FEDERATION COMMANDER

COMMUNIQUE #90

STARDATE 2013.06

THE BIG NEWS

The big news this month is that we're running late.

This issue was supposed to appear on 10 June, but that was the day we left for Origins. We just did not have time before that date to do the issue (we finished *Captain's Log #47* on the 6th, leaving only three days to do everything to get ready for the show) and decided to do it when we got back, and when we got back there was a lot to do (getting the show stuff packed away for next year, getting the *CL#47 Supplemental File* done, getting mail orders for *CL#47* done, and just plain resting from an exhausting trip). We do plan to release the next issue on 10 July and will be back on schedule.

Thanks for your patience. As you can see below, Steve Cole is already back at his desk despite Origins fatigue.



ORIGINS REPORT

Origins is clearly an evolving convention. The show suffered a loss in attendance during the 2012 schedule debacle, and while numbers have recovered and sales met the minimum quota, the crowd was different and any kind of boardgame tournament is not workable. (Next year, we will switch to single-session scenarios using miniatures for *SFB, FC, Starmada,* and *ACTASF.)*

PUBLISHER'S INFORMATION

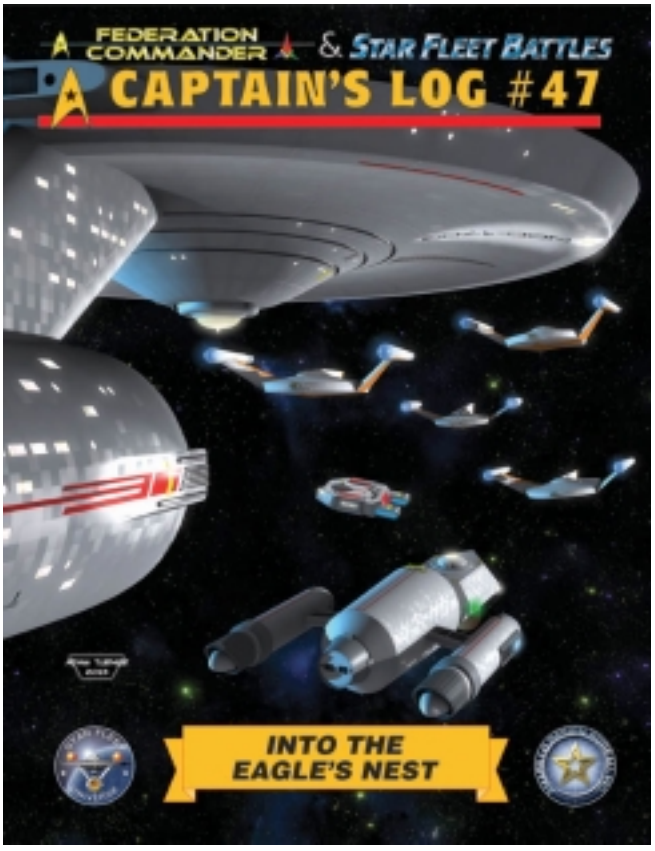
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NEWSFLASH #1:

CAPTAIN'S LOG #47

The next issue of *Captain's Log* is available now! It includes all of the usual features, such as fiction, news, updates, questions with answers, scenarios, new ships, new rules, tactics, and a lot more for all of our game systems. There are four Federation plasma ships for *FC!*



Federation Commander players receive in *CL#47:*

- ★ four new Federation plasma-armed variants
- ★ three new scenarios
- ★ a tactics article on drone defense
- ★ fleet doctrine rules to build historical forces
- ★ seven battlegroups fight monsters
- ★ three new command notes

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INDEX FOR 2013

• ***Communique #85:*** First in the new format. Scenario 8CM72 The Hunting of the *Snark.* New Frax DWE.

• ***Communique #86:*** Scenario 8CM73 Training Days. New Romulan KF5RL (K5L).

• ***Communique #87:*** Scenario 8CM74 Invincibility in the Defense; Victory in the Attack. New ISC destroyer escort.

• ***Communique #88:*** Scenario 8CM75 You Spy. New Kzinti war destroyer escort.

• ***Communique #89:*** Scenario 8CM76 The Hun in the Sun. New Kzinti War Destroyer Leader.

