



COMMUNIQUE #39

STARDATE 2009.03

NEW IN THIS ISSUE

We have included several new items in this issue.

New Ship Card: Klingon G2 Police Cutter

Revised Ship Card: Armed Cutter and Small Freighter

Larger Ship Card: Hydran Overlord

New scenario: 8CM28 What Price Victory?

Special Ship Card: Kzinti CVS Strike Carrier

SCHEDULE FOR 2009

Border Box #8, which includes the Orion Dreadnought, will be released on 23 February (4408, \$99.95).

Federation Commander: Briefing #2 will appear on 23 March and will cover "The Middle Years". (4022, \$19.95).

The *Reference Rulebook* will appear on 6 April and includes all of the *rules* from all products (4020, \$14.95).

Borders of Madness #1 will appear on 20 April with over 70 ships never intended for *Federation Commander*, including scouts, carriers, and maulers.

The Origins release will be *Hydran Attack* with more ships for the Hydrans, Lyrans, Klingons, Kzintis, and WYNs.

We will see a new series of independent *Booster Packs*:

Federation Commander: Booster Pack #91, *The Franz Joseph Ships* along with *Squadron Box #91* containing the first new production of the classic "Zocchi Plastics" in a decade.

Federation Commander: Booster Pack #92 will contain ships that were seen in *Briefing #1*. *Federation Commander: Booster Pack #93* will contain ships seen in *Captain's Log*. *Booster Pack #94* will have light tactical transports, while another booster will include more cargo ships so you can build bigger convoys.

RELEASED IN 2008

Federation Commander: Orion Attack was released on 24 September. This includes seven new pirate ships and a number of other new units, plus scenarios.

Federation Commander: Booster Packs #21, #22, #23, and #24 were also released on 24 September.

Squadron Boxes #19, #20, and #21 were released on 8 October. *Squadron Boxes #22, #23, and #24*, were released on 17 November. *Border Box #7* was released on 22 October.

Captain's Log #38 was released on 17 November with three new scenarios, six new ships, and special Klingon firing arcs.

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #39 is published and copyright © 2009 by Amarillo Design Bureau, Inc., www.StarFleetGames.com, PO Box 8759, Amarillo TX 79114.

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FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are 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 first six months of 2009 are as follows and reflect a campaign by and against the Orion Pirates.

January: 8PA1 Hide and Sting

February: 8PA2 Race to the Base

March: 8PA3 Police Action

April: 8PA4 Monitor Duty

May: 8PA5 Conflict of Interest

June: 8PA7 If You Can't Beat Them, Pay Them

In 2006, the Federation *barely* stopped the Klingons one hex from Earth. The Romulans did not do that well in 2007. During 2008, the Tholians repulsed a Klingon invasion and the Klingon-Lyran Coalition conquered the Hydrans.

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*.

The new *CRUL (Consolidated Rules Update List)* is now in the *Commander's Circle*, listing all rules changes.

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 this year and next:

Generic units: small planetary ground bases.

Police ships: Romulan Snipe-P, Kzinti police frigate, Tholian POL, 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¥, JayHawk, Vulture¥.

Kzinti drone frigate, destroyer§, FFK frigate§.

Gorn dreadnought-cruiser¥, HDE, MCC¥.

Orion: Medium Raider.

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

Andromedan (small ship, experimental rules).

Lyran 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.

§ Possible inclusion in *FC: Hydran Attack*.

¥ Possible inclusion in *FC: Gorn Attack*.

FED COMMANDER: 2008

LINE OF BATTLE (\$19.95, Stock #4007) has extra battleship cards for larger battles. Released on 14 Jan.

Federation Commander: Briefing #1 (\$12.95, Stock #4021) was released on 18 February. This includes 24 scenarios, plus tactics, six new ships, and a Scenario Designer's Guide.

Squadron Boxes #16 (\$44.95, Stock #4316), *#17* (\$44.95, Stock #4317), and *#18* (\$44.95, Stock #4318) were released on 18 February. The higher cost reflects the larger and more expensive ships included.

We released *Klingon Space* (\$34.95, Stock #4008) for those who bought *Romulan Border* first.

We shipped *Federation Commander: Distant Kingdoms* (\$34.95, Stock #4105), *Booster #19* (\$9.95, #4219), and *Booster #20* (\$9.95, #4220) on 12 May.

