



# COMMUNIQUE #136

## STARDATE 2017.04.11

### THE BIG NEWS: LYRAN MASTER STARSHIP BOOK

The *Lyran Master Starship Book* is now available in PDF form.

The fifth volume in the long-anticipated *Master Starship Book* series is now available. It includes every Lyran ship in *Star Fleet Battles*, including X-ships, Y-ships, and R1 units that are specific to the Lyran Star Empire. Lyrans are interesting because some ships were assigned to particular duchies. (This book does not focus on ships from the Lyran Democratic Republic; those will be in their own book.)

Every ship is illustrated. All updates, corrections, and errata have been added. The ships are in order (regardless of the product they came from) with the enhanced format listing detailed information in a consistent manner. This book contains the descriptions of the ships, but not the SSDs.

This is available as a PDF from these sites:

Warehouse 23:

<http://www.warehouse23.com/products/ADB5441>

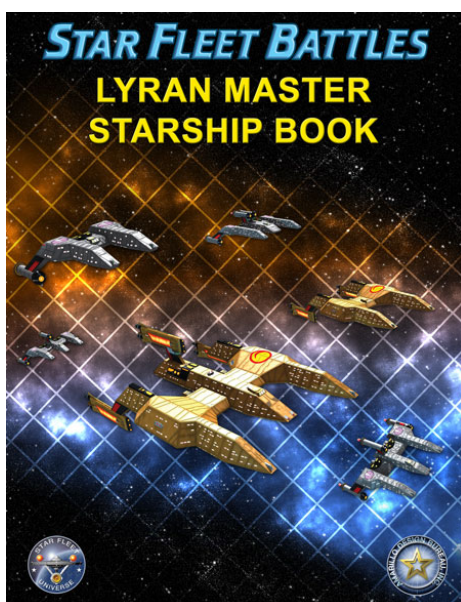
DriveThru RPG:

[www.drivethrurpg.com/product/209227/](http://www.drivethrurpg.com/product/209227/)

Wargame Vault:

<http://www.wargamevault.com/product/209227/>

We'll release it in print sometime in May 2017.



### SITUATION REPORT: THROUGH A DUSTY SCANNER

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

Steven Petrick has finished the *Lyran Master Starship Book* and it is on the PDF download stores; hard copies will ship in May. He sent the *LDR Master Starship Book* to the staff as their next 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.

Three new ships for Starline 2425 (large freighter, jumbo freighter, heavy freighter) have been released. A sculptor is finished with the Romulan HDW and is now hand-finishing the brass masters for metal production. He is working to finish the Klingon HDW.

We will open our new store on Shapeways within a month. The first offerings will be the Romulan Vulture in 2500, the Romulan SkyHawk-L for both 2450 and 2500, the Romulan DemonHawk for both 2450 and 2500, the Frax CA and DW for 2425, the Federation CA for both 2450 and 2500, and the Klingon D7K for 2450 and 2500.

Jean Sexton has finished the *PD20M Prime Directive Supplement* and is updating *GURPS PD*.

We continue to work on new sheets of single-sided counters. These will include reprints for *FC Klingon Border*, *SFB Module C2*, and *F&E Planetary Operations*. That will leave space for only one new product which has not yet been selected.

### 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 #134:** Scenario 8CM121, civilian large security skiff.
- **Communique #135:** Scenario 8CM122 *Kripney at War*, Klingon F5G commando frigate.
- **Communique #136:** Scenario 8CM123 Bunny Hop, Easter Bunny Cruiser, Federation 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

There were no rules questions this month, so here are a few general questions that may have interesting answers.

**Q:** Where can I find...?

**A:** Go to the website, and on the front page click the button for Site Master Index. You'll find links to everything on the site, including things you didn't realize you wanted to find. If you don't find what you wanted, ask!

**Q:** Why should I become a Ranger?

**A:** It's a good way to recruit new players and get a chance to find allies and enemies. See the link below and to the right.

**Q:** Why should we form a battle group?

**A:** It's the best way to publicize your group and attract new members and opponents.

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](http://StarFleetGames.com/battlegroup.shtml) for more information.

Be sure to report your activities (demos, playtests, conventions) to us for posting here:

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

Let's take a look at Klingon Saber Dance Academy, located in Plano, Texas. CO Eamon Wentzel reports that this group is active, regularly gaming Saturdays at Mad-nas Games & Comics in Plano. Their games include Star Fleet Battles, Federation Commander, Star Fleet Marines, and Prime Directive. Check them out here:

[http://www.starfleetgames.com/battlegroup/battlegroup\\_KlingonSaber.shtml](http://www.starfleetgames.com/battlegroup/battlegroup_KlingonSaber.shtml)

## NEWS FLASHES:

### THE SFB PLATINUM TOURNAMENT

The 2017 Platinum Hat Tournament will begin accepting entries on 1 July and start games on 1 August.

