



# COMMUNIQUE #130

## STARDATE 2016.10.11

### THE BIG NEWS: SFU COLORING BOOK RELEASED

For many years our fans have asked for a collection of line art for use as a coloring book. Now it is available! The drawings range from fairly simple to more complex, so there is something for every skill level. This first book focuses on starships and includes the following:

Federation: Heavy cruiser, Light cruiser, Frigate, War destroyer, Dreadnought, Police cutter, Battlecruiser, Galactic survey cruiser, Strike carrier (with F-15 fighters), and Heavy carrier (with F-14 and A-10 fighters).

Klingon: C8 dreadnought, F5 frigate, D5 war cruiser, D7 battlecruiser, B10 battleship, D6M mauler, D7 in battle (includes drones and explosions!), and T7 battle tug.

Romulan: War Eagle, KR battlecruiser, SparrowHawk light cruiser, FireHawk heavy cruiser, KB10V battleship-carrier (with eight Gladiator-D fighters), ChickenHawk gunboat tender (includes three gunboats), Condor dreadnought, and MegaHawk battleship.

Tholian: Heavy cruiser, War cruiser, Patrol corvette, Three patrol corvettes in a pinwheel, and Battleship.

The book includes a sample ship from each empire showing the “official” colors but you can color your ships any way you want. Since it is a PDF, you can try something and then start over if you don’t like it. This coloring book is available as a PDF from the following sources:

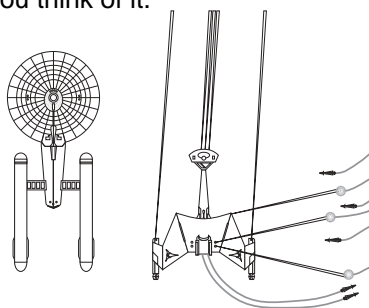
<http://www.warehouse23.com/products/ADB-CB001>

<http://www.drivethrurpg.com/product/194641/>

<http://www.wargamevault.com/product/194641/>

<http://www.drivethrucomics.com/product/194641/>

Let us know what you think of it.



### SITUATION REPORT: THROUGH A RED SCANNER

We’re continuing to show progress on many projects.

Steven Petrick has finished the *Romulan Master Starship Book* (except for a few pieces of art that need the phasers moved around) and recently sent the *Lyrax Master Starship Book* to the staff for a first reading. He also prepared the *LDR Master Starship Book* as the next staff project. The Kzintis and Gorns are next.

Work continues on the long-awaited *Federation Admiral*/campaign system. Work on the rulebook is moving through the fourth draft (which the playtest staff is reviewing even now). Extensive playtesting of the FASCR combat system resulted in a staffer being assigned to rewrite it for the advanced combat system in later VBAM books and another being assigned to write an entirely new system. We will pick one of them — or publish the book with both!

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

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

The fall of 2016 will focus on four sheets of single-sided counters. These will include reprints for *Federation Commander Klingon Border*, *SFB Module C2*, and *F&E Planetary Operations*. That will leave space for only one new product, either *SFB Module X2* or a new module for *Federation Commander*.

### PUBLISHER'S INFORMATION

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  - **Communique #124:** Federation Mobile Carrier, Scenario 8CM111 Assault on the *Invincible*.
  - **Communique #125:** Klingon Mobile Carrier, Scenario 8CM112 Dance of the Damned.
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  - **Communique #127:** Kzinti Mobile Carrier, Scenario 8CM114 Clash of the Giants.
  - **Communique #128:** Gorn Mobile Carrier, Scenario 8CM115 Betrayal, prototype fighter rules.
  - **Communique #129:** Paravian Mobile Carrier, Paravian DWE, Scenario 8CM116 Race to Doomsday.
  - **Communique #130:** Carnivon Mobile Carrier, Carnivon DW Escort, Scenario 8CM117 First Arrest.
- The Index for 2015 is in *Communique #120*.

## 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.

Each month we shine a spotlight on one of our battle groups. This month it is Metropolitan Wargamers. This group, homeported in Brooklyn, New York has become interested in playing *Federation Commander*. Their CO is James Saeli. Contact them here:

[http://www.starfleetgames.com/battlegroup/battlegroup\\_Metropolitan\\_FC\\_Wargamers.shtml](http://www.starfleetgames.com/battlegroup/battlegroup_Metropolitan_FC_Wargamers.shtml)

Do you have a battle group? Be sure to report your activities here:

<http://www.starfleetgames.com/battlegroup/report.shtml>

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

## RANGERS LEAD THE WAY

Jean Sexton has reorganized the Ranger Demonstration Teams, sent Rangers their long-overdue rewards, and is recruiting new Rangers. The Rangers recruit and train new players by means of demos conducted in game stores and at conventions. See the Ranger page for more info:

<http://www.StarFleetGames.com/rangers/index.shtml>

Be sure to read *Hailing Frequencies* to catch up on any demos and conventions near you.