• ***Communique #90:*** Scenario 8CM77 Maintenance Duty, Klingon F5E Escort Frigate.

RULES QUESTIONS

Q: Rule (5R2a) says that you can only put energy into IPG capacitors during energy allocation and at the end of the turn. It also says that power cannot be added during the turn. However, (5R3b) states "may include energy sent to the capacitor at time of discharge." These two rules contradict each other. Which is the right one?

A: Rule (5R2a) was updated to the "only put in power during EA and end of turn", but we obviously forgot to make sure (5R3b) reflected that.

Q: Rule (5R3) says when used in Ionic Wave Mode, the IPG can be used once (and only once) per turn. Rule (5R1b) says IPGs can use both modes in a turn, just not same impulse. I believe (5R3) is stating you can only use Ionic Wave Mode once per turn and not that you can only use the IPG once per turn. Is that correct?

A: While not done in the clearest manner, (5R1b) does go out of its way to state that each mode has its own usage rate. So, yes, (5R3) may only be used once per turn, but (5R4) can be used once per impulse.

Q: Why does the small Orion Slaver have a damage control rating of 4? Isn't that high? Is it correct?

A: Orion ships have to operate without bases and support and usually have higher damage control ratings.

Q: I need clarification on death dragging. If a ship going 24, 24+1, or 16+1 tractors a Stinger, the Stinger is destroyed in Movement Sub-Pulse #2.

A: Actually, a shuttle/stinger is destroyed when it has been tractored across three hexes in one impulse. This will be subpulse 3 or 4, and won't happen at all if the ship decels so it doesn't move 3 hexes in that impulse.

Q: Are the phaser-Gs on a Stinger-2 the same as shipboard ones, i.e., they can fire four shots during the turn, even on one impulse? And a Stinger-2 can fire its four fusion charges one per turn over four turns, or two long-range shots over two turns, but can never fire two fusion shots of any type on the same turn?

A: Correct on all points.

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

NEWSFLASH #2

FEDERATION COMMANDER TACTICS MANUAL

The most wanted new product for *Federation Commander* since we published it eight years ago, this tactics manual was compiled by Fleet Captain Patrick Doyle (a four-time national champion) and covers everything!

Every (formally published) empire is included! From the maneuverable Klingons to the stodgy Gorns, from the plasma-slinging Romulans to the drone-slinging Kzintis, from the Hydrans with their fighters to the Orions with their cloaks and optional weapons.

Every weapon and system is included, from phasers to photons, from tractors to transporters, from webs to displacement devices.

SKU 4009, Retail price $19.95
UPC: 6-78554-04009-6
Release in July 2013.



THE EMPIRE OF JEAN

Jean Sexton, already Marketing Director, RPG Line Editor, and Vice President of Proofreading and Product Professionalization, has become Ranger Commandant (in charge of demonstration teams) and Convention Support Coordinator (the one who arranges for conventions to have door prize boxes and gift certificates). Contact her at Jean@StarFleetGames.com for any of the above services or activities.

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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.

This part of *Communique* will have news on our other games. Our opt-in email newsletter *Hailing Frequencies* goes to fans of all our games; each issue includes links to information for each game.

The lastest news is printed in red for quick access. Repeated earlier news is in black for context.

CAPTAIN'S LOG

Captain's Log #47 has been released to stores and it is on the cart, along with the *Supplemental File.*

STARMADA

Battleship Armada Nova is in stores; *Battleship Armada Admiral* is available by mail. Both are on e23. *Starmada* is a fast-paced game system playable on hexes or without them. ISC rules and ships were in *Captain's Log #47.*

Federation & Empire

In the works: *Minor Empires,* including the Vudar, Seltorians, and LDR. Countersheets for *Tactical Ops* and a revised *Fighter Ops* are in development on the BBS.

Star Fleet Battles

Steven P. Petrick is hard at work on *Module C6 Lost Empires*, including the Paravians and Carnivons for release in August or September. He is also hard at work on the *Federation Master Starship Book.*

MONGOOSE

We have Gorn and Kzinti singles for sale on the ADB shopping cart. Mongoose is busily creating the next round of new 2500 miniatures.

