

# COMMUNIQUE #110

## STARDATE 2015.02.10

### THE BIG NEWS: **ACTASF-1.2 SHIP ROSTER CARDS**

THE BIG NEWS this month is the release of Ship Roster Card Packs for *ACTASF-1.2*. There are eight packs (one per empire) available on DriveThru RPG and on Wargame Vault. Most are \$4.95 per pack; the Orions are free and the Tholians are "pay what you want."

These colorful cards (by Jon Woodland) include all of the "stats" and "damage boxes" needed to play this exciting and fast-paced game.

### NEWS FLASH: **WOLF'S ONE-YEAR ANNIVERSARY**

We celebrated the one-year anniversary of Wolf's adoption by Jean and his coming to work for ADB, Inc., as our security dog (and exercise machine for the boss, who clearly needs to get out more).



#### Constitution-class Heavy Cruiser 180 Points (CA)

Name: \_\_\_\_\_

Movement: 12" 10" 8" 4" 2" Adrift

Turn: 4" 8"

Shuttles: 4 3 2 1

Marines: 10 9 8 7 6 5 4 3 2 1

Crew Quality:  -1 Crew Quality Rolls

High Energy Turn used  One special action/turn  No Special Actions



Traits

Labs 8  Probe 1  Tractor Beam 2  Transporter 3

Weapons  -1 to Hit  Roll 4+ to Fire  Only one weapon  No Weapons

Notes	Weapon	Ring	Arc	AD	Special
	Phaser-1	18"	FH	2	Accurate +2, Kill Zone 8, Precise
	Phaser-1	18"	F, P	2	Accurate +2, Kill Zone 8, Precise
	Phaser-1	18"	F, 5	2	Accurate +2, Kill Zone 8, Precise
	Phaser-1	18"	AH	2	Accurate +2, Kill Zone 8, Precise
	Phaser-3	6"	T	2	Accurate +1, Kill Zone 2, Precise
	Photon Torpedo	18"	F	4	Devastating +1, Heavy, Multi-Hit 4, Reload
	Drone	24"	T	1	Accurate +2, Devastating +1, Multi-Hit 6, Sneaking (Drone)

\*Combined Drone Risks: Forgo firing to gain Anti-Drone trait (score equals Drone AD) for this turn.

Shields 24 **19** 14 9 4 0 Boost

25 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Damage 34/11

34 33 32 31 30 29 28 27 26 25 24 23 22 21

0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 Explodes Immediately

Critical Scores

1-2 Impulse	1	2	3	4	5	6
3. Dilithium	1	2	3	4	5	6
4. Weapons	1	2	3	4	5	6
5. Crew	1	2	3	4	5	6
6. Shields	1	2	3	4	5	6

= Escalate

End phase

-1 Damage Control Rolls

No Damage Control

OQ9 or +1 Random Critical Hit

OQ9 or +1 to Dilithium Critical

OQ9 or Ship Explodes

### PUBLISHER'S INFORMATION

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# INDEX FOR 2015

- **Communique #109:** Federaton DN+, Scenario 8CM96 Chasing Q.
- **Communique #110:** Klingon D6D, Scenario 8CM97 Fox in the Henhouse.

## RULES QUESTIONS

**Q:** In a battle of Andromedans vs. Tholians, the Tholians cast a web in front of an Andromedan mothership with a Cobra onboard, five hexes in front of the Andromedan ship. The Andromedan beams the Cobra five hexes into said web and before the web activates is on the other side and stops. The mothership hits the web on the second turn and the Cobra pulls the mothership through the web during the Other Functions Phase.

Can the mothership transport the Cobra back on board in that same Other Functions Phase? Or does it have to wait for the next turn?

**A:** The first part will work. It will take a lot of the Cobra's power, so we can all see why he wants to recover it immediately. Also, the Cobra is limited to a Speed of 8 and can't use its tractors (or much of anything else) for the first impulse after launch. I am assuming this was all considered and taken into account.