# NEWS FLASHES:

## THE SFB PLATINUM TOURNAMENT

The first games for the sixth annual *Star Fleet Battles* Platinum Hat tournament have started!

## THE SEARCH FOR A SHIP

Following the plan set out last issue, this issue includes the Carnivon DWE and DWV.

November will include some play aids and December will include a special Christmas ship.

## WE CAN'T DO EVERYTHING

Someone asked when we could turn the 2500 Fed CB into a 2450. We *could* do that any time. The trick is to do it without losing money. The up-front costs of the ship include the 3d printing, a master mold, and production molds, then the metal-and-time cost for each ship.

That's a good example of a difficult ship to do as it has a saucer, secondary hull, and a pair of engines. The casting house will insist on creating three molds (the pair of engines will go into one mold). Here's why. You could physically fit all three pieces in one mold, but the problem is that some pieces spin better at different speeds and/or temperatures. Doing it in one mold makes the job of the casting house much harder as they have to balance the situation so that they can get good parts of all four types. Then it gets worse. Over time, mold cavities break down and cannot be used, but the overall mold still can be. So when the mold has used about 50% of its life, two or three out of 12 cavities no longer work so to make 120 parts takes not 10 spins but 12+. (The number of cavities varies depending on part size; the secondary hull might fit 24 in a mold, the saucer only eight.) If all of the parts are in one mold, then one of the parts will burn out before the other parts. So when they cast a brand new family mold they get four complete ships. When they cast a mold with 50% of its life left, they get two ships and leftover parts that can only be melted down. This means that the casting house that wanted to make 100 ships out of a family mold used to need 25 spins and now needs 50, and has a bucket of parts to be melted back down. This takes up a lot of extra time, electricity, and natural gas, increasing the costs to the casting house. So they quite rightly refuse to do the ship without doing at least three molds. That's a significant extra cost for ADB, meaning we have to sell more ships before we make any profit. It could take from 40-100 ships just to break even on the up-front costs.

## RULES QUESTIONS

**Q:** How does me-too firing work for ESGs?

**A:** If you activate an anti-hellbore ESG in response to ESG fire, then the player firing the hellbore can fire additional hellbores (from the original ship or others) in response to the ESG. —Mike West

# FEDERATION COMMANDER SCENARIO

## (8CM117) FIRST ARREST

The ISC Pacification Campaign (also known as the ISC Conquest) covered two years and 20,000 parsecs, but like all great marches began with a single step. In order to delay exposing their intentions as long as possible, the ISC planned to take out the Romulan and Gorn frontier pickets before they could detect the main ISC fleet. More than a dozen such operations were launched, almost simultaneously, by the fleets that had long patrolled the borders.

The first such operation to begin was an attack by the escort carrier *Mandate* on a small Gorn mining station and the ship assigned to defend it. The ISC captain had orders: destroy the Gorn ship and the warning station without allowing any of his ships to be crippled. The easily replaceable fighters were expendable, but the carrier group (after picking up new fighters) was needed in the campaign itself. Various factors conspired to make this battle the first in the campaign, since all of the ships near the border were in constant motion. It was, according to Galactic Standard Time, only a few minutes before other battles were joined.

But it was the first.

### (8CM117a) NUMBER OF PLAYERS

**Two:** The ISC player and the Gorn player.

### (8CM117b) INITIAL SETUP

**Map:** Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes).

The map is “fixed,” and does not float. Any unit leaving the map has disengaged and cannot return.

**Terrain:** Place a planet in hex 0715 of the top-middle map panel (small hexes) or hex 49 of the center map panel (large hexes).

**ISC:** CVE *Mandate*, DE *Conviction*, and FF *Stockade* enter the map on the south (bottom) long edge on Impulse #1 on Turn #1, facing towards the planet.

**Gorn:** Set up a mining station and two ground bases on hex side B of the planet. See (8CM117d2), below.

Set up BDD *Whiptail* anywhere within three hexes of the planet, facing at the player’s option.

Set up two Striker Skiffs anywhere within six hexes of the planet, facing at the player’s option.

