



COMMUNIQUE #135

STARDATE 2017.03.10

THE BIG NEWS: CAPTAIN'S LOG #52

The Long Wait is over, and was well worth it. This issue has everything and more.

An Orion crime team must *Escape from Xylad* with their kidnapped prisoner.

Federation Commander gets four new commando ships, four scenarios, command notes, eight battlegroups, and complete rules for ground combat.

Star Fleet Battles gets 12 new ships, 5 new scenarios, 35 new battlegroups, the data file on the Wild Alunda, a Zosman update with two new ships, two Omega command cruisers, and the Jumokian Primer.

Federation & Empire gets new Middle Years rules and a special scenario.

A Call to Arms gets the WYN Cluster and five ships.

Starmada gets the first four ships from the new *Unity Edition* and the shocking plans for the free upgrade.

Star Fleet Marines gets a new scenario.

STARLINE MINIATURES

When we ship *Captain's Log #52*, we will also ship the new Heavy Freighter, Jumbo Freighter, and the revised Large Freighter. But that's not all.

The Klingon HF5 heavy war destroyer has been sent to the factory in both 2450 and 2500 scale. The Romulan SaberHawk heavy war destroyer has also gone to the factory in both scales. But even that's not all.

We will begin releasing a few "print to order" ships on Shapeways. It will be the end of March before our store is open, but we should have two or three new ships (including the long-awaited Vulture for 2500) on line by the early April. After that, we're going to work very hard to add a new ship or two every month. (The existing CGIs require tedious conversion work to go on Shapeways, so it won't be an instant release of lots of ships.) We plan to include the missing 2500 dreadnoughts (Klingon B10 and C9, Kzinti DN, Romulan Condor and Vulture) by the end of summer. They will be offered in both metal and plastic. Watch for more news as it happens. We're learning as we go, so be patient.

SITUATION REPORT: THROUGH A WINDY SCANNER

We're continuing to show progress on many projects. *Captain's Log #52* is finished and will be shipping next week.

Steven Petrick has sent the *Lyran 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 finished with the Romulan and Klingon HDWs. We did release the 2450 Klingon D7K.

Jean Sexton has been busy creating the *PD20M Prime Directive Supplement* with all of the species that didn't make the cut in the *PD20M Core Rulebook*.

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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- **Communique #135:** Scenario 8CM122, Klingon F5G commando frigate.

COMMUNIQUE INDEXES FROM EARLIER YEARS

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

Questions and Answers

Q: Since shield crackers do only shield damage, how to you resolve “burn thorough” damage when combining them with phasers in a single volley?

A: Rule (4N1e) says that shield crackers are never combined with other weapons in a single volley, but are always resolved as a separate volley.

Q: Are all heavy weapons resolved separately from phasers?

A: Not generally, although one or two have special rules spelled out in the rulebook.

Q: What if the damage to the shield reaches the burn-through threshold (10 points) but exactly equals the strength of the shield?

A: Then you get one burn-through point and leave one shield box undamaged.

Q: Just what is “one volley”?

A: All damage from one ship on one ship during one impulse (with a few exceptions in the rules).

Our thanks for Q&A and rules updates go to Mike West, our intrepid *Federation Commander* Department Head. Great job, Mike!

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.

I am so excited! Since the last issue, we’ve had battle groups start up in Alabama and Maryland. Let’s take a look at Battle Group Galaxy M31, located in Huntsville, Alabama. CO Dan Proctor reports that this group is forming, but has already played a game of *Federation Commander*. Even more impressive, they are planning on a demo at Nashcon in June! Check out Galaxy M31 here:

www.starfleetgames.com/battlegroup/battlegroup_galaxym31.shtml

NEWS FLASHES:

THE SFB PLATINUM TOURNAMENT

■■■■■The sixth annual Star Fleet Battles Platinum Hat tournament is now finished. Congratulations to Bill Schoeller who flew the Klingon ship and defeated Peter Bakija in the Kzinti. Paul Scott was the judge for this tournament; Steven Petrick was the Tournament Marshal, with Peter Bakija assisting them.

Rated Ace Tournament 47 is up and going with first round games being played and a second round game finished! Bill Schoeller is the judge.

THE SEARCH FOR A SHIP

Since *Captain’s Log #52* includes the ground combat rules, we present the Klingon F5G commando ship.

WE CAN’T DO EVERYTHING

One of the main reasons to merge the two versions of *Starmada* into a single *Unity* edition was that the wholesalers were confused by two versions of the same game.

Having two versions of the same game (Nova and Admiral) was “trouble” because it was too hard for the gamers, the retailer, the stock clerk, or the database manager to keep track of separately. If a gamer special orders a *Nova* book and the wholesaler sends the retailer an *Admiralty* book, then *everybody* is upset, and the wholesaler marks the line as “trouble” and when the time comes to buy more, just decides “who needs trouble to sell a few copies a month?”