The second part, however, doesn't work as well for the Andromedans. Rule (1E2e) outlines the order of events in the Other Functions Phase. Specifically, Step #2 says, "[s]hips could then use their transporters and tractor beams, (in that order) to perform the functions provided in the rules for those items." So, transporters work first, then tractors. For you to use tractors, then transporters requires the Andromedans to wait until the following impulse to retrieve the Cobra, assuming that pity stayed the hand of the Tholians who declined to simply kill the pesky thing.—*Mike West*

**Q:** You guys at ADB, Inc., seem to have spent months on *ACTASF-1.2* (and the subsequent ship cards which have had several revisions in the two weeks since they were posted). What did we *Fed Commander* players get out of all of that effort that went into "some other" game?

**A:** A better and stronger company with multiple product lines and more customers. To be sure, we spent far more time on *ACTASF* than was scheduled, but we hope you appreciate that we're the kind of game company that seriously tries to get a product right.—*SVC*

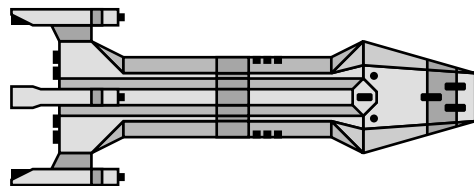
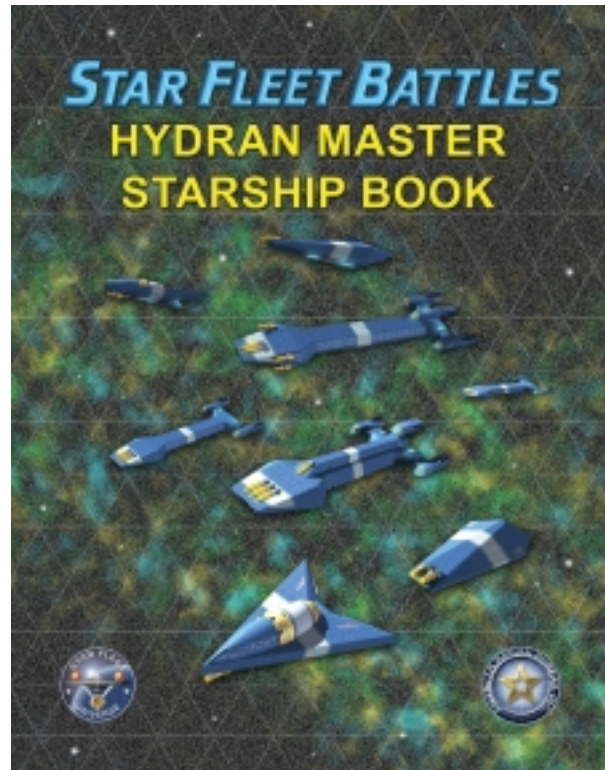
## BATTLE GROUP REPORT

*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 late February or early March. 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 [spring 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\* and is updating the \*Federation Master Starship Book\*.](#) The information in these books is completely updated, and every ship includes a graphic.

### MONGOOSE

[A \*Call To Arms: Star Fleet Basic Book 1.2D\* was uploaded as a "Pay what you want" download on DriveThru RPG and Wargame Vault on 22 January.](#) 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 Freighters 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 on hold in conversions of the four \*Prime Directive\* books to \*Mongoose Traveller\*.](#) Mongoose has indicated it is evaluating the possibility of a minor update to the rules system — or maybe a new edition. [Until that situation stabilizes, we cannot proceed.](#)

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\*, \*JagdPanther #12\*, \*Captain's Log #38\*, the \*SFB Module R4 SSD Book\*, \*SFB Module D3\*, \*A Call to Arms: Star Fleet Book 1.2D\*, and the \*eight Ship Roster Packs \(one for each empire\) to match ACTASF Book 1.2D\*.](#)

## 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

# (8CM97) FOX IN THE HENHOUSE

While en route to cover a raid by another group of pirates working for the Pharoah Cartel, Deth O'Kay came across a prize that he could not pass up: a slow-moving Klingon convoy with minimal escort. While the Pharoah Cartel was nominally on friendly terms with the Klingons, Deth saw no reason to pass up ill-guarded wealth! Before closing in to attack, Deth called in reinforcements to pick up what was leftover and split the loot. Unfortunately for Deth, the Klingon convoy was not as poorly defended as it appeared!

