



COMMUNIQUE #59

STARDATE 2010.11

NEW IN THIS ISSUE

We have included several new items in this issue.

New Scenario: 8CM47 Decapitation.

New Ship Card: Vudar Fast War Cruiser.

Revised Ship Card: Kzinti Medium Cruiser.

Simulator Ship Card: Frax LTT.

Large Format Ship Card: Federation BCG Low-Toner.

Requested Ship Card: Kzinti DN Fleet Scale.

For player convenience, we are using low-toner cards in *Communique*; color cards will be on e23.

RELEASED IN 2010

WAR AND PEACE was released at the Origins Game Fair with ISC, Vudar, and Andromedan ships, along with *Booster Packs #28, #29, and #30*.

Squadron Boxes #28, #29, and #30 were released on 19 July. *Border Box #10* was released in August.

We continue to evaluate the market for *Booster Packs #93, #94, and #95* and cannot be sure when they will appear.

Plans for 2011 are not yet set, but we will announce them when we have them. We expect this to include two or more books and two dozen e23 packs, and it may or may not include another "attack module".

RELEASED IN 2009

- Last fall saw *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 last fall. *Squadron Box #27* appeared later.

- 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" in classic white.

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

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

- Reference Rulebook* includes all of the *rules* from all products through *Hydran Attack* and all updates (4020, \$14.95).

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #59 is published and copyright © 2010 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 final six months of 2010 are as follows and reflect the films of Olivette Roche. Get these reports to us ASAP!

July: 8C22 Die BEM, Die! *CL#40*

August: 8CM31 The *Navajo* incident, *Comm #43*

September: 8C25 Kumerian's Karisma, *CL#41*

October: 8CM29 The Greening of Lot 48, *Comm #41*

November: 8B201 Make War Not Peace, *Briefing #2*

December: 8CM20 Practice Pouncing, *CL#39*

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) 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* 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 £.

Police ships: Romulan Snipe-P £, Kzinti police frigate †, Tholian POL †.

Federation DDF fast destroyer ¥.

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

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

Kzinti destroyer.

Gorn dreadnought-cruiser ¥, HDE, MCC ¥, DBC.

Hydran D7H *Anarchist* (captured Klingon D7).

Andromedan Base Station.

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*.

† 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), *Reference Rulebook*.

Expansions: *Klingon Attack*, *Romulan Attack*, *Tholian Attack*, *Battleships Attack*, *Distant Kingdoms*, *Orion Attack*, *Hydran Attack*, *War & Peace*, *Line of Battle*.

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

Booster Packs: *Zero*, #1-#30, #91, #92. (Each has seven or eight Ship Cards including one or two new ships; some have up to eight new Ship Cards.)

Squadron Boxes: *Zero*, #1-#30, #91. (Each has five or six miniatures.)

Border Boxes: #1-5, #7-10 (24 miniatures each).

Border Box #6: nine battleships and a starbase.

Captain's Log (issues with *Federation Commander* material): #32-#41.

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. *Romulan Armada* followed in the spring of 2010. *Alien Armada* will be next.

Federation & Empire had a new edition, 2010, released in February. The next expansion will be *ISC War*. *Star Fleet Battles* received *Module Y2* in October 08, *G3* in February 09, *G3A* in August 09, *R12* at Origins 10, *Module Y3* and *YG3* in September.

Prime Directive PD20 Modern has been released and *Klingons PD20 Modern* was released on 19 Oct 09. *PD20M Federation* was released in Aug 2010.

Prime Directive Tholians is in development for 2011.

We are working on conversions of *Prime Directive* to other systems including D6, Fudge, SW, and HERO.

WEBSITE UPDATE

We continue to update and improve our website:

www.StarFleetGames.com

Our graphics director adds new things to the website every week, and most of those come from either customer requests or the FLAP (Finish Like A Pro) list done after the completion of each new product.

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 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. The *Master Index* can be found at:

www.starfleetgames.com/masterindex.shtml

You can always find out what has been added here:

www.starfleetgames.com/new.shtml

Some of the new items in **October 2010** included:

- Many new low-toner Ship Cards.
- New playtest scenarios.

CAPTAIN'S LOG #41

Lots of fun for FC players: Frax submarines and torpedo boats, three new scenarios, Command at Origins.

FEDERATION COMMANDER SCENARIO

(8CM47) DECAPITATION

After the first Klingon attack on the Federation's core star systems had been driven away, Star Fleet settled down for a long, difficult war. New ships were coming from the slipways and the reserve ships had been activated. Many savage battles remained ahead.

