



# COMMUNIQUE #109

## STARDATE 2015.01.10

### THE BIG NEWS: 2015 SCHEDULE

THE BIG NEWS this month is the plan for 2015. As with 2014, this is a list of things we plan to do and the order in which we plan to do them, not a specific schedule of which month they will appear.

**CAPTAIN'S LOG:** We will do *Captain's Log #50* next, probably in early February, depending on how long it takes Steve Cole to create the fiction. *Captain's Log #51* will appear sometime in the summer and *Captain's Log #52* sometime next winter.

COMMUNIQUE this year will include a new ship that was requested by players each month.

STARLINE will see three new 2500s (Klingon SD7, Kzinti NCA, Orion DN) followed by the contents of Master Mold Three, expected to include the jumbo freighter, heavy freighter, two 2450s, and two other ships. We still plan to get the gunboats done as 2425s.

**MAIN LIST-Steve Cole:** He will finish up *ACTASF-1.2-Deluxe* and *Captain's Log #50*, then jump on the *F&E* products using the new print run of counters: *Minor Empires*, the revised *Fighter Operations*, the reprinted bases sheet (to get the boxed game back into stores), and a revised sheet for *Advanced Operations*. We expect he will work on *CL #51* after that, then proceed with the *Federation Admiral Campaign Manual*, *Federation Commander Fighters Attack*, and finally *Captain's Log #52*. (Note that due to the unscheduled print run of single-sided counters, *Fighters Attack* might appear in 2016.)

Steven P. Petrick will work on *Captain's Log*, push forward on the *Klingon Master Starship Book* (released sometime in the summer, perhaps) and will concurrently begin work on *SFB Module X2* which will take many months to complete (and might not see print this year).

Jean Sexton will convert our paperback book *For the Glory of the Empire* for sale on Kindle. She will manage the creation of the four *Mongoose-Traveller*.

Tony L. Thomas will finish *ACTASF-1.2*, supervise the ship roster cards, and create *ACTASF-2.1*. Daniel Kast will complete work on both versions of *Starmada: Rumors of War*. Gary Carney is working on some more *FC* playtest packs and a short run of actual Omega cards.

### NEWS FLASH: STAR FLEET BATTLES MODULE X2

The most awaited new *Star Fleet Battles* product since *Module R5 Battleships* will be the next major project for the classic product line. Development will take months (perhaps more than a year) and production is tied to a sheet of die-cut counters that will cover four products (this one, *FC Fighters Attack*, *F&E Planetary Operations-2015*, and another product not yet selected, but perhaps *Marines-3* or maybe something else entirely). All of which means that *SFB Module X2* might not appear until 2016, but the good news is that development has begun!

*SFB Module X2* covers the second-generation X-ships, those that put the ships seen in *SFB Module X1* to shame. These ships will be bigger, faster, tougher, and meaner than anything seen to date.

We have spent years (literally) studying the various concepts for *SFB Module X2*. Some elements are obvious. We have long said that phaser batteries will be combined into unified batteries with wider arcs. (For example, all six phasers in the Federation XCA will be combined into a single FX battery. All six phasers in the rear hull of the Klingon XBC will be combined into a single RX battery.) If you go down the list of special rules for X-ships, you can assume that everything will get better. Transporters and tractors will work a little farther away, batteries will hold more power, and so forth. But there really isn't much point in building a movement cost one cruiser with 60 warp boxes and 60-box shields. Instead, X2 weapons will be 50% more effective against X1 and 100% more effective against General-War ships. The reverse is also true. A General-War ship will score half-damage on an X2 ship, and an X1 ship only 3/4 as much.

### PUBLISHER'S INFORMATION

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# INDEX FOR 2015

• **Communique #109:** Federaton DN+, Scenario 8CM96 Chasing Q.

## RULES QUESTIONS

**Q:** You previously announced that the first *Borders of Madness* module would be the next *Federation Commander Attack Module*, then went through the list of things originally said to be in *Borders of Madness* and noted that only carriers and fighters were left. So will it still be called *Borders of Madness Part 1* or just what?

