



# COMMUNIQUE #49

## STARDATE 2010.01

### NEW IN THIS ISSUE

We have included several new items in this issue.  
New Ship Card: Frax Drone War Destroyer  
Revised Ship Card: Gorn Light Cruiser  
Borders of Madness Ship Card: Gorn HDS  
Large Format Ship Card: Seltorian BCH  
New scenario: 8CM37: A Hard Day's Fight.

### RELEASED IN 2009

Just released was *Hydran Attack* with more ships for the Hydrans, Lyrans, Klingons, Kzintis, and WYNs. The ships included are: Hydran Ranger, Iroquois, Tartar, Rhino Hunter, Buffalo Hunter, Lancer, Hunter, and Pegasus; Lyran Light Cruiser, New Heavy Cruiser, War Destroyer; WYN FF and AuxC; Klingon F5W; and Kzinti FFK. Six more ships are in the boosters.

*Squadron Boxes #25 and #26, and Border Box #9, were released. Squadron Box #27 will appear early next year.*

We have released *Federation Commander: Booster Pack #91, The Franz Joseph Ships* (including the classic DN, CA, DD, SC, and Tug, along with the DDM, DDL, and DDG) and *Squadron Box #91* containing new production of the classic "Zocchi Plastics". These are in the classic white plastic.

*Border Box #8* was released on 23 February (4408, \$99.95).

*Federation Commander: Briefing #2* has been released and covers "The Middle Years" (4022, \$19.95).

The *Reference Rulebook* has been released and includes all of the *rules* from all products and all updates (4020, \$14.95).

### SCHEDULED FOR 2010

The Big Release will be *WAR AND PEACE*, to be released at Origins with ISC, Vudar, and Andromedan ships.

*Briefing #3* will have "support units" and *Federation Admiral* will be the new campaign system for *Federation Commander*.

We will see a new series of independent *Booster Packs*. *Federation Commander: Booster Pack #92* will contain ships that were seen in *Briefing #1*. *Booster Pack #93* will contain ships seen in *Captain's Log*. *Booster Pack #94* will have light tactical transports. *Booster Pack #95* will have tugs, and *Booster Pack #96* will have more freighters and transports.

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

### 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 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 2010 are as follows and reflect actions during the General War. Get these reports to us ASAP!

January: 8B116 End Run  
February: 8B117 Last Stand  
March: 8B118 The Day After The Eagle  
April: 8B120 The Long Way Home  
May: 8B121 Fight Fire With Fire  
June: 8B122 The Lone Gray Wolf

In 2006, the Federation *barely* stopped the Klingons. The Romulans did not do that well in 2007. In 2008, the Tholians repulsed a Klingon invasion and the Coalition conquered the Hydrans. In 2009, the Pirates rocked and tension built.

### 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* are on the *Commander's Circle*.

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

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 £, ship-yard construction dock £.

Federation DDF fast destroyer¥.

Klingon F5D drone-armed frigate variant, F6B variant, D6J penal ship.

Romulan SpH-J¥, K10R, Snipe-P £, KillerHawk¥, K7R¥, JayHawk, Vulture¥, KD5R¥.

Kzinti police frigate†, destroyer.

Gorn dreadnought-cruiser¥, HDE, MCC¥.

Tholian POL†.

Hydran D7H *Anarchist* (captured Klingon D7).

Andromedans (scheduled for *War & Peace*).

Lyran police cutter POL £.

Seltorian Hive Ship (larger than the Battlewagon).

Borders of Madness: maulers, scouts, survey ships.

All empires: commando ships £.

¥ Possible inclusion in *FC: Gorn Attack* in 2011.

† Was in *FC: Briefing #2*

£ Scheduled for *FC: Briefing #3 Support Units*.

## FED COMMANDER: TO DATE

Core Products: *Klingon Border*, *Romulan Border*; cornerstone products of the game engine.

Alternate Products: *Academy* (lower cost entry product), *Graduation* (turns *Academy* into *Klingon Border*), *Romulan Space* (the parts of *Romulan Border* not duplicated in *Klingon Border*), *Klingon Space* (the parts of *Klingon Border* not duplicated in *Romulan Border*; this product is not packed for display in stores).

Expansions: *Klingon Attack*, *Romulan Attack*, *Tholian Attack*, *Battleships Attack*, *Distant Kingdoms*, (each has sixteen Ship Cards, two map panels, rules, counters, and scenarios); *Orion Attack*, *Hydran Attack*, (each has sixteen Ship Cards, rules, counters, scenarios, and other components), *Line of Battle* (seven battleship cards and three scenarios; expands *Battleships Attack*).

