



COMMUNIQUE #63

STARDATE 2011.03

NEW IN THIS ISSUE

We have included several new items in this issue.
New Scenario: 8CM51 Mis-Match
New Ship Card: Gorn BDL
Revised Ship Card: Kzinti Light Cruiser
New Ship Card: Prime Corvette
Large Format Ship Card: Low-Toner Kzinti BCH

PLANNED FOR 2011

The Origins product will be *TRANSPORTS ATTACKED* including the tugs and LTTs that had been planned for *Boosters #94* and *#95*, plus a book of scenarios for them. This solves the problem of getting those Ship Cards released, as the kind of sales figures we see with *Attack* packs justify the product.

Federation Admiral, a campaign manual designed to work with *Federation Commander*, will be released this spring. It will also work with *Star Fleet Battles*, and will provide players with everything they need to create their own campaigns at any level (strategic, regional, or local). This will be one of the largest books we have ever released, and we're very excited about it.

Briefing #3 (commando ships, transports, survey ships, police ships, ground bases, specialized freighters, and much more) will be released this year. The *Scenario Reference Book* will be done in the fall. Lots of packs and other items in PDF format will be loaded onto e23. (We want to get back to doing a new six-pack every week. We realized that some sell better than others, but we need to do them all, and do them in a logical order.) We will have more details in a future issue.

We continue to evaluate the market for *Booster Pack #93* and may turn it into a Campaign Pack. *Boosters #94* and *#95* will (see above) become *Transports Attacked*.

Several "attack" modules are under consideration for 2012, including *Conflict & Chaos* (the follow-on to *War & Peace*) as well as *Gorn Attack* and *Kzinti Attack*.

RELEASED IN 2010

WAR AND PEACE was released at the Origins Game Fair in June 2010 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, 2010.

PUBLISHER'S INFORMATION

FEDERATION COMMANDER: COMMUNIQUE #63 is published and copyright © 2011 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 for 2011 are as follows and are all Monster Scenarios.

January: 8KB4 Planet Killer
February: 8KA10 Juggernaut
March: 8C3 Juggernaut Alpha
April: 8C1 Juggernaut Beta
May: 8RB4 Space Dragon
June: 8RA10 Space Amoeba

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. In 2010, the General War and Olivette Roche battled on.

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-#42.

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* has been released.

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, *Klingons PD20 Modern*, and *PD20M Federation* have been released.

GURPS Federation is scheduled for May.

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 **December 2010** included:

- Many new low-toner Ship Cards.
- Updated Master Ship Chart and Scenario Index.

CAPTAIN'S LOG #42

Lots of fun for *FC* players: Tholian pinwheels, Omega ships, three new scenarios, Command at Origins.

FEDERATION COMMANDER SCENARIO

(8CM51) MIS-MATCH

While the Klingons sometimes allowed some Orion cartels to raid enemy empires from Klingon territory, the Klingons had pirate problems of their own. Orions are, in the end, criminals who will prey on anyone.

One particularly dangerous raider was operating in a rear-area sector, and the local police units asked for help as the raider was able to defeat any police ship available (and had, in fact, already destroyed a G2 and an E4). The Deep Space Fleet, busy with that General War thing, could spare only the nearly obsolete D6 cruiser *Destruction* under the unpopular Captain Kumerian.

By careful use of intelligence analysis, the police were able to help *Destruction* catch the pirate raider after it had captured a freighter, but the battle was more than even Kumerian expected. The D6 was an old design, while the Orion Battle Raider was an ultra-modern ship designed for maximum combat power.

Kumerian, however, knew this was his chance to get promoted to a more suitable warship and attacked.

(8CM51a) NUMBER OF PLAYERS

Two: The Klingon player and the Orion player.

(8CM51b) 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 a disabled large freighter in the center of the map. This is a “location” map centered on the freighter. Any unit which ends the turn more than 35 hexes from any other unit has disengaged and has left the scenario.

Orions: Place the Battle Raider *Tigerfish* in the hex of the freighter, docked to it.

Klingons: Place the D6 *Destruction* 25 hexes from the freighter in any direction, headed toward it. After placing the Klingon ship, roll one die and turn the Orion BR to face in the indicated direction.

(8CM51c) OBJECTIVE

Mission-Klingon: Destroy the Battle Raider.

