



COMMUNIQUE #138

STARDATE 2017.06.10

WILL THERE EVER BE ANOTHER FC PRODUCT?

YES, of course there will be! We have nearly completed work on *Fighters Attack*, and have done more than a little work on *Gunboats Attack* and *X-Ships Attack*. The problem is that a new major product needs counters which we have to print several products at a time, and the other products that need counters are not that far along as the *Fed Commander* product.

There is more left in the original *Borders of Madness* file (Klingon firing arcs, SFGs, super-computers, pinwheels, Klingon penal ships, maulers, battle tugs). We might do those as *Briefing #3* (including the conjectural maulers from Alliance empires).

Don't forget that we do a new ship every month in *Communique* and a new Ship Card Pack now and then.

WE CAN'T DO EVERYTHING

Recently, someone asked me if a particular *SFB* product might even get ported into *FC*. I said that I didn't think it would sell enough copies, that I had too many other things to do, and that I was just really not interested in doing it. That said...

1. I didn't say never.
2. Things I "might do someday" just might float into the Top 10 after some of the other things get done.
3. I'm 65 and will eventually retire and my successor will make his own decisions.
4. The market situation might change.
5. Somebody (who checked with me in advance) might do it and send it to me and maybe if I weren't busy I'd spend a day checking it and put it up for download.

WHERE IS THE SHAPEWAYS STORE?

The store opening is waiting for the new Federation CA and Klingon D7; without them we would be ignored as just another random store with random ships. We just got the Fed CA from a new sculptor and the D7 is not far behind. (The Mongoose sculptor could not convert their CGIs to Shapeways and was too busy to start over.)

IN THIS ISSUE

Federation Commander Department Head Mike West suggested the *Andromedan Missionary*, which came in second in last month's selection. Also included is a *Tholian vs. Andromedan* scenario, 8CM125.

Q & A

Q: What is the turn mode for the Death Probe at Speed 32?

A: It is four, same as Speed 24. Sorry that we missed that, but if you pound on the Death Probe enough it won't be going Speed 32 any more, anyway.

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.

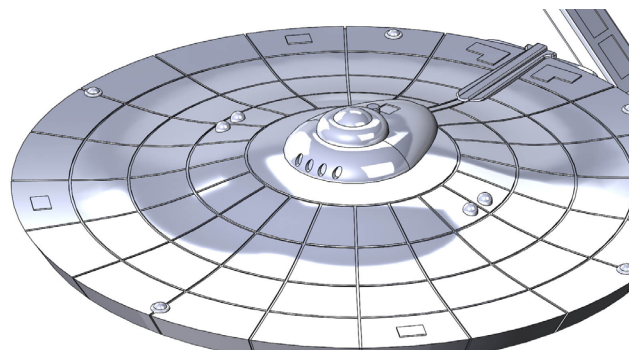
StarFleetGames.com/newsletter.shtml

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

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER SCENARIO

[8CM125] A TANGLED WEB

In 2585, the Andromedans wanted to collect information on the unique subgroup of Milky Way life forms that resided near the outer rim of the inhabited galaxy. These were, of course, the Tholians. The Andromedans were about to learn how fiercely Tholians defend their territory.

(8CM125a) NUMBER OF PLAYERS

Two: The Tholian player and the Andromedan player.

(8CM125b) 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). Every hex is an asteroid field (6B). Use a “floating” map since the battle is in open space with no borders or terrain features to restrict the movement of the ships. Any unit which ends the turn more than 25 hexes from all other enemy units has disengaged and has left the scenario. Andromedan units can only disengage in direction C/D and must have no enemy units in their FA arc at the time of disengagement.

Tholian: Set up a CAW (web caster cruiser) and 2xDD within five hexes of the center of the map, facing direction E or F.

Andromedan: Set up a Conquistador (Cobra in hangar) in any hex that is 26 hexes away from the nearest Tholian ship in direction E/F, facing direction B or C.

(8CM125c) OBJECTIVE

Mission-Andromedan: Investigate these curious life forms. Destroying the enemy would be a bonus.

Mission-Tholian: Destroy the Andromedans or force them to disengage.

Time Limit: The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged.

Victory-Andromedan: The Andromedans must gather information on the CAW and disengage with the Conquistador. If one of these objectives is met, but not the other, the Andromedans receive a draw.

Victory-Tholian: Use the Point Value Victory System (8B2) to determine the Tholian level of victory. In this case, the Andromedans gain a 50-point bonus (25 in fleet scale) if the Conquistador disengages (with the required information).

(8CM125d) SPECIAL RULES

1. Reconnaissance: The Andromedans are seeking information about the Tholian web caster. The Andromedans must gather 150 points of information (75 in fleet scale) on the CAW. Information gained by a ship that is subsequently destroyed is lost.

(8CM125e) FORCE DYNAMICS

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

1. Alternative Ships: Historically, one of the DDs was equipped with photons instead of disruptors. Change the CAW to an NCL, or replace a DD with a PC. Replace the Conquistador and Cobra with one Exploiter.

