



# COMMUNIQUE #144

## STARDATE 2017.12.09

### SHAPEWAYS: DOUBLE RELEASE

Our store on Shapeways continued to expand with 50 new ships released on 26 November for the special one-day Shapeways sale and 29 more new ships released on 5 December.

Ships released for both 3788 and 3125 include: Federation Strike Cruiser, Tug-FJ, Tug-ADB, Classic (no grid lines, smooth saucers) versions of all previous Fed ships (except the FJs which he drew with grid lines); Klingon D6B and D6K; Romulan Scout Eagle, Freight Eagle, SparrowHawk-A light cruiser, SparrowHawk-C scout; Tholian web caster heavy cruiser, heavy dreadnought, disruptor-armed patrol corvette, war cruiser scout, and police cutter pinwheel; Juggernaut heavy cruiser and missile dreadnought; Kzinti FFD, FFS, and FFK frigates; Lyran and LDR Puma transport tug with two Klingon pods; Seltorian heavy destroyer; and more Omega ships (Probr Brass frigate, Drex battlefrigate, Trobrin frigate scout, Maesron bombardment cruiser, Koligahr dreadnought).

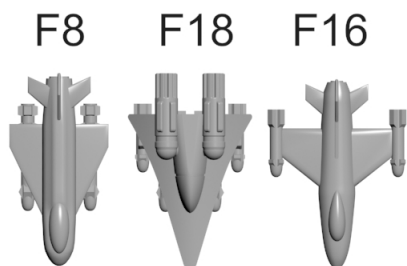
Omni scale ships included in this release are: Federation fighters (F-8, F-16); Romulan fighters (Gladiator II/III assault fighter, Gladiator III-K assault fighter, Gladiator-D superiority fighter, and Gladiator-F superiority fighter); WYN Auxiliary Scout; & Jumbo auxiliary cruiser.

Ships released for 3788 include: Romulan Vulture, Frax submarine destroyer.

You can also decorate your game room with hanging versions of the Federation CA, Klingon D7, and Romulan Warbird in both scales.

You can check out the store here:

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



### IN THIS ISSUE

It's the Holiday issue and we added three new ships and a scenario for the North Polar Fleet. Merry Christmas and Happy Holidays to all of our friends.

### STEVE COLE IS BETTER

Complications from his 2015 surgery resulted in the development of a painful but benign cyst that eventually reached seven inches in size and prevented Steve from exercising or working at his desk. Doctors didn't want to remove it but finally agreed once the cyst reached that huge size. Things didn't go as planned, requiring a second surgery to remove a five-inch blood clot packed full of infection. Steve spent a week in the hospital during November being given gallons of antibiotics but is now back at his desk, creating the ships and scenario for this issue and doing other useful work as he gets better.

### Q & A

**Q:** Why was *Klingon Border* out of stock?

**A:** The counters had to be reprinted, and printing counters is a complicated process involving eight sheets for three game systems. It took time but is now done and this product is back in stock.

—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](http://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

### (8CM131) DISMANTLE THE GRINCHY BASE

The Grinchy Tyranny moved into the Belmar sector, setting up a base near nine inhabited planets. They kidnapped workers from all of the planets and forced them to work in a space factory manufacturing Bad Will and Discord which was then smuggled back to the nine worlds. The North Polar nation decided to put a stop to this tyranny and sent a squadron of Elven ships to dismantle the Grinchy Base before all nine free planets were converted to Grinchy slave planets.

#### (8CM131a) NUMBER OF PLAYERS

**Two:** The North Polar player and the Grinchy player.

#### (8CM131b) 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 base (the “space factory”) 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 base has disengaged and cannot return.

**Grinchy:** Besides the space factory, the Grinchy fleet consists of two large auxiliary cruisers and three small auxiliary cruisers placed within five hexes of the space factory.

