



COMMUNIQUE #145

STARDATE 2018.01.09

SHAPEWAYS JANUARY RELEASES

Our store on Shapeways continued to expand with 61 new ships released on 5 January.

Ships released for both 3788 and 3125 include: Federation Classic Fleet Tug with Two Pods, Federation Fleet Tug (2 Pods), Franz Joseph Federation Tug (2 Pods), Klingon D5B War Cruiser, Klingon D5K Refitted War Cruiser, Romulan SparrowHawk-A+ Light Cruiser, Romulan SparrowHawk-C+ Scout Cruiser, Kzinti Battlecruiser, Kzinti Scout Drone Frigate, Tholian Phaser Heavy Cruiser, Tholian War Cruiser Pinwheel, Tholian CW Pinwheel Stand Topper, Lyran King Jaguar New Heavy Cruiser, Lyran Puma Transport (No Pallets/Pods); plus these Omega ships: Koligahr Patrol Scout, Maesron Missile Scout, Trobrin Bolt Frigate, Probr Iron Light Cruiser, Drex Patroller, Alunda Huntship.

Omni scale general units in this release include: Administrative Shuttles, Shenyang F-7D Fighter, Heavy Auxiliary Cruiser, Heavy Freighter (Stacked), Jumbo Freighter, Heavy Auxiliary Cruiser (Stacked).

Omni Scale military units in this release include: Franz Joseph Starbase (2 inch, 3 inch, and 4 inch), Federation F-4 "Phantom" and F16C "Falcon" Fighters, Tholian Spider-III and Spider-V fighters; Romulan Tribune-D Heavy Fighter; Gorn G-18K "Serpent" and G-18KA "Serpent-A" Fighters; and the Juggernaut Destroyer.

New ships available only in 3788 include the Frax Missile Destroyer and Frax Submarine Light Cruiser.

New ships available only in 3125 include the LDR New Heavy Cruiser and Puma Transport (without pods).

You can check out the store here:

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



IN THIS ISSUE

Problems with Steve Cole's ancient Macintosh-9 computer limited our ability to create this issue, making certain files and fonts unavailable. Rather than delay the issue, we did the best we could. Steve Cole checked the Reference Ship Chart, which happened to open in the Federation section, and noticed that while we had done the FFB we had never published any of its variants. He consulted with Steven Petrick and they decided on publishing the drone-armed FBD. Steve Cole then decided to write a scenario using the ship. Since "drone ranger" didn't make any sense, he defaulted to the title "Home a-Drone" which seemed to imply that the FBD was alone in the scenario. What could it be guarding? Obviously a small colony, and the obvious enemy was the Klingons. What kind of Klingon attack force could be used that would be something the FBD could deal with? A flock of admin shuttles loaded with Marines filled the bill.

Q & A

Q: When will we see a new real *FC* product?

A: This year. The current plan is to print either *Gunboats Attack* or *Fighters Attack* and combine it with a special release event.

—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

(8CM132) HOME A-DRONE

A Federation frigate was assigned to defend a colony planet from Klingon attack. The Klingons, unaware that the Federation had sent a ship to the planet, launched a flight of shuttles carrying Marines to grab the “unguarded” colony while Star Fleet was busy somewhere else. Even the Klingons did not have an infinite number of ships, and Commodore Kenzher thought he could grab the colony with a few shuttles and use his ships for real missions in a nearby system.

(8CM132a) NUMBER OF PLAYERS

Two: The Federation player and the Klingon player.

(8CM132b) 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 lower right corner of the map.

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

Federation: Place the Federation FBD *Wolfhound* anywhere within two hexes of the planet.

Klingon: The Klingons have sent a flight of 20 standard shuttlecraft and two ZY fighters to seize the planet. (Use half as many in Fleet Scale.) Each shuttle carries two squads of Marines. Set up the shuttles anywhere on the west (left) side of the map; each shuttle must be 24 hexes from the planet but they shuttles do not have to all be together. (Good tactics would be to bunch them up behind the fighters so that the fighters can at least kill some of the drones from the Federation ship.)

