



# COMMUNIQUE #147

## STARDATE 2018.03.10

### SHAPEWAYS: RECORD RELEASE! 101 NEW ITEMS!

Our store on Shapeways continued to expand with 101 new ships released on 1 March.

Ships released for both 3788 and 3125 scales include: Federation New Scout Cruiser, Franz Joseph Dreadnought; Klingon T7B and T7K tugs; Romulan KE, KR, Pioneer Eagle, FireHawk-C, FireHawk-C+; Kzinti FH; Gorn CL and BC; Tholian HCW and PFT; Hydran Traveler, Mongol, Chasseur, Tartar, Horseman; Lyran LTT with pod; WYN ZFF frigate and PBB pocket battleship. Omega was not forgotten and received the Vari FF and CA, Drex Hex Cruiser, Koligahr PFT, Maesron PFT, Probr PFT, Trobrin PFT, Alunda DD, Chlorophon CA, DD, and FF.

Omni scale ships included in this release are: A sprue of Skiffs; a sprue of heavy shuttles; Federation B25, B26, and heavy shuttles; Klingon fighters (Z-1, Z-H, Z-D); Kzinti PF; Tholian PF Pinwheel (two versions), Spider-IIP fighter, Spider-H bomber; Seltorian Nest Ship (two sizes); Jugernaut CL. Omega got a horde of PFs including Koligahr, Probr, Maesron, Trobrin.

Ship released for 3788 scale: Lyran Aztek CA and CW; Frax DWD, SCW, MGL.

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

To get more bang for the February issue, this issue includes another X-ship for *Federation Commander*.

#### Q & A

**Q:** Will there be more X-ships?

**A:** Yes! Two more in *Communique* and four in *Captain's Log #53*.

—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)

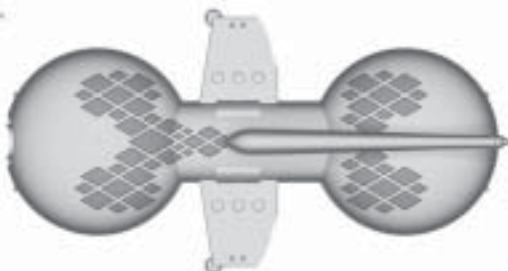
This newsletter includes information about upcoming conventions and demos and *FC* tactics.

### PUBLISHER'S INFORMATION

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Star 3788  
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## FEDERATION COMMANDER SCENARIO

### [8CM134] X-RAID

As X-ships came into service, the empires diverted some of the limited production into smaller ships which proved to be deadly convoy raiders.

#### (8CM134a) NUMBER OF PLAYERS

**Two:** The Raiding player and the Convoy player.

#### (8CM134b) 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). This map is open space and will float as needed.

**Convoy:** The convoy is set up about 10 hexes from the upper right corner. It consists of two large freighters, four small freighters, one Free Trader, and two Armed Priority Transports (all are regarded as “cargo ships”) It is guarded by two police cutters. All of these ships must be within three hexes of all other ships.

**Raider:** Place the raiding X-ship 25 hexes from the nearest cargo ship.

#### (8CM134c) OBJECTIVE

**Raider:** Destroy at least five of the cargo ships, counting a large freighter as two cargo ships.

**Convoy:** Protect the convoy and drive away the raider.

**Time Limit:** The scenario continues until the end of Turn #10 at which point naval reinforcements will arrive to save the convoy and end the battle.

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

#### (8CM134d) SPECIAL RULES

**1. X-Ship Rules:** See at right.

**2. Convoy Maneuver Limit:** Every one of the cargo ships must remain within at most five hexes of all other cargo ships or it is considered destroyed.

#### (8CM134e) FORCE DYNAMICS

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

**1. Alternative Ships:** Replace the raiding ship with a war cruiser.

**2. Balance:** The balance of the scenario could be adjusted by replacing police ships with frigates or adding a Q-ship to the convoy. (Preliminary analysis without testing indicates that one or the other will probably be necessary to balance the scenario.)

#### (8CM134f) DESIGNER'S NOTES

This scenario similar was created to showcase small X-ships on raiding missions.

### [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 15 to Range 25. Disruptors armed but unfired can be held to the next turn for one point each (two points each if overloaded).

Photon torpedoes can be fired non-overloaded every turn (just apply all four energy points at the time of arming or at the instant of firing).

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 can control 12 seeking weapons. (*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.