**North Polar:** The Elven Squadron consists of an Elf Light Cruiser, an Elf Commando Cruiser, and three Elf destroyers.

#### (8CM131c) OBJECTIVE

**Mission-Grinchy:** Preserve the base, drive away the Elven interlopers, and convert the sector into a Grinchy slave state.

**Mission-North Polar:** Dismantle the Grinchy base and keep the sector free.

**Time Limit:** The scenario continues until the end of Turn #9 at which point Grinchy reinforcements will arrive and chase away the Elven squadron.

**Victory:** Use the Point Value Victory System (8B2) to determine the winner. In addition, the Elves must dismantle the Grinchy base or they lose the scenario.

#### (8CM131d) SPECIAL RULES

**1. Grinchy Auxiliary Ships:** These may use any weapon provided by (5L1b).

**2. Grinchy Space Factory:** This unit has no ship card. It consists of 36 factory boxes and has a single shield of 20 boxes covering all directions. (Keep track on scratch paper.) The factory boxes can only be de-

stroyed by sending Marines to the factory; each Elf Marine unit on the space factory (which is not matched by a Grinchy Marine unit) destroys one factory box at the end of each turn. (The Grinchy Marines will attack the Elf Marines as per the boarding party combat system. The Elf Marines matched against Grinchy Marines will attack the Grinchy Marines; the other Elf Marines could decide not to destroy factory boxes but instead to also attack Grinchy Marines. The Factory has no Marines of its own; these would have to be transferred by the Grinchy ships after the factory’s shields are down.)

#### (8CM131e) 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 Elf ships with Federation ships or the Grinchy ships with two Klingon D5s and three Klingon E4s.

**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.

#### (8CM131f) DESIGNER’S NOTES

We wanted a battle between the North Polar forces and the evil Grinchy Tyranny and decided to make it about a base the Grinchy Tyranny is using to take over a peaceful sector.

# NORTH POLAR DESTROYER

## FLEET SCALE

COUNTER **DD**  
 POINT VALUE: 45  
 DAMAGE CONTROL: 1



**POWER TRACK**

11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

NPS  
Name \_\_\_\_\_

PROBES  
[ ][ ][ ][ ][ ][ ]

ELF MARINES  
3 [ ][ ][ ]

FRAME DAMAGE  
2 [ ][ ]

PHOTON ARMING

A  
P  
L  
+4  
+8  
F

DRONE RACK Z  
[ ][ ][ ][ ]

