



# COMMUNIQUE #73

## STARDATE 2012.01

### NEW IN THIS ISSUE

We have included several new items in this issue.  
Revised Ship Card: Jumbo Freighter  
Large Format Ship Card: Neo-Tholian DN  
New Ship Card: Andromedan Energy Modules  
New Ship Card: Klingon D5E Escort Cruiser  
Scenario: 8CM60 Chasing Q

### PLANS FOR 2012 & BEYOND

The main summer product will be *Reinforcements Attack* with new ships for every empire. (Counting its three *Booster Packs*, three dozen new ships will appear.) We have decided (after consulting with you, the players) that this is a better approach than doing individual attack products for different areas of the galaxy.

*Borders of Madness* is being developed for release at a future time, with scouts, carriers, escorts, battle tugs, maulers, and other ships that only a madman would want to see added to *Federation Commander*.

*Federation Admiral*, a campaign manual designed to work with *Federation Commander*, will be released when finished. It will also work with *SFB*, *Starmada*, and *ACTASF* 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.

*Briefing #3* is in preparation. It contains commando ships, transports, survey ships, police ships, ground bases, specialized freighters, and much more needed for *Fed Admiral*.

The *Scenario Reference Book* is steadily making progress toward publication.

The *Starship Reference Book* has recently come on the radar as a plausible product worth doing.

A proper *Tactics Manual* is being developed.

Lots of ship packs and other items in PDF format will be loaded onto e23. We will make an effort to do at least one new six-pack every other month. We realize that some sell better than others, but we need to do them all and do them in a logical order. Each will have a mix of existing and entirely new ships, and some ships for future products will debut in this way.

### PUBLISHER'S INFORMATION

*FEDERATION COMMANDER: COMMUNIQUE #73* is published and copyright © 2012 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://www.StarFleetGames.com), PO Box 8759, Amarillo TX 79114.

Elements of the *Star Fleet Universe* are the property of Paramount Pictures Corporation and are used with their permission.

### 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>.

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.

### WEBSITE UPDATE

We continue to update and improve our website:

[www.StarFleetGames.com](http://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](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 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](http://www.starfleetgames.com/masterindex.shtml)

You can always find out what has been added here:

[www.starfleetgames.com/new.shtml](http://www.starfleetgames.com/new.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 £, survey ships £.

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 (in CapLog).

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.

All empires: commando ships £.

¥ Probable inclusion in *FC: Reinforcements 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*, *Transports Attacked*.

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

Booster Packs: *Zero*, #1-#33, #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-#44.

## 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 any of our 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.

*Starmada* is a fast-paced game system playable on hexes or without them. Books for this series include *Klingon Armada*, *Romulan Armada*, *Alien Armada*, and *Distant Armada*. *Battleship Armada* is in preparation. We have also received word that a new edition of *Starmada* is due for release fairly soon.

*Federation & Empire* has a 2010 edition. The latest expansion, *ISC War* was released at Origins 2011. The next product is to be *Civil Wars* but the original plan for this product may have become too big, requiring some elements to be moved to other products.

*Star Fleet Battles* has recently seen the release of *Module E3 Borak* and *Module E4 Peladine*. Steven Petrick is currently reviewing ideas to decide what new *SFB* product will appear during 2012. He has recently updated the *R4*, *Basic Set*, and *R3SSD* books and these have been placed on e23 for download. He has recently completed the "lost" *SFB Playtest Module R107 Nicozians* which will appear on e23 in a few weeks.

The first book of the Mongoose *A Call to Arms: Star Fleet* series is being shipped even now, along with the first boxes of *Starline 2500* miniatures. Unfortunately, there were issues in getting the *Starline 2500* miniatures out. Orders were literally three times what we expected, and production problems slowed the output of the ships to a crawl. Mongoose decided to delay the shipment of the larger Fleet Boxes (those with 16 ships) to February and is currently getting the last of the Squadron Boxes sent out. All rulebooks on order have been sent.

