FEDERATION COMMANDER

COMMUNIQUE #91

STARDATE 2013.07

THE BIG NEWS

The big news this month is the start of the 2013 Platinum Hat International SFB Tournament. This is hosted on SFBOL. We are planning for a 32-player single-elimination event but will expand that to 64 if we get more players than 32. Entry costs aces $10 (which is added to the prize pool) but anyone who has not won an ace card in the last three years can play for free. (If you pay the fee, you'll be treated as an ace, even if you have no ace cards.)

Aces will be seeded by the number of ace cards they have won over their entire career. Non-aces (including aces without recent cards who decided not to pay the fee) will almost certainly face an ace in their first or second game. First prize is $100 and the Platinum Hat; prizes go to the top eight players. The winner also gets paid $100 for his "Victory At" article in *Captain's Log*.

Other rules, terms, and conditions apply. Check the BBS and SFBOL for complete information.



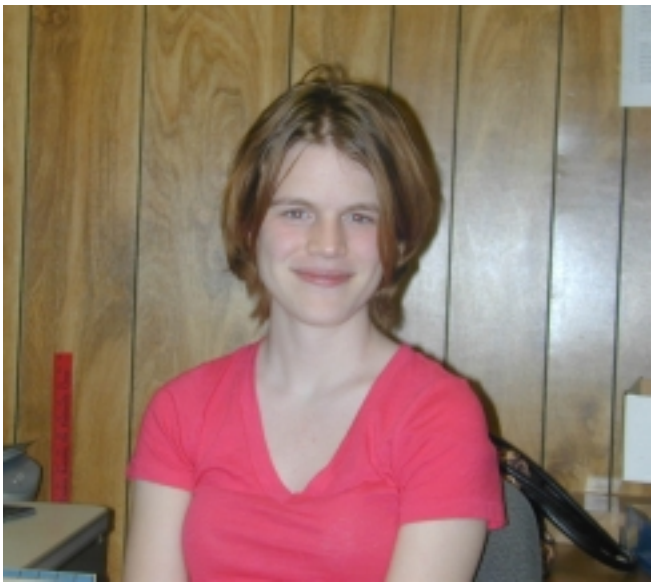
PUBLISHER'S INFORMATION

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NEWSFLASH #1:
SIMONE JOINS ADB

We are excitied to welcome Simone Pike to our crew at the ADB, Inc., offices. Simone is a graphic design student at West Texas A&M University and will be with us for her senior year. She brings new skills and energy to the company, and is already talking about things on the website that need to be updated or improved.



Simone is an honors student and on the President's List. She is an expert with Photoshop, Dreamweaver, and other programs, and is excited to build her resume with commercial product packaging she will do for us. As with previous interns, we will give her many opportunities to learn all about the printing, publishing, and game business. Simone is a "gamer girl" and a veteran RPG player, so we didn't have to explain what games are.

Simone enjoys cats, fantasy, swords, and zombies and is no stranger to firearms.

Joel Shutts was able to get Simone started in the right direction, telling her the upload codes and passwords so she could get right to work. Simone immediately set about writing a better set of "cheat sheets" for her eventual successor.

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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.

• ***Communique #91:*** Scenario 8CM78 Holdfast Harassment, Romulan SKE Destroyer Escort.

RULES QUESTIONS

Q: Card L441, Klingon BT7 Battle Tug, Squadron Scale, states that the ship can only control 12 drones at a time, but there are 30 drone tracks on the card. Is there a rules reason for this?

A: When one drone is destroyed, or hits the target, or you "cut tracking" you can launch another one and won't have to erase and reuse the line the first one was using. (Also, the drone tracks fill up an empty spot.)

Q: In a recent *Communique*, there was a question about Stinger fusions and the answer said that a Stinger fusion can only fire once before the Stinger must land and reload. This seems to contradict the rules in (5Q). Which is correct?

