



# COMMUNIQUE #22

## STARDATE 2007.10

### NEW IN THIS ISSUE

We have included several Ship Cards in this issue.  
New ship: Gorn Frigate  
Revised ship: Kzinti Frigate  
Ship for "Intruder" scenario: Mobile Base  
Larger ship: Federation Photon Heavy Battlecruiser  
New scenario: 8CM13 Asteroid Operations

### 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 released *Squadron Box #13* and *Border Box #5* on 24 September.

*Border Box #6* and *Squadron Boxes #16, #17, and #18* will be released in late October or early November. (We found out just today that the casting house never sent the masters to us for approval. They are doing so now.)

*Federation Commander: Briefing #1* will be released in October or November. 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 battleship, Klingon B10 battleship, Kzinti battleship, Romulan King Condor battleship, Gorn battleship, and Neo-Tholian battleship) for those scenarios with two battleships, along with two entirely new battleships, the Hydran Monarch battleship and the Lyran Cave Lion battleship. 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. It will, as usual, include a lot of things for *Federation Commander*, including new ships, tactics, and scenarios.

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.

Several versions of the updated Master Ship Chart for *Federation Commander* were 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 new asteroid 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 website, 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.

## FEDERATION COMMANDER SCENARIO

# (8CM13) ASTEROID OPERATIONS

The Tholians were preparing to upgrade one of their base stations to a battle station. As part of this intended upgrade, they were gathering asteroids to deploy as additional anchor points for webs.

The procedure involved sending ships to find suitable asteroids, then accelerating the asteroids to near light speed. It would be weeks, sometimes months, before the selected asteroids would arrive at their destination, so considerable planning was involved.

The Klingons intended to destroy the base station before the upgrade could be completed. To buy time to gather ships and set up diversions elsewhere, the Tholian Border Harassment Squadron interdicted the Tholian attempts to gather and position the asteroids. The result was a series of small vicious fights near the station.

### (8CM13a) NUMBER OF PLAYERS:

Two: the Tholian player and Klingon player.

### (8CM13b) INITIAL SETUP

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 a "location map"; any ship which is more than 35 hexes from the Tholian Base Station has left the scenario.

**Tholians:** Place a Tholian Base Station in the center of a map panel. Place one Tholian destroyer and two patrol corvettes 20 hexes from the base in direction A-B. All three Tholian ships must be at least 5 hexes from each other. Each ship was towing an asteroid (see below) so place an asteroid counter in the initial hex of all three Tholian ships.

**Klingons:** Place one Klingon D6 and two F5s 30 hexes from the Tholian base anywhere between directions E and F.

### (8CM13c) OBJECTIVE

**Mission-Klingon:** The Klingon tactical objective is to destroy the asteroids. While they lack sufficient forces for a direct assault on the base station, being Klingons, they are authorized to attack it if they see an opportunity for a more important victory.

**Mission-Tholian:** The Tholian objective is to protect the asteroids and the base station, and to drive off the Klingon attackers.

**Time Limit:** The scenario ends when all units belonging to one side have been destroyed, captured, or have left the map.

**Victory:** Use the Victory Conditions in (8B2). In addition, each asteroid destroyed is worth 25 points to the Klingons, and each asteroid not destroyed is worth 25 points to the Tholians.

### (8CM13d) SPECIAL RULES

**1. Asteroid movement:** The Tholians were pulling asteroids to the base for anchors. The asteroids have been accelerated to near light speed, and will continue to move at a speed of 1 hex per turn for the rest of the scenario. Move them during Sub-Pulse #4 of Impulse #8.

**2. Asteroid effect:** The asteroid counters each represent a single asteroid, and as such they can be ignored for most purposes (e.g. there is no damage for moving through a hex with an asteroid).

**3. Asteroid destruction:** To destroy an asteroid, it is necessary to score 100 points of damage on it. [50 points are required in Fleet Scale.]

**4. Asteroid towing:** The asteroids are sufficiently heavy, and have sufficient momentum, that no ship can alter their course with a tractor beam (6B4e).

### (8CM13e) FORCE DYNAMICS

You can replay this scenario many times.

**1.** The Klingons could have hired Orions for the raid. Replace the Klingon ships with one Orion raider cruiser and two Orion light raiders.