With just one version of the product, nobody gets confused or upset and everyone avoids “trouble.”

We all knew that *Admiralty* players were already upset at having to buy the new *Nova* book so we decided to provide free PDF copies of *Unity* to previous customers.

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.

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

[8CM122] KRIPNEY AT WAR

As tensions built up around the Neutral Zone planet Adanerg, the Klingons decided (early that year) to attempt to seize it with a minimum-force assault. The F5G commando frigate *Senior Sergeant Korl* was sent to eliminate the Federation colony. The Federation, detecting the attack and wanting to respond with a similar force, sent the commando frigate *Kripney*.

As part of the Neutral Zone treaty, the Federation had allowed the Klingons to place a small group of their people with the colony, including a trade representative (who ran a small store selling imported Klingon goods) and some agricultural specialists to observe the viability of crops on the planet. The Klingons claimed that the lives of these representatives were at stake due to anti-Klingon riots by the racist Federation colonists. (To be fair, there were weekly demonstrations demanding that the “Klingons go home!”) In response to this “threat” the Klingons intended to land “civilian police” to protect their personnel, with the secret intention of accidentally burning the colony to the ground during the anticipated riot that would “spontaneously” break out when the Klingon “police” appeared.

(8CM122a) NUMBER OF PLAYERS

Two: The Klingon player and the Federation player.

(8CM122b) 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 class-M planet Adanerg is in the center of the map. The map is “fixed” and does not float. Any ship that leaves the map has disengaged and cannot return.

Federation units can only disengage from the right side or top map edges. Klingon units can only disengage from the left side or bottom map edges. Units that disengage from unauthorized edges are considered destroyed.

Federation: There is a colony on the planet, on hex side A. This has no game effect; it’s just a place. There are two Marine squads and a shuttle at the colony.

Place Commando Frigate *Kripney* in any hex along the east map edge, facing toward the planet.

Klingon: Place the F5G Commando Frigate *Senior Sergeant Korl* along the west map edge, facing toward the planet.

(8CM122c) OBJECTIVE

Mission-Federation: Defend the colony.

Mission-Klingon: Wipe out the colony.

Time Limit: The scenario ends when all forces of one side (including Marines on the ground) have been destroyed, captured, or have disengaged. If two complete turns (including Turn #1) pass without any casualties at the ground combat location, the scenario immediately ends. Both sides will send in a cruiser at the end of Turn #15 so the scenario will end at that point if no other end-scenario conditions apply.

Victory: The only determinant of victory is who owns the Ground Combat Location at the end of the scenario. If both sides control at least one control station at the end of the scenario, determine victory by (8B2).

(8CM122d) SPECIAL RULES

1. Planet: There is only one ground combat location, which is the colony itself. Troops landed anywhere else on the planet are ignored for all purposes until retrieved or abandoned.

2. Ground Combat Rules: These are in *Captain’s Log #52* which will be available for sale next week. In summary, the colony is treated as a “ship” with three control stations but no shields or Marines of its own. The control stations are captured by rule (5F2c).

(8CM122e) FORCE DYNAMICS

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

1. No Landing: The two commando ships are not able to land and must convey all troops using transporters and shuttles.

2. Bigger Battle: The battle can be made bigger in any of several ways.

a. Replace both commando frigates with commando war cruisers.

b. Add a war destroyer to the commando frigate on each side.

c. Add four tanks to the colony’s defenders and give the Klingons a Free Tanker with four tanks. Either player may replace any number of tanks with two ground combat vehicles each.

3. Combat: Replace both commando frigates with the combat versions. Add 10 Marine units to each.

4. Heavy Units: Add two GCVs to each commando frigate. Each frigate can carry a heavy transport shuttle if it doesn’t already have one. (Taking a heavy transport shuttle requires replacing two standard shuttles.)

5. Balance: Have the players bid on the turn of *Kripney’s* arrival; high bidder plays the Federation.

(8CM122f) DESIGNER’S NOTES

This event was originally published as *SFB* scenario (SH178.0) by Stephen V. Cole and Steven P. Petrick; it was converted to *Federation Commander* by Mike West.

