



# COMMUNIQUE #21

## STARDATE 2007.09

### NEW IN THIS ISSUE

We have included several Ship Cards in this issue.  
New ship: Romulan SeaHawk Frigate.  
Revised ship: Klingon D6 Heavy Cruiser.  
Ship for "Intruder" scenario: Kzinti Battlecruiser.  
Larger ship: Federation Light Raiding Dreadnought.  
New scenario: 8CM12 The Pirates Have Gone Too Far!

### 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 *Battleships Attack* in July. We released *Booster Packs #16-#18* (with dreadnought variants) on 30 July. We released *Graduation* and *Romulan Space* on 10 September.

We plan to ship *Squadron Box #13* and *Border Box #5* on 24 September. Just as this issue was being written, we got the last revision of the Seltorian heavy cruiser and it was fine; it has been sent to the casting house who tell us we will have prototypes by Monday. *Border Box #6* and *Squadron Boxes #16*, *#17*, and *#18* will follow on 22 October.

The Board of Directors officially cleared the way for the release of two new *Federation Commander* products.

*Federation Commander: Briefing #1* will be released on 22 October. This book will include over thirty scenarios, plus a tactics section and the Scenario Designer's Guide.

*Federation Commander: Line of Battle* is a "booster pack for battleship cards" including extra copies of six cards (Federation BB, Klingon B10, Kzinti BB, Romulan King Condor, Gorn BB, and Neo-Tholian BB) for those scenarios with two battleships, along with two entirely new battleships, the Hydran *Monarch* and the Lyran *Cave Lion*. This product, which will also include two new scenarios, is scheduled to be released early next year, but we may actually move it up in the schedule to later in 2007. Retail price will be \$19.95. Stock number will be 4007.

We will release *Captain's Log #36* in November.

We have now officially scheduled the release of *Federation Commander: Distant Kingdoms* for February of next year, with *Squadron Boxes #19-#21* and *Border Box #7* to follow in March and April, respectively.

### PUBLISHER'S INFORMATION

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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* at:

[www.starfleetgames.com/fccc/login.php](http://www.starfleetgames.com/fccc/login.php)

along with everything else for this game system.

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

The scenarios of the months for 2007 are as follows. Scenarios for Jan-Sept 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: (8BA1) Form Line of Battle

November: (8A2) Leader of the Pack

December: (8BA5) Starbase Assault

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.

During August, Mike West managed a survey on the PHP forum for new ships, which resulted in the Romulan SeaHawk being selected for *Communique #21*, the Gorn frigate for *Communique #22*, and the Klingon F6 heavy frigate for *Communique #23*.

## FED COMMANDER: 2007

*THOLIAN ATTACK* was 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. This included two asteroid new map panels and eight double-sized battleship cards. This was released at Origins under Stock #4104.

We put the 16 dreadnought variants into *Booster Packs #16, #17, and #18*.

*GRADUATION* (stock #4004, retail price \$39.95) has been released to stores. It converts *ACADEMY* into *KLINGON BORDER*.

*ROMULAN SPACE* (stock #4006, retail \$39.95) has been released to stores. It contains the parts of *ROMULAN BORDER* not duplicated in *KLINGON BORDER*.

*BRIEFING #1* (stock #4021, retail \$12.95) will contain scenarios, tactics, and other materials.

## FED COMMANDER: 2008

*LINE OF BATTLE* (stock #4007, retail \$19.95) will be released in Jan 2008 (or sooner) with extra copies of the Battleship cards for larger battles.

We will release *DISTANT KINGDOMS* (Hydrans, Lyrans, and WYNs, a \$34.95 package, stock #4105) in February of next year. The boosters, squadron boxes, and border box will follow in March and April.

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.

A series of *Battle Packs* in 2008 will each have 15 Ship Cards (three each of four common ships, and one each of three uncommon ships), counters, and scenarios.

## 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 including links to information for each game.

*Federation & Empire* is moving toward its next expansion: *ISC WAR*, but we may also release another new product, *Tactical Operations*.

*Star Fleet Battles* received *R11 Support Ships* at Origins and will get *Ω5: Omega Flotillas* later this year. Plans for 2008 are not yet finalized, but could include such modules as *X1R*, *Y2*, and *R12*.