### (8CM97a) NUMBER OF PLAYERS

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

### (8CM97b) 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 borders or terrain features to restrict the movement of the ships. Any unit which ends the turn more than 25 hexes from all other units has disengaged and has left the scenario.

**Klingon:** Place six small freighters in six different hexes, all within three hexes of the center of the map, facing direction F. One of the freighters is a Q-ship (5L4). Place an F5 and an E4 within two hexes of any freighter. See special rules for reinforcements.

**Orion:** Place the CA *Hammerfield* in any hex that is 26 hexes away from the nearest freighter in direction D/E, facing direction B. See special rules for reinforcements.

### (8CM97c) OBJECTIVE

**Mission-Klingon:** Destroy or drive off the Orion ships.

**Mission-Orion:** Steal as much cargo as possible from the Klingons. Destroying the escort ships and reinforcements would be a nice bonus, but is not required.

**Time Limit:** The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged. (This includes all reinforcements.)

**Victory:** Use the Point Value Victory System (8B2) to determine the winner. The Orion player receives five points for each box of cargo taken from the freighters.

### (8CM97d) SPECIAL RULES

**1. Poor Engines:** The Klingon freighters (not the Q-ship) are antiquated and cannot set a baseline speed greater than zero on any turn (and thus can only move at an effective maximum speed of 8 via acceleration).

**2. Convoy Continuity:** Each ship in the convoy (including the escorts) must remain within five hexes of another freighter in the convoy. (Captured ships are removed from consideration in this rule.)

**3. Orion Optional Weapons:** Though this battle took place in Klingon space, players are free to use any weapons allowed by rule (5L1). Historically, the CA *Hammerfield* had photon mounts A and B, and plasma-F launchers in option mounts C and D.

**4. Transferring Cargo:** By selecting only the best items of cargo, the Orions are able to condense five freighter cargo boxes into one cargo box on their ships (but they must do five "box transfer actions"). They can only transfer cargo [by using

rules (5K2) and (5K3)] from freighters that are captured via Marine combat (5F).

**5. Reinforcements:** Each side has multiple groups of reinforcements on the way.

**A. Klingon Reinforcements:** Three groups: a D6, an F5, and a third group consisting of 3xG2.

**B. Orion Reinforcements:** Two groups: 2xLR in the first group and a SAL with 2xSlaver in the second.

**C. Entrance:** Reinforcements are placed on the board at least 26 hexes from the nearest freighter, in any direction, facing any direction.

**D. Arrival:** For each group of reinforcements (three Klingon and two Orion) the owning player draws one card from a standard deck of playing cards, looks at it, and places it face down in plain view. A Jack, Queen, or King means the group is placed on the board at the start of Turn #11. An Ace, 2, 3, or 4 means the group is placed on the board at the start of Turn #4. Any other card shows the turn number that the group is placed on the board.

[If a deck of cards is unavailable, the following procedure can be used: Place four colors of turn point counters number 1 through 7 and four colors of slip mode counters number 1 through 6 in a pile, face down (there should be 52 counters). For each group of reinforcements listed above (3 Klingon and 2 Orion), the owning player draws one counter, looks at it, and places it face down in plain view. If it is a Turn Point counter #1-4 that group will arrive at the start of Turn #4. If it is a Turn Point counter #5-7 it will arrive at the start of that numbered turn. If it is a Slip Point counter #1-3, add seven to the number on the counter; that group will arrive at the beginning of that numbered turn. Any other result means that group of reinforcements will arrive at the start of Turn #11. The counters are not revealed until the reinforcements are placed on the board. For example, the D6 draws a Turn Point counter #6, and will be placed on the board at the start of Turn #6, while the Orion LRs draw a Slip Point counter #2 and will be placed on the board at the start of Turn #9.]