ART GALLERY



Klingon F5(2500) by Chris Baginski

STAR FLEET MARINES

Star Fleet Marines: Last Stand has been released. New units include outposts, heavy weapons vehicles, and heavy shuttles. New terrain types include three-level hills, cliffs, and depressions. Eleven scenarios include a number of "last stand" situations such as the Dragon's Den, Relief of Nucklow, the Zien-Kien route, and two solitaire scenarios.

PRIME DIRECTIVE

We're urging our artists to complete deck plans so we can release the first *Traveller* book. We're also moving forward with Mike West's *Traveller*-based space combat system. We have released the original *PD1* books on e23 and will add them to DriveThru RPG. Current roleplaying books are available in *PD20M* and *GURPS* versions. We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*.



Kzinti Fleet by Mark Notestine

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BBS & FORUM NEWS

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 .

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.

WEBSITE UPDATE

We continue to update and improve our website:
www.StarFleetGames.com

Our graphics director adds new things to the website every week, and most of those come from either customer requests or the FLAP (Finish Like A Pro) list done after the completion of each new product.

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

The website includes a wealth of information, downloads, and other items for players of all of our games. Explore, look around, click on random entries in the *Master Index*, and you may be surprised what you find. The *Master Index* can be found at:
www.starfleetgames.com/masterindex.shtml
You can always find out what has been added here:
www.starfleetgames.com/new.shtml

COMMUNIQUE INDEXES FROM EARLIER YEARS

Index for 2006 was in *Communique #14.*
Index for 2007 was in *Communique #24.*
Index for 2008 was in *Communique #36.*
Index for 2009 was in *Communique #48.*
Index for 2010 was in *Communique #61.*
Index for 2011 was in *Communique #73,*
Index for 2012 was in *Communique #84.*

PLANS FOR 2013 & BEYOND

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

Federation Admiral, a campaign manual designed to work with *Federation Commander,* will be released when finished. It will also work with *SFB, Starmada,* and *ACTASF* and will provide players with everything they need to create their own campaigns at any level (strategic, regional, or local). This will be one of the largest books we have ever released.

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

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

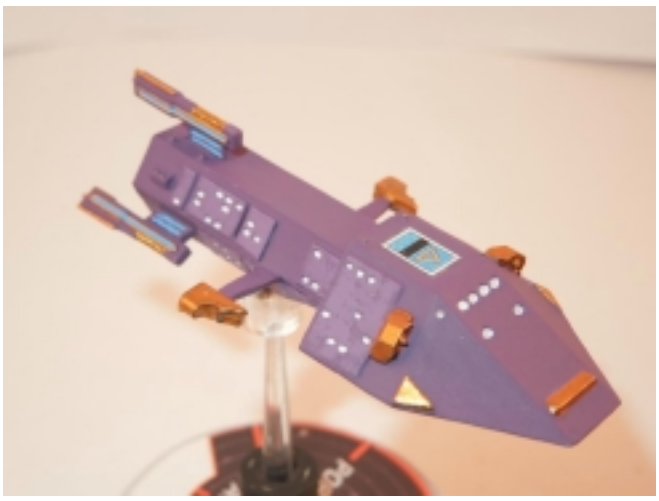
The *Starship Reference Book* has recently come on the radar as a plausible product worth doing.

A proper *FC Tactics Manual* will appear soon..

Lots of ship packs and other items in PDF format will be loaded onto e23. We will make an effort to do some new six-packs in 2013. We realize that some sell better than others, but we need to do them all and do them in a logical order. Each will have a mix of existing and entirely new ships, and some ships for future products will debut in this way.

Online Indexes for Communique

http://www.federationcommander.com/Communique%20Master%20Index.shtml



Kzinti BC (2500) by Bill Stec
The ship is passing near a red giant star, causing the normal red color of the hull to appear differently.

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PDFs are Available!

We have continued to offer more of our products as PDFs by way of the e23 website.

We just recently released Romulan ePack #2. Klingon ePack #3 and Romulan ePack #3 are in the hands of the proofreader.

So far, we have released a lot of stuff for *Federation Commander,* including the *Revision Six Reference Rulebook*, the 72 ships from *Federation Commander Briefing #2*, and more than a dozen ship card packs.