*Prime Directive Federation* is in final development.

*Prime Directive Tholians* is in development for 2008.

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

## WEBSITE UPDATE

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

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

Our expert webmaster, Matt Cooper, managed this transformation in a way in which your old bookmarks will still work. Hats off to Matt for that. Let Matt know (at [graphics@StarFleetGames.com](mailto:graphics@StarFleetGames.com)) if you see any glitches in the web site, or ways to improve it.

The website:

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

include a wealth of information, downloads, and other items for players of all of our games. Explore, look around, click on random entries on the master index, and you may be surprised what you find.

## (8CM12) THE PIRATES HAVE GONE TOO FAR!

*A new scenario by Michael Bennett*

A powerful organization of pirates has been a little too aggressive in its raids and has incurred the wrath of not only the Federation, but also of the other empires. While on a training exercise, a Federation dreadnought has accidentally made contact with two foreign ships that were on the trails of pirate raiders returning to their secret home base. The Federation commodore in command of the dreadnought has decided to form a temporary coalition with the captains of the two foreign cruisers in order to track down the pirate base station. Their goal is to destroy the pirate base to promote galactic peace.

What they found upon locating the pirate base was more than they had anticipated: a pirate battle station hidden in the middle of a dense stony-iron asteroid field. Long-range probes from all three empires had not discovered the base because the asteroids acted to shield the pirate base from their scans.

### (8CM12a) NUMBER OF PLAYERS

At least two (one Coalition and one Pirate), but different players could control each Coalition ship.

### (8CM12b) INITIAL SETUP

**Map:** 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 two center panels should be asteroid map panels (from *Romulan Attack* or *Battleships Attack*).

The map is “fixed”, and does not float. Any unit leaving the map has disengaged and cannot return.

Place a one-hex planet in the center of the map.

**Coalition:** All three Coalition ships may begin anywhere on the left edge of the map, as long as they are at least two hexes apart from one another (each has only so much trust in the others) and 26 hexes from the battle station. (If necessary, add an extra map panel to the edge for the coalition ships to set up on, and remove it when all three have entered the main map area.)

The Federation ship is any type of dreadnought (light, heavy, plasma, drone). The two alien cruisers can be of any type from any two empires.

**Pirate:** A battle station is in orbit around the planet. The battle station is at a distance of one hex from the planet and orbits clockwise at a fixed speed of one hex per turn. one small freighter is docked to the base.

Take the total point value of all three coalition ships and divide by three. The Orion Pirate player may then select any Orion Pirate ship or ships which have a point

value equal to or less than this amount. The Orion may select armed cutters or free traders if he wants to. Place these ships within four hexes of the Base Station.

The Base Station has phaser-1s instead of phaser-4s and does not count against the allowed points.

### (8CM12c) OBJECTIVE

**Mission-Pirate:** The mission of the Pirate is to keep the battle station from being destroyed. (Now that it has been located, a more powerful fleet will arrive to destroy it in a few days. If the pirates can drive away this force, they can evacuate their valuable loot, key personnel, and expensive equipment.)

**Mission-Coalition:** The Coalition mission is to destroy the Pirate base.

**Time Limit:** The scenario ends when all units on one side are destroyed, captured, or have disengaged.

**Victory:** Each Coalition player wins if their particular ship is not destroyed, captured, or forced to disengage *and* the Pirate base is destroyed. Individual Coalition players lose if their ship is destroyed, captured, or forced to disengage. The Pirate wins an astounding victory if at least one Coalition ship is destroyed and the battle station is not destroyed. The Pirate wins a significant victory if the battle station is not destroyed and the Coalition ships leave. The Pirate wins a devastating victory if he captures one of the Coalition ships and the battle station is not destroyed (and a tactical victory if he captures a ship even if the battle station is destroyed).

### (8CM12d) SPECIAL RULES

**1. Asteroids:** See the asteroid rules (6B). The asteroid field is a “normal” one (6B2b). Players may feel free to use heavy asteroids (6B2a) as a variation.