Briefings: *#1 Scenarios*, *#2 Middle Years*.

Booster Packs: *Zero*, *#1-#27*, *#91*. (Each has seven or eight Ship Cards including one or two new ships; *#16-#18* and *#91* each have eight new Ship Cards.)

Squadron Boxes: *Zero*, *#1-#26*, *#91*. (Each has five or six miniatures.)

Border Boxes: *#1-#5*, *#7-#9* (24 miniatures each).

Border Box *#6* (10 battleship miniatures)

Captain's Log (issues with *Federation Commander* material): *#32-#40*.

## 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.

The new *Starmada* and *Klingon Armada* books were released in September 09.

*Federation & Empire* is out of stock until the new edition. Its next major expansion, *ISC War*, will follow.

*Star Fleet Battles* received *Module X1R X-Ship Reinforcements* at Origins 2008, *Module Y2* in October 08, *G3* in February 09, and *G3A* in August 09.

*Prime Directive d20 Modern* has been released and *Klingons d20 Modern* was released on 19 Oct 09.

*Prime Directive Federation* is in final development.

*Prime Directive Tholians* is in development for 2010.

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.

Let us know (at [graphics@StarFleetGames.com](mailto: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](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.

## FEDERATION COMMANDER SCENARIO

### (8CM37) A HARD DAY'S FIGHT

The most numerous Orion Pirate ship was the Light Raider, which had to carefully select targets that did not offer much resistance. Light Raiders had to get in — and out — quickly to make a profit.

Captain Eduardo Oeste of the Light Raider *Profit Margin* needed money to pay his franchise fee to the Crimelord. Searching the Crimelord's database of potential targets, he noticed the colony world of Killeen, which was totally undefended, but which manufactured valuable electronic components. Oeste planned to slip in, loot the commercial platform of products ready for shipment, and get out.

Unfortunately for him, Killeen had just used their profits to improve their defenses.

#### (8CM37a) NUMBER OF PLAYERS

**Two:** The Orion Pirate player and the Defending player.

#### (8CM37b) 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). Place the Class-M planet Killeen in the middle of the map. The map is “fixed” and any ship which leaves the map has disengaged and cannot return to the scenario. Any unit may leave the map in any direction.

**Defender:** Set up first. Place a commercial platform in a hex adjacent to the planet. Place a small freighter and a small auxiliary cruiser, *Stout Defense*, within three hexes of the planet, facing at the owner's option.

**Orion Pirate:** Place the Light Raider *Profit Margin* in any map-edge hex, facing the planet.

#### (8CM37c) OBJECTIVE

**Mission-Orion:** Steal cargo from the commercial platform and leave without taking heavy damage.

**Mission-Defender:** Destroy the Orion Light Raider, or at least make him go away.

**Time Limit:** The scenario ends when the Orion Light Raider leaves the map, or is captured or destroyed, or at the end of Turn #5.

**Victory:** The Orion Pirate player must steal the valuable cargo; see Special Rule #2. If he succeeds in this, he has achieved a Decisive Victory. If he fails, he loses.

If the Light Raider achieved the mission, but has unrepaired internal damage when it leaves the map, reduce the level of victory by one level. If the ship is crippled, reduce the level of victory by two levels. If the ship is destroyed or captured, well, you didn't win a victory then, now did you? The Defending player wins by preventing

the Orion Pirate player from succeeding in his mission.

#### (8CM37d) SPECIAL RULES

**1. Police:** A police ship will arrive on Turn #6. If the Orion Light Raider is still on the map at the end of Turn #5, the Orion Pirate player loses the scenario.

**2. Cargo:** Captain Oeste is after the most valuable cargo on the station. He must gain six points of lab information on the commercial platform. After that, he can transfer one box of cargo by any means within the rules. This is his objective.

**3. Weapons:** The Light Raider may select photons, drone racks, or phaser-1s. The small auxiliary cruiser may select phaser-2s or drone racks.

#### (8CM37e) FORCE DYNAMICS

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

**1. Alternative Empires:** Place the scenario in any empire by changing the available weapons and the identity of the police ship.

**2. Balance:** To help the Orion Pirate, replace the Light Raider with a war destroyer or Raider Cruiser. To help the Defending player, add five defense satellites, or replace the small auxiliary cruiser with a large auxiliary cruiser.

**3. Bigger Scenario:** Add a police ship to the Defending player's starting forces and add a Raider Cruiser to the Orion Pirate player's starting forces.

**4. Alternative:** The scenario does not end on Turn #5. Continue the scenario. Have the Defending player roll one die, and place a police cutter in the map-edge hex in that direction from the planet. The scenario now becomes a floating map so that the police can pursue the Light Raider and try to capture or destroy it.