Mission-Orion: Transfer (5K) at least 10 boxes of cargo (five in Fleet Scale) from the freighter and escape uncrippled. You may undock, defeat the Klingon, and then redock if you want.

Time Limit: The scenario ends at the end of Turn #15 when more Klingon units arrive (and Kumerian loses his chance for a victory and a promotion).

Victory: If neither player meets the assigned mission objectives (e.g., the Orions escape without enough cargo), use the Point Value Victory System (8B2) but give the Orions a bonus of 10 points for every “box of cargo” transferred to the Battle Raider and a penalty of one point for each Marine Boarding Party left behind on the freighter

(or the Klingon ship) when the Battle Raider leaves the scenario.

(8CM51d) SPECIAL RULES

1. Docked: The Orion BR is docked to the freighter when the scenario begins, facilitating the transfer of cargo (or Marines). The Orion BR can undock within the rules, which (by the way) prevent it from undocking before the end of Turn #1.

2. Freighter: Neither ship may fire at the freighter. The Klingons want it back, and the Orions gain no benefit from destroying it. (They need to use their firepower to make the D6 go away.) The freighter cannot move. It could be tractor and towed, although there is no reason for either player to do so. The freighter’s weapons and other systems (including its shuttle) have been disabled and cannot be used by either player. Cargo can be transferred by shuttle, transporter, or when docked.

3. Marines: The Orions may, if they want, place up to half of their Marines on the freighter. The Klingons may send Marines to board and capture the freighter, and if they do so, further cargo transfer is blocked unless or until the Orions use Marines to recapture it.

4. Orion BR: This ship is owned by a local cartel and can be, within the limits of (5L1), fitted with phasers, disruptors, drone racks, or photon torpedoes. If photon torpedoes are selected, they cannot be armed before the scenario begins. The Orion BR does not have 10 cargo boxes, but this doesn’t matter, as the extra loot from the cargo boxes will be distributed throughout the ship. (Any disabled cargo box on the BR means that any looted cargo in it was lost, so the ship would have to transfer another box to make up for it.) If the Orion BR has not left the map by the end of Turn #15, it is destroyed by other Klingon units on Turn #16, but Kumerian gains no glory for it.

(8CM51e) FORCE DYNAMICS

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

1. Alternative Empires: Replace the Klingon ship(s) with any suitable ship from another empire, such as a Federation, Lyran, Gorn, or Kzinti CL, or perhaps a Romulan War Eagle.

2. Larger Battle: Add a Klingon F5 (deployed adjacent to the D6) and an Orion LR (deployed within five hexes of the freighter) to the battle. For a smaller battle, use an F5 and an LR, or an F5W and a DW.

3. Balance: Replace any ship with a larger or smaller ship from the same empire.

(8CM51f) DESIGNER’S NOTES

This scenario was written new for *Federation Commander* by Garrett Turner of Oregon.

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.

So far, we have released a lot of stuff for *Federation Commander*, including the *Revision Six Reference Rulebook*, the 72 ships from *Federation Commander Briefing #2* (divided into six packs of 12 ships and a separate rules pack), and a dozen Ship Card Packs.

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. Thus, the people who bought *Reference Rulebook Revision 5* were able to obtain *Reference Rulebook Revision 6* for free (and to download it again when we discovered we had accidentally left out rule 4S).

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.

We are offering products from our other product lines as well. We have already uploaded many *Starmada*, *Star Fleet Battles*, *Federation & Empire*, and *Prime Directive* products.

JOIN US ON FACEBOOK

ADB, Inc.'s page on Facebook continues to find new faces who haven't been around the BBS or Forum. We have links to many of our videos, hundreds of pictures, 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 extensive art galleries, plus a place where you can post a review of our products.

HAILING FREQUENCIES

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

StarFleetGames.com/newsletter.shtml

INDEX FOR 2011:

• **Communique #61:** Scenario 8CM49 Shifting Sands, new Large Troop Transport, revised Base Station, Omega Sector Trobrin Frigate, large format Federation BCF, Fleet Scale Small Armed Freighter.

• **Communique #62:** Scenario 8CM50 The Blockade of Gamma Epsilon III; low-toner large format Romulan K9R, revised Gorn Strike Cruiser, new Small Troop Transport, special update for *Reference Rulebook Revision 6*.