Admiral Kobain of the Fourth Fleet (which had guarded the Kzinti Border before the war) was covering the right wing of the front line. Struggling to deal with continuing Klingon attacks, he sought a way to gain some kind of edge, some advantage, some tactic or strategy that would give his forces just enough of an edge that they would win the war.

Based on faulty intelligence estimates, he believed that the Klingons had only a few really good commanders, and that they shifted these back and forth between various fleets and fronts†. He reasoned that if he could, in effect, assassinate such individuals, the entire Klingon war machine might be derailed. His plan was to take advantage of the Federation's primary weapons, the photon torpedo, by having his entire fleet target all of its weapons on the Klingon flagship in any given battle. If that ship could be destroyed quickly enough, the "ace" on board would be killed before he could transport to another ship. Three or four such successful attacks might leave the Klingons "aceless" and (Star Fleet's mistaken theory held) the replacement commanders would be far less effective.

The strategy was not without cost. If firing at long range (usable when the Klingon flagship was smaller), this left the Federation fleet headed into a melee with unloaded weapons against faster-firing disruptors. If he held his fire to short range (improving accuracy and generating more hits) his ships would take more damage. He tried this style of attack several times (at considerable cost) until Star Fleet Intelligence discovered the error and the strategy was abandoned.

(8CM47a) NUMBER OF PLAYERS

Two: The Klingon player and the Federation player.

(8CM47b) INITIAL SETUP

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high with large hexes). The map is a "fixed" map. Any ship that leaves the map has disengaged and cannot return. Klingon units can only disengage through the "left" map edge. Federation units can only disengage through the "right" map edge. Units that disengage in unauthorized directions are considered destroyed.

Klingons: Set up first; all ships facing in direction B. Place a C8 dreadnought near the center of the map. Place a D5 in the adjacent hex (in direction A) and an-

other D5 one hex beyond the first D5 (also in direction A). Place a D7 two hexes in front of the C8, another D7 two hexes in front of the first D5, and a D6 two hexes in front of the second D5. Place two F5s and an E4 anywhere within two hexes of the C8, but every ship must be in a different hex.

Federation: After the Klingons are set up, the Federation player sets up his ships anywhere in the C8's FA firing arc. No Federation ship can be closer than three hexes to the C8, and no more than two Federation ships can be in any given hex. Federation ships include: DN, BC, CC, CA, 3xCL, 3xFF.

(8CM47c) OBJECTIVE

Mission-Both: Win the battle!

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

Victory: Use the Point Value Victory System (8B2) but the Federation player receives double the point value of the C8 if it is destroyed.

(8CM47d) SPECIAL RULES

None.

(8CM47e) FORCE DYNAMICS

You can replay this scenario many times.

The Federation player might try this three times, at Range 4, Range 8, and Range 12 from the C8.

Replace any one ship with a smaller or larger ship.

Add a frigate to one side.

Replace the Klingons with Kzintis, Romulans, Lyrans, or even Tholians.

(8CM46f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Stephen V. Cole.

† This was based on a mistaken translation of Klingon names. Star Fleet's computers translated four different Klingon letters as "k" resulting in dozens of different Klingon officers being thought to be only a handful of individuals. Star Fleet assumed that the Klingons shifted these "ace" commanders around like Star Fleet Medical might call in a brilliant surgeon for one difficult surgical procedure, then send him back to his home hospital. For example, Captains Kormak, Kormakg, Khormak, Krormakh, and Kgormak were all thought to be one single officer named Kormak, and reports of each one were thought to mean that "he" had been sent to a new ship in a different sector. That would be an insane way to run a navy, but the Federation thought it might be part of the Klingon culture, or that perhaps only some commanders were considered "politically reliable" by the Emperor. See "The Librarian" in *Captain's Log #39*.

PDFS ARE NOW AVAILABLE!

We have begun a long-awaited move to offer some of our products as PDFs by way of the e23 website. Released in September were three packs of six Frax ships, each with a scenario and counter graphics.

Released earlier were the 72 ships from *Federation Commander Briefing #2*, divided into six packs of twelve for \$9.95 each (50% less than hard copies). The rules, tables, and scenarios are in a separate pack on e23.

These PDFs are in color and high resolution. PDFs of textual material are searchable. The way e23 works, once you buy a product, you can download it again for no cost if you lose it or if we upload a revised version.

We must note that these products are copyrighted and are not to be uploaded or passed around to your friends. Doing so is piracy, a criminal act, and may result in us deciding not to offer any more PDF products.

Over the coming months, we plan to offer new PDF Ship Card packs at intervals of at least one a week, each pack including six ships from a single empire. These may include new ships, ships from *Captain's Log*, and/or ships from *Communique*. Some packs will have ships already available in hard-copy laminated form.

