



COMMUNIQUE #133

STARDATE 2017.01.10

THE BIG NEWS: CAPTAIN'S LOG #52

In a few short weeks, we will release *Captain's Log #52*, which has lots of interesting stuff for players of *Federation Commander*.

We will include the rules for Marine combat on planets, allowing you to capture facilities on the surface and (in effect) the entire planet. These rules come with one new shuttlecraft, four new ships (each packed with Marines), three new scenarios, battle groups solving a serious tactical puzzle, and two ground vehicles (a tank and an armored car) to give your Marines some heavy armored combat power.

Also included are the usual features and something for the players of all of our games.

SITUATION REPORT: THROUGH AN ICY SCANNER

We're continuing to show progress on many projects. Work is focusing on *Captain's Log #52*.

Steven Petrick has sent the *Lyrn Master Starship Book* to the staff and is dragging the graphics out of Steve Cole a dozen or two at a time. 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.

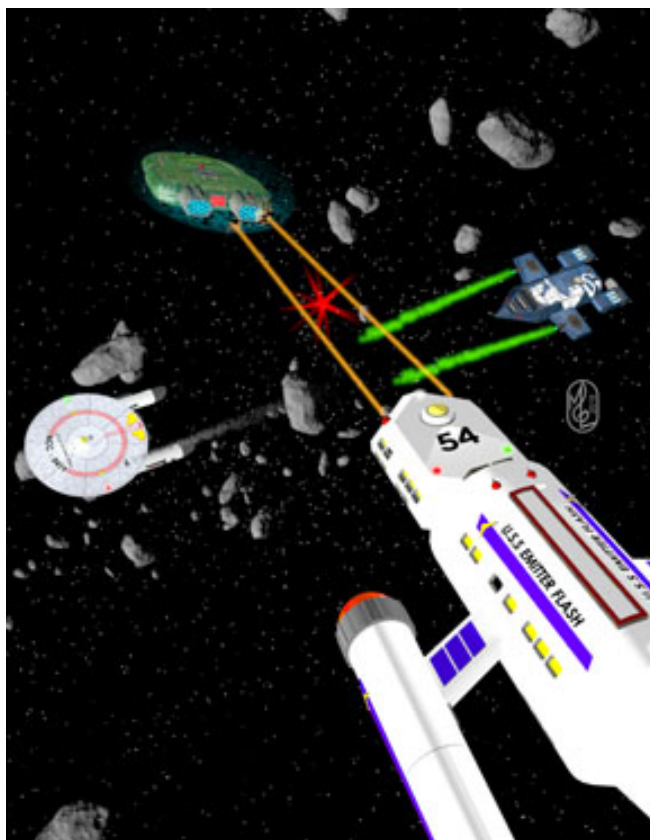
Jean Sexton is busy selecting fiction for the second and third Kindle books (fiction anthologies) and is starting work with two outside authors on new game systems for the *Prime Directive RPG Universe*.

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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INDEX FOR 2017

• **Communique #133:** Scenario 8CM120 The Battle of the *Agincourt*; Federation CAD heavy drone cruiser.

COMMUNIQUE INDEXES FROM EARLIER YEARS

- The Index for 2006 was in *Communique #14*.
- The Index for 2007 was in *Communique #24*.
- The Index for 2008 was in *Communique #36*.
- The Index for 2009 was in *Communique #48*.
- The Index for 2010 was in *Communique #61*.
- The Index for 2011 was in *Communique #73*.
- The Index for 2012 was in *Communique #84*.
- The Index for 2013 was in *Communique #96*.
- The Index for 2014 was in *Communique #108*.
- The Index for 2016 was in *Communique #132*.

Questions and Answers

Q: In *Briefing #1*, rule (5X) Degraded Crew, there is a mention that “when a plasma torpedo impacts, one is added to its impulse of impact (4J3b).” Since Degraded Crew is a penalty, I assume this refers to a torpedo launched by the ship with the degraded crew?

A: That is correct. The torpedo (in effect) travels an extra hex which might reduce its power.

Q: In a scenario, there are a dozen fighters based on a planet. Since there is no “shuttle bay door” to pass through, can they all take off at once?