Captain's Log #38 (\$19.95, Stock #5738) was released in November. This has new ships (Federation BCP and Old CA, LTTs for four empires), three new scenarios, plasma tactics, fleet scale conversions, and more.

Already released: *Klingon Border*, *Klingon Attack*, *Romulan Border*, *Romulan Attack*, *Tholian Attack*, *Battleships Attack*, *Booster Packs #0-#20*, *Squadron Boxes #0-#15*, *Border Boxes #1-#6*, *Captain's Log #32-#38*, *Academy*, *Graduation*, *Romulan Space*.

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*, set for early 2009. Another product will follow in 2010, either *Civil Wars* or *Tactical Ops*.

Star Fleet Battles received *R11 Support Ships* at Origins 2007, *Ω5: Omega Flotillas* in May 08, *Module X1R X-Ship Reinforcements* at Origins 2008, and *Module Y2* in October 08. Plans include *G3* in February.

Prime Directive d20 Modern has been released.

Prime Directive Federation is in final development.

Prime Directive Tholians is in development for 2009.

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 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.

Let us know (at graphics@StarFleetGames.com) if you see any glitches in the website, or think of ways to improve the website for all of us.

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

(8CM28) WHAT PRICE VICTORY?

A Federation outpost in a remote area, inside a vast asteroid field, had developed serious reactor problems and sent a distress call for help. The Klingons were quite happy to hear this distress call, as this facility was used as a listening post to monitor their movements within the Neutral Zone. If this station's reactor poisoned the whole facility and forced its evacuation, that would greatly benefit the Klingons. Unfortunately, a far-off Federation cruiser, *Yorktown*, responded to the call and headed to assist the outpost. The Klingon D7 *Pitiless* arrived in the asteroid field well before the *Yorktown* and hid itself within the field to ambush the Federation ship. To make matters worse, *Yorktown* was experiencing trouble with its phaser gyros, now when the crew needed them most. This was going to be a long day for the crew of the *Yorktown*, and victory would not come cheaply!

(8CM28a) NUMBER OF PLAYERS

Two: The Federation player and the Klingon player.

(8CM28b) 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). Use asteroid panels. All "asteroid" hexes are "heavy" asteroids, and all "clear" hexes are normal asteroids. The map is fixed and does not float. Any unit leaving the map has disengaged and cannot return.

Federation: CA *Yorktown* enters from the left side of the map, facing B or C.

Klingon: D7 *Pitiless* in any asteroid hex, base speed 0 for Turn #1, any facing. It is hidden (see special rule #1 below).

(8CM28c) OBJECTIVE

Mission-Federation: Destroy or force the Klingon D7 to disengage.

Mission-Klingons Destroy or force the Federation CA to disengage off any side of the map except the right side as this represents heading toward the listening post, so any other direction is a victory for the Klingons.

Time Limit: The Klingons must leave before the end of Turn #10, or this will create a diplomatic incident with the Organians.

Victory: The Klingons win if they drive off or destroy the Federation ship. Standard victory conditions apply, but with the additional bonus that each full turn, after the first two, that the Federation cruiser is not able to head off the right side of the map results in 10 bonus points for the Klingon. (If the Federation ship leaves before Turn #10, the Klingons score these points through Turn #10.

The Federation CA needs to drive off the D7 (or destroy it) without the Klingon gaining too many points from delaying the *Yorktown*.

(8CM28d) SPECIAL RULES

1. Hidden: The Federation ship does not know that the Klingon ship is there (and cannot fire on it) until the impulse after the Klingon ships fires weapons, launches drones or shuttles, or moves.

2. Gyros: The phaser gyros on the Fed CA are failing. To simulate this, take six counters (numbered 1-6) and keep them in a cup. Whenever the *Yorktown* fires any of its phasers the Federation player blindly draws one counter from the cup (af-

ter damage is resolved against the target), looks at it, and places it face down on the table. If the counter is a 3, 4, 5, or 6, there is no damage to the phaser gyros. The counter is revealed when the phasers are fired again, to show that gyros are still online, then returned to the cup. However, a 1 or 2 will indicate failure of the phaser gyros, and therefore phasers cannot be fired during the rest of the turn, or during the next turn. At the end of the next turn, the counter is exposed, placed back in the cup, and the gyros have been replaced. A new counter will still have to be drawn upon the next firing of any phasers.

