



COMMUNIQUE #50

STARDATE 2010.02

NEW IN THIS ISSUE

We have included several new items in this issue.
New Ship Card: Federation DDF Fast Destroyer.
Revised Ship Card: Kzinti FFK Killer Frigate.
Borders of Madness Ship Card: Frax CWS
Large Format Ship Card: Kzinti Heavy Dreadnought.
New scenario: 8CM38: The Flawed Trap

RELEASED IN 2009

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

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

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

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

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

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

SCHEDULED FOR 2010

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

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

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

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

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER Organized League Play

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

You will find a link to the *Commander's Circle* at: www.StarFleetGames.com/fccc/login.php along with everything else for this game system.

Many stores have already signed up, and prizes (a series of "bonus cards" used to give ships a special ability) are being mailed out to those stores. The scenarios of the first six months of 2010 are as follows and reflect actions during the General War. Get these reports to us ASAP!

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

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

COMMANDER NEWS

THE BBS & FORUM: KEYS TO COMMUNICATION

The BBS (www.StarFleetGames.com/discus) 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¥.

Hydran D7H *Anarchist* (captured Klingon D7).

Andromedan (scheduled for *War & Peace*).

Lyran police cutter POL £.

Seltorian Hive Ship (larger than the Battlewagon).

Borders of Madness: maulers, scouts, survey ships.

All empires: commando ships £.

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

† Was in *FC: Briefing #2*

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

FED COMMANDER: TO DATE

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

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

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

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

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

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

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

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

UNIVERSE NEWS

Federation Commander is only one of the games in the *Star Fleet Universe*. All of our games use a common historical background and technological database.

There are three kinds of *Federation Commander* players: new players who have never played *Star Fleet Battles*, veterans of *SFB* who haven't played in years but are now playing *FC*, and active *SFB* players who have decided to also play *FC*. Members of any group could have played our other games. This part of *Communique* will have news on our other games. Our opt-in Email newsletter goes to fans of all our games; each issue includes links to information for each game.

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

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

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

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

Prime Directive Federation is in final development.

Prime Directive Tholians is in development for 2010.

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

WEBSITE UPDATE

We have completed the project to merge our two websites. The "new" www.FederationCommander.com is now nested inside the "original" site which you all know is www.StarFleetGames.com. Why did we do this?

We originally made FederationCommander.com a separate site because we feared new players would find the original StarFleetGames.com site too huge and too confusing. As time went by, users of the "new" site wanted more and more of the "original" site's information copied over, and improvements to the "original" site had made it vastly easier to use. (The new site index makes it possible to find anything you want, quickly and easily.) There just was no reason to maintain two increasingly identical sites. Players were actually getting confused as to which site they were on at any given moment because the two sites were so extensively cross-linked and had so many identical pages.

Let us know (at graphics@StarFleetGames.com) if you see any glitches in the website, or think of ways to improve the website for all of us.

The website:

www.StarFleetGames.com

includes a wealth of information, downloads, and other items for players of all of our games. Explore, look around, click on random entries in the *Master Index*, and you may be surprised what you find.

FEDERATION COMMANDER SCENARIO

(8CM38) THE FLAWED TRAP

Pirates plagued the Federation (and to a lesser degree, the other empires) for more than a century, but from time to time the Federation managed to spring a trap and catch the pirates at their own game. This battle (against the Lion's Heart Cartel in 2571) depicts one of the more successful traps ever executed. A shipment of flawed (and worthless) dilithium crystals was loaded on two small freighters escorted by a single police cutter. When the first pirate attacked, the cutter and the freighter crews abandoned the freighters and ran for the nearest base. While the pirates were loading their cargo, the Federation sprang the trap.

(8CM38a) NUMBER OF PLAYERS

Two: The Federation player and the Orion player.

(8CM38b) 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). This is a floating map. The Orions will probably scatter in different directions, and the Federation will probably pursue each of them until they disengage, requiring multiple maps to keep track of separate running battles.

First: Set up a small freighter in the center of the map and a second small freighter in an adjacent hex in direction D. Both are heading in direction A.

Orion: Set up the CR *Fortune Royale*, LR *Dragonfire*, SAL *Pickup*, and SAL *Delivery*, each in a separate hex, each adjacent to one or both of the small freighters. Determine the original facing of each ship by die roll. The Orions have "captured" (3E2) the two freighters and can control them. Each Orion ship has sent one Marine boarding party to a freighter (two on each).

Federation: Set up the following Federation ships, each 24 hexes from the first small freighter in the given direction, all of them heading for the freighters: NCL *Alabama* in direction C, frigate *Zhadanov* in direction D, DD *Pompey* in direction E, police cutter *Texas Ranger* in direction B, police cutter *Mountie* in direction A, and police cutter *Gendarme* in direction F.

(8CM38c) OBJECTIVE

Mission-Orion: Escape with as many ships as possible.

Mission-Federation: Recapture the freighters, and destroy or capture the Orion Pirate ships.

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

Victory: This is based on a point system.

Ship	Escapes	Crippled	Destroyed	Captured
F-S	2	1	0	-1
LR	11	5	0	-6
CR	19	9	0	-10
SAL	35	17	0	-18

Escapes assumes uncrippled; crippled assumes that the ship escaped. Captured means captured by the Federation. Take the total points:

0-4	The pirate cartel is broken permanently.
5-12	The pirate cartel is disrupted for a year.
13-24	The pirate cartel is disrupted for months.
25-36	The pirate cartel is disrupted for two weeks.
37-49	The Federation player is fired for incompetence.
50+	The Federation player is imprisoned for working in collusion with the pirates.

