



COMMUNIQUE #51

STARDATE 2010.03

NEW IN THIS ISSUE

We have included several new items in this issue.
New Ship Card: We did a new play aid instead.
Revised Ship Card: Romulan FireHawk.
Borders of Madness Ship Card: Frax Command Cruiser.
Large Format Ship Card: Lyran Heavy Dreadnought.
New scenario: 8CM39 Escape from Astracaz.

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 later this 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* contained 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

FEDERATION COMMANDER: COMMUNIQUE #51 is published and copyright © 2010 by Amarillo Design Bureau, Inc., 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.

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¥, DBC.

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*, *#92*. (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: *#1-5*, *#7-9* (24 miniatures each).

Border Box #6: ten battleships

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 had a new edition, 2010, released in February. The next expansion will be *ISC War 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 2011.

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

(8CM39) ESCAPE FROM ASTRACAZ

The Federation prison colony known as “Astracaz” was home to hundreds of dangerous criminals, mostly Orion pirates. One Orion cartel decided to mount a rescue for a captured pirate known as Captain Starbeard.

(8CM39a) NUMBER OF PLAYERS

Two: The Federation player and the Orion player.

(8CM39b) 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 fixed map. Any ship that exits the map has disengaged and left the scenario. Place a planet in a hex near the center of the map.

Federation: Set up five defense satellites in standard formation around the planet, and a police cutter anywhere within five hexes of the planet. See (8CM39d3).

Orion: Place two Light Raiders anywhere 25 hexes from the planet, within two hexes of each other.

(8CM39c) OBJECTIVE

Mission-Orion: Rescue Captain Starbeard.

Mission-Federation: Prevent the rescue.

Time Limit: The scenario continues until all Orion units have been destroyed, captured, or have disengaged.

Victory: If an Orion LR leaves the map with Captain Starbeard alive on board, the Orions win. Otherwise, they lose.

(8CM39d) SPECIAL RULES

1. Orion Ships: Both have cloaks, and can be armed with drone racks, phaser-1s, or photon torpedoes.

2. Federation Reinforcements: A second police cutter is 60 hexes behind the Orion LRs, moving at Speed 24+1. Keep track of its location and place it on the map when it reaches the edge. A Federation cruiser appears on any map edge at the start of Turn #8. These ships arrive with their photon torpedoes loaded (not overloaded) and their batteries full.

3. The Prison: This is on the “A” side of the planet. It has no ship card, but has a 30-box shield (no reinforcements, 15 in Fleet Scale), and can absorb ten points of internal damage (5 in Fleet Scale). (Keep a running total of internal damage. If eleven points are scored, the prison is destroyed and Captain Starbeard, if still there, is killed.) The prison can only be hit from the arc of hexes facing side “A” and any damage that hits a split shield boundary is considered to have hit the rocks of the planet. Federation units may not fire on the prison.

4. Finding Captain Starbeard: Once Astracaz Prison's shields are down, an uncloaked Orion ship may scan to detect Captain Starbeard from among the other inmates and guards housed there. No energy is required for a scan. The scanning ship must be in transporter range (five hexes). The ship does not have to lower its shields to perform the scan.

On the first impulse of scanning, there is a 1-in-6 chance of getting a lock on Starbeard. On the second, it becomes 2-in-6, then 3-in-6 on the third, 4-in-6 on the fourth, 5-in-6 on the fifth impulse, and an automatic success on the sixth impulse. The rolls for scanning do not have to be on consecutive impulses, and either Orion ship may scan, even taking over for the other. However, they cannot combine scans on the same impulse to improve their chances of finding Captain Starbeard.

After rolling a successful scan, the Orions have gained a transporter lock on Captain Starbeard. (If the ship cloaks or moves out of transporter range, it will lose the lock and have to start over.)

After gaining a lock on Starbeard, roll to see if he survived the attack that brought down the shields. (Ignore this if there were no internal damage.) Roll one six-sided die if five points of damage penetrated Astracaz's shields, and one additional die for every point thereafter. If any of the dice come up “1”, Captain Starbeard died in the attack; otherwise, Starbeard is alive and either Orion ship may beam him aboard using transporters. You could send a shuttle for him, but trust us, there won't be time.