KLINGON F5G COMMANDO FRIGATE

FLEET SCALE

COUNTER **F5G**
 POINT VALUE: 32
 DAMAGE CONTROL: 1

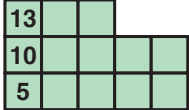


IKV _____
 Name

PROBES



MARINES



FRAME DAMAGE



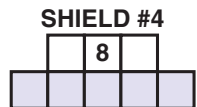
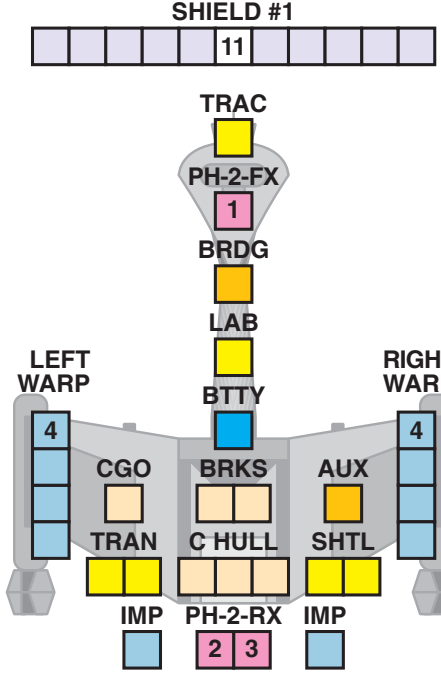
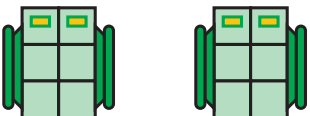
- TURN MODE A
MOVE COST 1/4
- BASE SPEED 8
TURN MODE 1
SPEED COST 2
- BASE SPEED 16
TURN MODE 2
SPEED COST 4
- BASE SPEED 24
TURN MODE 4
SPEED COST 6
- ACCELERATION
COST 1/4
- DECELERATION
COST 1/4
- HIGH ENERGY
TURN COST
1+1/4
- EVASIVE
MANEUVER
COST 1+1/2

C135



WEAPONS USED

1 2 3



Score Barracks damage on Hull.

POWER TRACK



FRACTIONAL POWER
 0 1/4 1/2 3/4

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 FLEET SCALE SHIP CARD #C135
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KLINGON F5G COMMANDO FRIGATE

SQUADRON SCALE

COUNTER **F5G**
POINT VALUE: 64
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

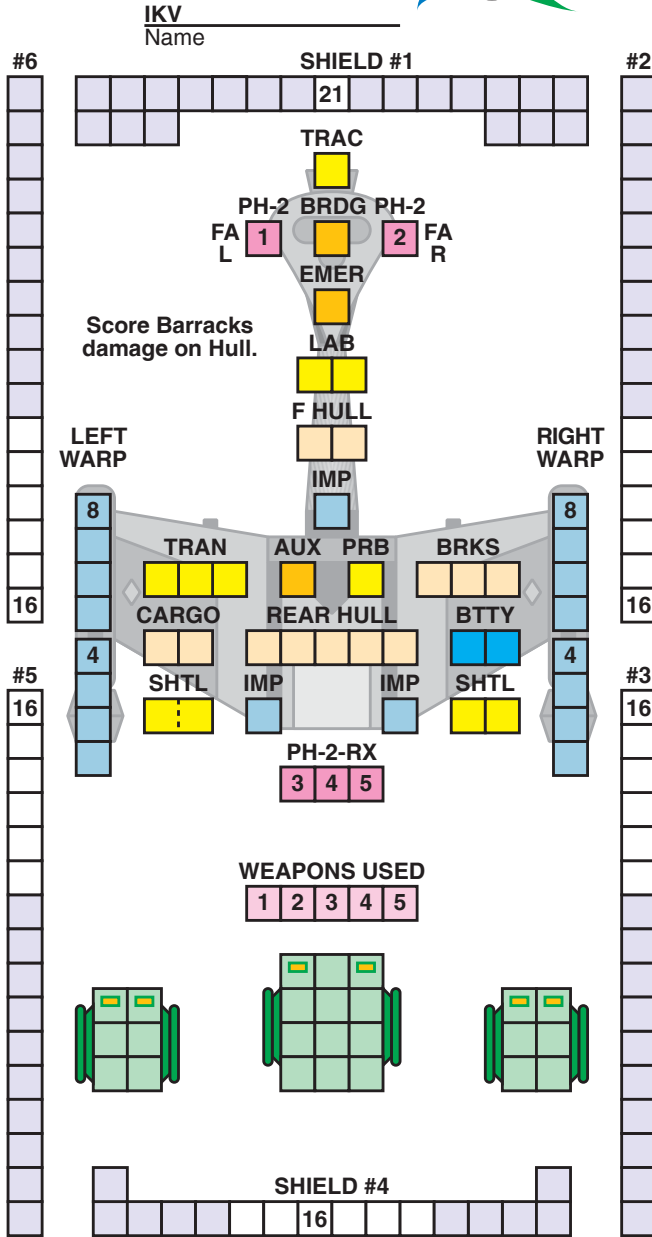
PROBES
[] [] [] [] [] []

MARINES
26 [] [] [] [] [] []
25 [] [] [] [] [] []
20 [] [] [] [] [] []
15 [] [] [] [] [] []
10 [] [] [] [] [] []
5 [] [] [] [] [] []

FRAME DAMAGE
4 [] [] [] []

- 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

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FRACTIONAL POWER
0 1/2