



COMMUNIQUE #19

STARDATE 2007.07

SORRY FOR THE DELAY!

The annual ORIGINS game convention (every year in late June or early July) is our busiest time, and between going to the show and recovering from it, things just did not get done on time. We should have #20 out on schedule (10 August).

NEW IN THIS ISSUE

We have included several Ship Cards in this issue.

New ship: Klingon E7 heavy cruiser. (See the E7 drone and penal variants in *Captain's Log #35*.)

Revised ship: Klingon F5 Frigate.

Ship for "Intruder" scenario: Romulan FireHawk

Larger ship: Romulan NovaHawk.

New scenario: 8CM10 The Pirates Find An Ally

SCHEDULE UPDATE

Already released: *Klingon Border*, *Klingon Attack*, *Romulan Border*, *Romulan Attack*, *Tholian Attack*, *Booster Packs #0-#15*, *Squadron Boxes #0-#12*, *Squadron Boxes #14-#15*, *Border Boxes #1-#4*, *Captain's Log #32-#35*.

We released *Captain's Log #35* in May and *Battleships Attack* in July.

We will release *Booster Packs #16-#18* (with dreadnought variants) on 30 July.

We hope to ship *Squadron Box #13* and *Border Box #5* as soon as we get the Seltorian ships from the sculptor. *Border Box #6* and *Squadron Boxes #16*, *#17*, and *#18* will follow.

We will release *Captain's Log #36* in November. We currently plan to release *Federation Commander: Distant Kingdoms* along with *Squadron Boxes #19-#21* and *Border Box #7* next year but might move this up to this fall.

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

FEDERATION COMMANDER: COMMUNIQUE #19 is published and copyright © 2007 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 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

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) 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.

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* 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* (now in stores) 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 the future.

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 included 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 was released 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 Inter-Stellar 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 received *R11 Support Ships* at Origins and will get *Ω5: Omega Flotillas* later this year.

Prime Directive Federation is in final development.

Prime Directive Tholians is also in development.

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

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

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

(8CM10) THE PIRATES FIND AN ALLY

An Orion pirate battle raider was preying on Kzinti freighters, so the Kzintis dispatched a small task force to hunt down the pirate ship and destroy it. The pirate captain fled toward a neutral area of space that was disputed by both the Federation and the Klingon Empire. He escaped from the Kzintis at high warp speed and assumed a close orbit around an uninhabited planet, hoping to avoid detection. The Kzintis quickly contacted the Federation and informed them about their pursuit of the pirate close to Federation space. They did not want their actions be misinterpreted as hostile. Star Fleet Command had been tracking the movement of the pirate vessel and saw an opportunity to improve relations with the Kzintis, so they provided them with long-range sensor data on the movement of the Orion. A starship was sent to "observe" the Kzinti action and render assistance if necessary. The Klingons were no friends of the Orion pirates, but they, too, detected what was happening and, seeing an opportunity to gain control of this area from the Federation, sent ships to aid the Orion ship according to a deal that was brokered via subspace.

This scenario begins just as the Federation and Kzinti ships arrive on the scene.

(8CM10a) NUMBER OF PLAYERS: Six (one for each ship) or 4 (Pirate, Klingon, Kzinti, Federation).

(8CM10b) INITIAL SET-UP

Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high with large hexes). The map is fixed and non-floating. Any ship that leaves the map is considered to have disengaged.

There is a planet in the middle of the map.

ORION PIRATE: Place one pirate battle raider (*Communique #10*) anywhere adjacent to the planet.

KLINGON: Place one D7 and one D6 anywhere within 3 hexes of the planet.

KZINTI: Place one BC 25 hexes from the planet in direction A, and one DW within 5 hexes of the BC but not within 25 hexes of the Klingon or Orion ships.

FEDERATION: Place one CA 25 hexes from the planet in direction C or D (or in that arc).

(8CM10c) OBJECTIVE

Mission-Pirate: Survive until no Kzinti ship remains on the map.

