



FEDERATION COMMANDER



COMMUNIQUE #9

STARDATE 2006.09

NEW IN THIS ISSUE

We have included a modified version of the Romulan K7R in this issue. The ship originally appeared in *Captain's Log* but had the original "half the strength plasma" system. The version of the K7R in this issue includes the "half as many" plasma system. We have released only the Fleet Scale version; the Squadron Scale version will be in a future product.

Also in this issue is a slightly larger version of the Klingon D5 and C7 for those who find the originals crowded. This was done on a player request. We can provide more of these "larger prints of crowded ships" if players want them.

As a rare treat, we include a new fiction story and (as we try to do in most issues) a new scenario.

SCHEDULE UPDATE

We have already released *Boosters #0-#9*, *Squadron Boxes #0-#12*, *Klingon Attack*, *Romulan Border*, *Romulan Attack*, *Border Boxes #1-#3* and *Romulan Border*.

We expect to ship *Booster 10*, *Booster 11*, and *Booster 12* on October 2nd. Since these products are already in the warehouse, there seems to be nothing that can stop this.

We will ship *Border Box #4* and *Captain's Log #34* in November, and *Tholian Attack* in February.

REVISION-4 RULEBOOK AVAILABLE

Romulan Border and shipments of *Klingon Border* since July have included Revision-4 rulebooks.

We want both *Borders* to be "entry gateway products" so that either one of them will support all other products. This means that the *Klingon Border Rev-4* rulebook now includes the plasma torpedo and cloaking device rules that it originally did not.

You can obtain the latest revision of the rulebook for \$3 plus postage on our shopping cart. Search for stock number 4001-2. The rulebook is priced (as a spare part) at \$10, but you can get the "trade-in" price (without actually trading anything in) by using "special instructions" to tell us that you are upgrading a rulebook you bought. This trade-in offer is (obviously) available only to people who bought the game (or a rulebook) in the first place. You need to either have bought the game from us (tell us this so we can confirm you actually bought a rulebook in the first place) or give us the complete name, address, and phone number of the store where you bought it.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are live on the web site. Also available is the form to register your completed games, and you can even use the same form to register future games as a means of inviting people to attend and join the fun.

You will find these forms at www.federationcommander.com along with everything else for this game system.

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

The scenarios of the months are:

March: (8KA) The Mighty *Hood* Goes Down (Klingon Attack)
April: (8KB) The Alkarik Convoy (Klingon Attack)
May: (8KF) Raid on Rukyverk (Klingon Attack)
June: (8KE) Attack on Battle Station K3 (Klingon Attack)
July: (8KG) Refueling Roulette (Klingon Attack)
August: (8KD) Delay in Sector (Klingon Attack)
September: (8KM) Repair Rendezvous (Klingon Attack)
October: (8KH) The Old Shell Game (Klingon Attack).

If you missed one of these, make it up as soon as you can and it will still count. (We're running a little behind processing the battle reports, but the Klingons seem to be winning two out of three.)

NEWS FOR COMMANDERS

BACK ON SCHEDULE!

It really shouldn't be a big deal that we have done two issues in a row on schedule, but given our track record, it is.

THE BBS: 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.

FIRST MISSIONS

This is a free PDF download on the web site:

www.StarFleetGames.com/FC

Feel free to send your non-local friends looking for it, so they can see how the game works.

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.

This issue includes a larger version of the Klingon D5 and C7. A player asked us to include them so he could have more room to mark damage.

Players have asked us to include the original Franz Joseph ships in *Communique* and we have done that in various issues. We may also try doing a tug (but leaving out the "drop the pod" rules and just using it as a big cargo ship).

Now that *Romulan Border* has made the decision on Fleet Scale plasma torpedoes, we plan to do new Fleet Scale versions of the King Eagle, K7R, and ISC CA from Booster Zero and put them in *Communique*. The first of these (the King Eagle) was in issue #6 and the K7R is in this issue.

Captain's Log #33 includes Fleet Scale War Cruisers for the Hydrans, Lyrans, WYNs, & ISC published in *Booster Zero*. We can do ships for these empires.