TURN MODE C  
MOVE COST 1/4

BASE SPEED 8  
TURN MODE 2  
SPEED COST 2

BASE SPEED 16  
TURN MODE 3  
SPEED COST 4

BASE SPEED 24  
TURN MODE 5  
SPEED COST 6

ACCELERATION  
COST 1/4

DECELERATION  
COST 1/4

HIGH ENERGY  
TURN COST 1+1/4

EVASIVE MANEUVER  
COST 1+1/2

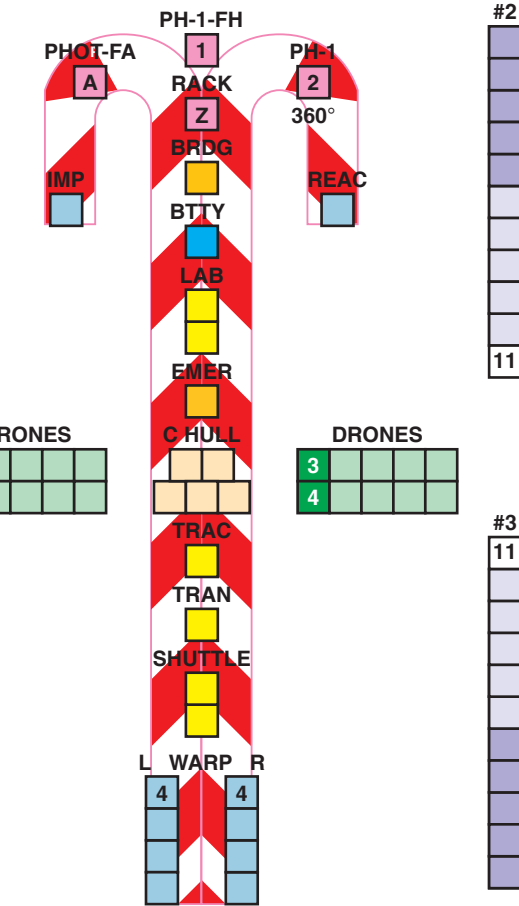
**C144**

#6  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]  
11

#5  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]  
11

WEAPONS USED  
1 2 Z

SHIELD #1  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]  
12



#2  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]  
11

#3  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]  
11

SHIELD #4  
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]  
11



FEDERATION COMMANDER: COMMUNIQUE #144  
 FLEET SCALE SHIP CARD #C144  
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**FRACTIONAL POWER**  
 0 1/4 1/2 3/4

# NORTH POLAR DESTROYER

## SQUADRON SCALE

COUNTER **DD**  
 POINT VALUE: 90  
 DAMAGE CONTROL: 2



**POWER TRACK**

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

NPS  
Name \_\_\_\_\_

PROBES  

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ELF MARINES #6  

6	
3	

FRAME DAMAGE  

4			
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PHOTON ARMING  

A	B
P	P
L	L
+4	+4
+8	+8
F	F

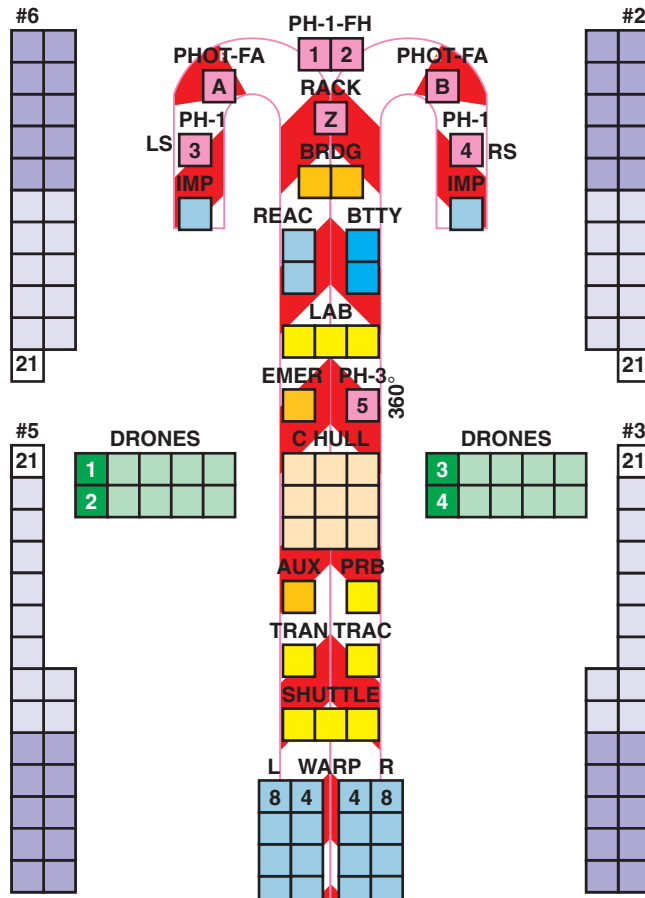
DRONE RACK Z  


- TURN MODE C  
MOVE COST 1/2
- BASE SPEED 8  
TURN MODE 2  
SPEED COST 4
- BASE SPEED 16  
TURN MODE 3  
SPEED COST 8
- BASE SPEED 24  
TURN MODE 5  
SPEED COST 12
- ACCELERATION  
COST 1/2
- DECELERATION  
COST 1/2
- HIGH ENERGY  
TURN COST  
2+1/2
- EVASIVE  
MANEUVER  
COST 3



