



# COMMUNIQUE #29

## STARDATE 2008.05

### NEW IN THIS ISSUE

We have included several Ship Cards in this issue.  
New Ship Card: Hydran Tartar Medium Cruiser.  
Revised Ship Card: Small freighter.  
Larger Ship Card: Romulan K9R.  
New scenario: (8CM18) Supply Voyage by Art Trotman.  
Special Ship Card: Federation Galactic Survey Cruiser

### SCHEDULE UPDATE

We will release *Federation Commander: Distant Kingdoms* on 12 May. The delay was caused by the die cutter, who took forever to get the job done. *Squadron Boxes #19-#21, Boosters #19-#21, and Border Box #7* will follow.

We just released the mail-order-only product *Klingon Space* for those who bought *Romulan Border* first.

*Federation Commander: Orion Attack* will be released at Origins (26 June). This includes eight new pirate ships, but also has a number of other new units including: Hydran Gendarme, Lyran Military Police Ship, Gorn frigate, Romulan SeaHawk, planetary defense monitor, Q-ships, and commercial platform.

*Federation Commander: Briefing #1* was released on 18 February. This book includes 24 scenarios, plus a tactics section, six new ships, and the Scenario Designer's Guide.

*Squadron Boxes #16, #17, and #18* were released on 18 February. These include 15 dreadnought variants, many of them never seen before. Due to the larger than usual size and increased cost of these ships, these three boxes are \$44.95 each.

*Federation Commander: Line of Battle* was released on 14 January. This is a "booster pack for battleship cards" including extra copies of seven cards (Federation battleship, Klingon B10 battleship, Kzinti battleship, Romulan King Condor battleship, Gorn battleship, Seltorian Battlewagon 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 also includes three new scenarios. Retail price is \$19.95. Stock number is 4007.

*Captain's Log #36* was released on 14 January.

Already released: *Klingon Border, Klingon Attack, Romulan Border, Romulan Attack, Tholian Attack, Battleships Attack, Booster Packs #0-#18, Squadron Boxes #0-#15, Border Boxes #1-#5, Captain's Log #32-#36, Academy, Graduation, Romulan Space*. We released *Border Box #6* on 14 January. It includes nine battleships (five of them new) and a starbase.

### PUBLISHER'S INFORMATION

*FEDERATION COMMANDER: COMMUNIQUE #29* is published and copyright © 2008 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://www.StarFleetGames.com), PO Box 8759, Amarillo TX 79114.

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### FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are live in the *Commander's Circle*. Also available is the form to register your completed games, and you can even use the same form to register future games as a means of inviting people to attend and join the fun.

You will find a link to the *Commander's Circle* 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 first six months of 2008 are as follows, and reflect a Coalition attack on the Tholian Holdfast. These use ships from *Tholian Attack* and from *Boosters #13, #14, and #15*.

January: 8TA1 Gunfight at the Tholian Web

February: 8TA12 Assault on Tholian Base Station Three‡

March: 8TA13 Assault on Tholian Base Station Four‡

April: 8TA14 Battle of the Hook‡

May: 8TA5 Desperate Days

June: 8TA3 Assault on the Holdfast

‡ For these three scenarios, replace the Seltorian forces with Klingon forces with 125% of the point value.

In 2006, the Federation *barely* stopped the Klingons one hex from Earth. The Romulans did not do that well in 2007, being stopped 3 hexes from Earth.

### COMMANDER NEWS

#### THE BBS & FORUM: 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*.

New in the Commander's Circle is the Scenario Designer's Guide: <http://www.StarFleetGames.com/fc/designguide.shtml>

## 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. Here are some player suggestions for next year:

Generic units: planetary defense monitor‡, Q-ship‡, armed freighter, small planetary bases.

Police ships for any empires that don't have them (Klingon G2, Romulan Snipe-P, Kzinti Police Frigate, Tholian POL, Hydran Gendarme‡, Lyran POL).

Federation DDF fast destroyer.

Klingon F5D drone-armed frigate variant, F6B variant (drones replacing two disruptors to avoid the firing limit), D6J penal ship, D5WL§.

Romulan SpH-J, K10R, KillerHawk, K7R§, Vulture§. Kzinti drone frigate, destroyer§, FFK frigate§.

Gorn dreadnought-cruiser, HDE, MCC§.

Orion OK6‡ (captured Klingon ship), pirate heavy cruiser‡, pirate war destroyer‡.

Hydran D7H *Anarchist* (captured Klingon D7), Lancer destroyer§, Lord Marshal§, Pegasus§, Tartar§.

Andromedan (small ship, experimental rules).

Lyran Military Police‡, CL§, NCA§, DW§.

Seltorian Hive Ship (larger than the Battlewagon).

Ship types (available for various empires using experimental rules): maulers, tug with cargo pods, scouts.

‡ Scheduled for inclusion in *FC: Orion Attack*.

§ Scheduled for future products.