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.

3. Faster Scenario: To finish this scenario in a shorter time, remove the Conquistador and the CAW. In this case, the Andromedan may gather information on either of the DDs. You could also reduce the amount of information needed.

4. Just Because it is in this issue, you could replace the Conquistador with a Missionary (which has special sensors to help gather info) and two Mambas. The Missionary must survive to win the scenario as the Mambas cannot reach home alone.

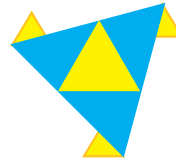
(8CM125f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by Keith Velleux and was published as SH74 in *SFB Module R2*. It was converted to *Federation Commander* by Paul Cordeiro.

ANDROMEDAN MISSIONARY

FLEET SCALE

COUNTER MIS
 POINT VALUE: 67
 DAMAGE CONTROL: 2



AIS
 Name _____

PROBES

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MARINES

4			
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FRAME DAMAGE

3		
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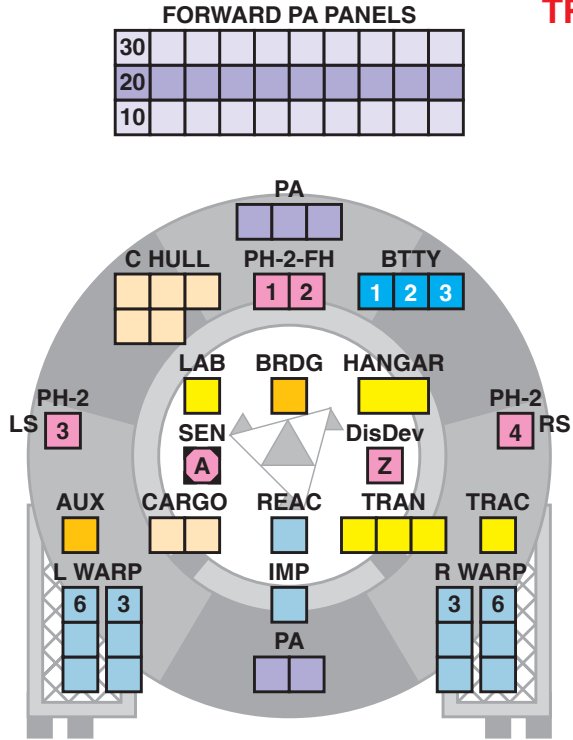
WEAPONS USED

A	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 |



POWER TRACK

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

REAR PA PANELS

10							
20							

Hangar capacity is 12 points.
 Viper = 3 points.
 Cobra = 4 points.
 Mamba = 6 points.
 Python = 6 points.

BATTERY POWER

1				
2				
3				

See also the Battery Power track at left.

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 FLEET SCALE SHIP CARD #C138
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C138

FRACTIONAL POWER

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

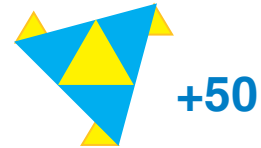
ANDROMEDAN MISSIONARY TRANSPORT

SQUADRON SCALE

AIS _____
Name _____

COUNTER MIS
POINT VALUE: 134
DAMAGE CONTROL: 4

Hangar capacity is 12 points.
Viper = 3 points.
Cobra = 4 points.
Mamba = 6 points.
Python = 6 points.



POWER TRACK +50
+40

+30

Power when undamaged: +20

28 + Battery Power. +10

PROBES
[] [] [] [] []

MARINES
8 [] [] [] []
4 [] [] [] []

FRAME DAMAGE
5 [] [] [] []

WEAPONS USED
1 2 3 4 A
5 6 7 8 B

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

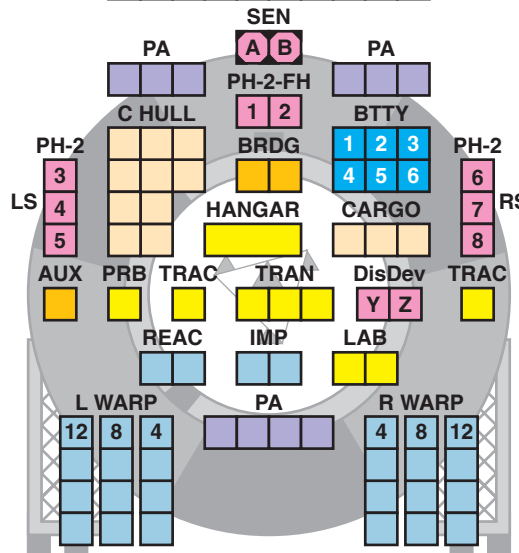
HIGH ENERGY
TURN COST 3+3/4

EVASIVE MANEUVER
COST 4+1/2

C138

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 #C138
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FRACTIONAL POWER
0 1/4 1/2 3/4

See also the Battery Power track at left.