These PDFs are in color and high resolution. PDFs of most are searchable (some older *Captain's Logs* are not, but are being updated). The way e23 works, once you buy a product, you can download it again for no cost if you lose it or if we upload a revised version. Thus, the people who bought *Reference Rulebook Revision 5* were able to obtain *Reference Rulebook Revision 6* for free.

We must note that these products are copyrighted and are not to be uploaded or passed around to your friends. Doing so is piracy, a criminal act, and may result in us deciding not to offer any more PDF products.

We have also uploaded many *Starmada, Star Fleet Battles, Federation & Empire,* and *GURPS Prime Directive* products. *PD20M* is on DriveThru RPG. The original *Prime Directive First Edition* books are being added to both e23 and DriveThru RPG.

Facebook & Twitter

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

All that is left is for you to "like" the page for Amarillo Design Bureau, Inc. if you haven't done so already. Here's the link:

http://www.facebook.com/pages/Amarillo-Design-Bureau-Inc/231728653279?ref=mf.

We hope to see you there!

Many people on our page on Facebook have not been on our BBS.

ADBInc_Amarillo is the new place to check on Twitter. It's a quick way to get the most important new information about your favorite games. We have just started, so please follow us there.

Hailing Frequencies

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

StarFleetGames.com/newsletter.shtml

This newsletter includes information about upcoming conventions and demos and *FC* tactics.

What Ships Do You Want?

Here is an updated list of player suggestions, deleting ships published in *Communique, Captain's Log,* or *Reinforcements Attack.*

All Fleets: carriers, drone variants, heavy war destroyers, heavy command cruisers, maulers, sector base, X-ships, Early Years.

New Empires: Carnivons, Paravians, Jindarians, Juggernauts, Omega, Peladine.

Andromedan: Bull Snake cargo ship, Heavy Cobra, imposer.

Federation: CD, DNM, plasma variants.

Frax: CV, FFE, DWS, Tug.

General: Auxiliary combat units, operational auxiliaries, sector base, system station, tramp steamer.

Gorn: BFF, Carronade Cruiser, destroyer w/o refits.

ISC: DDL, fast light cruiser.

Klingon: B10V, B8, F5WC, F5WD.

Kzinti: DWD.

Lyran: CAL, Lionness.

Monster: Ancient space dragon.

Romulan: Demonhawk, KB10R, Killerhawk, SabreHawk, SuperHawk.

Seltorian: Nest ship.

Tholian: BB, BW.

Vudar: none.

WYN: Fish DN, Fish DNL, Fish DNH, Fish DWD.

FED Commander: To Date

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

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

Expansions: *Klingon Attack, Romulan Attack*, *Tholian Attack, Battleships Attack, Distant Kingdoms, Orion Attack, Hydran Attack, War & Peace*, *Line of Battle, Transports Attacked.*

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

Booster Packs: *Zero, #1-#36, #91, #92.* (Each has seven or eight ship cards including one or two new ships; some have up to eight new ship cards.)

Squadron Boxes: *Zero, #1-#30, #91.* (Each has five or six miniatures.)

Border Boxes: *#1-5, #7-10* (24 miniatures each).

Border Box #6: nine battleships and a starbase.

Captain's Log (issues with *Federation Commander* material): *#32-#47.*

See e23 for many ship card packs with new ships.

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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 (10-6 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* Online Gaming**

Many people do not know that you can play *Federation Commander* online 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 online 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 most 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 online tournaments and campaigns, and your victories will add up to a higher and higher average score!

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

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

Hailing Frequencies

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

We Welcome Your Ideas

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

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(8CM77) MAINTENANCE DUTY

Everything requires routine maintenance, including defense satellites. The type of maintenance needed and the location of the installation dictate the type of ship for the mission.

Gamma Epsilon 4 was a mineral-rich, lifeless planet orbiting a red star far from the core worlds of the Klingon Empire. The Klingons discovered the ore deposits on a survey mission and mining operations were quickly established. Freighters soon began regularly transporting resources from GE-4 to processing facilities throughout the Empire. A system of defense satellites was put in orbit to defend the mining facility. Patrols were scheduled so that starships could respond within minutes to deal with any raid on the planet.