Mission-Klingon: Varies based on success:

Substantial: Federation CA and both Kzinti ships all eliminated from the map.

Marginal: Federation ship eliminated from the map.

Mission-Kzinti: Varies based on success:

Substantial: Capture the Orion ship (and its cargo).

Marginal: Destroy the Orion ship.

Mission-Federation: Varies based on success:

Substantial: Both Klingon ships eliminated from the map and both Kzinti ships survive.

Marginal: No Klingon ship remains on the map.

(8CM10d) SPECIAL RULES

1. Since the value of a starship is much greater than the capture or destruction of a pirate ship (or temporary claims to a disputed area), any crippled ship (except the pirate) must leave the area.

Crippled in this case is defined as having 75% of all weapons or all power systems disabled. If repairs reduce the number of disabled boxes below this threshold, the requirement to leave is removed.

If required to leave, the ship must begin moving toward the map edge in its home direction (Kzintis top edge, Klingons left edge, Federation right edge). This requirement includes turning in that direction as soon as possible (not requiring a High Energy Turn) and moving every sub-pulse that the ship moves (acceleration is not required; deceleration is allowed) in a manner such as to be closer to that map edge if it is possible to do so. Over a turn break, the ship must adopt a baseline speed of at least 8 unless it lacks sufficient power to do so, in which case it must commit all available power to acceleration).

No ship can fire on any ship which is "forced to leave" in this manner.

A ship "forced to leave" may not fire on other ships (or launch seeking weapons targeted on them) but may fire at seeking weapons targeted on itself.

2. The Federation ship may not fire at the Orion ship unless the Orion fires at the Federation ship. The Federation ship may fire at the Orion ship in the same Impulse that the Orion fires. It may fire at any Orion seeking weapons.

3. The Orion ship must remain on the map as long as the Klingon ships are on the map. If it leaves before that time, the Klingons will report that its captain broke their agreement and the Klingon Fleet will hunt it down.

4. The Orion and the Kzintis have no firing restrictions whatsoever.

5. Orion marines may not transport aboard a ship with Klingon marines on it, and vice versa. Federation marines may not transport aboard a ship with Kzinti marines (and vice versa). In any of these cases, the marines may conduct hit-and-run raids.

(8CM10e) FORCE DYNAMICS

A Gorn BC and BDD could be used instead of the Kzintis. A Romulan FH and KR could be used in place of the Klingons. The Orions could be given a larger or smaller ship. A new player could be given a larger ship.

Converted to Fed Commander by Mike Bennett.

Questions and Answers about *Battleships Attack*

Why was “battleships” selected as “the great big Origins product”?

Origins is always the biggest event of the year, with the most important product releases for the top product lines. Battleships have always been popular in the *Star Fleet Universe*, the *SFB* battleships module (R5) has consistently been the best seller after *Basic Set*.

Why are there only eight ships?

Because they are twice as big and cost us twice as much to print.

Why did you change the original plan, which was to include the 16 dreadnought variants rather than two more map panels?

Several reasons. For one, the 16 ships cost more than twice as much as the map panels. For another, there were no boosters for *Battleships Attack* until we moved the dreadnoughts there, which would have condemned us to years of explaining why *Booster Packs #16-#17-#18* were “missing” from the product line. The retailers (not to mention the players) love the *Booster Packs*.

Will there be a “mega-booster” for the battleships since the scenarios often have two battleships?

We had not thought of this, but it sounds like a great idea! We might even print a new battleship of some kind in a future card run and replace the starbase in the mega-booster.

Why did you duplicate the asteroid rules from *Tholian Attack* into *Battleships Attack*?

For two reasons. The first is that *Battleships Attack* had asteroid maps, and each part of the *Attack* line needs to work with either *BorderSet* without requiring anything else. The second is that the Tholians are a special interest bunch and not everybody bought that product.

Why did you include the Hydran and Lyran dreadnought variants in *Booster Pack #17*?