**2.** To destroy an asteroid, the Klingons must first determine its "focal point". This requires the Klingons to accumulate 25 points of laboratory information on a given asteroid before they can destroy it. In this variation, any given asteroid can be destroyed by 400 points of damage without finding the focal point.

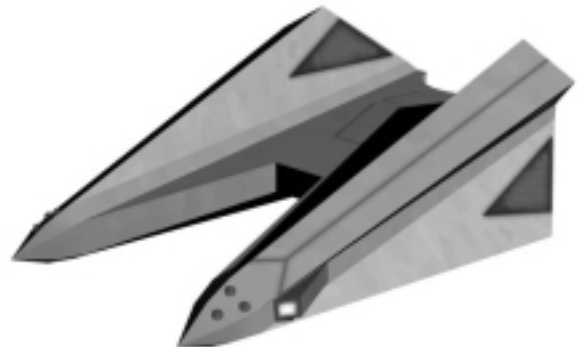
**3.** Balance can be adjusted. Replace the D6 with a D7 to favor the Klingons, or a D5 to favor the Tholians.

Replace a Tholian patrol corvette with a destroyer to favor the Tholians.

### (8CM13f) DESIGNERS NOTES

Based on SFB scenario (SH95.0) by Guy Arnold; converted to *Federation Commander* by Mike West.

Tholian CA (below) by Adam Turner.



## Questions and Answers

**Q:** The (6B4e) Towing rule for medium asteroids is still predicated on the *Star Fleet Battle* tractor/move cost rules. As this is unworkable in *Federation Commander*, what is the real rule?

**A:** This has been fixed in the Asteroid rules published in *Battleships Attack*. The rule is that it costs 8 energy points to move a medium asteroid one hex in a turn, 16 energy points to move a medium asteroid two hexes in a turn, and so on. This is regardless of the movement rate of the towing ship as the asteroid's mass overwhelms the ship's movement rate.

**Q:** The web breaker does not mention electronic warfare procedures at all. Is it affected by intervening asteroids?

**A:** No. Web breakers are NOT affected by die roll (4A4) modifiers.

**Q:** Can an anchor move out of a hex of web and then decline to pay the energy to lay a fresh hex in the Other Functions Step? This allows me to change anchor status more than once per turn.

**A:** That is somewhat of a grey area, but it comes down to what is meant by "voluntarily dropped". Here is how it works; see rules (5M2d-1), (5M2d-2), and (5M2d-6) for reference. Rule (5M2d-7) is referring to announcing a change of status while being eligible for anchor status. In other words, as long as a unit is eligible to be an anchor, the unit may only change its anchor status once every 8 impulses. However, a ship which is serving as an anchor which moves in such a way that makes it ineligible to be an anchor any longer causes an "involuntary" change of anchor status. Yes, the *move* was voluntary, but the change in anchor status was not. A ship which moves in such a way as to involuntarily lose its anchor status will cause any web segment it is an end anchor for to collapse, and will not be able to become a web anchor for another full 8 impulses.

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 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, 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 (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, revised Lyran Tiger heavy cruiser, larger size Klingon C7, 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.

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

- **Communique #19:** Klingon E7 cruiser, revised Klingon F5 frigate, larger size Romulan NovaHawk, Romulan FireHawk for the "Intruder" scenario, and Scenario 8CM10 The Pirates Find an Ally.

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

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

- **Communique #22:** Gorn frigate, revised Kzinti frigate, larger Federation photon heavy battlecruiser, Mobile Base for the "Intruder" scenario, Scenario 8CM13 Asteroid Operations.

- **Communique #23:** Scheduled: Klingon F6.

- **Communique #24:** Scheduled: Defense Satellites.