### (8CM117c) OBJECTIVE

**Mission-ISC:** Destroy the Gorn BDD and warning station before they detect the moving ISC fleet.

**Mission-Gorn:** Survive and inflict as much damage on the ISC ships as possible.

**Time Limit:** The scenario continues until the end of Turn #6, when the Gorn ground base or BDD will detect the moving ISC fleet, or when all ships belonging to one player have been captured or destroyed, or have disengaged.

**Victory:** Use the Point Value Victory System (8B2) to determine the winner. The ISC player receives no points for crippling the Gorn BDD or forcing it to disengage. The Gorn player receives double points for crippling or destroying the ISC CVE regardless of the fate of the warning station, and double points for any ISC ship if the warning station is not destroyed by the end of Turn #6.

### (8CM117d) SPECIAL RULES

**1. Disengagement:** Gorn units may only disengage from the north (top) edge of the map. ISC ships may only disengage from the south (bottom) edge of the map. Any unit which leaves the map by any other edge than allowed is considered destroyed.

**2. Gorn Ground Bases:** One of the ground bases’ optional weapons is a phaser-4; the other is a special sensor. (While ground bases normally cannot use special sensors, this is an exception for this scenario.) The base with the special sensor is the “warning station.”

### (8CM117e) 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 Gorn BDD with a Romulan SkyHawk, and reverse the entry and disengagement map edges for the two forces.

**2. 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.

**3. Faster Scenario:** To finish this scenario in a shorter time, remove the ISC DE and the Gorn Striker Skiffs.

### (8CM117f) DESIGNER’S NOTES

This scenario was originally designed for *Star Fleet Battles* by Stephen V. Cole and was published as SH103 in *Module R4*. It was converted to *Federation Commander* by Terry O’Carroll.

# CARNIVON MOBILE CARRIER FLEET SCALE

COUNTER DWV  
POINT VALUE: 50+40  
DAMAGE CONTROL: 1

POWER  
TRACK

CHS \_\_\_\_\_  
Name

DC ARMING

B  
P  
L  
F

This ship has no probe launcher.



MARINES

4

FRAME DAMAGE

3

TURN MODE B  
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 4  
SPEED COST 6

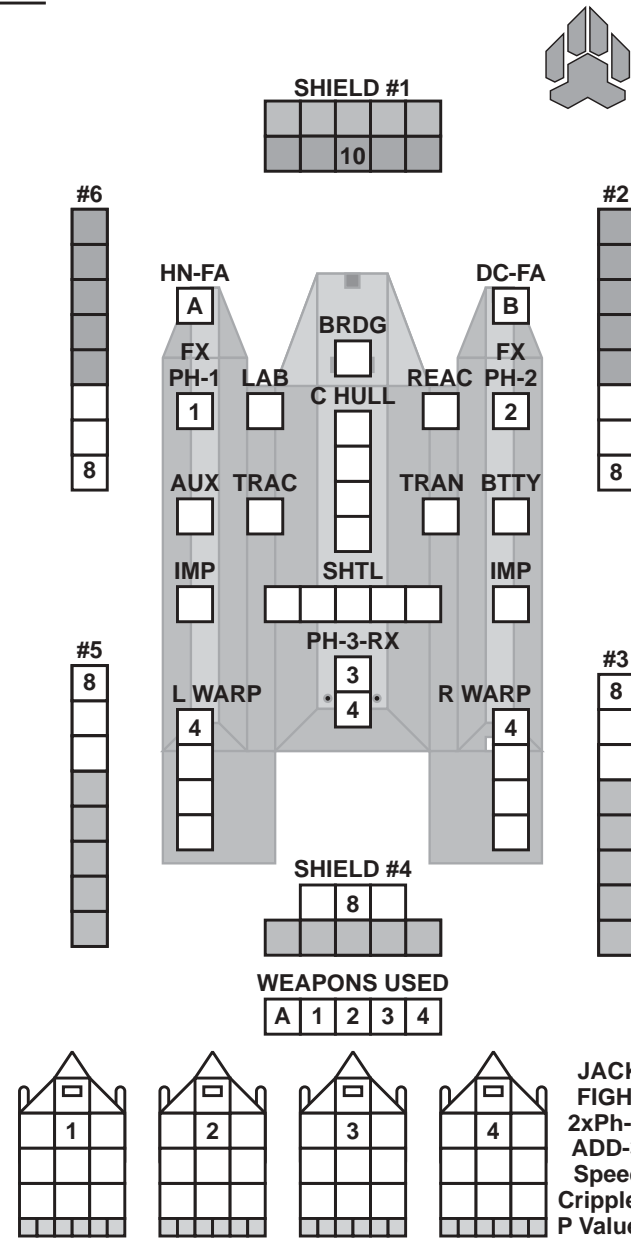
ACCELERATION  
COST 1/4

DECELERATION  
COST 1/4

HIGH ENERGY  
TURN COST  
1+1/4

EVASIVE  
MANEUVER  
COST 1+1/2

C130



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FLEET SCALE SHIP CARD #C130  
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FRACTIONAL  
POWER