Some recently requested ships include Q-ships, the Orion Battle Raider, and the Romulan Vulture. We'll see about getting those done in future issues.

FEDERATION COMMANDER: 2007

We are reviewing the product line, player requests, and what we think would make good products, and have "lightly pencilled in" the following modules for next year:

THOLIAN ATTACK would be a typical attack module with two map panels, 16 ships, and the rules for the web, web caster, and web fist. The 16 ships would include more for the Tholians (Dreadnought, War cruiser, and the five Neo-Tholian ships — NDN, NCA, NCL, NDD, NFF), a new monster, perhaps a new base of some sort, and the Seltorians (the race that overthrew the Tholian Will in the M81 galaxy and followed them here).

BATTLESHIPS would include larger 8.5x11 ship cards for seven huge (movement cost 2) battleships and a squadron scale starbase. It may also include sixteen normal sized ship cards for Dreadnought variants. While there would be no "boosters" for this module, there could be up to five Squadron Boxes.

For a third module, one choice is *DISTANT KINGDOMS* (Hydrans, Lyrans, and WYNs) but we may want to hold that for 2008 and pair it with *KINGDOMS ATTACK* and maybe *ANCIENT ENEMIES*. Another choice is the Orion Pirates module. The *WAR AND PEACE* module (which might be a good place to include the Interstellar Concordium) is another choice. And everybody wants more ships in a *REINFORCEMENTS* pack.

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 never played *Star Fleet Battles*, Veterans of *SFB* who haven't played in years but are now returning, and players who never played *SFB*. Any member of any of those groups could have played some of our other games. We're going to add a section to each issue of *Communique* with news on our other games. Eventually, we want to have an opt-in email newsletter that goes to fans of all our games, each issue including links to other information for each game.

Federation & Empire (our strategic space warfare game) is about to get an expansion titled *Strategic Operations*. This expansion includes variants of the new heavy cruisers, diplomatic teams, hospital ships (to speed planetary recovery), survey ships (including on-map exploitation of resources), and various small transports (Federation Express, Armed Priority Transport, and Prime Transport) used to move around all of those admirals, generals, prime teams, and diplomats. These ships can also move around spare cash and resupply stranded fleets too far from your own bases.

Star Fleet Battles will get two or more expansions next year; titles will be selected late this year. Some of those being considered include: Omega Squadrons, Omega Flotillas, R11 Support Ships, R12 Unique ships, R13 More Ships That Never Were, X1R More X-Ships, Y2 More Early Years Ships, C4R More Simulator Ships, C4X Simulator X-Ships, and several others.

Prime Directive Federation is in final development.

Prime Directive Tholians is also in development.

ALERT: NEW WEB SITE!

www.FederationCommander.com

That url has, for the last year, gone to the old web site at www.StarFleetGames.com through a re-direct pointer. Sometime soon (maybe by the time you read this, soon after if nothing else) that url will go to an entirely new "national class" web site intended to bring new customers into the *Star Fleet Universe*.

Tell us about your local stores!

Our Marketing Director, Vanessa Clark, wants to hear about any store which stocks *Federation Commander* on the shelf. Email her at:

Marketing@StarFleetGames.com

with all of the information you can about such stores, including name, address, phone number, Email, web site, hours of operation, managers name, etc.

FEDERATION COMMANDER SCENARIO

(8CM3) CRUISE DRONES

During the Klingon-Kzinti War of year 158, a Klingon border station needed a critical replacement part for its tracking sensors. This part (which weighed several tons) was loaded onto a small freighter and dispatched toward the border under escort of a frigate. Reaching the front lines, the frigate and freighter managed to evade several attempts at interception. Finally, with their goal in sight, the ships felt secure.

The Kzintis launched one last attempt to destroy the ship using long range drone bombardment.

(8CM3a) NUMBER OF PLAYERS

One (The drones appear and move by automatic rules). As an alternative, a second player could maneuver the drones (although he cannot affect their arrival times or locations).

