



COMMUNIQUE #121

STARDATE 2016.01.21

THE BIG NEWS: DIGGING OUT OF THE SNOWDRIFT

As we reported last month, Steve Cole and Jean Sexton each survived major but unrelated surgery. Steve finally returned to his desk for (more or less) full days only on the 4th of January. By the time he finishes the latest update for *Fighter Operations* and catches up on the massive administrative backlog, it will be at least another week before major work on real projects resumes.

Jean suffered some major problems (some caused by her surgery and some preexisting but not detected), spent two extra weeks in the hospital (and was in intensive care for two days), and is now resting at home on oxygen and very limited activity. It may be weeks before she can do more than a few posts and a couple of pages of proofreading on any given day. This is something of a problem because Jean is (among other things) the Marketing Director. Any product release is accompanied by a flurry of press releases posted to two dozen industry message sites and chat rooms, and without her on deck to do that, we're reluctant to release new products as sales will be only a portion of what they should be. Another of Jean's jobs is uploading PDFs. Without her the much less experienced backup team has difficulty with the tricky procedures needed to do that. Jean is gaining strength every day and (just maybe) will be able to rally for a few hours one day next week and get some of these things accomplished. That would let us release another PDF of *Fighter Operations* and the Kindle version of our fiction anthology *For the Glory of the Empire*.

Meanwhile, Steven Petrick has pounded away on his projects. *SFB Module C1* has been updated and he is working on the update for *SFB Module C2*. His work on *Captain's Log #51* continues. The *Romulan Master Starship Book* is waiting for art only Steve Cole can do, but work has begun on the *Lyrans Master Starship Book*.

All of that, a few snow storms, the Hideous Coughing Plague, and year-end accounting totally disrupted anything approaching a normal work schedule.

NEWS FLASH: THROUGH A NEW YEAR'S SCANNER

We're trying to get some progress made on the many projects delayed by the Medical Crisis of 2015.

The Kindle version and 8.5x11 version of the fiction anthology *For the Glory of the Empire* will be released shortly (the covers are back from the printer). We could upload it today, but we need Jean to manage the marketing blitz that has to accompany it.

Steve Cole has updated *F&E Fighter Ops 2015* with staff reports. Uploading the new 5 Jan 2016 edition only needs an hour of Jean's time. Judging from the staff reports, another final-check PDF will be needed before we release a hard copy version.

Next after that, Steve Cole will work on *F&E Minor Empires*, which will bring the Vudar, LDR, and Seltorians into that game system. That will be done in steps with non-*F&E* time between each step.

After that, *Captain's Log #51* will be released this spring. We're facing a challenge there due to the continuing lack of fiction, so we need somebody to write a good story and send it to us. Failing that, Steve Cole will have to take a few weeks to write *Operation Red Dawn*.

The long-awaited *Federation Admiral* campaign system will follow. Much of that work has been done.

Steven Petrick is updating *SFB Module C2* and continues to work on various *Master Starship* books.

The year 2016 will be built around four sheets of single-sided counters. These will include *SFB Module X2*, *Federation Commander: Fighters Attack* (or maybe *Gunboats Attack* instead?), the out-of-stock sheet for *F&E: Planetary Operations*, and another project.

PUBLISHER'S INFORMATION

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INDEX FOR 2016

• **Communique #121:** Seltorian DDV, Scenario 8CM108 Save the *Atlantean Doria*.

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

RULES QUESTIONS

Q: How do you determine who moves his drone first?

Ex: Klingon drone targets a Fed ship; Fed drone targets the Klingon drone. At a certain point, the drones are one hex apart. Klingon drone is facing B and its target, as well as the Fed drone, is two hexes directly in direction BC. Both the Fed drone and the target are facing F. The Klingon drone can move in direction B or direction C. The Fed drone can move in direction E or direction F. Which drone moves first?

If the Klingon drone moves to B and the Fed drone moves to F, the Klingon drone is destroyed. Same if the Klingon drone moves to C and the Fed drone moves to E. But if the Klingon drone moves to B and the Fed drone moves to E (or they move to C and F, respectively), the Fed drone misses and will likely never catch up to the Klingon drone.