(8CM28e) FORCE DYNAMICS

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

Alternative ships: Use ships from any two empires.

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.

DESIGNER'S NOTES

This scenario was published as (SL104) in *Captain's Log* #7. It was converted to *Federation Commander* by Art Trotman.

The scenario was presented alongside a fiction story by Beth Arden. In the story, a female Federation Captain had given up everything for her career (even putting her son up for adoption). The story focused on classic themes: What would you give up for your goal? What price would you pay to win? How can a starship captain be asked to sacrifice her own crewmen in order to win a minor victory in a remote region? Could Star Fleet even function if you could not find captains who could do that? And... can captains who can make such decisions and spend the lives of their crew live with themselves afterward?

Federation Commander Multi-Player Game at G3

At Greater Games Gathering 2.1, there will be a multi-player *Federation Commander* game. Klingon and Federation fleets face off over an important agricultural world. Players will command one or more fleet-scale ships. The object of the scenario is to drive off the opposing fleet while preserving enough of your own force to hold the planet until reinforcements arrive. All materials will be provided. Greater Games Gathering 2.1 will be held at the Plano Convention Center (Plano, Texas) on 4 April 2009. For details and how to sign up, see:

<http://g3.forumarena.com/>

INDEX FOR 2009:

• **Communique #37:** Scenario 8CM26 A Plague on Their Houses. Revised Romulan War Eagle. ISC Frigate. Federation DDM. Lyran Hellcat BCH.

• **Communique #38:** Scenario 8CM27 First and Future Shock. Revised Federation NCL. New ISC CC and Federation Tug. Larger Orion BCH.

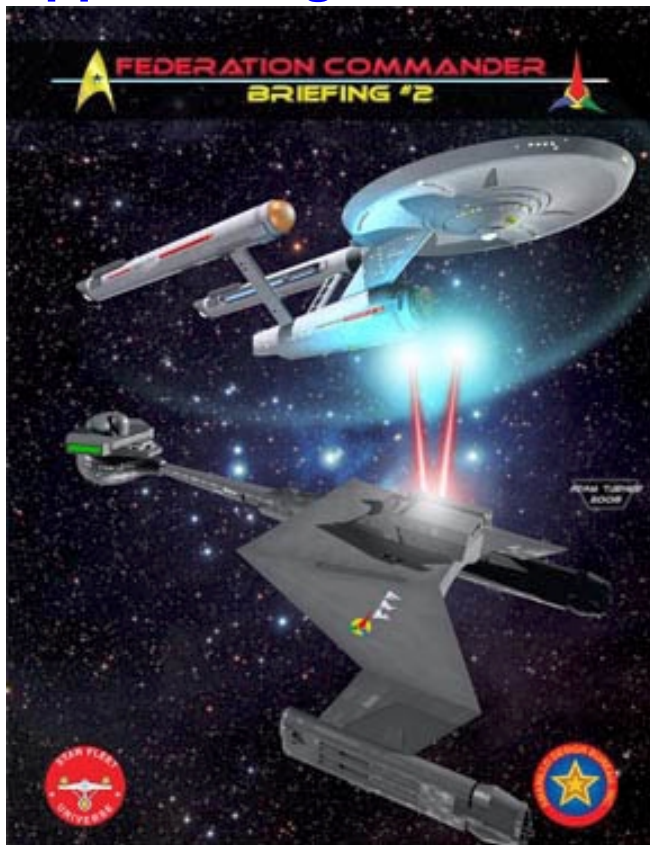
• **Communique #39:** Scenario 8CM28. Revised Armed Cutter & Fleet small freighter (#45), new Klingon G2, special Kzinti CVS, and larger Hydran Overlord.

Index for 2006 was in *Communique #14 & Briefing #1*

Index for 2007 was in *Communique #24 & Briefing #1*.

Index for 2008 was in *Communique #36*.

Approaching Your Store!



The Original Series Years!

It was a simpler time, when wars lasted about an hour, ships did not have the “refits” that covered their flaws and complicated their tactics, and a captain with some guts could get things taken care of before the admirals got involved (and in the way). Not that a visiting commodore couldn’t screw things up now and then.

This 96-page book contains over sixty starship diagrams (in both Fleet Scale and Squadron Scale) for the starships of this era. (To save costs, these are non-laminated and black-and-white. The book would cost over \$120 if done in laminated color.)