**5. Alternative Victory Conditions:** Use the Point Value System (8B2b) but provide a bonus of 50 points if the “box” of valuable cargo is captured.

#### (8CM37f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Mike West.

## Rules & Rulings

Q: Can scouts use their special sensor channels while using Evasive Maneuvers?

A: No. The use of Evasive Maneuvers prevents the use of special sensors.

Q: Does the release of an ESG burst blind a special sensor channel?

A: Yes. Regardless of mode, an ESG burst will blind a special sensor channel.

Q: How do I handle Marines from a degraded crew on the same side of a fighter as other Marines?

A: Treat them separately, as if they were allies.

Q: How do Stingers HET?

A: Just like a ship, except that they have no power cost, can only do it once per turn, and do not have to pre-announce their intention to do an HET.

## New Miniatures

### Released on 19 October 2009:

Shuttlecraft, Stock #0061, pack of 12, \$17.95

Federation F18 Fighters, pack of 12,

Stock #0062, \$17.95

Klingon Fighters, pack of 12, Stock #0063, \$17.95

Romulan Fighters, pack of 12, Stock #0064, \$17.95

Kzinti Fighters, pack of 12, Stock #0065, \$17.95

Tholian Fighters, pack of 12, Stock #0067, \$17.95

Hydran Fighters, pack of 12, Stock #0069, \$17.95

### Released on 16 November 2009:

*Squadron Box #25*, Stock #4325, \$34.95

Klingon F5W (3 pack), Stock #0397, \$19.95

*Squadron Box #26*, Stock #4326, \$34.95

*Border Box #9*, Stock #4409, \$99.95

### Coming in February 2010:

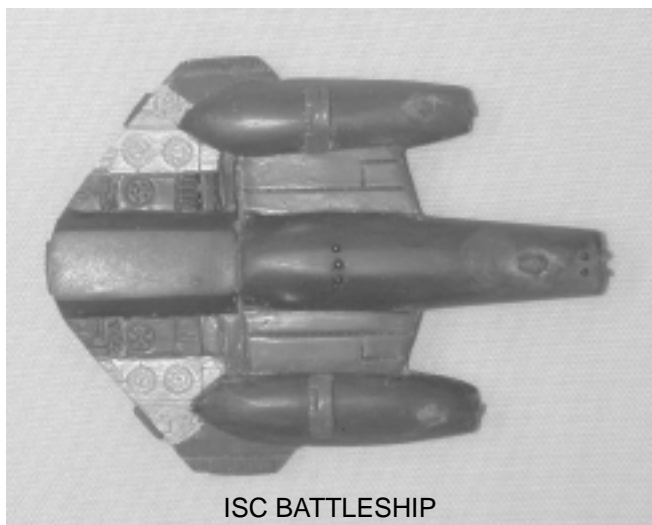
Juggernaut, Stock #0080, \$29.95

Federation DDL & DDG, Stock #0228, \$14.95

Federation SC & DDF, Stock #0227, \$14.95

ISC Battleship, Stock #1344, \$11.95

Andromedan Terminator, Stock #1006, \$5.96



## INDEX FOR 2010:

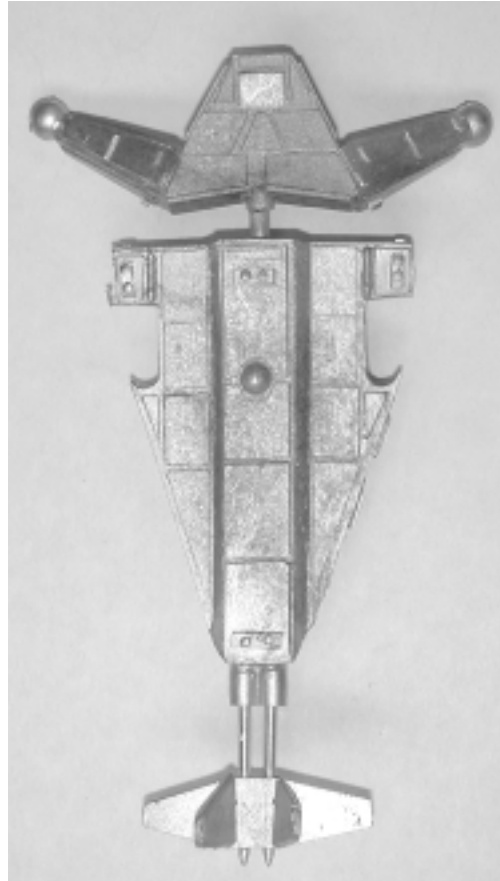
• **Communique #49:** Scenario 8CM37 A Hard Day's Work. New Frax drone war destroyer and Gorn heavy destroyer scout. Larger format Seltorian heavy battlecruiser. Fleet Scale Klingon C8. Revised Gorn light cruiser.

