and later) will include the *Orion Pirates* module and (maybe) second Kingdoms module. The *WAR AND PEACE* module (which might be a good place to include the Interstellar Concordium) is another future module without a specific release date.

## 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 new opt-in email newsletter goes to fans of all our games; each issue including links to information for each game.

*Federation & Empire* is moving toward its next expansion: *ISC WAR*.

*Star Fleet Battles* will get two more expansions this year; *Omega Gunboats*, and *R11 Support Ships*.

*Prime Directive Federation* is in final development.

*Prime Directive Tholians* is also in development.

We are thrilled to note that *FC: Battleships Attack* is moving toward an on-schedule release. The counter, covers, and Ship Cards have either gone to press or will be going to press within a few days.

## ALERT: WEBSITE UPDATES!

We have just updated our new website to make it easier to use. A new "site map" gives faster access to everything on the site, including some new features we are adding that aren't linked on the front page.

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

The new website includes "empire pages" with information on each empire, and "product information pages" with detailed information on the products.

This website also includes a new forum with php software (for those who don't understand "discus" software), avatars, screen names, and so forth.

We have updated this site with more empire pages (Tholians), product pages (*Tholian Attack*), and other features (a page of graphics you can download, and a page of web banners you can use).

Go to this site and (in the lower-left corner) sign up for the **Opt-in Newsletter** with news, tactics, scenarios, Q&A, schedules, and other information about all of our products.

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

Lots of improvements have been made to the legacy website, making it much easier to find what you want. Go see the new front page, site map, and master index listing of contents. Lots of stuff for all of our games, including *Federation Commander*, is there.

## FEDERATION COMMANDER SCENARIO

### (8TA14) BATTLE OF THE HOOK

Operation Despite, the first (and some would say premature) Seltorian attack on Tholian defenses already shattered by the Klingon assault the previous year, included three separate forces simultaneously striking the Tholian defenses.

Commodore-Sage Filt'Karn led his squadron around the Tholian left flank (striking a "left hook" in boxing terms), striking at their supply lines. This would, perhaps, force the Tholians to abandon their just-rebuilt border defenses and fall back to Tholia, forcing the Tholians to put their capital on the front line.

Commodore-Sage Ruk'Had and his cruiser squadron attacked Border Station Three; see Scenario (8TA12) in *Communique #16*. Admiral-Sage Brzk'Grin selected the most dangerous mission for himself; see Scenario (8TA13) in *Communique #17*.

#### (8TA14a) NUMBER OF PLAYERS:

Two, the Seltorian player and the Tholian player.

#### (8TA14b) INITIAL SET UP

**MAP:** Lay out the 6 map panels 3-wide and 2-high. For convenience, label these maps as A (in the upper left) through C (in the upper right), and D (in the lower left) through F (in the lower right).

Do not include any web panels.

**THOLIAN:** Set up first. Two Neo-Tholian frigates are on patrol. Place them in the lower-right corner of the map, four hexes apart.

**SELTORIAN:** Set up second. One Seltorian new heavy cruiser 26 hexes in direction F from the closest Neo-Tholian frigate. Place a Seltorian destroyer two hexes in direction A from the NCA, and a second Seltorian destroyer two hexes in direction E from the NCA.

#### (8TA14c) OBJECTIVE:

**Mission-Seltorian:** Get around the Tholian patrols so as to be able to launch an attack on the Tholian supply lines. Do this by disengaging the NCA or both DDs from all Tholian (including Neo-Tholian) ships by distance. To do this, they must end the turn at least 26 hexes from all Tholian ships, and have no Tholian ships within 36 hexes in directions B through D (inclusive) from the Seltorian ship trying to disengage.

**Mission-Tholian:** Prevent the Seltorians from getting around the Tholian flank.

**Time Limit:** The Seltorian must accomplish his mission within ten turns, or more Tholian ships will arrive to block his path.

**Victory:** The Seltorian player wins if he succeeds in his mission by the end of Turn #10, and the ships being

disengaged to attack the Tholian supply lines are not crippled. The Tholian player wins if the Seltorian ships are captured or destroyed. Any other result (such as the Seltorians disengaging in direction F and returning to the Hive Ship) is a tie. In the event of a tie, use the Standard Victory Conditions (8B2) to declare one player the "tactical winner".