A: The rules are correct. The answer didn't word things quite right. In fact, each fusion beam on a Stinger may fire one or two shots, depending on how the charges are used (i.e. it may fire two shots three hexes or closer, or it may fire a single shot at ranges 4-10 by using two charges). The answer wasn't intended to change any rules, but merely to be an explanation for why things are the way they are. We apologize for the confusion.

Q: While in the hanger of a mothership is an energy module able to transfer energy stored in its panels during the End of Turn function to other motherships the same as other satellite ships are able to do?

A: Sorry but no. Rule (5V2a) says that Energy Modules operate like satellite ships for energy. Rule (5V1a6) says that a satellite ship in a hangar cannot dissipate energy and can only move it around to batteries or other banks on the satellite ship itself, not other satellite ships or the mothership. Since an EM has only one bank and no batteries, any energy in it can't go anywhere while in a hangar. The only way for an EM to get rid of any energy it contains is through dissipation in open space.

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.



WANTED: CAFFEINE-FREE DIET DEW

Leanna wants very much to enjoy Diet Mountain Dew late in the evening, but cannot as the caffeine keeps her awake. There is caffeine-free diet Mountain Dew in a few states, such as Ohio. (We bring back a hundred cans or more from Origins.) It's too heavy to ship, but if anyone is travelling and plans to stop by ADB for the office tour, Leanna will gladly swap you products for any caffeine-free diet Mountain Dew you happen to bring along.

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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 Starline 2500 miniatures.



War Eagle (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*.



Gorn Light Cruiser (2500) by Hugh Paton

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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



Klingon D7C (2400) by Kevin Smith

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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 is in the hands of the proofreader. Romulan ePack #3 lacks only the scenario.

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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(8CM78) HOLDFAST HARASSMENT

The Klingons constantly maintained pressure on the Tholian Holdfast and used the border as a sort of proving grounds for their new and aspiring crews. The fleet assigned to that sector was known as the Tholian Border Harassment Squadron.

On one occasion, a small Tholian supply base (usually hidden by the asteroids in that particular area) was located by the Klingons on long-range scans. The scans indicated the small base was minimally guarded. A small squadron of three Klingon ships immediately volunteered for the honor of attacking the base (and hopefully for the reward of promotion and medals).

As the Klingons entered the asteroid field on final approach to their target, they felt assured of victory. The Tholians, however, maintained a very close watch on their border and were able to dispatch a small force to attempt to repel the Klingon harassers.

(8CM78a) NUMBER OF PLAYERS

Two: the Klingon player and the Tholian player.

(8CM78b) 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 if using large hexes). This scenario takes place in an asteroid field, so use four asteroid map panels. (Two open space panels on the "west" side are dust zones.) The map is a "fixed map;" any ship which leaves the map has disengaged and cannot return.

Tholians: Set up first. Place a commercial platform roughly in the center of the map in any hex picked by the Tholian player. A 12 point-per-hex globular web (total of 144 strength/energy points) surrounds the commercial platform at a range of 2.

Place a Tholian web-equipped PCW anywhere within three hexes of the Commercial Platform.

Place a Tholian DD and PC (non-web version) in any hex or hexes on the "east" edge of the map.

Klingons: Set up second: Place a Klingon F6 (or F5L), F5, and E4 in any hex or hexes on the "west" edge of the map.

(8CM78c) OBJECTIVE

Mission - Klingon: This is a standard "harassment" mission for the Klingons. Their primary goal is to destroy the Commercial Platform. Scoring damage to (or destroying) the other Tholian ships is considered a bonus and (if the primary mission is accomplished) the captains will likely be promoted for it.

Mission - Tholian: The mission of the Tholians is to protect the commercial platform and force the Klingons to disengage (or destroy them).

Time Limit: The scenario continues until the end of Turn #10 (at which point an overwhelming Tholian rescue force will arrive), or until all forces belonging to one player have been destroyed, captured, or have disengaged. The Klingons can only leave the map from the "west" edge and the Tholians can only leave the map from the "east" edge. Ships that leave in unauthorized directions are considered to have been destroyed.