## FED COMMANDER: 2008-09

*LINE OF BATTLE* (stock #4007, retail \$19.95) has extra copies of the battleship cards for larger battles.

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

We will release *DISTANT KINGDOMS* (Hydrans, Lyrans, and WYNs, a \$34.95 package, stock #4105) on 12 May, along with *Boosters #19* and *#20*. *Booster #21*, the squadron boxes, and the border box will follow.

*ORION ATTACK* will be released at Origins. This has previously been mentioned as *Orion Pirates* or *Pirates Attack*, but now has an official title.

*BATTLE PACK #1* and *BATTLE PACK #2* will be converted into "attack" products because the retailers and wholesalers do not understand "new kinds of products" and don't order enough at the time of initial release to serve the players and the market. Stores and wholesalers ordered 1/3 as many *Briefing #1s* as they could have sold because they didn't understand what it was, which made everybody angry when stores and wholesalers ran out in a single day.

*War and Peace* (ISC & Andros), *Briefing #2*, and more "Attack" products will appear in 2009.

## 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 includes links to information for each game.

*Federation & Empire* is moving toward its next major expansion: *ISC WAR*, but will first release another new product, *Tactical Operations*.

*Star Fleet Battles* received *R11 Support Ships* at Origins 2007 and will get *Ω5: Omega Flotillas* in May 08. Plans for 2008 include modules *X1R*, *G3*, and *Y2*.

*Prime Directive d20 Modern* is in final editing.

*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, SW, 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)

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.

## (8CM18) SUPPLY VOYAGE

The early stages of the General War saw the Klingons pushing far into Hydran space and seizing major star systems. But in order for the Klingons to keep the territory that they captured, they needed to be able to quickly resupply and reinforce their over-extended squadrons. Hence freighters were usually sent out with escorting warships to deliver supplies and troops to forward squadrons in need.

The Klingon garrison in the Hepron system was one of these units that required resupply, and the Hydrans were determined to keep it that way.

### (8CM18a) NUMBER OF PLAYERS

**Two:** The Klingon player and the Hydran player.

### (8CM18b) INITIAL SETUP

**Map:** Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes).

The map is “floating”. Any unit that ends the turn more than 25 hexes from the large freighter (or either of the small freighters if the large freighter is destroyed) has disengaged and cannot return.

**Klingons:** Set up a large freighter in the center of the map, heading E. There are two small freighters in hexes adjacent to the large freighter, also heading E.

Since this is an important resupply mission there are also the Klingon D5 *Rapier*, D5D *Crossbow*, and E4 *Adamant*, no further than 3 hexes from the large freighter, initially heading E. (You can use a D5 instead of the D5D.)

**Hydrans:** Set up a Hydran Liege light dreadnought, carrying all eight Stinger-2 fighters, in any hex that is 26 hexes away from the large freighter in direction B.

### (8CM18c) OBJECTIVE

**Mission-Klingon:** Destroy the Hydran Liege (or at least force it to disengage) before it captures, destroys, or even severely damages the freighters. The freighters must reach their destination.

**Mission-Hydran:** Prevent the freighters from reaching their destination. Destroying the escorting forces is not required to win the scenario, but may be necessary in order to take out the freighters.

**Time Limit:** The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged.

**Victory:** The Klingons win if they lose no more than 1/2 of their cargo boxes, and drive off or destroy the Hydran ship. If the Klingons destroy the Liege or cause the Hydrans to disengage, but still lose more than 1/2 of their cargo boxes, it is considered a marginal victory for the Hydrans, as this will not be enough cargo and troops to support further operations in the Hepron system.

### (8CM18d) SPECIAL RULES

There are no special rules for this scenario.

### (8CM18e) FORCE DYNAMICS

The scenario can be played again under different conditions by making one or more of the following changes:

**1. Alternative ships:** Replace the D5D with a D7D (*Communique #25*) to experiment with different strategies. Or replace the Klingon escorts with a Lyran Tiger CA and two Leopard DDs.

**2. Balance:** The balance of the scenario could be adjusted by replacing any ship with the next larger or smaller size, or by adding a small ship to one side.

**3. Faster Scenario:** To finish this scenario in a shorter time, replace the Hydran Liege light dreadnought with the Hydran Mongol medium cruiser (and its six Stinger-2 fighters) and remove the D5D and the large freighter from the Klingon forces.

### (8CM18f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by Scott Abel and published as SH18 in *Scenario Book 1*. It was converted to *Federation Commander* by Art Trotman.

## Index of 2008 Issues:

- **Communique #25:** Romulan Sparrowhawk Alternate Plasma Fleet Scale Ship Card; larger version of the Seltorian Dreadnought Ship Card; revised Gorn Heavy Destroyer Ship Card; Klingon D7D Ship Card, Scenario 8CM15 The Battle of Hasbron.