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*.

Index for 2009 was in *Communique #48*.



JUGGERNAUT Miniature for release in February 2010

### ADDED TO COMMANDER'S CIRCLE

From *Communique #42*: Hydran Ranger (Middle Years), Lyran Tiger (Middle Years), Gorn Allosaurus (Middle Years), large format Orion heavy battlecruiser; Scenario 8CM30 The *Dakota* Incident.

From *Communique #43*: Federation hospital ship, light monitor, large format Hydran Regent light dreadnought; Scenario 8CM31 The *Navajo* Incident.

## 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 <http://www.starfleetgames.com/federation/Commanders%20Circle/index.shtml>)

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 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 & 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 [www.StarFleetGames.com/sitemap.html](http://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](http://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](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 \$6 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

## GORN LIGHT CRUISER SQUADRON SCALE

### WEAPONS USED

A	B	C	D	1
2	3	4	5	6

### PROBES

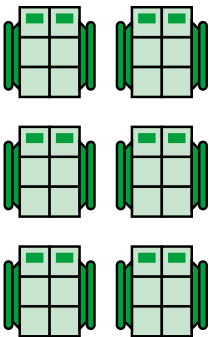
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### MARINES

8			
4			

### FRAME DAMAGE

6					
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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

COUNTER   
POINT VALUE: 122  
DAMAGE CONTROL: 4

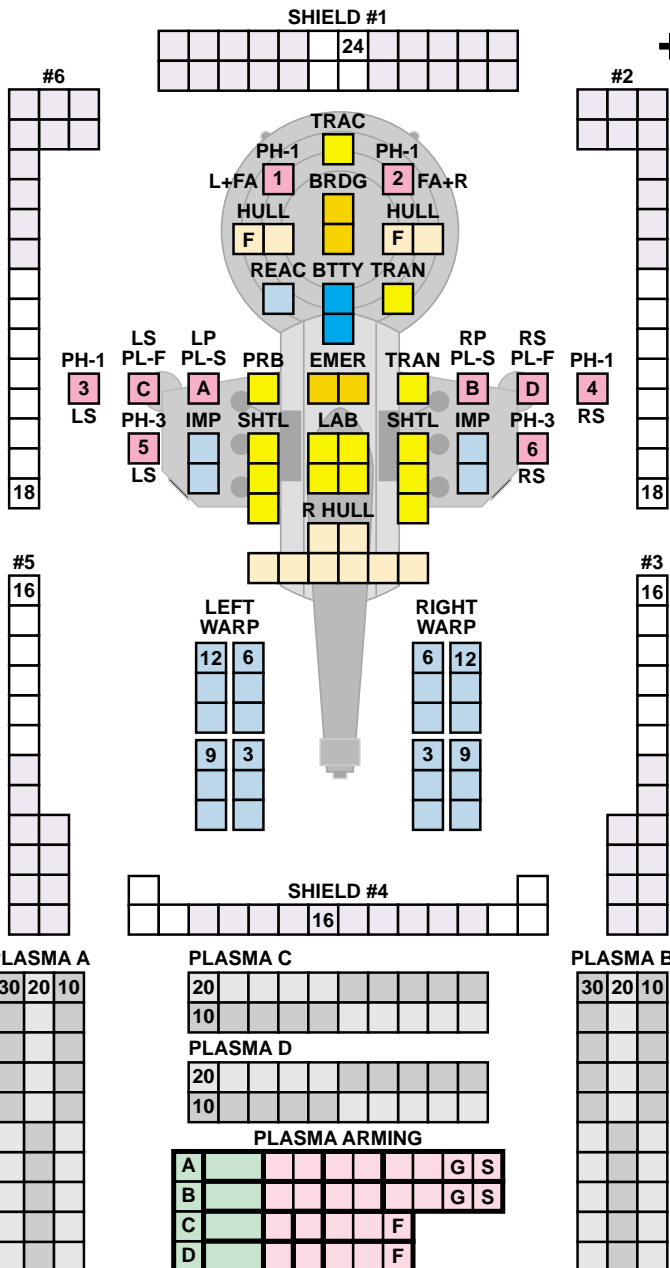


GCS \_\_\_\_\_  
Name \_\_\_\_\_

### POWER TRACK

+30  
+20  
+10

9  
8  
7  
6  
5  
4  
3  
2  
1  
0



There was nothing "wrong" with the original Ship Card for this vessel, but it has been given some graphic updates. We are now putting the ships from *Romulan Attack* into *Communique*.