(8CM132c) OBJECTIVE

Mission-Federation: Preserve the colony, drive away the Klingon Marines, and preserve freedom

Mission-Klingons: Land troops at the colony and seize it, holding it for eight turns, at which point the Federation must accept that the colony is lost.

Time Limit: The scenario continues until the end of Turn #15 at which point Federation reinforcements will arrive and chase away the Klingon Marines.

Victory: If the Klingons meet their mission objective, they win the scenario. Otherwise, they lose.

(8CM133d) SPECIAL RULES

1. Colony: The colony is on the planet hex side facing in direction A and has two Marine squads (one in Fleet Scale) as a garrison. The Federation frigate cannot land its own Marines at the colony until the turn after

the first Klingons land.

2. Ground Combat: The colony is the only thing that matters. The Klingons will try to land their shuttles at the colony. Any shuttle that lands will unload its Marines at the end of the turn and those can be used on the next turn to conduct Marine combat on the colony.

3. Planetary Defense: The *Wolfhound* was given strict instructions to remain within eight hexes of the planet at all times, and will lose the scenario if it violates these orders. The commodore who assigned the *Wolfhound* to be duty did not want some admiral passing by the area to commandeer the ship for his own fleet.

4. Klingon ZY Fighters: These operate as shuttles, but have two phaser-3s (firing arc FA), 12 damage points, and speed 15. While ZY fighters can carry drones, these are not.

(8CM132e) 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 Federation FFB with a POL, any FF variant, or any other FFB variant. Replace the Klingon shuttles with an F5G or F6G commando ship.

2. Alternative Empires: You could use a ship from any empire in the starring role.

3. Balance: The balance of the scenario could be adjusted by adding one or more armed shuttles to the Klingon forces or deleting one or more of the unarmed Klingon shuttles.

(8CM132f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Stephen V. Cole. He wrote a battle to showcase the FBD and wanted to keep the scenario small and the FBD in the starring role. Note that this scenario has, literally, never been played and is very different. We calculated that 24 Klingon shuttles would give both sides a fighting chance at victory, but we could be wrong and perhaps very wrong. Please try it a few times and email us the number of shuttles you found best.

FEDERATION DRONE-ARMED BATTLE FRIGATE

FLEET SCALE

COUNTER **FBD**
POINT VALUE: 50
DAMAGE CONTROL: 1

**POWER
TRACK**



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USS _____
Name

PROBES



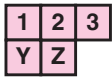
MARINES



FRAME
DAMAGE



WEAPONS
USED



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



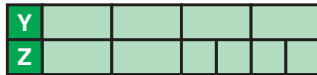
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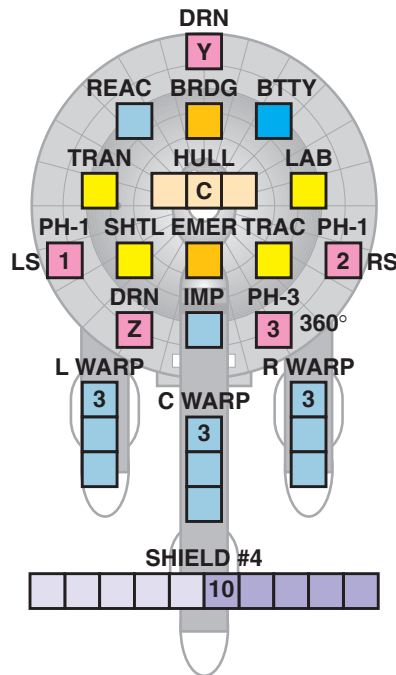
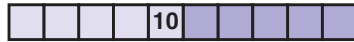
ANTI-
DRONES
IMP USED



DRONE RACKS



SHIELD #1



SHIELD #4



DRONES



C145

FEDERATION COMMANDER: COMMUNIQUE #145
FLEET SCALE SHIP CARD #C145
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FRACTIONAL POWER

