



COMMUNIQUE #140

STARDATE 2017.08.10

THE BIG NEWS: SCENARIO LOG 2

This project is nearing completion and will be released later this month. It includes more than 50 scenarios from *Communique*, all of them fully updated and remastered to bring them up to current standards.

In addition, the scenarios have been reviewed for ships that have become available since the scenarios were published, and new optional rules and alternatives have been added to many of them.

The book is beautifully illustrated with artwork, some of it new from our Shapeways sculptors.

This book will be a wonderful addition to the *Federation Commander* game system.

SHAPEWAYS: 106 SHIPS, 51 DAYS

Our store on Shapeways exploded with 55 new ships added by five sculptors on August 1st.

Omni scale ships included in this release are: Federation gunboat, small and large freighters with short pods; Tholian fighter and small freighter; WYN auxiliary cruiser and auxiliary battlecruiser.

Ships released for 3788 include: Frax dreadnought; Kolighar cruiser and destroyer; Maesron frigate, Trobrin torpedo cruiser, dreadnought, and frigate leader; Romulan Condor; Tholian CPC with pod: Seltorian gunboat.

Ships released for 3125 include: Kzinti dreadnought, LDR CA, DD, DDS, CW, FF.

Ships released for both 3788 and 3125 include: Hydran Dragoon, Hunter, Knight; Klingon C8B and C8K; Lyran CA, DD, DDS, CW, FF; Seltorian dreadnought; Tholian CA, CW, DD, POL, and Black Widow.

Ships expected next month include the Federation GSC, Klingon B10, Romulan Falcon, Tholian carriers, WYN auxiliary dreadnought, Hydran Paladin and Harrier, Lyran Lion and Lynx, as well as more ships for Omega and the Frax.

You can check out the store here:

<https://www.shapeways.com/shops/amarillo-design-bureau-inc>

IN THIS ISSUE

Before we could even look for a ship for this issue, one of the Shapeways sculptors noted that while he was doing a Hydran Crusader miniature for us, the ship had never been added to *Federation Commander*. This seemed to be the perfect time and place to add it.

We also included a scenario, 8CM127 Constable on Patrol, one of those *SFB* multi-historical events that happened over and over on the border of every empire.

Q & A

Q: Can I turn my ship without moving (assuming my turn mode is satisfied)?

A: Certainly. See the second example of (2B2b). You always change facing before movement, and in this case you're paying to cancel the movement but you still get the turn. As turning is voluntary, you don't have to turn if you don't want to.

Q: Why is there a white square on each map panel?

A: They are so you can write a unique number, or your initials, on each panel. If you combine panels with friends, each of you can get your own panels back. If you're doing a scenario with something hidden, you need to know one map panel from another.

—Mike West, *Federation Commander* Department Head.

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

[8CM127] CONSTABLE ON PATROL

The ISC considered themselves the peacekeepers and saviors of the galaxy. Their announced policy was to prevent further wars and maintain order by preventing each empire from sending military units outside its own borders. And in the view of the ISC, those borders needed to be 2,000 parsecs farther apart. All of the empires resented this as theft of their territory, particularly when each ISC squadron began harvesting resources to support itself from planets the empires had fought desperately to control in the General War.

Five empires were able to accept this service with good grace. The Federation, with considerable justification, claimed that they needed to patrol their own borders to prevent pirates, other powers (whom they did not trust the ISC to control), and the ISC itself from appropriating the wealth of frontier colonies.

This scenario depicts a typical battle, taking place in the Fornax system, at the site of a Federation colony. The ISC had declared the system to be “independent” and under ISC “protection”. A small scratch force of Federation ships arrived to relieve the ISC detachment of its self-assigned duties.

(8CM127a) NUMBER OF PLAYERS

Two: The Federation player and the ISC player.

(8CM127b) 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). Place a class-M (one hex) planet in the center of the map.

The map is a “location map;” any ship which ends the turn more than 25 hexes from the planet has disengaged and cannot return.