**2. Coalition disengagement:** Any Coalition ship must break off from the attack if it loses over half of its weapons or power boxes. If this happens, that Coalition ship must immediately begin moving straight toward the closest side of the map. Once it exits the map, it has disengaged and may not return. If it does not exit the map on the turn in which it lost half of its weapon or power spaces, it must move straight toward the map edge with a speed of at least 8 on following turns until it exits the map. If weapons or power spaces are repaired so that it has at least half functioning and if it has not exited the map, this requirement is cancelled.

### (8CM12e) FORCE DYNAMICS

Select any Coalition ships and any Orion ship(s).

Replace the Federation dreadnought with a heavy battlecruiser or a dreadnought from any empire.

Replace the Orion battle station with a base station or mobile base, and reduce the Coalition to a heavy cruiser and two light cruisers.

## Questions and Answers

**Q:** What happens if (in some civil war scenario) two opposing units with web casters attempt (on the same impulse) to lay web which would violate the 5M2b/5M2g restrictions if both were formed?

**A:** For web casters, the primary rule is (4Q3a), not (5M2b). As a result of (4Q3a), both webs fail to form, as they effectively cancel each other out and do not become active.

**Q:** A unit trapped in web cannot use Evasive Maneuvers. If a unit using Evasive Maneuvers enters a web hex, are the Evasive Maneuvers terminated or just ineffective until it leaves the web? If the latter, how does that interact with Evasive Maneuvers continuing over the turn break?

**A:** Evasive Maneuvers are terminated involuntarily, and continuation over the turn break is irrelevant.

**Q:** Does the "one full turn" in (5M2e) point 7 mean eight consecutive impulses, or just the remainder of the turn?

**A:** A "full turn" means eight consecutive impulses.

**Q:** When exactly in the Sequence of Play is web laid? Immediately after the laying ship moves would seem sensible, but what about the launch of a web anchor buoy?

**A:** Web is laid (and reinforced) during the Other Functions Phase of the Impulse. This should be specified in (5M2a). This means a given ship can only make one hex of web per impulse.

Web buoys are launched in the (oddly enough) Launch Phase. Note that the six points of power used only make the shuttle into a web buoy. You have wait until the next impulse to actually lay a hex of web onto the web buoy.

It is important to keep in mind that laying web is a slow business. It takes time and lots of power, and one ship laying web by itself with only the help of a web anchor is *really* slow.

Our thanks to Mike West, our intrepid *Federation Commander* Answer Guy. Great job, Mike!

## 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 free on-line newsletter.

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

## 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 Dragoon 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 the "Intruder" scenario, and scenario 8CM10 "The Pirates Find an Ally".

- **Communique #20:** Klingon E5 corvette (both scales), revised Orion raider (both scales), Tholian Heavy Cruiser for the "Intruder" scenario", large-size Gorn medium cruiser (both scales), Scenario 8CM11 "The Conventia Affair".

- **Communique #21:** Romulan SeaHawk (both scales), revised Klingon D6 (both scales), larger Federation light dreadnought (both scales), Kzinti battlecruiser for the "Intruder" scenario, Scenario 8CM12 "The Pirates Have Gone Too Far".

The 2006 index was in *Communique #14*.

# 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 much customer support stuff we have!)

## Just Ask Us

You can contact the game designer at:  
[design@StarFleetGames.com](mailto:design@StarFleetGames.com)

You can contact our customer support person at:  
[support@StarFleetGames.com](mailto:support@StarFleetGames.com)

You can contact our sales department at:  
[sales@StarFleetGames.com](mailto:sales@StarFleetGames.com)

Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (9-6 Central Time, M-F), and tell whoever answers (we take turns) what you need and 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* (found 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 primary BBS at [www.StarFleetGames.com/discus](http://www.StarFleetGames.com/discus) and look for the *Seeking Opponents* section and post a note there.

Go to our combined 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 Customer Support Director with a list of gamers near you.

## Federation Commander Play-by-Email

Playing *Federation Commander* by Email is an alternative to playing Face-to-Face. While there are a few differences (i.e., your opponent isn't sitting across the table from you), it is the same game.

The basic gist of the *Federation Commander* Play by Email (PBEM) system is that you and your opponent submit your orders for the turn to a moderator via Email. The moderator then processes them, and sends a "SitRep" (Situation Report) to the players via Email. You receive the results, write up your next set of orders, and then submit your orders once again. The process is repeated until the game is completed. Sounds simple? That's because it IS! It'll take a little getting used to (after all, what doesn't?), but once you've got the hang of it, you'll be lobbing photon torpedoes (or whatever your weapon of choice is) at opponents from all over the world.