#### (8TA14d) SPECIAL RULES:

**Map:** The map is an open space map. The map panels can float in any direction.

**Leaving the Map:** The Tholian units can only disengage in directions B, C, D, or E. If they leave the map in unauthorized directions, they are considered to have been destroyed.

The Seltorian units can return home by disengaging in directions A or F. They can accomplish their mission by disengaging in directions B or C. If they disengage in directions D or E, they are considered to have been trapped and destroyed.

**Tholian Reinforcements:** Three other Tholian ships are in the general area and might arrive in time to assist blocking the Seltorian move.

Neo-Tholian Light Cruiser #1 is in direction B.

Tholian Heavy Web Cruiser is in direction E.

Neo-Tholian Light Cruiser #2 is in direction D.

At the start of every turn, before selecting baseline speeds, the Tholian player rolls one die for each of the three ships and records the number, keeping three separate running totals. (He must roll for the ships, one at a time, in the order given.)

Whenever a ship's die roll total equals or exceeds 11, place that ship (immediately) 30 hexes from the nearest Seltorian ship in the designated direction. Once any two reinforcing ships have entered the board, there will be no further reinforcements during the scenario.

#### (8TA14e) FORCE DYNAMICS:

**Variations:** Substitute a Klingon D5W and two F5s (or Romulan FH and two SkyHawks) for the Seltorians. Replace the Tholian NFFs with a PC and DD.

**Balance:** Replace one of the Tholian NFFs with an NDD or CW. Replace one of the Seltorian DDs with an FF or CL. Change the time limit.

**Seltorian Tactics:** Head straight for the NFFs and cripple them with the first shot. Use boarding parties or anything else you can to damage them and slow them down so you can outrun them. Spread out (keep the two DDs together) so that reinforcements are very far from one group or the other, allowing the far group to break contact and head for the supply lines.

**Tholian Tactics:** Avoid getting too close (this will reduce the damage your ships take) but not too far away, either. Stay together so the Seltorians cannot spread out.

# Questions and Answers

## QUESTIONS FOR THE DESIGNER-PUBLISHER

**Q:** Why don't the ships in *Squadron Box #7* match the ship cards in *Booster Pack #7?* (and so on...)

**A:** The Ship Cards in *Romulan Border* match the ships in *Squadron Boxes #7-#8-#9*. The Ship Cards in *Booster Packs #7-#8-#9* match the ships in *Border Box #3*. And so on... This will be reversed in *Battleships Attack*. The eight double-size ship cards in that product will match the eight miniatures in *Border Box #6*, while the eight dreadnought Ship Cards in *Booster #16* will be covered by the five dreadnought miniatures in *Squadron Box #16*. (Some dreadnought cards can use the same miniature, and the pricing structure is based on seven or eight cards per *Booster* and five ships per *Squadron Box*.)

## Index of 2007 Issues:

- **Communique #13:** Intruder scenario (actually, a whole separate game), Federation heavy cruiser for the "Intruder" scenario, new Ship Cards (both scales) for plasma-armed battle stations, larger size version of battle station, Q&A, new fleet scale battle station, updated Ship Card for Klingon D5W.

- **Communique #14:** Stasis Box scenario, Klingon D7 for "Intruder" scenario, new Klingon D5D drone-armed war cruiser (in both scales), larger size version of Federation DNF plasma-armed dreadnought, updated Ship Cards for the Tholian patrol corvette, Q&A.

- **Communique #15:** Cruise Drones scenario, ISC cruiser for "Intruder" scenario, new ISC destroyer (in both scales), larger-size version of Federation battlecruiser, updated Ship Cards for ISC heavy cruiser (both scales, including revised plasma tracks for fleet scale), Q&A for the ISC rules.

- **Communique #16:** Scenario 8TA12 (Seltorian Assault on Tholian Base Station Three), Lyran Tiger heavy cruiser for "Intruder" scenario, new Lyran Hellcat heavy battlecruiser (both scales), revised Lyran Tiger heavy cruiser (both scales), larger size Klingon C7 (both scales), Q&A for Lyran ESG.

- **Communique #17:** Scenario 8TA13 (Seltorian Assault on Tholian Base Station Four), Hydran Ranger heavy cruiser (both scales), revised Hydran Dragoon (both scales), Hydran Dragoon for "Intruder" scenario, Kzinti heavy battlecruiser (larger size), updates for Hydran rules, updates for many other rules.