ISC: Set up the CS *Celestra*, DD *Battler* and FF *Satellite* within 3 hexes of the planet facing any direction.

Federation: Set up the LCC *Clancy* (*Captain's Log #36*), NCL *Reliant*, and FF *John Paul Jones* within 20 hexes of the planet in any direction.

(8CM127c) OBJECTIVE

Mission-ISC: Force the Federation ships to disengage and leave the area.

Mission-Federation: Force the ISC ships to disengage and leave the area.

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

Victory: To win, one player must force the other's ships to disengage (or capture or destroy them) and have at least one uncrippled ship on the board. If both players are forced to withdraw, the scenario is a draw. If any seeking weapon strikes the planet, the launching side automatically loses, unless the other side deliberately moved behind the planet to avoid the seeking weapon, in which case, the side using this maneuver automatically loses.

(8CM127d) SPECIAL RULES

1. Disengagement: Any crippled ships must retire (2E3) from the battle area.

(8CM127e) FORCE DYNAMICS

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

1. Alternative Ships: The Federation ships could be replaced with similar ships of any other empire (war cruiser leader, war cruiser, and frigate) since this scenario played itself out many times along every empire's borders after the General War.

2. Balance: The balance of the scenario could be adjusted by adding defense satellites in orbit around the planet. These could be controlled by the Federation player or a third player.

(8CM127f) DESIGNER'S NOTES

This scenario was originally designed for *Star Fleet Battles* by Josh Spencer and was published as SH24 in *SFB Module S1*. It was converted to *Federation Commander* by Paul Cordeiro.

STARMADA UNITY BEGINS

We have released *Klingon Armada Unity*, the first book in the new edition. This edition unifies the previous *Nova* and *Admiralty* editions. The new rules preserve the best of both previous systems, and add dynamic seeking weapons rules that do what seeking weapons. Future books will appear in the *Unity* format only.

Because we want to bring all Starmada players together, we're making *Unity* a free PDF upgrade for anyone who bought the earlier editions of this book. Nothing was wrong with either edition, other than the fact that it was harder to find opponents who played by the same rulebook. That problem is now solved.

If you bought a PDF of either through the PDF stores, your PDF library now contains the original older edition AND the new *Unity* edition we're giving you. As each book is replaced we will take the old editions off sale (but leave them in your library) and upload the new edition for sale to new players. (If you want the Starmada Logs, then you need to purchase them promptly as they will not be updated.)

Get your copy of *Klingon Armada Unity* from the following sources Warehouse 23, DriveThru RPG, or Wargame Vault. It is available in hardcopy from ADB. Anyone who bought an earlier hardcopy can get a free PDF by contacting Jean at marketing@starfleetgames.com.

