



COMMUNIQUE #132

STARDATE 2016.12.10

THE BIG NEWS: MERRY CHRISTMAS!

HAPPY HOLIDAYS to everyone, including Christmas, Hanukkah, Eid, the Winter Solstice, and all others. This is a time for family gatherings and good times with friends. These are the shortest days of the year and everything gets better from here.

To celebrate the season, ADB has created the North Polar Star Cruiser to protect Santa's Sleigh. Even better, we have gathered all six of the Christmas ships and all of the Christmas scenarios into a single FREE pdf pack which will appear on the download sites in a few days. Watch for it on W23 and DriveThruRPG.

SITUATION REPORT: THROUGH AN ICY SCANNER

We're continuing to show progress on many projects.

Steven Petrick has finished the *Romulan Master Starship Book* (now for sale on Warehouse 23, Drive-Thru RPG, and Wargame Vault). He has sent the *Lyrans Master Starship Book* to the staff. He has prepared the *LDR Master Starship Book* as the next staff project and is working on the *Kzinti Master Starship Book*.

Work continues on the long-awaited *Federation Admiral* campaign system. Work on the rulebook is moving through the fourth draft while the staff struggles to create a workable fast combat system.

We did a preliminary review of the "trading game" *Merchants of the Federation* which an outside designer sent to us. It shows some interesting aspects but will require a Kickstarter campaign to raise \$100,000.

Production has moved ahead on three new ships for Starline 2425 (large freighter, jumbo freighter, heavy freighter). A sculptor is now working on the Romulan and Klingon HDWs. We did release the 2450 Klingon D7K.

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*.

We continue to work 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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NORTH POLAR STAR CRUISER

SQUADRON SCALE

NAME: _____

PHOTON ARMING: A B C D
P P P P
L L L L
+4 +4 +4 +4
+8 +8 +8 +8
F F F F

PROBES: RF LS 3 4

DRONE RACK Z: _____

ELF MARINES: 10 5

FRAME DAMAGE: 6

TURN MODE A MOVE COST 1

BASE SPEED 8 TURN MODE 1 SPEED COST 8

BASE SPEED 16 TURN MODE 2 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 5

C132

COUNTER CS
POINT VALUE: 170
DAMAGE CONTROL: 4

POWER TRACK +40

SHIELD #1: 30

SHIELD #2: 25

SHIELD #4: 25

WEAPONS USED: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 Z

FRACTIONAL POWER: 0 1/2

FEDERATION COMMANDER: COMMUNIQUE #132
SQUADRON SCALE SHIP CARD K0132
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- **Communique #122:** Valentian CL, Scenario 8CM109 Big Things, Small Packages.
- **Communique #123:** ISC Mobile Carrier, Scenario 8CM110 Snakes And Crossbones.
- **Communique #124:** Federation Mobile Carrier, Scenario 8CM111 Assault on the *Invincible*.
- **Communique #125:** Klingon Mobile Carrier, Scenario 8CM112 Dance of the Damned.
- **Communique #126:** Romulan SkyHawk-B Mobile Carrier, Scenario 8CM113 Raider's Ball.
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- **Communique #131:** Klingon D6K, Scenario 8CM118 Betrayal at Oxvind V.
- **Communique #132:** North Polar Star Cruiser, Scenario 8CM119 Star Over Frallia.

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

BATTLE GROUP REPORT

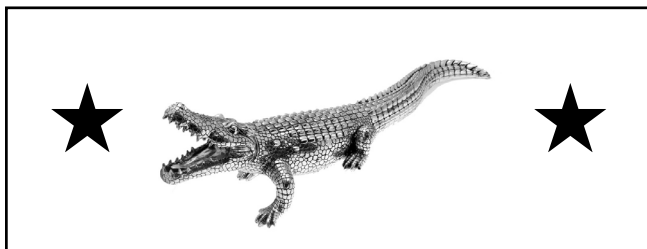
by Jean Sexton, Battle Group Facilitator

We are continually getting reports from battle groups and registrations of new battlegroups. See the special web page at StarFleetGames.com/battlegroup.shtml for more information. Report your 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 a battle group that is forming: Battlegroup Gator. They are homeported in Waycross, Georgia with Ranger Michael Baker as their group commander. They are active in playing many of the *Star Fleet Universe* games. Do you live in the area? Find out how to contact them here:

[www.starfleetgames.com/
battlegroup/battlegroup_gator.shtml](http://www.starfleetgames.com/battlegroup/battlegroup_gator.shtml)

Be sure to report your activities here:
<http://www.starfleetgames.com/battlegroup/report.shtml>



NEWS FLASHES:

THE SFB PLATINUM TOURNAMENT

The sixth annual Star Fleet Battles Platinum Hat tournament is now underway. Six of the second-round games have been played; two third-round games have been played. Paul Scott is the judge for this tournament; Steven Petrick is the Tournament Marshal, with Peter Bakija assisting them.

