



COMMUNIQUE #23

STARDATE 2007.11

NEW IN THIS ISSUE

We have included several Ship Cards in this issue.
New ship: Klingon F6 "frignaut"
Revised ship: Federation FFG Frigate
Ship for "Intruder" scenario: Orion Battle Raider
Larger ship: Gorn Light Dreadnought
New scenario: 8CM14 Internal Disorder.

SCHEDULE UPDATE

Already released: *Klingon Border*, *Klingon Attack*, *Romulan Border*, *Romulan Attack*, *Tholian Attack*, *Battleships Attack*.
Booster Packs #0-#18, *Squadron Boxes #0-#12*, *Squadron Boxes #14-#15*, *Border Boxes #1-#4*, *Captain's Log #32-#35*.

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 next year. (We found out just last week that the casting house had never done the production; they will do it as soon as they can, but wholesalers do not want new products between 15 November and 15 January.)

Federation Commander: Briefing #1 will be released next year. 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. Retail price will be \$19.95. Stock number will be 4007.

We will release *Captain's Log #36* as soon as we can, probably in January. 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 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 January-September 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: (8BA2) 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 & FORUM: KEYS TO COMMUNICATION

The BBS (www.StarFleetGames.com/discus) can be confusing at first sight, as it has hundreds of topics, used daily by a thousand players. Registration is free, but we do require all participants to use their real names. (This not only improves the overall tone of civility, but makes sure you get credit for any suggestions you make.) When you register, you will see topics for each of our product lines. Feel free to venture into the broader universe as you get more comfortable with the system.

There is also a forum (much easier for new players) on the www.FederationCommander.com website. It allows screen names and avatars but isn't used for submissions of new items.

Several versions of the updated Master Ship Chart for *Federation Commander* 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.

FED COMMANDER: 2007

THOLIAN ATTACK was released, including two "web" map panels, 15 ships (including Tholians, Neo-Tholians, and Seltorians), a web strength tracking card, 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*.

Steve Cole sends his personal thanks to players for their understanding that the death of his mother delayed several products into next year, and for the many notes of condolence and sympathy from players and friends.

FED COMMANDER: 2008

BRIEFING #1 (stock #4021, retail \$12.95) will contain scenarios, tactics, and other materials. This is to be released in January of 2008.

LINE OF BATTLE (stock #4007, retail \$19.95) will be released in January 2008 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* next 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 is now nested inside the "original" site which you all know is www.StarFleetGames.com. Why did we do this?

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

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) if you see any glitches in the website, or ways to improve it.

The website:

www.StarFleetGames.com

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

FEDERATION COMMANDER SCENARIO

(8CM14) INTERNAL DISORDER

The Tholian Will existed as an empire for centuries. This had much to do with the absolute ruthlessness which they applied in maintaining internal order. Any resistance to the Will was crushed without pity or remorse. This was true even when the resistance was that of a Sector Governor and his followers, intent on reforming the Empire into a more humane system. Such incidents were very rare in the long history of the Will, but like any civil war, they were always bloody affairs.

(8CM14a) NUMBER OF PLAYERS:

Two: Tholian Will player and Tholian Reform player.

(8CM14b) 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 "floating map" as the forces have met in deep space, away from all systems.

Tholian Reform: Set up first. Place Tholian NDN, NCL, and PC; Seltorian DN, BC, two CLs, one DD, two FFs, in one corner of the map, all within six hexes of each other.

Tholian Will: Set up second, in the opposite corner, no ship to be within 24 hexes of any Reformer ship: NBB, NCA, NCL, NDD, two NFF; Seltorian CA, CL, two DD, two FF.

(8CM14c) OBJECTIVE

Mission-Will: Win the battle while losing the fewest ships possible (on both sides).

Mission-Reform: Drive the Will forces out of the area.

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

Victory: Use the Victory Conditions in (8B2). The Will player gains 50 bonus points for capturing the Reformer NDN. The Will player gains no points for the destruction of Reform ships.