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*.

Index for 2010 was in *Communique #61*.

Questions and Answers

Q: In *Briefing #1*, rule (5X) Degraded Crew, there is a mention that "when a plasma torpedo impacts, one is added to its impulse of impact (4J3b)." Since Degraded Crew is a penalty, I assume this refers to a torpedo launched by the ship?

A: That is correct.

Q: Can a ship use Emergency Evacuation (5E7) to evacuate to a (habitable) planet instead of another ship?

A: Yes. The procedure is the same, although obviously the evacuating ship must supply the point of power.

Q: With the special sensor rules (5S) and with (5S7) describing special sensors on bases, is it now true that all bases have special sensors as a general rule?

A: No. They are provided for when the players want to use them, such as when special sensors are included on one or more ships of the attacking force.

Q: Can a ship (or other unit) that is landed on a planet be tracted?

A: No. There are times that items (like pods or bases) are raised and lowered from a planet using tractors, but this is a tedious process that can't be done during a scenario.

Q: Can a docked ship be tracted?

A: Yes, but all the docked ships are treated as a single unit. To move the unit requires energy equal to the total combined mass (including the tractorship). If a base or asteroid is part of the docking, then it cannot be moved, and uses the rule (5D3b).

Q: Rule (5S7c) says that the Seltorians never built bases. Why are they given weapons options for all types of bases in (5L7)?

A: Because even though the Seltorians never built bases in the Milky Way Galaxy, they did operate bases† in their home galaxy, and they could have built bases in the Milky Way if things had gone differently or in a campaign game where the precise history is ignored. († In all probability, the Tholian and Seltorian bases in the M81 galaxy were different, but as form follows function, one might well approximate these unknown bases with the published generic bases. For that matter, the "real" Gorn and Lyran bases may have been somewhat different, but the game approximates all bases as shown.)

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.

Hailing Frequencies

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

KZINTI LIGHT CRUISER FLEET SCALE

COUNTER
 POINT VALUE: 50
 DAMAGE CONTROL: 2



KHS _____
 Name

POWER TRACK

- 15
- 14
- 13
- 12
- 11
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1
- 0

PROBES

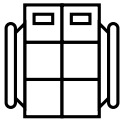
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MARINES

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

FRAME DAMAGE

3	
---	--



WEAPONS USED

A	B				
1	2	3	Y	Z	

TURN MODE B 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 4 SPEED COST 9

ACCELERATION COST 3/8

DECELERATION COST 3/8

HIGH ENERGY TURN COST 1+7/8

EVASIVE MANEUVER COST 2+1/4

#6

8

#5

8

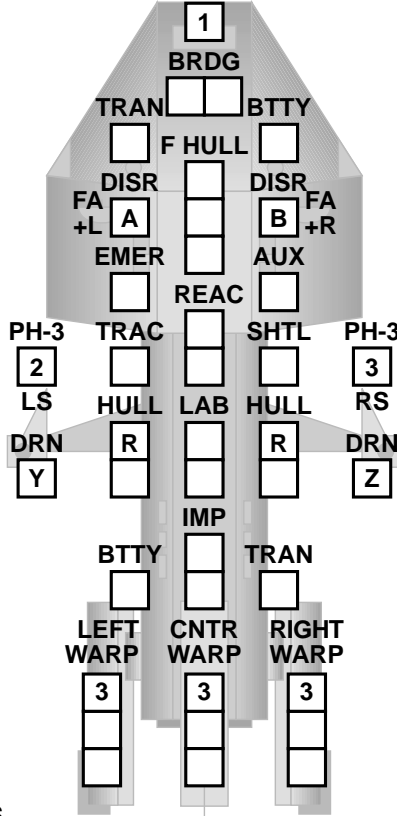
DRONES

1			
2			
3			
4			
5			
6			
7			
8			

SHIELD #1

			9			
--	--	--	---	--	--	--

PH-1-FX



#2

8

#3

8

SHIELD #4

	8	

FEDERATION COMMANDER: KLINGON ATTACK
 FLEET SCALE SHIP CARD #25 of 17-32
 Copyright © 2006 Amarillo Design Bureau, Inc.