(8CM38d) SPECIAL RULES

1. Weapons: The Lion's Heart Cartel operates in Federation and Kzinti space and can use only phaser-1s, photon torpedoes, disruptors, or drone racks.

2. Cloaks: None of the Orions have cloaking devices.

3. Orions: The Orions cannot double their engine output or exceed a speed of 16 on Turn #1 as they are flushing the radical ions that built up in the engines during their earlier attack on the convoy.

(8CM38e) FORCE DYNAMICS

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

1. Alternative Empires: Replace the Federation ships with those from another empire, and adjust the available weapons accordingly.

2. Balance: Replace one of the ships on either side with a smaller or larger ship.

3. Faster Scenario: Remove the NCL, DD, LR, and one SAL. Reduce the points for each category of victory by 50%.

(8CM37f) DESIGNER'S NOTES

This scenario first appeared in *SFB* as (SL66.0) in *Captain's Log #3*, and then as (SH68.0), designed by Ben Tuck. It was converted to *Federation Commander* by Kerry Drake.

Rules & Rulings

Q: Can defense satellites be deployed around a base to improve its defenses?

A: We had to go all the way to the head of *SFB* for this one, and Steven Petrick said “no”. Defense satellites in *SFB* can only be in orbit around a planet or moon. While many rules between *FC* and *SFB* are different, both games reflect one technological database, and that database says “no” for both games. We even tried to get this appealed on the basis that a base in *SFB* can buy captor mines (which are not in *FC* of course) but nobody wanted to open the door to any kind of mines in *FC*.

Q: Rule (4B2f) and rule (5L1) seem to contradict each other on just how Gatling phasers can be deployed. Which is correct?

A: The updated rule (5L1) from Orion Attack and the Reference Rulebook supercede any other rule that talks about Orion option mounts.

Q: Does Aegis (3F) provide any advantage to the use of ESGs.

A: No. ESG operations are not affected by Aegis. But then, ESGs don't need any help from Aegis.

Thanks to Mike West, our Fed Commander Answer Man, for handling these issues.

New Miniatures

Released on 19 October 2009:

Shuttlecraft, Stock #0061, pack of 12, \$17.95
Federation F18 Fighters, Stock #0062, \$17.95
Klingon Fighters, pack of 12, Stock #0063, \$17.95
Romulan Fighters, pack of 12, Stock #0064, \$17.95
Kzinti Fighters, pack of 12, Stock #0065, \$17.95
Tholian Fighters, pack of 12, Stock #0067, \$17.95
Hydran Fighters, Stock #0069, pack of 12, \$17.95

Released on 16 November 2009:

Squadron Box #25, Stock #4325, \$34.95
Klingon F5W (3 pack), Stock #0397, \$19.95
Squadron Box #26, Stock #4326, \$34.95
Border Box #9, Stock #4409, \$99.95

Coming on 22 February 2010:

Juggernaut, Stock #0080, \$29.95
Federation DDL & DDG, Stock #0228, \$14.95
Federation SC & DDF, Stock #0227, \$14.95
ISC Battleship, Stock #1344, \$11.95
Andromedan Terminator, Stock #1006, \$5.96

ADDED TO COMMANDER'S CIRCLE

From *Communique #44*: Scenario 8CM32 Rescue the Supply Tug, Klingon Tug, Seltorian CA, Lyran DNL, Hydran YCC. We add individual ship and scenario pages six months after the issue they were in.

INDEX FOR 2010:

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

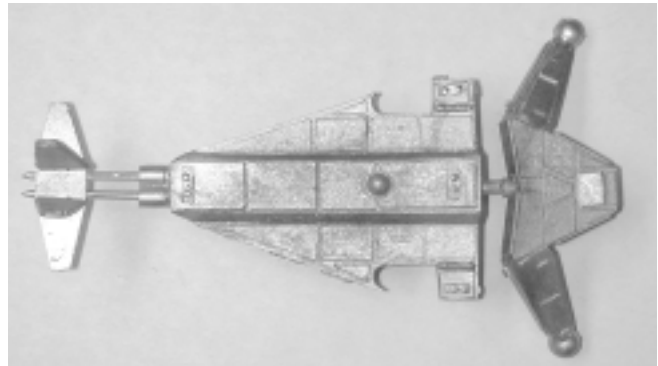
• **Communique #50**: Scenario 8CM38 The Flawed Trap, New Federation fast destroyer, Borders of Madness Frax CWS, large format Kzinti DNH, revised Kzinti FFK, missing ship Federation CA (Fleet Scale).

Index for 2006 was in *Communique #14 & Briefing #1*

Index for 2007 was in *Communique #24 & Briefing #1*.

Index for 2008 was in *Communique #36*.

Index for 2009 was in *Communique #48*.



JUGGERNAUT
by Tony L. Thomas

JOIN US ON FACEBOOK

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

All that is left is for you to become a fan of 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!

NEWSLETTER

Check the website for news about the free on-line newsletter. It's full of fun and cool stuff.

StarFleetGames.com/newsletter.shtml

TACTICS WANTED!