(8CM39e) 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 police ships and cruiser with ships from any empire, and give the Orion ships weapons available to that empire.

2. Balance: Replace one of the ships on either side with a smaller or larger ship, or have the reinforcements arrive earlier or later than scheduled.

(8CM39f) DESIGNER'S NOTES

This scenario was written as a new scenario for *Federation Commander* by N. Eric Phillips.

Tactics: The Orion strategy is the key to who wins this scenario. The Orions will have to move fast, dealing with the defense satellites and Astracaz's shields, while also dealing with the initial Federation police cutter. Do the Orions mount a combined attack against Astracaz's defenses, or send one ship to tie up the police? Also important is for the Orion player to measure the attacks to bring down the shield: too small an attack and the shields will take too long to fall, wasting valuable time. If the attack is too large, the attack may kill Starbeard. Carefully select what weapons you will use.

Rules & Rulings

Q: If a defense satellite that has not fired and revealed itself (5L5b), and thus cannot be fired upon, is in the area affect of an offensive ESG burst (5N2d), will it be damaged by the ESG?

A: Yes, the ESG will affect a defense satellite that has not yet been discovered.

Q: If a defense satellite that has not yet fired and revealed itself is hit by an ESG, but not destroyed, is it "revealed" such that it can be fired upon?

A: Yes. Note that it cannot be fired upon until next impulse, as it is revealed as a result of the ESG damage, not before. Also note that the defense satellite may use "me-too" firing to fire in response to the declaration of the ESG's offensive burst.

Q: What is the cost of a Vudar ion cannon in an Orion option mount?

A: +0 points, just like disruptors and photons. An ion cannon can be used in any mount a photon can.

Q: What is the cost of a Vudar IPG in an Orion option mount?

A: Orions may not use IPGs in *FC*. While the use of IPGs is allowed in *SFB* their use was highly restricted by the requirement to use power only from impulse engines, a rule that cannot be supported in *FC* where all power is just, well, power. So, it makes sense to not allow them to be used by the Orions in this game.

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

Released 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 #46*: Seltorian Destroyer, Kzinti Drone Frigate, Klingon D5G Commando Ship, Federation BCP, Scenario 8CM34 Groundfire.

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.

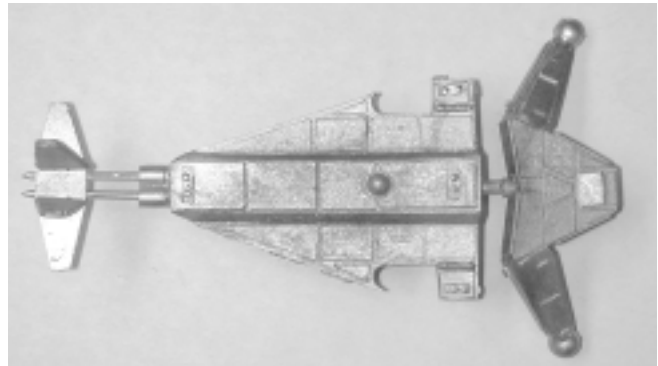
• **Communique #50:** Scenario 8CM38 The Flawed Trap, New Federation fast destroyer, Borders of Madness Frax CWS, large format Kzinti DNH, revised Kzinti FFK, missing ship Federation CA (Fleet Scale).

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

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

All that is left is for you to 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 includes daily posts of what's going on, and the Forum on that site provides access to the *Federation Commander* community of players and to the game designers and customer support people.

Need an Opponent?

There are a lot of ways to find one. Post a note in your game store. Go to the FederationCommander.com Forum and post a note in the *Local Groups & Retailers* section. Attend a local convention (if there is one). Go to the *Commander's Circle* and look at the player database (and post your information there so that the next person to check the list can find you).