A: Rule (2A5) Step 5 “Seeking weapons move” specifically states that “[i]f a seeking weapon is targeted on another seeking weapon, the target must move first.” So the Klingon drone (in your example) will move first.

There are seldom cases (other than the above) in which it matters. Generally, the faster drone moves last, but most drones are the same speed. If nothing resolves the issue, both players write down their move and reveal them together.

Thanks to Mike West, our FC Division Commander, for keeping up with the rules questions.

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.

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>



NEWS FLASHES:

THE SFB PLATINUM TOURNAMENT

This tournament is well under way. 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.

ANOTHER CONTENDER

For years we have assumed that *Fighters Attack* is the next product, but recently it was suggested that in some ways *Gunboats Attack* might make the most sense. Before we could even start to evaluate that choice, it was noted that since *Federation Commander* was supposed to send attrition units to the *Borders of Madness*, perhaps *X-Ships Attack* might make a better choice.

The marketing department has noted that either *Fighters Attack* or *X-Ships Attack* might be amenable to a base product plus six or even more booster packs, and when it comes to which product to pick, marketing often brings to the conference a series of sales projections, and more boosters might be a winning strategy.

THE SEARCH FOR A SHIP

We had never really come up with a plan for this year of *Communique*, but while considering options it was pointed out that there were still empires which had not received their “mobile” carriers (built on war destroyer hulls) so we decided to finish those before moving on.

When we move on, the options are many. We could just do “the coolest ships not ported over yet” but that could get a little tricky as some empires really don’t need more ships. Doing a whole new class might be fun, such as the CCH and CWH. We could also do another combat or support variant of the HDW for each empire. Frigate scouts actually have an important job to do in *Federation Commander* because scouts in this game system don’t burn as much power as they do in *SFB*. We could do another commando ship for each empire, or more ships for the Early Years.

REMINDERS OF PREVIOUS NEWS FLASHES

SFBOL-2G SHIPS will (for the most part) be removed from the SFBOL system by the end of January. (The original deadline of 31 December was extended because Steve Cole was unable to fulfill requests for background art.) 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

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.

We are more than aware that for two years now we have not been releasing products as quickly as you (or we) wanted, but a new sense of energy and a new focus on finishing products that have waited half-finished for too long will change that.

CAPTAIN'S LOG

Captain's Log #51 is still gathering articles in the file. We really need a great piece of fiction. Send us that and we'll drop everything to do this immediately.

STARMADA

Starmada is a fast-paced game system playable on hexes or without them. We just released two PDFs of *Starmada Log*, containing the ships from *Captain's Log #40-#50*. These are separate Nova and Admiral packs.

FEDERATION & EMPIRE

In the works: *Minor Empires*, including the Vudar, Seltorians, and LDR. Release is now expected sometime this winter, after a revised *Fighter Operations*.

STAR FLEET BATTLES

The *Klingon Master Starship Book* has been uploaded. Steven P. Petrick is working on the *Romulan Master Starship Book* and the art is going much better as we have it organized. The information in these books is completely updated, and every ship includes a graphic.

MONGOOSE

A Call To Arms: Star Fleet Basic Book 1.2F is being finished in a gap between two other products. The *Deluxe* version with all of the art, background, and painting guides is also being worked on.

STARLINE 2425

This new category includes ships that can't be done to either scale but work with both. The gunboats will definitely be done within a year (and sold as 2425s) and the jumbo and heavy freighters are to be done soon.

STARLINE 2400

The Klingon D7K failed in Master Mold Two and had to be done over but we just got bad news that the ship was sculpted to the wrong scale and must be done over.

STARLINE 2500

We are reviewing sales data before deciding which miniatures to do next. Marketing Director Jean Sexton says we need to have "stats" available for all of the games for these ships to achieve her sales goals.

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.

The new Konikawa scenario is in *Captain's Log #50*.