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

## KZINTI FRIGATE FLEET SCALE

COUNTER   
POINT VALUE: 41  
DAMAGE CONTROL: 1



**POWER TRACK**

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

**PROBES**

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**MARINES**

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**FRAME DAMAGE**

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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

**WEAPONS USED**

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**DRONE RACK Y**

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**DRONE RACK Z**

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**DRONES**

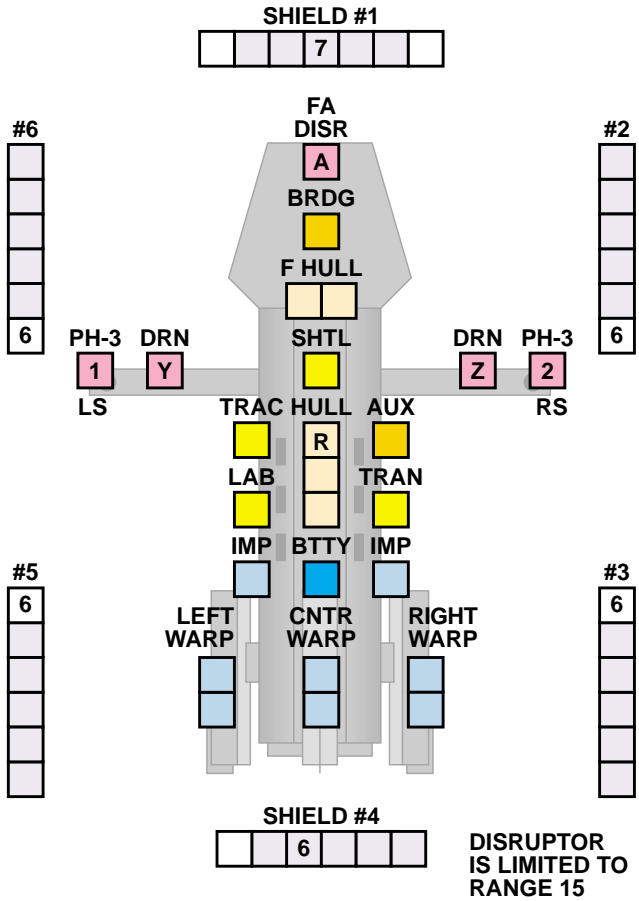
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**DRONES**

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**SHUTTLE**

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9  
8  
7  
6  
5  
4  
3  
2  
1  
0

DISRUPTOR IS LIMITED TO RANGE 15

FEDERATION COMMANDER: KLINGON BORDER  
FLEET SCALE SHIP CARD #12 OF 16  
Copyright © 2007 Amarillo Design Bureau, Inc.

**12**

**FRACTIONAL POWER**

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

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. If all else fails, we pick the "oldest" which has never been in *Communique*. 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.

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# REVISED SHIP CARD

## KZINTI FRIGATE

**SQUADRON SCALE**

COUNTER   
 POINT VALUE: 87  
 DAMAGE CONTROL: 2



**POWER TRACK**

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

PROBES

--	--	--	--	--

MARINES

6		
3		

FRAME DAMAGE

4			
---	--	--	--

TURN MODE A  
MOVE COST 1/4

BASE SPEED 8  
TURN MODE 1  
SPEED COST 2

BASE SPEED 16  
TURN MODE 2  
SPEED COST 4

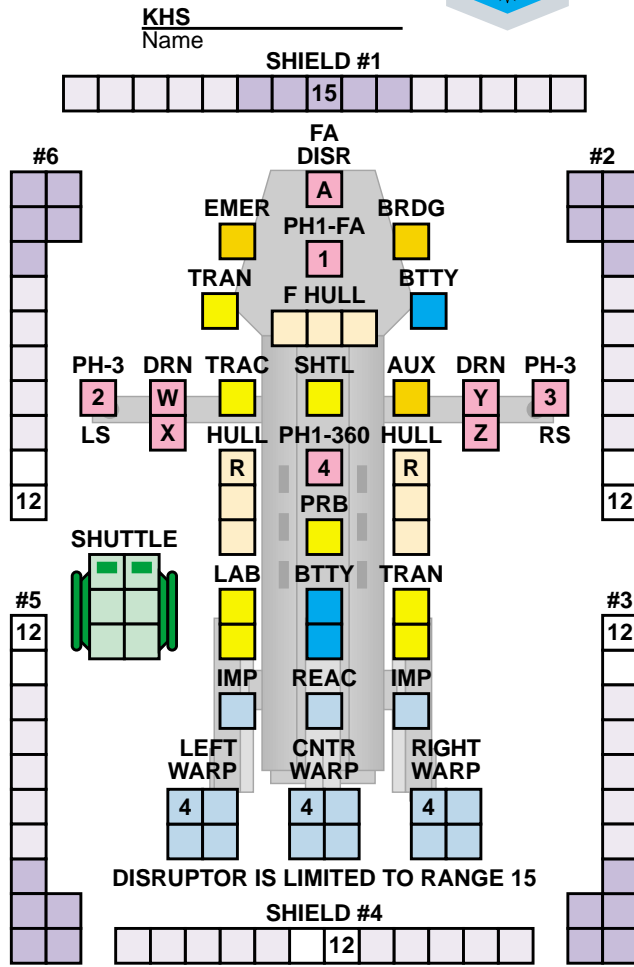
BASE SPEED 24  
TURN MODE 4  
SPEED COST 6