**A:** We're still kicking around ideas, but have half-way settled on *FC Fighters Attack*. The cover would have "Borders of Madness" near the bottom between the logos. And by the way, we also need to publish the maulers for *Federation Commander* and might include them in a booster or a separate module.

**Q:** What will *FC Fighters Attack* contain?

**A:** Every empire (that historically had fighters) will get two carriers, a fighter, and perhaps an escort. Some additional carriers might be in a booster or two.

**Q:** So every empire just gets one fighter?

**A:** Most of the fighters each empire historically had were of only one type (Federation F-18, Klingon Z-Y, etc.) so that doesn't seem problematic. We can easily do more cards for other fighter types, perhaps as PDFs or perhaps in boosters.

**Q:** Will the rule require carrier groups with escorts or will you continue the "loose goose" concept and allow escorts without carriers and carriers without escorts?

**A:** We will have loose geese but not wild weasels.

**Q:** When can we *really* expect this product to be released in stores?

**A:** As soon as it's ready! A couple of things need to be said about that, however. First, we need to actually write rules and get them to playtesters. Second, we need to actually get playtesting and playtest reports (which will probably cause rules fixes that need to be tested). Third, this product will use die-cut counters, and those have to be printed four sheets at a time. Getting the art and such for this product isn't a problem, but obviously three other projects also have to be finished. One of them is *SFB Module X2*, another will be a reprint/revision of *F&E Planetary Operations*, and the last has yet to be selected, any of which could delay us to 2016.

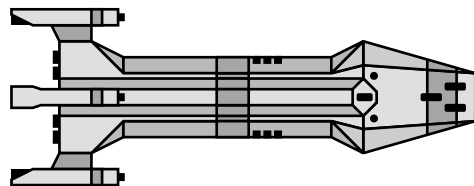
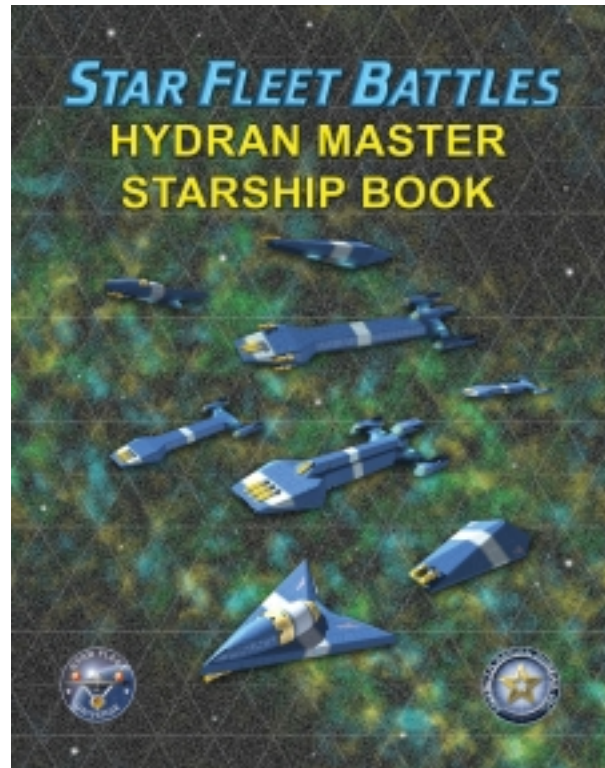
## BATTLE GROUP REPORT

*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](http://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.

## OTHER NEWS: HYDRAN MASTER STARSHIP BOOK

We uploaded this ultimate work on the ships of the Hydran Kingdom last year. Every ship is listed, including history, an illustration, and full *SFB* game stats. (Even players of our other games are finding this book an enjoyable read.) This book is sold only on our shopping cart or as an ebook on Warehouse 23, DriveThru RPG, or Wargame Vault.



## 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>



## 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* has 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 latest news is in red (previous month in blue) for quick access. Earlier news is in black for context.

### CAPTAIN'S LOG

*Captain's Log #50* will appear "as usual" in January or early February. It will include the usual features as well as some special items we will announce later. These will include more Klingon collar ships.

### STARMADA

*Starmada* is a fast-paced game system playable on hexes or without them. Work has begun on the next product, *Starmada: Rumors of Wars*.

