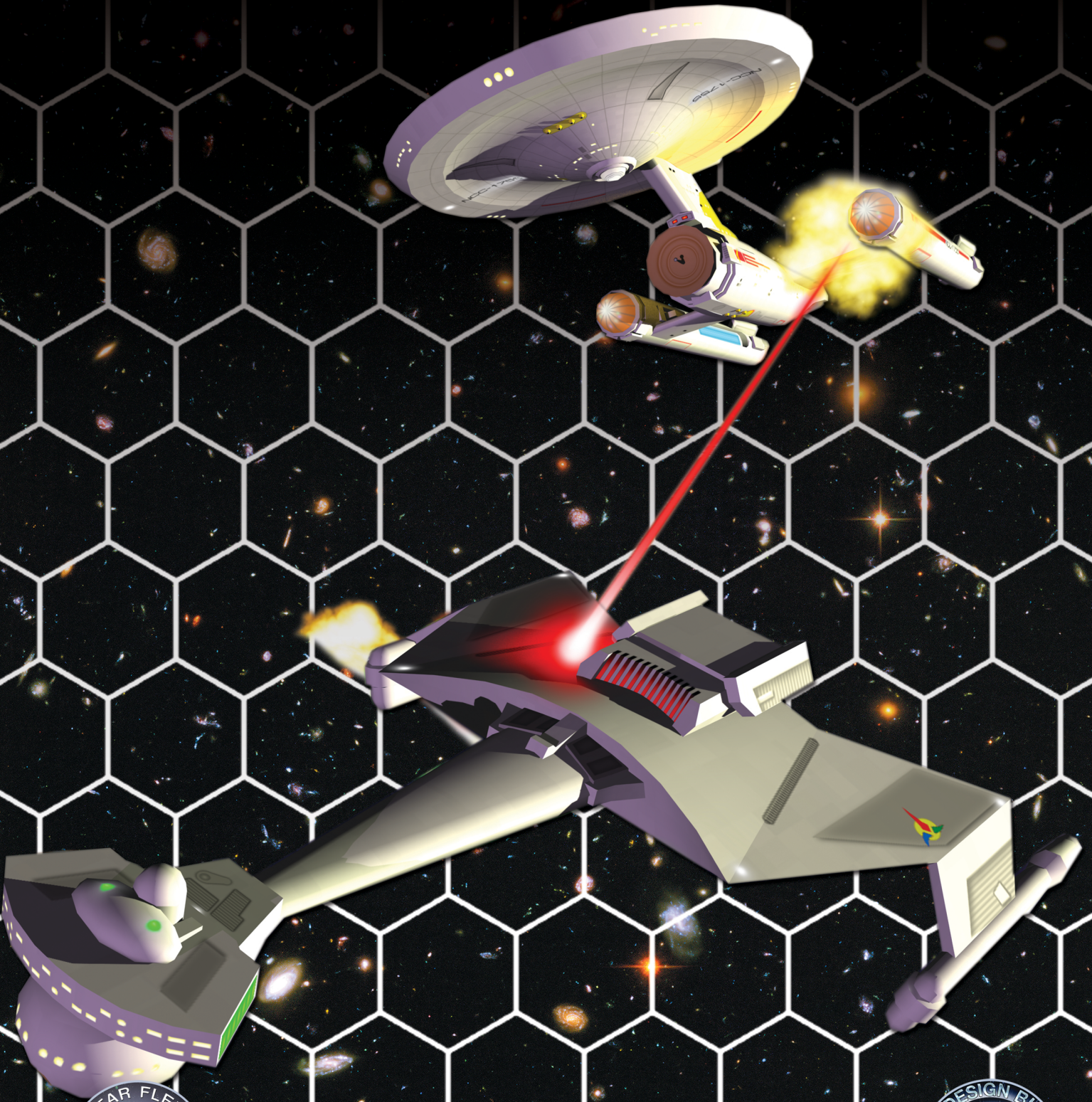




FEDERATION COMMANDER

SCENARIO LOG #2



SCENARIO LOG #2

INTRODUCTION

This product compiles all of the *Federation Commander* scenarios from *Communique #1* through *Communique #85*. Printing them in this form gives players of *Federation Commander* a single compiled source for material currently in dozens of different documents.