THE SEARCH FOR A SHIP

It's December and time for another Christmas ship. I was going to do something but Jean decided that a Christmas Star was better than my idea. I agreed. After a few jokes about "the lumbering Christmas tree heavy cruiser" we decided that since the Christmas Star was basically round we'd give it the best turn mode.

The staff is currently debating what to do for the new ships in next year's *Communiques*, so if you have any suggestions for a theme or series, do let us know.

WE CAN'T DO EVERYTHING

Recently, someone noted a minor one-character typo in an FC ship in an E-pack. He modified the PDF and sent me the revised ship forme to share. I appreciate the enthusiasm but it's always less time for me to fix it myself than to check to see if you fixed it correctly. That's just the nature of the beast. Because, some years ago, one person tried to sneak his personal "improvements" into the ship when "fixing" one minor item, we cannot release to the customers any "official" ship done outside unless we check every single character and box. That's a couple of hours of work compared to a minute to fix the typo and spin up a new PDF. (The same thing applies to any official document, such as an *F&E SIT*.) It's a darn shame that one person so many years ago created this mess but the months I spent fixing that problem aren't an experience that I can risk repeating. So if you see a mistake in a published PDF (or any published *FedCom* ship) let me know and I'll fix it. The fix won't appear until the next reprint or reload, but it will get taken care of.

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](http://www.StarFleetGames.com/rangers/index.shtml)

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



FEDERATION COMMANDER SCENARIO

[BCM119] STAR OVER FRALLIA

Once upon a time, as the story goes, it came to be the day that Santa was scheduled to deliver presents to all the good little Fralli boys and girls. The entire world of Frallia had decorated with Christmas trees and wreaths. There were candy canes and candied hacallia to eat. Spark wands were putting on glorious shows, for Santa was coming. Milk and carfinillia cookies were left for Santa to enjoy.

However, some particularly naughty Orion pirates had heard that Santa was coming. They were so naughty that they weren't getting any presents from Santa. They decided that they were going to steal the presents from Santa's Sleigh and keep them all for themselves. They had carefully studied how to do it and had enough ships to defeat the usual escort of a Candy Cane Light Cruiser. They even had enough ships that they could get defeat the lumbering Christmas Tree Heavy Cruiser by outmaneuvering it. Santa's Sleigh was ripe for plundering!

What they didn't know was that Santa really does see everything that is naughty or nice. This year a new Star Cruiser was assigned to protect the sleigh. It could turn on a dime and its phasers didn't have any blind spots. When the Orion's spotted the unknown Star Cruiser, they (being naughty pirates) thought they could take it on. They gave it a try, but success was not theirs. And all the good little boys and girls on Frallia woke up to find the most marvelous presents in their stockings, and the milk and carfinillia cookies were gone.

(CM119a) NUMBER OF PLAYERS

Two: The North Polar player and the Orion player.

(CM119b) 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. Any unit which moves more than 26 hexes from all enemy units has disengaged and left the scenario. Orion ships can only successfully disengage from the left side of the map after the Star Cruiser has been crippled, destroyed, or captured or until all the Star Cruiser's labs and the probe have been destroyed or the Orion's cannot successfully steal any presents from Santa.

North Polar: Set up the Star Cruiser 28 hexes from the right edge of the map.

Orion: Set up the two Light Raiders *Spoiler* and *Destruction* no more than 25 hexes from the front of the Star Cruiser and no more than five hexes apart. Set up the Free Traitor *Thief* no more three hexes from both ships and no more than 25 hexes from the Star Cruiser.

(CM119c) OBJECTIVE

Mission-Orion: Destroy or cripple the Star Cruiser. Failing that, destroy the labs and probe so that the rest of the fleet cannot hear the Star Cruiser's distress call.

Mission-North Polar: Keep those naughty pirates from stealing presents from Santa's Sleigh.