Also included are eight scenarios reflecting the unique patrol-style battles, border clashes, skirmishes, and free-wheeling phaser fights that raged across the Neutral Zone (and your television screen).

So join us for a simpler time, and a cleaner fight, with ships that exploit each others’ flaws with finesse, not brute force, with maneuver instead of overwhelming head-on attacks.

Federation Commander: Briefing #2 (SKU #4022, \$19.95) is set for release on 23 March.

NEXT MONTH

Federation Commander: Reference Rulebook (SKU #4020, \$14.95) is set for release on 6 April, with all of the rules from all of the products, updated and compiled.

Rules Updates

There is considerable confusion surrounding rule (5D6b) and its updates in the CRUL. While technically correct, the update assumes some information which it does not fully explain. Let’s try this again, with some details and examples.

(5D6b) If two ships are tractorred and they have both spent the same amount of energy for movement (resulting in neither ship moving), then, for all intents and purposes, both ships have a base speed of zero while they are tractorred. Therefore, a ship can only decelerate if it has already attempted to accelerate that impulse. (This is because you commit to an acceleration at the beginning of the impulse, but decelerate in a specific Sub-Pulse. The only possibility to decelerate is on Sub-Pulse 4 after declaring an acceleration.)

To be more specific, here are the following possible situations that can occur when two ships are tractorred together, and both have spent the same amount of energy on movement. Note that these options are repeated each impulse that the two ships stay in this condition.

- Neither ship accelerates: No movement.
- One ship accelerates: The ship that accelerated controls the movement for one move on Sub-Pulse 4.
- One ship accelerates, then later decelerates: No movement.
- Both ships accelerate: No movement.
- Both ships accelerate, then later one ship decelerates: The ship that did not decelerate controls the movement for one move on Sub-Pulse 4.
- Both ships accelerate, and both decelerate: No movement.

Note that it is impossible for a ship in the above situation to decelerate without first declaring an acceleration at the beginning of an impulse. The deceleration then can only occur on Sub-Pulse 4. A given ship may only decelerate in response to its own movement; it may not cancel the movement of another ship, even one with which it is tractorred.

Thanks to Mike West, our FC Division Commander, for keeping up with the rules questions.

NEWSLETTER

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

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

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 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 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 and look for the *Seeking Opponents* section and post a note there.

Go to www.StarFleetGames.com/sitemap.html and look for the red **Find Opponents** 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 the Forum or the BBS.

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 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

COUNTER FS

POINT VALUE: 7

DAMAGE CONTROL: 1

45 There are no Marines or probe launcher on this ship. SYS can function as a tractor or transporter, but not both at once.

4 **POWER TRACK**

#6
3

#5
3

0

FRACTIONAL POWER

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

SMALL FREIGHTERS

FLEET SCALE

COUNTER FS

POINT VALUE: 7

DAMAGE CONTROL: 1

4 **POWER TRACK**

#6
3

#5
3

0

FRACTIONAL POWER

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

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.

Some have asked how we pick the "revised" ships to be in *Communique*. Well, this time, we included the last of the ships from *Romulan Border*. Most of the revisions are simply updates in graphics, not changes to the ships.

This ship card shows the change to the more recent concept of the SYS box for smaller Fleet Scale units.

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 G2 POLICE CUTTER FLEET SCALE

COUNTER **G2**
POINT VALUE: 28
DAMAGE CONTROL: 1



This ship does not have a probe launcher. SYS box can function as a transporter or tractor, but not both at the same time.