*Star Fleet Marines* will be the next product shipped by ADB Inc., but it may slip into March as we haven't had time to playtest the shuttlecraft rules.

*Prime Directive* is our roleplaying universe, available in PD20M and GURPS versions. Romulans PD20M will be released in March 2012. We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*.

## CAPTAIN'S LOG #44

Lots of fun for *FC* players: four battle tugs, three new scenarios, and the tournament-winning tactics of *FC* national champion Patrick Doyle.

# FEDERATION COMMANDER SCENARIO

## (8CM60) CHASING Q

A Romulan raiding squadron penetrated a sector of Gorn space and then split up to seek targets of opportunity. One of the ships, a destroyer, came upon a lone freighter and closed for the kill. As it turned out, the freighter was a Gorn Q-ship headed for a rendezvous with a convoy.

### (8CM60a) NUMBER OF PLAYERS

**Two:** The Romulan player and the Gorn player.

### (8CM60b) INITIAL SETUP

**Map:** Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes). Use a “floating” map since the battle is in open space with no terrain features to restrict the movement of the ships. The map can “float” in any direction, but if the Romulan ship ends a turn farther than 35 hexes from the Gorn Q-ship, it has disengaged and the scenario ends. The Gorn ship must move in direction B to reach friendly space, so the map panels will need to be moved to accommodate the movements of the ships.

**Romulan:** Set up a SkyHawk destroyer in the north-west corner of the map, facing in direction C.

**Gorn:** Set up a large Q-ship 20 hexes in a straight line in direction C from the Romulan ship. The Q-ship is facing in direction B.

### (8CM60c) OBJECTIVE

**Mission-Gorn:** Rendezvous with reinforcements from the fleet.

**Mission-Romulan:** Capture, destroy, or severely damage the Gorn Q-ship.

**Time Limit:** The scenario continues until the Romulan ship disengages, is destroyed, or until the Gorn Q-ship has traveled 240 hexes in direction B.

**Victory:** Use the Point Value Victory System (8B2) for determining victory. The Romulan player receives three victory points for each cargo box that is damaged on the Q-ship up to a maximum of 90 victory points (45 points in Fleet Scale). The Gorn player receives a bonus of 50 victory points (25 in Fleet Scale) for traveling 240 hexes in direction B in 10 turns or 25 victory points (13 in Fleet Scale) if this is done in 11 turns. (There is no bonus for taking 12 or more turns.)

### (8CM60d) SPECIAL RULES

**1. Rendezvous:** The Gorn Q-ship must move 240 hexes in direction B in order to rendezvous with friendly ships. (Movement in directions A or C only counts as half a hex in direction B.) The 240 hexes are relative to its starting position, so if it moves in directions D, E, or F those hexes are considered as moving “backwards” and

count against the 240.

### (8CM60e) FORCE DYNAMICS

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

**1. Alternate Empires:** Ships from any empires could be substituted for the ships in this scenario.

**2. Alternate Ships:** Replace the Romulan SkyHawk with another Romulan ship.

In the case of either of the above changes, adjust the 240-hex escape requirement in proportion. For example: A SkyHawk is 102 points. If you replace it with a BattleHawk, which is 88 points, the Gorn ship can escape by moving 278 hexes (since 102 divided by 88 is 1.159 and that number multiplied by 240 is 278).

**3. Balance:** Replace the Romulan ship with a larger or smaller ship (without adjusting the escape distance) or adjust the escape distance.

**4. Convoy:** Add two small and two large freighters to the large Q-ship (each within two hexes of it) and replace the SkyHawk with a SparrowHawk.

### (8CM60f) DESIGNER'S NOTES

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

## RULES UPDATES

**Q:** In (2D2b), under the list of consequences for a failed HET, there are no restrictions on weapons use. Does a breakdown not stop a ship from shooting?