### THE SEARCH FOR A SHIP

*Communique #135* included a scenario that used two commando frigates. One was the Klingon F5G which was in that issue, the other was the Federation CFF which *we all knew* we had already published. But nobody checked and it turned out we *hadn't* publish it, so it's in this issue along with another ship originally planned.

### WE CAN'T DO EVERYTHING

While finishing *Captain's Log #52*, each of us continued to get emails about other projects (submissions, questions, and other discussions). We had to make tough decisions in each case, asking "Just how much time will this delay *CL#52* if I answer it now?" Anything we couldn't answer in a few minutes went onto our "after the log" lists.

When *CL#52* went on the printers, we each took a look at our "after the log" lists and identified a few items that could be done in short order, answering them over the next two or three days. Everything else had to wait until we started and finished the FLAP (finish like a pro) list for *CL#52*. This is the list of 42 things we do (updating the website, catalogs, indexes, etc.) after each product.

Once that was done, we had only a few days to do as many items from the "after the log" list as we could before we had to move on to the next project. Some items that just took too long and didn't lead to significant results had to remain on the list for the next window in our schedule. It's sad, but we cannot do everything we're asked to do, and cannot abandon major projects that lots of players want to do a minor project only a few need.

## 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

## (8CM123) BUNNY HOP

The Easter Fleet has decided to deliver relief supplies to six slave planets held by the Carnivons, Kzintis, and Lyrans. They assign the special Bunny Cruiser to make the deliveries.

### (8CM123a) NUMBER OF PLAYERS

**Four:** The Easter player, the Kzinti player, the Lyran player, and the Carnivon player.

### (8CM123b) INITIAL SETUP

**Map:** Set up the map with three panels across and two panels high if using small hexes. Place a one-hex planet 10 hexes from the corner of the four corner maps and 10 hexes from the center of the inner edge of the two central maps. (If using large hexes, place the Carnivon planets in the corners of two designated map panels, the Lyran planets in the center of the lower edge of the designated panels, and the Kzinti planets in the center of the upper edges of the designated panels.)

The map is "fixed" and does not float. Any ship that leaves the map has disengaged and cannot return.

As per the diagram, each of the three predatory empires hold some of the map panels. Each can only disengage from its own map panels; to disengage from another empire's panels mean destruction.

**Easter:** The Bunny Cruiser enters the map from any map

C	Z	Z
●	●	●
●	●	●
C	L	L

C	Z	Z	Z
●	●	●	●
C	Z	Z	Z
---	L	L	L
●	●	●	●
C	L	L	L

edge hex on Impulse #1 of Turn #1 and can leave from any map edge.

**Predators:** Each of the three predator players gets a war cruiser, which he may place anywhere on any of the map panels designated for his empire.

### (8CM123c) OBJECTIVE

**Mission-Easter:** Deliver the eggs.

**Mission-Predators:** Destroy the Bunny Cruiser and prevent the delivery of eggs to your planets.

**Time Limit:** The scenario ends when the Bunny Cruiser is destroyed or leaves the map.

**Victory:** If the Bunny Cruiser delivers one egg to one planet of each empire and escapes the map, the Easter player wins a symbolic victory. For each additional planet that receive an egg, his victory increases to tactical, strategic, and decisive. If the Bunny Cruiser fails to reach any of these goals, the Predators win.

### (8CM123d) SPECIAL RULES

**1. Planets:** Ships cannot land on the planets. The eggs automatically land when they enter a planet hex.

**2. Eggs:** The Bunny Cruiser has eight eggs, which operate like shuttles and can be destroyed while en route from the Bunny Cruiser to the planet. The Bunny Cruiser can transport an egg directly to a planet if it is one hex from the planet, pays five energy points, and drops the shield facing the planet.

**3. Bunny Cruiser:** This ship has two new items of technology.

Each of the four anti-tractor boxes (ANTI-T) will break one tractor beam (regardless of strength) attached to the ship. It cannot break a tractor held on some other object (e.g., egg).

Each of the four JUMP boxes allows the Bunny Cruiser to move instantly up to six hexes in any direction. (Unused hexes cannot be saved for later.) Jumping cannot be done if the Bunny Cruiser is held in a tractor beam and will not break a tractor beam, but it could use an ANTI-T box and a JUMP box in the same impulse.

Each of these special boxes is irreparably destroyed when used. No more than one of each can be used each turn. These boxes cannot be damaged by incoming fire and do not require power to operate.