Write up your favorite tactic (or dirty trick) and send it to us. A panel of expert players will judge these tactics for legality, creativity, and utility in combat, and we will print the ones with the highest scores in *Captain's Log*.

CUSTOMER SUPPORT

We do as much as we can to help our customers enjoy our products, and are always seeking new ways and open to new ideas to do so. Here is a general summary of the kind of things we can do. (Sorry for the small type, it does show just how much customer support stuff we have!)

Just Ask Us

You can contact the game designer at:
design@StarFleetGames.com

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](http://www.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](http://www.FederationCommander.com) Forum and post a note in the *Local Groups & Retailers* section. Attend a local convention (if there is one). Go to the *Commander's Circle* and look at the player database (and post your information there so that the next person to check the list can find you).

Go to our primary BBS at www.StarFleetGames.com/discus and look for the *Seeking Opponents* section and post a note there.

Go to www.StarFleetGames.com/sitemap.html and look for the red **Find Opponents** button. Enter your data and in a few days you'll get an Email from our Customer Support Director with a list of gamers near you.

Federation Commander Play-by-Email

Playing *Federation Commander* by Email is an alternative to playing Face-to-Face. While there are a few differences (i.e., your opponent isn't sitting across the table from you), it is the same game.

The basic gist of the *Federation Commander* Play-by-Email (PBEM) system is that you and your opponent submit your orders for the turn to a moderator via Email. The moderator then processes them, and sends a "SitRep" (Situation Report) to the players via Email. You receive the results, write up your next set of orders, and then submit your orders once again. The process is repeated until the game is completed. Sounds simple? That's because it IS! It'll take a little getting used to (after all, what doesn't?), but once you've got the hang of it, you'll be lobbing photon torpedoes (or whatever your weapon of choice is) at opponents from all over the world.

Every *Federation Commander* PBEM game has at least three participants: two or more players and one moderator. The moderator's purpose is to accept orders from the players

and carry them out, reporting the results of those orders to all players. While he is not a player, the moderator fulfills a very important role in the game. Good moderators and good players make for a good, enjoyable game of *Federation Commander*. Moderating a *Federation Commander* PBEM game is also an excellent way to learn more about the *Federation Commander* rules.

While there are some disadvantages to PBEM (it does take longer to finish a game), there are advantages as well. You can play against people in other parts of the world (how often do you get to Australia, anyway?), you can play multiple games at once, and you can have large multi-player games (without worrying about running out of chips and soda).

For more information about playing *Federation Commander* PBEM, please visit the Play-by-Email section at www.StarFleetGames.com/pbemgames soon, or check the PBEM section of either the Forum or the BBS.

Federation Commander On-Line Gaming

Many people do not know that you can play *Federation Commander* on-line in real time against live opponents, any time you want, 24 hours a day.

A decade ago, www.SFBonline.com was created to provide players of *Star Fleet Battles* with an on-line gaming experience. It was a smash hit as hundreds of gamers joined the battles. Tournaments and other competitions, plus general open gaming, have gone on around-the-clock since then. This successful operation has been expanded to include *Federation Commander*! Now you can play with real live human opponents all over the world in real time 24 hours a day, seven days a week! The computer automates many functions and acts as a friendly assistant for mundane chores.

For a modest subscription fee of less than \$6 a month, you have access to all of the ships in the *Federation Commander* game system as well as new ships still in playtest and development. The Java Runtime system is compatible with Windows, Macintosh, and other systems.

Never worry about a lack of opponents. Never worry about opponents who don't show up for game day because of silly reasons like family reunions or their own weddings. Don't be cut off from your regular gaming group while on vacations or business trips.

Even better, you can join in on-line tournaments and campaigns, and your victories will add up to a higher and higher average score!

The system also allows you to chat with friends, taunt your enemies, and watch other players fight their own savage battles. (Why learn from your own mistakes when you can learn from someone else's?) This "observer" system allows players of either game (or those who have yet to join either) to learn the ins and outs of the other game before deciding to invest time and money in it.

So come to www.SFBonline.com right away. You can even fly the *Federation CA* or *Klingon D7* as a free trial, or watch any game in play. Legendary *SFB* aces and new *Federation Commander* aces strut their stuff in combat arenas all the time, and you can learn from the best.

On-Line Opt-In Newsletter

We publish a newsletter covering all of our products with information about the games. It's free. Try it for a few issues and see if you like it. Subscribe at:

www.StarFleetGames.com/newsletter.shtml

We Welcome Your Ideas

Really! We do! If you have an idea of a way we can make life easier for our players, just let us know and we will at least see if we can make it happen.