**A:** No, it does not. A ship suffering a breakdown may still fire its weapons.

**Q:** Rule (4G8) Reloading Drone Racks says “A rack which is not completely empty can be reloaded in this way but there is no reduction in repair cost.”

Rule (5G5b) Partial Reload indicates that a drone rack can be partially reloaded at a cost of a Repair Point for each drone or two anti-drones.

Does rule (5G5b) override (4G8) or are they both correct under different circumstances?

**A:** Rule (5G5b) is correct and (4G8) should have been updated a bit in the last revision. Note that (4G8) is not completely wrong, as you may always do a “full rack reload” regardless of how empty the rack is. (5G5b) provides an additional means of reloading. The reason for the disconnect between the rules is because (5G5b) was added later in the Rev5 rules update.

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

## PDFS ARE NOW AVAILABLE!

We have continued to offer more 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 more than a dozen Ship Card Packs.

These PDFs are in color and high resolution. PDFs of most are searchable (older *Captain's Logs* are not). 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 of that edition. 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 have also uploaded many *Starmada*, *Star Fleet Battles*, *Federation & Empire*, and *GURPS Prime Directive* products. *PD20M* is on DriveThru RPG.

## 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. Our new outpost on Facebook has 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 tells 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](http://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*.

- **Communique #63:** Scenario 8CM51 Mis-Match, new Gorn BDL, revised Kzinti Light Cruiser, new Prime Corvette, large-format low-toner Kzinti BCH

- **Communique #64:** Scenario 8CM52 Zombie Apocalypse, requested new Klingon F5L, new Klingon D7Z, revised Kzinti NCA, large-format low-toner Kzinti BCH.

- **Communique #65:** Scenario 8CM53 Not So Fast, new Andromedan Galleon, voted Hydran Lord Admiral CCH, revised Orion Light Raider, large-format low-toner Fed DNF.

- **Communique #66:** Revised ship card Orion Salvage Cruiser, large-format low-toner Gorn BCH, new Fast Naval Transport.

- **Communique #67:** Revised Tholian web tender, new Romulan KD5WR, new Klingon D6J, low-toner Klingon C8, Scenario 8CM54 Mercy Mission.

- **Communique #68:** New Romulan RegalHawk, revised Juggernaut, large format Ore Carrier, new Small Aux Cruiser, Scenario 8CM55 Battle of the Rift.

- **Communique #69:** Scenario 8CM56 *Throne's Gambit* (a scenario from the Omega Octant), Four Omega playtest ships, revised Space Amoeba, large-format low-toner Federation DNH.

- **Communique #70:** Scenario 8CM57 All for One, or None for All, revised Romulan KF5R Destroyer, large-format low-toner Gorn dreadnought, new Large Auxiliary Cruiser (General War version), new Andromedan Recon Cobra (a player request).

- **Communique #71:** Scenario 8CM58 Finishing Run, revised Neo-Tholian Heavy Cruiser, large-format low-toner Hydran Overlord, new Federation Heavy Command Cruiser (to match the Mongoose special 2500-series miniature), new Federation Plasma-Armed Frigate.

- **Communique #72:** Scenario 8CM59 Free the Space Boats!, new Tholian DDS scout, new ISC Battle Transport, Revised Tholian Police Cutter, large format low-toner Seltorian dreadnought.

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*.

## Mongoose: A Call to Arms

*A CALL TO ARMS*, the streamlined space-combat game by Mongoose, is very different from our other games. It is designed for hexless tabletop play with miniatures. There is only one movement phase and one combat phase per turn. Each player moves one ship at a time, so you have to be careful not to expose your cunning battle plan while the enemy can still effectively react to it. Record keeping is minimized, even to the point that ships which are destroyed before they can launch their attack for that turn just don't get to attack at all! (Players alternate firing the weapons of one ship at a time, so a careful strategy is needed to decide what enemy ships to target.)