The 2006 index was in *Communique #14*.

## (4Z) MAULERS FOR FEDERATION COMMANDER

The mauler fires a beam of intense directional energy. Mauler ships have huge battery banks to feed the weapon because of the intense energy requirements, making such ships unsuitable for other missions. The mauler was designed by the Romulans and sold to their Klingon and Lyran allies. *Maulers are a fun new weapon, common in SFB but so far not in Federation Commander. Will we add it to FC? Or just leave it as a Borders of Madness weapon? You tell us what you want.*

**(4Z1) Weapon:** The mauler is shown on the ship card only as a solid black arrow. There is no specific box on the ship card and the mauler itself cannot be damaged. The two mauler arrows on the D6M are one weapon, drawn this way for artistic reasons. A mauler ship may fire its mauler once per impulse. Damage scored on a mauler ship and allocated to any type of weapon except a phaser can be, but does not have to be, marked on any power system of the ship. (If not so marked, it is treated as a "skip" and must still be allocated, by the rules, to something on the ship.)

**(4Z2) Firing Procedure:** The mauler is a direct-fire weapon. It is fired by discharging energy into it (expending energy points) at the instant of firing in the Direct Fire Step. The amount of damage scored (there is no die roll) depends on the range and the amount of energy discharged.

At range 0-2, damage is twice the energy used.

At range 3-5, damage equals the energy used.

At range 6-10, damage is half of the energy used (drop fractions).

**(4Z3) Other Rules:** Maulers cannot damage plasma torpedoes or webs. Maulers cannot fire if the ship firing the mauler is using evasive maneuvers.

**(4Z4) Firing Arcs:** Because the mauler is hard-welded to the ship (in the case of the Falcon, the ship is wrapped around the weapon), it fires only in a narrow arc directly ahead. Note the firing arc diagram (the left of the two) on the ship card. Only if the target is in one of these hexes (or the firing ship's hex) can it be struck by the mauler.

Because of the narrow firing arc, a mauler ship can use one of the two alternative arcs shown in the right diagram. If it uses the left one, it must mark the large "L" on the ship card to indicate that it is "tending left" and if it uses the right arc, it must mark the "R" to indicate it is "tending right". A ship that is "tending left" can only turn or sideslip left; it cannot turn or sideslip right (and vice versa). A ship can only turn or sideslip within the rules, however, a ship is never required to turn. A ship which is "tending" one direction or the other could, during the Direct Fire Step of any later impulse (even if it does not fire) change an "L" or "R" to "C" (center, straight ahead) or change "C" to "L" or "R". After any turn (or high energy turn) the ship can be reset to "C" (center, straight ahead) if the owner chooses.

**(4Z5) Mauler Power Systems:** Mauler ships have huge banks of batteries so that they can discharge the weapon with tremendous power. Because of their nature, a mauler ship has two power tracks, one for generated power (in the usual position on the right side) and one for battery power (on the left side or across the bottom, counting batteries connected to the mauler). These batteries can be used for other purposes, but no more than four points of battery power can be used by a mauler ship for non-mauler purposes during any given impulse.

# 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, but we didn't realize 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 they'll send you 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 (currently at [www.StarFleetGames.com/fc](http://www.StarFleetGames.com/fc)) 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 a unique insight into how things work, 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 and Retailers* section. Attend a local convention (if there is one). Go to the Commander's Circle and look at the player database (and post yourself so that the next person to check the list can find you).

Go to our legacy 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 our legacy site at [www.StarFleetGames.com](http://www.StarFleetGames.com) and look under Player Resources for the Starlist button. Enter your data and in a few days you'll get an Email from our 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 forum.

## 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.

Eight years 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! The computer automates many functions and acts as a friendly assistant for mundane chores.

For the modest subscription fee of less than \$4 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 and Macintosh 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 have launched a newsletter covering all of our products with information about the games. In the bottom left corner of [www.FederationCommander.com](http://www.FederationCommander.com) is a place to subscribe. It's free. Try it for a few issues and see if you like it.