(8CM3b) INITIAL SET UP

Set up the map panels in a standard 3x2 rectangular layout. Place a Klingon F5 (*IKV Vanda*) in the first hex row of the “western” side of the map, 8 hexes down from the top. Place a Small Freighter two hexes in direction D from the F5. The map is “fixed” on the upper and lower edges and only floats to the right if there are not enough map panels available to set up the full 42 hexes needed for the scenario.

(8CM3c) OBJECTIVE

Mission: The mission of Klingon is to get as much cargo off of the “eastern” edge of the map as possible.

Time Limit: The scenario continues until the freighter crosses 42 hex rows (from left to right) or is destroyed.

Victory: If the freighter manages to cross 42 hex rows of the map (i.e. it must enter the 43rd hex row) with at least 10 undestroyed cargo boxes (5 boxes if playing in fleet scale), the Klingon wins the scenario. Any other result is a loss.

(8CM3d) SPECIAL RULES

Drone Arrival: Each turn, from 4 to 9 “cruise drones” appear on the upper map edge. Roll one die and add 3 to the number. (If playing in fleet scale divide this total by 2, rounding fractions UP for a range of 2-5). Use Kzinti drone counters and use them in numerical sequence. As each turn’s drones appear place the first one in the upper-most hex of the in the same column as the freighter and place the others (one per hex) in upper most hexes

moving right along the top of the map.

Drone Targeting: Odd numbered drones are targeted on the freighter, even numbered ones on the frigate.

Freighter: Because of its delicate cargo, the freighter is limited to moving at a very slow speed. The freighter will only move on the 4th sub-pulse of impulses #2, #4, #6, and #8 (4 hexes per turn). The freighter must pay 1 energy for this speed (1/2 energy if playing in fleet scale), and may decelerate normally (as per 2B2b), but may not accelerate beyond this speed.

Drone Speeds: As per (4G3a), the Kzinti drones have a baseline of speed 16. The Klingon drones are even older and have baseline speed of 8.

(8CM3e) FORCE DYNAMICS

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

Replace the F5 with a Kzinti FF or Fed FF.

Replace the F5 with two E4s (or one D5), and roll two dice to determine the number of cruise drones.

Use normal speed (baseline 24) or speed 32 (i.e. 24+1) drones, and use a cruiser as an escort.

To make the scenario easier, use a large freighter.

To make the scenario harder, use a single E4 as an escort.

This scenario first appear in SFB as (SH4.0), designed by Stephen V Cole. It was converted to Federation Commander by Kerry Drake.

The Near Destruction of Mobile Base X-Ray

by William Hughes

Commander Jason Peters winced again as the door between him and the recreation room hissed out of his way. The bright colors and cheerful faces did not match his mood at all, but then, they had been designed that way by some of the best minds the Federation could provide. There was no place in Star Fleet's mobile base to sit, sulk, and get drunk.

The room went quiet as Jason walked over to the replicator and dropped his chit in. He could easily tap in his request with one hand, but when he reached into the slot with his maimed right hand he almost swore. The doctor had said they could grow the two fingers back eventually, but there were far worse wounded to care for.

By the time he looked up there were at least a dozen people around him. Someone picked up his tray, someone else slipped his chit into his good hand. They guided him over to a chair and sat him down.

"Don't try to pay for anything here, *Kentucky*," said one of the helpful people. "What do you want?" asked another. "C'mon Hero, tell us what happened out there!"

Jason closed his eyes. He had known this would happen. Despite him hating this fussing, he had come down to the recreation area for a reason. He needed to tell someone, and no one else from poor burned and twisted *USS Kentucky* could.

Jason sipped his cup of water, popped in and swallowed a yellow food cube. He looked around at them, they were all young and happy. The war hadn't touched them yet, and its first swing had just missed. How could they not be cheerful?

"Sure, I'll tell you, but I want a drink. And nothing out of that replicator!" There was a bit of a stir as two people ran for the door. "You saw the scanner logs, right?" Lots of nods. "Well, we came in fast, and right up to the Warbird, and she shot one of those plasma torpedoes ... huge things." Jason closed his eyes and saw again the massive ball of red filling the viewscreen.