# FEDERATION X-TECH WAR DESTROYER

**SQUADRON SCALE**

COUNTER DWX  
POINT VALUE: 150  
DAMAGE CONTROL: 4



**POWER TRACK**  
**+30**

USS \_\_\_\_\_  
Name

PROBES  
[Grid]

MARINES  
12 [Grid]  
6 [Grid]

FRAME DAMAGE  
4 [Grid]

DRONE RACKS  
Y [Grid]  
Z [Grid]

PHOTON ARMING  
A B C  
P P P  
L L L  
+4 +4 +4  
+8 +8 +8  
F F F

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

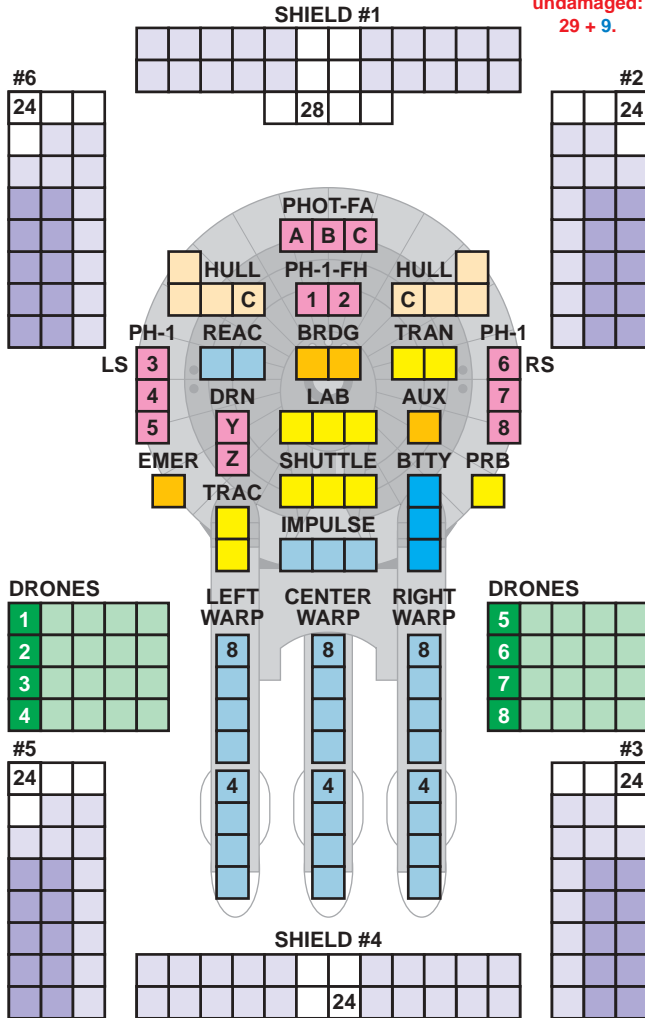
BASE SPEED 24  
TURN MODE 5  
SPEED COST 12

ACCELERATION  
COST 1/2

DECELERATION  
COST 1/2

HIGH ENERGY  
TURN COST  
2+1/2

EVASIVE  
MANEUVER  
COST 3

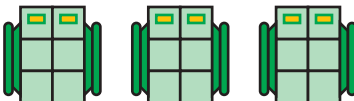


Power when undamaged: 29 + 9.

**+20**  
**10**  
**9**  
**8**  
**7**  
**6**  
**5**  
**4**  
**3**  
**2**  
**1**  
**0**

ANTI-DRONES IMP USED  
Y 1 2 3 4 5 6 7 8  
Z 1 2 3 4 5 6 7 8

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



**FRACTIONAL POWER**  
**0 1/2**

**C147**

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SQUADRON SCALE SHIP CARD #C147  
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# FEDERATION X-TECHNOLOGY WAR DESTROYER

## FLEET SCALE

COUNTER DWX  
 POINT VALUE: 79  
 DAMAGE CONTROL: 2



POWER TRACK

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

USS \_\_\_\_\_  
 Name

PHOTON ARMING

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

PROBES

--	--	--	--	--	--

MARINES

6					
---	--	--	--	--	--

FRAME DAMAGE

2	
---	--

DRONE RACK Z

--	--	--	--	--	--

DRONES

1					
2					

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

C147

#6  
12

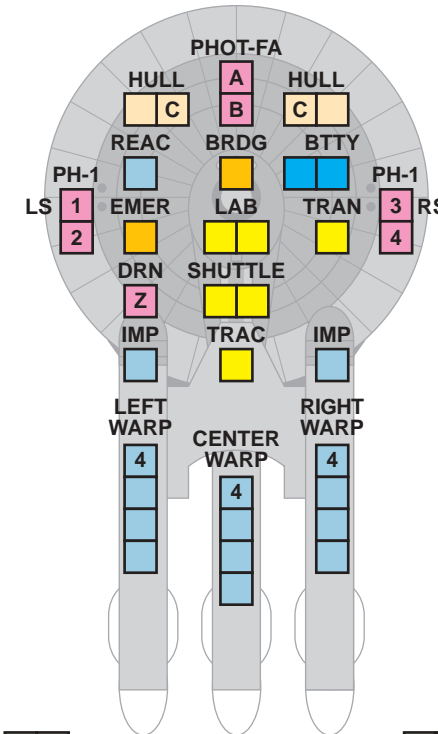
SHIELD #1  
14

#2  
12

#5  
12

SHIELD #4  
12

#3  
12



ANTI-DRONE  
 Z IMP USED

1	2	3	4
5	6	7	8

WEAPONS USED

1	2	3	4	Z

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 FLEET SCALE SHIP CARD #C147  
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FRACTIONAL POWER  
 0 1/4 1/2 3/4