- **Communique #26:** Gorn Heavy Destroyer Alternate Plasma Fleet Scale Ship Card, larger version of the Federation Plasma-Armed Battlecruiser Ship Card, revised Kzinti Frigate Ship Card; Scenario 8CM16 Plasmas Vs. Drones; B10 Boom Ship Card.

- **Communique #27:** Federation Light Tactical Transport Special Fleet Scale Ship Card; Scenario 8CM17 Diplomatic Immunity; new Tholian TK5 Ship Card; revised Romulan KR Ship Card; larger size Federation DNH heavy dreadnought Ship Card.

- **Communique #28:** Federation Scout (Franz Joseph) Special Ship Card, Lyran Jaguar CW and Cheeta FF Ship Cards, Hydran Mongol Ship Card, scout (special sensor) rules, special *FCDK* test scenario 8 DK99 *Let's Get to the Bottom of This*.

- **Communique #29:** Federation Galactic Survey Cruiser, Hydran Tartar Medium Cruiser, Revised Small Freighter, Romulan KC9R Dreadnought, Scenario 8CM18 Supply Voyage.

Index for 2006 was in *Communique #14* and 2007 was in *Communique #24*, both are also in *Briefing #1*.

## Questions and Answers

**Q:** When you capture a ship via transported Marines, do you actually gain control of said ship?

**A:** Yes. At that point the original owner of the ship hands the Ship Card to the new owner and the new owner makes all decisions related to running the ship. Note that rule (3E2) provides a list of actions that the new owner cannot perform with his new acquisition.

**Q:** What happens if the original owner of the ship is able to recapture the ship?

**A:** At that point the new owner gives the Ship Card back to the original owner of the ship. Note that since the owner of the Ship Card is the original owner, the restrictions of (3E2) do not apply.

**Q:** What happens if, say, Klingon Marines capture a Federation DD, but Kzinti Marines (who are run by another player, but are allied with the Federation player), recapture the DD? Do the restrictions of (3E2) apply?

**A:** Using your example, if the Kzinti player takes the Ship Card from the Klingon player and then hands it over to the Federation player, this means that the original owner of the ship (the Federation player) is now running the ship again, and the restrictions of (3E2) no longer apply. If, however, the Kzinti player keeps possession of the DD Ship Card (as is his right), then the original owner of the ship is not controlling it, and the DD remains under the restrictions of (3E2). (In which case the Kzinti really isn't much of an ally, after all.)

**Q:** Rule (5L1) says that "Orion players could experiment with changing the drone racks on the Salvage Cruiser and Raider Cruiser". Does this mean "experiment" like "making Klingons use photons instead of disruptors" or does this mean the drone racks are effectively limited option mounts?

**A:** This was answered in *Briefing #1* which says: **(5L1)** Orion wing-mounted drone racks are, in effect, limited option mounts that can hold drones (360°), phaser-1s (LS/RS), plasma-Ds (LS/RS), or plasma-Fs (LP/RP).

**Q:** Rule (5L1) does not say that WPN boxes can mount PI-F (or PI-D). Does this mean plasmas can only be used in the drone rack boxes?

**A:** No. Normal WPN boxes may use either PI-F or PI-D in addition to any other weapons listed.

**Q:** If two allied ships are in the same hex, can one ship launch a shuttle, which is then immediately landed on the other ship in the same impulse?

**A:** No. The act of launching (or landing) takes the entire Launch Phase. Therefore, when the shuttle is finished launching, the Launch Phase is now over, so it does not have an opportunity to land that impulse. The shuttle will have to wait until the next impulse to land on the second ship.

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

## On the Way to Your Store!



Three new empires!

**THE HYDRANS:** With new weapons (fusion beams, hellbores, and stinger fighters) and new ships (Monarch battleship, Paladin dreadnought, Overlord heavy battlecruiser, Dragoon heavy cruiser, Mongol medium cruiser, Knight destroyer, Cuirassier frigate).

**THE LYRANS:** With a new weapon (expanding spheres) and new ships (Cave Lion battleship, Lion dreadnought, Hellcat battlecruiser, Tiger heavy cruiser, Jaguar war cruiser, Leopard destroyer, Cheetah frigate).

**THE WYN:** Hiding behind their radiation barrier, they have new ships including the Orca war cruiser, auxiliary battlecruiser, and Mako destroyer.

Plus the Moray Eel and four more scenarios.

## NEWSLETTER

Check the website for news about the free on-line newsletter. It's full of fun and cool stuff.

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

## 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*.

# 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 just how 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 you will be sent 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 your information there 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.