### (8CM97e) FORCE DYNAMICS

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

**1. Alternative Ships:** Replace the Orion CA with a BC or a CR. Replace the E4 with an F5. Replace the 3xG2 with 2xF5.

**2. Alternative Empires:** Replace the Klingon ships with equivalent ships from another empire.

**3. Priority Convoy:** Remove the rule on bad engines, and add a CR to the starting Orion forces.

**4. Alternative Convoy:** There are plenty of cargo ships that could replace some freighters. Replace two small freighters with one large one, or three with a jumbo freighter, or four with a heavy freighter. Replace one small freighter with a Free Trader or Armed Priority Transport. Replace the Q-ship with an auxiliary cruiser. Replace a small freighter with a D5H light tactical transport or two with a T6 transport tug.

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

### (8CM97f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by Stephen Acarides and was published as (SL51) in *Captain's Log #3* as part of a series of scenarios portraying Deth O'Kay, the best-known Orion pirate. It was converted to *Federation Commander* by Paul Cordeiro.

# KLINGON D6D DRONE CRUISER

FLEET SCALE

COUNTER **D6D**  
POINT VALUE: 70  
DAMAGE CONTROL: 2



**POWER TRACK**

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1

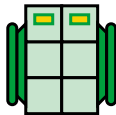
PROBES



MARINES



FRAME DAMAGE



WEAPONS USED



TURN MODE B  
MOVE COST 1/2

BASE SPEED 8  
TURN MODE 2  
SPEED COST 4

BASE SPEED 16  
TURN MODE 3  
SPEED COST 8

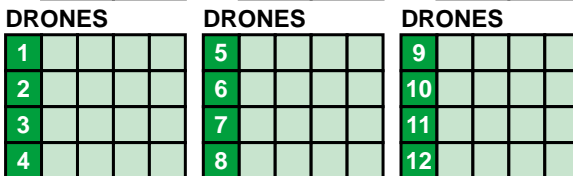
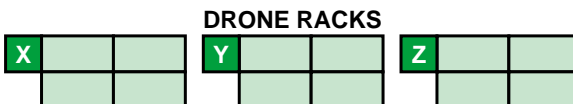
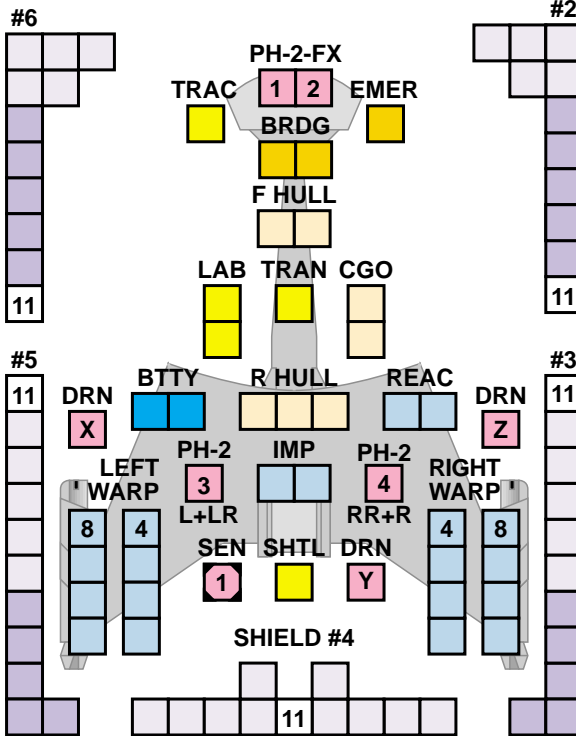
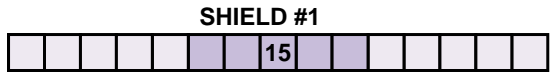
BASE SPEED 24  
TURN MODE 4  
SPEED COST 12

ACCELERATION  
COST 1/2

DECELERATION  
COST 1/2

HIGH ENERGY  
TURN COST  
2+1/2

EVASIVE  
MANEUVER  
COST 3



FEDERATION COMMANDER: COMMUNIQUE #110  
FLEET SCALE SHIP CARD #C110  
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**C110**

This ship can control 12 drones at any one time.