**4. Predators:** The three predatory ships are not allied. If any of them moves within 10 hexes of any other, it will ignore the Bunny Cruiser and must pursue the other predator cruiser (as a seeking weapon) until reaching Range 4 at which point it will fire all bearing weapons that it can arm. At this point the mandate for pursue-and-attack between those two empires is removed permanently. Such mandate still exists for each of the two against the third empire.

### (8CM123e) FORCE DYNAMICS

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

**1. Fleet Scale:** Each of the empire players removes one of his planets (of his choice). Delivering one egg to one planet is a symbolic victory. Each additional planet that gets an egg (and the delivery of the fourth egg to any planet) increases the victory by one level. Note that the Fleet Scale bunny cruiser retains all four Anti-Tractor and Jump boxes as these are event-based systems.

**2. Balance:** Replace one of the predatory ships with a DW or CA.

**3. Alternative:** If any predator prevents all eggs from landing on any of his own planets but tows and egg to another predator's planet, the towing predator scores a tactical victory.

# FEDERATION COMMANDO FRIGATE

## FLEET SCALE

COUNTER CFF  
POINT VALUE: 28  
DAMAGE CONTROL: 1



This ship has no probe launcher.

USS \_\_\_\_\_  
Name

**POWER TRACK**

Score Barracks damage on Hull.

WEAPONS USED

1 2 Z

MARINES

16						
10						
5						

FRAME DAMAGE

2

TURN MODE B  
MOVE COST 1/8

BASE SPEED 8  
TURN MODE 2  
SPEED COST 1

BASE SPEED 16  
TURN MODE 3  
SPEED COST 2

BASE SPEED 24  
TURN MODE 4  
SPEED COST 3

ACCELERATION  
COST 1/8

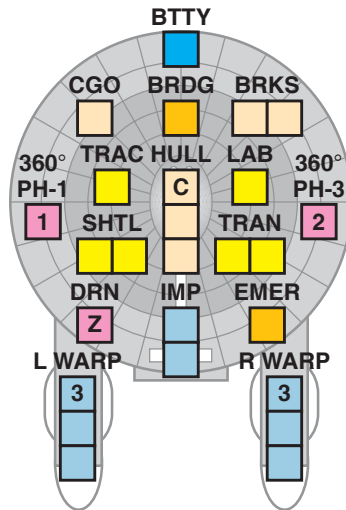
DECELERATION  
COST 1/8

HIGH ENERGY  
TURN COST 5/8

EVASIVE  
MANEUVER  
COST 3/4

#6  
#5  
#3  
#2

SHIELD #1  
9

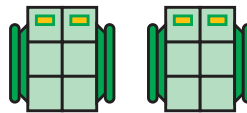


SHIELD #4  
9

DRONE RACK Z

ANTI-DRONES:  
IMP USED

1	2
3	4
5	6
7	8



DRONES  
1 2

9  
8  
7  
6  
5  
4  
3  
2  
1  
0

FEDERATION COMMANDER: COMMUNIQUE #136  
FLEET SCALE SHIP CARD #C136  
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**C136**

**FRACTIONAL POWER**

0 1/8 1/4 3/8 1/2 5/8 3/4 7/8



# FEDERATION COMMANDO FRIGATE

**SQUADRON SCALE**

This ship has no probe launcher.

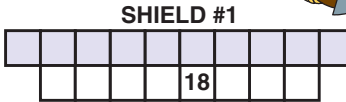
COUNTER CFF  
POINT VALUE: 55  
DAMAGE CONTROL: 2



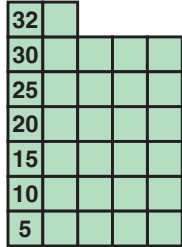
**POWER TRACK**

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

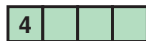
USS \_\_\_\_\_  
Name



MARINES

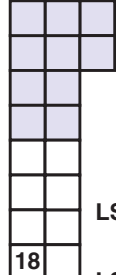


FRAME DAMAGE

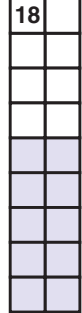


TURN MODE B MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 SPEED COST 4
BASE SPEED 24 TURN MODE 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2