Victory: The fate of the commercial platform is the main factor for determining victory:

• Commercial platform is destroyed: Klingon Victory.

• Commercial platform is destroyed and at least one additional Tholian ship is destroyed: Klingon Decisive Victory.

• Commercial platform is destroyed and all of the Tholian ships are destroyed: Klingon Total Victory.

• Commercial platform is not destroyed: Klingon Defeat (Tholian Victory).

The level of victory is reduced by one for every Klingon ship destroyed (or two ships crippled).

(8CM78d) SPECIAL RULES

1. Commercial Platform: The Tholian player must decide if the commercial platform will rotate (2C6) before the scenario begins.

2. Drones: Due to the asteroids, the Klingons can elect to use either Speed-16 (4G3a) or speed-24 drones. This is decided by the Klingon player before the scenario begins and cannot be changed. All of the drones on all ships must be the same speed.

(8CM78e) FORCE DYNAMICS

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

1. Alternative ships: Move the scenario to the Romulan border and replace the Klingon ships with a Romulan KR and a K5R. Note: The Tholian webs make this variation very challenging for the Romulan player.

2. Balance: The balance of the scenario could be adjusted by replacing any ship with the next larger or smaller size, by adding a small ship to one side, or by adjusting the beginning strength of the web.

3. Faster Scenario: To finish this scenario in a shorter time, delete the Tholian -PCW and the Klingon F5.

(8CM78f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Garrett Turner of Oregon.

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NEW SHIP CARD

ROMULAN SKYHAWK-E DESTROYER ESCORT
FLEET SCALE

COUNTER SKE
POINT VALUE: 58
DAMAGE CONTROL: 1

RIS
Name

PROBES

MARINES 4

FRAME DAMAGE 2

POWER TRACK
12
11
10
9
8
7
6
5
4
3
2
1
0

SHIELD #1 10
#6 10
#2 10
#5 10
#3 10
SHIELD #4 10

BRDG
PH-1-FX 1
LAB
FX
PL-F A
REAC HULL F
TRAN
BTTY
EMER
HULL R
HULL R
PH-3 3
PH-3 4
LS
RS
PH-1-360° 2
TRAC
SHTL
IMP
IMP
PL-D-360° Z
L WARP 4
R WARP 4

WEAPONS USED
A 1 2 3 4 Z

PLASMA ARMING
A F

PLASMA A
20
15
10
5

PLASMA-D USED
Z

PLASMA-D
1 10 5
2 10 5
3 10 5
4 10 5

AEGIS ESCORT
CLOAK COST = 1/2
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