Because we couldn't think of any other way to spread out the dreadnought variants, couldn't think of anything else to use those four cards for, and couldn't think of anywhere else to put those four ships.

In hindsight, we could have included two Seltorian dreadnought variants and two monsters. Sadly, somebody thought of this great idea about a week after it was too late to change directions.

Where are the Hydran and Lyran battleships?

They will be in *Distant Kingdoms*.

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 Dragon (both scales), Hydran Dragon for “Intruder” scenario, Kzinti heavy battlecruiser (larger size), updates for Hydran rules, updates for many other rules.

- **Communique #18:** Scenario 8TA14 (Battle of the Hook), Klingon D6M and Falcon maulers (with rules and squadron scale ship cards), revised Federation light cruiser (both scales), larger size Gorn heavy battlecruiser (both scales), Gorn battlecruiser for the Intruder scenario.

- **Communique #19:** Klingon E7 cruiser (both scales), revised Klingon F5 frigate (both scales), larger size Romulan NovaHawk (both scales), Romulan FireHawk for Intruder scenario, and scenario 8CM10 The Pirates Find An Ally.

The 2006 index was in *Communique #14*.

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*.

NEWSLETTER

Check the website for news about the on-line newsletter. We are changing the “subscription software” which may require you to re-subscribe, but it's still free.

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 has a lot of stuff for you to use, and the *Commander's Circle* (currently at 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 and look for the *Seeking Opponents* section and post a note there.

Go to our legacy site at 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 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/, 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 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 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

KLINGON F5 FRIGATE FLEET SCALE

COUNTER **F5**
POINT VALUE: 43
DAMAGE CONTROL: 1



IKV _____
Name

POWER TRACK

DISRUPTOR IS LIMITED TO RANGE 15

PROBES



MARINES



FRAME DAMAGE



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

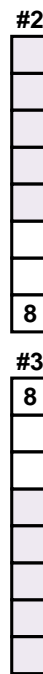
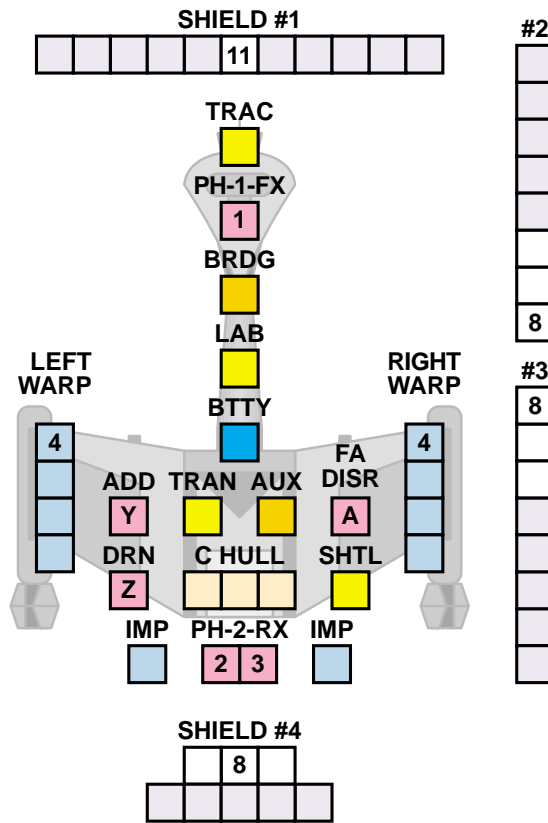
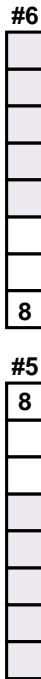
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TURN MODE 4
SPEED COST 6

ACCELERATION COST 1/4

DECELERATION COST 1/4

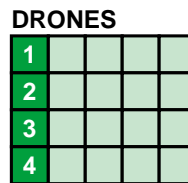
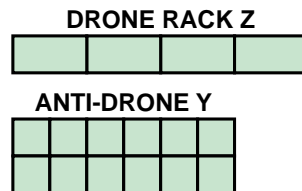
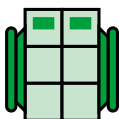
HIGH ENERGY TURN COST 1+1/4