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

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

Federation Commander Play-by-Email

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

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

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

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

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

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

Federation Commander On-Line Gaming

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

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

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

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

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

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

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

On-Line Opt-In Newsletter

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

www.StarFleetGames.com/newsletter.shtml

We Welcome Your Ideas

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

REVISED SHIP CARD

ROMULAN FIREHAWK HEAVY CRUISER

FLEET SCALE

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

RIS _____
Name



POWER TRACK

23
22
21
20
19
18
17
16
15
14
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

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

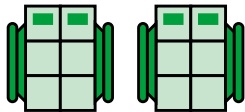
WEAPONS USED

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

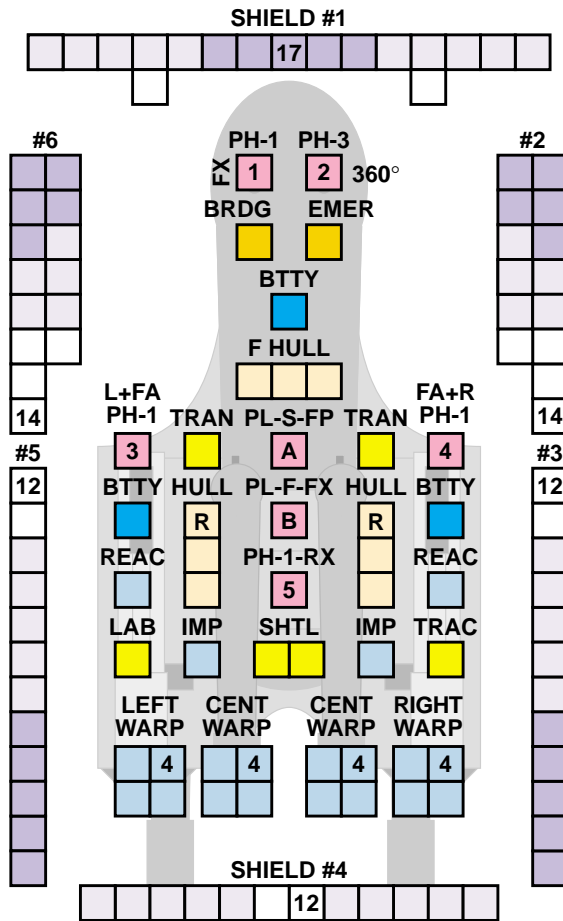
PROBES

--	--	--	--	--

FRAME DAMAGE	MARINES
3	6
	3



CLOAK COST = 1
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



30							
20							
10							

PLASMA A

20							
10							

PLASMA B

PLASMA ARMING

A						G	S
B					F		

FRACTIONAL POWER
0 1/2 0

63 FEDERATION COMMANDER: ROMULAN ATTACK
FLEET SCALE SHIP CARD #63 OF 49-64 ★
Copyright © 2006 Amarillo Design Bureau, Inc.

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

SIMULATOR EMPIRES

FRAX COMMAND CRUISER

SQUADRON SCALE

COUNTER **CC**
 POINT VALUE: 159
 DAMAGE CONTROL: 4



POWER TRACK +40
 Power when undamaged: +30
 39 + 5.