IKV _____
Name

POWER TRACK

MARINES

2

FRAME DAMAGE

2

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

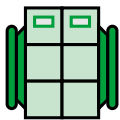
BASE SPEED 24
TURN MODE 4
SPEED COST 3

ACCELERATION
COST 1/8

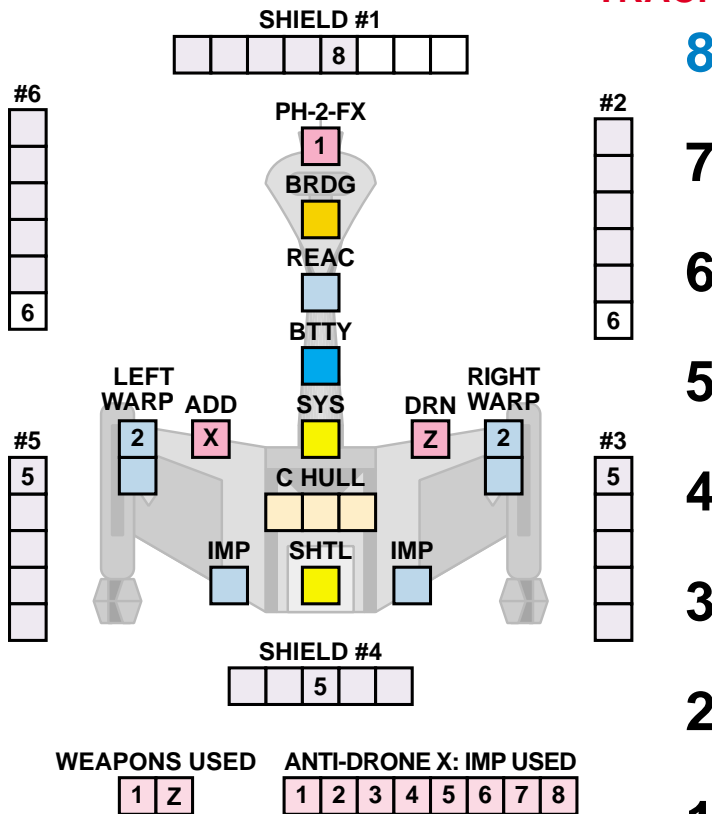
DECELERATION
COST 1/8

HIGH ENERGY
TURN COST
5/8

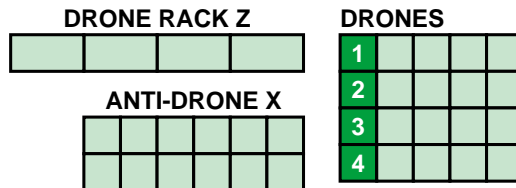
EVASIVE
MANEUVER
COST 3/4



C39



FEDERATION COMMANDER: COMMUNIQUE #39
FLEET SCALE SHIP CARD
Copyright © 2009 Amarillo Design Bureau, Inc.



FRACTIONAL POWER

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

This ship is not currently scheduled for a specific future product, but if we decide to do *Convoy Attack* or *Kzinti Attack* it might go there.

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 G2 POLICE CUTTER *SQUADRON SCALE*

COUNTER G2
POINT VALUE: 52
DAMAGE CONTROL: 2

POWER TRACK 14



This ship does not have a probe launcher.

MARINES
4

FRAME DAMAGE
3

DRONE RACK Y
DRONE RACK Z

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

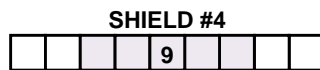
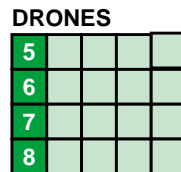
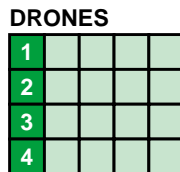
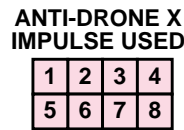
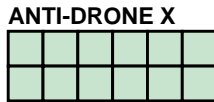
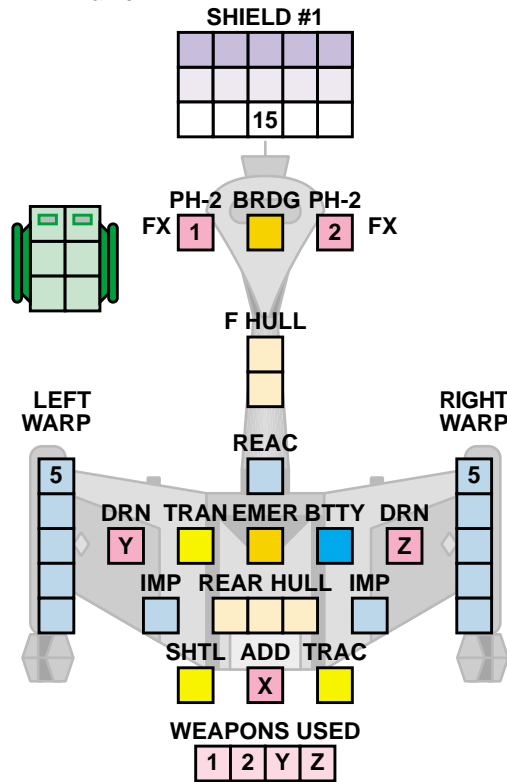
DECELERATION
COST 1/4

HIGH ENERGY
TURN COST 1+1/4

EVASIVE
MANEUVER
COST 1+1/2



IKV
Name



FEDERATION COMMANDER: COMMUNIQUE #39
SQUADRON SCALE SHIP CARD
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FRACTIONAL POWER 0
0 1/4 1/2 3/4

This ship is not currently scheduled for a specific future product, but if we decide to do *Convoy Attack* or *Kzinti Attack* it might go there.