**FRACTIONAL POWER 0**  
0 1/2



# KLINGON D6D DRONE CRUISER

*SQUADRON SCALE*

COUNTER **D6D**  
 POINT VALUE: 135  
 DAMAGE CONTROL: 4



**POWER TRACK**

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

IKV  
Name

PROBES

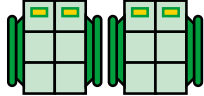
--	--	--	--	--	--

MARINES

6					
---	--	--	--	--	--

FRAME DAMAGE

4				
---	--	--	--	--



WEAPONS USED

1	2	3	4	5	6
---	---	---	---	---	---

7					
---	--	--	--	--	--

U V W X Y Z

TURN MODE B  
MOVE COST 1

BASE SPEED 8  
TURN MODE 2  
SPEED COST 8

BASE SPEED 16  
TURN MODE 3  
SPEED COST 16

BASE SPEED 24  
TURN MODE 4  
SPEED COST 24

ACCELERATION  
COST 1

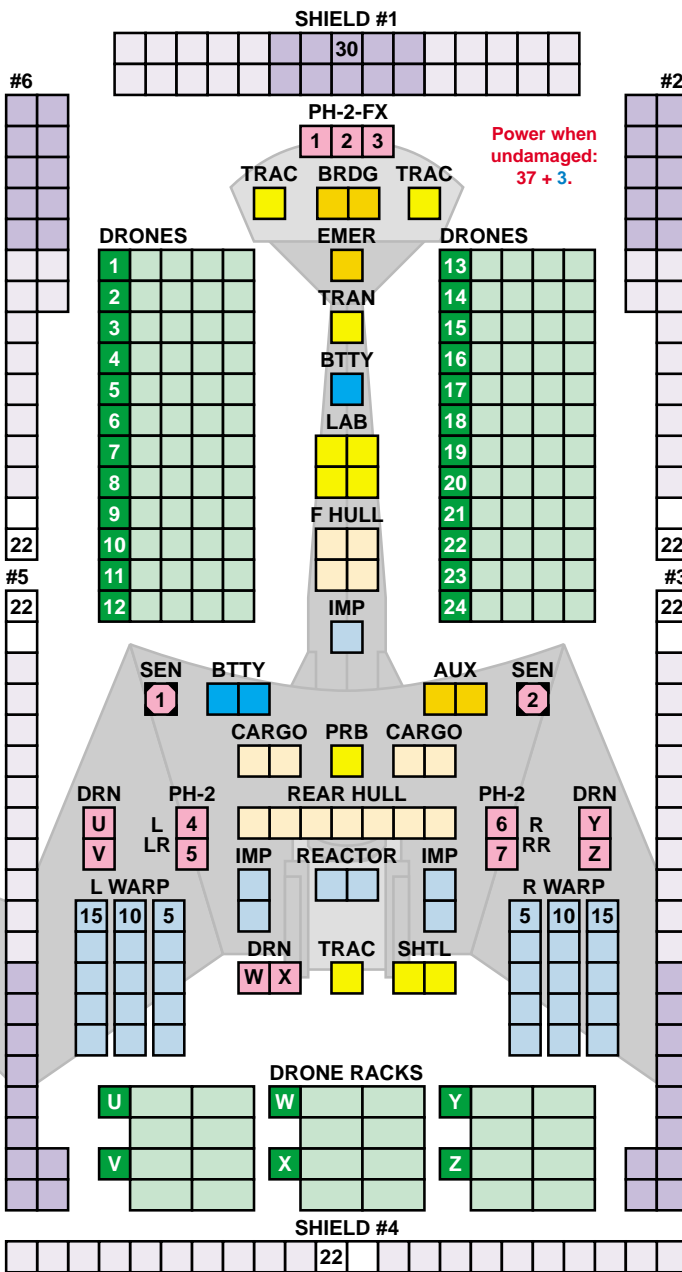
DECELERATION  
COST 1

HIGH ENERGY  
TURN COST 5

EVASIVE  
MANEUVER  
COST 6

FEDERATION  
COMMANDER:  
COMMUNIQUE #110  
SQUADRON SCALE  
SHIP CARD #C110  
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Inc.

**C110**



This ship can control 12 drones at any one time.

**FRACTIONAL POWER**  
0 1/2

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