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FRACTIONAL POWER

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

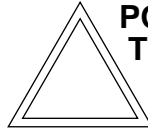
There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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

NEW SHIP CARD

GORN BATTLE DESTROYER LEADER SQUADRON SCALE

COUNTER BDL
POINT VALUE: 105
DAMAGE CONTROL: 2



POWER TRACK +20

+10

10

9

8

7

6

5

4

3

2

1

0

GCS Name

PROBES

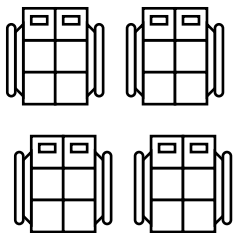
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MARINES

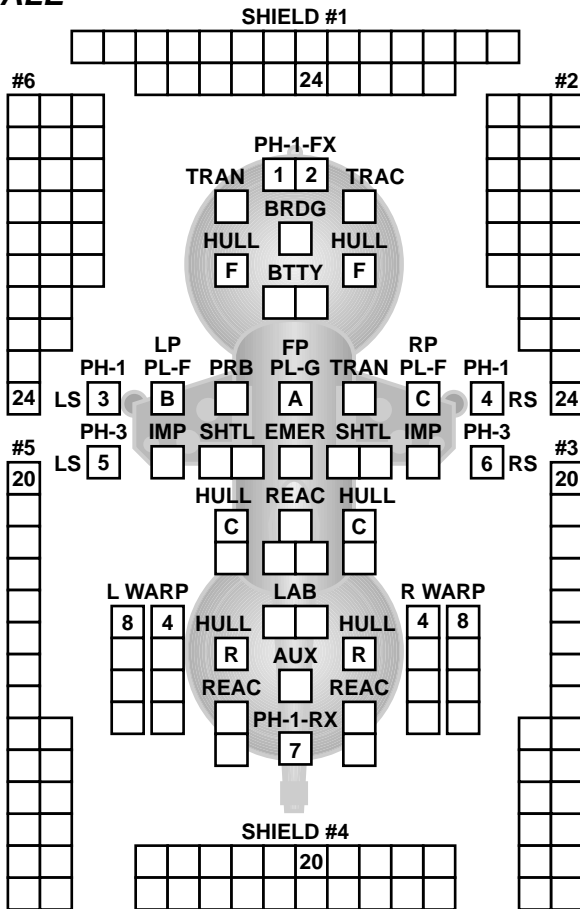
12				
6				

FRAME DAMAGE

5				
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- TURN MODE B
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 4
SPEED COST 12
- ACCELERATION COST 1/2
- DECELERATION COST 1/2
- HIGH ENERGY
TURN COST 2+1/2
- EVASIVE MANEUVER COST 3



PLASMA ARMING

A						G
B					F	
C					F	

WEAPONS USED

A	B	C	1	2
3	4	5	6	7

PL-A

20	15	10	5

PL-B

20	15	10	5

PL-C

20	15	10	5

Power when undamaged: 25 + 2.



FEDERATION COMMANDER: COMMUNIQUE #63
SQUADRON SCALE SHIP CARD #C631
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FRACTIONAL POWER
0 1/2

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NEW SHIP CARD

PRIME CORVETTE SQUADRON SCALE

COUNTER PTC
POINT VALUE: 53
DAMAGE CONTROL: 1

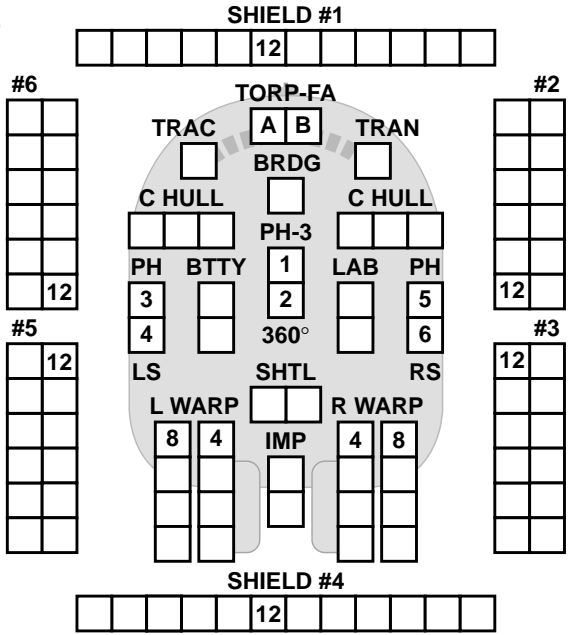
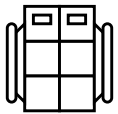
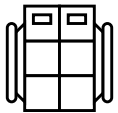
POWER TRACK

PTC _____
Name _____

This ship has
no probe
launcher.