We will be offering products from our other product lines as well. We have already uploaded some *Starmada*, *Star Fleet Battles*, and *Prime Directive* products. Look for the first *F&E* product soon.

JOIN US ON FACEBOOK

ADB, Inc.'s page on Facebook is now up and running, and we're finding a lot of new faces who haven't been around the BBS or Forum. We have pictures up now of ADB, Inc. staff, links to many of our videos, snippets of information, and interaction with our fans. Jean Sexton is the main voice you will hear on our page on Facebook. If she doesn't know an answer, she'll ask one of the Steves and ferry the answer back.

All that is left is for you to "like" the page for Amarillo Design Bureau, Inc. if you haven't done so already. Here's the link:

<http://www.facebook.com/pages/Amarillo-Design-Bureau-Inc/231728653279?ref=mf>.

We hope to see you there!

Many people on our page on Facebook have not been on our BBS, so perhaps our new outpost on Facebook will become the place for those who want to keep up with current events without the intense atmosphere (and flood of information) found on the BBS. If you are very busy on a given day, checking our page on Facebook would tell you quickly if something important has been announced.

The page also has its own art galleries, plus a place where you can post a review of our products.

INDEX FOR 2010:

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

- **Communique #50:** Scenario 8CM38 The Flawed Trap, New Federation fast destroyer, Borders of Madness Frax CWS, large format Kzinti DNH, revised Kzinti FFK. Bonus Federation CA Fleet Scale.

- **Communique #51:** Scenario 8CM39 Escape from Astracaz, New plasma & drone play aid, Revised Romulan Firehawk, new Frax command cruiser, large format Lyran Heavy Dreadnought. Bonus: Romulan King Eagle Squadron Scale.

- **Communique #52:** Scenario 8CM40 The Ophiunia Raid, New Federation heavy war destroyer, Revised Romulan Snipe, Large format Klingon C5 light dreadnought, Frax war cruiser escort. Bonus: Gorn battle destroyer squadron scale.

- **Communique #53:** Scenario 8CM41 Pirate Hunt, new Kzinti destroyer, revised Federation police cutter, Frax fast cruiser, large format Kzinti DNL, Squadron Scale Klingon SD7 Strike Cruiser.

- **Communique #54:** Scenario 8CM42 Sucker Punch, Federation DWD, Tholian CA, Frax DWG, Seltorian DNL, Squadron Scale Gorn BC.

- **Communique #55:** Scenario 8CM43 A Game of Snakes and Lizards, Andromedan Satellite Base, Armed Cutter, Armed Priority Transport, Frax War Cruiser Escort, Tholian Dreadnought, Fleet Scale Kzinti Battlecruiser.

- **Communique #56:** Scenario 8CM44 The Trojan Shuttle, Gorn Destroyer-Battlecruiser, Frax War Cruiser Leader, Free Trader/Prime Trader, Ore Carrier, Large Armed Freighter.

- **Communique #57:** Scenario 8CM45 The Science of War, Federation HDW-Photon, Klingon D5, Federation Middle Years Scout, Romulan Vulture, Federation Fleet Scale DNG.

- **Communique #58:** Scenario 8CM46 Target of Opportunity, Andromedan Viper, Klingon E4, Frax FFE, Fed DNG-LT, Gorn DN (Fleet Scale, Low Toner).

- **Communique #59:** Scenario 8CM47 Decapitation, Vudar CWF, Kzinti CM, Frax LTT, Fed BCG-LT, Kzinti DN FS LT.

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*.

HAILING FREQUENCIES

Check out our free on-line newsletter. It's full of fun and cool stuff about all all of our games.

StarFleetGames.com/newsletter.shtml

New Miniatures

Released At the Origins Game Fair:

Squadron Box #28 Vudar, Stock #4328, \$34.95

Squadron Box #29 ISC, Stock #4329, \$34.95

Squadron Box #30 Andros, Stock #4330, \$34.95

Federation Carrier Group Box, Stock #0214, \$39.95

Klingon Carrier Group Box, Stock #0315, \$39.95

Fed LTT and OCA; Tholian TK5

Released on 24 May 2010:

Federation Fleet Box #4, Stock #0210, \$39.95

Klingon Fleet Box #3, Stock #0302, \$39.95

Romulan Carrier Group Box, Stock #0405, \$39.95

Kzinti Carrier Group Box, Stock #0501, \$39.95

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 <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 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 \$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 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.

REQUESTED SHIP CARD

KZINTI DREADNOUGHT FLEET SCALE

KHS
Name

This ship can control 12 seeking weapons.