An independent pirate raider wanted to become part of the local pirate cartel (and the lucrative possibilities that came with it) and determined that a successful raid would be his ticket for acceptance. He secretly studied the GE-4 facility for several months and observed that the network of defense satellites was taken offline during routine maintenance visits. His plan was to surprise a small Empire ship that was scheduled for the next maintenance visit. With the defense satellites offline and the Empire ship too small to offer much resistance, he would fill his cargo hold and make off with the valuable minerals before larger patrol ships could respond.

(8CM77a) NUMBER OF PLAYERS

Two: The Pirate player and the Klingon player.

(8CM77b) INITIAL SET-UP

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high with large hexes). Place a planet in a hex in the center of the map. The map is a "location map;" any ship that moves more than 35 hexes from the planet has left the scenario and cannot return.

Klingon: The Klingon player sets up his units first. First determine the side of the planet that has the mining facility by rolling 1d6.

Next, set up five DefSats in standard positions around the planet.

Finally, set up one E4 light frigate anywhere within 2 hexes of the planet; facing is at the option of the Klingon player. The E4 was "stopped" prior to Turn #1.

Pirate: Set up a Orion Pirate Raider at least 25 hexes from the planet and facing any desired direction.

(8CM77c) OBJECTIVE

Mission-Pirate: Steal enough minerals to fill your cargo holds and leave the area.

Mission-Klingon: Prevent the pirate from stealing the minerals.

Time Limit: The pirate ship must be at least 35 hexes from the planet by the end of Turn #10 or reinforcements will arrive and destroy the ship.

Victory: Terms of victory are solely based on how many cargo boxes full of minerals the Pirate player is able to steal before disengaging by the end of Turn #10. Partially full boxes do not count.

5 Boxes: The pirate player wins official status and a good territory in the local pirate cartel. The Klingon commander will be executed for incompetence.

4 Boxes: The pirate player wins official status and a minor territory in the local pirate cartel. The Klingon commander is sent to a penal colony.

3 Boxes: The pirate player wins money for crew bonuses and a maintance stop, but has not impressed the cartel lord enough. The Klingon commander is sent to a penal ship to redeem his record.

2 Boxes: The pirate player wins enough for small crew bonuses, but has not impressed the cartel. The Klingon commander's next tour will be on a backwater asteroid defense station.

1 Box: The pirate player wins enough to cover expenses, but the cartel lord tells him to leave the area. The Klingon captain wins a medal if he damaged the pirate ship and a promotion if he crippled it.

0 Boxes: The pirate captain is murdered by his First Officer. The Klingon commander is promoted.

(8CM77d) SPECIAL RULES

1. Defsats: All of the DefSats are offline at the start of the scenario. If the Klingon ship spends one Turn docked with a DefSat, that DefSat will be activated on the next Turn. At the end of each Turn the Klingon player remains in control of the mining facility, one DefSat of his choice may be activated.

2. The Mining Station is on card 194. The Orion player must capture it with Marines (it has two control boxes and a 12-box shield) before he can steal minerals. Once that is done, each transporter operation fills 1/2 of a cargo box. The pirate ship can land and dock to speed up the cargo transfer rate.