REVISED SHIP CARD

KZINTI FFK FRIGATE SQUADRON SCALE

COUNTER **FFK**
POINT VALUE: 90
DAMAGE CONTROL: 2



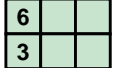
POWER TRACK

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

PROBES



MARINES



FRAME DAMAGE



TURN MODE A MOVE COST 1/4

BASE SPEED 8
TURN MODE 1
SPEED COST 2

BASE SPEED 16
TURN MODE 2
SPEED COST 4

BASE SPEED 24
TURN MODE 4
SPEED COST 6

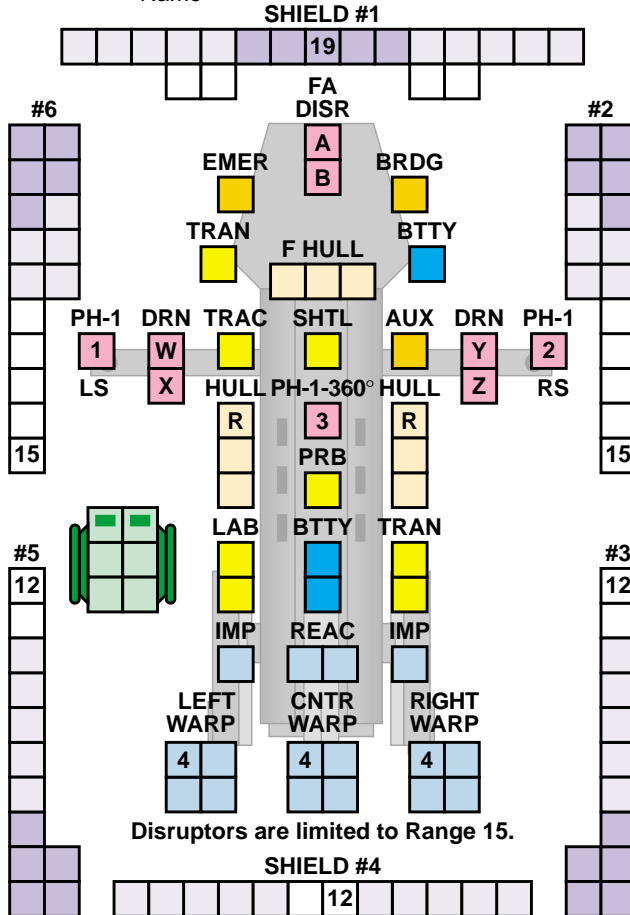
ACCELERATION
COST 1/4

DECELERATION
COST 1/4

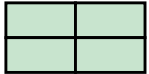
HIGH ENERGY
TURN COST
1+1/4

EVASIVE
MANEUVER
COST 1+1/2

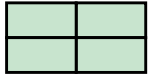
KHS
Name



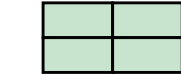
DRONE RACK W



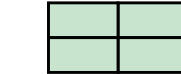
DRONE RACK X



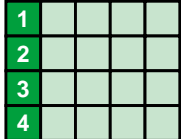
DRONE RACK Y



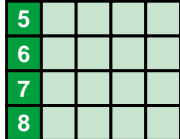
DRONE RACK Z



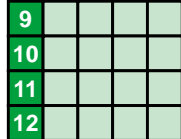
DRONES



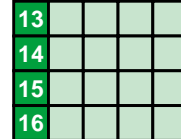
DRONES



DRONES



DRONES



WEAPONS USED

A B 1 2 3 W X Y Z

143

FEDERATION COMMANDER: HYDRAN ATTACK
SQUADRON SCALE SHIP CARD #143 of 129-144
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FRACTIONAL POWER

0 1/4 1/2 3/4

There was nothing "wrong" with the original Ship Card for this vessel, but it has been given some graphic updates.

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.

REVISED SHIP CARD

KZINTI FFK FRIGATE FLEET SCALE

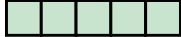
COUNTER **FFK**
POINT VALUE: 45
DAMAGE CONTROL: 1

POWER TRACK

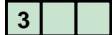
10
9
8
7
6
5
4
3
2
1
0



PROBES



MARINES



FRAME DAMAGE



TURN MODE A
MOVE COST 1/8

BASE SPEED 8
TURN MODE 1
SPEED COST 1

BASE SPEED 16
TURN MODE 2
SPEED COST 2

BASE SPEED 24
TURN MODE 4
SPEED COST 3

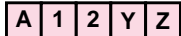
ACCELERATION
COST 1/8

DECELERATION
COST 1/8

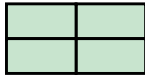
HIGH ENERGY
TURN COST 5/8

EVASIVE
MANEUVER
COST 3/4

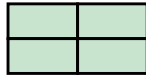
WEAPONS USED



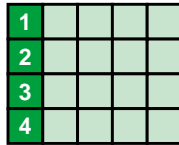
DRONE RACK Y



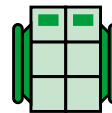
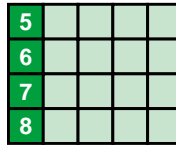
DRONE RACK Z



DRONES



DRONES



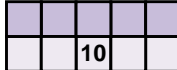
FEDERATION COMMANDER: HYDRAN ATTACK
FLEET SCALE SHIP CARD #143 of 129-144
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143

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

KHS
Name

SHIELD #1



FA

DISR

A

BRDG

F HULL

SHTL

BTTY

PH-1

DRN

1

LS

Y

TRAC

HULL

R

LAB

IMP

BTTY

REAC

CNTR

WARP

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

2

SHIELD #4



The Disruptor is limited to Range 15.

There was nothing "wrong" with the original Ship Card for this vessel, but it has been given some graphic updates.