A: Not unless the scenario says so. Even on a planet, fighters are inside a base that protects them from the elements and from enemy attack. If they were just parked in an open field, the enemy ship in orbit could attack individual fighters. Even then, simultaneous launch would risk multiple mid-air collisions (a bad career move).

Q: In the *Lost Empires* preview pack, (4GD1b) says that Death Bolt racks can't be mounted on any unit smaller than size class 4. Huh?

A: That means ships smaller than frigates.

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 usually shine a spotlight on one of our battle groups. This time we are going to focus on a page. We are in the process of changing the Battle Groups Gather page to be more useful to new and returning players hunting for a battle group to join. Soon the groups will be listed by state rather than name. We'll let you know when that is finished. Keep an eye here and let us know what you think of the change:

<http://www.starfleetgames.com/battlegroup/gather.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. All of the second-round games have been played or adjudicated, three third-round games have been played, and one fourth round game has 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 a new year, and when we couldn't think of a “theme” for the ships of 2017, we just went to the “list of ships people asked for” and picked a Federation ship.

WE CAN'T DO EVERYTHING

Recently, we were working on *Captain's Log #52*, and I turned to the new tactical papers for one of our games. One of these was marked “part one of three” and I asked SteveN Petrick where the other two parts were. He said they had never been sent in. I told him to contact the author and get them, as I would not print a “part one” of anything without having the entire thing in hand. There are several reasons for this, but mostly we want to be sure we can finish what we start. As it happened, the paper was found to contain many flaws, and the only email address for the author was invalid. As no one had heard from him for 18 months, we had no choice but to put his paper into the reserve file. The way it is written it needs the other two parts, and it cannot be turned into a stand-alone article as the whole thing sets up the situation for part two. This applies to everything. We cannot start something unless we know we can finish it. If we're doing it then finishing it is just a matter of managing the “to do list,” but something that depends on an outside author must be “controlled” (i.e., finished) before it starts.

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.

And there is exciting news for Rangers on Facebook! We've started up a closed group for Rangers to discuss ideas, best practices, and to simply hang out with serious enthusiasts. You must be on Jean's list of Rangers before you can become a member. Join it here:

<https://www.facebook.com/groups/517647465103651/>



FEDERATION COMMANDER SCENARIO

(8CM120) THE BATTLE OF THE AGINCOURT

The Klingons were building a new base in a key sector. It was so well defended that it would take a major fleet to break through the fixed defenses and destroy it. By the time a fleet could be assembled, the base would be complete and harder to destroy.

Star Fleet decided on an alternative strategy. They dispatched the heavy drone cruiser *Agincourt*. This ship was unique in Star Fleet. When the *Agincourt* was damaged in earlier battles, there were not enough spare photon torpedo systems to restore its original configuration. Instead, it was rebuilt as a special mission ship with seven drone racks and two special sensors. This allowed it to target enemy units from longer range.

The plan was for the *Agincourt* to remain outside the range of the phasers on the fixed defenses (phaser bases on asteroids) around the base and bombard the construction vessels with drones. This might work as the Klingons had no heavy ships in the area that could block the drone attack.

(8CM120a) NUMBER OF PLAYERS

Two: The Federation player and the Klingon player.

(8CM120b) 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). The Klingon base is off the map to the west (left) side.

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

Federation: The heavy cruiser *Agincourt* and the frigate *DeGaulle* enter the map from the east (right) edge on Impulse #1 of Turn #1.

Klingon: Place two Klingon E4s anywhere within four hexes of the west (left) side of the map.

(8CM120c) OBJECTIVE

Mission-Federation: Launch drones which leave the west (left) map edge (at which point they will destroy the construction units building the new base).

Mission-Klingon: Stop the Federation drones. Feel free to destroy the *Agincourt* if you can.

Time Limit: The scenario continues until the Federation ships are destroyed (or captured), or the victory conditions are met, or the Federation ships have both left the map, or until the end of Turn #7. (At that point, more Klingon ships would reach the area and drive away the *Agincourt*.)