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**.



FEDERATION COMMANDER: ROMULAN ATTACK  
SQUADRON SCALE SHIP CARD #57 OF 49-64 \*  
Copyright © 2006 Amarillo Design Bureau, Inc.

FRACTIONAL POWER  
0 1/4 1/2 3/4

Power when undamaged:  
29 + 2.

# NEW SHIP CARD

## SIMULATOR EMPIRES


**FRAX DWD**  
**DESTROYER**  
*FLEET SCALE*

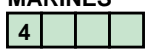
COUNTER **DWD**  
 POINT VALUE: 54  
 DAMAGE CONTROL 1


**POWER TRACK** **12**



FS \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES  


MARINES  
 4 

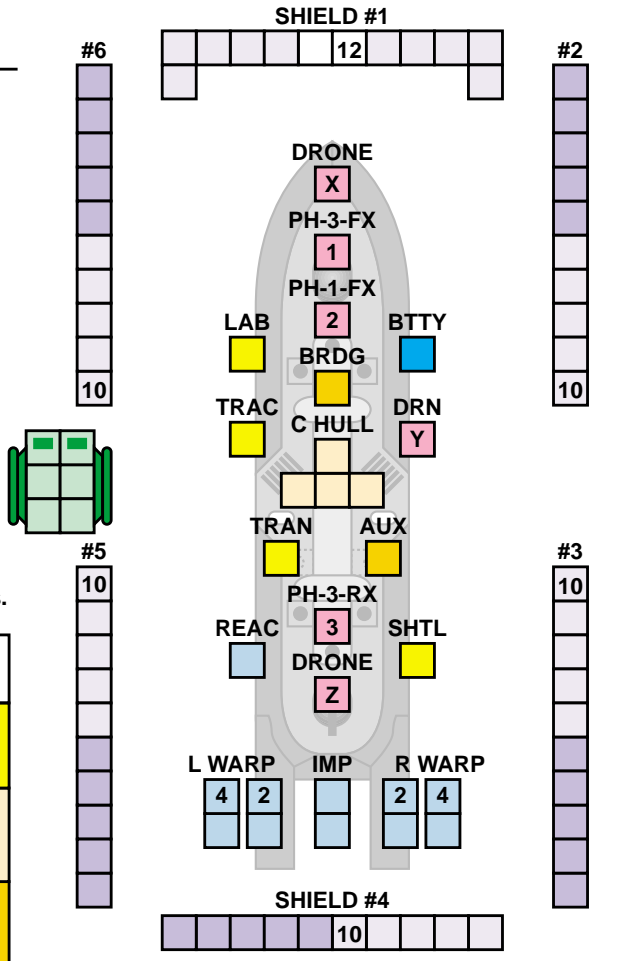
FRAME DAMAGE  
 2 

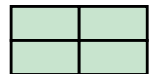
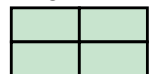
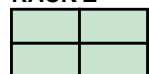
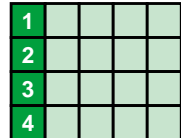

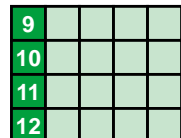
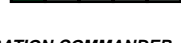
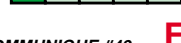

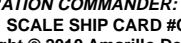
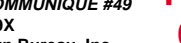

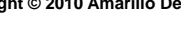
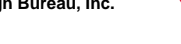

WEAPONS USED  

1	2	3
X	Y	Z

This ship can control twelve seeking weapons.

TURN MODE B MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 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



RACK X 	RACK Y 	RACK Z 
DRONES 1 	DRONES 5 	DRONES 9 
2 	6 	10 
3 	7 	11 
4 	8 	12 

**FRACTIONAL POWER**  
 0 1/4 1/2 3/4

**C49X** FEDERATION COMMANDER: COMMUNIQUE #49  
 FLEET SCALE SHIP CARD #C49X  
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# NEW SHIP CARD