Every *Federation Commander* PBEM game has at least three participants: two or more players and one moderator. The moderator's purpose is to accept orders from the players and carry them out, reporting the results of those orders to all

players. While he is not a player, the moderator fulfills a very important role in the game. Good moderators and good players make for a good, enjoyable game of *Federation Commander*. Moderating a *Federation Commander* PBEM game is also an excellent way to learn more about the *Federation Commander* rules.

While there are some disadvantages to PBEM (it does take longer to finish a game), there are advantages as well. You can play against people in other parts of the world (how often do you get to Australia, anyway?), you can play multiple games at once, and you can have large multi-player games (without worrying about running out of chips and soda).

For more information about playing *Federation Commander* PBEM, please visit the Play-by-Email section at [www.StarFleetGames.com/pbemgames](http://www.StarFleetGames.com/pbemgames) soon, or check the PBEM section of either 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, 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 \$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, Macintosh, and other systems.

Never worry about a lack of opponents. Never worry about opponents who don't show up for game day because of silly reasons like family reunions or their own weddings. Don't be cut off from your regular gaming group while on vacations or business trips.

Even better, you can join in on-line tournaments and campaigns, and your victories will add up to a higher and higher average score!

The system also allows you to chat with friends, taunt your enemies, and watch other players fight their own savage battles. (Why learn from your own mistakes when you can learn from someone else's?) This "observer" system allows players of either game (or those who have yet to join either) to learn the ins and outs of the other game before deciding to invest time and money in it.

So come to [www.SFBonline.com](http://www.SFBonline.com) right away. You can even fly the Federation CA or Klingon D7 as a free trial, or watch any game in play. Legendary *SFB* aces and new *Federation Commander* aces strut their stuff in combat arenas all the time, and you can learn from the best.

## On-Line Opt-In Newsletter

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

## KLINGON D6 HEAVY CRUISER FLEET SCALE

COUNTER **D6**  
POINT VALUE: 65  
DAMAGE CONTROL: 2



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

### 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

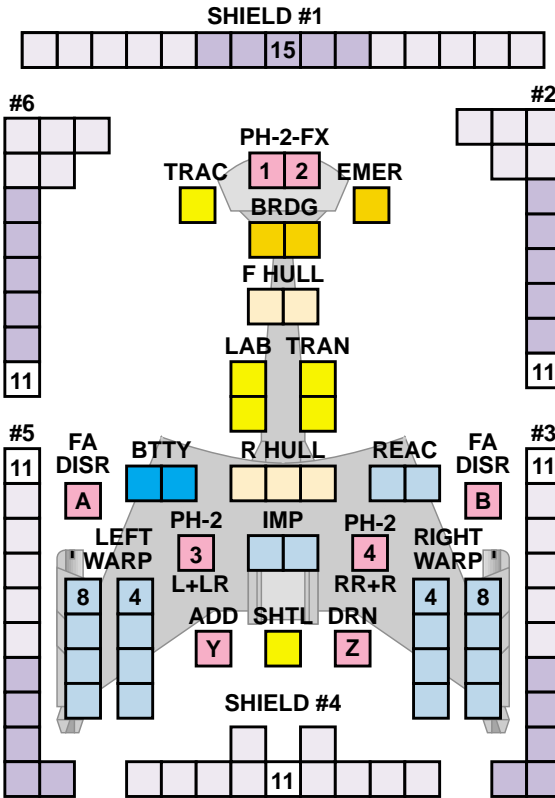
7			
3			

FRAME DAMAGE

2	
---	--

SHUTTLE


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



ANTI-DRONE Y

--	--	--	--	--

DRONE RACK Z

--	--

WEAPONS USED

1	2	3	4
A	B		Z

ANTI-DRONES IMP USED

1	2	3	4
5	6	7	8

DRONES

1			
2			
3			
4			

**9** FEDERATION COMMANDER: KLINGON BORDER  
FLEET SCALE SHIP CARD #9 OF 16  
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FRACTIONAL POWER  
0 1/2

Some have asked how we pick the "revised" ships to be in *Communique*. We sometimes take suggestions, and sometimes just look at the Master Ship Chart and see what commonly-used ships have yet to be published in this format. Of course, if we ever do an actual "correction" to a published ship, that has priority.