FS _____
 Name

PROBES

MARINES

14			
12			
8			
4			

FRAME DAMAGE

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

WEAPONS USED

A	B	C	D
1	2	3	4
5	6	7	8
9	10	11	12
Y	Z		

TURN MODE C
 MOVE COST 1

BASE SPEED 8
 TURN MODE 2
 SPEED COST 8

BASE SPEED 16
 TURN MODE 3
 SPEED COST 16

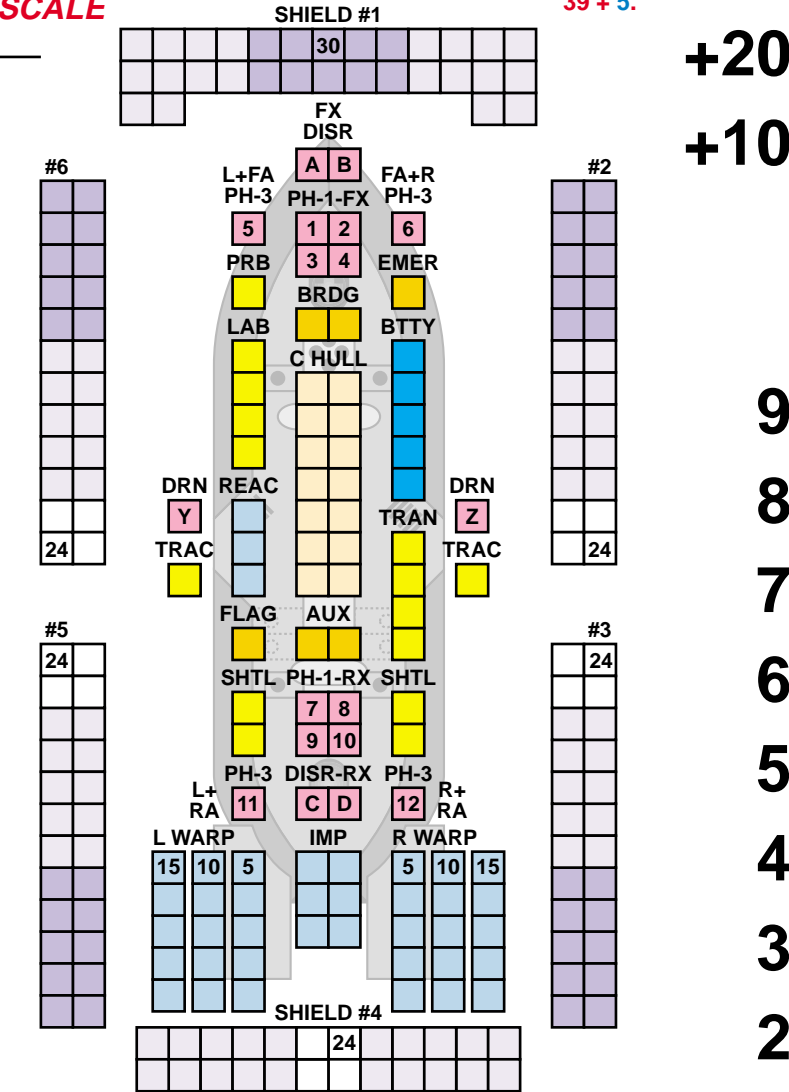
BASE SPEED 24
 TURN MODE 5
 SPEED COST 24