The doors hissed open again and there was a clinking of glasses as the whiskey was shared round. "So, we got as close as Scott ... the Captain ...dared."

"Which was pretty close!" interrupted one of the younger listeners.

"Shut it!" hushed another.

"Yeah, it was close," agreed Jason. "But we scratched her hard. We spun out of there fast, and led the torpedo over the base. You helped us phaser it down, and the Captain pressed the attack on the Warbird again." The crowd murmured. They remembered the sweep and glare of the plasma torpedo as it washed over the base.

"She had cloaked when we got back, and was drifting into attack range from the base. The Captain wanted to press her hard before she could get another shot off, so we ran right over her. But we just couldn't make it stick." The burning warmth of the whiskey lifted Jason's spirit a little. It made telling the story easier.

"So we decided to make her pay if she uncloaked. Scott slowed us down to her speed, and we armed a full spread of photon torpedoes, and got as close as we could. She faded in, and spun round to face us. The Captain knew what was coming, and he gave her a poke, just a little, to weaken a shield and clear the guns. She launched another torpedo and a shuttle, and that's when the Captain made his move."

"I can still hear him. 'Keep us between the base and the ship', he ordered. 'Slip between that shuttle and the plasma.' That was a bold move." Jason saw the red glare from the viewscreen lighting up his controls again. Smelled the burning insulation. Felt the shock again as the torpedo hit home and ripped his ship and his right hand apart. Heard the Captain shouting, the quadruple thump of the photon torpedo launch, and the howling whine of the phasers.

Jason opened his eyes and swirled the whiskey around in his glass. "Thanks for this," he said, tapping the glass on the table.

"You know as much as I do after that. The *Kentucky* was ruined. We had hurt that Warbird, but she was still making way. She was a cruiser and we weren't. She could have shrugged off the best we could do, and still finish the job. She had us cold. That was when you saved yourselves."

Jason put down the glass and scratched the bandage. Lord, how it itched. "Who made that shot? Is the crewman that made that shot here?" he asked.

"Kim," said someone. "Kim come up here," said an officer. A small woman with dark hair and huge eyes stood up and came forward reluctantly. The crowd made way for her gladly, and with smiles.

"Well done," said Jason, gratitude cutting through the grief. "One hundred and seventy-three thousand kilometers, and you scored direct hits with those photon torpedoes. And right on the down shield." She smiled shyly and shook her head a bit. Jason brightened a bit. "I pity the fellow you get in your sights, miss. Whatever you say ... or don't say." The room laughed, and Kim sat down again blushing, having never said a word.

"That was it," said Jason. He stretched his right hand and winced again. "There was nothing left of the Romulan, and you tractor the *Kentucky* and dragged her to the base and stitched us back together enough we can head for a star dock tomorrow."

Jason fell silent, and the crowd dispersed as it became clear he wasn't telling any more. He received the thanks, the taps on the shoulder, the promises of help, all on behalf of his crewmates who couldn't accept it themselves. Jason was the only walking wounded off the *USS Kentucky*. Everyone else ... all twenty-seven of them ... was dead or strapped to a med-table. The Captain was dead. Jason shook his head and clenched his eyes shut as tears threatened to burst out.

When the review was over Jason looked up to see that he was not alone. Across the table was Kim. "Hey," said Jason, and breathed deep. She smiled again and didn't say anything.

"Alright, play it mysterious," Jason looked back at her. Life was short and this day might end on a high note. He leaned forward and hid his wounded hand under the table. "I want to know how you got to be such a good shot." Jason smiled as she blushed again. "And I am not backing away from this battle either, Miss. I am going to hear your voice before the day is done."

(6B) ASTEROIDS

Asteroids are one of the most common terrain types. They appear in fields and belts in every planetary system, often in two or more places. Some asteroid fields appear in remote areas not associated with any star system. In most cases, an “asteroid hex” contains thousands of individual asteroids (counting only those a foot (30cm) or more in diameter). In some cases (6B4), individual large asteroids are treated as tiny planets.