EVASIVE MANEUVER COST 1+1/2



WEAPONS USED
A 1 2 3 Z

ANTI-DRONES IMP USED
Y 1 2 3 4 5 6 7 8



8 FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP CARD #8 OF 16
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FRACTIONAL POWER
0 1/4 1/2 3/4

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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REVISED SHIP CARD

KLINGON F5 FRIGATE SQUADRON SCALE

COUNTER F5
POINT VALUE: 82
DAMAGE CONTROL: 2



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

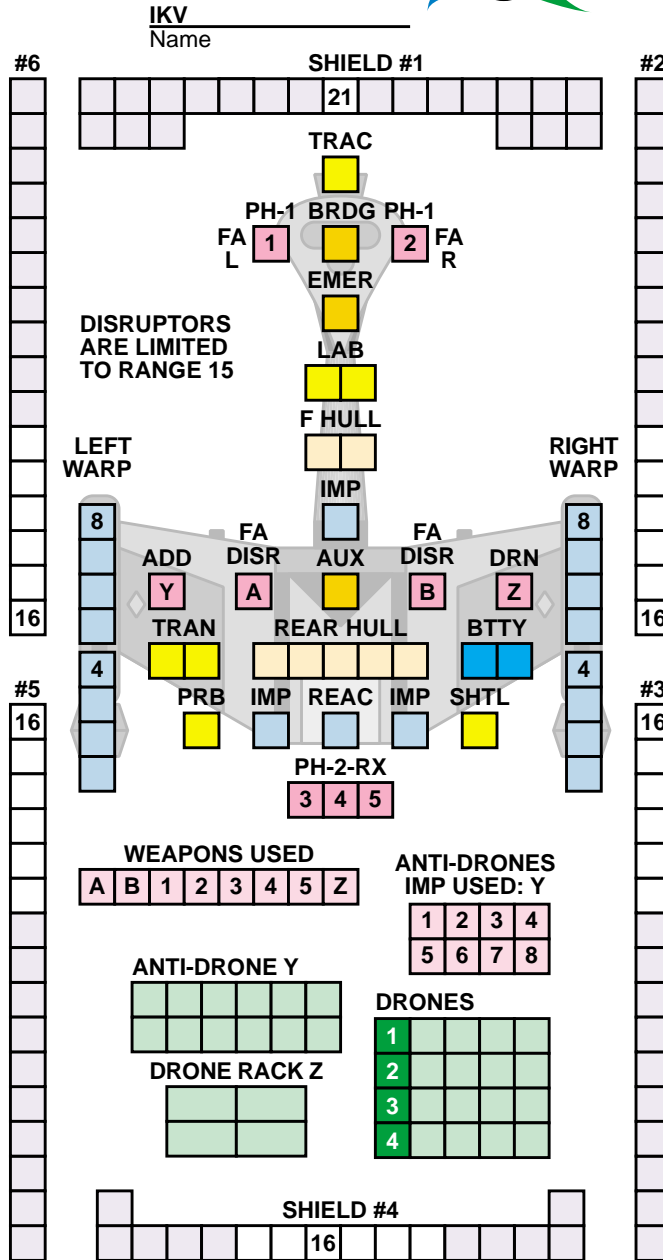
PROBES
[] [] [] [] [] []

MARINES
8 [] [] [] []
4 [] [] [] []

FRAME DAMAGE
4 [] [] [] []



- TURN MODE A
MOVE COST 1/2
- BASE SPEED 8
TURN MODE 1
SPEED COST 4
- BASE SPEED 16
TURN MODE 2
SPEED COST 8
- BASE SPEED 24
TURN MODE 4
SPEED COST 12
- ACCELERATION
COST 1/2
- DECELERATION
COST 1/2
- HIGH ENERGY
TURN COST
2+1/2
- EVASIVE
MANEUVER
COST 3



FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP CARD #8 OF 16
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FRACTIONAL POWER
0 1/2

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NEW SHIP CARD

KLINGON E7 HEAVY CRUISER FLEET SCALE

COUNTER **E7**
POINT VALUE: 67
DAMAGE CONTROL: 2



POWER TRACK

22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

IKV
Name _____

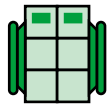
There is no Probe launcher on this ship.

