



# COMMUNIQUE #148

## STARDATE 2018.04.10

### SHAPEWAYS: 57 ITEMS!

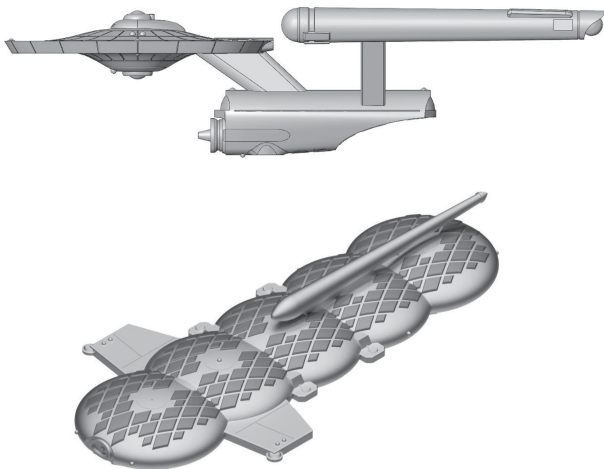
Our store on Shapeways continued to expand with 57 new ships released on 1-2 April.

Ships released for both 3788 and 3125 scales include: Federation CVS strike carrier (grid and classic); Klingon D7VB and D7VK strike carriers; Romulan KRC, Shrike light dreadnought, OmniHawk light dreadnought, and OmniHawk+ light dreadnought; Kzinti BF; Gorn FF and BFF (with and without scales); Hydran Uhlan DDV carrier, Outrider DSR survey ship, and Lancer-E destroyer escort; and the Lyran Cave Lion battleship (with and without Aztek panels). Omega was not forgotten and the Bolosco received their cruiser and frigate. For April Fool's Day, we released the Crown of Tholia battleship, the Kzinti trimaran battlecruiser, and the Gorn bubbles-on-a-string dreadnought.

Omni scale ships included in this release are: Space Amoeba in three sizes and Juggernaut frigate. For April Fool's Day there was the WYN auxiliary heavy mauler.

Ships released for 3788 scale: Lyran Aztek destroyer and Aztek light cruiser.

You can check out the store (699 ships!) here:  
<https://www.shapeways.com/shops/amarillo-design-bureau-inc>



### IN THIS ISSUE

This issue includes another X-ship for *Federation Commander*.

#### HAPPY APRIL FOOL'S DAY!

For this year's April Fool's Day joke we released four ships that never were, and never could have been. Check Shapeways for these unique miniatures.

### Q & A

**Q:** The Klingon D6 heavy cruiser ship card has two drone racks (Y and Z). Under the ship are two blocks of 16 boxes numbered 1-4 and 5-8. I am confused. Can a drone rack fire four drones per turn? Does a drone rack have 16 drones?

**A:** No, a drone rack has four drones. The green blocks marked X and Y show rectangles (so you can write the target) for each of the four drones in the rack. Drones take four damage points to destroy and the blocks of 16 boxes keep track of damage to drones in flight.

**Q:** Is it true that an X-ship at Speed 8 moves after a non-X-ship at Speed 24?

**A:** Correct. Any X-ship, even one moving Speed Zero or stopped, moves after all non-X ships.

—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

### [8CM135] X-CORT

As X-ships came into service, admirals scrambled to gain control over the few of them in service for their own priority missions. One admiral's convoy escort job was more important (to that admiral) than another admiral's raid on the enemy.

#### (8CM135a) NUMBER OF PLAYERS

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

#### (8CM135b) 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 one X-frigate. All of these ships must be within three hexes of all other ships.

**Raider:** Select one or two ships with a total point value of 150 or less (80 in fleet scale). Place the raiding ship(s) 25 hexes from the nearest cargo ship.