(6B1) MARKED ON MAP

Asteroid hexes can be marked on the playing map in several ways.

(6B1a) Asteroid counters: Any otherwise unused counters (turned upside down) can be used to mark which hex contains asteroids. While players can employ any of several conventions, the most common is to assume that the hex containing the counter and all six surrounding hexes are “asteroid hexes”. Another convention is for each counter to mark only one hex of asteroids. Counters can also be used on the Asteroid Maps to mark individual large asteroids.

(6B1b) Asteroid Maps are provided in *Romulan Attack*. These two maps (which are not the same) can be used to mark an asteroid belt across a map, or an asteroid cluster within a larger map area. Counters could be used to add or extend asteroid areas. Players could, of course, create and print their own asteroid maps, and plans exist to offer larger asteroid maps in poster format.

(6B1c) Large areas of asteroids can be assumed by simply declaring the entire map to consist of asteroid hexes.

(6B2) EFFECT OF ASTEROIDS ON MOVEMENT

The primary effect of asteroids on movement is to cause damage to ships, drones, shuttles, and other items moving through the asteroid hex. As you can see, they do not so much block movement as punish it.

Because asteroid fields come in many types (of varying density and therefore varying effects), three separate rules are presented. Players may use any one of these rules based on mutual consent. Some scenarios may call for one specific type and players are free to experiment with how the scenario would work if other types of asteroid fields were present instead.

(6B2a) Dust: This type of asteroid field causes a uniform (and minor) amount of damage for every Asteroid Hex entered, dependant on baseline speed. (This is set at one, but players could experiment

(6B2b) Normal: This type of asteroid field causes a variable amount of damage (determined by die roll) for every Asteroid Hex entered, dependant on baseline speed.

(6B2c) Heavy: This type of asteroid field causes a

uniform (and fairly major) amount of damage for every Asteroid Hex entered, dependant on baseline speed.

(6B2d) Effect: Asteroid damage is based on damage points. For ships, these are scored on the #1 shield if the ship is moving forward and on the #4 shield if the ship is moving in reverse; side-slips have no effect on selecting which shield is damaged. Drones and shuttles (which have no shields) simply score the damage as damage points (but score half of the listed damage, dropping all fractions). Plasma torpedoes score the damage as “phaser damage points” and every two phaser damage points reduces the plasma warhead by one damage point.

(6B2e) Asteroid Damage Chart

Type	0	Baseline	Speed	
Dust	0	8	16	24
Heavy	0	1	2	3
Normal	0	6	12	18
1	0	0	0	0
2	0	0	0	5
3	0	0	3	10
4	0	2	6	15
5	1	6	10	20
6	2	10	15	30

Examples: A drone enters a “normal” asteroid hex at its baseline speed of 24. Roll one die (at the instant of movement); in our case a “5”. This means 10 points of damage (20 divided by 2) has been scored on the drone, destroying it. If the drone’s target was in the hex, the drone would damage that target before it takes asteroid damage.

(6B2f) Special Cases:

If a Tholian web is in an asteroid hex, all units still roll for asteroid damage as if the web was not there.

A unit using Evasive Maneuvering rolls uses the next higher column on the damage chart (e.g., a unit using evasive maneuvers at baseline speed 8 is counted as using baseline speed 16); a unit using evasive maneuvers at baseline speed 24 has no further penalty.

There is no practical way to “follow” another unit through an asteroid field to avoid taking damage, nor is there any effective way to “clear a path” using weapons, tractors, or any other system.

A unit being “towed” (5D6) takes damage at the speed it is moving through asteroids.

(6B3) EFFECT OF ASTEROIDS ON WEAPONS

Whenever firing a direct-fire weapon through one (or up to three) asteroid hexes (including the hex of the firing unit and target unit, unless they are the same hex in which case, count only one hex), add one to the die roll. A natural die roll of “6” becomes a “7” and is treated as a miss. If firing through four or more asteroid hexes, add two to the die roll and treat a natural “5” or “6” as a

“7” or “8” which means, of course, a complete miss.