A decade 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:

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

## SMALL FREIGHTERS FLEET SCALE

COUNTER **FS**  
POINT VALUE: 7  
DAMAGE CONTROL: 1

SHIELD #1

BRDG  PH-3  HULL  C

HULL  C

FRAME DAMAGE

NO MARINES OR PROBE LAUNCHER ON THIS SHIP

#6

#5

WEAPON USED

SHIELD #4

SHTL  TRAC  IMP

TRAN  BTTY

LEFT WARP  RIGHT WARP

WEAPON USED

TURN MODE C 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 NOT POSSIBLE FOR THIS SHIP

ACCELERATION COST 1/8

DECELERATION COST 1/8

HIGH ENERGY TURN BANNED

EVASIVE MANEUVER NOT ALLOWED

**CSSC**

FEDERATION COMMANDER: ROMULAN BORDER FLEET SCALE SHIP

CARD #45 OF 33-48. \* Copyright © 2008 Amarillo Design Bureau, Inc.

POWER TRACK

4 3 2 1 0

FRACTIONAL POWER

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

SHIELD #1

BRDG  PH-3  HULL  C

HULL  C

FRAME DAMAGE

NO MARINES OR PROBE LAUNCHER ON THIS SHIP

#6

#5

WEAPON USED

SHIELD #4

SHTL  TRAC  IMP

TRAN  BTTY

LEFT WARP  RIGHT WARP

WEAPON USED

COUNTER **FS**  
POINT VALUE: 7  
DAMAGE CONTROL: 1

**45**

POWER TRACK

4 3 2 1 0

FRACTIONAL POWER

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

There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

The publisher of this game grants permission to players to make a reasonable number of photocopies of this page (up to 25 per month) for the personal use of the player. Reproduction for sale is **not authorized.**



# NEW SHIP CARD

## HYDRAN TARTAR MEDIUM CRUISER *SQUADRON SCALE*

COUNTER	TAR
POINT VALUE: 125	
DAMAGE CONTROL: 4	

**POWER TRACK** +30

+20

+10

HMS \_\_\_\_\_  
Name

MARINES

12					
6					

PROBES

--	--	--	--	--	--

FRAME DAMAGE

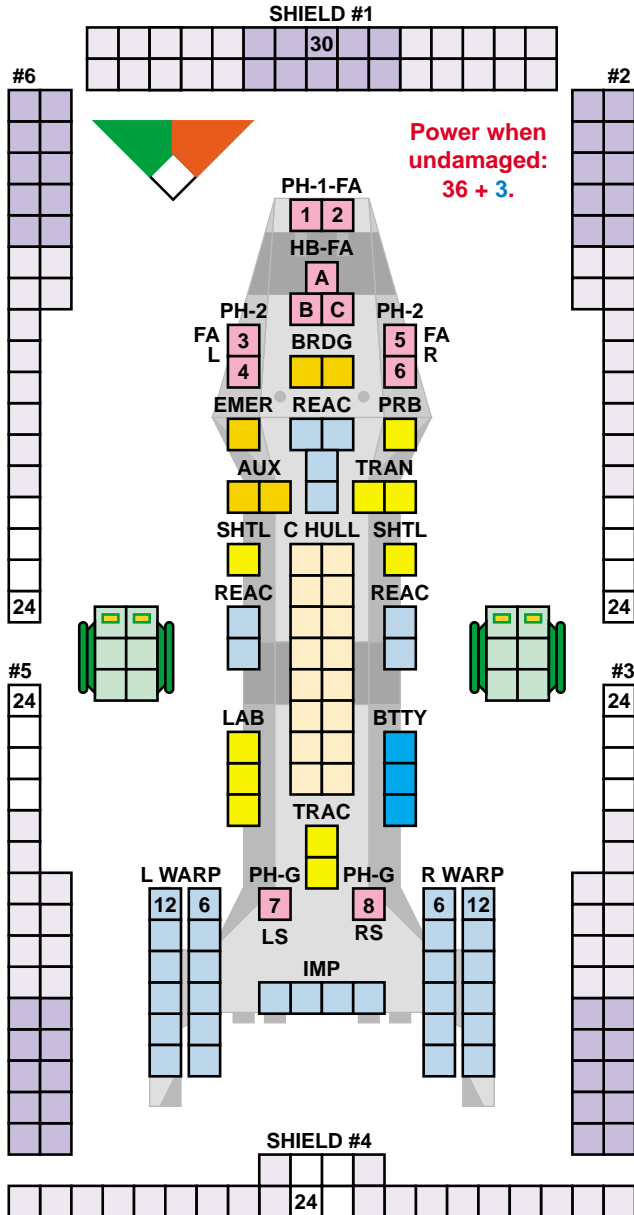
5					
---	--	--	--	--	--

WEAPONS USED

1	2	3	4	5	6
---	---	---	---	---	---

PH-G	HELLBORE ARMING		
7	A	B	C
8	P	P	P
	L	L	L
	O	O	O
	F	F	F

TURN MODE B MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 3 SPEED COST 12
BASE SPEED 24 TURN MODE 4 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2



9

8

7

6

5

4

3

2

1

0

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FEDERATION COMMANDER: COMMUNIQUE #29  
SQUADRON SCALE SHIP CARD #C29  
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**FRACTIONAL POWER**  
0 1/4 1/2 3/4