Because Mongoose is in 90% of stores (our games are in about 10%) this will mean broader sales and awareness of the *Star Fleet Universe*.

# REINFORCEMENTS ATTACK

This is the current ship selection for *FEDERATION COMMANDER REINFORCEMENTS ATTACK* and the associated booster packs. We will remind you that (sometimes) plans change. This is a very aggressive product plan with the maximum number of new ships we *think* we can get the accounting department to agree to pay for. Stay tuned on that one.

The limitation of 40 is a combination of the one-inch counters and the budget. This is more ships than any previous product, but divided by so many empires, even that large number left each with only two or three ships. Note that "Reinforcements Attack: 8" means that this is #8 of 19 cards planned for *Reinforcements Attack*.

As these are special purpose variants, the plan is to include only one Ship Card for each.

There will, of course, be a bunch of scenarios.

The actual selection of ships was based on several criteria. One was to fill in gaps (e.g. some empires had no fast cruiser, the ISC never got their heavy dreadnought, some empires lacked a police ship, most lacked an escort). When it came down to the final selections, we tried to provide ships to cover the "point gaps" in the fleet lists so that you would have more choices when it came down to building a battle group of a certain total point value. Some of these ships have been in *Communique* or *Captain's Log* but will now get a full-color laminated card. There were a lot of nominated ships left on the selection room floor but we'll include them in a future product.

193	General Ground Bases #1	Reinforcements Attack: 1
194	General Ground Bases #2	Reinforcements Attack: 2
195	Federation Fast Destroyer	Reinforcements Attack: 3
212	Federation NEC Escort Cruiser	Booster 34 Escorts: 1
196	Klingon F6B Battle Frigate	Reinforcements Attack: 4
219	Klingon G2 Police Ship	Booster 35 Cops & Raiders: 1
213	Klingon D5E Escort Cruiser	Booster 34 Escorts: 2
197	Romulan K7R Battlecruiser	Reinforcements Attack: 5
225	Romulan Vulture Dreadnought	Booster 36 Heavy Hitters: 1
198	Kzinti Destroyer	Reinforcements Attack: 6
220	Kzinti Police Frigate	Booster 35 Cops & Raiders: 2
214	Kzinti CME Escort Cruiser	Booster 34 Escorts: 3
199	Gorn Destroyer-Battlecruiser	Reinforcements Attack: 7
226	Gorn Cruiser-Dreadnought	Booster 36 Heavy Hitters: 2
227	Gorn DNT Dreadnought	Booster 36 Heavy Hitters: 3
215	Tholian CWE Escort Cruiser	Booster 34 Escorts: 4
200	Tholian TK5 Captured Ship	Reinforcements Attack: 8
221	Tholian Police Cutter	Booster 35 Cops & Raiders: 3
222	Orion Medium Raider	Booster 35 Cops & Raiders: 4
201	Hydran D7H Captured Ship	Reinforcements Attack: 9
216	Hydran NEC Escort Cruiser	Booster 34 Escorts: 5
228	Andromedan Viper	Booster 35 Cops & Raiders: 5
202	Andromedan Satellite Base	Reinforcements Attack: 10
223	Andromedan Recon Cobra	Booster 35 Cops & Raiders: 6
224	Lyrans DND Destroyer	Booster 35 Cops & Raiders: 7
203	Lyrans JGP Cruiser	Reinforcements Attack: 11
229	WYN BCH (or maybe AuxDN)	Booster 36 Heavy Hitters: 4
217	WYN CWE Escort Cruiser	Booster 34 Escorts: 6
204	WYN CF Fast Cruiser	Reinforcements Attack: 12
205	ISC CF or CLF Fast Cruiser	Reinforcements Attack: 13
206	ISC CLE Escort Cruiser	Reinforcements Attack: 14
230	ISC DNH Heavy Dreadnought	Booster 36 Heavy Hitters: 5
231	ISC DNL Light Dreadnought	Booster 36 Heavy Hitters: 6
207	Vudar CF Fast Cruiser	Reinforcements Attack: 15
232	Vudar BCH Heavy Battlecruiser	Booster 36 Heavy Hitters: 7
218	Vudar CWE Escort Cruiser	Booster 34 Escorts: 7
208	Seltorian CF Fast Cruiser	Reinforcements Attack: 16
209	Seltorian NCL New Light Cruiser	Reinforcements Attack: 17
210	Battle station with augmentation pods	Reinforcements Attack: 18
211	Sun Snake	Reinforcements Attack: 19

