FEDERATION COMMANDER

COMMUNIQUE #125

STARDATE 2016.05.10

THE BIG NEWS: *CAPTAIN'S LOG #51*

We are within a day or two of finishing *Captain's Log #51* and expect to ship hard copies to stores on 23 May and to mail orders on 30 May. The Supplemental File will be available to ship on 30 May, as will the large print edition.

This is another super issue thanks to the efforts of "Marketing Jean" who wants more *ZING* on every page. We start with two great fiction stories. In *Night Hounds* an Orion crime team must conduct a secret mission under the very noses of the Romulans. In *Voyages of Discovery* the X-technology survey cruiser *Sakharov* takes a tour of the Omega Sector. Three brief "snapshots" round out that section.

Communications includes the regular features, such as After-Action, Command the Future, Why, Input Guide (for fiction writers), and of course A Galaxy of Song.

Federation Commander players get a new empire, the Borak, with rules and four ships, plus three scenarios, 10 battle groups, and more.

Star Fleet Battles players get the files on the space manta, five scenarios, Platinum Victory, 22 battle forces fighting over mobile bases, 16 new ships including two Omega command cruisers, Proposals Board, Hydran brothers of the *Anarchist,* the Uthiki Primer, and a campaign for the Omega version of Operation Unity.

Star Fleet Warlord gets an update. *Star Fleet Marines* gets some new terrain. *Prime Directive* gets the first of a series of files correcting mistakes in previous books (this time, a new Q'naabian profile). Starmada gets four new ships, while *A Call to Arms* gets five. The Peladine arrive in *Star Fleet Battle Force.* Learn just how *Galactic Conquest* works when you read the dynamics of research and development.

Federation & Empire players get the Carnivons for the General War, five new playtest rules, a ship information table for the new *SFB* ships in the issue, a full spread of tactical notes, two pages of Q&A, and revised slow-retreat rules that resolve certain glitches with the way things were handled previously.

SITUATION REPORT: *THROUGH A GREEN SCANNER*

We're continuing to show progress on many projects.

Captain's Log #51 will start printing now and appear in stores in a couple of weeks.

A Call to Arms: Star Fleet Deluxe Edition will appear in stores at the same time as *CL#51.*

F&E Minor Empires will appear in stores at the same time as *CL#51.*

Steven Petrick is updating *SFB Module C2* and continues to work on two *Master Starship* books (Romulans and Lyrans). Steve Cole will create final art for the *Romulan Master Starship Book* now that *CL#51* is done.

Production has moved ahead on two new ships for Starline 2425, two new ships for Starline 2450, and one new ship for Starline 2500.

Jean Sexton is busy selecting fiction for the second and third Kindle books (fiction anthologies) and is starting work with two outside authors on new game systems for the *Prime Directive RPG Universe.*

Work will begin on the long-awaited *Federation Admiral* campaign system on 16 May. Much of the work for that book has been done and we should have a PDF uploaded sometime this summer.

The fall of 2016 will focus on four sheets of single-sided counters. These will include *SFB Module X2,* a new *Federation Commander* module, the out-of-stock counters for *F&E: Planetary Operations* (along with an updated rulebook that finally fixes a problematic rule that has plagued the game for years), and another project. (No, not zombies, and not vampires either.)

PUBLISHER'S INFORMATION

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• ***Communique #122:*** Valentian CL, Scenario 8CM109 Big Things, Small Packages.

• ***Communique #123:*** ISC Mobile Carrier, Scenario 8CM110 Snakes And Crossbones.

• ***Communique #124:*** Federation Mobile Carrier, Scenario 8CM111 Assault on the *Invincible.*

• ***Communique #125:*** Klingon Mobile Carrier, Scenario 8CM112 **title title title**.

The Index for 2015 is in *Communique #120.*

RULES QUESTIONS

Q: Why are there no questions in this issue?
A: Because nobody asked one.

BATTLE GROUP REPORT

by Jean Sexton, Battle Group Facilitator

We are already getting reports from battle groups and registrations of new battlegroups. See the special web page at StarFleetGames.com/battlegroup.shtml for more information. Once your group starts holding regular events, you can report your exciting activities (demos, playtests, conventions) to us for posting on that page.

Each month we shine a spotlight on one of our battle groups. This month it is Battle Group Columbus. They are home ported at The Soldiery in Columbus, Ohio. Lee Hanna, their CO reports they frequently run games and welcome visitors and new members. Check them out here: http://www.starfleetgames.com/battlegroup/battlegroup_Columbus.shtml
and you can also find them on the *Star Fleet Battles* fan page on Facebook.