## BORDERS OF MADNESS

### GORN HEAVY DESTROYER SCOUT

FLEET SCALE

COUNTER HDS  
 POINT VALUE: 69  
 DAMAGE CONTROL: 2

POWER TRACK 17

16

15

14

13

12

11

10

9

8

7

6

5

4

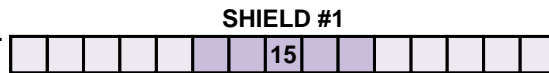
3

2

1

0

GCS Name



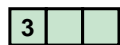
PROBES



MARINES



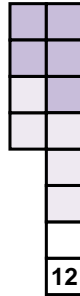
FRAME DAMAGE



#6

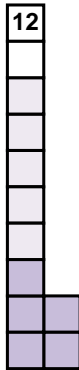


#2

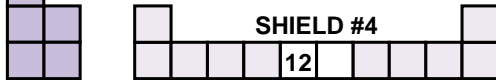
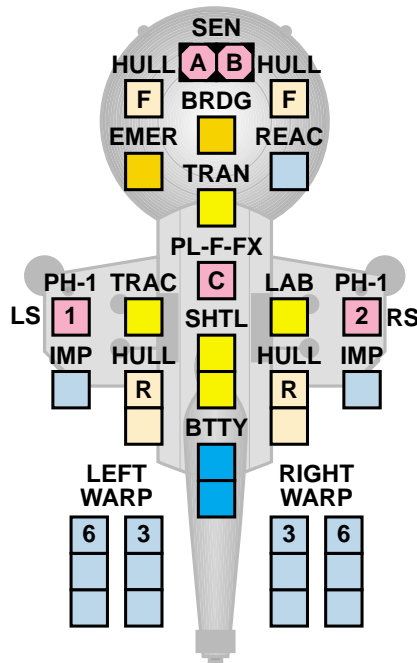
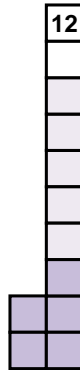


TURN MODE C MOVE COST 3/8
BASE SPEED 8 TURN MODE 2 SPEED COST 3
BASE SPEED 16 TURN MODE 3 SPEED COST 6
BASE SPEED 24 TURN MODE 5 SPEED COST 9
ACCELERATION COST 3/8
DECELERATION COST 3/8
HIGH ENERGY TURN COST 1+7/8
EVASIVE MANEUVER COST 2+1/4

#5

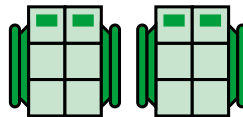


#3



WEAPONS USED PLASMA ARMING  
 A B C 1 2 C F

PLASMA C  
 20 10



FEDERATION COMMANDER: COMMUNIQUE #49  
 FLEET SCALE SHIP CARD #C49  
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C49

FRACTIONAL POWER

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

This ship is scheduled for *Briefing #3*.

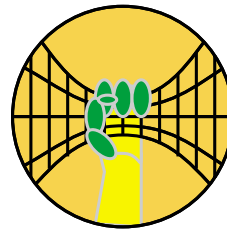
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# SELTORIAN HEAVY BATTLECRUISER

FLEET SCALE

COUNTER BCH  
POINT VALUE: 100  
DAMAGE CONTROL: 3



POWER TRACK

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

STS \_\_\_\_\_  
Name

PROBES  
[ ][ ][ ][ ][ ]

MARINES  
15 [ ][ ][ ][ ][ ]  
10 [ ][ ][ ][ ][ ]  
5 [ ][ ][ ][ ][ ]

FRAME DAMAGE  
4 [ ][ ][ ][ ]

