



COMMUNIQUE #142

STARDATE 2017.10.10

SHAPEWAYS: 230+ SHIPS SO FAR

Our store on Shapeways continued to expand with 76 new ships by our sculptors on October 2nd.

Ships released for both 3788 and 3125 include: Federation DDG and DDJ (the first of the five official Franz Joseph ships we will release); the Klingon F5, F5W, and the boom of the B10K; Romulan Snipe, BattleHawk, and King Condor; Tholian DPW, new heavy cruiser, Scout, and a one-piece PC pinwheel; Kzinti frigate; Lyran BC, CWS, and DW; Seltorian NCL; Vulpa Blockade Runner; Trobrin CC, Probr Bronz DD; and Koligahr Fighter Killer.

Omni scale ships included in this release are: Federation F-18 fighter, Klingon Z-Y fighter, Kzinti TAAS fighter, Tholian Large Web Tender and Large Freighter; and small auxiliary cruiser.

Ships released for 3788 include: Frax Police Cutter.

Ships released for 3125 include: All Trobrin and Koligahr ships that were previously released in 3788.

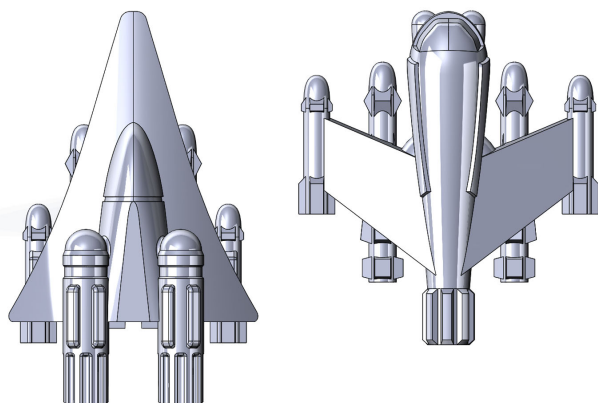
We also released more stand toppers to keep your fighters, pinwheels, and gunboats in formation.

The Planet Killer is available in four sizes.

Ships expected next month include the Federation destroyers, fighters for several empires, more ships for the Omega Sector, more WYNs, more Tholians, more Seltorians, and just more.

You can check out the store here:

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



IN THIS ISSUE

F&E Staffer Thomas Mathews proposed a Gorn Escort Battlecruiser on the BBS a couple of days ago. (This makes sense the way the F&E carrier group rules work. Bigger escorts make it hard to kill the carriers. Carriers are important as they get free fighter replacements at the end of each turn.) FC/F&E designer Steve Cole was so impressed with the idea that he selected this to be the ship for this issue.

Q & A

Q: What new ships will be in future issues of *Communique*?

A: Based on ships in *Star Fleet Battles*, we have two thousand to pick from, and as you see, Steve Cole is not above picking a new one that isn't even in *SFB*.

There are four "new empires" in *FC* which have only four or six ships each: Borak, Carnivon, Paravian, and Peladine. We could spend years just getting their fleets up to full strength, but probably won't do more than a ship or two each through *Communique*.

The ISC Commander has recently been asking for a few of their "missing" *SFB* ships (DNT, CAT, CM) to be ported over to *FC* and that may well happen.

—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

[8CM129] RENDEZVOUS

Sometimes battles do not go as planned, and often for the worse. Underestimated enemies, overestimated performance by friendly units, unexpected elements of the target, and unpredictable developments can all lead to disaster.

Knowing this could happen, every attacking commander establishes a "rally point" where the ships will meet up in the event of a disaster causing damaged ships to flee the battle. This is often established at the "forward supply point" where supply ships are waiting to bring supplies to the victorious fleet. Those supplies can now be the key to survival.

A forward supply point is selected for its defendability. It is usually in an asteroid belt or dust cloud and includes the temporary deployment of defensive bases.

(8CM129a) NUMBER OF PLAYERS

Two: Player A (who just escaped a disaster and is trying to regroup) and Player B (who has sent what undamaged ships he has available to hunt down the survivors of his victory).