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NEW SHIP CARD

SIMULATOR EMPIRES

FRAX WAR CRUISER SCOUT

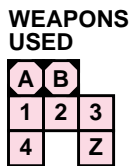
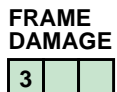
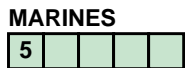
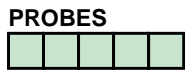
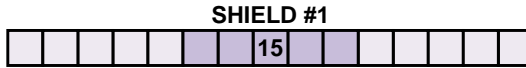
FLEET SCALE

COUNTER **CWS**
 POINT VALUE: 58
 DAMAGE CONTROL: 2

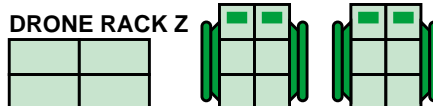
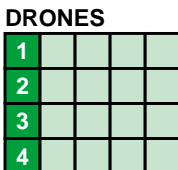
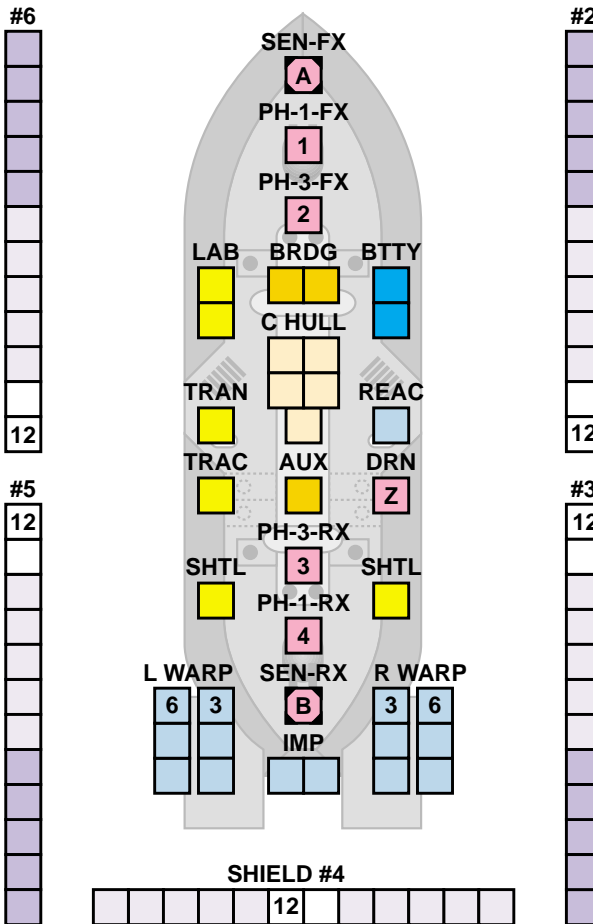


17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

FS _____
 Name _____



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



FEDERATION COMMANDER: COMMUNIQUE #50
 FLEET SCALE SHIP CARD #C501
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FRACTIONAL POWER

C501 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

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NEW SHIP CARD

SIMULATOR EMPIRES

**FRAX WAR
CRUISER
SCOUT**

SQUADRON SCALE

COUNTER **CWS**
POINT VALUE: 116
DAMAGE CONTROL: 4



POWER TRACK +30

Power when undamaged: **+20**

30 + 3.

+10

FS Name _____ #6

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

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

FRAME DAMAGE
5 [] [] [] [] [] []

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

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

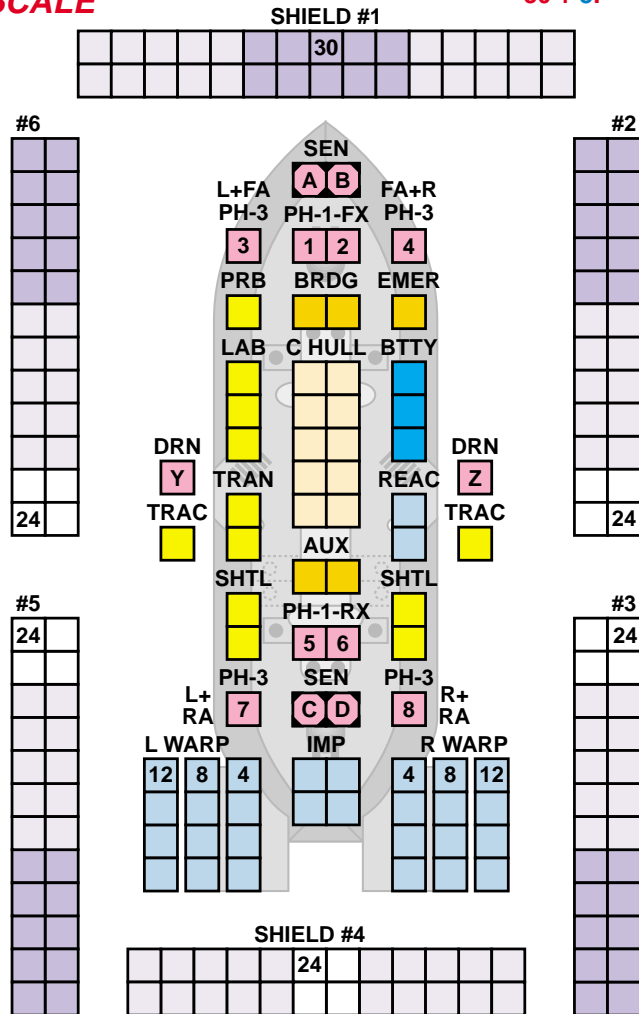
BASE SPEED 24
TURN MODE 4
SPEED COST 18

ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST
3+3/4

EVASIVE
MANEUVER
COST 4+1/2

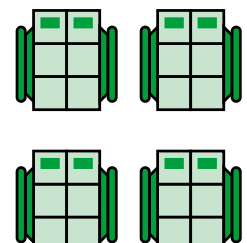


DRONE RACK Y
[] []
[] []

DRONE RACK Z
[] []
[] []

DRONES
1 [] [] [] []
2 [] [] [] []
3 [] [] [] []
4 [] [] [] []

DRONES
5 [] [] [] []
6 [] [] [] []
7 [] [] [] []
8 [] [] [] []



9
8
7
6
5
4
3
2
1
0



FEDERATION COMMANDER: COMMUNIQUE #50
SQUADRON SCALE SHIP CARD #C501
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FRACTIONAL POWER
0 1/4 1/2 3/4

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NEW SHIP CARD

FEDERATION FAST DESTROYER *SQUADRON SCALE*

COUNTER **DDF**
POINT VALUE: 109
DAMAGE CONTROL: 2



POWER TRACK

+20

Power when undamaged:
26 + 2.