Victory: If the Federation gets 12 drones off the west (left) map edge, the Federation wins and the scenario ends immediately. If the Federation gets 7-11 drones off

the west (left) map edge by the time the scenario ends, the scenario is a draw. If six or fewer drones left the map's west (left) edge by the end of the scenario, the Klingons win. If the *Agincourt* is destroyed, the level of victory shifts by one in favor of the Klingons.

(8CM120d) SPECIAL RULES

1. Klingon Fixed Defenses: The Federation ships may not move within 20 hexes of the west (left) side of the map or they will be targeted by the Klingon off-map fixed defenses. (Fixed defenses are defenses that cannot move, in this case captor mines and bases on small asteroids.)

2. Klingon Ships: The Klingons may select any E4 variants, including the E4E escort, E4D drone corvette, or the E4I police corvette.

3. Federation Reloads: The Federation ships can reload their drone racks within the limits of the rules (5G5).

(8CM120e) FORCE DYNAMICS

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

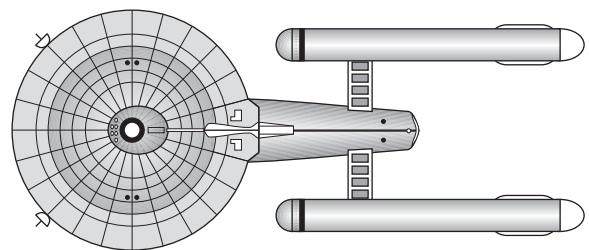
1. Alternative Ships: Replace the Federation FFG with an FFD. This will give the Federation more drones to use but will eliminate their only photon torpedoes (which might have proven useful keeping those E4s away from the *Agincourt*).

2. Alternative Empires: The scenario can be played with Klingon drone ships attacking Federation or Kzinti defenders, with Kzinti drone ships attacking Klingon or Lyran defenders, or with the Federation ships attacking Romulan defenders. Simply replace the ships with ships of about the same point value.

3. 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.

(8CM120f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Stephen V. Cole although there are several scenarios in *Star Fleet Battles* which are similar.



FEDERATION HEAVY DRONE CRUISER

FLEET SCALE

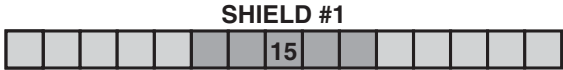
COUNTER **CAD**
POINT VALUE: 91
DAMAGE CONTROL: 2

POWER TRACK

21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0



USS **AGINCOURT**
Name



PROBES

--	--	--	--	--

MARINES

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

FRAME DAMAGE

3		
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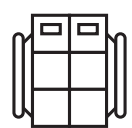
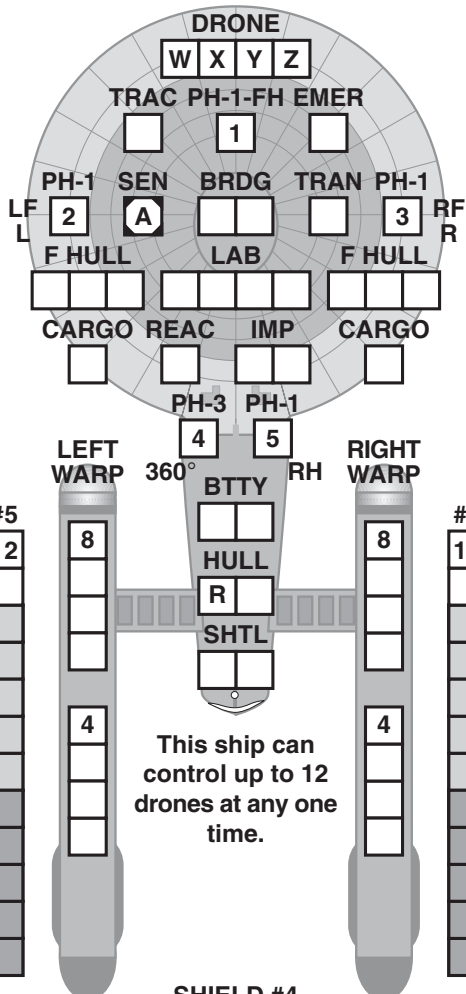
WEAPONS USED

A	1	2	3	4
5	W	X	Y	Z

ANTI-DRONES: IMPULSE USED

1	2	3	4
5	6	7	8

TURN MODE D MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 4 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



DRONE RACKS

W			
X			
Y			
Z			



This ship can control up to 12 drones at any one time.