PRIME DIRECTIVE

We are currently on hold in conversions of the four *Prime Directive* books to *Mongoose Traveller* waiting for revised rules from Mongoose. They have now announced plans for a new *Traveller* edition (which explains why we have been on hold for so long). We won't be involved in the playtest of that edition, and won't work on new books until it is printed so we don't have to keep doing them over as the perfectly normal playtesting and editing of the new book continues. We all want their books and ours done right the first time.

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 *Jagd Panther* have been found and all have been uploaded. We are now adding the *Star Fleet Times* packs to DTRPG/WV.

Recent uploads include: *Star Fleet Times #21-25*, *Star Fleet Times #26-30*; *Captain's Log #15*, *Captain's Log #16*; *SFB C6 Rulebook*, *SFB Klingon Master Starship Book*, *SFB Campaign Designer's Handbook*, *SFB Commander's Edition Supplement #3*, *SFB Module P6*; *Fed Comm Scenario Log*, *FC Andromedan Ship Pack*; *About F&E*, *F&E Fighter Operations 2015 Rulebook*; *Battlewagon Article #6*.

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>

FEDERATION COMMANDER SCENARIO

(8CM108) SAVE THE ATLANTEAN DORIA

The *Atlantean Doria* was a simulation that was used at Star Fleet Academy. The purpose of the simulation was to see how a cadet or other officer reacted under pressure, especially in a no-win situation.

The scenario centered on the freighter *Atlantean Doria*. The ship, carrying important cargo and people, ran into some kind of trouble. (This varied every time, as did the name of the ship and the enemy involved.) The freighter called for help, and the cadet “cruiser” was sent to assist. Only too late did the cadet captain realize that he had walked into a trap by enemy starships.

The objective was to beat the no-win situation. Would the cadet abandon the damaged freighter, try to disable the enemy ships, and go down fighting? It was, as one instructor said, a test of character.

Only one cadet ever beat the simulation. The victory was revered as legend at the Academy for years. Eventually, it was revealed that the cadet won by reprogramming the computer so he could beat it. Surprisingly, this revelation only helped the officer’s career.

(8CM108a) NUMBER OF PLAYERS

Two: The Federation player and the enemy player.

(8CM108b) INITIAL SETUP

Map: Set up the map with three panels across and two panels high if using small hexes (four wide and three high with large hexes). The map is a “location map” centered on the freighter’s starting hex. Mark this location by placing an extra counter there. Any unit moving more than 35 hexes from the marker has left the scenario and cannot return.

Atlantean Doria: Place a small freighter in the center of the map. Come up with a suitable name for it.

Federation: Place a Federation heavy cruiser 15 hexes in direction B from the freighter, heading E.

Enemy: Place three enemy cruisers, one each in directions D, E, and F from the freighter, each in a hex on the map edge.

(8CM108c) OBJECTIVE

Mission-Federation: Rescue the freighter by pulling it off the map (i.e., to a position where the original center hex marker falls off the far side of the map). It is also possible, although less glorious, to simply rescue the crew by transporter.

Mission-Enemy: Destroy the Federation ship.

Time Limit: The scenario ends when one of these conditions exists:

- the Federation ship is destroyed or captured,

- the Federation ship leaves the map,
- the freighter is destroyed.

Victory: This is assessed as follows:

• **Federation Decisive:** The Federation ship tows the freighter off the map and is not crippled.

• **Federation Tactical:** The Federation ship leaves the map uncrippled with the freighter crew on board but without the freighter itself.

• **Federation Marginal:** The Federation ship leaves the map uncrippled without the freighter or the crew but cripples one enemy ship.

• **Draw:** The Federation ship leaves the scenario uncrippled without the freighter or the crew. (The cadet failed, but at least nobody died.)

• **Enemy Marginal:** The Federation ship leaves the map crippled without the freighter or the crew.

• **Enemy Tactical:** The Federation ship is destroyed.

• **Enemy Decisive:** The Federation ship is captured.