Time Limit: The scenario continues until the Orions have either crippled or destroyed the Star Cruiser, or until they have destroyed the Star Cruiser's labs and probes, or until the North Polar Candy Cane Light Cruiser appears in Turn #5, but see special rule (CM119d1).

Victory: The Orions win if they cripple or destroy the Star Cruiser and exit the map before the Candy Cane Light Cruiser arrives. Santa's side wins if the Candy Cane Light Cruiser arrives or if the Orion ships disengage while it is not crippled, destroyed, or captured.

(CM119d) SPECIAL RULES

1. Reinforcements: The Candy Cane CL will arrive on Turn #5 unless the Orions have successfully captured or destroyed the Star Cruiser's lab boxes and/or the probe box. For each lab and probe box lost, the arrival of the Candy Cane CL is delayed one turn.

2. Keep on Going: If you want to play this out, the Candy Cane Light Cruiser arrives on Turn #5 on the left side of the map (subject to delays as noted). Add an Orion Double Raider on the right side of the map at the same time. Obviously, ignore the 26-hex limit until the ship moves within 26 hexes of an opposing side's ship. If the Orions disengage before destroying, capturing, or crippling both North Polar ships, they lose.

3. Keep Right on Going: Two turns after the Candy Cane Light Cruiser arrives, a Christmas Tree Heavy Cruiser arrives on the left side of the map. Add an Orion Battlecruiser on the right, using the same restriction on the hex limits and disengaging as in (CM119e1).

4. Raiding Santa's Sleigh: Five turns after the Christmas Tree Heavy Cruiser arrives, Santa's Sleigh arrives. Each surviving Orion ship must successfully raid a cargo box aboard Santa's Sleigh and then disengage in order to win. If one Orion ship does this, the North Polar forces lose. For each additional ship that successfully accomplishes the goal, the victory level goes up a level from Marginal (1) to Astounding (5).

(CM119e) FORCE DYNAMICS

1. Alternative Ships: Use approximately the same Point Value ships from another empire.

2. Balance: Add or subtract a Free Traitor.

(CM119f) DESIGNER'S NOTES

This scenario was written new by Jean Sexton, who wanted "her" Fralli to be part of one of the Christmas scenarios. She hopes you enjoy it and the season.

NORTH POLAR STAR CRUISER

FLEET SCALE

COUNTER **CS**
 POINT VALUE: 85
 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