# SPECIAL FLEET SCALE SHIP CARD

## FEDERATION GALACTIC SURVEY CRUISER FLEET SCALE

COUNTER **GSC**  
POINT VALUE: 80  
DAMAGE CONTROL: 3



**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

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

PHOTON ARMING

A
P
L
+4
+8
F

PROBES

1				
---	--	--	--	--

DRONE RACK Y


DRONE RACK Z

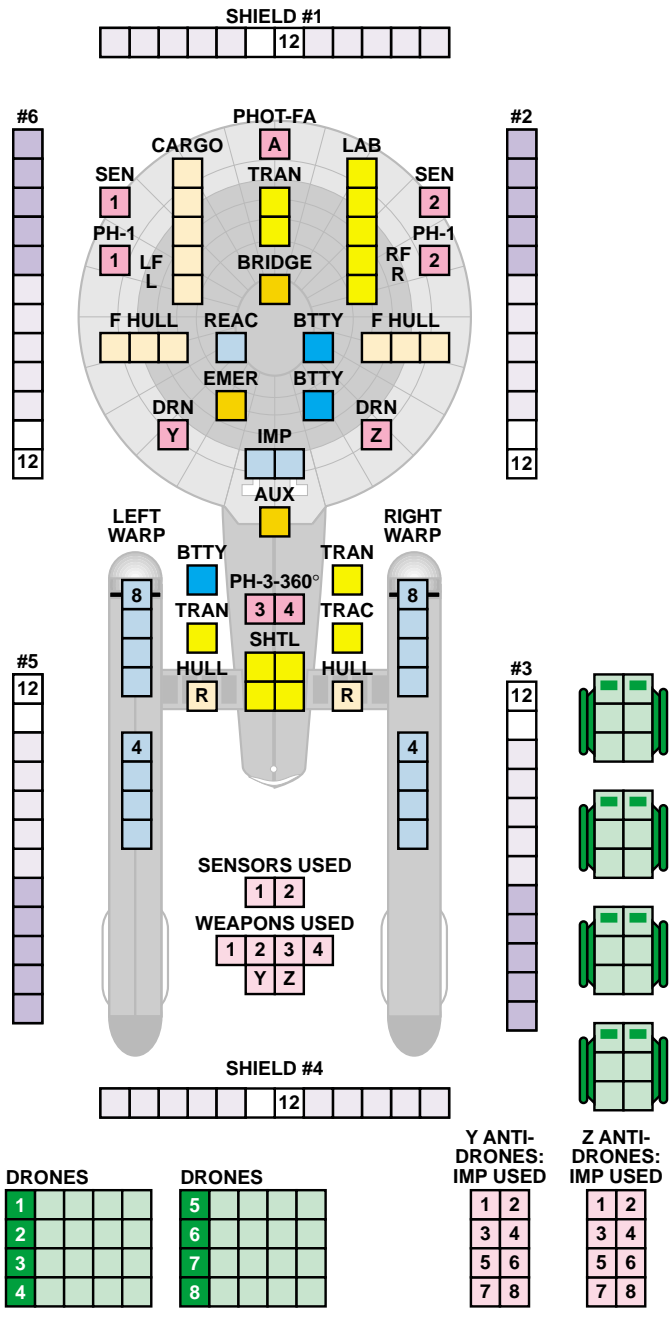

MARINES

6				
---	--	--	--	--

FRAME DAMAGE

3	
---	--

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



**S29** FEDERATION COMMANDER: BORDERS OF MADNESS  
FLEET SCALE SHIP CARD #S29  
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**FRACTIONAL POWER**  
0 1/2

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**SPECIAL RULES**  
This ship uses the *Border of Madness* "scout" rules found in *Communique* #28. It is intended for two missions:

1. So *SFB* players can use *Federation Commander* for their larger battles.
2. So players of *Federation Commander* can experiment with the "scout rules" and see if they want them to be added to their game. So far, *FC* players are quite happy without such rules, limiting them to the *Borders of Madness* rules used by *SFB* players.

# SPECIAL SQUADRON SCALE SHIP CARD

## FEDERATION GALACTIC SURVEY CRUISER

**SQUADRON SCALE**

COUNTER **GSC**  
 POINT VALUE: 157  
 DAMAGE CONTROL: 6



**POWER TRACK +40**

**+30**

**+20**

**+10**

Power when undamaged: 36 + 6.