# 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.

## 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](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

## JUMBO FREIGHTER FLEET SCALE

FRAME DAMAGE  
3

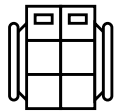
COUNTER **FJ**  
POINT VALUE: 14  
DAMAGE CONTROL: 1

**CSSC**  
Cygnus Space  
Shipping Consortium

SS \_\_\_\_\_  
Name

POWER TRACK

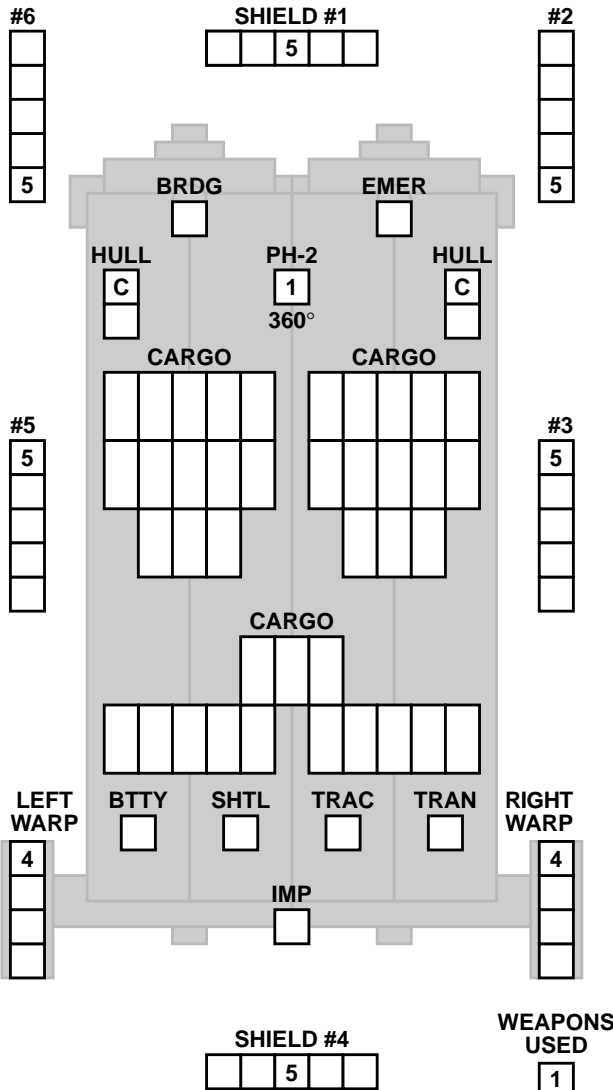
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0



**MARINES:** There are no Marines on this ship.

**PROBES:** There is no probe launcher on this ship.

- 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  
NOT POSSIBLE FOR THIS SHIP
- ACCELERATION  
COST 1/2
- DECELERATION  
COST 1/2
- HIGH ENERGY  
TURN BANNED
- EVASIVE  
MANEUVER  
NOT ALLOWED



FEDERATION COMMANDER: BOOSTER #32  
FLEET SCALE SHIP CARD #177 of 177-192  
Copyright © 2011 Amarillo Design Bureau, Inc.

177

FRACTIONAL POWER  
0 1/2

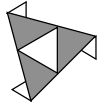
There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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



## (5V2) ANDROMEDAN ENERGY MODULES

Some Andromedan motherships replace one of their satellite ships with an energy module. This is, in effect, a satellite ship without engines, weapons, or crew, which is simply used as a place to send extra energy.