ACCELERATION  
COST 1/4

DECELERATION  
COST 1/4

HIGH ENERGY  
TURN COST  
1+1/4

EVASIVE  
MANEUVER  
COST 1+1/2



DRONE RACK W


DRONES

1				
2				
3				
4				

DRONE RACK X


DRONES

5				
6				
7				
8				

DRONE RACK Y


DRONES

1				
2				
3				
4				

DRONE RACK Z


DRONES

5				
6				
7				
8				

WEAPONS USED

A	1	2	3	4	W	X	Y	Z
---	---	---	---	---	---	---	---	---

**FRACTIONAL POWER**

0 1/4 1/2 3/4

12

FEDERATION COMMANDER: KLINGON BORDER  
 SQUADRON SCALE SHIP CARD #12 OF 16  
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There was nothing "wrong" with the original ship card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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# NEW SHIP CARD

## GORN FRIGATE FLEET SCALE

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

COUNTER **FF**  
POINT VALUE: 27  
DAMAGE CONTROL: 1

POWER  
TRACK

9

8

7

6

5

4

3

2

1

0

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

MARINES #6  
[ 2 ] [ ]

FRAME DAMAGE  
[ 2 ] [ ]

WEAPONS USED  
[ A ] [ 1 ] [ 2 ]

TURN MODE B  
MOVE COST  
1/8

BASE SPEED 8  
TURN MODE 2  
SPEED COST 1

BASE SPEED 16  
TURN MODE 3  
SPEED COST 2

BASE SPEED 24  
TURN MODE 4  
SPEED COST 3

ACCELERATION  
COST 1/8

DECELERATION  
COST 1/8

HIGH ENERGY  
TURN COST 5/8

EVASIVE  
MANEUVER  
COST 3/4

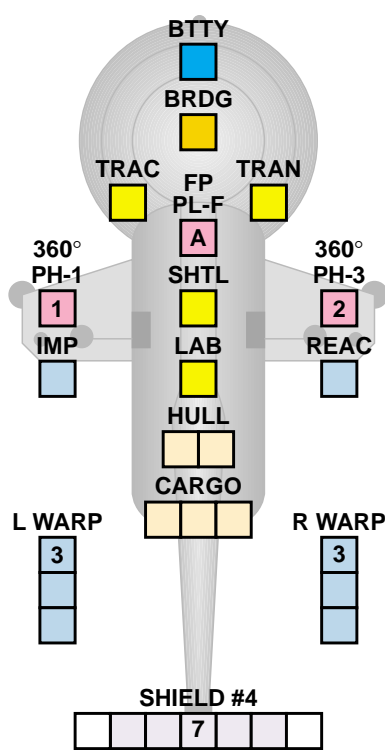
#6  
[ ][ ][ ][ ][ ][ ][ ]

#5  
[ ][ ][ ][ ][ ][ ][ ]

PL-A  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

PLASMA ARMING  
[ A ] [ ][ ][ ][ ][ ] [ F ]

SHIELD #1  
[ ][ ][ ][ ]  
[ 8 ]



#2  
[ ][ ][ ][ ][ ][ ][ ]

#3  
[ ][ ][ ][ ][ ][ ][ ]

FEDERATION COMMANDER: COMMUNIQUE #22  
FLEET SCALE SHIP CARD  
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**C22**