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

**PHOTON ARMING**

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

**PROBES**

1				
2				

**DRONE RACK X**


**DRONE RACK Y**


**DRONE RACK Z**


**MARINES**

12				
6				

**FRAME DAMAGE**

6				
---	--	--	--	--

TURN MODE D  
 MOVE COST 1

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 8

BASE SPEED 16  
 TURN MODE 4  
 SPEED COST 16

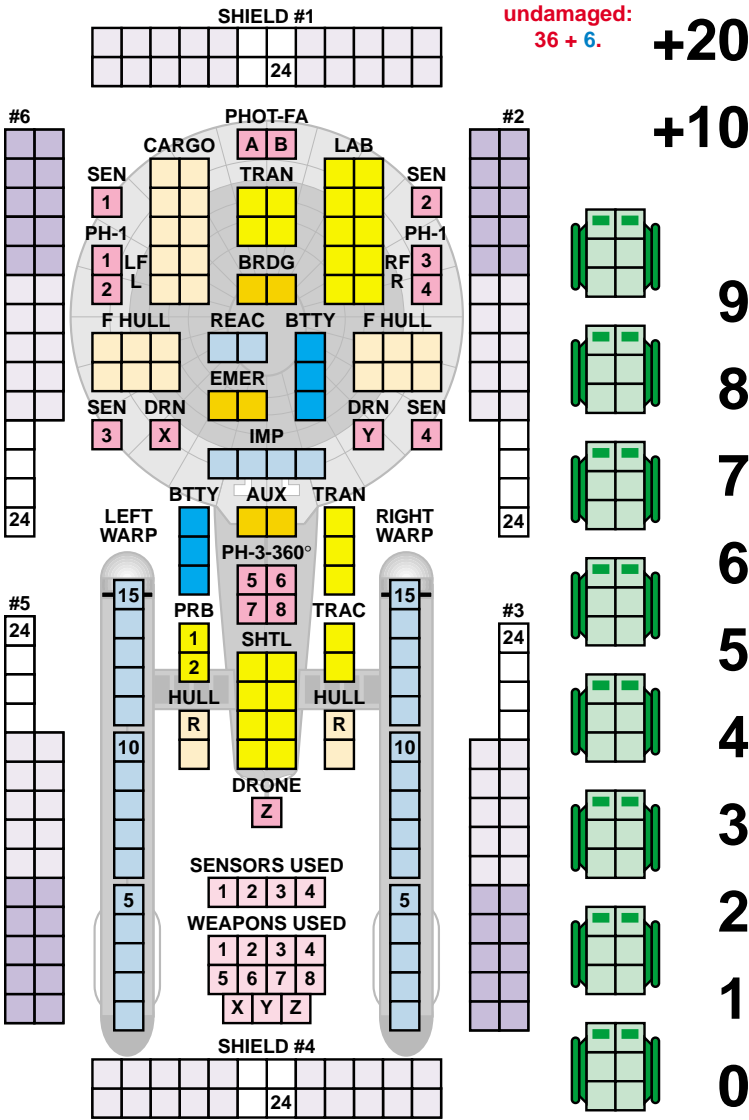
BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 24

ACCELERATION COST 1

DECELERATION COST 1

HIGH ENERGY TURN COST 5

EVASIVE MANEUVER COST 6



**DRONES**

1				
2				
3				
4				

**DRONES**

5				
6				
7				
8				

**X ANTI-DRONES: IMP USED**

1	2
3	4
5	6
7	8

**Y ANTI-DRONES: IMP USED**

1	2
3	4
5	6
7	8

**Z ANTI-DRONES: IMP USED**

1	2
3	4
5	6
7	8



FEDERATION COMMANDER: BORDERS OF MADNESS  
 SQUADRON SCALE SHIP CARD #S29  
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**FRACTIONAL POWER**

0 1/2

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### SPECIAL RULES

This ship uses the "scout" rules found in *Communique #28*. It is intended for two missions:

1. So *SFB* players can use *Federation Commander* for their larger battles.
2. So players of *Federation Commander* can experiment with the "scout rules" and see if they want them to be added to their game.

# ROMULAN K9R DREADNOUGHT

## FLEET SCALE

COUNTER **K9R**  
 POINT VALUE: 142  
 DAMAGE CONTROL: 3

**POWER TRACK**

**+30**  
**+20**  
**+10**



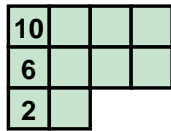
Power when undamaged: 30 + 4.

RIS \_\_\_\_\_  
 Name **SHIELD #1**

**PROBES**



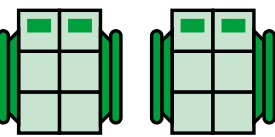
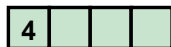
**MARINES**