ACCELERATION
 COST 1

DECELERATION
 COST 1

HIGH ENERGY
 TURN COST 5

EVASIVE MANEUVER
 COST 6



DRONE RACK Y

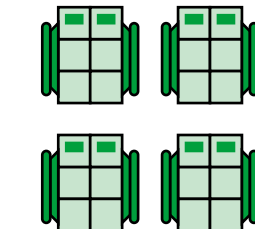
DRONE RACK Z

DRONES

1			
2			
3			
4			

DRONES

5			
6			
7			
8			



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

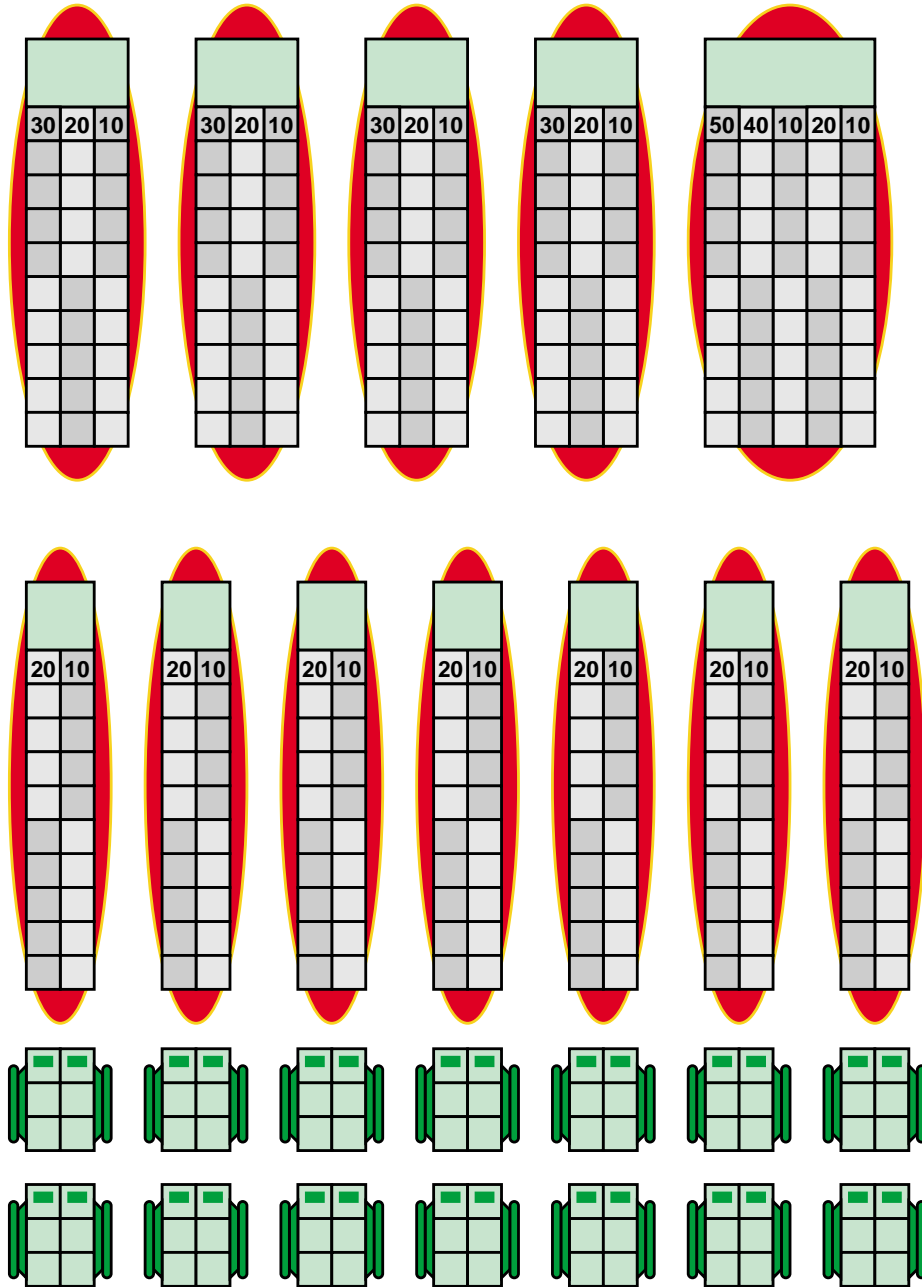
The publisher of this game grants permission to players to make a reasonable number of photocopies of this page (up to 25 per month) for the personal use of the player. Reproduction for sale is **not authorized**.

NEW SHIP CARD

FLEET PLASMA CONTROL CARD

Fleet _____

Player _____



C512

FEDERATION COMMANDER: COMMUNIQUE #51
PLAY AID CARD #C512
Copyright © 2010 Amarillo Design Bureau, Inc.

A player requested that we create a play aid card like this so that he could keep the plasma records for an entire battle group on a single card.