**(5V2a) Operations:** An energy module operates like a satellite ship insofar as how power is transferred to and from it, and how it is launched and recovered.

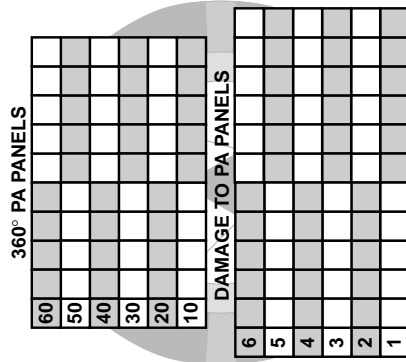
**(5V2a1)** Energy modules, if launched, do not move or perform any other function except dissipate energy into space (3G4a). Unlike other Andromedan ships, energy modules can dissipate four points per panel.

**(5V2a2)** Energy modules have no systems other than power absorber panels, and even these use special damage rules. It takes twelve points of internal damage to destroy a power absorber panel on an energy module.

**(5V2a3)** Energy modules cannot be boarded by Marines.

**(5V2c) Damage:** If an energy module has at least one panel disabled at the end of a scenario, the opposing player scores 10% of the energy module's Point Value as Victory Points. If an energy module is destroyed, the opposing player scores all of the energy module's Point Value as Victory Points. Energy modules cannot be crippled or captured.

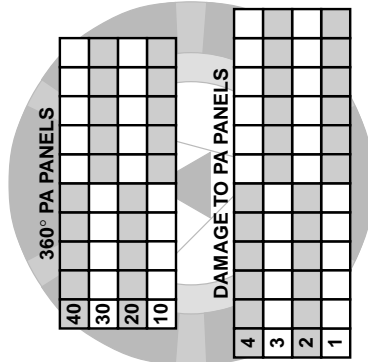
## ANDROMEDAN LARGE ENERGY MODULE FLEET SCALE



The Large Energy Module uses six points of hangar capacity.

COUNTER	LEM
POINT VALUE:	30
DAMAGE CONTROL:	0

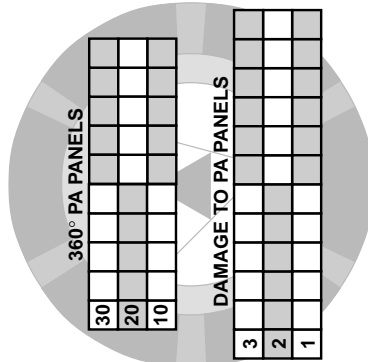
## ANDROMEDAN MEDIUM ENERGY MODULE FLEET SCALE



The Medium Energy Module uses four points of hangar capacity.

COUNTER	MEM
POINT VALUE:	20
DAMAGE CONTROL:	0

## ANDROMEDAN SMALL ENERGY MODULE FLEET SCALE



The Small Energy Module uses three points of hangar capacity.

COUNTER	SEM
POINT VALUE:	15
DAMAGE CONTROL:	0

FEDERATION COMMANDER:  
COMMUNIQUE #73  
FLEET SCALE SHIP CARD #C731  
Copyright © 2012 Amarillo Design Bureau, Inc.

**C731**

A player requested that we provide this entirely new play aid card. We were only too happy to oblige.

The publisher grants permission to players to make up to 25 photocopies of this page per month (and to print on his own printer as many as he wants) for personal use. Reproduction for sale is **not authorized**.



# NEW SHIP CARD

## KLINGON D5E ESCORT CRUISER SQUADRON SCALE

COUNTER **D5E**  
POINT VALUE: 126  
DAMAGE CONTROL: 4



POWER TRACK **+30**  
Power when undamaged: **+20**  
**+10**  
31 + 3.