(8CM129b) 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). With small hexes, the two center panels are asteroid maps. With large hexes, the three panels just to the right of center are asteroid maps. The map is fixed and does not float. Ships of Player A can only leave the map from the right edge. Ships from Player B can leave from any of the other three edges. Ships which leave the map in unauthorized directions are assumed to have been destroyed by other fleet elements.

Player A: Select an asteroid hex and deploy a ground base (with a phaser-4) on this hex, with a 360° field of fire.

Roll two dice. Deploy a second ground base (like the first) in an asteroid hex that is no closer to the first one than the lower of the two die roll results and no further than the total of the two results.

Roll two more dice. Deploy a third ground base (like the first two) in an asteroid hex which is no closer to either of the first two than the lower of the two die results and no further than the total of the two results.

In any asteroid hexes within two hexes of any of the above bases (or in any hex between two or all three of the bases) deploy the following supply and repair units: one Free Trader, two Armed Priority Transports, two small freighters, one large freighter.

All of the above units are using "hidden deployment" (8CM129d2).

Player A then deploys his retreating warships in map edge hexes on the left side of the map no closer than six hexes from each other. These can be any three or four ships with a total point value of 300 points (155 points in Fleet Scale) or less.

Player B: After Turn #1 is complete, Player B deploys his forces in any hexes of the left map edge. His forces cannot exceed 300 points (155 points in Fleet Scale) but can consist of any number of ships.

(8CM129c) OBJECTIVE

Mission-Player-A: Survive and escape.

Mission-Player B: Destroy the escaping (damaged) enemy ships and their supply units.

Time Limit: Play proceeds until all units belonging to one side have disengaged or been destroyed/captured.

Victory: Use the Point Value System (8B2) but Player A's damaged warships count for only half of their value.

(8CM129d) SPECIAL RULES

1. Prior Battle Damage: For each of the ships of Player A, roll one die (to select a direction from which battle damage was received) and then roll two dice and multiply the result by eight (four in fleet scale) and apply that amount of damage points to the designated shield. (These damage points must first be used to eliminate the shield and can then be distributed by Player A to any boxes inside the ship. It is theoretically possible for a ship to be totally destroyed.) Ignore any potential for reinforcement. Player A's ships are assumed to have repaired whatever damage they can during their retreat to the rally point (which is why Player A gets to distribute the damage). These repairs en route include repairing all shields to full strength and reloading all drone racks. Any shuttle box damaged means that the shuttle that was once in that box is destroyed. Multi-turn-arming weapons have not been rearmed, not even partially.

Player B's ships are not damaged.

2. Hidden Deployments: Some of Player A's ships (and the three bases) are hidden in the asteroids. These ships cannot be detected or attacked by Player B unless they move, fire weapons, dock to Player A's warships, or Player B's ships move within two hexes of them. These ships must be "stopped" when the scenario begins. Their location and facing must be recorded in writing and the written record placed face down in view of both players and verified after the scenario ends or all units are revealed. If such ships move, their first turn is limited to a Baseline Speed of 8.

3. Repairs: If one of Player A's damaged warships docks to one of the "repair and supply" vessels in the original deployment, then that warship can use double the repair point value of that "repair and supply" ship in addition to its own repair points for as long as it is docked.

4. Bases: The three bases are worth double victory points to Player B (who can take his time destroying them after Player A leaves) unless the Marines on board are rescued by transporter operations to ships that escape the scenario. (This will also rescue the crews.)

(8CM129e) FORCE DYNAMICS

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

1. Alternative Empires: Any two neighboring empires can be used by Player A and Player B. For a non-historical scenario, use any two empires. (Note: Tholians would have an impossible advantage in this scenario.)

2. Balance: Replace one or two ships with larger or smaller ships to adjust the balance.

(8CM129f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Stephen V. Cole.

(8CM129g) TACTICAL NOTE

Player A has to decide, as quickly as possible, if he is going to stand and fight at the forward supply point or run for it. This decision will probably depend upon how much damage his ships receive. The slow and vulnerable freighters will have difficulty escaping from the enemy pursuit. Given the strong defensive position, Player A just might make a fight of it.