0 1/4 1/2 3/4

# CARNIVON MOBILE CARRIER SQUADRON SCALE

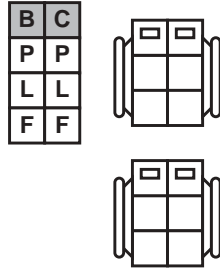
COUNTER DWV  
 POINT VALUE: 98+80  
 DAMAGE CONTROL: 2

**POWER  
TRACK**



CHS \_\_\_\_\_  
 Name

**DC ARMING**



This ship has no probe launcher.

**MARINES**

8		
4		

**WEAPONS USED**

A	1	2	3	4
5	6	7	8	

**FRAME DAMAGE**

5			
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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

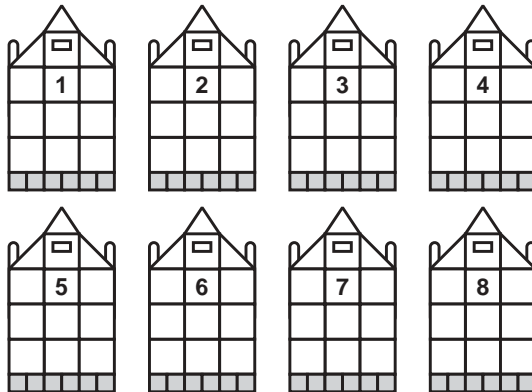
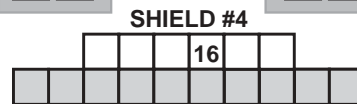
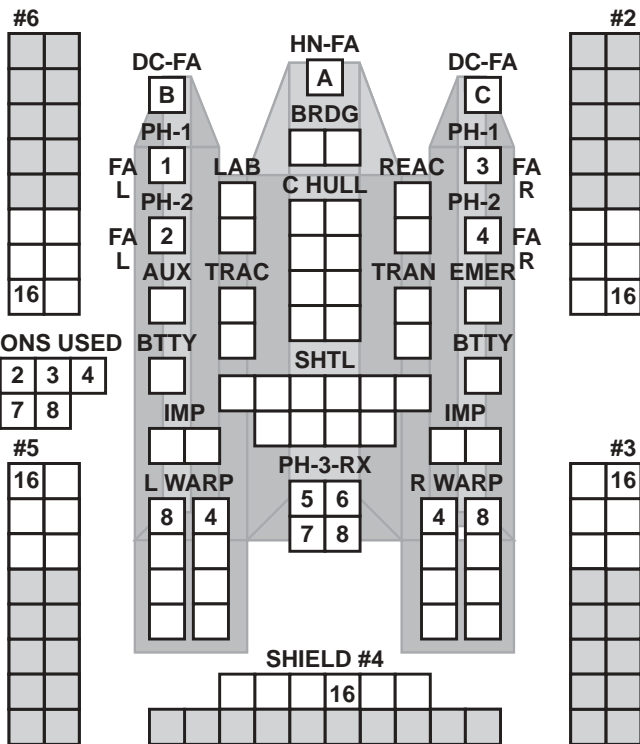
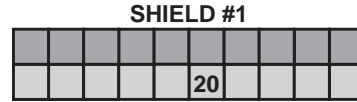
BASE SPEED 24  
 TURN MODE 4  
 SPEED COST 12

ACCELERATION  
 COST 1/2

DECELERATION  
 COST 1/2

HIGH ENERGY  
 TURN COST  
 2+1/2

EVASIVE  
 MANEUVER  
 COST 3



JACKAL  
 FIGHTER  
 2xPh-3-FA  
 ADD-360°  
 Speed 16  
 Crippled = 7  
 P Value = 10

**FRACTIONAL  
 POWER**  
 0    1/2

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 SQUADRON SCALE SHIP CARD #C130  
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# CARNIVON WAR DESTROYER ESCORT FLEET SCALE