## 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

## FEDERATION LIGHT CRUISER FLEET SCALE

COUNTER **CL**  
 POINT VALUE: 52  
 DAMAGE CONTROL: 2



PROBES  
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MARINES  
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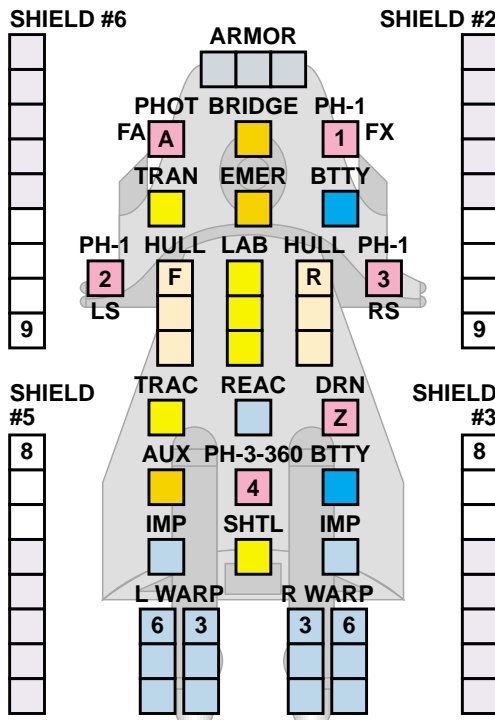
FRAME DAMAGE  
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PHOTON ARMING  
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 +4  
 +8  
 F

WEAPONS USED  
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 Z

USS \_\_\_\_\_  
 Name

SHIELD #1  
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TURN MODE C  
 MOVE COST 3/8

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 3

BASE SPEED 16  
 TURN MODE 3  
 SPEED COST 6

BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 9

ACCELERATION  
 COST 3/8

DECELERATION  
 COST 3/8

HIGH ENERGY  
 TURN COST  
 1+7/8

EVASIVE MANEUVER  
 COST 2+1/4

DRONE RACK Z  
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ANTI-DRONES  
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3

### FRACTIONAL POWER

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

There was nothing "wrong" with the original ship card for this vessel, but 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.**



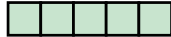
# NEW SHIP CARD

## ROMULAN FALCON MAULER SQUADRON SCALE

COUNTER **FAL**  
POINT VALUE: 90  
DAMAGE CONTROL: 4

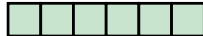
**POWER TRACK** +20

PROBES



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

FRAME  
DAMAGE

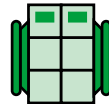


+10



9

WEAPONS USED



Power when undamaged:  
26 + 0.

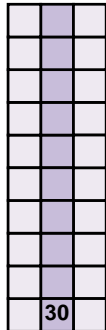
8

MARINES

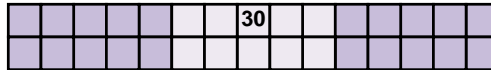


7

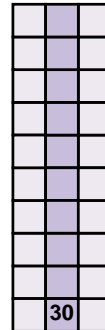
#6



SHIELD #1



#2



6

L WARP

10



AUX BTTY BTTY BRDG

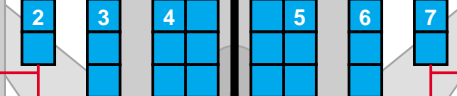
1 8

R WARP

10

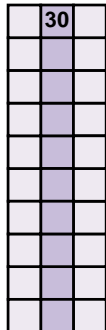


BTTY BTTY BTTY BTTY BTTY BTTY



4

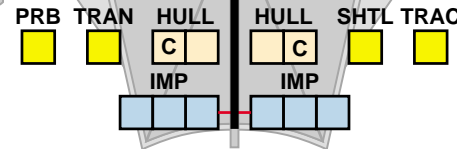
#5



3

PH-3

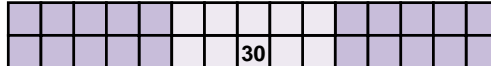
1  
LS



1

0

SHIELD #4



TURN

L

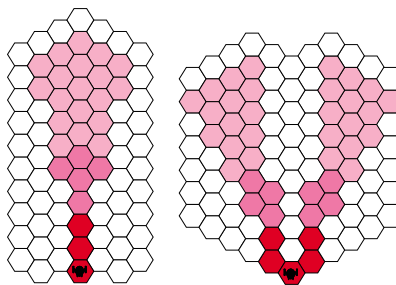
C

R

FRAC

0  
1/2

CLOAK COST = 1	
ACCELERATION COST 1	TURN MODE D MOVE COST 1
DECELERATION COST 1	BASE SPEED 8 TURN MODE 2 SPEED COST 8
HIGH ENERGY TURN COST 5	BASE SPEED 16 TURN MODE 4 SPEED COST 16
EVASIVE MANEUVER COST 6	BASE SPEED 24 TURN MODE 5 SPEED COST 24