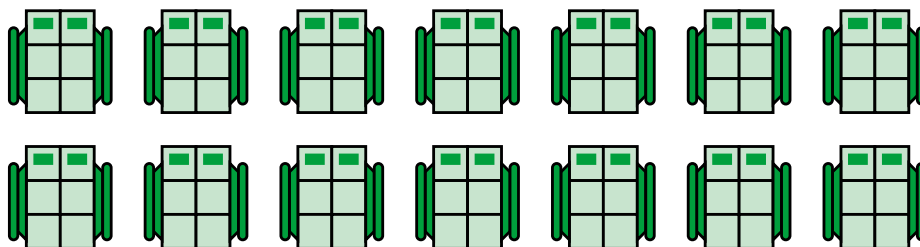
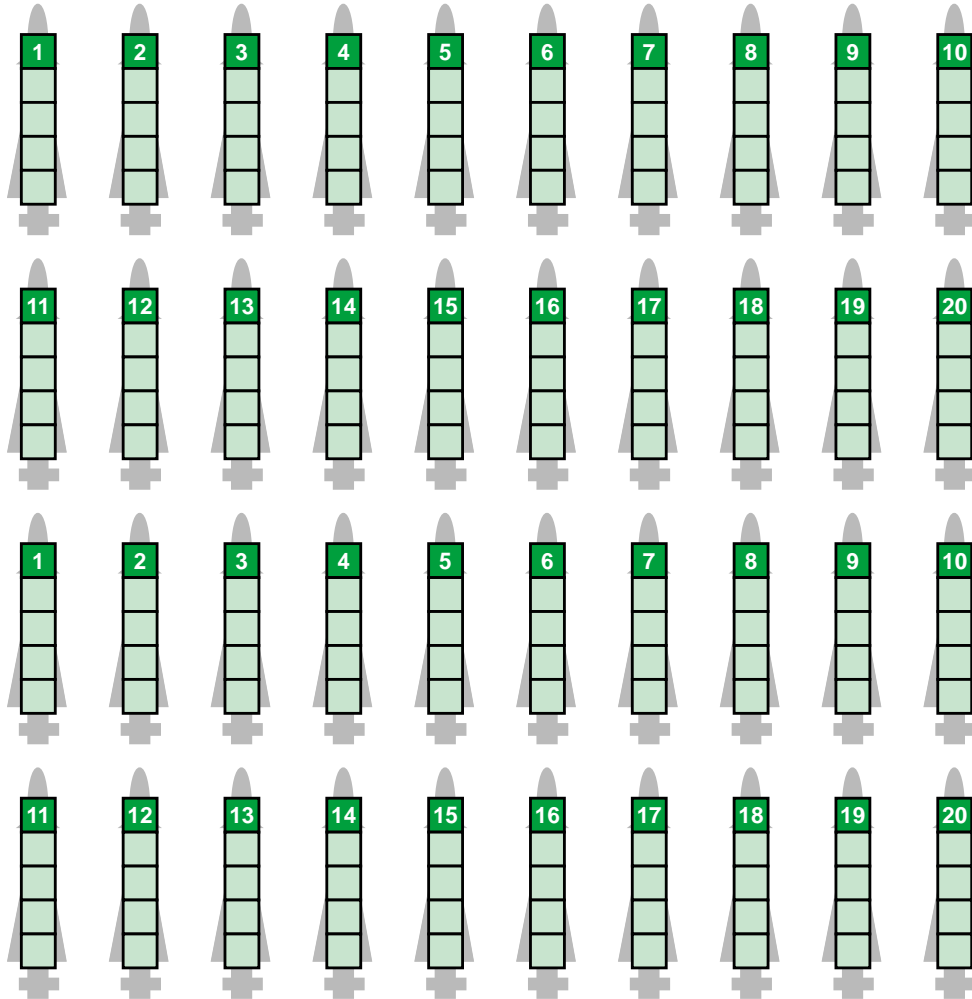
The publisher of this game grants permission to players to make a reasonable number of photocopies of this page (up to 25 per month) for the personal use of the player. Reproduction for sale is **not authorized**.

NEW SHIP CARD

FLEET DRONE CONTROL CARD

Fleet

Player



C512

FEDERATION COMMANDER: COMMUNIQUE #51
PLAY AID CARD #C512
Copyright © 2010 Amarillo Design Bureau, Inc.

A player requested that we create a play aid card like this so that he could keep the drone records for an entire battle group on a single card. The two sets are numbered 1-20 so that you can use two sets of drone counters.

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**.

LYRAN FOREST LION HEAVY DREADNOUGHT

FLEET SCALE

COUNTER DNH

POINT VALUE: 122

DAMAGE CONTROL: 3



POWER TRACK

+30
+20
+10

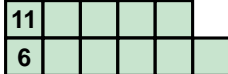
Power when undamaged:
32 + 5.