0

NPS _____
 Name _____

PHOTON ARMING

A	B
P	P
L	L
+4	+4
+8	+8
F	F

PROBES

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

DRONE RACK Z

ELF MARINES

5					
---	--	--	--	--	--

FRAME DAMAGE

3		
---	--	--

TURN MODE A
 MOVE COST 1/2

BASE SPEED 8
 TURN MODE 1
 SPEED COST 4

BASE SPEED 16
 TURN MODE 2
 SPEED COST 8

BASE SPEED 24
 TURN MODE 4
 SPEED COST 12

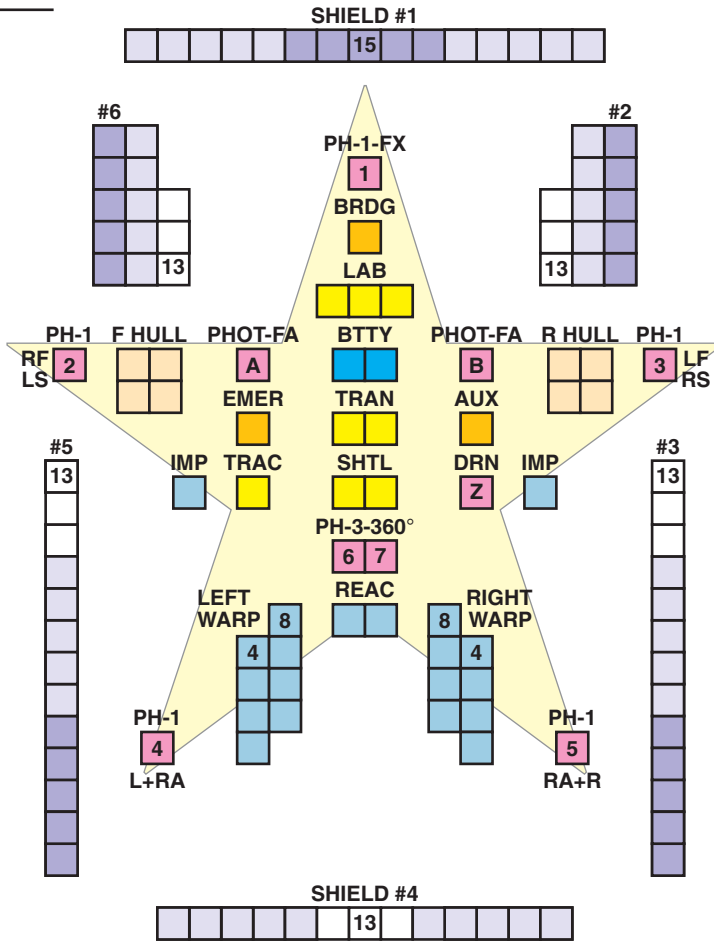
ACCELERATION
 COST 1/2

DECELERATION
 COST 1/2

HIGH ENERGY
 TURN COST
 2+1/2

EVASIVE
 MANEUVER
 COST 3

C132



DRONES

1				
2				

WEAPONS USED

1	2	3	4	5
6	7			Z

DRONES

3				
4				



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FRACTIONAL POWER
 0 1/2

NOTE: The North Pole Candy Cane Light Cruiser is in *Communique #108*, the North Pole Christmas Tree Heavy Cruiser is in *Communique #96*, and Santa's Sleigh is in *Communique #12*.

NORTH POLAR STAR CRUISER

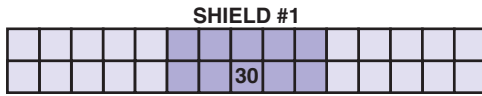
SQUADRON SCALE

COUNTER **CS**
 POINT VALUE: 170
 DAMAGE CONTROL: 4



POWER TRACK
+40

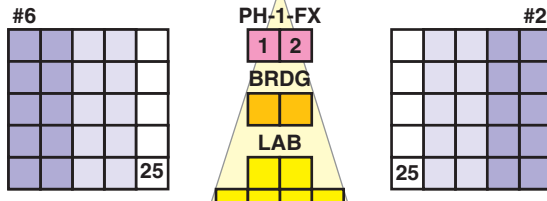
NPS _____
 Name _____



+30
+20
+10

PHOTON ARMING

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



PROBES

--	--	--	--	--

DRONE RACK Z

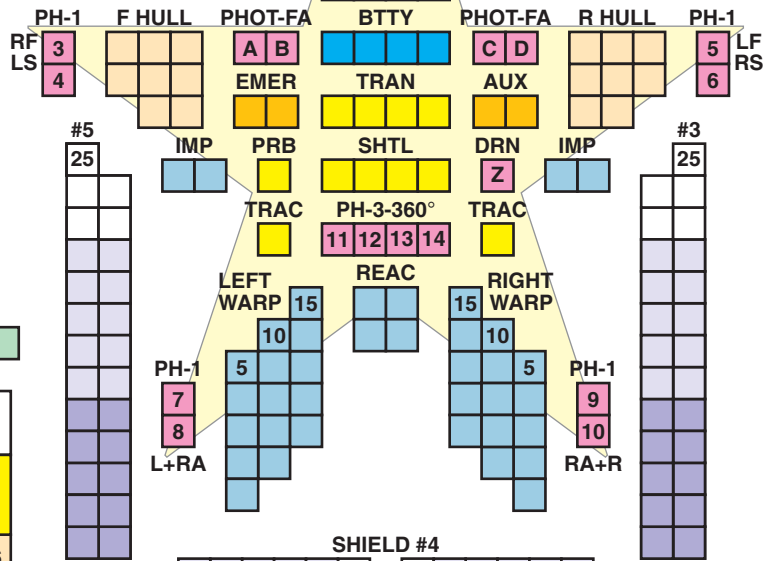
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ELF MARINES

10				
5				

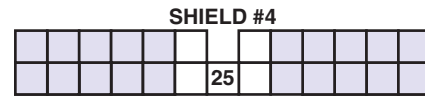
FRAME DAMAGE

6					
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9
8
7
6
5
4
3
2
1
0

TURN MODE A MOVE COST 1
BASE SPEED 8 TURN MODE 1 SPEED COST 8
BASE SPEED 16 TURN MODE 2 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



Power when undamaged: 38 + 4.

DRONES

1				
2				

WEAPONS USED

1	2	3	4	5
6	7	8	9	10
11	12	13	14	Z

DRONES

3				
4				



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C132

FRACTIONAL POWER
 0 1/2