The level of victory is lowered (on the above list) by one if the Federation ship is crippled, and is raised by one for each crippled enemy ship and by two for each destroyed enemy ship. These effects are combined, so if the Federation ship rescues the crew, is not crippled, and cripples an enemy ship, this is raised to a decisive victory. Note that an enemy marginal victory already calls for the Federation ship to be crippled, so crippling it does not drop the result to an enemy tactical victory. Levels of victory above Federation decisive might include Stupendous, Incredible, and Legendary, among others.

(8CM108d) SPECIAL RULES

1. Freighter: The freighter’s engines are disabled, and cannot be repaired during the scenario. As a result, the freighter is only there to be towed. Neither player can fire on the freighter.

2. Reinforcements: If at any time there are fewer than three undestroyed enemy cruisers on the map, another enemy cruiser will appear at the start of the next turn in any map edge hex of his choice.

(8CM108e) FORCE DYNAMICS

You can replay this scenario many times.

1. Alternate Ships: Any empire can provide enemy ships, or the rescue ship. The freighter can be replaced with a civilian ship that is easier or harder to tow. Make any ship larger or smaller to balance the scenario.

2. Cheat Code: If this code is in effect, all damage scored on the Federation ship is halved (drop fractions).

3. Map: The map could actually be of any size.

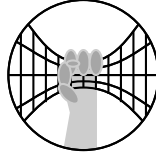
(8CM108f) DESIGNER’S NOTES

This scenario was created new by Mike West based on the Air Force tapes, and apparently is the real story behind the “no-win scenario” seen on the silver screen.

SELTORIAN MOBILE CARRIER

FLEET SCALE

COUNTER
POINT VALUE: 50+44
DAMAGE CONTROL: 1



POWER TRACK

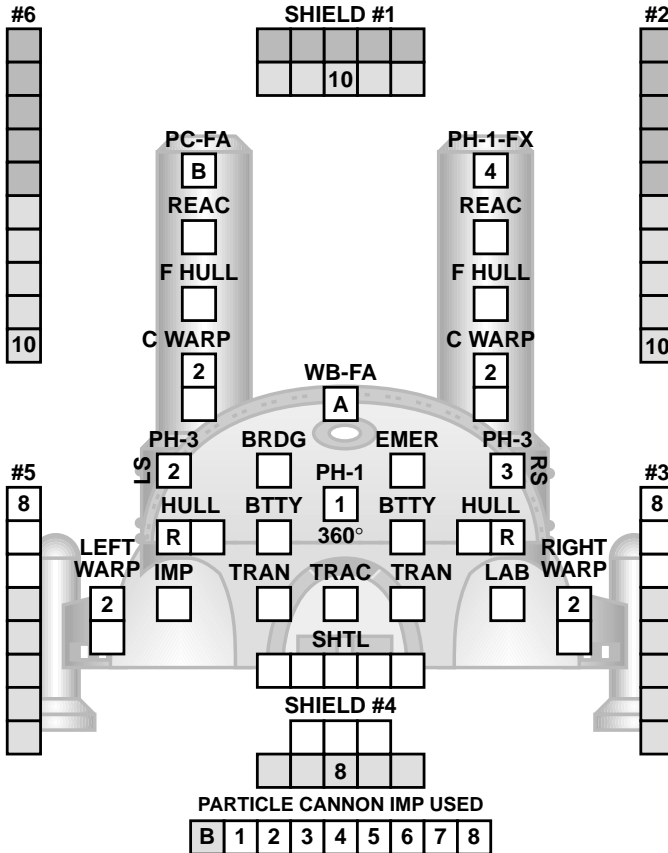
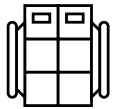
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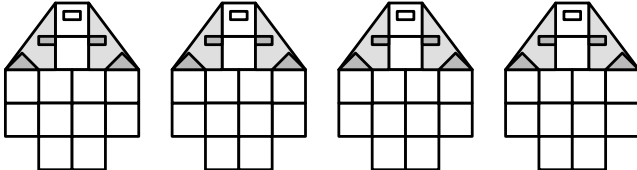
MARINES