+10

USS TWO MOONS
Name

PHOTON ARMING

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

PROBES

--	--	--	--

MARINES

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

FRAME DAMAGE

4			
---	--	--	--

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

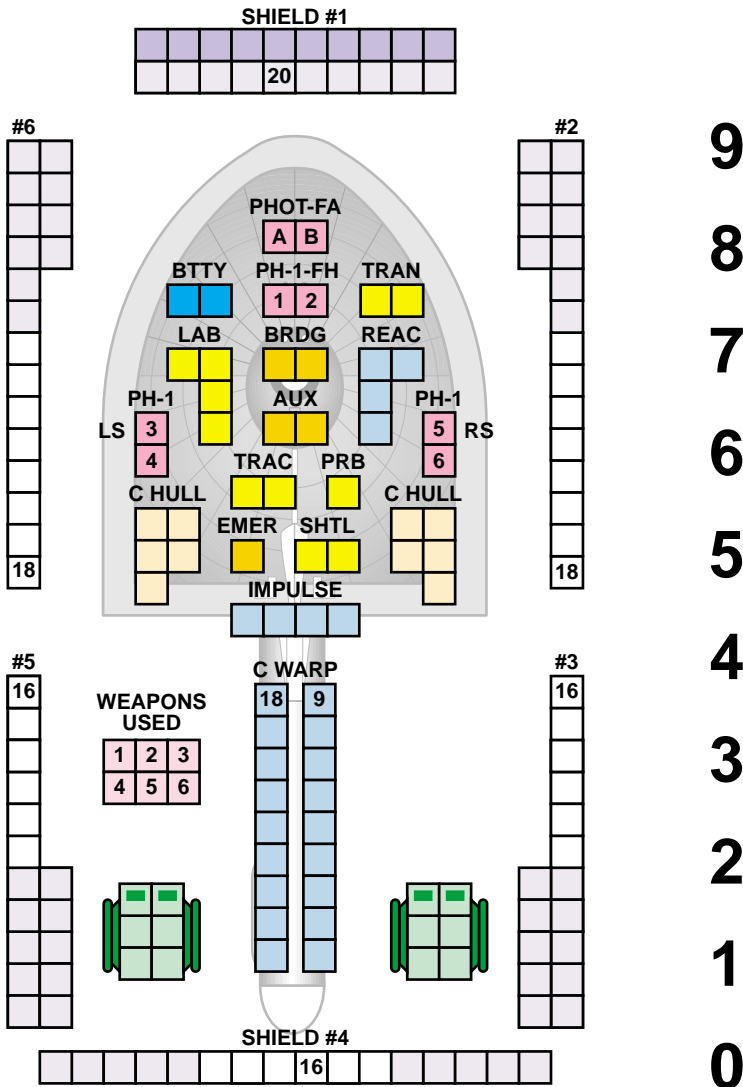
BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3



FRACTIONAL POWER
0 1/2



FEDERATION COMMANDER: COMMUNIQUE #50
SQUADRON SCALE SHIP CARD #C502
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This ship may be in a future product. We present it here because somebody requested it so they could use the new DDF miniature set for release in the near future.

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KZINTI HEAVY DREADNOUGHT

FLEET SCALE

COUNTER **DNH**
 POINT VALUE: 132
 DAMAGE CONTROL: 3



POWER TRACK

+30

+20

+10

Power when undamaged:
 30 + 5.

KHS
 Name _____

This ship can control twelve seeking weapons.