(6B4) LARGE ASTEROIDS

This classification involves asteroids a kilometer or more in size, large enough to have a permanent installation build on their surface. Note: The largest of the asteroids (e.g., Ceres, 933 km in diameter) are in fact tiny planets and are treated as “moons” (6A2).

(6B4a) Location: Players may mark such locations with an unused counter, or a scenario may give their location.

(6B4b) Landing: Units can land on large asteroids by simply ‘docking’ to them (2D5a). When doing so, the player controlling the unit designates which of its six shields (or directions if it has no shields) is docked to the asteroid. The unit cannot fire direct-fire weapons, or be hit by any weapons, from that direction. (If a seeking weapon enters the unit’s hex from that direction, it hits the asteroid, not the unit.)

(6B4c) Bases up to the size of a Medium Ground Base can be built on such asteroids, and use rule (6B4b). [Ground bases have not yet been introduced to *Federation Commander*.]

(6B4d) Destruction: Large asteroids can be destroyed by 400 damage points. This destroys any base built on the asteroid and causes any unit docked to the asteroid to undock. Scenarios (or mutual consent of the players) can specify a different number of damage points.

(6B4e) Towing: Ships cannot tow (5D6) Large Asteroids; they are simply too big. (It would take a heavy cruiser several dozen turns to move it one hex.)

(6B5) MEDIUM ASTEROIDS

These are smaller rocks, under a kilometer but over 100 meters in size. Their primary interest is in use as Web Anchors by the Tholians.

(6B5a) Location: Players may mark such locations with an unused counter, or a scenario may give their location.

(6B5b) Landing: Shuttles (not ships) can land on Medium asteroids by simply ‘docking’ to them (2D5a). When doing so, the player controlling the unit designates which of its six directions (shuttles have no shields) is docked to the asteroid. The shuttle cannot fire direct-fire weapons [armed shuttles are not currently a feature of *Federation Commander*], or be hit by any weapons, from that direction. (If a seeking weapon enters the shuttle’s hex from that direction, it hits the asteroid, not the unit.)

(6B4c) Bases cannot be built on such asteroids, although smaller installations (specified by scenario rules) can be, and would use rule (6B4b).

(6B4d) Destruction: Medium asteroids can be destroyed by 100 damage points. This destroys any base built on the asteroid and causes any unit docked to the asteroid to undock. Scenarios (or mutual consent of the players) can specify a different number of damage points.

(6B4e) Towing: Ships can tow Medium Asteroids;

they have an assumed movement cost of seven (meaning that a ship with a movement cost of one could move such an asteroid one hex per turn at a baseline speed of eight; two hexes per turn at a baseline speed of 16, and so forth). See (5D6).

ROBOT RULES IN OCTOBER ISSUE

The long awaited “Robot Rules” will be in the October issue, which will be along in a week or so. The need to include the Asteroid rules in this issue made it too big to also include the rather large (for Federation Commander) rules file on “robot ships”.

The general concept of the Robot Rules is to have the enemy ship controlled by a series of die rolls, resulting in an opponent that is, at least, unpredictable. The “paper and dice computer” is (of course) not even close to a computer-generated artificial intelligence engine, so you will need to give the enemy a larger ship (a cruiser against your destroyer, a dreadnought against your cruiser) in order to give you any sporting challenge.

The Robot Rules are not intended to fully replace a human opponent, just to give you something worthwhile to do when no real opponents are handy.

KLINGON C7 HEAVY BATTLECRUISER

SQUADRON SCALE

COUNTER
 POINT VALUE: 192
 DAMAGE CONTROL: 6
 IKV _____
 Name _____

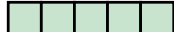


POWER TRACK

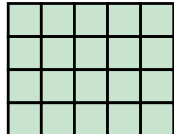
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+50
+40
+30
+20
+10
9
8
7
6
5
4
3
2
1
0

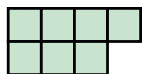
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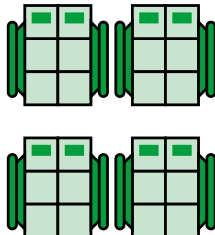
MARINES