### Federation & Empire

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected in early 2015, along with a revised edition of *Fighter Operations* including expanded countersheets and expanded countersheets for *Advanced Operations*.

### Star Fleet Battles

The *Hydran Master Starship Book* has been uploaded. Steven P. Petrick is working on the *Klingon Master Starship Book*. The information in these books is completely updated, and every ship includes a correct graphic (some of them entirely new).

### MONGOOSE

*A Call To Arms: Star Fleet Basic Book 1.2C* was uploaded as a "Pay what you want" download on DriveThru RPG and Wargame Vault on 22 December. The *Basic* version doesn't have all of the art, background, and painting guides but those who bought the hardcover book and were promised a replacement PDF already have all of that. Later, the *Deluxe* edition will include all of the frills.

### STARLINE 2425

This new category includes ships that can't be done to either scale but work with both, including bases, freighters, the Mongoose Free Trader and Armed Transport, the ADB Armed Transport and Free Trader, monsters, drones, plasma torpedoes, and shuttles.

The gunboats will definitely be done within a year (and sold as 2425s) and the *Jumbo* and *Heavy Freighter* are scheduled for Master Mold Three.

### STARLINE 2400

This almost-forgotten product line will see a resurgence in 2015. New ships including the Klingon HF5, and Romulan SaberHawk are in development, and more new ships are in the CGI design shop and should be released later this year. The Klingon D7K failed in Master Mold Two and will have to be done over.

### STARLINE 2500

We finally got Master Mold #2 and the news was mixed. The Klingon SD7 was great and a production mold has been ordered. The Kzinti NCA and Orion DN worked and will be produced next. The Romulan Vulture collapsed in the mold, breaking into several pieces. It will have to be redesigned and done over.

### 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.

A new scenario will be in *Captain's Log #50*.

### PRIME DIRECTIVE

We are currently focusing on conversions of the four *Prime Directive* books to *Mongoose Traveller*. We're editing the complete draft of the core *Traveller* book. We're also moving forward with Mike West's *Traveller*-based space combat system. Release of this project is subject to some production factors and scheduling issues that are being addressed.

We have released the original *PD1* books on Warehouse 23 and on DriveThru RPG. Current roleplaying books are available in *PD20M* and *GURPS* versions.

Recently, we came up with the *Star Fleet Universe Handbook* as a product for future release. This will be a compilation of background and historical material, some of it never before released, with other items gathered from many publications. This will not only let new players quickly get a grasp on the universe, but will be a resource for fiction writers and a fun book to read.

### PDF SALES

We remained dominant on the Warehouse 23 site. We usually send DriveThru RPG and Wargame Vault a new product every week and will rapidly release on that site all of the *SFU* items long available on e23 before it became W23. The ancient issues of *JagdPanther* have been found and are being uploaded one per month.

Recent uploads include the *Hydran Master Starship Book*, *Galactic Conquest Fifth Edition*, *JagdPanther #11*, *FC Briefing #1*, *Captain's Log #37*, the *SFB Module R4 SSD Book*, and *A Call to Arms: Star Fleet Book 1.2C*.



## BBS & FORUM NEWS

### KEYS TO COMMUNICATION

The BBS ([www.StarFleetGames.com/discus](http://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](http://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](http://www.StarFleetGames.com/fccc/login.php).

### WEBSITE UPDATE

We continue to update and improve our website: [www.StarFleetGames.com](http://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](mailto: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](http://www.starfleetgames.com/masterindex.shtml)

You can always find out what has been added here: [www.starfleetgames.com/new.shtml](http://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](http://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](http://www.tenneshington.com) today!

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## 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>

## 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](http://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: 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: 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, 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* (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.

# 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](mailto:design@StarFleetGames.com)

You can contact our customer support person at:  
[support@StarFleetGames.com](mailto:support@StarFleetGames.com)

You can contact our sales department at:  
[sales@StarFleetGames.com](mailto: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](http://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](http://www.StarFleetGames.com/discus) and look for the *Seeking Opponents* section and post a note there.

Go to [www.StarFleetGames.com/sitemap.html](http://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](http://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](http://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](http://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](http://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.