FRACTIONAL POWER

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





# FEDERATION BATTLECRUISER

USS NEW JERSEY SUB-TYPE  
**FLEET SCALE**

COUNTER	BCJ
POINT VALUE:	115
DAMAGE CONTROL:	3

**POWER TRACK** 26  
25  
24  
23  
22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0



**PROBES**

--	--	--	--	--

**MARINES**

8			
4			

**FRAME DAMAGE**

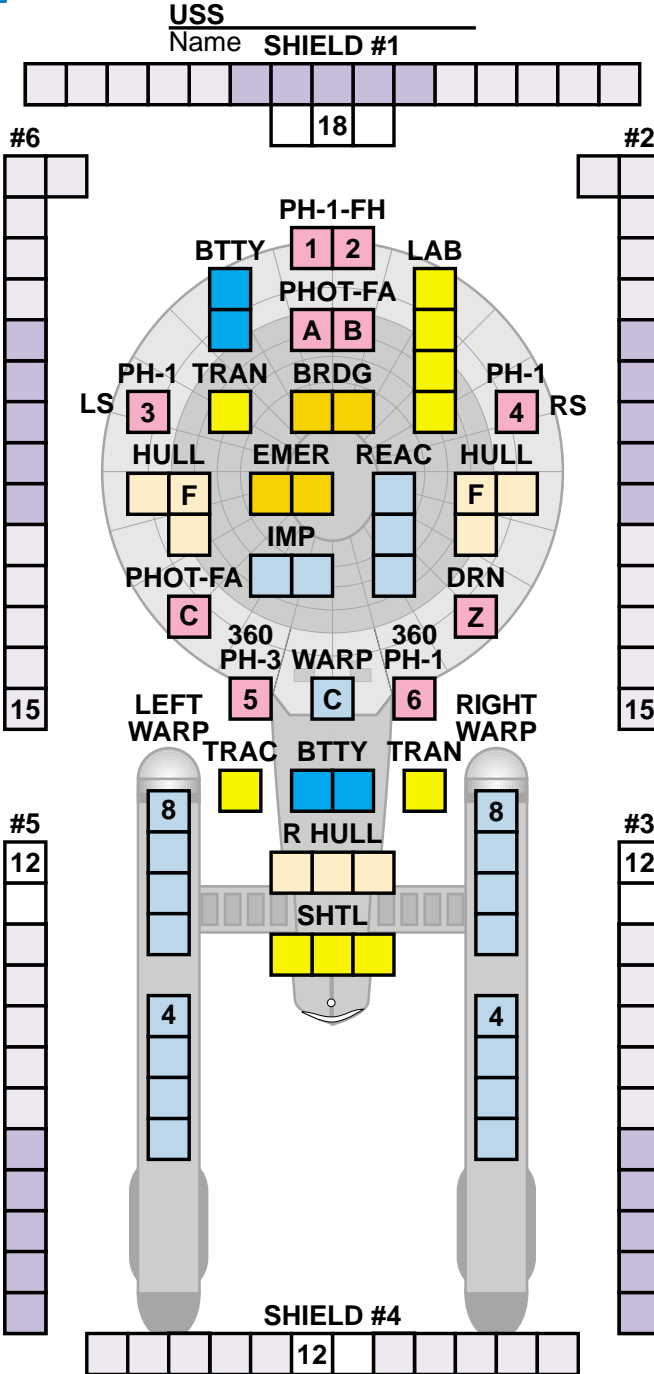
4			
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**PHOTON ARMING**

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

This class cannot fire more than 2 photons on any single turn.

<b>TURN MODE D</b> MOVE COST 1/2
<b>BASE SPEED 8</b> TURN MODE 2 SPEED COST 4
<b>BASE SPEED 16</b> TURN MODE 4 SPEED COST 8
<b>BASE SPEED 24</b> TURN MODE 5 SPEED COST 12
<b>ACCELERATION</b> COST 1/2
<b>DECELERATION</b> COST 1/2
<b>HIGH ENERGY</b> TURN COST 2+1/2
<b>EVASIVE MANEUVER</b> COST 3



**DRONE RACK Z**

--	--	--	--

**WEAPONS USED**

1	2	3	4
5	6	Z	

**ANTI-DRONE IMP USED**

1	2	3	4
5	6	7	8

**DRONES**

1	2

**DRONES**

3	4

**SHUTTLES**


**SHUTTLES**


**SHUTTLES**


**17**

FEDERATION COMMANDER: KLINGON ATTACK  
SQUADRON SCALE SHIP CARD #17 OF 17-32  
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**FRACTIONAL POWER**  
0 1/2

**LARGER SHIP CARD**

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