GORN ESCORT BATTLECRUISER

SQUADRON SCALE

COUNTER **BCE**
POINT VALUE: 174
DAMAGE CONTROL: 4



POWER TRACK

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

WEAPONS USED

A	B	1	2	3	4	5
6	7	8	9	10	Y	Z

PL-D IMP USED

Y	1	2	3	4
	5	6	7	8
Z	1	2	3	4
	5	6	7	8

PROBES

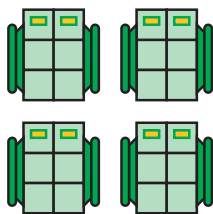
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MARINES

16							
10							
4							

FRAME DAMAGE

6							
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AEGIS ESCORT

TURN MODE D
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 4
SPEED COST 16

BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

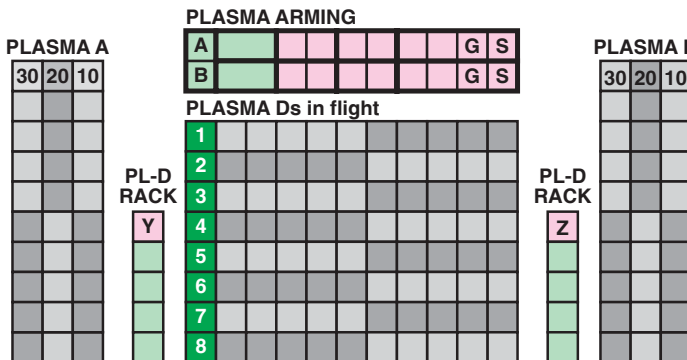
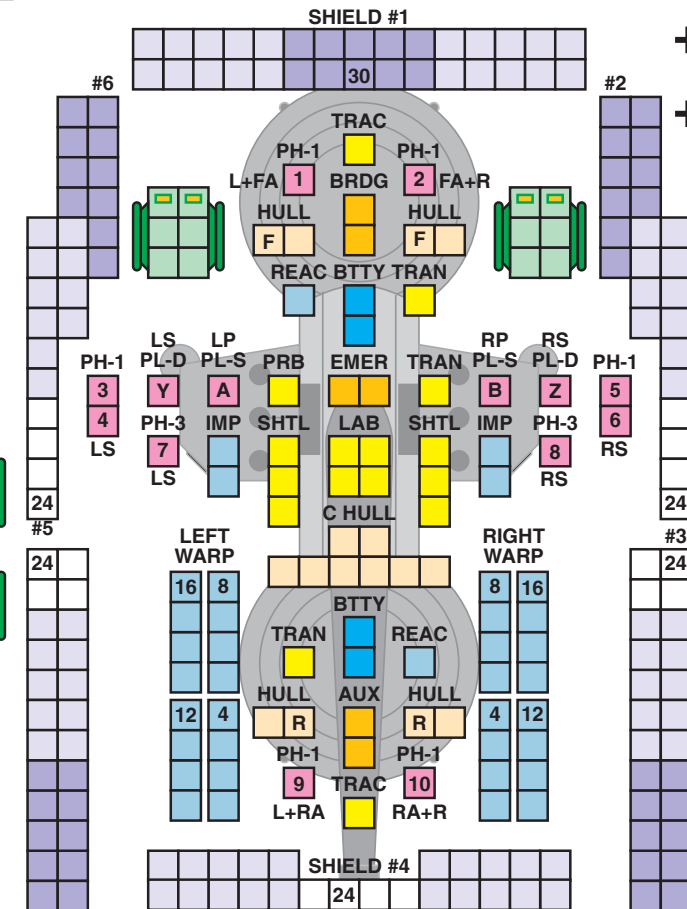
HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
COST 6



FEDERATION COMMANDER: COMMUNIQUE #142
SQUADRON SCALE SHIP CARD #C142
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GCS
Name



FRACTIONAL POWER

0 1/2

GORN ESCORT BATTLECRUISER

The Gorns had a successful CLE (escort light cruiser) class and considered upgrading one or more to this heavier class to provide better staying power in combat. As it was, production of the battlecruisers was too important to divert some of those hulls to variants of this type.

This ship was proposed by Thomas Mathews on the BBS only a few days ago, but the idea so intrigued the designer that he used it right away.