FRAME DAMAGE



SHUTTLECRAFT



TURN MODE C
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 3
SPEED COST 16

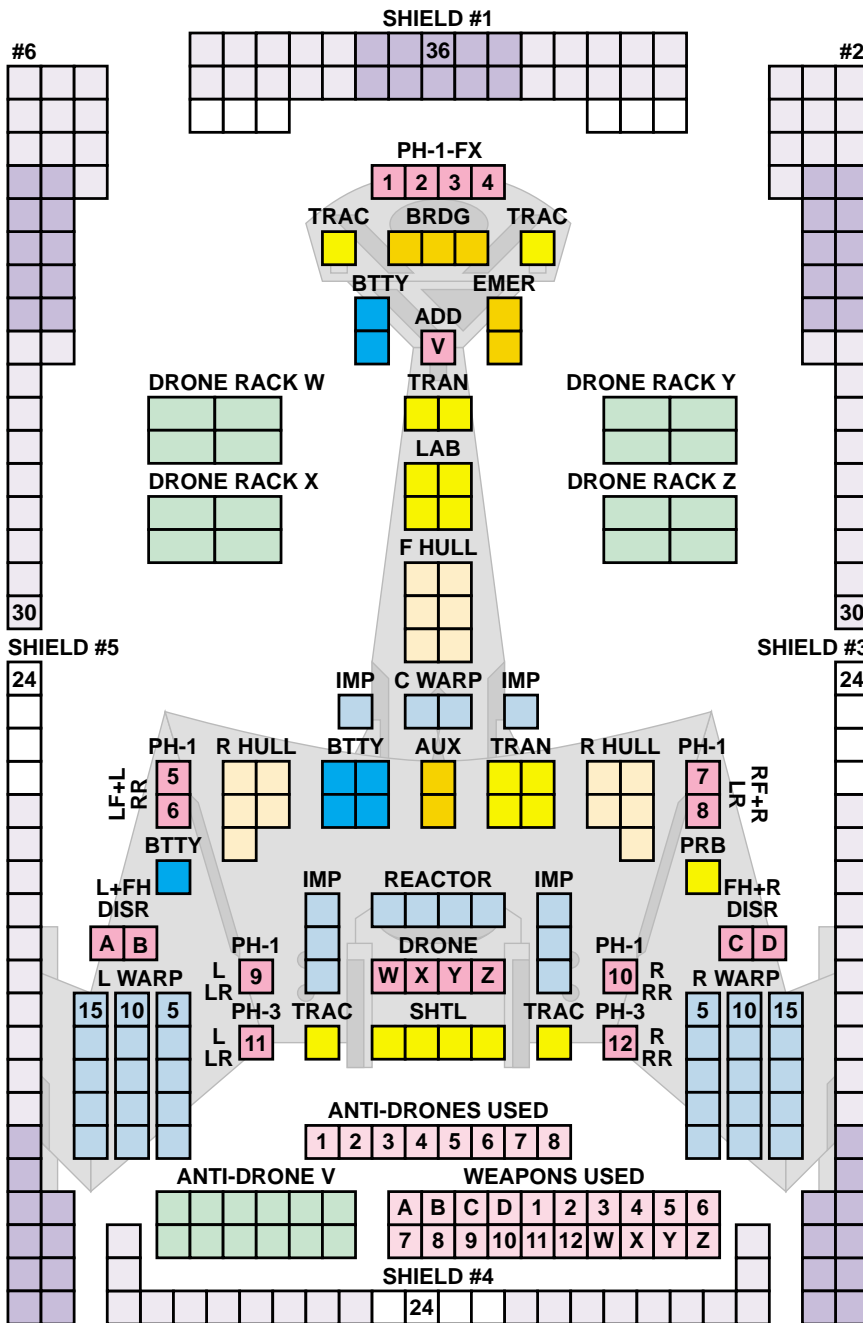
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TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
COST 6



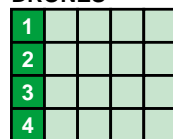
DRONES



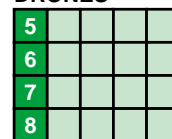
DRONES



DRONES



DRONES



10

FEDERATION COMMANDER: KLINGON BORDER
 SQUADRON SCALE SHIP CARD #10 OF 16
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FRACTIONAL POWER

0 1/2

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LARGER SHIP CARD

KLINGON D5 WAR CRUISER

SQUADRON SCALE

COUNTER

POINT VALUE: 118

DAMAGE CONTROL: 4



POWER TRACK +30

+20

+10

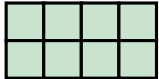
Power when undamaged: 31 + 3.

