



COMMUNIQUE #146

STARDATE 2018.02.10

SHAPEWAYS: NEW RELEASES

Our store on Shapeways continued to expand with 73 new ships released on 1 February.

Ships released for both 3788 and 3125 scales include: Fed Tug without pods (standard, Classic, and FJ), tug with Starliner pod (standard, Classic, and FJ), FJ heavy cruiser (the original design not used on TV); Klingon D5S and D5SK; Romulan Condor+, FireHawk-K, FireHawk-K+; Juggernaut Beta dreadnought; Tholian police destroyer; Seltorian hive ship; Kzinti police corvette and drone cruiser; Lyran and LDR (non-Aztek) cougar carrier tug, Cougar battle tug, Yaguarundi light carrier, siberian tiger carrier, sprue of cargo pods, sprue of combat pods; Omega Probr medium cruiser, Drex dreadnought; Trobin bolt cruiser; Maesron frignaut; Koligahr short carrier; Alunda tracker.

Omni scale ships included in this release are: Sprue of Special Shuttles (Ground Assault Shuttle, a Space Warning and Control Shuttle, a Scatter-Pack, Wild Weasel, and two kinds of Multi-Role Shuttles), Romulan StarHawk gunboat, Cohort-2 bomber, Cohort-4 heavy bomber; Gorn G-20 "Reptile," G-8 "Lizard," G-30 "Wyvern," Shenyang G-7, G-12 "Chimera," and G-10 "Dragon" fighters; Koligahr phaser fighter & bolt fighter.

Ship released for 3788 scale: Frax Battleship.

You can check out the store (over 500 ships!) here:

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



IN THIS ISSUE

X-SHIP PREVIEW

As a special Valentine's Day surprise for our fans, we give you the very first X-ship for *Federation Commander*. We also present a preliminary set of special rules for X-ships, rules that turned out not to be all that complicated or extensive.

Q & A

Q: A ship can fire a plasma torpedo just after the tube is destroyed by incoming damage. Can it still fire the torpedo after the ship is destroyed?

A: No, sorry.

Q: Can seeking weapons sideslip?

A: Certainly.

Q: What are the values of shuttles in the ground combat system?

A: An admin shuttle has a combat potential of two Marine units and a defensive value of two Marine units.

A heavy transport shuttle has no combat potential at all and a defensive value of four Marine units. So, it can participate in ground combat, but is nothing but a damage sponge.

—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

[8CM133] VANDAL RETURNS

The *IKV Vandal* was an advanced technology frigate (X-ship) from 2605 which had somehow passed through a wormhole to arrive in 2575 well inside Federation territory. The Federation NCL *North Carolina* responded, knowing that a Klingon frigate would be an easy kill. The crew wondered why the Klingon stayed around for a fight they could not win.

(8CM133a) NUMBER OF PLAYERS

Two: The Klingon player and the Federation player.

(8CM133b) 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). The map is a location map. Any ship that moves 36 hexes from the marker has left the scenario.

Klingon: Place the Klingon FX *Vandal* in the upper right-hand corner of the map, facing the Federation ship.

Federation: Place the NCL *North Carolina* 26 hexes from the Klingon ship and facing it.

(8CM133c) OBJECTIVE

Klingon: Destroy the Federation ship before the end of Turn #7.

Federation: Destroy the Klingon ship.

Time Limit: The scenario continues until the end of Turn #7 at which point Federation reinforcements will arrive and end the battle.

Victory: If the *Vandal* completes its mission requirement it wins; any other result is a Federation victory.

(8CM133d) SPECIAL RULES

1. X-Ship Rules: See at right.

2. Klingon Maneuver Limit: The Klingon ship is trying to stay in the immediate area so it can return to its own time when the wormhole reappears. It cannot move more than 35 hexes from the upper right corner of the map. (Place a marker in that hex.)

(8CM133e) FORCE DYNAMICS

The scenario can be played again under different conditions by making the following changes:

1. Alternative Ships: Replace the Federation ship with a Kzinti or Hydran war cruiser.

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.

(8CM133f) DESIGNER'S NOTES

This is based on *SFB* Scenario (SN15) by Jim Hart from *Nexus #12* and was converted by Mike West.

[5Z] PROVISIONAL X-TECHNOLOGY RULES

Advanced X-technology first appeared in 2581, in the late stages of the General War. It involved very advanced systems which made ships far more powerful. This power is reflected by special rules.