(8CM14d) SPECIAL RULES

1. This is an "Old Galaxy" battle with the rules thereof, e.g., particle cannons, no suicide shuttles.
2. There are no web breakers (pre-revolt).
3. The scenario ends immediately if the Reformer NDN or the Will NBB is captured or destroyed.
4. Reformer ships cannot pass through the Will's webs or anchor them, and vice versa.
5. Any crippled ship is immediately placed under special restrictions. It cannot fire any weapons, and must maneuver to disengage as quickly as possible. To disengage, the ship must immediately begin moving away from

the enemy flagship. Once it is 25 hexes from all enemy ships, it has disengaged and may not enter the map again. If it does not exit the map on the turn in which was crippled, it must move (as above) with its highest possible speed until it exits the battle. If the ship is repaired so that it is no longer crippled before it has disengaged, it is no longer under these restrictions. Ships can, of course, voluntarily leave the map under the normal rules.

(8CM14e) FORCE DYNAMICS

Players can use the usual variations.

(8CM14f) DESIGNER'S NOTES

Based on *SFB* scenario (SH120) by Steven P. Petrick; converted to *Federation Commander* by Mike West.

MORE COUNTERS FOR FEDERATION COMMANDER

by Phil Shanton

Below is a list of ships which have appeared in *Communications* and *Captain's Log*, along with a list of counters available in *SFB Module H1 Megahex* (if any).

Federation DD, DN: No counter
Gorn ECL, Frigate: No counter
Gorn Frigate: No counter
Hydran Command Cruiser: Megahex countersheet 3
Hydran Destroyer: Megahex countersheet 3
Hydran Dragoon: Megahex countersheet 3
Hydran Dreadnaught: Megahex countersheet 3
Hydran Frigate: Megahex countersheet 3
Hydran Medium Cruiser: No counter
Hydran Ranger: Megahex countersheet 3
ISC Destroyer: Megahex countersheet 3
ISC Heavy Cruiser: Megahex countersheet 3
ISC Light Cruiser: Megahex countersheet 3
Klingon D5D, D6M, E5D, E5J, E7D, E7J: No counter
Klingon E5: Megahex countersheet 3
Klingon E7: Megahex countersheet 3
Klingon F5W: Megahex countersheet 3
Lyrans Command Cruiser: Megahex countersheet 4
Lyrans Destroyer: Megahex countersheet 4
Lyrans Dreadnaught: Megahex countersheet 4
Lyrans Frigate: Megahex countersheet 4
Lyrans Heavy Battlecruiser: Megahex countersheet 4
Lyrans Heavy Cruiser: Megahex countersheet 4
Lyrans War Cruiser: Megahex countersheet 4
Monster Santa Claus: No counter
Orion BR: Megahex countersheet 3
Romulan Falcon Mauler, Vulture: No counter
Romulan Seahawk: Megahex countersheet 3, 4
WYN Shark Heavy Cruiser: Megahex countersheet 4
WYN Orca War Cruiser: Megahex countersheet 4

Questions and Answers

Q: By (4Q2a), a Web Caster does not work at range zero. By (4Q3b), the casting ship can use itself as an anchor point. Is this a contradiction?

A: It is not so much a contradiction, as that (4Q3b) forms a single exception to (4Q2a).

Q: When I start to lay web, do I declare immediately if this is to be linear or globular, or does my opponent have to wait until I either reinforce it or move in a pattern impossible for linear web?

A: There is no rule that would require you to declare whether a web is intended to be globular or linear. Actually, you don't even have to explicitly decide yourself, until such time as you do something that commits you to one type or the other.

Q: Is (5M2e2) intended to literally forbid web anchors from moving in a way that would break the web, or does it just mean the segment will dissolve if they do?

A: A ship can move as it wishes. If it involuntarily forfeits its anchor status (with a voluntary movement), the segment it was serving as an anchor for will collapse.

Q: Rule (5M2f2) says the ship could recover a web anchor buoy as per the rules, but (5M2j) has no rules for doing so.

A: You must recover a web anchor using the Assisted Landing procedure given in the updated (2D5c) rules in *Communique #17*. Note that the web anchor buoy cannot be transformed back into a shuttle again, but you won't have to expend the 6 energy points again.