MARINES
4

FRAME
DAMAGE
2



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

WEAPONS USED

A	B	1	2	3	4	5	6
---	---	---	---	---	---	---	---

PLASMA ARMING

A					F
B					F

A DRONE RACK B

PL-A

20	15	10	5

WEAPON ARMING

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

ADD IMP USED

A	1	2	3	4	5	6	7	8
B	1	2	3	4	5	6	7	8

PL-B

20	15	10	5

DRONES

1			
2			
3			
4			

Fed: 2xD+4xADD, or 4xD.
Klingon, Kzinti, WYN: 4xD.

PH: Ph-1 = Fed, Kzinti, Rom, Gorn,
Tholian, Orion, ISC, Selt, WYN.
Ph-2 = Klingon, Hyd, Lyr, Vudar.

TORP: Phasers above, or:
Photon: Fed.
Drone: Fed (4xD or 2xD+4xADD),
Klingon, Kzinti, WYN.
Disr: Klingon, Kzinti, Lyran, WYN.

Fus: = Hydran.
Plas-F: ISC, Gorn, Rom.
Selt = PC
Vudar = IC.

20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

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FEDERATION COMMANDER: COMMUNIQUE #63
SQUADRON SCALE SHIP CARD #C632
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FRACTIONAL
POWER 0 1/2

NEW SHIP CARD

PRIME CORVETTE FLEET SCALE

PTC _____
Name

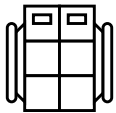
This ship has no probe launcher.

MARINES

2

FRAME DAMAGE

1



"SYS" box can function as tractor or transporter but not both at the same time and is disabled on either type of hit.

COUNTER PTC
POINT VALUE: 27
DAMAGE CONTROL: 1

POWER TRACK 10

9

8

7

6

5

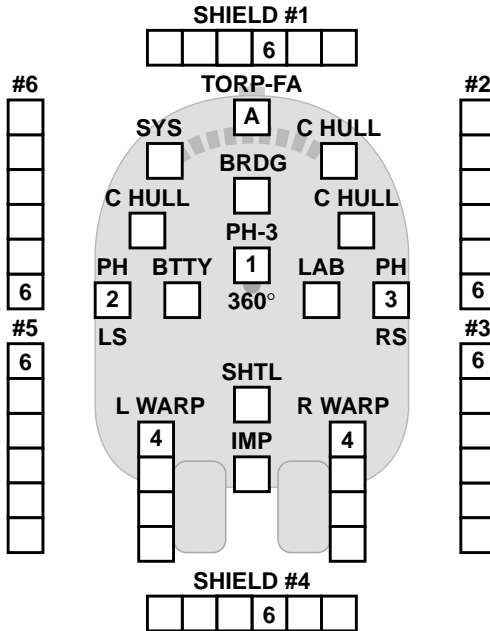
4

3

2

1

0



TURN MODE C 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 5 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2

WEAPONS USED

A 1 2 3

DRONE RACK

[][][][][][]

PLASMA ARMING

A [][][][][][] F

Fed: 2xD+4xADD, or 4xD.
Klingon, Kzinti, WYN: 4xD.

PL-A

20 15 10 5
[][][][][][]
[][][][][][]
[][][][][][]

WEAPON ARMING

A
P
L
+4
+8
F

ADD IMP USED

A 1 2 3 4 5 6 7 8

PH: Ph-1 = Fed, Kzinti, Rom, Gorn, Tholian, Orion, ISC, Selt, WYN.
Ph-2 = Klingon, Hyd, Lyr, Vudar.

TORP: Phasers above, or:
Photon: Fed.

Drone: Fed (4xD or 2xD+4xADD),
Klingon, Kzinti, WYN.

Dis: Klingon, Kzinti, Lyran, WYN.

Fus: = Hydran.

Plas-F: ISC, Gorn, Rom.

Selt = PC.
Vudar = IC.