WEAPONS USED  
A B  
1 2 3 4  
5 6 7

TURN MODE E  
MOVE COST 1/2

BASE SPEED 8  
TURN MODE 3  
SPEED COST 4

BASE SPEED 16  
TURN MODE 5  
SPEED COST 8

BASE SPEED 24  
TURN MODE 6  
SPEED COST 12

ACCELERATION  
COST 1/2

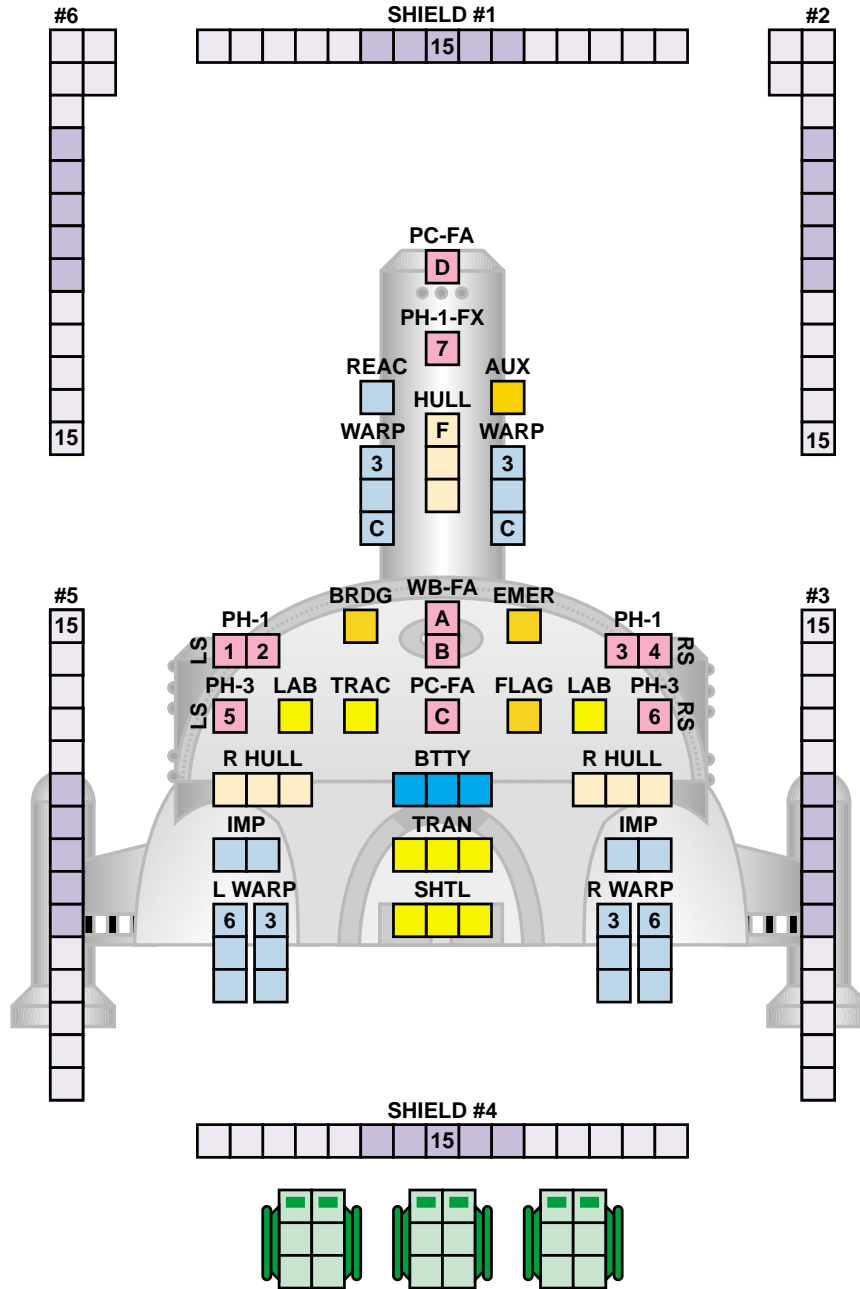
DECELERATION  
COST 1/2

HIGH ENERGY  
TURN COST  
2+1/2

EVASIVE  
MANEUVER  
COST 3

PARTICLE CANNON IMP USED

C	1	2	3	4	5	6	7	8
D	1	2	3	4	5	6	7	8



FRACTIONAL POWER  
0 1/2

73 FEDERATION COMMANDER: THOLIAN ATTACK  
FLEET SCALE SHIP CARD #73 OF 65-80  
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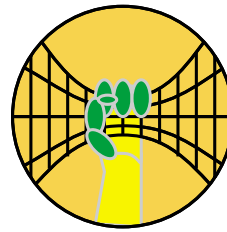
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LARGER SHIP CARD

# SELTORIAN HEAVY BATTLECRUISER

**SQUADRON SCALE**

COUNTER **BCH**  
POINT VALUE: 190  
DAMAGE CONTROL: 6



**POWER TRACK**

**+50**

**+40**

**+30**

**+20**

**+10**

**9**

**8**

**7**

**6**

**5**

**4**

**3**

**2**

**1**

**0**

STS \_\_\_\_\_  
Name

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

MARINES  
30 [ ] [ ] [ ] [ ] [ ] [ ]  
25 [ ] [ ] [ ] [ ] [ ] [ ]  
20 [ ] [ ] [ ] [ ] [ ] [ ]  
15 [ ] [ ] [ ] [ ] [ ] [ ]  
10 [ ] [ ] [ ] [ ] [ ] [ ]  
5 [ ] [ ] [ ] [ ] [ ] [ ]

FRAME DAMAGE  
7 [ ] [ ] [ ] [ ] [ ] [ ]  
3 [ ] [ ] [ ] [ ] [ ] [ ]