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

Index of 2007 Issues:

- **Communique #13:** Intruder scenario (actually, a whole separate game), Federation CA for the "Intruder" scenario, new Ship Cards for plasma-armed battle stations, larger 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 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, 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:** Klingon F6, revised Fed FFG, large Gorn DNL, Scenario 8CM14 Internal Disorder, and an Orion BR for the *Intruder* scenario.

- **Communique #24:** Scheduled: Defense Satellites, an entirely new unit for *Federation Commander*. 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

You can contact our customer support person at:
support@StarFleetGames.com

You can contact our sales department at:
sales@StarFleetGames.com

Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (9-6 Central Time, M-F), and tell whoever answers (we take turns) what you need, and you will be sent to the right person to get your answer.

Websites

Our site at www.FederationCommander.com has a lot of stuff for you to use, and the *Commander's Circle* (found at 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 and look for the *Seeking Opponents* section and post a note there.

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

Federation Commander Play-by-Email

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

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

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

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

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

For more information about playing *Federation Commander* PBEM, please visit the Play-by-Email section at www.StarFleetGames.com/pbemgames soon, or check the PBEM section of either 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, 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 right away. You can even fly the Federation CA or Klingon D7 as a free trial, or watch any game in play. Legendary *SFB* aces and new *Federation Commander* aces strut their stuff in combat arenas all the time, and you can learn from the best.

On-Line Opt-In Newsletter

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

www.starfleetgames.com/newsletter.shtml

We Welcome Your Ideas

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

REVISED SHIP CARD

FEDERATION FRIGATE FLEET SCALE

COUNTER
 POINT VALUE: 42
 DAMAGE CONTROL: 1



POWER TRACK

PROBES



MARINES



FRAME DAMAGE



PHOTON ARMING



WEAPONS USED



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

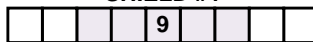
DECELERATION
COST 1/8

HIGH ENERGY
TURN COST 5/8

EVASIVE
MANEUVER
COST 3/4

USS _____
Name

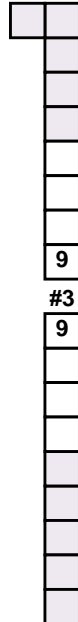
SHIELD #1



SHIELD #6



SHIELD #2



9

8

7

6

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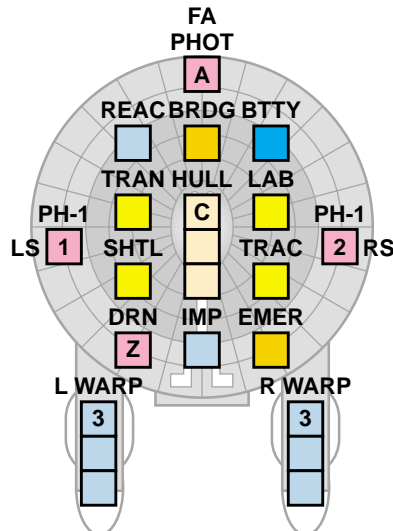
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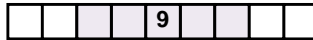
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SHIELD #4



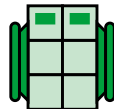
DRONE RACK Z



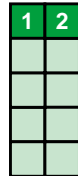
ANTI-DRONES IMP USED



SHUTTLE



DRONES



FEDERATION COMMANDER: KLINGON BORDER
 FLEET SCALE SHIP CARD #4 OF 16
 Copyright © 2007 Amarillo Design Bureau, Inc.

4

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.