(8CM77e) FORCE DYNAMICS

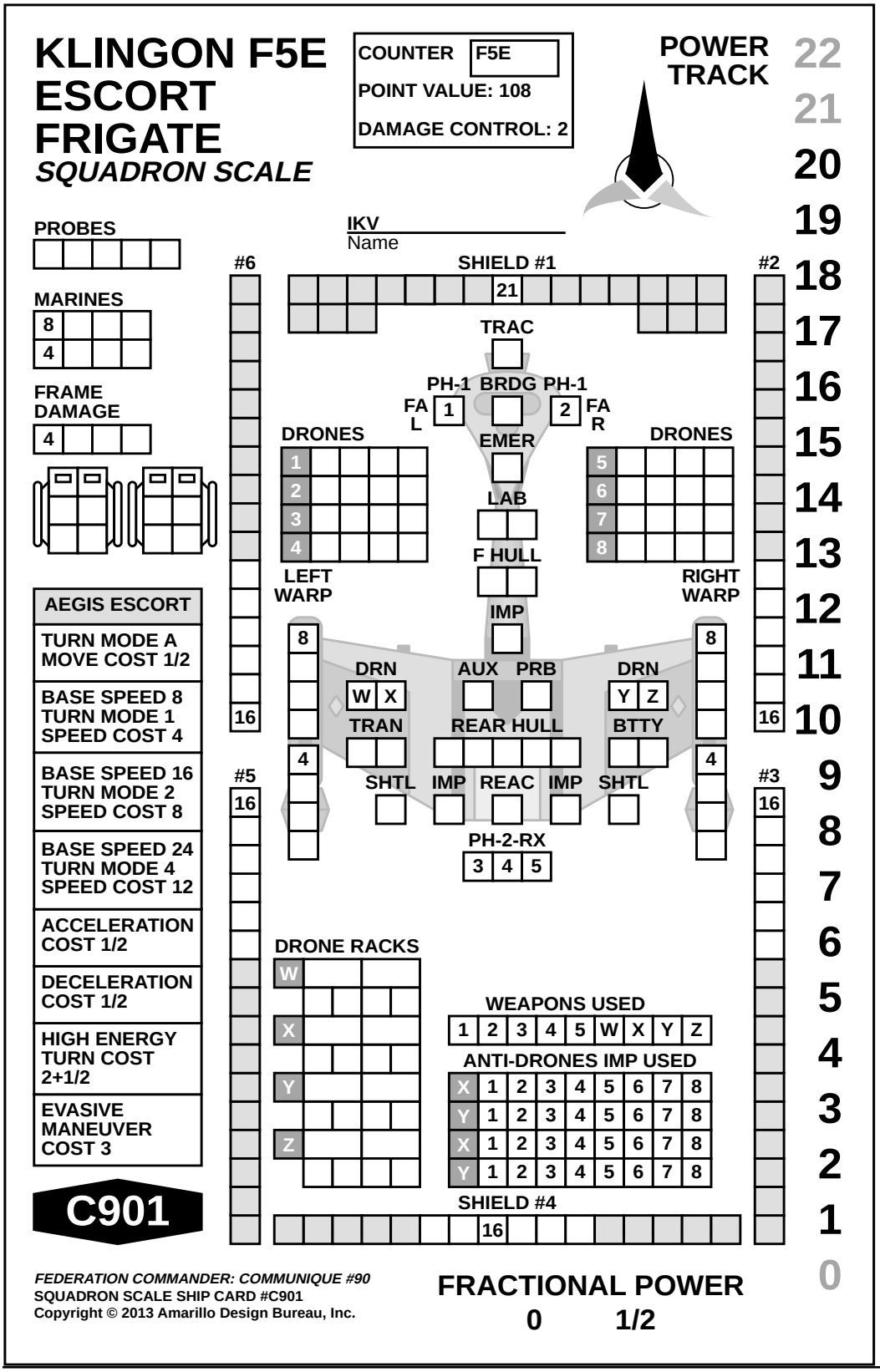
To make a victory easier for the Klingon player, allow two of the E4's Marine squads to be stationed at the mining facility when the scenario begins. Things should not be made any easier for the Pirate player because this is supposed to be a challenging situation!

(8CM77f) DESIGNER'S NOTES

I wanted this scenario to be a combination of a battle between two different classes of ships, a daring Pirate raid, and an attack on an installation. This is a new scenario for *Federation Commander* by Michael Bennett.