FEDERATION COMMANDER: COMMUNIQUE #63
FLEET SCALE SHIP CARD #C632
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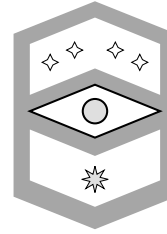
C632

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

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KZINTI HEAVY BATTLECRUISER FLEET SCALE

COUNTER **BCH**
POINT VALUE: 105
DAMAGE CONTROL: 3



POWER
TRACK

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

KHS _____
Name

This ship can control
12 seeking weapons.

PROBES

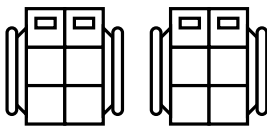
--	--	--	--	--

MARINES

10				
5				

FRAME
DAMAGE

4			
---	--	--	--



WEAPONS USED

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

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

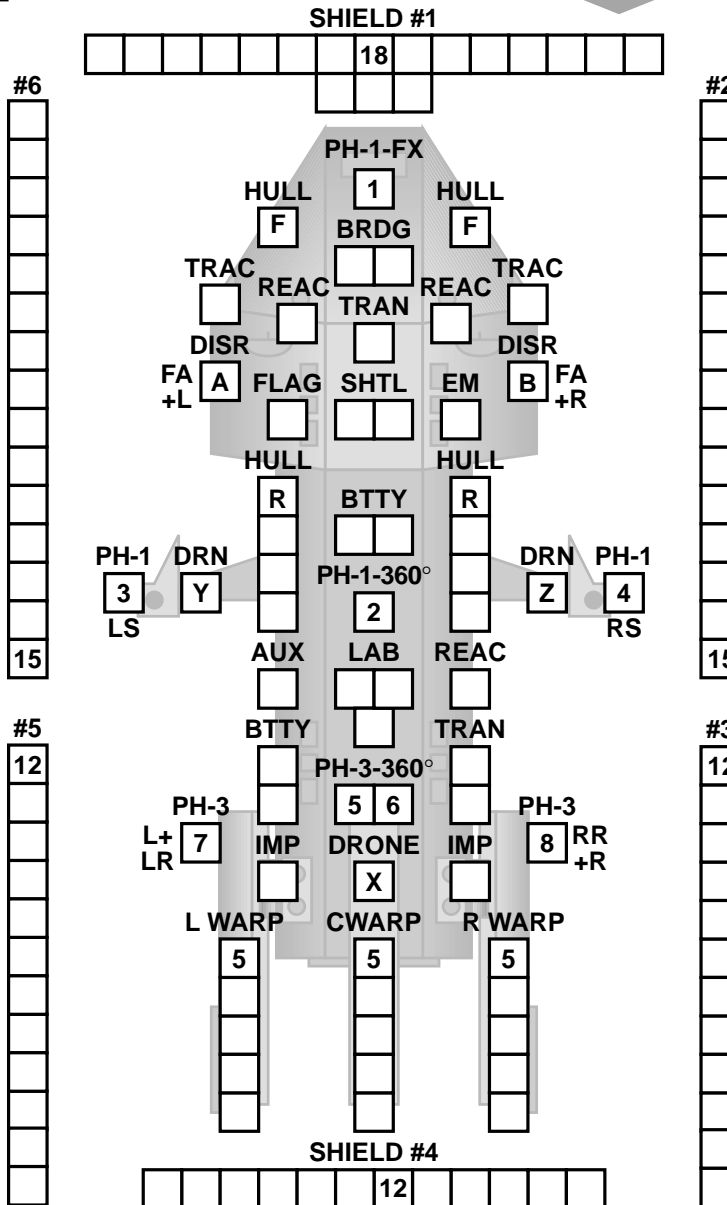
BASE SPEED 24
TURN MODE 6
SPEED COST 12

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3



DRONE RACK X

DRONE RACK Y

DRONE RACK Z

DRONES

1			
2			
3			
4			

DRONES

5			
6			
7			
8			

DRONES

9			
10			
11			
12			

ANTI-
DRONES
IMPULSE
USED

X	
1	2
3	4
5	6
7	8

23

FEDERATION COMMANDER: KLINGON ATTACK
FLEET SCALE SHIP CARD #23 OF 17-32
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FRACTIONAL POWER

0 1/2

LARGER SHIP CARD
LOW-TONER VERSION

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