WEAPONS USED  
A B C  
1 2 3 4  
5 6 7 8  
9 10 11 12 13

TURN MODE E  
MOVE COST 1

BASE SPEED 8  
TURN MODE 3  
SPEED COST 8

BASE SPEED 16  
TURN MODE 5  
SPEED COST 16

BASE SPEED 24  
TURN MODE 6  
SPEED COST 24

ACCELERATION  
COST 1

DECELERATION  
COST 1

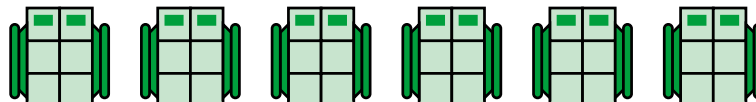
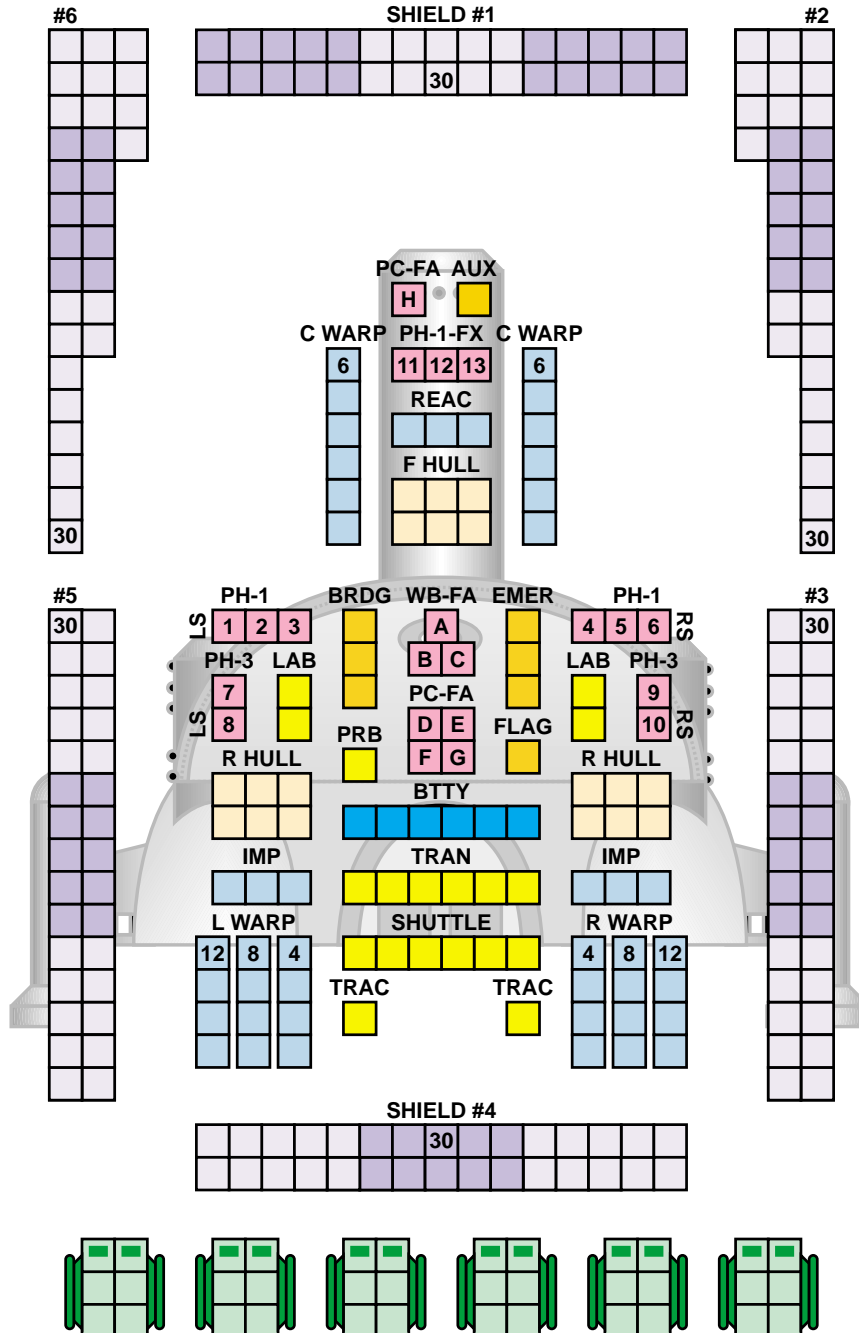
HIGH ENERGY  
TURN COST 5

EVASIVE  
MANEUVER  
COST 6

PARTICLE CANNON IMP USED

D	1	2	3	4	5	6	7	8
E	1	2	3	4	5	6	7	8
F	1	2	3	4	5	6	7	8
G	1	2	3	4	5	6	7	8
H	1	2	3	4	5	6	7	8

Power when undamaged:  
45 + 6.



**FRACTIONAL POWER**  
0 1/2

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**LARGER SHIP CARD**