(5Z1) SHIP CARDS

Most of the X-technology improvements are built into the ship card and require no particular special rules. The shields are stronger, the engines more powerful, there are more phasers, and there are a few extra systems here and there.

(5Z2) WEAPONS

Disruptors on the smaller ships are extended from Range 15 or 22 to Range 30. Armed disruptors can be held to the next turn for one point each (two points each if overloaded).

When an X-ship fires a direct-fire weapon at a non-X ship, it gets a -1 die roll advantage (treat 0 as 1).

X-ships can fire a phaser-1 as two phaser-3s against seeking weapons and fighters/shuttles. If you fire a phaser-3 shot, mark the small box under the normal weapons used box which limits the second shot to a phaser-3.

Drone racks carry four standard drones and four anti-drones and function as Federation multi-function drone racks; all X-ships use fast drones. X-ships with seeking weapons have double control. (*FC* does not use the special X-drones of *SFB*.)

New rules for other weapons will be presented in *X-Ships Attack*.

(5Z3) MANEUVER

Within a given sub-pulse, all X-ships will move after all non-X ships. Resolve the order of movement among X-ships in the same way as that for non-X ships.

(5Z4) POWER

Batteries on X-ships hold three points of power, but the battery is still disabled by one damage point. This does allow the ship to use more reinforcement energy for the shields and to start the scenario with more overall energy.

(5Z5) OTHER RULES

Labs: X-units add one to the result obtained (5B3) before multiplying by the number of labs.

KLINGON FX FRIGATE

SQUADRON SCALE

COUNTER FX
 POINT VALUE: 128
 DAMAGE CONTROL: 4

POWER TRACK +30
 +20
 +10

IKV *Vandal*
 Name

PROBES

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MARINES

12			
8			
4			

FRAME DAMAGE

4			
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WEAPONS USED

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

Disruptors are standard Range 25.

TURN MODE A
 MOVE COST 1/2

BASE SPEED 8
 TURN MODE 1
 SPEED COST 4

BASE SPEED 16
 TURN MODE 2
 SPEED COST 8

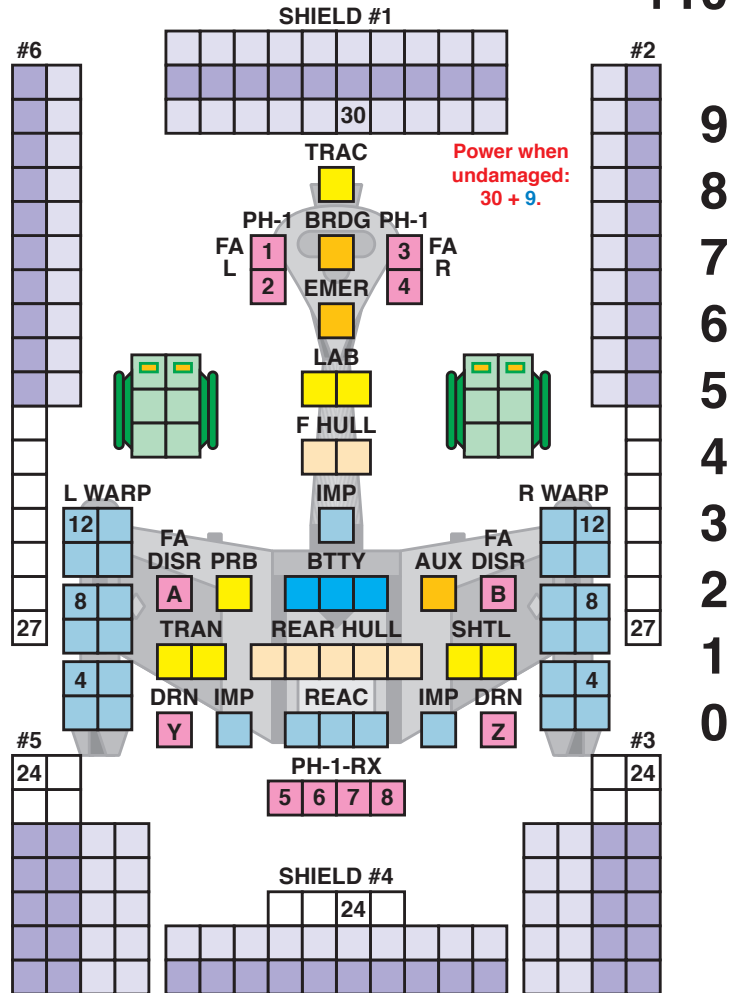
BASE SPEED 24
 TURN MODE 4
 SPEED COST 12