LMS _____
Name

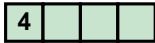
PROBES



MARINES



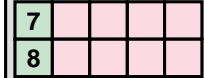
FRAME DAMAGE



The LDR has no dreadnoughts.
Theoretical: 2 PH-Gs instead of 2 PH-3s.
BPV = 134



PH-G



TURN MODE D
MOVE COST 3/4

BASE SPEED 8
TURN MODE 2
SPEED COST 6

BASE SPEED 16
TURN MODE 4
SPEED COST 12

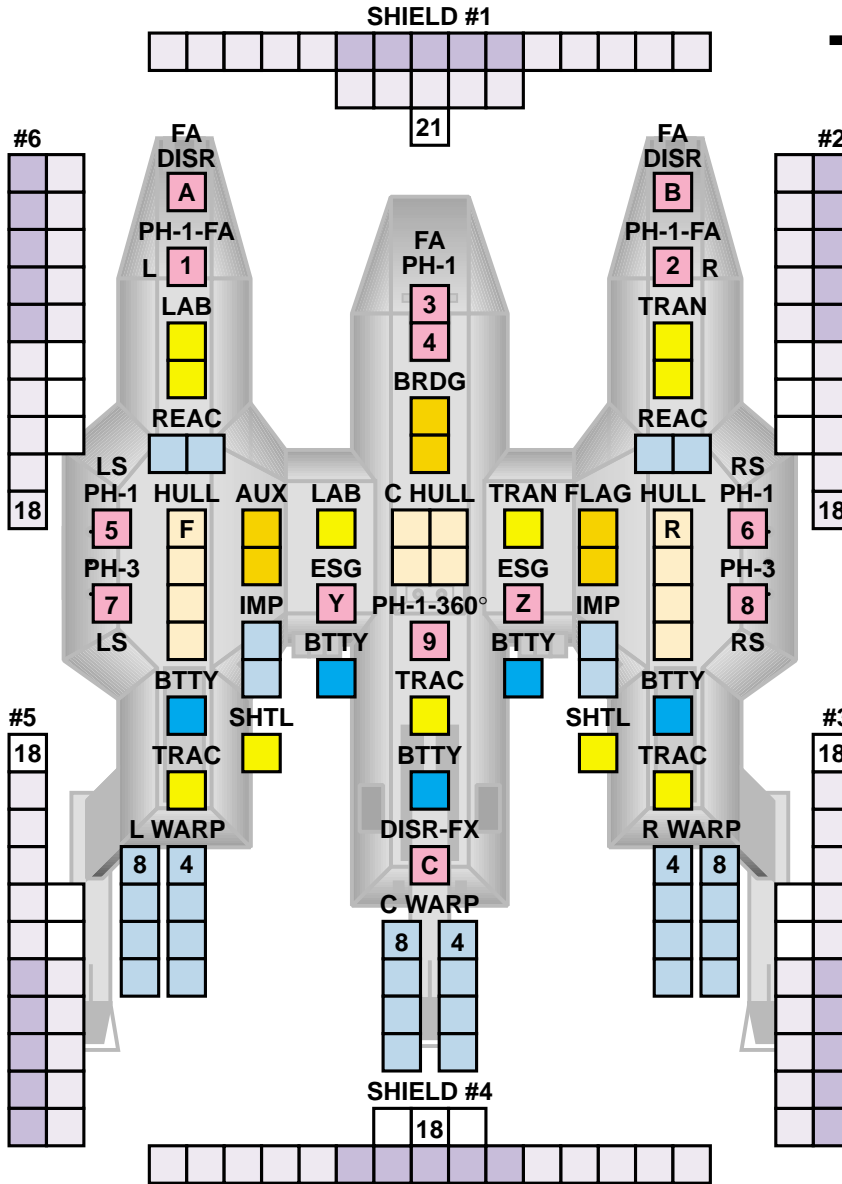
BASE SPEED 24
TURN MODE 5
SPEED COST 18

ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST 3+3/4

EVASIVE MANEUVER
COST 4+1/2



WEAPONS USED

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

POWER IN ESG

Y	1	2	3	4	5
Z	1	2	3	4	5

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

90

FEDERATION COMMANDER: BOOSTER PACK #17
FLEET SCALE SHIP CARD #90 OF 81-96
Copyright © 2007 Amarillo Design Bureau, Inc.