IKV \_\_\_\_\_  
Name

**PROBES**

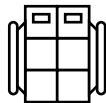
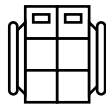
--	--	--	--	--	--

**MARINES**

8			
4			

**FRAME DAMAGE**

4			
---	--	--	--



TURN MODE B  
MOVE COST 3/4

BASE SPEED 8  
TURN MODE 2  
SPEED COST 6

BASE SPEED 16  
TURN MODE 3  
SPEED COST 12

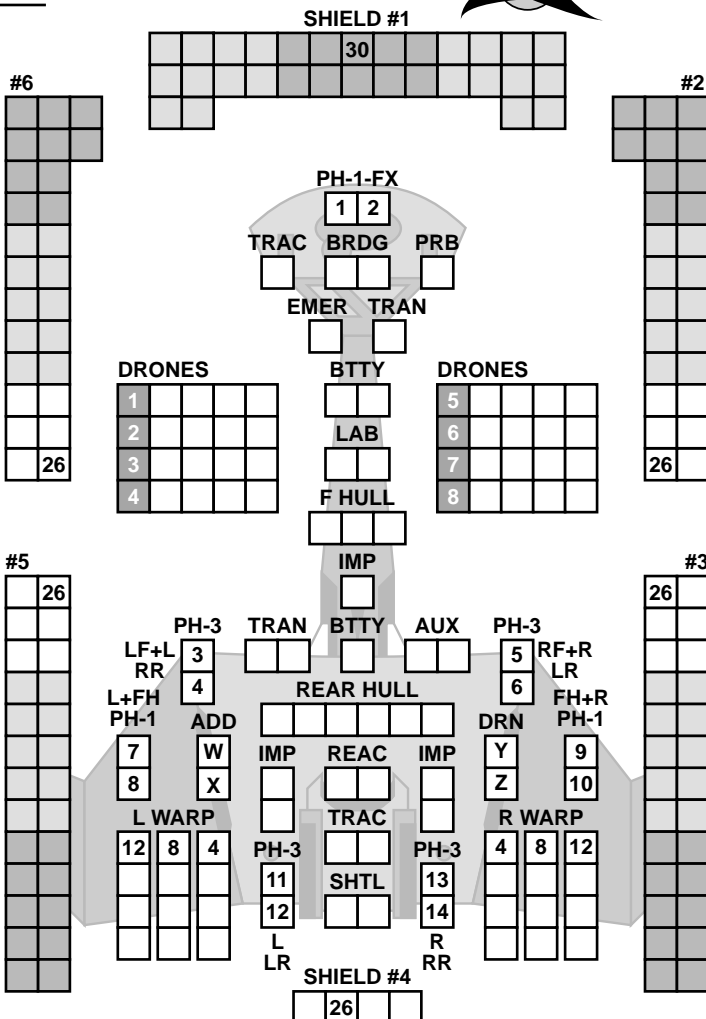
BASE SPEED 24  
TURN MODE 4  
SPEED COST 18

ACCELERATION  
COST 3/4

DECELERATION  
COST 3/4

HIGH ENERGY  
TURN COST  
3+3/4

EVASIVE  
MANEUVER  
COST 4+1/2



9  
8  
7  
6  
5  
4  
3  
2  
1  
0

ANTI-DRONE W	WEAPONS USED	ANTI-DRONE X
	1 2 3 4 5 6 7 8	
	9 10 11 12 13 14 Y Z	
DRONE RACK Y	ANTI-DRONES: IMP USED	DRONE RACK Z
	W 1 2 3 4 5 6 7 8	
	X 1 2 3 4 5 6 7 8	

This ship will be in a future booster pack. We present it here because, well, it seemed like a good idea to get a ship done for that future product.

The publisher grants permission to players to make up to 25 photocopies of this page per month (and to print on his own printer as many as he wants) for personal use. Reproduction for sale is **not authorized**.