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 SEAHAWK FRIGATE

*FLEET SCALE*

COUNTER **SEA**  
 POINT VALUE: 42  
 DAMAGE CONTROL: 1

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

POWER TRACK **9**



**8**

**7**

**6**

**5**

**4**

**3**

**2**

**1**

**0**

PROBES

FRAME DAMAGE  
 #6

MARINES

WEAPONS USED

CLOAK COST = 3/8

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

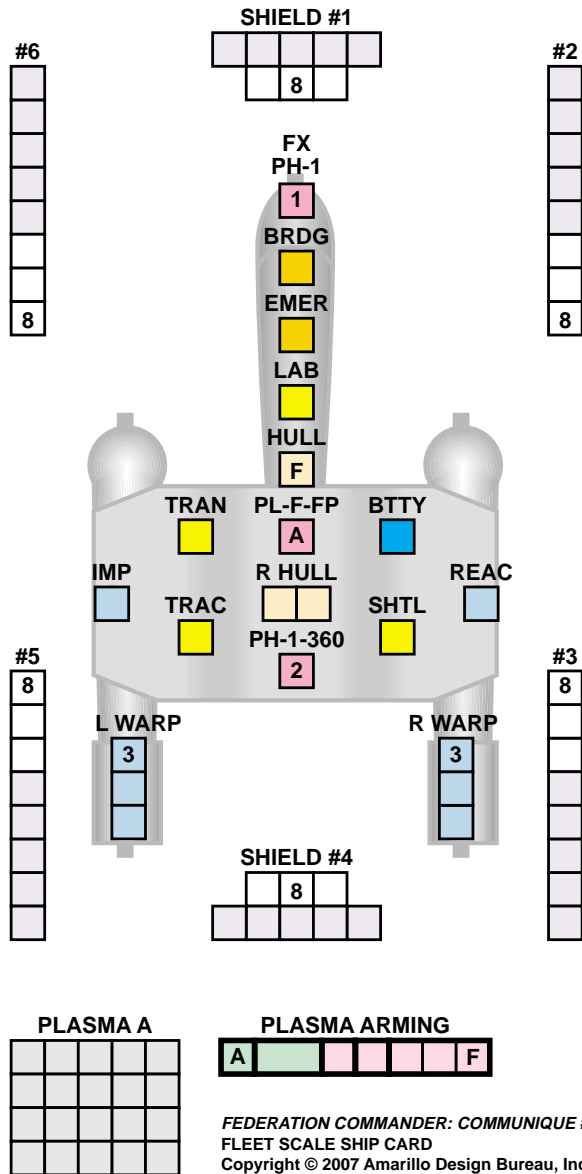
ACCELERATION  
 COST 1/8

DECELERATION  
 COST 1/8

HIGH ENERGY  
 TURN COST 5/8

EVASIVE MANEUVER  
 COST 3/4

**C21**



FEDERATION COMMANDER: COMMUNIQUE #21  
 FLEET SCALE SHIP CARD  
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**FRACTIONAL POWER**  
 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8