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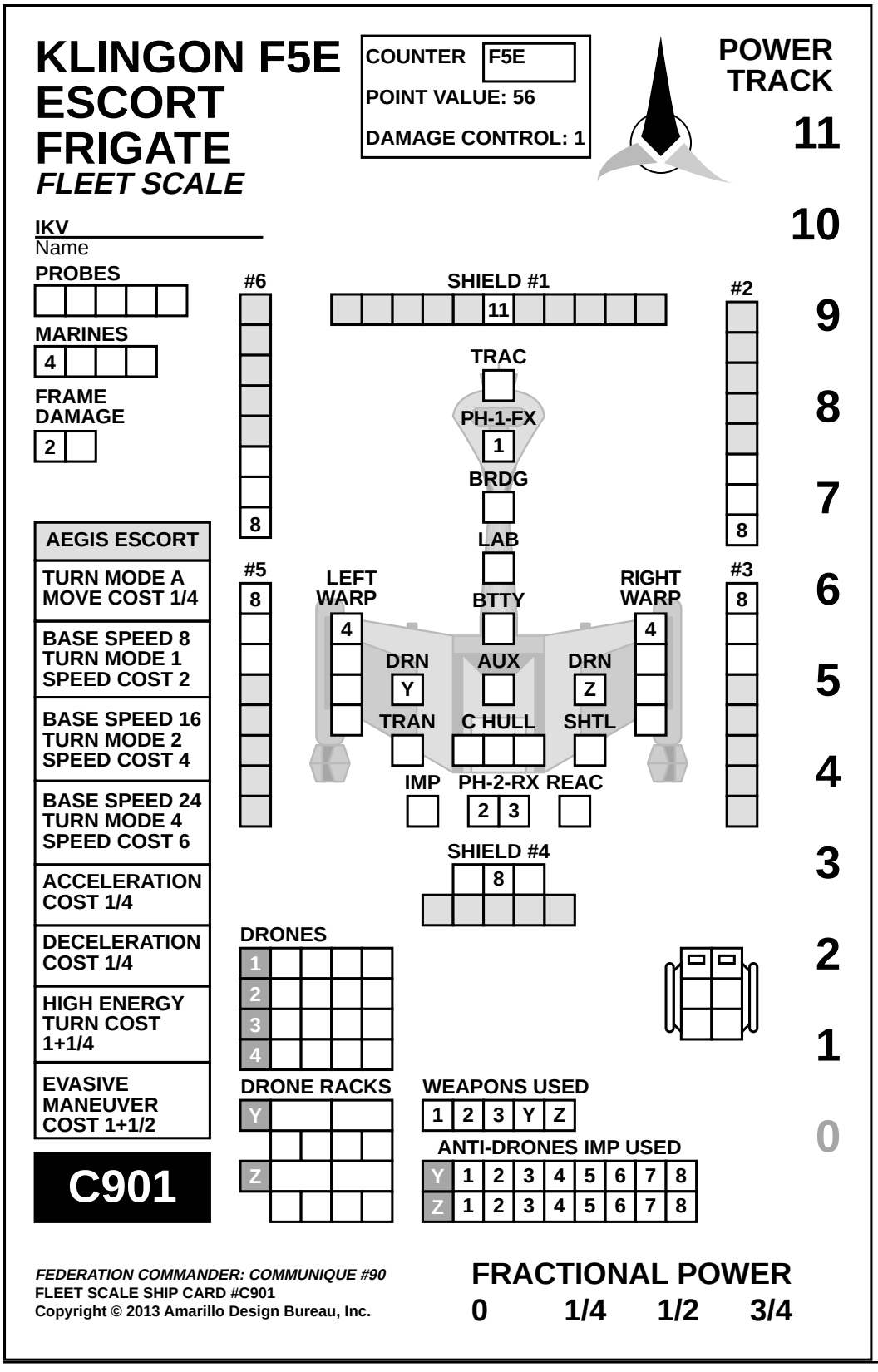
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NEXT PRODUCT

