



COMMUNIQUE #143

STARDATE 2017.11.11

SHAPEWAYS: 300+ SHIPS SO FAR

Our store on Shapeways continued to expand with 85 new ships by our sculptors on November 1st.

Ships released for both 3788 and 3125 include: Federation Franz Joseph destroyer, Federation Scout (ADB); Klingon D7K, F5WK, HF5K, F5K, F6, F6K, HF5, D6SK, SD7B, SD7K; Kzinti destroyer, scout frigate; Drex battlecruiser and battle destroyer; Lyran PFT, PFW, Puma tug with pallets; Probr Dreadnought, Romulan SaberHawk HDW, Skyhawk, War Eagle; Seltorian strike carrier, destroyer escort, and light cruiser escort; Tholian Battleship (from *CL28*), DNV, DDS, CC, CCW, destroyer-pinwheel, destroyer pinwheel stand toppler.

Omni scale ships included in this release are: Federation fighters (A-10, A-20, F-14, F-15), large and small freighters in ballast mode, large ore carrier, large aux cruiser.

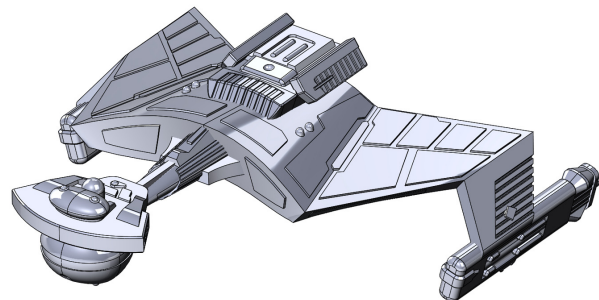
Ships released for 3788 include: Frax Frigate Submarine.

Ships released for 3125 include: Klingon F5B frigate, F5S scout, F5SK scout, F5WB war destroyer, F6B battle frigate, HF5B heavy war destroyer; LDR PFT, PFW, Tug with pallets.

Ships expected next month is a special Christmas Surprise.

You can check out the store here:

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



IN THIS ISSUE

The ISC commander ordered us to release the ISC DNT and, well, she would hit us in the head if we did not, so we did. Then she wrote a scenario to go with it, a scenario that seems to hold a deeper meaning we cannot grasp.

Q & A

Q: I noticed that some of the new ships on Shapeways aren't in *Federation Commander*. How do we get ship cards for them?

A: Just ask ADB and we'll add them to the priority list (which is created from player requests). We don't add every ship because some of them nobody has asked for and others are just minor variants. Thus the D7B and D7K are both covered by the D7 card in *Klingon Border*. Just be sure to request only ships *you* want to see in *Communique*, not ships you think somebody else might want. Everyone can speak for themselves in the *Star Fleet Universe*. There are very few publication slots (10 or 11 a year) and we need to make sure they are used for the ships the most people want.

—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.shtm

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

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER SCENARIO

[8CM130] THE GROWN-UPS ARE HERE NOW

The ISC were caught spread out across the octant by the arrival of the Andromedans, but the ISC were experts at one thing if nothing else: evaluating foreign combat systems and producing the required counter-weapons. In this case, they modified existing dreadnoughts to replace two of the plasmatic pulse weapons with more plasma torpedoes.

The ISC also did a better job at discerning the enemy intentions faster than anyone, and determined that the Andromedans were determined to erode the fighting power of the Milky Way empires by destroying their resources. ISC squadrons were on standby to react to any attempt to destroy their recently liberated resource planets.

(8CM130a) NUMBER OF PLAYERS

Two: The ISC player and the Andromedan player.

(8CM130b) INITIAL SETUP

Map: Set up the map with three panels across and two panels high if using small hexes (four wide and three high if using large hexes).

Place a planet in a hex near the center of the map.

The map is a "location map"; any ship which is more than 35 hexes from the planet has disengaged and cannot return.

Andromedan: Set up an Intruder with two Mambas and a Python within four hexes of the planet.

ISC: The ISC Echelon of Punishment sets up 35 hexes from the planet (in any direction chosen by the ISC planet). This includes a DNT, CL, 2xDD, 3xFF.

(8CM130c) OBJECTIVE

Mission-Andromedan: Destroy the colony on the planet by scoring 60 points of damage (30 in fleet scale) on each of the six hex sides of the planet.

Mission-ISC: The ISC wins if it either destroys the Andromedan Intruder and one of the other ships OR drives away the Andromedans before they can score a total of 100 damage points (no more than 60 on any one hex side, 50 and 30 in fleet scale).

Time Limit: The scenario continues until the end of Turn #11. (At that point, more ISC ships would reach the colony and it would be impossible for the Andromedans to attack it.)

Victory: Use the Point Value Victory System (8B2) to determine the winner.

(8CM130d) SPECIAL RULES

1. Planet: The Andromedan ships may not cause damage to the planet from a range of greater than five hexes due to the need to target small structures.

(8CM130e) 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 ISC DNT with a DN.

2. Alternative Empires: Replace the ISC with an equivalent force from another empire.

3. 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.

(8CM130f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Jean Sexton.