While these scenarios were originally made available in our newsletter, the versions present here often include updated formats, additional options, and other improvements.

Scenarios for *Federation Commander* come from two sources: those written as new material for this game and those converted from scenarios previously published for *Star Fleet Battles*. Ironically, many of the first category are now being converted into scenarios for *Star Fleet Battles*.

Can't find the listed ship? On the website, there is a Reference Ship Chart listing every ship in the game and what product it is in. Feel free to replace the listed ship with any ship of approximately equal power.

PROJECT STAFF

FC Designer Stephen V. Cole, PE
 FC Department Chief Mike West
 SFB Senior Rules Analyst Steven P. Petrick
 VP of Proofreading Jean Sexton
 Cover Art Simone Pike, from Adam Turner
 Interior starship art Adam Turner, Will McCammon,
 Matthew Lawson, Ted Geibel
 Computer Graphics Stephen V. Cole
 Chief of ADB Security Wolf
 Website www.StarFleetGames.com
 Contact design@StarFleetGames.com
 Address PO Box 8759, Amarillo TX 79114

PUBLISHER'S INFORMATION

All material in *Federation Commander Scenario Log #2* is copyright © 2007 through © 2013 Amarillo Design Bureau, Inc. Some additional material is © 2017. All rights are reserved under all copyright conventions.

Federation Commander is produced under license from Franz Joseph Designs, authors of the STAR FLEET TECHNICAL MANUAL.

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.

DEDICATION

This product is dedicated to operations officers, known as S3 to Americans and IA to Germans, who plan the battles but get no credit for the victories.

TABLE OF CONTENTS

8CM08 The Stasis Box	2
8CM09 Cruise Drones	3
8CM10 The Pirates Find an Ally	3
8CM11 The Conventia Affair	4
8CM12 The Pirates Have Gone Too Far	5
8CM13 Asteroid Operations	6
8CM14 Internal Disorder	6
8CM15 The Battle at Hasbron	7
8CM16 Plasmas vs. Drones	8
8CM17 Diplomatic Immunity	8
8CM19 The Chase	9
8CM20 Pirates ... Interrupted	10
8CM23 Pickett's Charge	10
8CM26 A Plague on their Houses	11
8CM28 What Price Victory?	12
8CM29 The Greening of Lot 49	12
8CM30 The <i>Dakota</i> Incident	13
8CM31 The <i>Navajo</i> Incident	14
8CM32 Rescue the Supply Tug	14
8CM33 A Matter of Jurisdiction	15
8CM34 Groundfire	16
8CM35 Battle without Hope	16
8CM36 The Legacy of the Ancients	17
8CM37 A Hard Day's Fight	19
8CM38 The Flawed Trap	20
8CM39 Escape from Astracaz	20
8CM40 The Ophiunia Raid	21
8CM41 Pirate Hunt	22
8CM42 Sucker Punch	23
8CM43 A Game of Snakes and Lizards	24
8CM44 The Trojan Shuttle	24
8CM45 The Science of War	25
8CM46 Target of Opportunity	26
8CM47 Decapitation	26
Story: The Librarian	27
8CM49 Shifting Sands	28
8CM50 The Blockade of Gamma Epsilon 3	29
8CM51 Mis-match	30
8CM52 Zombie Apocalypse	30
8CM53 Not So Fast	31
8CM54 Mercy Mission	32
8CM55 Battle of the Rift	33
8CM56 Throne's Gambit	34
8CM57 All for One or None for All	35
8CM58 Finishing Run	36
8CM59 Free the Space Boars!	37
8CM60 Chasing Q	38
8CM61 Relic	38
8CM62 The Battle of Mithralis	39
8CM63 Miner Smuggling	40
8CM64 Hennigan's Folly	41
8CM65 Pimp My Ride	41
8CM66 The Mothball Mutiny	42
8CM67 Operation Eagle Assault	43
8CM68 Asteroid Station Zebra	44
8CM69 The Battle of Vandha	45
8CM70 The Raider's Ball	46
8CM72 The Hunting of the Snark	47
Index of Scenarios	48