HYDRAN CRUSADER FRIGATE LEADER

FLEET SCALE

POWER TRACK

HMS
Name

COUNTER **CRU**
POINT VALUE: 42
DAMAGE CONTROL: 1



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PROBES

HELLBORE ARMING

A P L O F

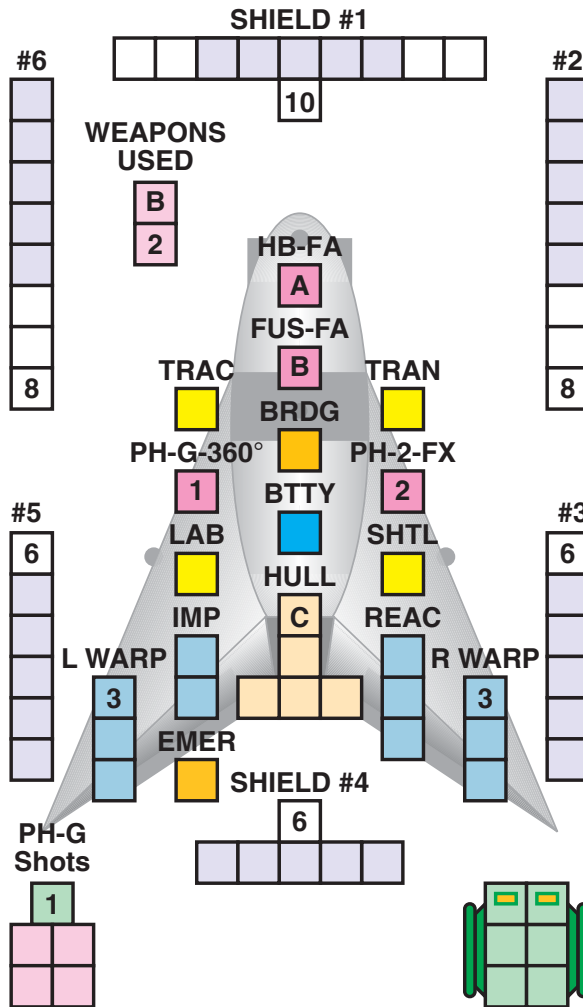
MARINES

4

FRAME DAMAGE

2

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| TURN MODE A MOVE COST 1/8 |
| BASE SPEED 8 TURN MODE 1 SPEED COST 1 |
| BASE SPEED 16 TURN MODE 2 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 |



FEDERATION COMMANDER: COMMUNIQUE #140
FLEET SCALE SHIP CARD #C140
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C
140 0 1/8

FRACTIONAL POWER

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

HYDRAN CRUSADER FRIGATE LEADER

SQUADRON SCALE

COUNTER **CRU**
 POINT VALUE: 76
 DAMAGE CONTROL: 2

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HMS _____
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PROBES

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HELLBORE ARMING

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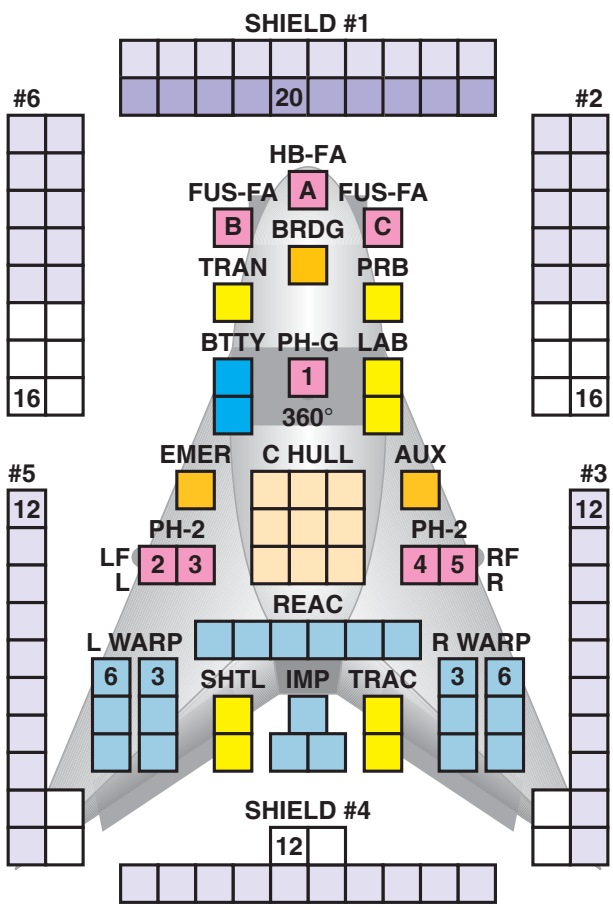
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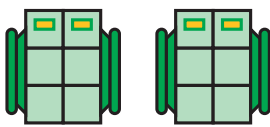
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| TURN MODE A MOVE COST 1/4 |
| BASE SPEED 8 TURN MODE 1 SPEED COST 2 |
| BASE SPEED 16 TURN MODE 2 SPEED COST 4 |
| BASE SPEED 24 TURN MODE 4 SPEED COST 6 |
| ACCELERATION COST 1/4 |
| DECELERATION COST 1/4 |
| HIGH ENERGY TURN COST 1+1/4 |
| EVASIVE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



POWER TRACK



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 SQUADRON SCALE SHIP CARD #C140
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C140