FRAME DAMAGE

WEAPONS USED



TURN MODE C MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 SPEED COST 4
BASE SPEED 24 TURN MODE 5 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2



Z-Y FIGHTERS
POINT VALUE = 11
TWO PHASER-3s (FA)
TWO DRONES (can launch one per turn)
CRIPPLED 8

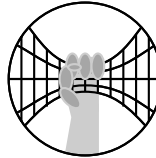
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FEDERATION COMMANDER: COMMUNIQUE #121
FLEET SCALE SHIP CARD #C121
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FRACTIONAL POWER
0 1/4 1/2 3/4

SELTORIAN MOBILE CARRIER SQUADRON SCALE

COUNTER
POINT VALUE: 100+88
DAMAGE CONTROL: 2



POWER
TRACK

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STS
Name

MARINES

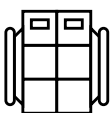
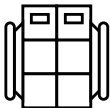
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FRAME
DAMAGE

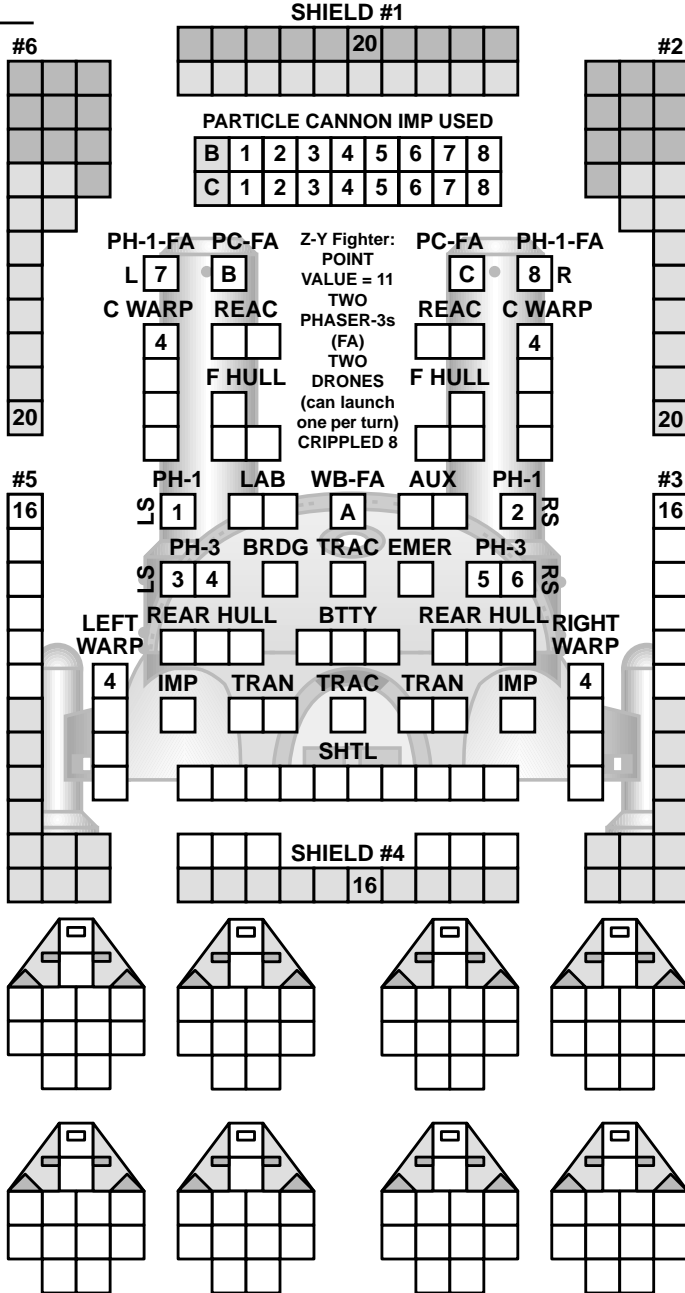
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WEAPONS
USED

A	1	2	3	4
	5	6	7	8



TURN MODE C 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 5 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3



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FRACTIONAL POWER
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