



# FEDERATION COMMANDER



## COMMUNIQUE #4 STARDATE 2006.04

### NEW SHIPS

Included in this issue are two updated ships originally in *Booster Zero*: the Romulan King Eagle and the Gorn Battle Cruiser. Use these to playtest the plasma torpedo rules. Note that we have decided (in *Romulan Border*, which was released a few days before this issue) to use the "half as many" concept for fleet scale plasma ships.

### SCHEDULE UPDATE

We shipped *Boosters #1, #2, and #3* on 6 March.

We shipped *Klingon Attack* and *Squadron Boxes #4, #5, and #6* on 29 March.

We shipped *Boosters #4, #5, and #6* on 10 April.

We shipped *Booster Zero* on 26 April. *Booster Zero* includes ships and rules from six new empires: the Romulans, Gorns, Lyrans, Hydrans, ISC, and the WYN Star Cluster.

We ship *Border Box #2* in early June.

We released *Romulan Border* at Origins.

### REVISION-3 RULEBOOK RELEASED

You can obtain the latest revision of the rulebook for \$3 plus postage on our shopping cart:

[http://www.starfleetstore.com/MERCHANT2/merchant.mv?Screen=PROD&Store\\_Code=S&Product\\_Code=4001-2](http://www.starfleetstore.com/MERCHANT2/merchant.mv?Screen=PROD&Store_Code=S&Product_Code=4001-2)

The rulebook is priced (as a spare part) at \$10, but you can get the "trade-in" price (without actually trading anything in) by using "special instructions" to tell us that you are upgrading a rulebook you bought. This trade-in offer is (obviously) available only to people who bought the game (or a rulebook) in the first place. You need to either have bought the game from us (tell us this so we can confirm you actually bought a rulebook in the first place) or give us the complete name, address, and phone number of the store where you bought it.

### THE BBS: KEYS TO COMMUNICATION

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

### PUBLISHER'S INFORMATION

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## FEDERATION COMMANDER Organized League Play

After some annoying technical delays, the on-line forms for registering your store as a site for Organized League Play went live on the web site on 23 April. (We delayed this issue of *Communique* to be able to announce this development.) 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 these forms at [www.federationcommander.com](http://www.federationcommander.com) along with everything else for this game system.

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

The scenario of the month for April is:

**(8KB) THE ALKAIRIK CONVOY**

This scenario is in *Klingon Attack*.

## Our Apologies for the Delay

This is supposed to be the April issue, and it was sent to the webmaster for uploading on 6 July. (The May issue will be along in about a week, the June issue in another week.)

We held this issue until we had the Organized League Play entry forms were available, which did not happen until 23 April. By that time, Leanna's mother (Margaret Williams) was in a serious medical crisis. (For those who do not know, Leanna Cole is the wife of the game designer. Leanna runs the company, including the accounting and sales departments.) Margaret finally passed away in her sleep on 4 May, and that took both Steve Cole and Leanna out of the office for nearly two weeks (counting the time sitting by her bed in the hospital, making funeral arrangements, and dealing with relatives flying in from several states). Margaret was 80 and had a full and happy life, but is sorely missed by her family and friends.

There is more to the company that doing the next issue of *Communique*, and a lot of things besides this issue of *Communique* got delayed. Even worse, when Leanna and Steve were able to return to full time work, there were two weeks of untouched work on their desks. Just figuring out what absolutely positively had to be done right this second was an overwhelming task. Steve focused on *Captain's Log* while Leanna focused on converting our internet shopping cart to the next version of the software. (You can't really tell any difference from the cart, but the amount of work Leanna has to do on each order is reduced by half, the number of mistakes is reduced from 1 in 70 orders to 1 in over 300 orders, and you will know immediately if your bank won't clear your credit card charge.)

## Sorry for the short issue:

As noted on the front page, this issue is VERY late and we do apologize again and again, over and over.

Now that Origins is over, we will be catching up on Communique as quickly as possible.

We are "slam dunking" this issue as fast as we can so we can tell you what's going on and what to expect.

Basically, we're going to get this issue out the door right now, no matter what it does or doesn't (or should have or didn't) cover.

The next issue (May) will take a week and will include more of the usual features, but it will be the June and July issues that resume the normal schedule of getting new ships, scenarios, and tactics out to you.

We have a lot of stuff half finished and rather than delaying this issue even more to finish it, we're going to just shove what we have out the door and then take a deep breath and give you a May issue that won't be quite so disappointing.

### JUST WHAT THIS ISSUE

While this is the "April 2006" issue it is actually being uploaded on 5 July 2006. Thus, some parts of this read like they are part of an issue actually sent out in April and others read like they are part of an issue released in July. Sorry for the confusion but you've waited long enough to get something uploaded to the Commander's Circle. If you would be so kind, please post notices in any appropriate forum that Communique #4 has (finally) been released so people will come get it and read for themselves what is going on.

### BITS OF QUICK NEWS

ROMULAN BORDER was released at Origins and propelled ADB to a new Origins sales record of more than ten thousand dollars. Many new players saw demos of *Federation Commander* and bought *Romulan Border* on the spot.

*Romulan Border* includes many upgrades compared to *Klingon Border* including a corrected Damage Allocation Chart, a second reference card with plasma tables and a phaser-4 table, a real dry-erase marker, and map panels from a new company that did a much better job on registering the panels and keeping them flat.

*STAR FLEET BATTLES* (which some regard as an earlier version of *Federation Commander*) was inducted into the Hall of Fame as one of the truly classic games of the entire game industry.

We are expecting the sculpture of the Armed Priority Transport to be delivered tomorrow (6 July) and will send it to the casting house. In a couple of weeks, we will be able to ship Squadron Boxes #7, #8, and #9 and of course Border Box #3 will not be far behind.

Expect Communique #5 sometime around July 10th.

## Personal note to:

Frognail (Jeff?): You sent me an Email asking me to send you a copy of the First Missions download. Since it's over 1mb, I didn't want to attach it to the reply without asking first. When I sent you a note, it came back "Frognail is not accepting Email from you." Assuming that this is not your idea of a joke, you need to check your spam filters and whitelist and drop me another note and I'll be happy to send you a copy of First Missions.

Malcomb: You sent a proposed ship for *Federation Commander* but when I sent you a reply, it came back "no such address". Please contact me again.

### RULES UPDATES

*Federation Commander: Romulan Border* includes many rules upgrades compared to the Revision-3 edition of *Federation Commander: Klingon Border*. A formal list will be in Communique #5, but for those who want to cross-check the rulebook in *RomBorder* against their *KlingonBorder* rulebook, here is where to look:

Labs record their points at the end of the turn based on the point of closest approach. If the labs were destroyed during the turn, no closer approach counts.

Rule 1E2c1 has been updated to show that anti-drones are only used against a drone which impacted on the current impulse (which is what the anti-drone rules say).

Evasive maneuvers were something of a glitch in that they ended with the previous turn but were not paid for until impulse #1 of the current turn, leaving a gap of four-sub-pulses in which you could get hit. This was fixed.

Down shields cannot be reinforced.

The rules about drones hitting drones which were held in tractor beams were clarified.

## FEDERATION COMMANDER ROMULAN BORDER

In  
your  
Store  
Now!

FEDERATION  
COMMANDER:  
ROMULAN  
BORDER