0 1/4 1/2 3/4

FEDERATION DRONE-ARMED BATTLE FRIGATE

SQUADRON SCALE

COUNTER **FBD**
POINT VALUE: 100
DAMAGE CONTROL: 2

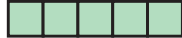


**POWER
TRACK**

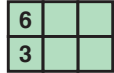
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USS _____
Name

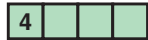
PROBES



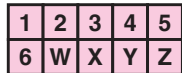
MARINES



FRAME
DAMAGE



WEAPONS USED



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

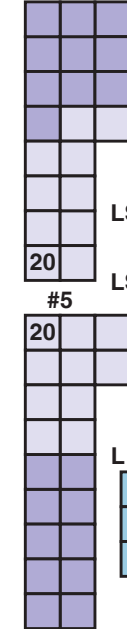
ACCELERATION
COST 1/2

DECELERATION
COST 1/2

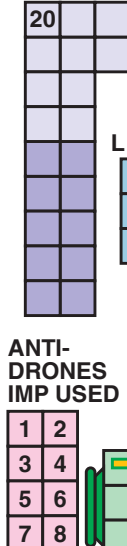
HIGH ENERGY
TURN COST
2+1/2

EVASIVE
MANEUVER
COST 3

#6



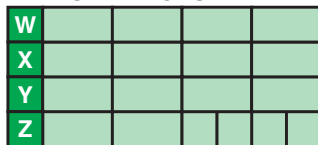
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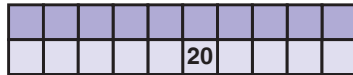
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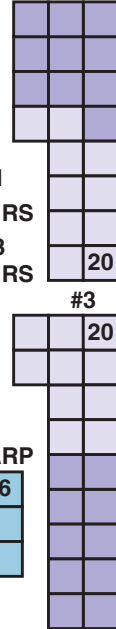
DRONE RACKS



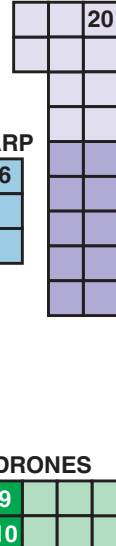
SHIELD #1



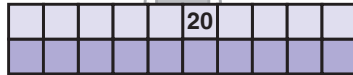
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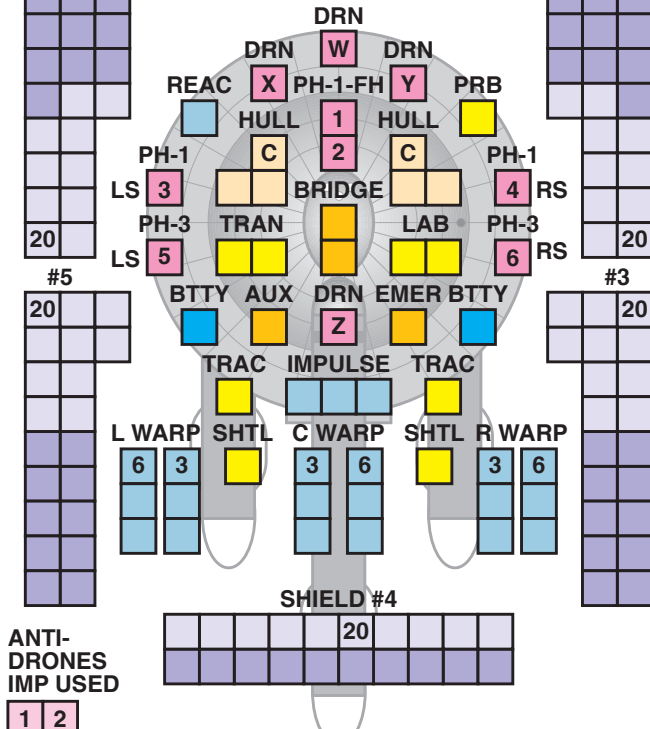
SHIELD #4



DRONES



DRONES



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SQUADRON SCALE SHIP CARD #C145
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FRACTIONAL POWER
0 1/2