Do you have a battle group? Be sure to report your activities here:
http://www.starfleetgames.com/battlegroup/report.shtml

Maybe next month, *your* group will get the spotlight.

RANGERS LEAD THE WAY

Jean Sexton has reorganized the Ranger Demonstration Teams, sent Rangers their long-overdue rewards, and is recruiting new Rangers. The Rangers recruit and train new players by means of demos conducted in game stores and at conventions. See the Ranger page for more info:
http://www.StarFleetGames.com/rangers/index.shtml
Be sure to read *Hailing Frequencies* to catch up on any demos and conventions near you.

NEWS FLASHES:

THE SFB PLATINUM TOURNAMENT

This tournament is almost over. The 2015 event (which will end sometime in 2016) is being judged by Fleet Captain Peter Bakija (winner in 2014) and supervised by Tournament Marshal Steven P. Petrick.

THE SEARCH FOR A SHIP

The plan is to complete the deployment of "mobile" carriers (based on war destroyer hulls). This issue, the Klingons get theirs.

WE CAN'T DO EVERYTHING

A fiction writer sent in a story, and seven months later asked us why we had never read it and sent him an evaluation. Unfortunately, he had to wait another four months (because of Steve Cole's surgery) to get one.

The reason we did not evaluate his story much sooner was that in reading the first page we found *a lot of new data* the author had created about a particular species. It was fascinating and creative, but it didn't seem to match what had been published before. This meant that his story would take a lot more checking and researching than other stories, which kept sending him to the bottom of the stack. His story finally got evaluated when we had set aside an entire week to read and review every piece of published fiction (at least, the ones we hadn't completely lost) including his.

Done well, creating new data is the key to the very best of fiction. Good fiction doesn't have to create any new ideas, but spectacular fiction often does. The trick is to thoroughly do all of the research and check every source to make sure you know everything already published. If you are planning for a story (or scenario, or whatever) that creates new background, you might want to contact us and send a list of the sources you have checked along with a quick overview of the new material you want to create. If done in a way we can quickly review and efficiently answer, you won't wait that long for a reply. You need to review the background in *SFB* (or the similar background in other games), all of the published fiction on that subject, as well as the *Prime Directive* books (which often have extensive cultural data).

REMINDERS OF PREVIOUS NEWS FLASHES

SFBOL-2G SFB SHIPS began to be removed from the SFBOL system at the end of January. If you are using 2G ships contact Paul Franz to get them added to the priority list for conversion.

CADET SFB ON VASSAL: You can get more information on this project at:
http://www.vassalengine.org/wiki/Module:Star_Fleet_Battles_Cadet_Training_Manual#Comments

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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 FC 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.

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.*
Index for 2013 was in *Communique #96.*
Index for 2014 was in *Communique #108.*

STARLINE DECALS

Because the manufacture of decals is a specialized process, ADB Inc. has contracted with two reputable firms to provide custom work for our customers.

Jupiter IV Decals is a source of decals for *Starline 2400* line and will do custom decals as well as all official SFB ship names. In the near future Jupiter IV will move into the 2500 line and will work to get every listed name on the Starfleet registry completed in both scales. Look for their products at JupiterIvdecals.com right away!

Tenneshington Decals continues to provide custom decals for all currently produced Federation Starline 2500 miniatures. In addition to the legacy fleet and squadron box sets, decals for each of the ships are available as individual sheets, along with special sheets to detail any ship with additional window blocks, sensors, hatches, and even phaser scars. As with all of their products, the names on the ships are up to the customer and all sheets are custom-printed to order.

Newly announced in November, decals sheets for Starline 2400 Federation miniatures are well into design, with decals for other empires in both Starline 2400 and Starline 2500 lines in development.

For more information or to download the order sheet, check them out at www.tenneshington.com today!

FEDCOM PLANS FOR 2015 & 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, SFB, Starmada,* and *ACTASF,* will provide players with everything they need to create their own campaigns at any level. This will be released when finished.

Briefing #3 has not been forgotten. It contains commando ships, transports, survey ships, scouts, police ships, ground bases, specialized freighters, and much more needed for *Federation Admiral*.

Lots of ship packs and other items in PDF format will be uploaded to the various download sites. We will make an effort to do some new six-packs in 2015. 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

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PDFs are available!

We have continued to offer more of our products as PDFs by way of the Warehouse 23 website.

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 are also uploading many products to DriveThru RPG. Watch for announcements of new uploads on our forum, BBS, page on Facebook, and Twitter feed

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.

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, X-ships, Early Years.