C911

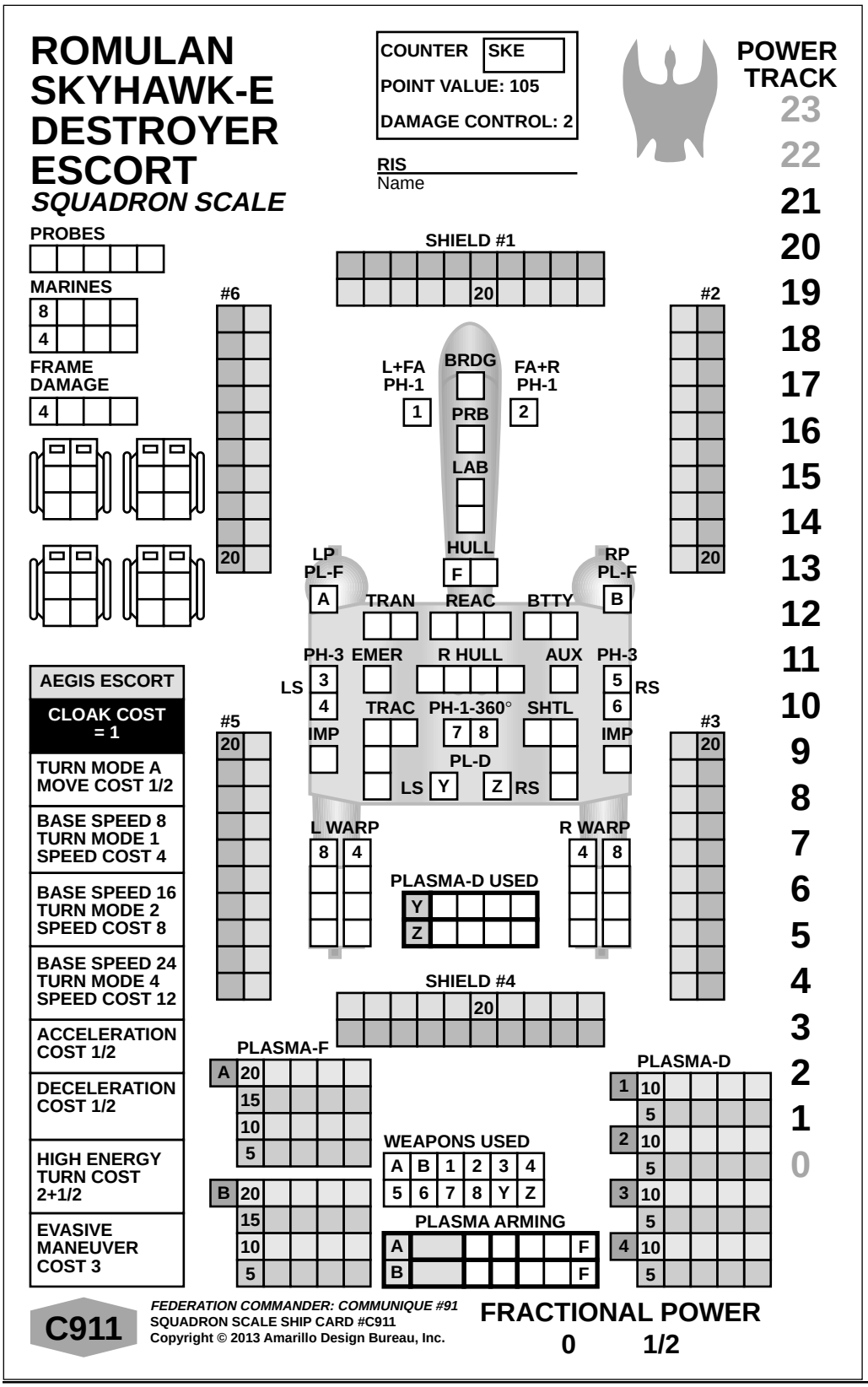
FEDERATION COMMANDER: COMMUNIQUE #91
FLEET SCALE SHIP CARD #C911
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FRACTIONAL POWER
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NEW SHIP CARD