**WPNS USED**

A	3
B	4
C	5
1	6
2	7

**FRAME DAMAGE**



**PLASMA ARMING**

A										G	S
B										G	S
C									F		

**CLOAK COST = 2**

**TURN MODE D MOVE COST 3/4**

**BASE SPEED 8 TURN MODE 2 SPEED COST 6**

**BASE SPEED 16 TURN MODE 4 SPEED COST 12**

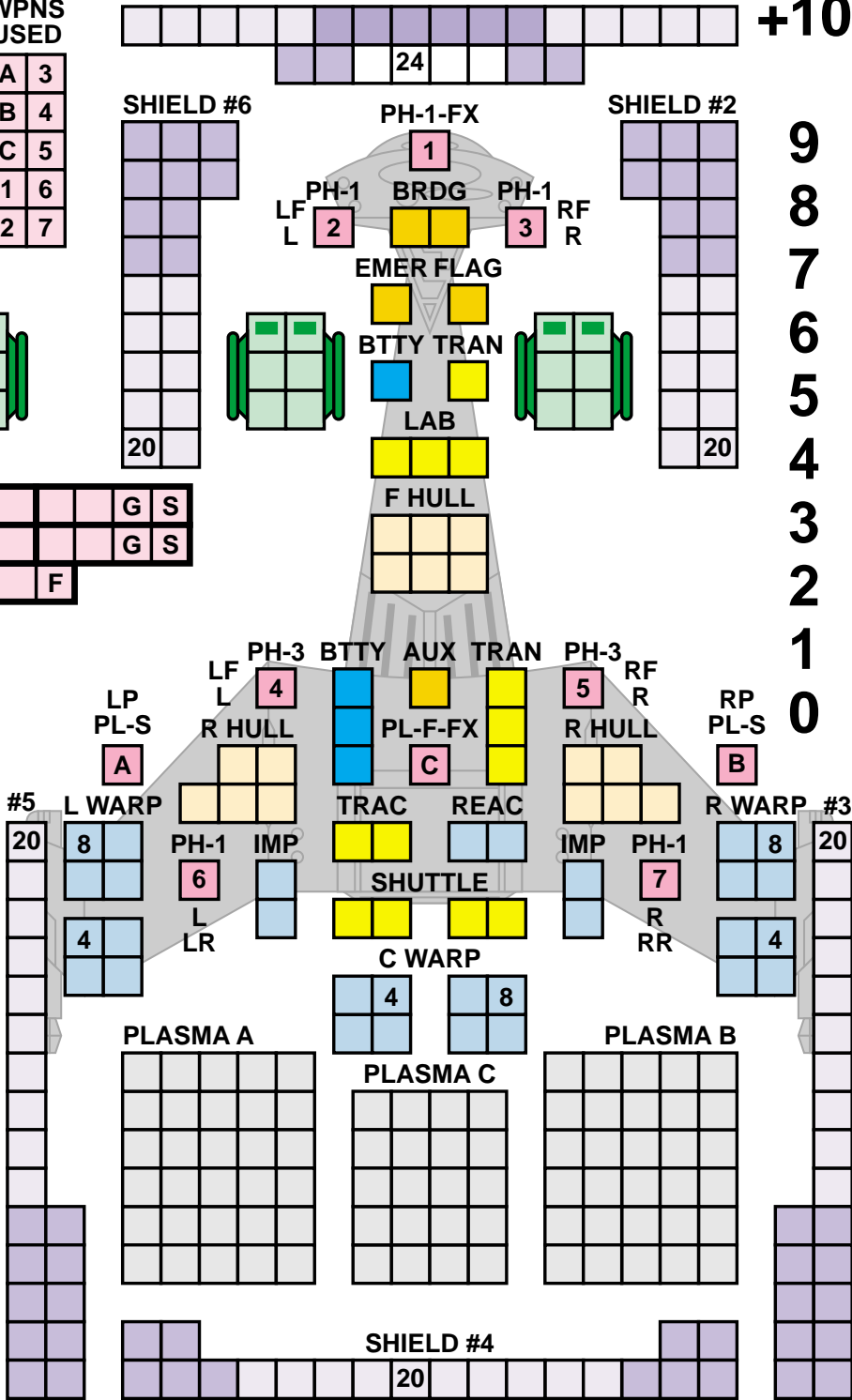
**BASE SPEED 24 TURN MODE 5 SPEED COST 18**

**ACCELERATION COST 3/4**

**DECELERATION COST 3/4**

**HIGH ENERGY TURN COST 3+3/4**

**EVASIVE MANEUVER COST 4+1/2**



**9**  
**8**  
**7**  
**6**  
**5**  
**4**  
**3**  
**2**  
**1**  
**0**

**60** **FEDERATION COMMANDER: ROMULAN ATTACK**  
 FLEET SCALE SHIP CARD #60 of 49-64 ★  
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**FRACTIONAL POWER**  
**0 1/4 1/2 3/4**

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**LARGER SHIP CARD**

# ROMULAN K9R DREADNOUGHT

## SQUADRON SCALE

COUNTER **K9R**  
 POINT VALUE: 269  
 DAMAGE CONTROL: 6



**POWER TRACK**

Power when undamaged:  
 57 + 8.