PROBES

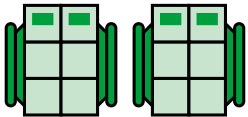
--	--	--	--	--

MARINES

10				
5				

FRAME DAMAGE

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



WEAPONS USED

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

TURN MODE E
 MOVE COST 3/4

BASE SPEED 8
 TURN MODE 3
 SPEED COST 6

BASE SPEED 16
 TURN MODE 5
 SPEED COST 12

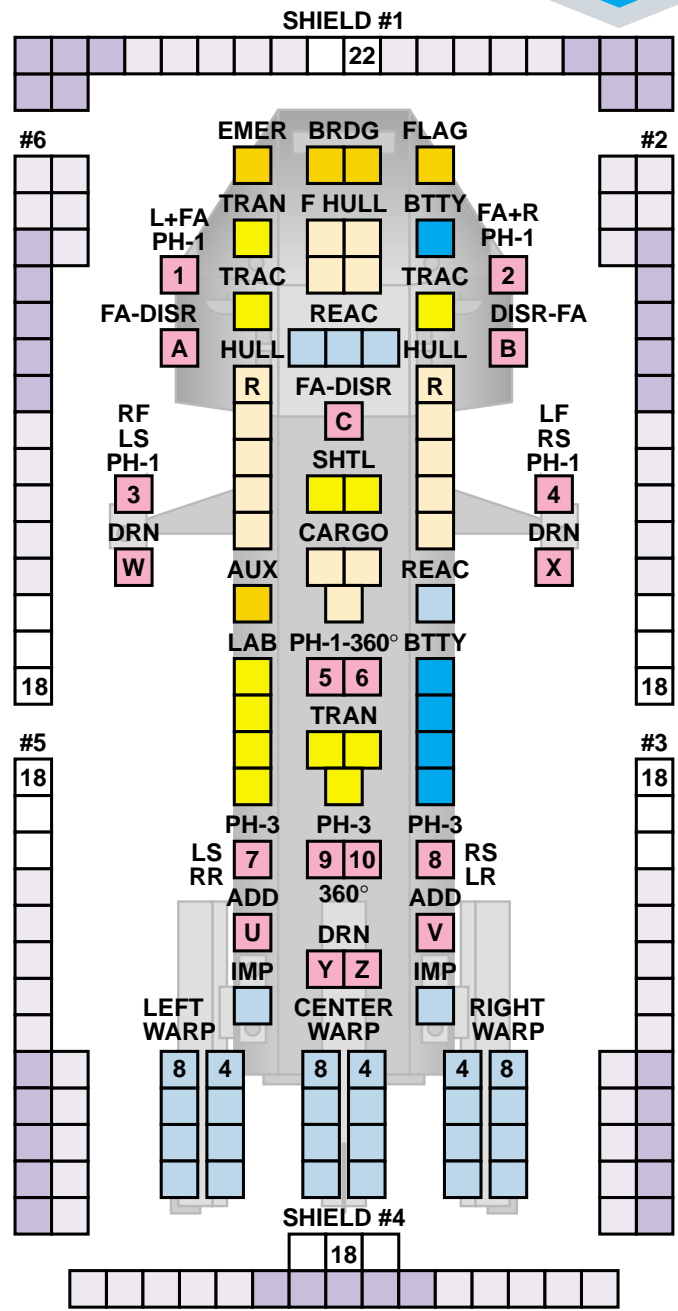
BASE SPEED 24
 TURN MODE 6
 SPEED COST 18

ACCELERATION
 COST 3/4

DECELERATION
 COST 3/4

HIGH ENERGY
 TURN COST 3+3/4

EVASIVE MANEUVER
 COST 4+1/2



ANTI-DRONES: IMP USED

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

ADD U

ADD V

RACK W

RACK X

RACK Y

RACK Z

DRONES

1			
2			
3			

DRONES

4			
5			
6			

DRONES

7			
8			
9			

DRONES

10			
11			
12			

9
8
7
6
5
4
3
2
1
0

84

FEDERATION COMMANDER: Booster Pack #16
 FLEET SCALE SHIP CARD #84 OF 81-96 ★
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FRACTIONAL POWER
 0 1/4 1/2 3/4

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LARGER SHIP CARD

KZINTI HEAVY DREADNOUGHT

SQUADRON SCALE

COUNTER
 POINT VALUE: 261
 DAMAGE CONTROL: 6

Power when undamaged:
 57 + 9.