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

KLINGON F6 FRIGNAUT FLEET SCALE

COUNTER **F6**
POINT VALUE: 67
DAMAGE CONTROL: 1



POWER TRACK

16

15

14

13

12

11

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3

2

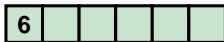
1

0

PROBES



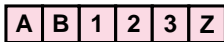
MARINES



FRAME DAMAGE



WEAPONS USED



ANTI-DRONES IMP USED



TURN MODE A
MOVE COST 3/8

BASE SPEED 8
TURN MODE 1
SPEED COST 3

BASE SPEED 16
TURN MODE 2
SPEED COST 6

BASE SPEED 24
TURN MODE 4
SPEED COST 9

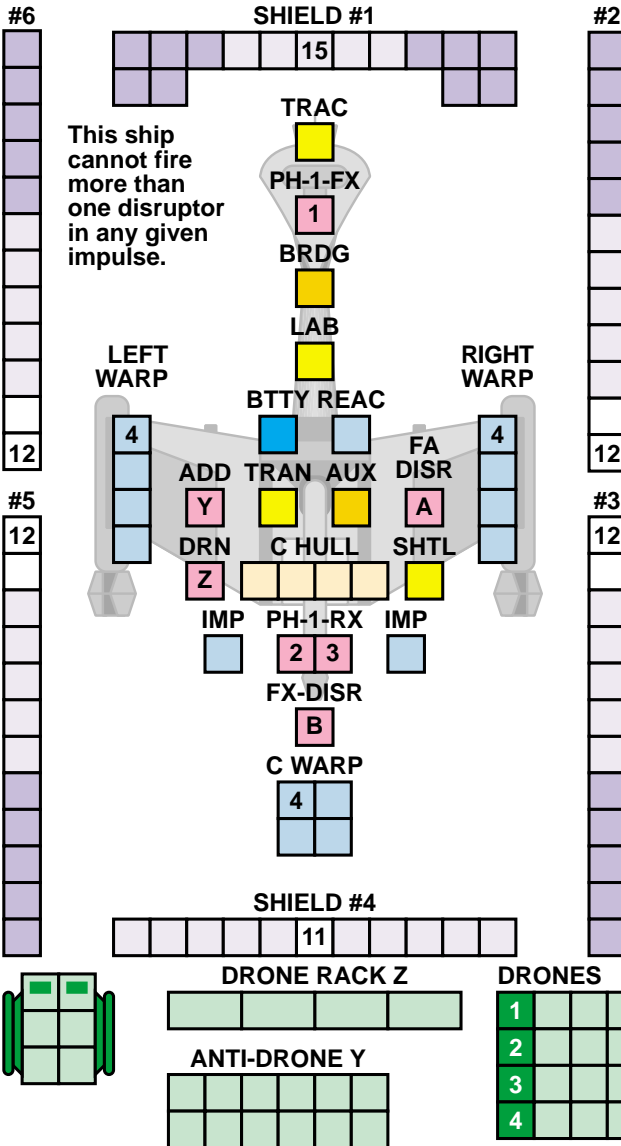
ACCELERATION
COST 3/8

DECELERATION
COST 3/8

HIGH ENERGY
TURN COST 1+7/8

EVASIVE
MANEUVER
COST 2+1/4

IKV
Name



This ship cannot fire more than one disruptor in any given impulse.