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NEXT PRODUCT

STAR FLEET BATTLES

MODULE C6

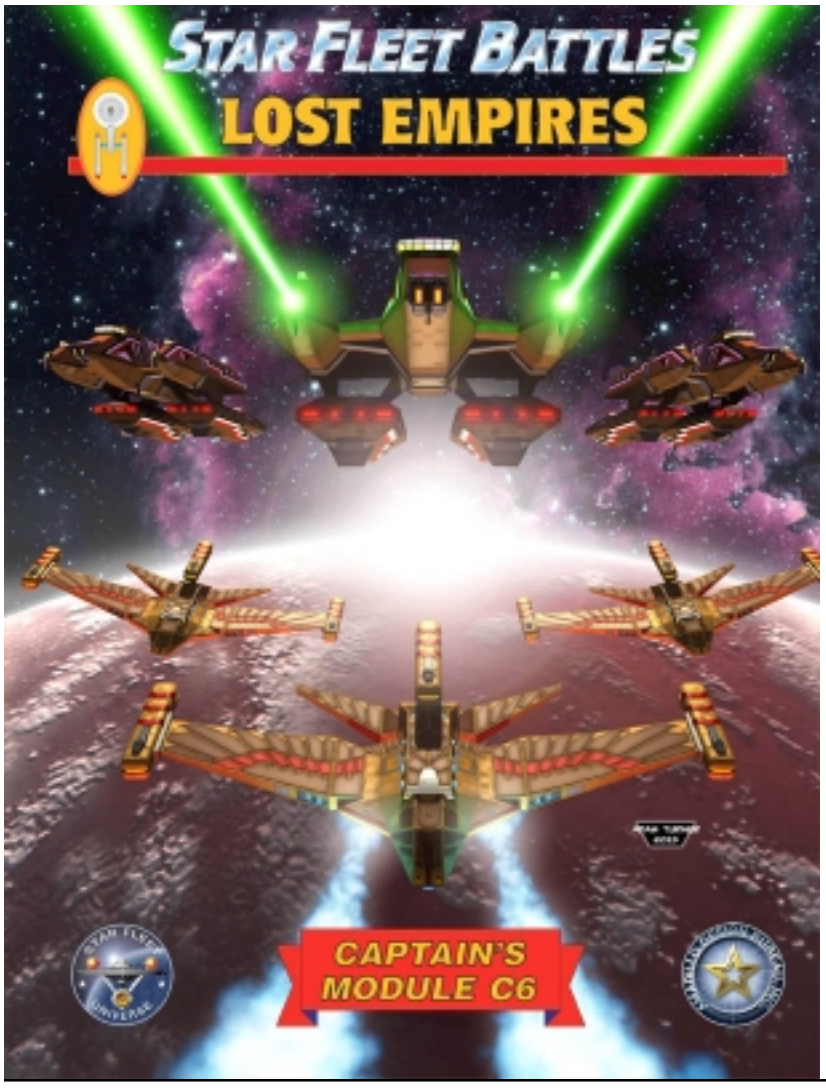
LOST EMPIRES

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.

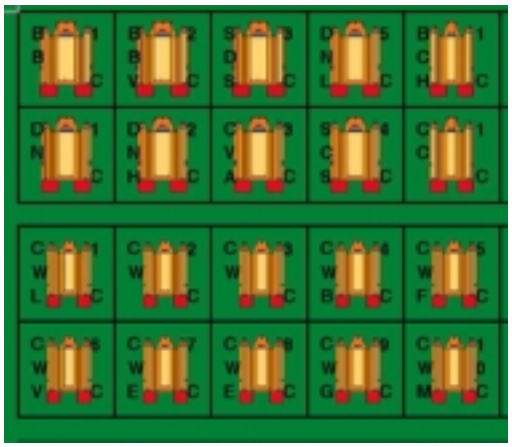
The Paravians might have survived Gorn attempts to destroy their empire and could have ended up allied to the Romulans (while the ISC became allies of the Gorns). Alternately, they could exist as edge-of-the-map raiders.

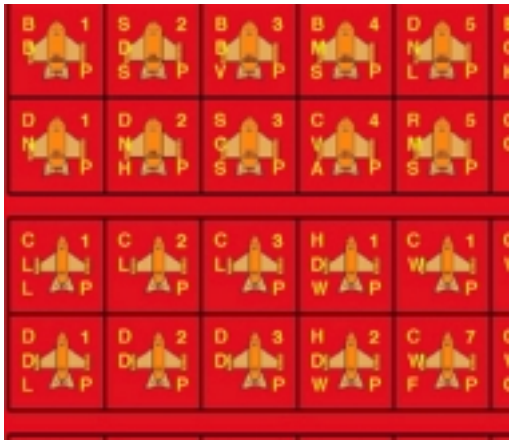


188 Pages, 280 die-cut counters

SKU 5636, Retail price $27.95

UPC: 6-78554-05636-3





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