## FEDERATION COMMANDER SCENARIO

### (8CM96) CHASING Q

During the General War, the front line between the Klingon Empire and the Kzinti Hegemony flowed back and forth, literally as ships moved. Without a chain of bases to define who controlled what, the concept of a front line was somewhat vague. Wherever there was a ship that was closer to the enemy than any friendly ship in the area, that was where the front line was. As fighting happened in one area, ships were no longer patrolling other areas and ships easily slipped across the front line and into the enemy rear. Their movement might be detected (at some point that could be days later) by the sensor systems on a ship or base and countered by a reaction patrol (if one were available). Thus, the concept of "raiding the rear area" was better defined as "unopposed warship meets unprotected unit of some kind."

One Klingon frigate that was on such a raid spotted a lone freighter. Such things happened quite often, as freighters in a hurry (or in a quiet area with no raids expected) might not wait for the better protection of a convoy. The frigate closed in for the kill, knowing that among all of the lone freighters there might be a naval auxiliary or Q-ship that (from any distance) looked like a freighter.

#### (8CM96a) NUMBER OF PLAYERS

**Two:** The Kzinti player and the Klingon player.

#### (8CM96b) INITIAL SETUP

**Map:** Set up the map with three panels across and two panels high if using small hexes (four wide and three high if using large hexes). Use a "floating" map since the battle is in open space with no terrain features to restrict the movement of the ships. The map can "float" in any direction, but if the Klingon ship ends a turn farther than 35 hexes from the Kzinti Q-ship, it has retired from the action and the scenario ends.

**Kzinti:** Place a large Q-ship anywhere convenient on the map, somewhere between the center and the upper right corner. The ship is facing B.

**Klingon:** Set up a F5 frigate anywhere 20 hexes in directions C, D, or E (or the arcs defined thereby) from the Q-ship.

#### (8CM96c) OBJECTIVE

**Mission-Kzinti:** Survive the scenario, either by defeating the Klingon ship or by reaching a point where friendly ships can protect it.

**Mission-Klingon:** Capture or destroy the Kzinti Q-ship.

**Time Limit:** The scenario continues until the Klingon ship has retired or is destroyed or until the Kzinti ship has traveled 250 hexes in direction B.

**Victory:** The Klingon player wins:

- an overwhelming victory by capturing the Kzinti Q-ship,
- a decisive victory by destroying the Q-ship, or
- a marginal victory by allowing the Q-ship to escape, but inflicting 15 times more internal damage points on it than the damage that is scored on the F5 frigate.

The Kzinti player wins:

- an overwhelming victory by capturing or destroying the Klingon frigate,
- a decisive victory by escaping (moving 250 hexes in direction B) and suffering less than 15 times the damage that is scored on the Klingon ship, or
- a marginal victory by simply escaping (moving the 250 hexes in direction B).

For purposes of figuring the 15-to-1 ratio, both players

may repair damaged systems until the game turn when the Kzinti frigate arrives on the map.

#### (8CM96d) SPECIAL RULES

**1. Escape:** The Kzinti Q-ship must move 250 hexes in direction B in order to rendezvous with friendly ships. Moving in direction A or C does not count toward the 250. It may sidestep in direction B and count that hex as one of the 250. The 250 hexes are relative to its starting position, so if it moves in directions D, E, or F those hexes are considered as moving "backwards" and count against the 250. Players should keep a running tally of the net number of hexes moved to fulfill this requirement.

**2. Rescue:** At the start of the game turn after the Q-ship has moved at least 168 hexes in direction B, a die should be rolled to determine if a Kzinti frigate has responded to the Q-ship's distress call. On a roll of 1 the frigate responds. Place a Kzinti frigate on the map 25 hexes directly ahead of the Q-ship. Its facing is at the discretion of the Kzinti player. If the frigate has not yet appeared and the Q-ship has traveled at least 192 hexes in direction B, a roll of 1, 2, or 3 is the result needed for the frigate to appear as described previously. If the frigate has not yet appeared and the Q-ship has moved at least 216 hexes in direction B, a roll of 1, 2, 3, 4, or 5 means that the frigate appears as described previously. If the Q-ship is destroyed or captured, there are no more die rolls.