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

LYRAN FOREST LION HEAVY DREADNOUGHT

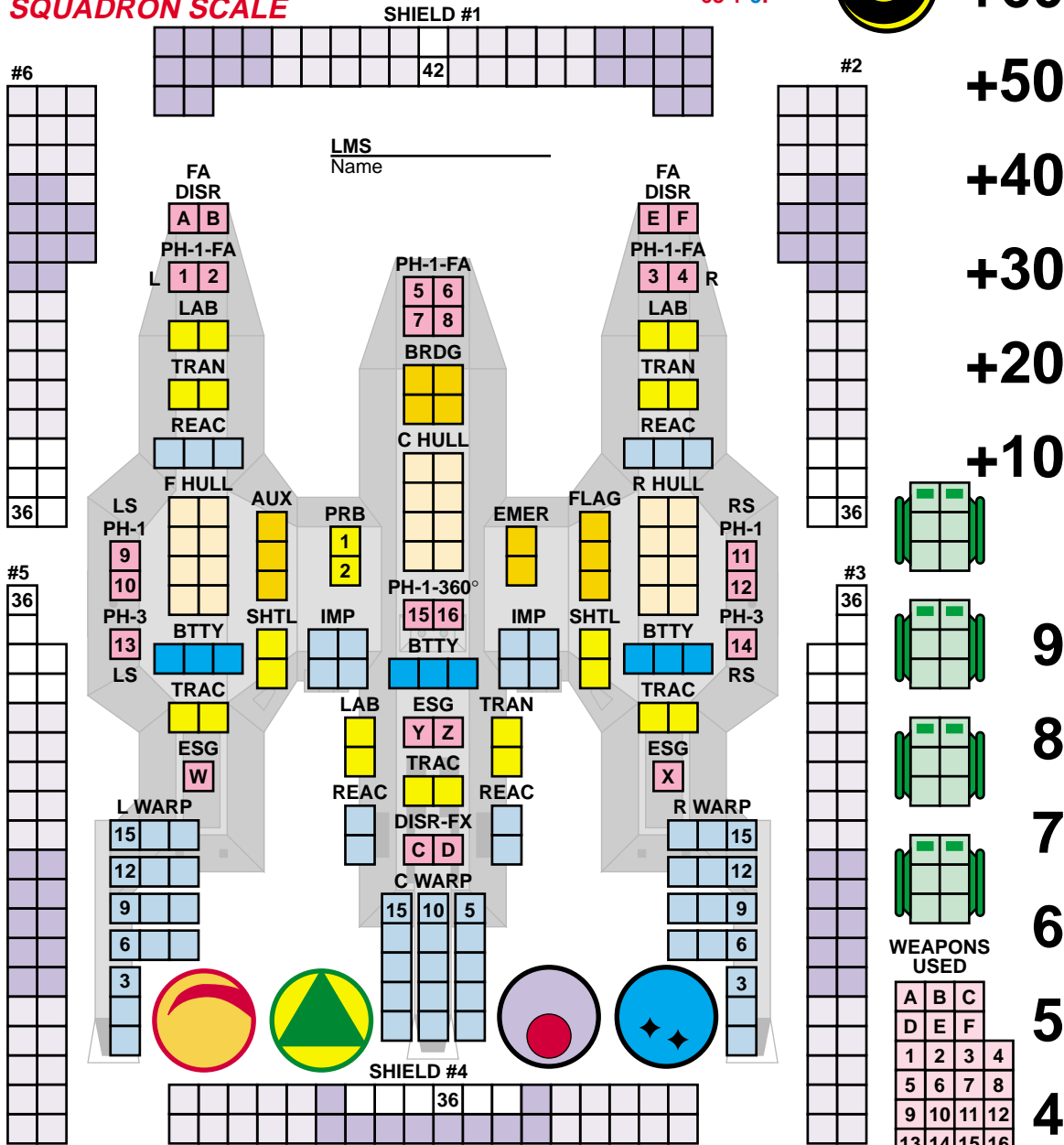
SQUADRON SCALE

COUNTER	DNH
POINT VALUE:	243
DAMAGE CONTROL:	6

Power when undamaged: 63 + 9.

POWER TRACK +70

+60



ACCELERATION COST 1+1/2	TURN MODE D MOVE COST 1+1/2
DECELERATION COST 1+1/2	BASE SPEED 8 TURN MODE 2 SPEED COST 12
HIGH ENERGY TURN COST 7+1/2	BASE SPEED 16 TURN MODE 4 SPEED COST 24
EVASIVE MANEUVER COST 9	BASE SPEED 24 TURN MODE 5 SPEED COST 36

The LDR has no dreadnoughts. Theoretical: 4 PH-Gs instead of 4 other phasers. BPV = 261

PH-G

10			
12			
13			
14			

FRAME DAMAGE

8		
4		

PROBES

1			
2			

MARINES

22			
20			
15			
10			
5			

POWER IN ESGs

W	1	2	3	4	5
X	1	2	3	4	5
Y	1	2	3	4	5
Z	1	2	3	4	5

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



FEDERATION COMMANDER: BOOSTER PACK #17
SQUADRON SCALE SHIP CARD #90 OF 81-96
Copyright © 2007 Amarillo Design Bureau, Inc.

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