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HYDRAN HEAVY BATTLECRUISER OVERLORD

FLEET SCALE

COUNTER

POINT VALUE: 90+30

DAMAGE CONTROL: 3

POWER TRACK

27
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

HMS _____
Name

PROBES

--	--	--	--	--

MARINES

10				
5				

FRAME DAMAGE

4			
---	--	--	--

WEAPONS USED

C	D	1	2	3
---	---	---	---	---

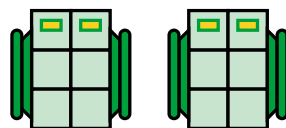
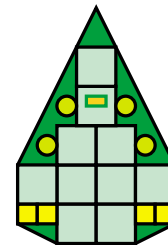
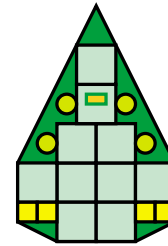
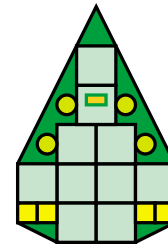
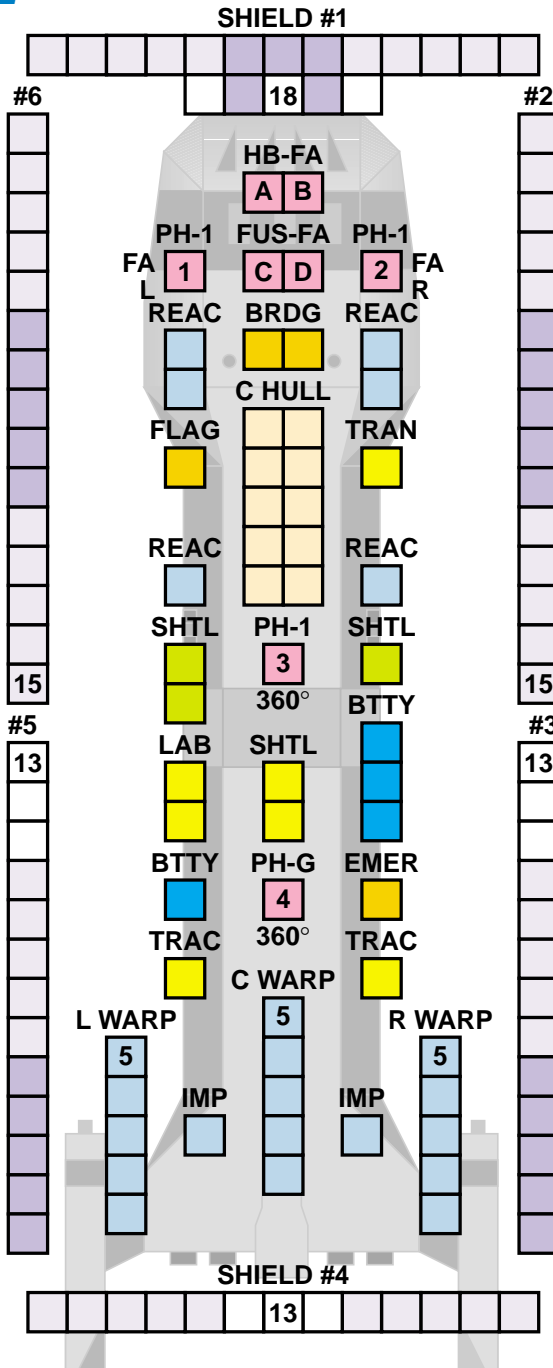
PH-G shots

4				
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HELLBORE ARMING

A	P	L	O	F
B	P	L	O	F

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



FRACTIONAL POWER

0 1/4 1/2 3/4

108

FEDERATION COMMANDER: DISTANT KINGDOMS
FLEET SCALE SHIP CARD #108 of 97-112
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LARGER SHIP CARD

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