ACCELERATION
 COST 1/2

DECELERATION
 COST 1/2

HIGH ENERGY
 TURN COST 2+1/2

EVASIVE MANEUVER
 COST 3



ANTI-DRONES IMP USED

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

DRONE RACKS

Y				
Z				

DRONES

1			
2			
3			
4			

DRONES

5			
6			
7			
8			

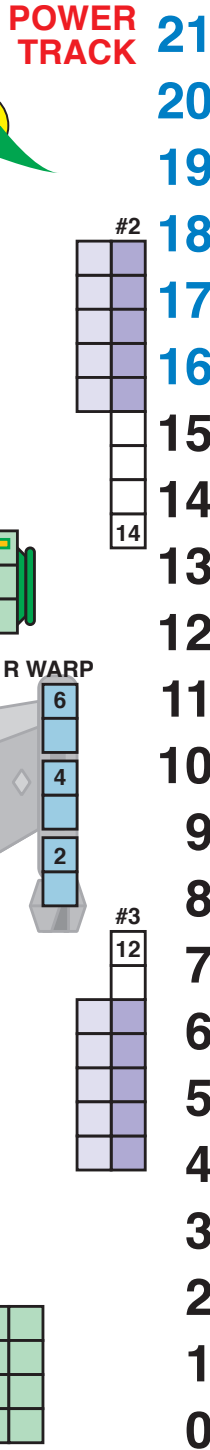
C146 FEDERATION COMMANDER: COMMUNIQUE #146
 SQUADRON SCALE SHIP CARD #C146
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FRACTIONAL POWER
 0 1/2

KLINGON FX FRIGATE

FLEET SCALE

COUNTER FX
 POINT VALUE: 68
 DAMAGE CONTROL: 2



IKV Vandal
 Name

PROBES

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MARINES

6					
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FRAME DAMAGE

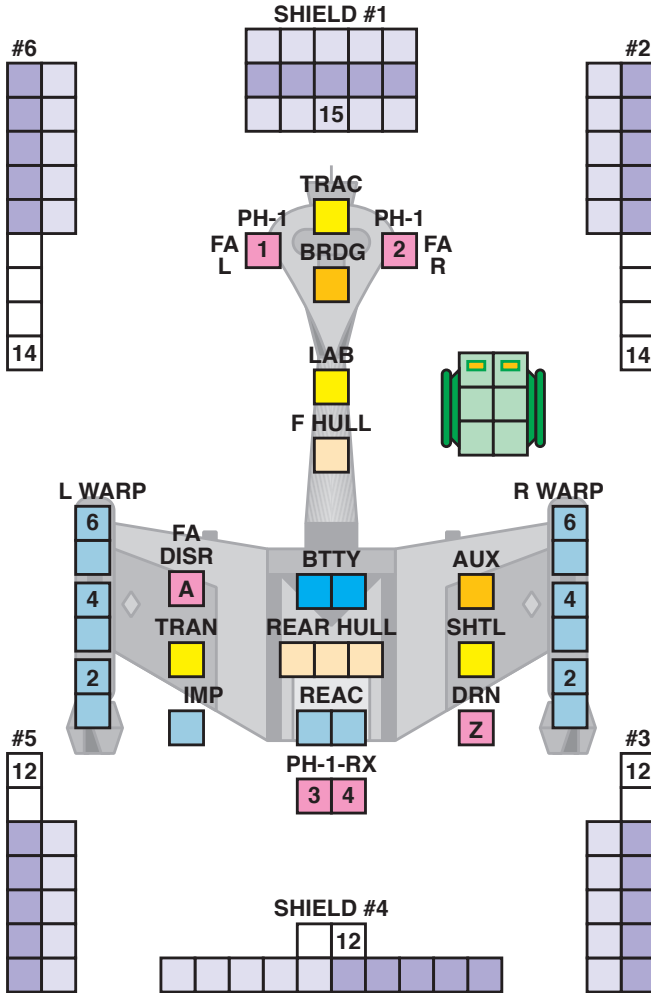
2	
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WEAPONS USED

A	1	2	3	4	Z
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Disruptors are standard
 Range 25.

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



ANTI-DRONES IMP USED

Z	1	2	3	4	5	6	7	8
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DRONE RACK

Z				
---	--	--	--	--

DRONES

1				
2				
3				
4				

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 FLEET SCALE SHIP CARD #C146
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FRACTIONAL POWER
 0 1/4 1/2 3/4