SHIELD #1  

			24				



SHIELD #4  

			21				

WEAPONS USED  

1	2	3	4
5			Z



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 SQUADRON SCALE SHIP CARD #C144  
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**FRACTIONAL POWER**  
0 1/2

# NORTH POLAR GUIDED-MISSILE DESTROYER

## FLEET SCALE

COUNTER **DDG**  
 POINT VALUE: 45  
 DAMAGE CONTROL: 1



**POWER TRACK**

11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

NPS \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES

ELF MARINES

FRAME DAMAGE

DRONE RACK Y

DRONE RACK Z

- TURN MODE C  
MOVE COST 1/4
- BASE SPEED 8  
TURN MODE 2  
SPEED COST 2
- BASE SPEED 16  
TURN MODE 3  
SPEED COST 4
- BASE SPEED 24  
TURN MODE 5  
SPEED COST 6
- ACCELERATION  
COST 1/4
- DECELERATION  
COST 1/4
- HIGH ENERGY  
TURN COST  
1+1/4
- EVASIVE  
MANEUVER  
COST 1+1/2

#6

#5

DRONES

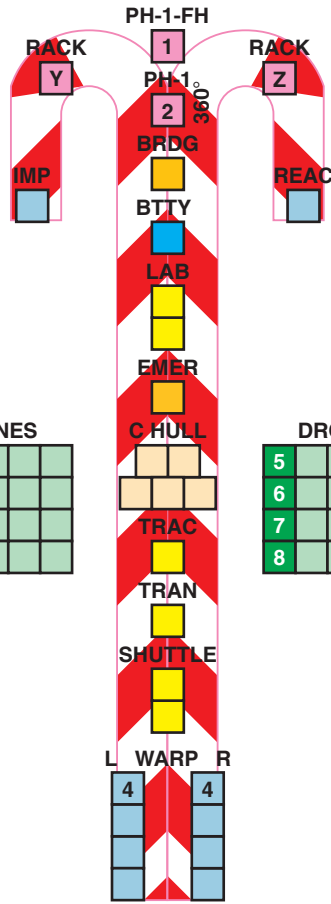
DRONES

#2

#3

SHIELD #1

SHIELD #4



WEAPONS USED



**C144G**

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**FRACTIONAL POWER**  
 0 1/4 1/2 3/4

# NORTH POLAR GUIDED-MISSILE DESTROYER

## SQUADRON SCALE

COUNTER **DDG**  
 POINT VALUE: 90  
 DAMAGE CONTROL: 2



**POWER TRACK**

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

NPS \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES  

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ELF MARINES  

6		
3		

FRAME DAMAGE  

4			
---	--	--	--

DRONE RACK X  

--	--

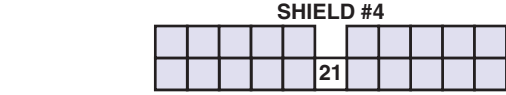
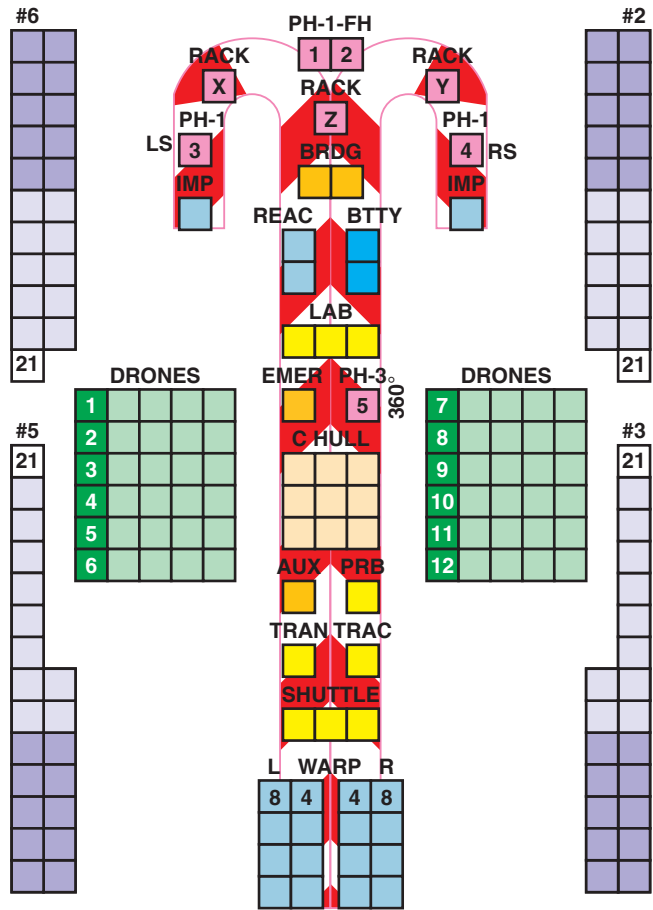
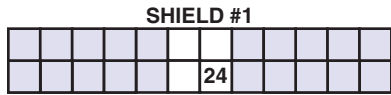
DRONE RACK Y  