#6

#5

#3

#2

#1

#0

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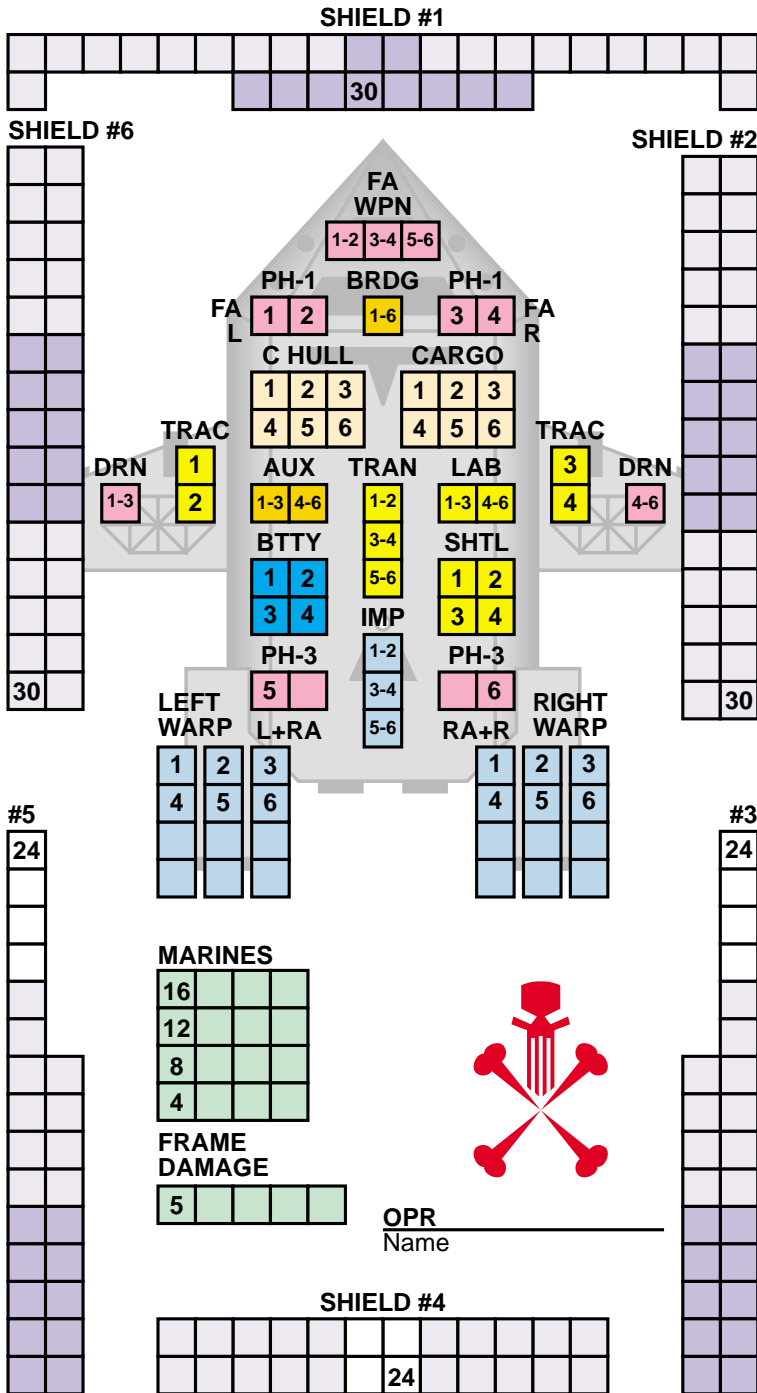
#-250

#-251

ORION PIRATE BATTLE RAIDER

SQUADRON SCALE

| | |
|-------------------|----|
| COUNTER | BR |
| POINT VALUE: 115 | |
| DAMAGE CONTROL: 4 | |



FEDERATION COMMANDER: COMMUNIQUE #23
Special Ship Card for the Intruder Scenario
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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).

GORN LIGHT DREADNOUGHT ALECTOSAURUS

FLEET SCALE

WEAPONS USED

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| A | B | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|---|