POWER TRACK

+60
 +50
 +40
 +30
 +20
 +10
 9
 8
 7
 6
 5
 4
 3
 2
 1
 0

KHS _____
 Name

PROBES

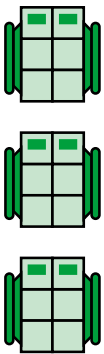
--	--	--	--	--	--

MARINES

20					
15					
10					
5					

FRAME DAMAGE

12					
6					



WEAPONS USED

A	B	C	D	E	F
1	2	3	4	5	
6	7	8	9	10	
11	12	13	14	15	16
S	17	18	19	20	T
U	V	W	X	Y	Z

TURN MODE E
 MOVE COST 1+1/2

BASE SPEED 8
 TURN MODE 3
 SPEED COST 12

BASE SPEED 16
 TURN MODE 5
 SPEED COST 24

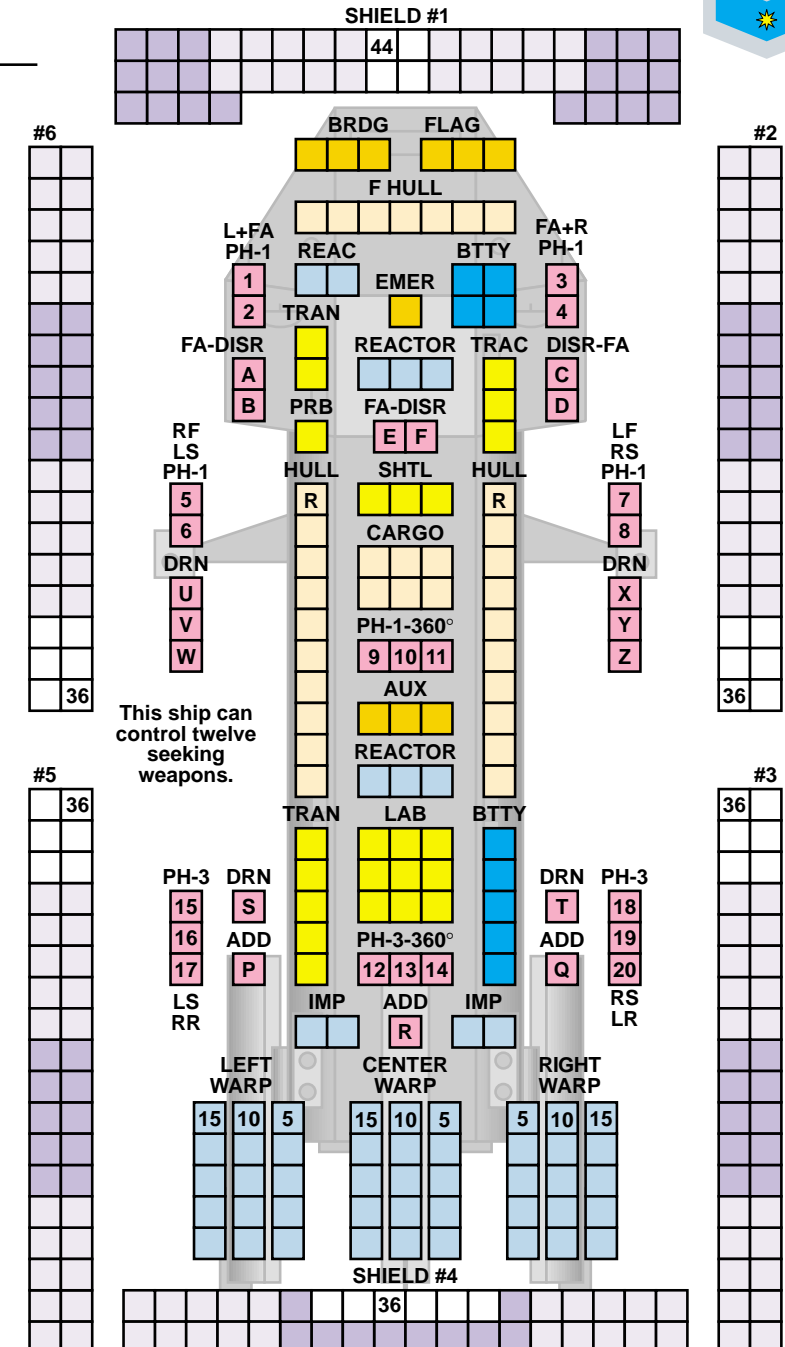
BASE SPEED 24
 TURN MODE 6
 SPEED COST 36

ACCELERATION
 COST 1+1/2

DECELERATION
 COST 1+1/2

HIGH ENERGY
 TURN COST 7+1/2

EVASIVE MANEUVER
 COST 9



This ship can control twelve seeking weapons.

ANTI-DRONES:
 IMP USED

P	Q	R
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8

ADD P

ADD Q

ADD R

DRONE RACK S			DRONE RACK T						
DRONE RACK U		DRONE RACK V		DRONE RACK W		DRONE RACK X		DRONE RACK Y	
DRONES		DRONES		DRONES		DRONES		DRONE RACK Z	
1		5		9		13			
2		6		10		14			
3		7		11		15			
4		8		12		16			

FRACTIONAL POWER
 0 1/2

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LARGER SHIP CARD

REQUESTED SHIP CARD

FEDERATION HEAVY CRUISER FLEET SCALE

COUNTER CA
POINT VALUE: 81
DAMAGE CONTROL: 2



POWER TRACK

21

20

19

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

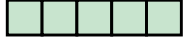
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USS _____
Name

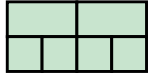
SHIELD #1

15

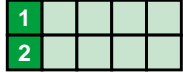
PROBES



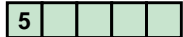
DRONE RACK Z



DRONES



MARINES



FRAME DAMAGE



PHOTON ARMING #6

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

WEAPONS USED

1
2
3
4
5
Z

ANTI-DRONES: IMPULSE USED

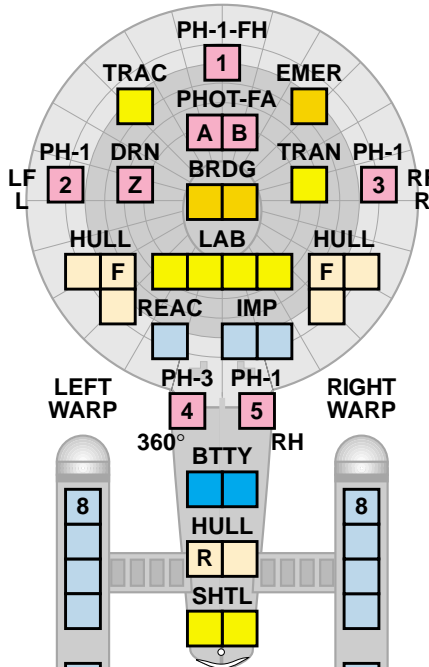
1	2
3	4
5	6
7	8

#6
12

#5
12

#2
12

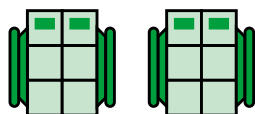
#3
12



SHIELD #4

12

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



FRACTIONAL POWER
0 1/2

1

FEDERATION COMMANDER: KLINGON BORDER
FLEET SCALE SHIP CARD #1 OF 16 ★
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A player requested that we provide this Ship Card since the Squadron version was released several years ago, but the Fleet Scale Ship Card was never in *Communique*.