--	--

DRONE RACK Z  

--	--

- TURN MODE C  
MOVE COST 1/2
- BASE SPEED 8  
TURN MODE 2  
SPEED COST 4
- BASE SPEED 16  
TURN MODE 3  
SPEED COST 8
- BASE SPEED 24  
TURN MODE 5  
SPEED COST 12
- ACCELERATION  
COST 1/2
- DECELERATION  
COST 1/2
- HIGH ENERGY  
TURN COST  
2+1/2
- EVASIVE  
MANEUVER  
COST 3



WEAPONS USED  

1	2	3	4
5	X	Y	Z



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**FRACTIONAL POWER**  
 0      1/2

# NORTH POLAR DESTROYER-SCOUT

## FLEET SCALE

COUNTER **DDS**  
 POINT VALUE: 35  
 DAMAGE CONTROL: 1



**POWER TRACK**

11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

NPS  
 Name \_\_\_\_\_

PROBES

ELF MARINES

FRAME DAMAGE

DRONE RACK Z

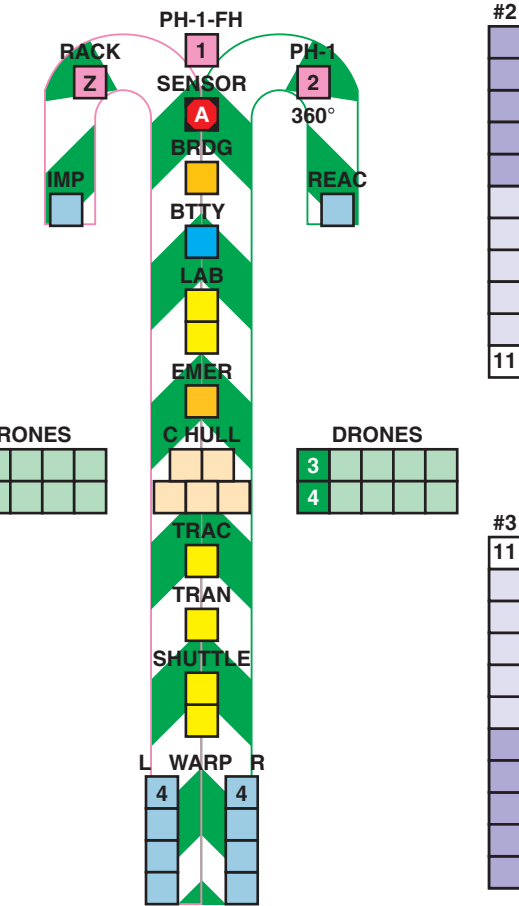
- TURN MODE C  
MOVE COST 1/4
- BASE SPEED 8  
TURN MODE 2  
SPEED COST 2
- BASE SPEED 16  
TURN MODE 3  
SPEED COST 4
- BASE SPEED 24  
TURN MODE 5  
SPEED COST 6
- ACCELERATION  
COST 1/4
- DECELERATION  
COST 1/4
- HIGH ENERGY  
TURN COST  
1+1/4
- EVASIVE  
MANEUVER  
COST 1+1/2