**3. Weapons:** The Kzinti Q-ship can have either drones, phaser-2s, or disruptors as its weapons.

#### (8CM96e) FORCE DYNAMICS

**1. Alternate Empires:** A Q-ship and frigate of any two empires could be substituted for the Kzinti and Klingon ships in this scenario. The rescue frigate is from the same empire as the Q-ship (or perhaps an ally).

**2. Balance:** Replace the large Q-ship with a small Q-ship, or replace the frigate with a larger or smaller ship.

**3. Other Ships:** Replace the Q-ship with a naval auxiliary or some other transport-based demi-warship such as the armed versions of the Trader or Priority Transport.

**Tactics:** The Q-ship player may find it difficult to succeed using disruptors as the heavy weapons. A Q-ship is simply not maneuverable enough to be able to bring them to bear on a quicker ship. If the Q-ship player uses drones effectively, they may help force the movements of the other player. The goal for the Q-ship player is to survive in order to escape. A Q-ship has vast power reserves that can be used to repair lots of shield damage. Judicious use of batteries to reinforce the shields is also a must. The attacker/pursuer must carefully manage power and maintain maneuverability to avoid the Q-ship's drones. Advance toward the Q-ship in an area where the fewest weapons as possible can fire back. Tractoring the Q-ship or forcing it to turn by targeting a weak shield will slow it down. The frigate might maneuver past the Q-ship and attack it head on in order to force it to stop or turn, or it might grab it with a tractor beam.

#### (8CM96f) DESIGNER'S NOTES

This scenario was originally designed by Mike Bennett as Frontier Patrol for *Star Fleet Battles* and published in Nexus #9 (along with a fiction story of the same name) and modified for publication in *Captain's Log #2*. Mike converted his own scenario for *Federation Commander*. This scenario, in a different form, was published in *Communique #73*, but Mike asked that the original Klingon-vs.-Kzinti version also be published.

# FEDERATION IMPROVED DREADNOUGHT FLEET SCALE

COUNTER   
 POINT VALUE: 107  
 DAMAGE CONTROL: 3



POWER TRACK  
 +30  
 +20  
 +10

USS Name

PROBES

26

MARINES

FRAME DAMAGE

TURN MODE E  
 MOVE COST 3/4

BASE SPEED 8  
 TURN MODE 3  
 SPEED COST 6

BASE SPEED 16  
 TURN MODE 5  
 SPEED COST 12

BASE SPEED 24  
 TURN MODE 6  
 SPEED COST 18

ACCELERATION  
 COST 3/4

DECELERATION  
 COST 3/4

HIGH ENERGY  
 TURN COST  
 3+3/4

EVASIVE  
 MANEUVER  
 COST 4+1/2

DRONES

DRONE RACK Z  

	1	2
	3	4
	5	6
	7	8

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 FLEET SCALE SHIP CARD #C109  
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**C109**

#6  
  
 20

WEAPONS USED  

1	2	3
4	5	6
Z		

#5  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
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# FEDERATION IMPROVED DREADNOUGHT SQUADRON SCALE

COUNTER  DN+  
 POINT VALUE: 214  
 DAMAGE CONTROL: 6

Power when undamaged: 55 + 5.

