



COMMUNIQUE #137

STARDATE 2017.05.11

TIME FOR A CHANGE

Every now and then, a company needs to take a deep look at everything it is doing and decide which activities need to change, expand, or be eliminated. Sometimes things grew in unintended directions, other times the market changes and what was once fashionable is now stale. The result is a revitalized company better focused on making customers happy.

We recently conducted such a review, and came to some decisions. A few things have changed; more will change. *Communique* is one example. It will continue, but items that are duplicated in *Hailing Frequencies* will be only there, repetitive items will be moved to web pages that are updated annually, and what's left will be only the things you really want and need. This will reduce the issue to four pages (the cover page, the scenario, and the two pages of the ship -- in color). *Communique* will return to its original purpose, a newsletter for the game *Federation Commander*, and avoid filling up pages with news about other games. (The other games will be covered by *Hailing Frequencies*, so be sure to sign onto that free newsletter if that is news that you want.)

Lots of other changes are happening. We're looking at new sources and methods for producing game components, cutting back on the non-SFU things we post on the BBS, eliminating the 12 blogs that repeat every month and most of the non-company blogs, and keeping the three game designers (Steve Cole, Steven Petrick, Jean Sexton) focused on new products. Steven Petrick has just finished the *LDR Master Starship Book* and is moving on to the *Kzinti Master Starship Book*; he also just finished the *Module C3 Rulebook* update and is moving on to update *Module R3 Rulebook*. Jean Sexton is excited about revising *GURPS Prime Directive* and is knee-deep in creating the new *ISC Sourcebook*. Steve Cole is updating *F&E Ship Info Tables* before he starts full-time work on the *History of the Star Fleet Universe*.

We are still going in the same direction, but with less baggage we just might get there faster.

Warp Speed Ahead!

IN THIS ISSUE

Federation Commander Department Head Mike West was asked to suggest ships for *Communique* and he decided on the *Andromedan Exploiter*, a combat variant of the *Conquistador* without satellite ships.

Q & A

Q: Will there be another *FC* product?

A: Yes. We're almost done testing *Fighters Attack*, and testing proceeds on *Gunboats Attack*. We continue to put new ships and scenarios into *Communique*. Things have been held up as other game systems were struggling to produce their countersheets for the next batch printing run.

Q: How about doing another book of scenarios?

A: We could certainly do that with the over 100 scenarios from *Communique* but you already have those online. Do you really want to pay for a printed book of what you already have?

Q: How about a consolidated starship book?

A: That is certainly doable, combining the data from *FC* and *SFB*, but that's very close to the *MSSBs*.

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

HAILING FREQUENCIES

Check out our free online newsletter. It's full of fun and cool stuff about all of our games.

StarFleetGames.com/newsletter.shtml

This newsletter includes information about upcoming conventions and demos and *FC* tactics.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER SCENARIO

(8CM124) EARLY INFESTATION

The Seltorian expedition that arrived in the Milky Way Galaxy from M81 in 2582 was not the only group that was sent out in search of fleeing Tholians. Other expeditions made it to other neighboring galaxies such as the Andromedan galaxy.

This scenario represents a non-historical situation where the Seltorians arrived early in the Milky Way Galaxy and avoided detection by the other galactic powers for several weeks. During this time, the Seltorians evaded patrols as best as they could (and destroyed those that they could not evade), while attempting to gather information about the inhabitants of the Milky Way Galaxy. Eventually, the Seltorians were discovered near the intersection of Federation, Klingon, and Tholian space.

The Tholians were obviously alarmed at seeing their former slaves-turned-executioners arrive at their new home. They sent the nearest available ships to destroy the Seltorian forces before they could send a detailed message back to their home galaxy. The Klingons, having recently lost more ships than normal along the Tholian Border and having witnessed (via long-range reconnaissance) an earlier engagement between the Seltorians and a Tholian PC (seeing it nearly atomized at the hands of the Seltorians), decided to capture some of the interlopers' ships in the hopes that their technology could be adapted into new weapons. The Klingons had not given up the idea of reconquering the territory that the Tholians had stolen from them. The Federation, having monitored the buildup of two hostile empires' forces on their border, sent the nearest available ships to ascertain what was happening and report back to fleet headquarters.

(8CM124a) NUMBER OF PLAYERS

Four: The Seltorian player, the Tholian player, the Klingon player, and the Federation player.

(8CM124b) 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 a "location map;" any ship which ends the turn more than 50 hexes from the initial center of the map (marked with any convenient counter) has disengaged and cannot return. Seltorian ships may not disengage — they have nowhere to run and are considered destroyed.