#6

#5

WEAPONS USED

SHIELD #1



#2

#3

SHIELD #4



**C144S**

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 FLEET SCALE SHIP CARD #C144S  
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**FRACTIONAL POWER**  
 0 1/4 1/2 3/4

# NORTH POLAR DESTROYER-SCOUT

## SQUADRON SCALE

COUNTER **DDS**  
 POINT VALUE: 70  
 DAMAGE CONTROL: 2



**POWER TRACK**

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

NPS  
 Name \_\_\_\_\_

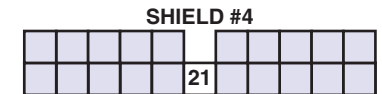
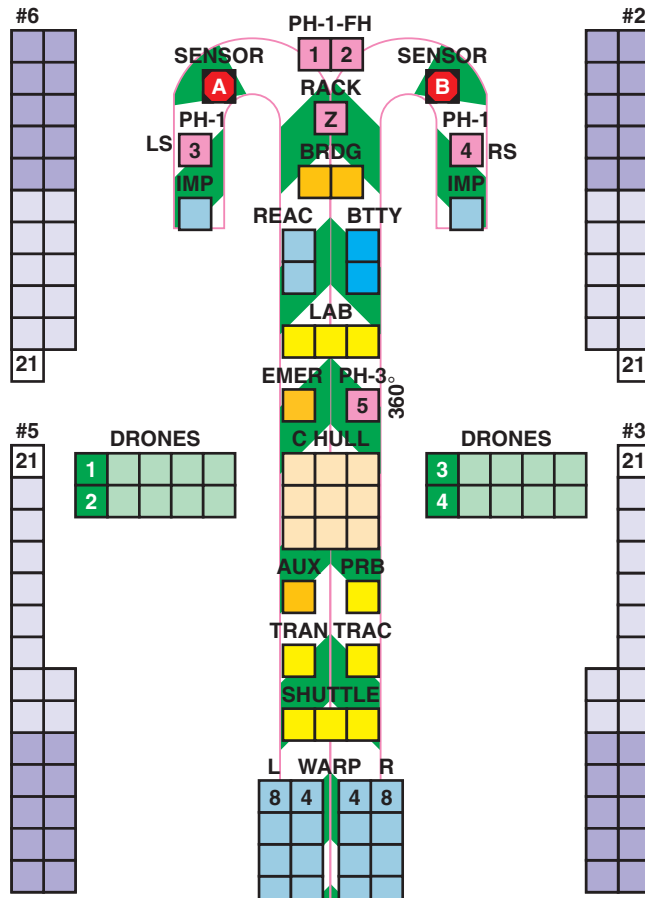
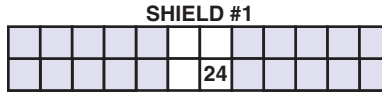
PROBES

ELF MARINES

FRAME DAMAGE

DRONE RACK Z

- TURN MODE C  
MOVE COST 1/2
- BASE SPEED 8  
TURN MODE 2  
SPEED COST 4
- BASE SPEED 16  
TURN MODE 3  
SPEED COST 8
- BASE SPEED 24  
TURN MODE 5  
SPEED COST 12
- ACCELERATION  
COST 1/2
- DECELERATION  
COST 1/2
- HIGH ENERGY  
TURN COST  
2+1/2
- EVASIVE  
MANEUVER  
COST 3



WEAPONS USED  

A	B	1	2
3	4	5	Z



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**FRACTIONAL POWER**  
 0 1/2