STAR FLEET BATTLES

MODULE C6

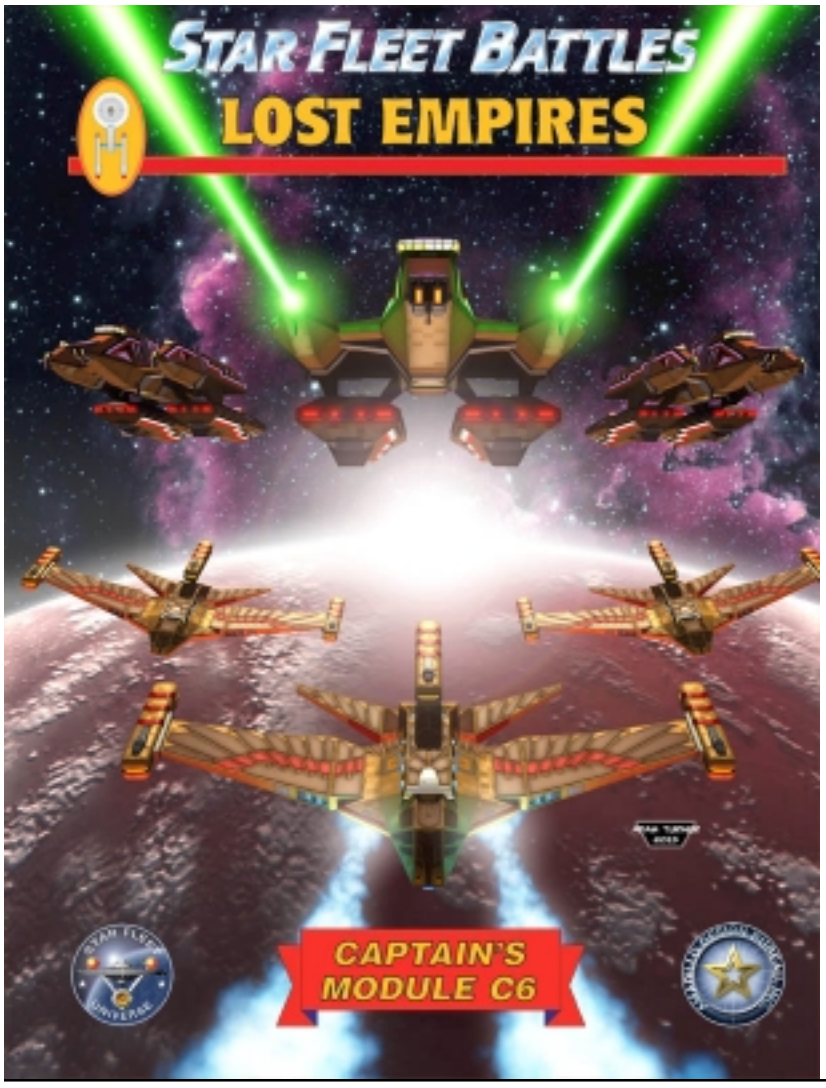
LOST EMPIRES

The next *STAR FLEET BATTLES* product is *Module C6: Lost Empires*. This covers the extinct Paravian and Carnivon empires, presented as their ships and weapons would have been by the time of the General War (except for that annoying extinction thing).

Each empire is presented with two alternate histories, although players can ignore both and write their own if they wish.

The Carnivons might have existed as a major empire between the Lyrans and Kzintis, or they might have escaped to the WYN Cluster.

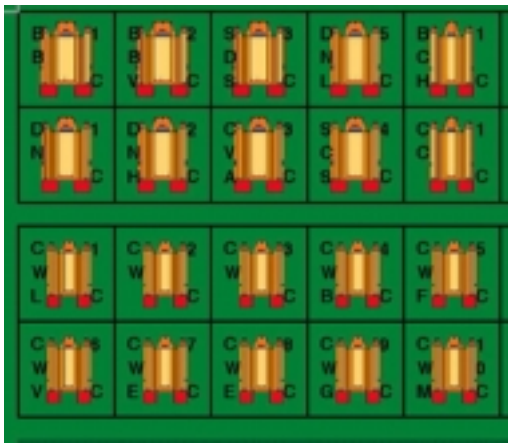
The Paravians might have survived Gorn attempts to destroy their empire and could have ended up allied to the Romulans (while the ISC became allies of the Gorns). Alternately, they could exist as edge-of-the-map raiders.

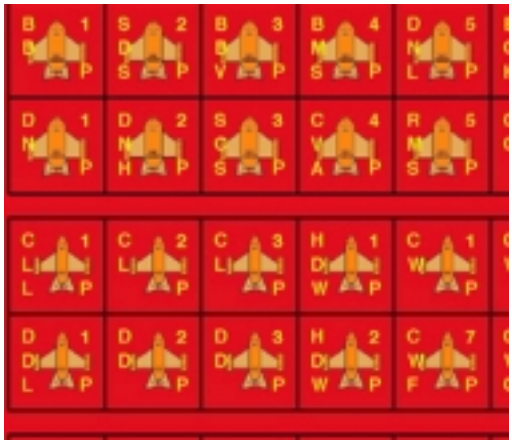


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