FEDERATION COMMANDER: FUTURE PRODUCT  
SQUADRON SCALE PLAYTEST SHIP CARD  
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MAULER BATTERY BANKS (36)

0 1 2 3 4 5 6 7 8 9 +10 +20 +30

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# NEW SHIP CARD

## KLINGON D6M MAULER CRUISER

*SQUADRON SCALE*

COUNTER **D6M**  
 POINT VALUE: 130  
 DAMAGE CONTROL: 4

**POWER TRACK** +30

+20

+10



IKV \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES

MARINES

FRAME DAMAGE

SHUTTLECRAFT

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

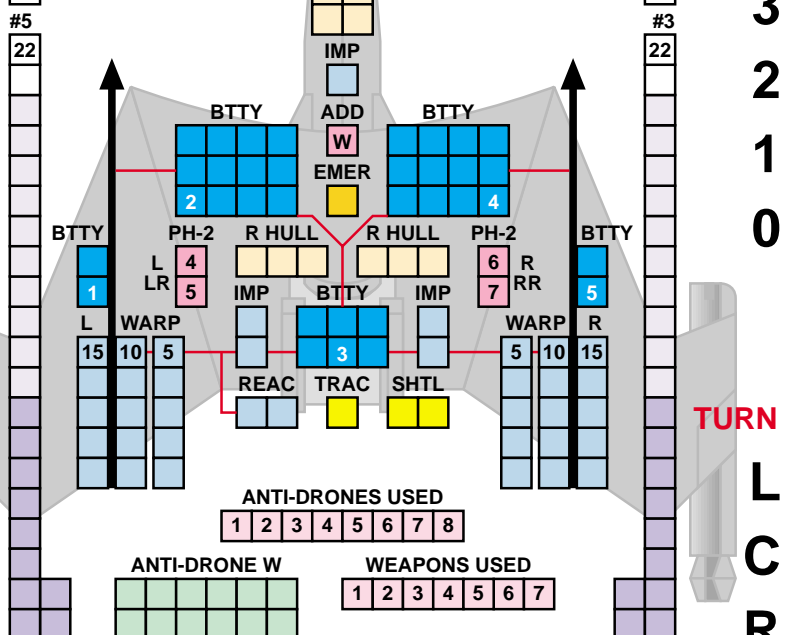
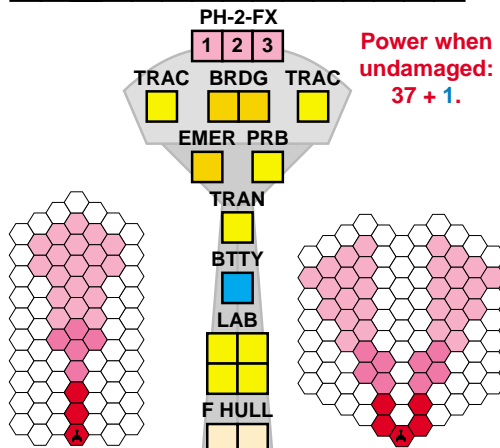
EVASIVE  
 MANEUVER  
 COST 6

FEDERATION  
 COMMANDER:  
 FUTURE PRODUCT  
 SQUADRON SCALE  
 PLAYTEST SHIP CARD  
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 Inc.



Mauler Battery  
 Power if  
 undamaged:  
 34.