COUNTER **DWE**  
POINT VALUE: 52  
DAMAGE CONTROL: 1



POWER  
TRACK

CHS \_\_\_\_\_  
Name

PROBES

--	--	--	--	--

D BOLT RACK

Z		

MARINES

4			
---	--	--	--

FRAME DAMAGE

3		
---	--	--

<b>AEGIS ESCORT</b>
TURN MODE B 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 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2

**E23**

FEDERATION COMMANDER: COMMUNIQUE #130  
FLEET SCALE SHIP CARD #E23  
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SHIELD #1

	10		

#6

8

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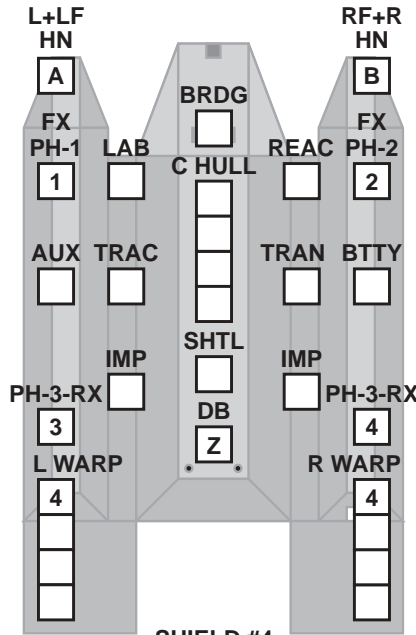
8

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#3

8



SHIELD #4

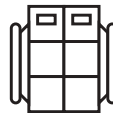
	8		
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WEAPONS USED

A	B	1	2	3	4	Z
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DEATH BOLTS

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2							
3							
4							



FRACTIONAL  
POWER

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# CARNIVON WAR DESTROYER ESCORT SQUADRON SCALE

COUNTER **DWE**  
POINT VALUE: 98  
DAMAGE CONTROL: 2



POWER  
TRACK

CHS \_\_\_\_\_  
Name \_\_\_\_\_

PROBES  
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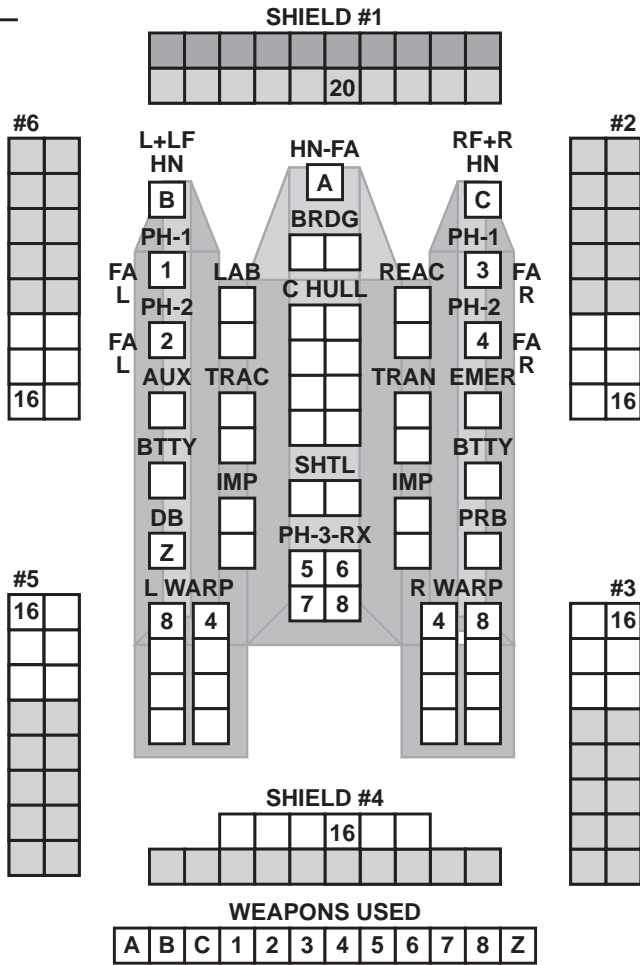
D BOLT RACK  
Z [ ] [ ] [ ] [ ]

MARINES  
8 [ ] [ ] [ ] [ ]  
4 [ ] [ ] [ ] [ ]

FRAME DAMAGE  
5 [ ] [ ] [ ] [ ]

AEGIS ESCORT	
TURN MODE B	MOVE COST 1/2
BASE SPEED 8	TURN MODE 2
TURN MODE 2	SPEED COST 4
BASE SPEED 16	TURN MODE 3
TURN MODE 3	SPEED COST 8
BASE SPEED 24	TURN MODE 4
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	

**E23**



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FRACTIONAL  
POWER  
0 1/2

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