New Empires: Jindarians, Juggernauts, Omega.

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, HCM.

ISC: fast light cruiser.

Klingon: B10V, B8, F5WD.

Kzinti: DWD.

Lyran: CAL, Lionness.

Monster: Ancient space dragon.

Romulan: KB10R, KillerHawk, SabreHawk, SuperHawk.

Seltorian: Nest ship.

Tholian: BB.

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* (also known as *"Targets Ahoy!"), Reinforcements Attack.*

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-#49.*

See w23 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 us with a list of gamers near you. We're working to improve that list.

***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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(8CM112) DANCE OF THE DAMNED

In 2574, a pulsar at the convergence of the Romulan, Gorn, and ISC frontiers began throwing off a new, and previously unknown form of radiation. The pulsar also began to show signs of some form of instability. The surrounding empires realized that this new radiation had potential to be developed into a weapon, and each dispatched a ship to investigate the pulsar. The ships arrived simultaneously and each notified their respective fleet command that the enemy was present as well. All ships were ordered not only to gather the needed data, but also to ensure the other ships did not.

(8CM112a) NUMBER OF PLAYERS

Three: The Romulan player, the Gorn player, and the ISC player.

(8CM112b) 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).

The map is "fixed" and does not float. Any unit leaving the map has disengaged and cannot return. Romulan ships may only disengage off of the bottom (south) side of the map. Gorn ships may only disengage off of the top (north) side of the map. ISC ships may only disengage off of the right (east) edge of the map. No ships may disengage from the left (west) side of the map. Ships that disengage in unauthorized directions are considered destroyed. Place a pulsar (6E) in the center of the map.

Romulan: Set up the Sparrowhawk *Loyal Warrior* in any hex that is 26 hexes away from the pulsar in direction E (the lower left corner) facing direction B.

Gorn: Set up the heavy destroyer *Champion* in any hex that is 26 hexes away from the pulsar in direction F (the upper left corner) facing direction C.

ISC: Set up the light cruiser *Firebird* in any hex that is 26 hexes away from the pulsar in direction B (the upper right corner) facing direction E.

All player ships must start at least 26 hexes apart from any other ship.

(8CM112c) OBJECTIVE

Mission-All: Gather 50 points of lab information (25 in fleet scale) on the pulsar and disengage while preventing your opponents from doing the same.

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

Victory: Victory is determined by:

1. Gathering lab information (8CM112d1).
2. Preventing your opponents from gathering the information.
3. Successfully disengaging.

Any ship that accomplishes all three has won (note this will require one player to force the other two to disengage). If no one accomplishes all three, then all players lose. If more than one player disengages their ship with the information, those players receive a draw. Alternatively, use the Point Value Victory System (8B2), to determine the overall winner.

(8CM112d) SPECIAL RULES

Pulsar Unusual Radiation: The pulsar is emitting a unique and unknown type of radiation, which is why these empires are here to study it. Unfortunately, the radiation has the following negative effects:

1. Reduced Sensor Effectiveness: To gather information on the pulsar the ships must remain no further than 15 hexes away from the pulsar. for three turns. If a ship is ever further than 15 hexes from the pulsar (for any reason during those three turns, even for one movement sub-pulse), all accumulated information is lost.

2. Unstable: The pulsar is slowly collapsing into a black hole (6G). However, the timing of the collapse cannot be predicted. To determine when the pulsar collapses, place 10 Klingon and 10 Kzinti (any two empires will do) counters face down in a pile. At the end of each turn, one player draws one counter and places it face up where all players can see it. Once 10 total counters, or 6 counters of one empire have been drawn, the pulsar is replaced with a black hole and ceases to emit the new radiation. Thus, no more lab information can be obtained.

(8CM112e) FORCE DYNAMICS

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

1. Alternative Ships: Move the action to the Federation/Klingon/Tholian border. Use a Federation NCL, Klingon D5, and Tholian CW.

2. Longer Scenario: For a longer scenario, use heavy cruisers (Romulan FFH, Gorn BC, ISC CA) instead of CWs and double the amount of lab information that needs to be obtained.