SHIELD #1



ANTI-DRONES USED

ANTI-DRONE W

WEAPONS USED

SHIELD #4

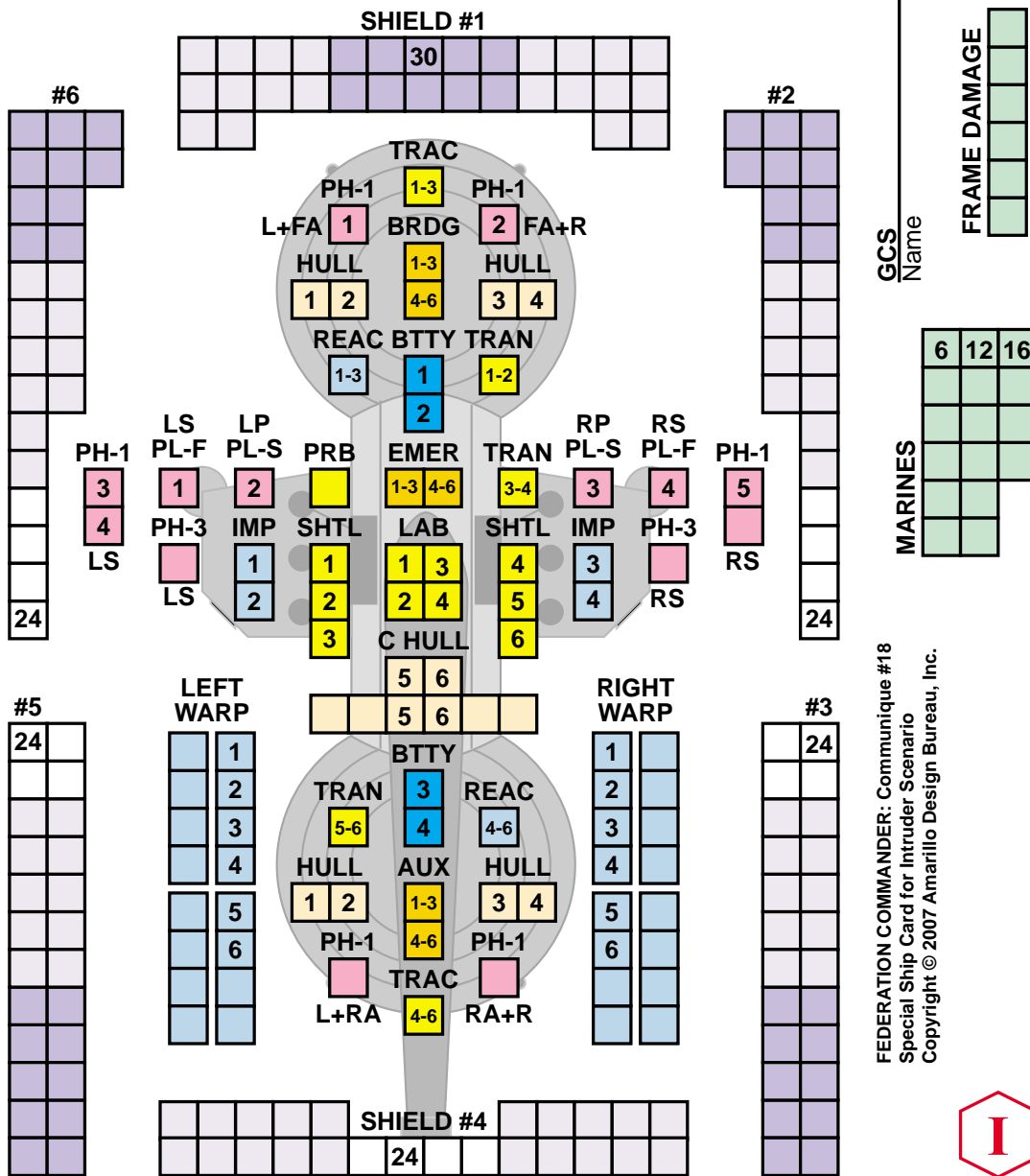
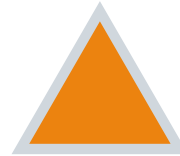
+30 +20 +10 9 8 7 6 5 4 3 2 1 0

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# GORN BATTLECRUISER

## SQUADRON SCALE

COUNTER BC  
POINT VALUE: 160  
DAMAGE CONTROL: 4



FEDERATION COMMANDER: Communique #18  
Special Ship Card for Intruder Scenario  
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# SPECIAL SHIP CARD FOR THE INTRUDER SCENARIO IN COMMUNIQUE #18

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When rolling a die to select a box, it will be more convenient to mark the damage on one of the blank boxes of that type (if there are any).