PROBES

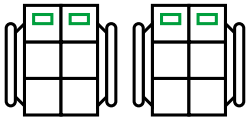
--	--	--	--	--

MARINES

10				
5				

FRAME DAMAGE

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



WEAPONS USED

A	B	C		
1	2	3	4	5
6	7	8	9	10
X	Y	Z		

TURN MODE E
MOVE COST 3/4

BASE SPEED 8
TURN MODE 3
SPEED COST 6

BASE SPEED 16
TURN MODE 5
SPEED COST 12

BASE SPEED 24
TURN MODE 6
SPEED COST 18

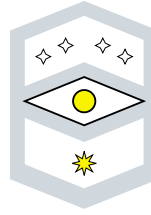
ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST 3+3/4

EVASIVE
MANEUVER
COST 4+1/2

COUNTER
POINT VALUE: 130
DAMAGE CONTROL: 3



POWER TRACK

+30

+20

+10

Power when undamaged:
29 + 4.

9

8

ANTI-DRONES: IMP USED

V	W
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

6

5

4

ADD V

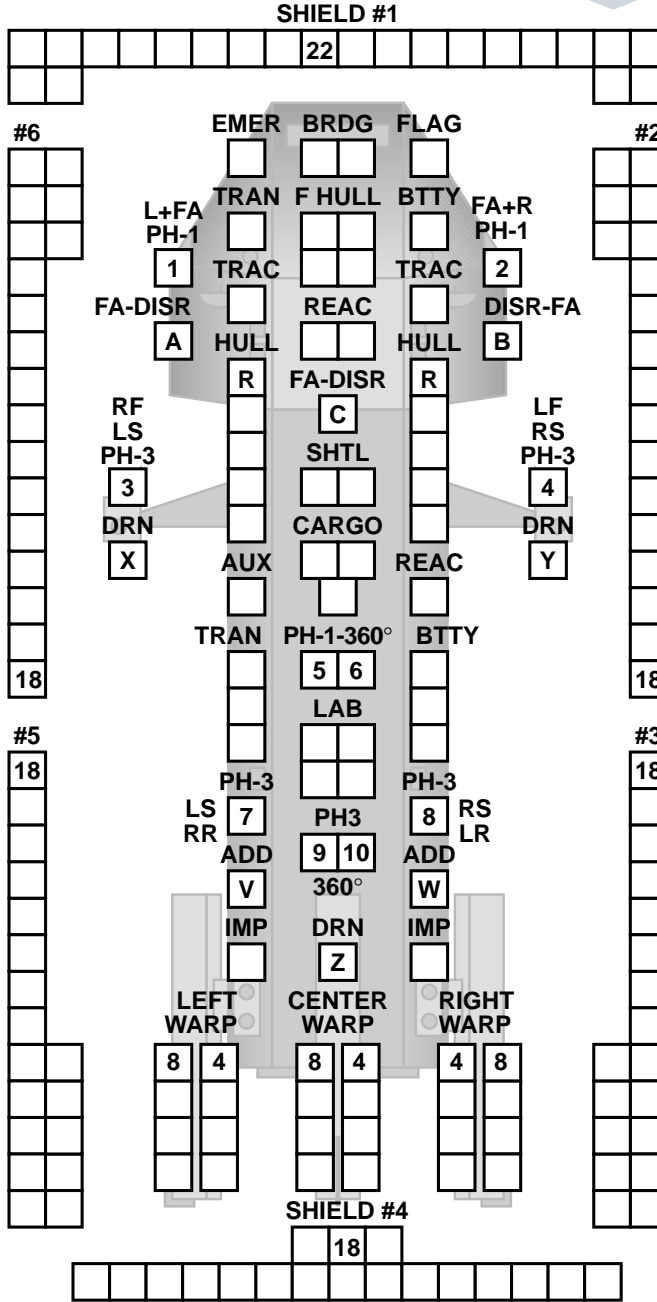
3

ADD W

2

1

0



DRONE RACK X

DRONES

1			
2			
3			

DRONE RACK Y

DRONES

4			
5			
6			

DRONE RACK Z

DRONES

7			
8			
9			

DRONES

10			
11			
12			

22

FEDERATION COMMANDER: KLINGON ATTACK
FLEET SCALE SHIP CARD #22 OF 17-32
Copyright © 2006 Amarillo Design Bureau, Inc.

FRACTIONAL POWER

0 1/4 1/2 3/4

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.

A player requested that we provide this Ship Card since the other version was released several years ago in *Communique*, but this scale Ship Card was never in *Communique*.