#### (8CM135c) 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(s).

**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.

#### (8CM135d) 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.

#### (8CM135e) FORCE DYNAMICS

**1. Balance:** The balance of the scenario could be adjusted by giving the raiding player more or fewer points.

#### (8CM135f) DESIGNER'S NOTES

This scenario was created to showcase small X-ships on convoy escort missions against conventional raiders. While X-frigates were great as convoy escorts, there were never enough of them for admirals to use them this way.

### [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 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.

# KZINTI FKX X-FRIGATE FLEET SCALE

COUNTER **FKX**  
POINT VALUE: 68  
DAMAGE CONTROL: 2



**POWER TRACK**

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

PROBES



MARINES



FRAME DAMAGE



TURN MODE A  
MOVE COST 1/8

BASE SPEED 8  
TURN MODE 1  
SPEED COST 1

BASE SPEED 16  
TURN MODE 2  
SPEED COST 2

BASE SPEED 24  
TURN MODE 4  
SPEED COST 3

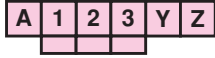
ACCELERATION  
COST 1/8

DECELERATION  
COST 1/8

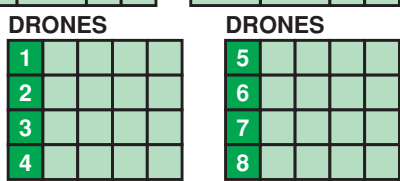
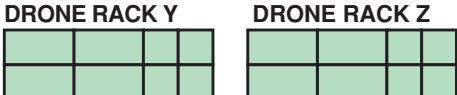
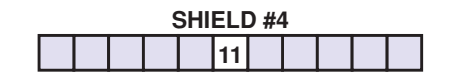
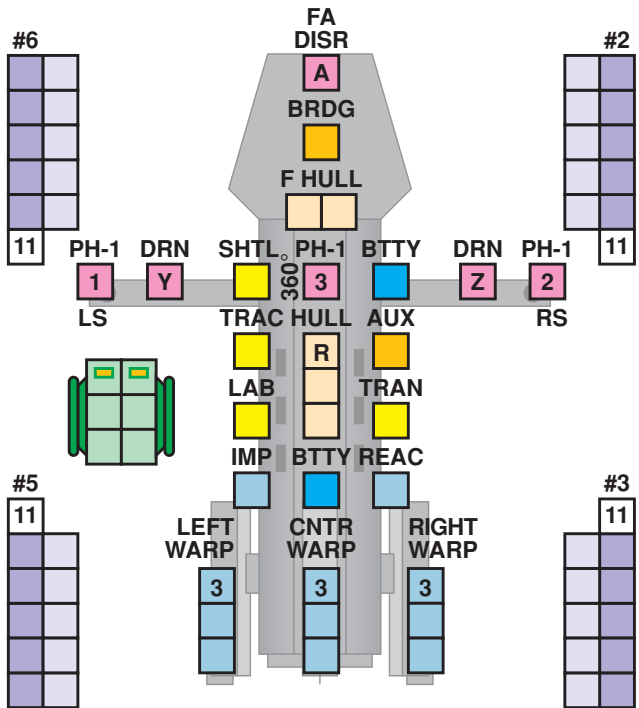
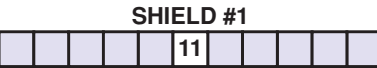
HIGH ENERGY  
TURN COST 5/8

EVASIVE  
MANEUVER  
COST 3/4

WEAPONS USED



ANTI-DRONE IMP USED



FEDERATION COMMANDER: COMMUNIQUE #148  
FLEET SCALE SHIP CARD #C148  
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**C148** 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