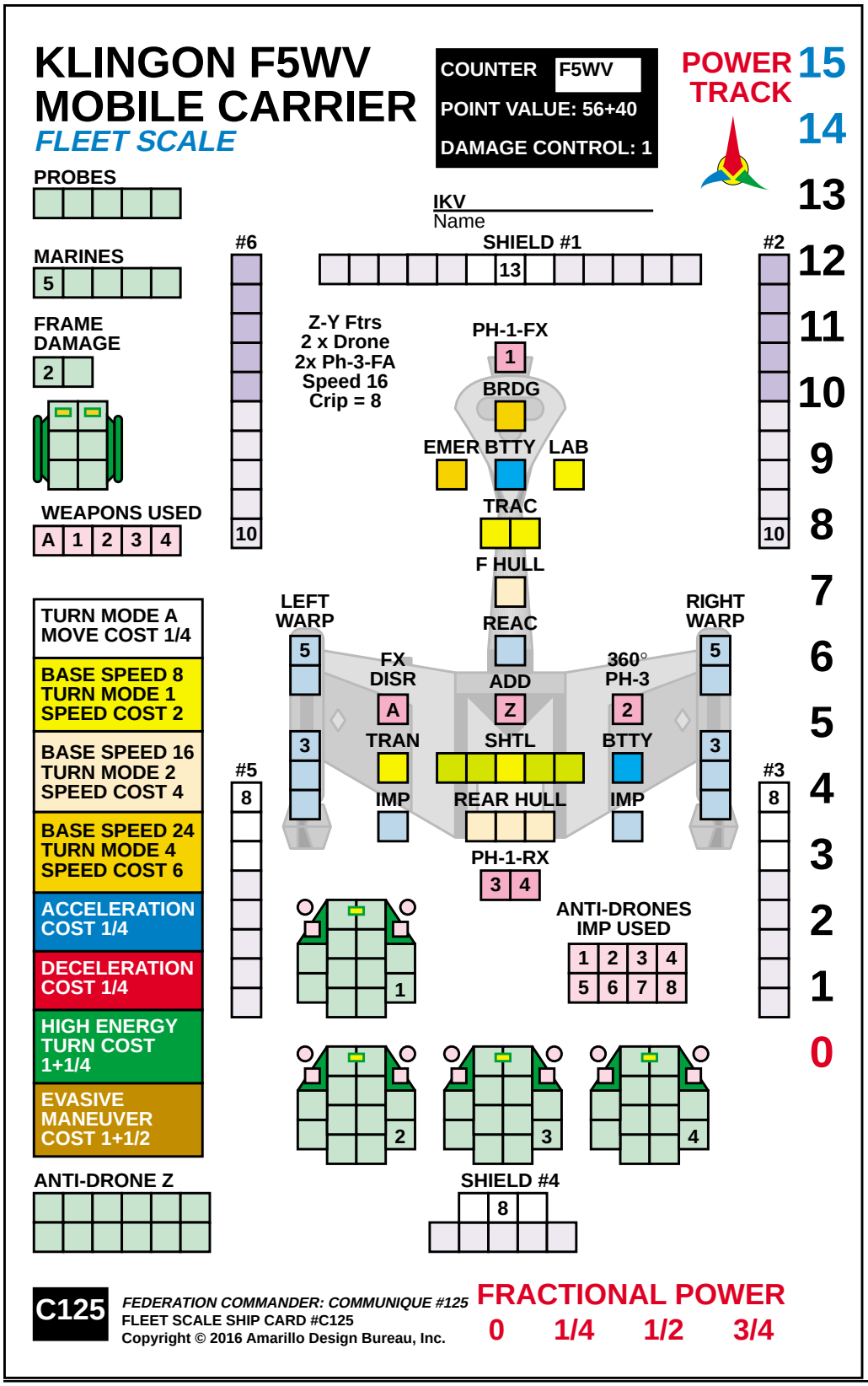
3. Faster Scenario: To finish this scenario in a shorter time, use war destroyers (ISC use DD) instead of CWs and reduce the required lab information by 50%.

4. Balance: The ISC has a major advantage among the ships historically present. For a balanced battle, use Rom Skyhawk, Gorn BDD, and ISC DD