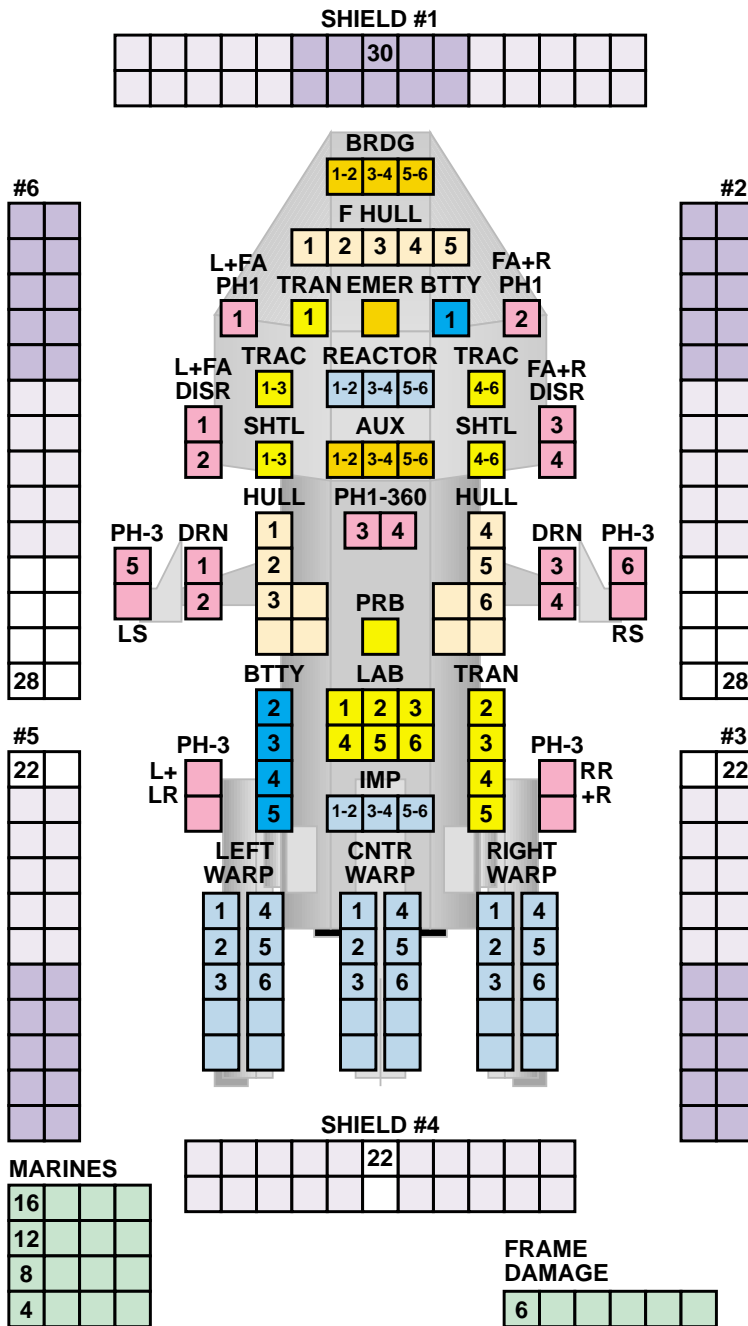
# KZINTI BATTLE CRUISER

**SQUADRON SCALE**

COUNTER BC  
POINT VALUE: 144  
DAMAGE CONTROL: 4



KHS  
Name \_\_\_\_\_



## 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).



FEDERATION COMMANDER: COMMUNIQUE #21  
SPECIAL SHIP CARD FOR INTRUDER SCENARIO  
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# FEDERATION LIGHT RAIDING DREADNOUGHT SQUADRON SCALE

COUNTER   
 POINT VALUE: 245  
 DAMAGE CONTROL: 6

ANTI-DRONES IMP USED

X		Y		Z	
1	2	1	2	1	2
3	4	3	4	3	4
5	6	5	6	5	6
7	8	7	8	7	8

**POWER TRACK**



**+60**  
**+50**  
**+40**  
**+30**  
**+20**  
**+10**  
**9**  
**8**  
**7**  
**6**  
**5**  
**4**  
**3**  
**2**  
**1**  
**0**

**PHOTON ARMING**

A	B	C	D	E
P	P	P	P	P
L	L	L	L	L
+4	+4	+4	+4	+4
+8	+8	+8	+8	+8
F	F	F	F	F

Power when undamaged: 57 + 5.