# KZINTI FKX X-FRIGATE SQUADRON SCALE

COUNTER **FKX**  
POINT VALUE: 130  
DAMAGE CONTROL: 4



**POWER TRACK**

Power when undamaged: 22+9

+30  
+20  
+10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

**PROBES**  
[ ] [ ] [ ] [ ] [ ] [ ]

**MARINES**  
10 [ ] [ ] [ ] [ ] [ ] [ ]  
5 [ ] [ ] [ ] [ ] [ ] [ ]

**FRAME DAMAGE**  
5 [ ] [ ] [ ] [ ] [ ] [ ]

**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

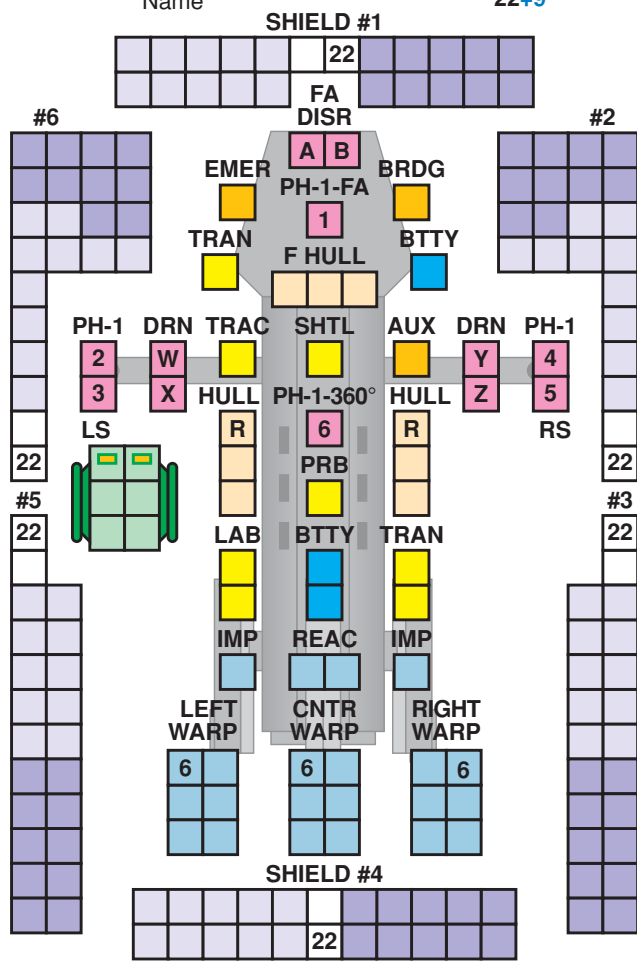
**BASE SPEED 24**  
TURN MODE 4  
SPEED COST 6

**ACCELERATION**  
COST 1/4

**DECELERATION**  
COST 1/4

**HIGH ENERGY**  
TURN COST 1+1/4

**EVASIVE MANEUVER**  
COST 1+1/2



**DRONE RACK W** [ ] [ ] [ ] [ ] [ ] [ ]  
**DRONE RACK X** [ ] [ ] [ ] [ ] [ ] [ ]  
**DRONE RACK Y** [ ] [ ] [ ] [ ] [ ] [ ]  
**DRONE RACK Z** [ ] [ ] [ ] [ ] [ ] [ ]

**DRONES**

1	[ ]	[ ]	[ ]	[ ]	[ ]
2	[ ]	[ ]	[ ]	[ ]	[ ]
3	[ ]	[ ]	[ ]	[ ]	[ ]
4	[ ]	[ ]	[ ]	[ ]	[ ]

**DRONES**

5	[ ]	[ ]	[ ]	[ ]	[ ]
6	[ ]	[ ]	[ ]	[ ]	[ ]
7	[ ]	[ ]	[ ]	[ ]	[ ]
8	[ ]	[ ]	[ ]	[ ]	[ ]

**DRONES**

9	[ ]	[ ]	[ ]	[ ]	[ ]
10	[ ]	[ ]	[ ]	[ ]	[ ]
11	[ ]	[ ]	[ ]	[ ]	[ ]
12	[ ]	[ ]	[ ]	[ ]	[ ]

**ANTI-DRONE IMP USED**

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

**WEAPONS USED**  
A B 1 2 3 4 5 6 W X Y Z

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



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SQUADRON SCALE SHIP CARD #C148  
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