POWER TRACK +30
+20
+10

PLASMA ARMING

| | | | | | | | | |
|---|--|--|--|--|--|---|---|---|
| A | | | | | | | G | S |
| B | | | | | | F | | |

COUNTER **DNL**
POINT VALUE: 108
DAMAGE CONTROL: 3

GCS Deathbeast
Name

PROBES

| | | | | |
|--|--|--|--|--|
| | | | | |
|--|--|--|--|--|

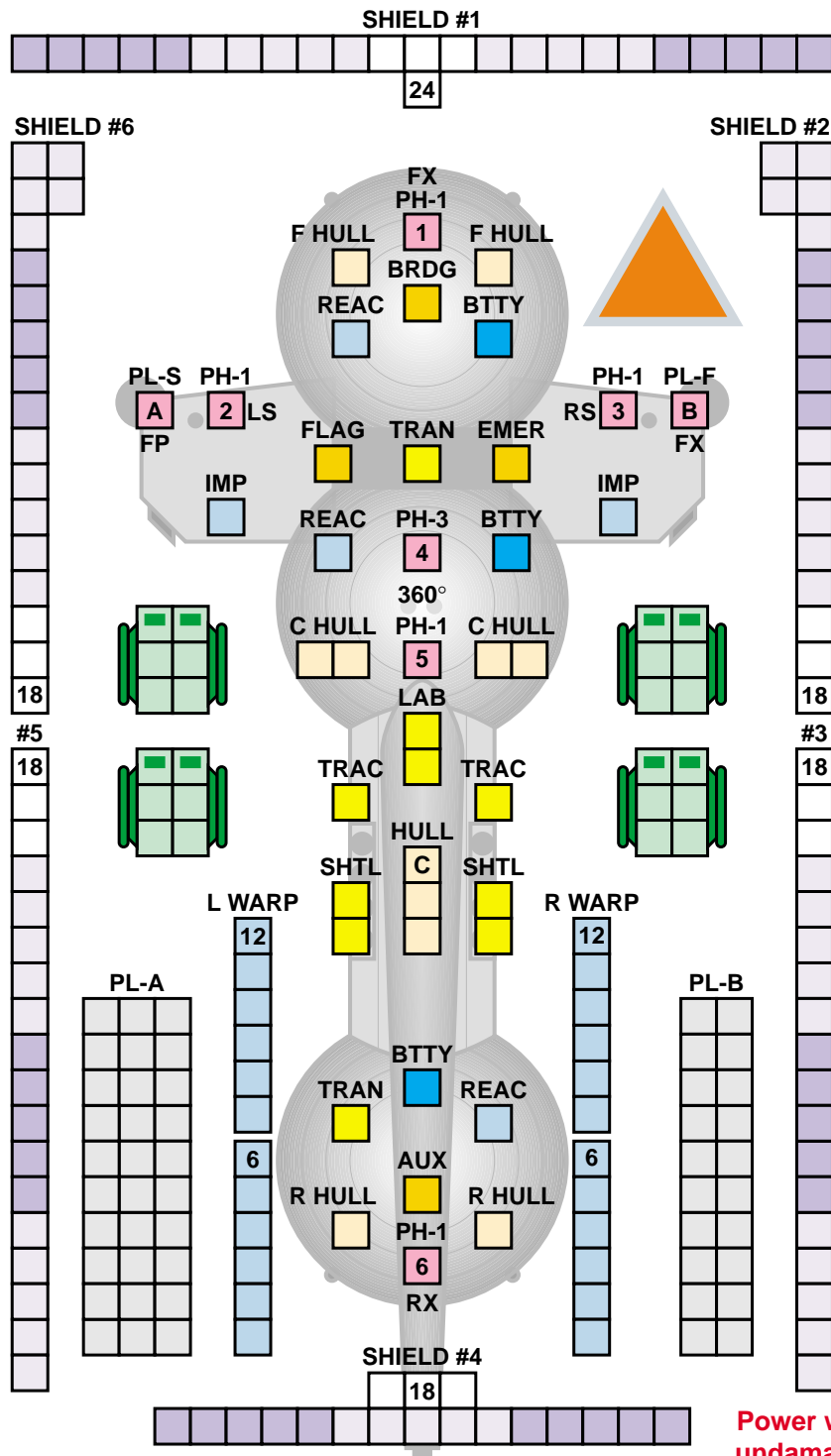
MARINES

| | | | | |
|----|--|--|--|--|
| 15 | | | | |
| 10 | | | | |
| 5 | | | | |

FRAME DAMAGE

| | | | | |
|---|--|--|--|--|
| 8 | | | | |
| 4 | | | | |

| |
|---|
| TURN MODE E MOVE COST 5/8 |
| BASE SPEED 8 TURN MODE 3 SPEED COST 5 |
| BASE SPEED 16 TURN MODE 5 SPEED COST 10 |
| BASE SPEED 24 TURN MODE 6 SPEED COST 15 |
| ACCELERATION COST 5/8 |
| DECELERATION COST 5/8 |
| HIGH ENERGY TURN COST 3+1/8 |
| EVASIVE MANEUVER COST 3+3/4 |



9
8
7
6
5
4
3
2
1
0

Power when undamaged:
29 + 3.

95

FEDERATION COMMANDER: BOOSTER PACK #18
FLEET SCALE SHIP CARD #95 OF 81-96
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FRACTIONAL POWER

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

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LARGER SHIP CARD