# GORN HEAVY BATTLECRUISER

## FLEET SCALE

COUNTER BCH  
 POINT VALUE: 95  
 DAMAGE CONTROL: 3

**POWER TRACK**

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

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

WEAPONS USED

A	B	C	1	2
3	4	5	6	7

PROBES

--	--	--	--	--

MARINES

10				
5				

FRAME DAMAGE

--	--	--	--

SHUTTLES


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

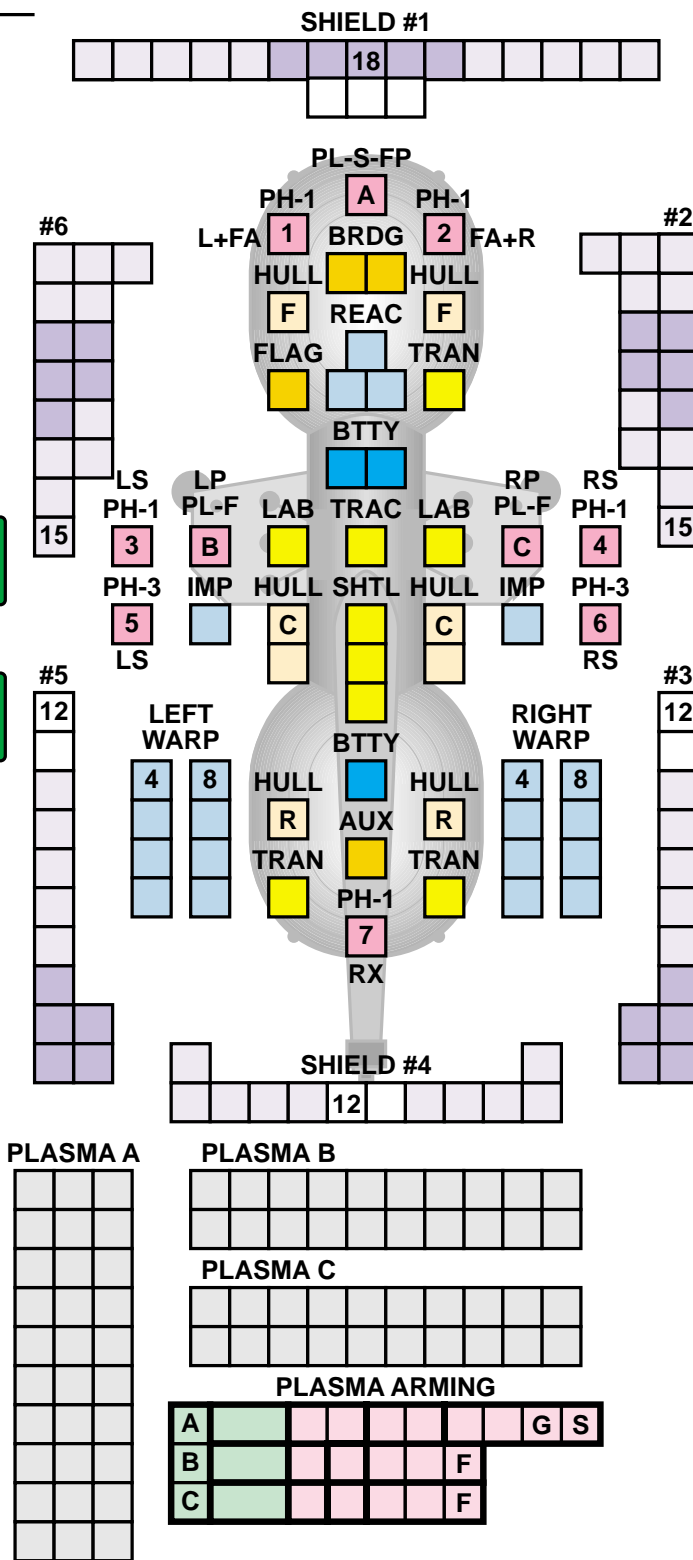
BASE SPEED 24  
TURN MODE 5  
SPEED COST 12

ACCELERATION  
COST 1/2

DECELERATION  
COST 1/2

HIGH ENERGY  
TURN COST  
2+1/2

EVASIVE  
MANEUVER  
COST 3



**54** FEDERATION COMMANDER: ROMULAN ATTACK  
 FLEET SCALE SHIP CARD #54 OF 49-64  
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**FRACTIONAL POWER**

0 1/2

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**LARGER SHIP CARD**