**PROBES**

--	--	--	--	--

**MARINES**

16		
12		
8		
4		

**FRAME DAMAGE**

12		
8		
4		

TURN MODE D  
 MOVE COST 1+1/4

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 10

BASE SPEED 16  
 TURN MODE 4  
 SPEED COST 20

BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 30

ACCELERATION COST 1+1/4

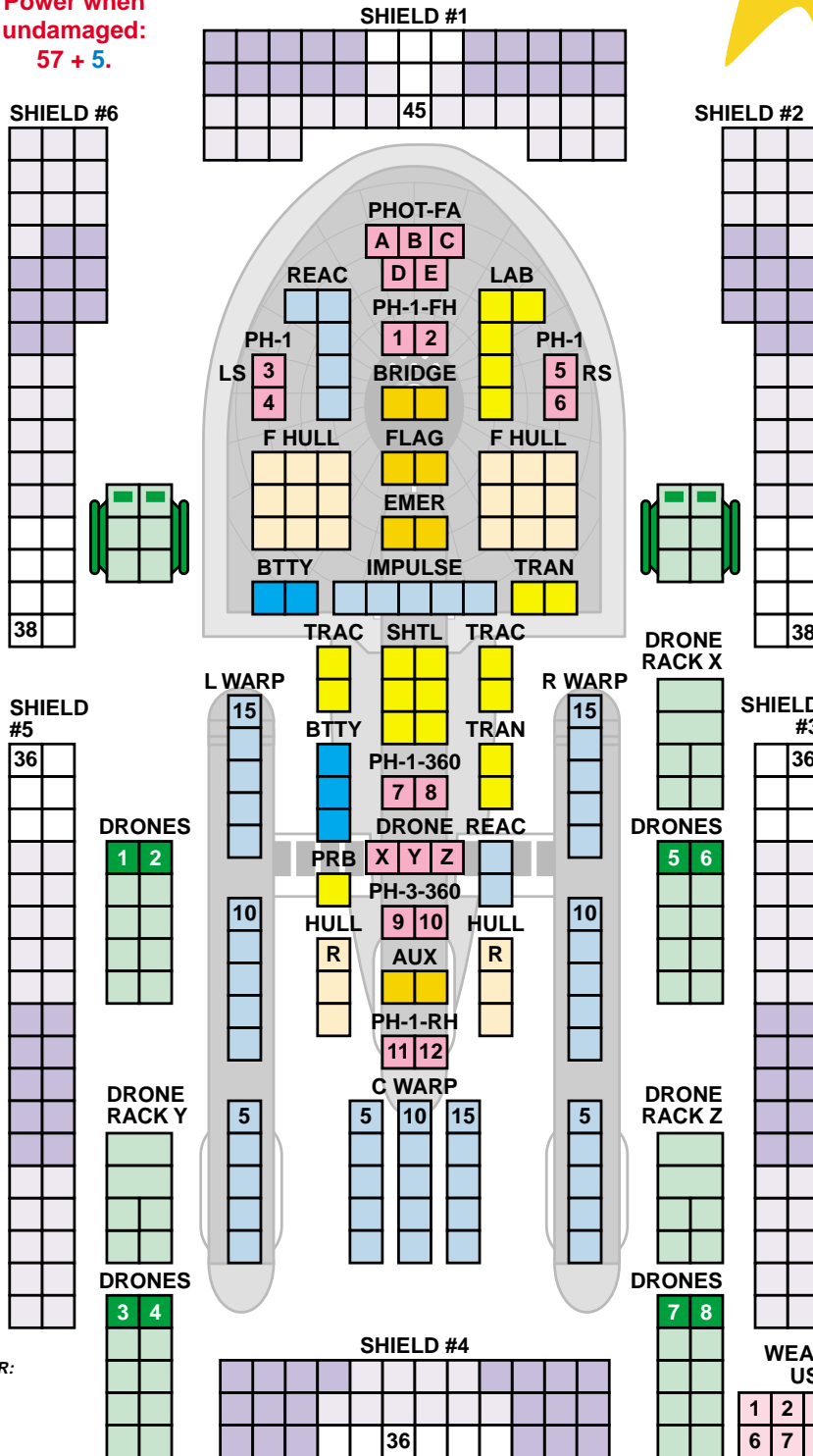
DECELERATION COST 1+1/4

HIGH ENERGY TURN COST 6+1/4

EVASIVE MANEUVER COST 7+1/2

FEDERATION COMMANDER:  
 BOOSTER PACK #16  
 SQUADRON SCALE SHIP  
 CARD #82 OF 81-96  
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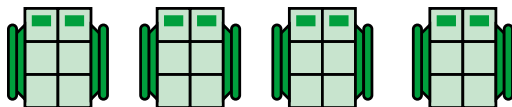
USS Name \_\_\_\_\_



WEAPONS USED

1	2	3	4	5
6	7	8	9	10
11	12	X	Y	Z

**82**



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

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**LARGER SHIP CARD**