MARINES

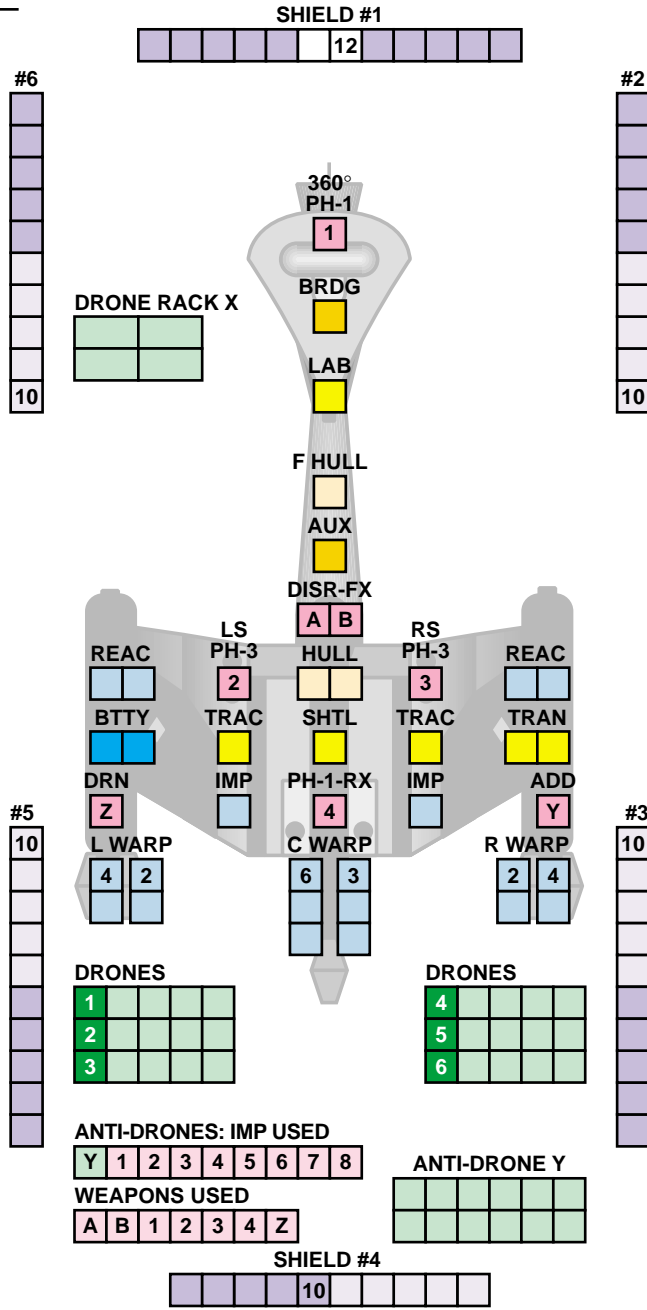
7			
3			

FRAME DAMAGE

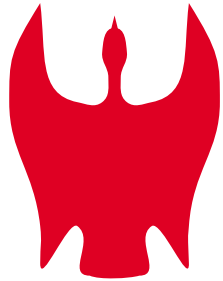
2	
---	--



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

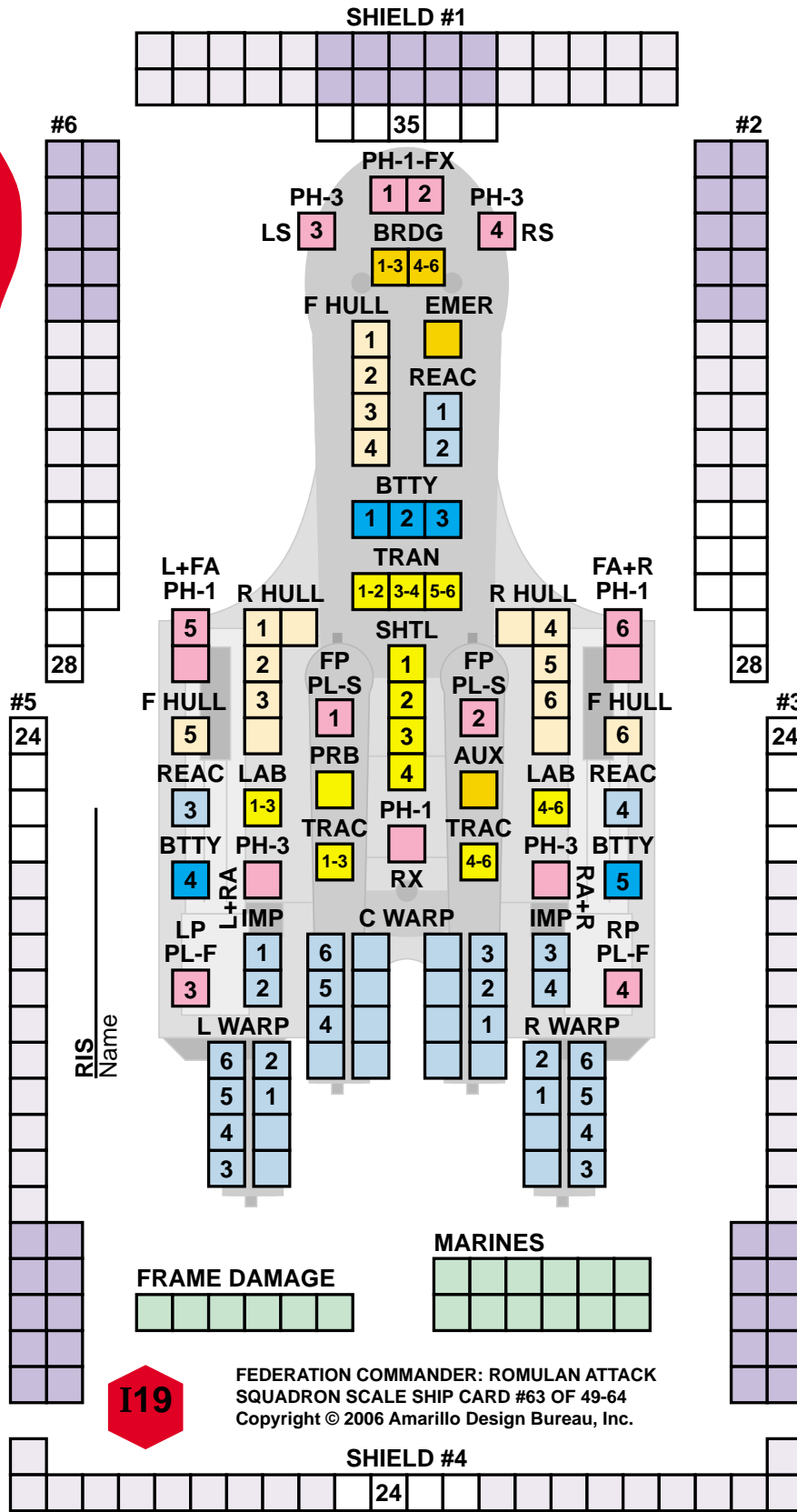


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COUNTER	FH
POINT VALUE:	179
DAMAGE CONTROL:	4

ROMULAN FIREHAWK HEAVY CRUISER SQUADRON SCALE



I19

FEDERATION COMMANDER: ROMULAN ATTACK
SQUADRON SCALE SHIP CARD #63 OF 49-64
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SPECIAL SHIP CARD FOR THE INTRUDER SCENARIO IN COMMUNIQUE #13

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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).