Seltorian: Set up a DN, CL, and 2xFF near the center of the map. See special rules below.

Tholian: Set up a cruiser, a destroyer, and a patrol corvette in any hex that is 26 hexes away from the Seltorian DN in direction C, facing any direction.

Klingon: Set up a D7 and an F5 in any hex that is 26 hexes away from the Seltorian DN in direction E/F, facing any direction. These ships both have six extra boarding parties (three in fleet scale).

Federation: Set up a GSC and an FF in any hex that is 26 hexes away from the Seltorian DN in direction A/B, facing any direction.

(8CM124c) OBJECTIVE

Mission-Seltorian: Survive by destroying, capturing, or driving off these harassers.

Mission-Tholian: Destroy the Seltorians to prevent them from sending a signal back to M81.

Mission-Klingon: Capture some of these new ships for study.

Mission-Federation: Gather information to study this new (potential) enemy/friend.

Time Limit: The scenario continues until only one player's ships remain on the board.

Victory-Seltorian: Survive and force all other ships to disengage (without needed information or ships).

Victory-Tholian: Destroy or capture all Seltorian ships.

Victory-Klingon: Capture at least 160 BPV (80 in fleet scale) of Seltorian ships and disengage them, while disengaging one of your original ships as well.

Victory-Federation: Gather 300 points of lab information (150 in fleet scale) on any Seltorian ship or ships (while under Seltorian control) and conduct four successful hit-and-run raids (5F) on any Seltorian ship (or ships) while under Seltorian control (see below).

If multiple players achieve their victory conditions listed above, use the Point Value Victory System (8B2) to determine the overall winner between those players.

(8CM124d) SPECIAL RULES

1. Middle Years: This scenario takes place during the Middle Years, and all ships except the Seltorians should be the unrefitted versions from Briefing #2. All drones are also slower and use rule (4G3a).

2. Independent: All galactic powers are operating independent of each other. Alliances may be made (and broken), but nothing prevents one player's ships from firing on another player's ships.

3. Seltorian Ships: The Seltorians have just completed a long journey from their home galaxy and have had to cannibalize several ships to keep these ones operating (even if just barely). Because of this, many of the power transfer conduits, system redundancies, and backups are prone to failure on the DN. To represent this, the DN suffers from the effect of the WYN Radiation Zone (6D) for the first two turns, while its engineers frantically try to keep its systems online and stable during combat. At the end of Turn #2 any still "disrupted" boxes are au-

tomatically repaired and are fully functional. Any boxes that were disabled by weapons fire are still disabled, and must be repaired normally. Additionally, the DN has only 18 boarding parties (nine in Fleet Scale), and the CL and FFs each have six (three in Fleet Scale). (Historically, no Seltorian DN ever arrived in this galaxy, but this is a non-historical “what if?” scenario after all.)

4. Federation Lab Data: Both Federation ships may collect lab data, and automatically exchange the data anytime the two ships pass within five hexes of each other. However, each ship must gather at least 50 points of lab data (25 in fleet scale).

5. Federation Hit-and-Run Raids: The Federation player must conduct a successful hit-and-run raid (5F) on the following systems on any Seltorian ship: 1xWB, 1xC Warp, 1xPC, 1xControl Box (Bridge/Aux/Flag/Emer). These raids may be conducted from either ship, and the information gained is automatically exchanged anytime the two ships pass within five hexes of each other.

(8CM124e) 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 and Klingon ships with Gorn and Romulan ships. Move the timeframe of this scenario to the General War, and use the fully refitted version of all ships. In this case, add another Seltorian FF (in the same condition as the others).

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. Increase or decrease the amount of lab data the Federation player must gather.

3. Faster Scenario: To finish this scenario in a shorter time, replace the Seltorian DN with a BC and remove the CL, replace the Tholian cruiser with a destroyer and remove the patrol cutter, remove the Klingon F5, and remove the Federation FF.

(8CM124f) DESIGNER’S NOTES

This scenario was written new for *Federation Commander* by Paul Cordeiro.