IKV _____
Name _____

PROBES



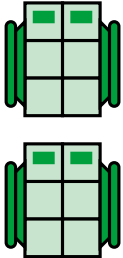
MARINES



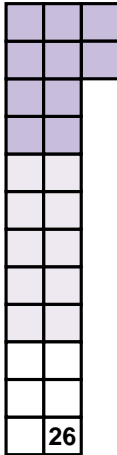
FRAME DAMAGE



SHUTTLES

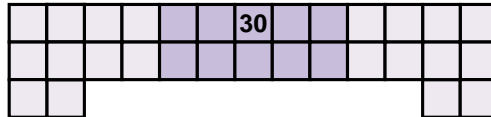


#6

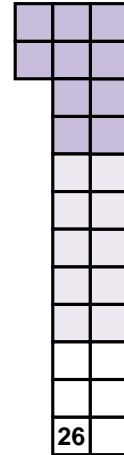


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SHIELD #1

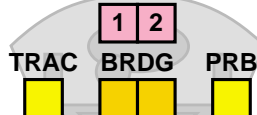


#2



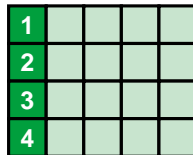
26

PH-1-FX



EMER TRAN

DRONES



BTTY



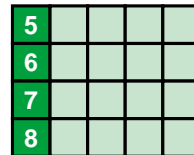
LAB



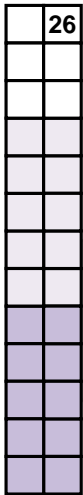
F HULL



DRONES

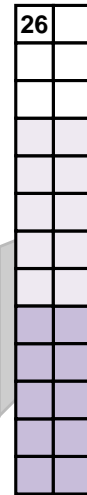


SHIELD #5



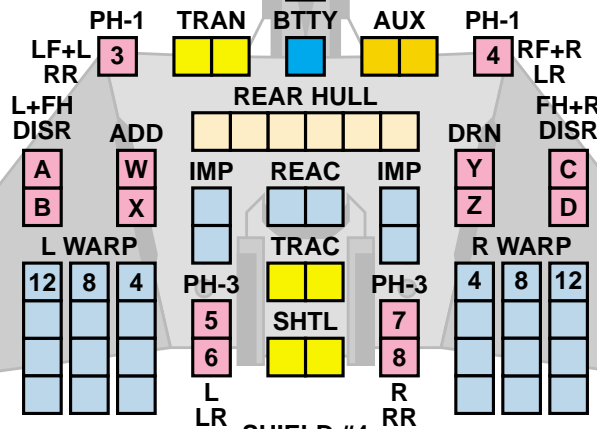
26

SHIELD #3

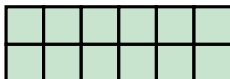


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TURN MODE B MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 3 SPEED COST 12
BASE SPEED 24 TURN MODE 4 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2



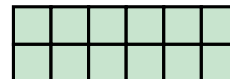
ANTI-DRONE W



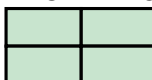
WEAPONS USED

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

ANTI-DRONE X



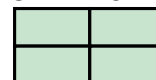
DRONE RACK Y



ANTI-DRONES: IMP USED

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

DRONE RACK Z



9
8
7
6
5
4
3
2
1
0

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LARGER SHIP CARD

19

FEDERATION COMMANDER: KLINGON ATTACK
SQUADRON SCALE SHIP CARD #19 OF 17-32
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FRACTIONAL POWER
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