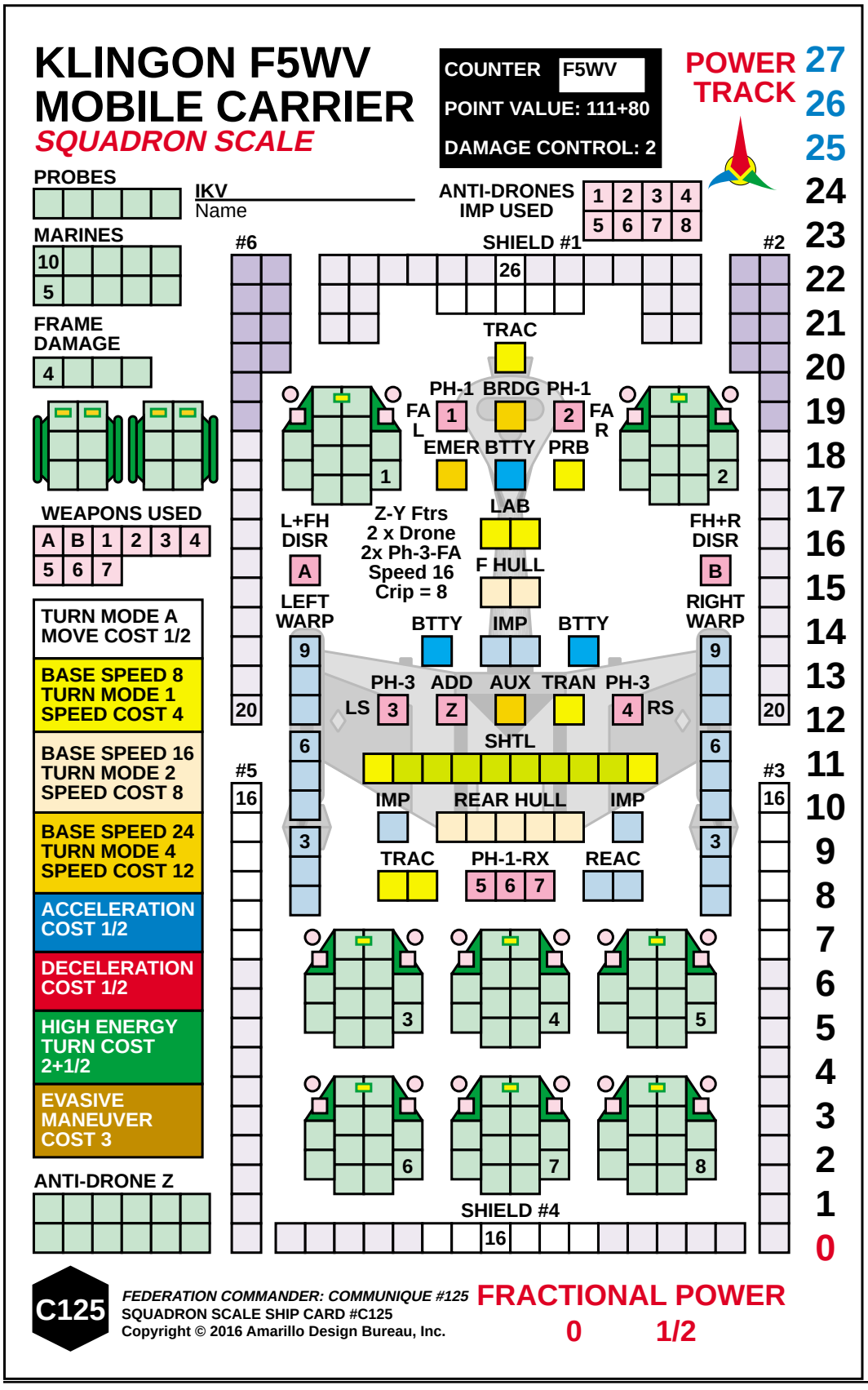
(8CM112f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by Steven P. Petrick and was published as SL158 in *Captain's Log #17.* It was converted to *Federation Commander* by Paul Cordeiro.

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STAR FLEET ALERT
9 MAY 2016

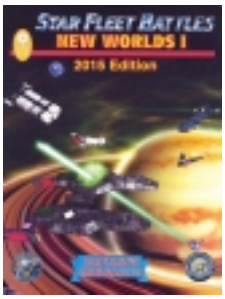
IMMINENT RELEASE



F&E FIGHTER OPERATIONS 2016

This is an expansion module for the *Federation & Empire* game system, and is an updated and expanded version of the 2004 product. The 2016 edition has a rulebook updated to *F&E2010* standards with improved rules and many additional playing pieces. Questions have been answered, many examples added, and it is reformatted for easier use by players.

Format 8.5x11 SKU 3203 Retail $34.95



SFB MODULE C1 (NEW WORLDS I)

This is an expansion for the *Star Fleet Battles* game system adding new empires. Updated and expanded version from the 2000 product of the same name, the 2015 edition has been improved and updated to *Master Rulebook* standards. Questions have been answered and new art has been added. The SSD book has been updated with many improvements on every page.

Format 8.5x11 SKU 5601 Retail $20.95

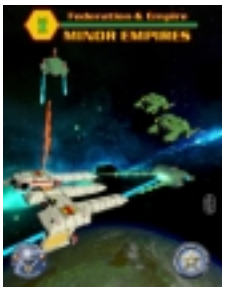


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