ANDROMEDAN EXPLOITER

FLEET SCALE

COUNTER	COQ
POINT VALUE: 96	
DAMAGE CONTROL: 2	



AIS
Name _____

PROBES

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

MARINES

4			
---	--	--	--

FRAME DAMAGE

3	
---	--

TRH ARMING

A	P	3	L	3	F
B	P	3	L	3	F

WEAPONS USED

1	2	3	4
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DISPLACEMENT DEVICE ARMING

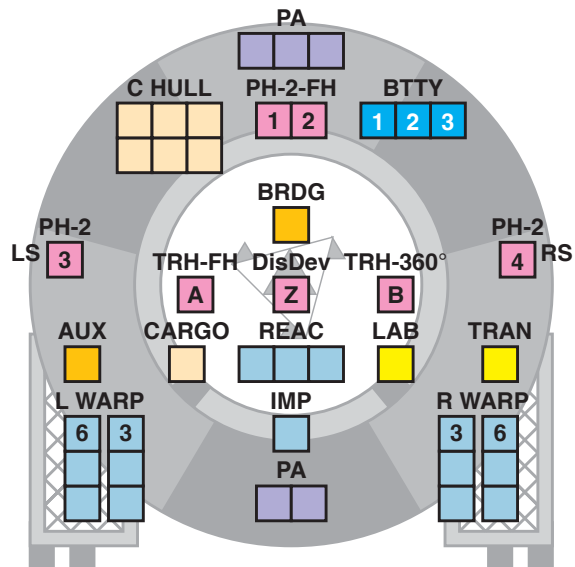
Z	T1	T2	U
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TURN MODE B MOVE COST 3/8
BASE SPEED 8 TURN MODE 2 SPEED COST 3
BASE SPEED 16 TURN MODE 3 SPEED COST 6
BASE SPEED 24 TURN MODE 4 SPEED COST 9
ACCELERATION COST 3/8
DECELERATION COST 3/8
HIGH ENERGY TURN COST 1+7/8
EVASIVE MANEUVER COST 2+1/4

C137

FORWARD PA PANELS

30										
20										
10										



REAR PA PANELS

10										
20										

This ship does not have a hangar. It does not carry satellite ships.

BATTERY POWER

1						
2						
3						

See also the Battery Power track at left.

FEDERATION COMMANDER: COMMUNIQUE #137
FLEET SCALE SHIP CARD #C137
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POWER TRACK

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

FRACTIONAL POWER

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

ANDROMEDAN EXPLOITER LIGHT CRUISER

SQUADRON SCALE

COUNTER EXP
POINT VALUE: 192
DAMAGE CONTROL: 4



This ship does not have a hangar. It does not carry satellite ships.

POWER TRACK

+30

+20

Power when undamaged: 32
+ Battery Power.

+10

PROBES

--	--	--	--	--

AIS Name _____

MARINES

8			
4			

FRAME DAMAGE

5			
---	--	--	--

TRH ARMING

A	P	3	L	3	F
B	P	3	L	3	F
C	P	3	L	3	F
D	P	3	L	3	F

WEAPONS USED

1	2	3	4
5	6	7	8

DISPLACEMENT DEVICE ARMING

Y	T1	T2	U
Z	T1	T2	U

**TURN MODE B
MOVE COST 3/4**

**BASE SPEED 8
TURN MODE 2
SPEED COST 6**

**BASE SPEED 16
TURN MODE 3
SPEED COST 12**

**BASE SPEED 24
TURN MODE 4
SPEED COST 18**

**ACCELERATION
COST 3/4**

**DECELERATION
COST 3/4**

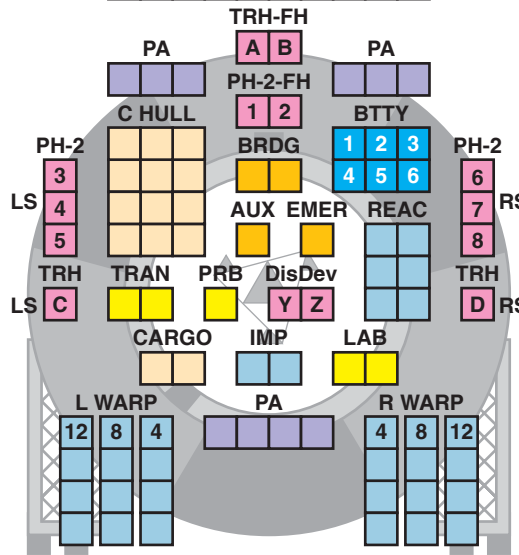
**HIGH ENERGY
TURN COST
3+3/4**

**EVASIVE
MANEUVER
COST 4+1/2**



FORWARD PA PANELS

60							
50							
40							
30							
20							
10							



REAR PA PANELS

10							
20							
30							
40							

BATTERY POWER

1				
2				
3				

BATTERY POWER

4				
5				
6				

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SQUADRON SCALE SHIP CARD #C137
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FRACTIONAL POWER

0 1/4 1/2 3/4

9

8

7

6

5

4

3

2

1

0

See also the Battery Power track at left.