DRONES

1			
2			
3			
4			
5			
6			

DRONES

7			
8			
9			
10			

DRONES

11			
12			
13			
14			

FEDERATION COMMANDER: COMMUNIQUE #133
FLEET SCALE SHIP CARD #C133
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C133

FRACTIONAL POWER
0 1/2

FEDERATION HEAVY DRONE CRUISER SQUADRON SCALE

COUNTER
POINT VALUE: 176
DAMAGE CONTROL: 4



POWER TRACK +40
Power when undamaged: **+30**
36 + 4.

USS AGINCOURT
Name

SHIELD #1									
					30				

+20

+10

ANTI-DRONES:
IMP USED

1	2	3	4
5	6	7	8

PROBES

--	--	--	--	--

MARINES

10				
5				

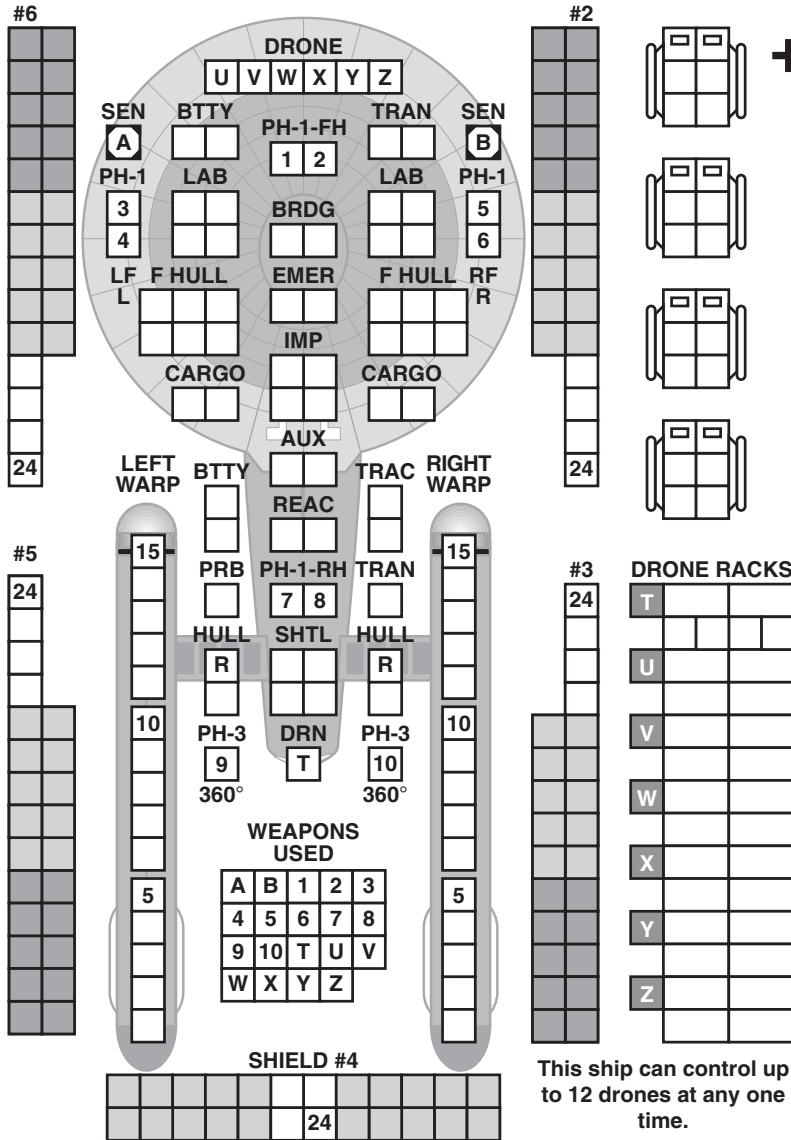
FRAME DAMAGE

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

DRONES

1				
2				



This ship can control up to 12 drones at any one time.

C133

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SQUADRON SCALE SHIP CARD #C133
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FRACTIONAL POWER
0 1/2