#6



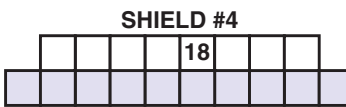
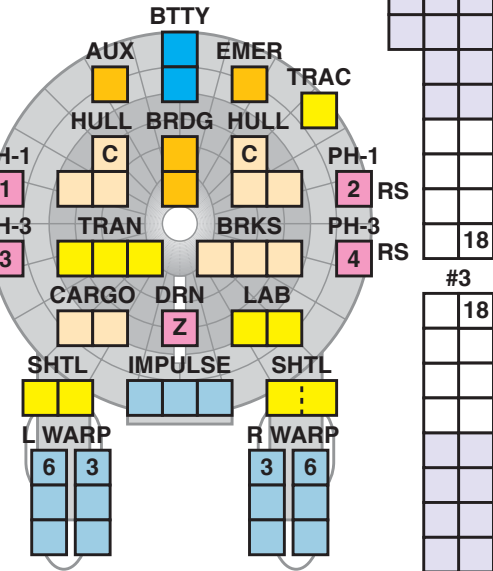
#5



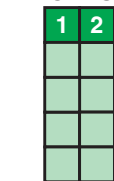
DRONE RACK Z



ANTI-DRONES:  
IMP USED



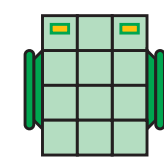
DRONES



WEAPONS USED

1	2	3	4	Z
---	---	---	---	---

Score Barracks  
damage on Hull.



**C136**

FEDERATION COMMANDER: COMMUNIQUE #136 **FRACTIONAL POWER**  
SQUADRON SCALE SHIP CARD #C136  
Copyright © 2017 Amarillo Design Bureau, Inc. 0 1/4 1/2 3/4

# EASTER BUNNY CRUISER

## FLEET SCALE

COUNTER CA  
 POINT VALUE: 60  
 DAMAGE CONTROL: 3



POWER TRACK

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

USS \_\_\_\_\_  
 Name

WEAPONS USED

A	B	1	2	3
4	5	6	7	8

ANTI-DRONES:  
 IMP USED

1	2	3	4
5	6	7	8

DRONE RACK Z


DRONES

1				
2				

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

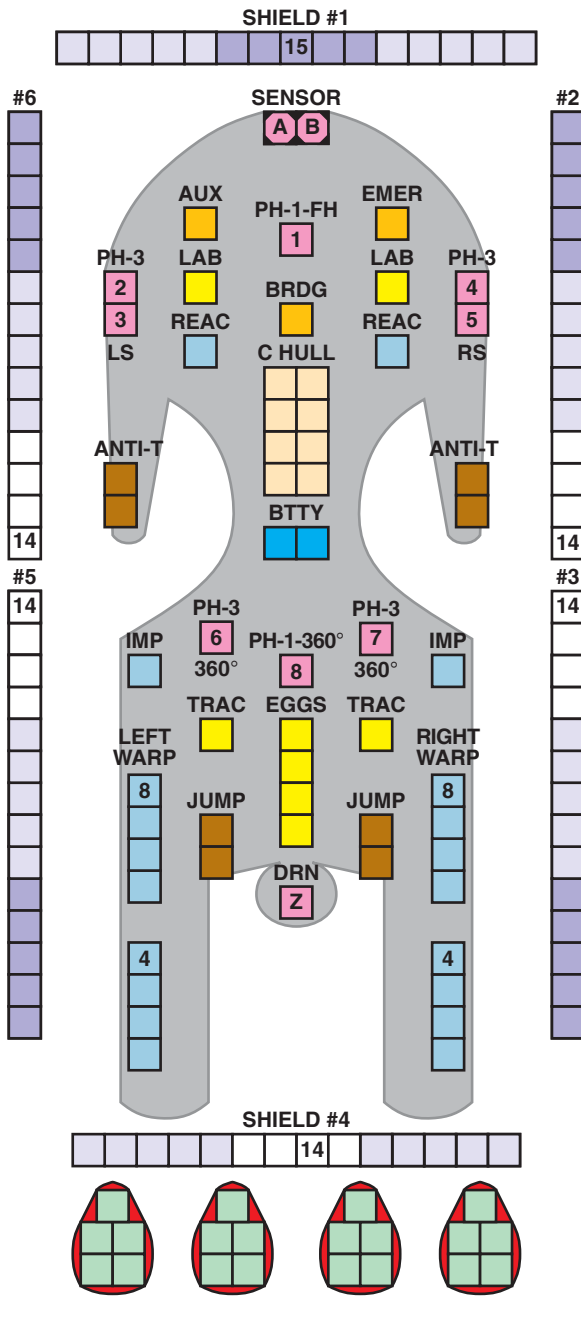
BASE SPEED 24  
 TURN MODE 4  
 SPEED COST 12

ACCELERATION  
 COST 1/2

DECELERATION  
 COST 1/2

HIGH ENERGY  
 TURN COST  
 2+1/2

EVASIVE  
 MANEUVER  
 COST 3



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 FLEET SCALE SHIP CARD #EB  
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FRACTIONAL POWER  
 0 1/2