FEDERATION COMMANDER: COMMUNIQUE #73  
SQUADRON SCALE SHIP CARD #C732  
Copyright © 2012 Amarillo Design Bureau, Inc.

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

# NEO-THOLIAN DREADNOUGHT

## FLEET SCALE

COUNTER NDN  
 POINT VALUE: 125  
 DAMAGE CONTROL: 3



### POWER TRACK

Power when undamaged:  
30 + 3.

#### PROBES

--	--	--	--	--

#### MARINES

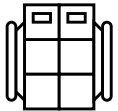
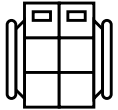
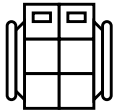
10				
5				

#### FRAME DAMAGE

4			
---	--	--	--

TDV \_\_\_\_\_  
 Name \_\_\_\_\_

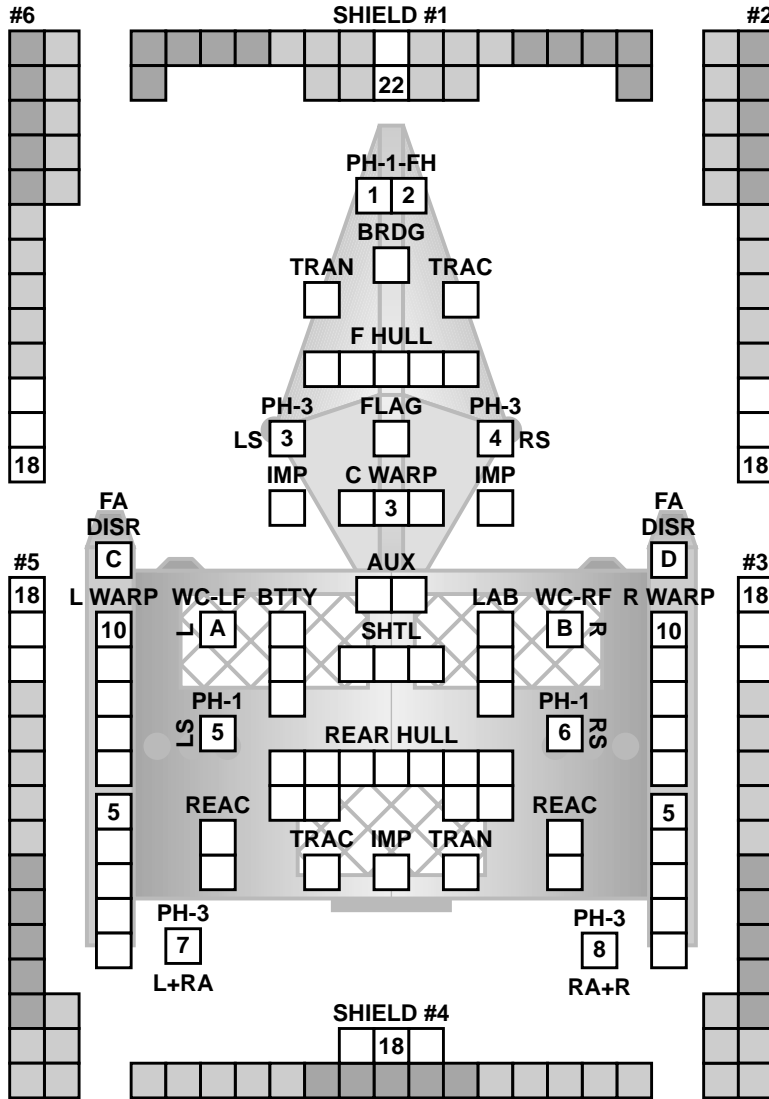
**+30**  
**+20**  
**+10**



#### WEAPONS USED

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

TURN MODE C MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 3 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



This ship served in the M81 Galaxy with particle cannons replacing the disruptors. The chart at the right is provided for use in such cases.

#### 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    1/4    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**.

**LARGER SHIP CARD  
 LOW-TONER VERSION**