WEAPONS USED

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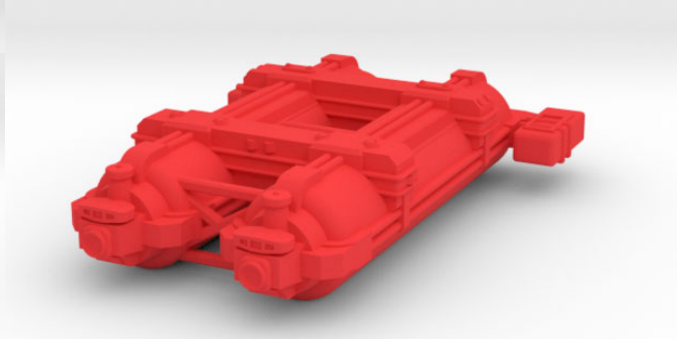
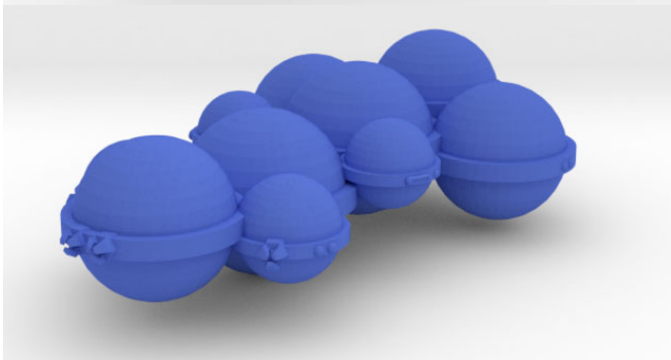
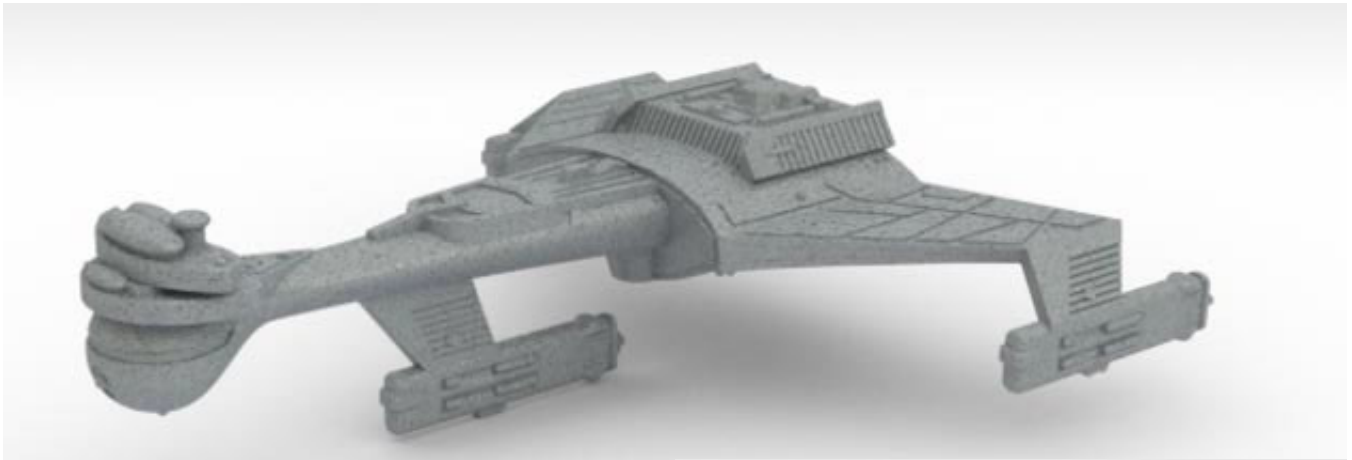
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FRACTIONAL POWER
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AVAILABLE IN OUR SHAPEWAYS STORE

You can check out the store here:
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Klingon C8K (top), Koligahr CA (above left),
WYN Aux BC (above right), Lyran CA (left),
and Kzinti DN (below).