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

**WEAPONS USED**

A	B	C	D	E
1	2	3	4	5
6	7	8	9	10
11	12			

**PROBES**

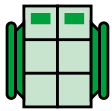
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**MARINES**

20				
15				
10				
5				

**FRAME DAMAGE**

8			
4			



**CLOAK COST = 4**

**TURN MODE D**  
**MOVE COST 1+1/2**

**BASE SPEED 8**  
**TURN MODE 2**  
**SPEED COST 12**

**BASE SPEED 16**  
**TURN MODE 4**  
**SPEED COST 24**

**BASE SPEED 24**  
**TURN MODE 5**  
**SPEED COST 36**

**ACCELERATION**  
**COST 1+1/2**

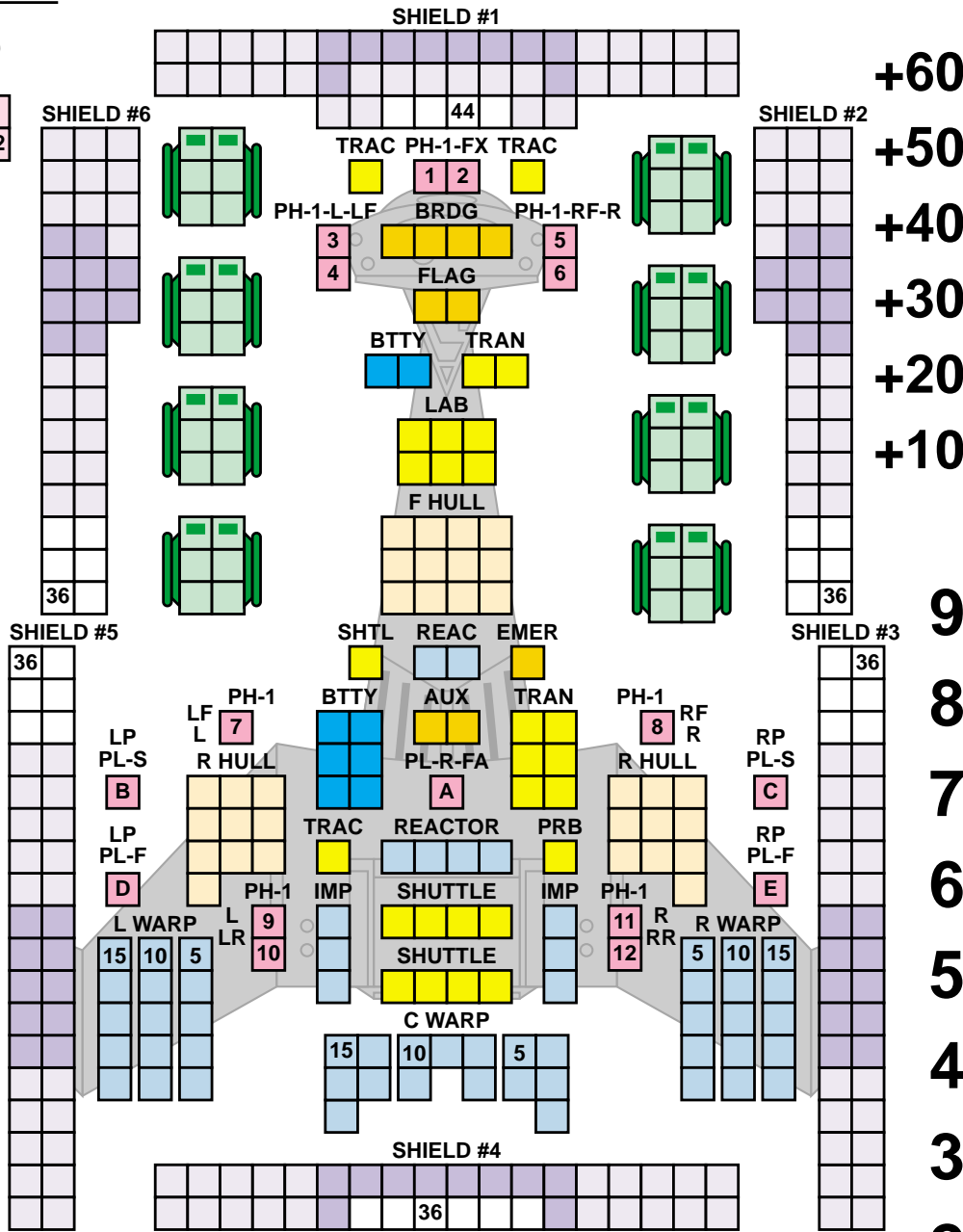
**DECELERATION**  
**COST 1+1/2**

**HIGH ENERGY**  
**TURN COST 7+1/2**

**EVASIVE MANEUVER**  
**COST 9**

FEDERATION  
 COMMANDER:  
 ROMULAN ATTACK  
 SQUADRON SCALE SHIP  
 CARD #60 OF 49-64 ★  
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**60**



**PLASMA ARMING**

A										G	S	R
B											G	S
C											G	S
D												F
E												F

**PLASMA D**


**PLASMA E**


**PLASMA A**


**PLASMA B**


**PLASMA C**


**FRACTIONAL POWER**  
 0 1/2

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

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**LARGER SHIP CARD**