POWER TRACK

USS \_\_\_\_\_  
 Name

PHOTON ARMING

A	B	C	D	E	F
P	P	P	P	P	P
L	L	L	L	L	L
+4	+4	+4	+4	+4	+4
+8	+8	+8	+8	+8	+8
F	F	F	F	F	F

PROBES

--	--	--	--	--	--

MARINES

14					
12					
8					
4					

FRAME DAMAGE

12					
8					
4					

TURN MODE E  
 MOVE COST 1+1/2

BASE SPEED 8  
 TURN MODE 3  
 SPEED COST 12

BASE SPEED 16  
 TURN MODE 5  
 SPEED COST 24

BASE SPEED 24  
 TURN MODE 6  
 SPEED COST 36

ACCELERATION COST 1+1/2

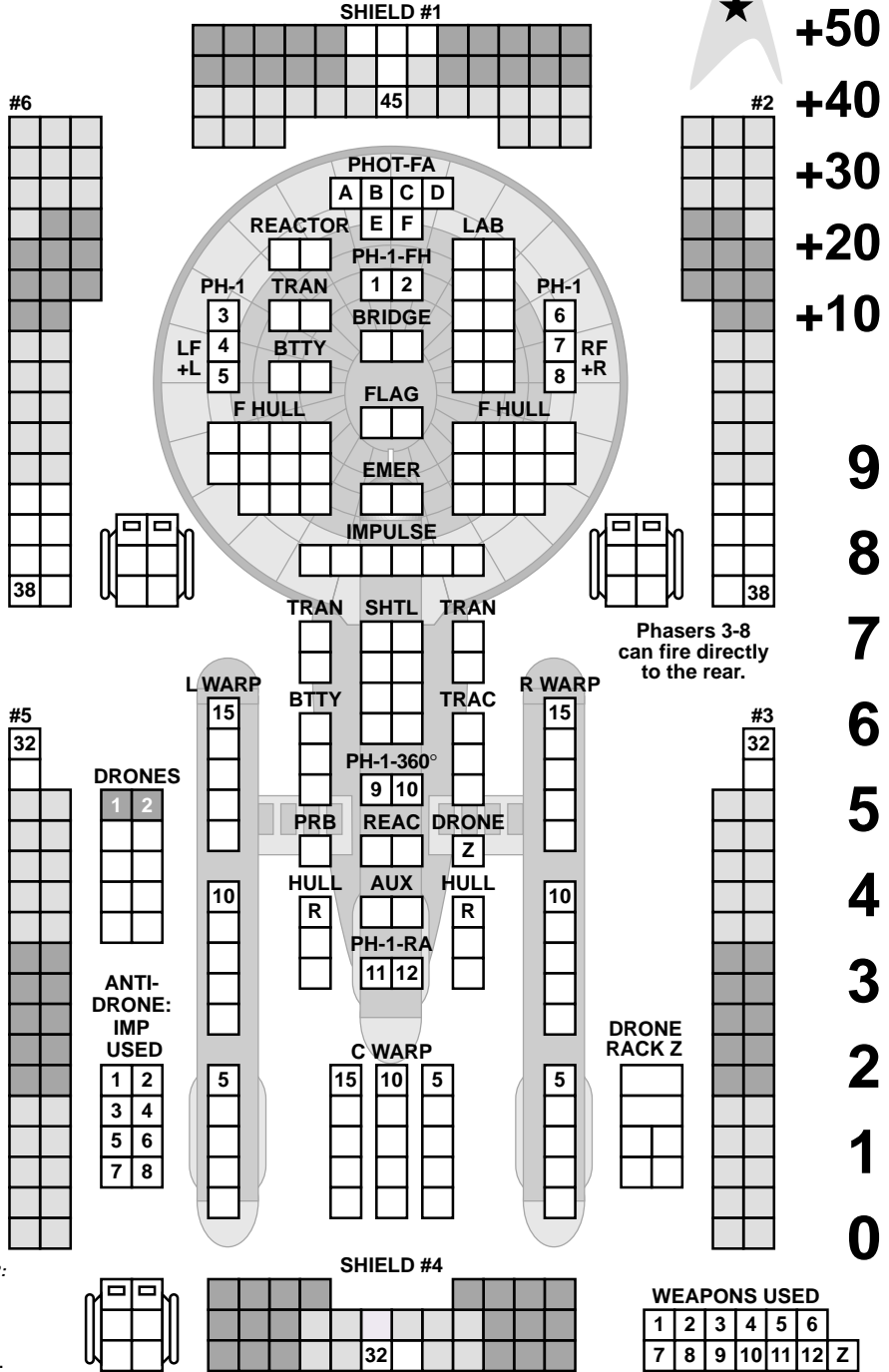
DECELERATION COST 1+1/2

HIGH ENERGY TURN COST 7+1/2

EVASIVE MANEUVER COST 9

FEDERATION COMMANDER:  
 COMMUNIQUE #109  
 SQUADRON SCALE SHIP CARD #C109  
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**C109**



Phasers 3-8 can fire directly to the rear.

WEAPONS USED

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

FRACTIONAL POWER  
 0 1/2

NEW SHIP CARD

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