



COMMUNIQUE #149

STARDATE 2018.05.10

THE BIG NEWS: KZINTI MASTER STARSHIP BOOK

The preliminary PDF for the *Kzinti Master Starship Book* has been released. It includes every Kzinti ship in *Star Fleet Battles*, including X-ships, Y-ships, and general units that are specific to the Kzinti Hegemony. Every ship is illustrated. All updates, corrections, and errata have been added. The ships are in order (regardless of the product they came from) with the enhanced format listing detailed information in a consistent manner. This book contains the descriptions of the ships, but no SSDs.

KZINTI SSD PACK #1

When we were working on the *Kzinti Master Starship Book*, we discovered six ships that had never before been published: Improved Warp-Refitted Dreadnought, Cruiser, and Commando Destroyer; Heavy Fighter Carriers (CVA, CVS, and CVM). This pack includes ship descriptions and images for counters. The pack is only available as a PDF (color or B&W) from DriveThru RPG, Warehouse-23, and Wargame Vault.

SHAPEWAYS AT 750

Our store on Shapeways continues to expand with 54 new ships released on 1 May.

Ships released for both 3788 and 3125 scales include: Federation DNG dreadnought (grid and smooth); Klingon E4 frigate; Romulan KC9R dreadnought (with and without bird), MegaHawk, SuperHawk, RoyalHawk (all three in plus and standard configurations); Gorn destroyer and battle destroyer (refitted and standard); Kzinti war destroyer, Lyran police ship (refitted and standard); Hydran battleship, destroyer leader, and both war destroyers; Omega Iridani cruiser and yawl (frigate).

Omni scale ships included in this release are: Moray Eel in three sizes and Juggernaut Battleship.

Ships released for 3788 scale: Kzinti dreadnought
You can check out the store (753 ships!) here:

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

IN THIS ISSUE

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

Q & A

Q: Are the special Federation, Klingon, and Gorn firing arcs used in *Federation Commander*?

A: No, they were eliminated to simplify the game.

Q: When ship A has tractoried ship B and is the “controlling ship” the rules say the other ship “moves with it.” What exactly does that mean?

A: It means if ship A moves in direction B one hex, then ship B will move one hex in direction B, regardless of what direction ship B is moving or how ship A made the actual move (turn, sideslip, straight). If ship B is in direction C from ship A before the move, it will be in the same relative position after the move.

Q: Does the special disruptor damage bonus for hitting a power absorber apply to shields?

A: No, it only applies to power absorbers. This is a game balance feature, since disruptor-armed ships lack the one-turn firepower to fight Andromedan ships otherwise. We dressed it up with some technology babble about the special disruptive effect.

—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

[8CM136] THE END OF AN ERA; THE START OF AN ERA

The Tholians were continually upgrading their base stations into more powerful battlestations. An important part of this intended upgrade, was the gathering of asteroids to deploy as additional anchor points for webs. Ships were sent to find suitable asteroids, then tractor and tow the asteroids at nearly light speed. It would be weeks, sometimes months, before the selected asteroids would arrive at the location of the base, so much logistical planning was involved.

The Klingons needed to destroy the base stations before the upgrades could be completed, or future attacks would become more difficult. The Klingon Fleet's Tholian Border Harassment Squadron ran a series of missions to disrupt the Tholian asteroid-towing missions. This resulted in a series of small but intense fights near the stations. However, this time would be different. The Tholians, like many other empires, were producing and field testing a series of advanced technology ships. One of these, an advanced destroyer, was called in to help with the asteroid operations. This was unfortunate for the Klingons as they were not expecting a ship this powerful to be involved. Not only was this the end of the era of these smaller Tholian base stations, but the advent of powerful ships.

(8CM136a) NUMBER OF PLAYERS

Two: The Klingon player and the Tholian player.

(8CM136b) 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 Tholian base station in the center. The map is a "location map;" any ship which is more than 35 hexes from the Tholian Base Station has left the scenario.

Tholians: Place one Tholian DDX and two patrol corvettes 20 hexes from the base in direction A-B. All three Tholian ships must be at least five hexes from each other. Each ship is towing an asteroid (see below) so place an asteroid counter in the initial hex of all three Tholian ships.

Klingons: Place one Klingon D6, one F5, and two E4s 30 hexes from the Tholian base anywhere between directions E and F.

(8CM136c) OBJECTIVE

Mission-Klingon: Destroy the asteroids. The ships and base are secondary targets.

Mission-Tholian: Prevent the destruction of these important asteroids as well as the destruction of the base station, and drive away the Klingon attackers.

Time Limit: The scenario ends when all units belonging to one side have been destroyed, captured, or have left the map, or the end of Turn #10 when reinforcements for both sides arrive.

Victory: Use the Victory Conditions in (8B2). In addition, each asteroid destroyed is worth 30 points to the Klingons, and each asteroid not destroyed is worth 30 points to the Tholians. (15 in fleet scale in each case)

(8CM136d) SPECIAL RULES

1. Asteroid Movement: The Tholians were pulling asteroids to the base for anchors. The asteroids have been accelerated to near light speed, and will continue to move at a speed of one hex per turn for the rest of the scenario. Move them during Sub-Pulse #4 of Impulse #8.

2. Asteroid Effect: The asteroid counters each represent a single asteroid, and as such they can be ignored for most purposes (e.g., there is no damage for moving through a hex with an asteroid).

3. Asteroid Destruction: To destroy an asteroid, it is necessary to score 100 points of damage on it. [50 points are required in fleet scale.]

4. Asteroid Towing: The asteroids are sufficiently heavy, and have sufficient momentum, that no ship can alter their course with a tractor beam (6B4e) during the scenario.

5. X-Ship: The DDX uses the x-ship rules. Players may experiment with a DDX armed with photons.

(8CM136e) FORCE DYNAMICS

1. Balance: The balance of the scenario could be adjusted by replacing a Klingon ship with a larger or smaller ship.

2. Orions: The Klingons could have hired Orions for the raid. Replace the Klingon ships with one Orion Raider Cruiser and three Orion Light Raiders. For that matter, you could historically replace the Klingon ships with Romulan or Federation ships.

3. Optional Focus: To destroy an asteroid, the Klingons must first determine its "focal point." This requires the Klingons to accumulate 30 points of laboratory information (15 in fleet scale) on a given asteroid before they can destroy it. Doing so reduces the damage required to destroy the asteroid by half.

(8CM136f) DESIGNER'S NOTES

This scenario was written new by Art Trotman to showcase the special Tholian situation.

THOLIAN X-DESTROYER

FLEET SCALE

COUNTER **DDX**
 POINT VALUE: 64
 DAMAGE CONTROL: 2



POWER TRACK

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

PROBES

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MARINES

6		
3		

FRAME DAMAGE

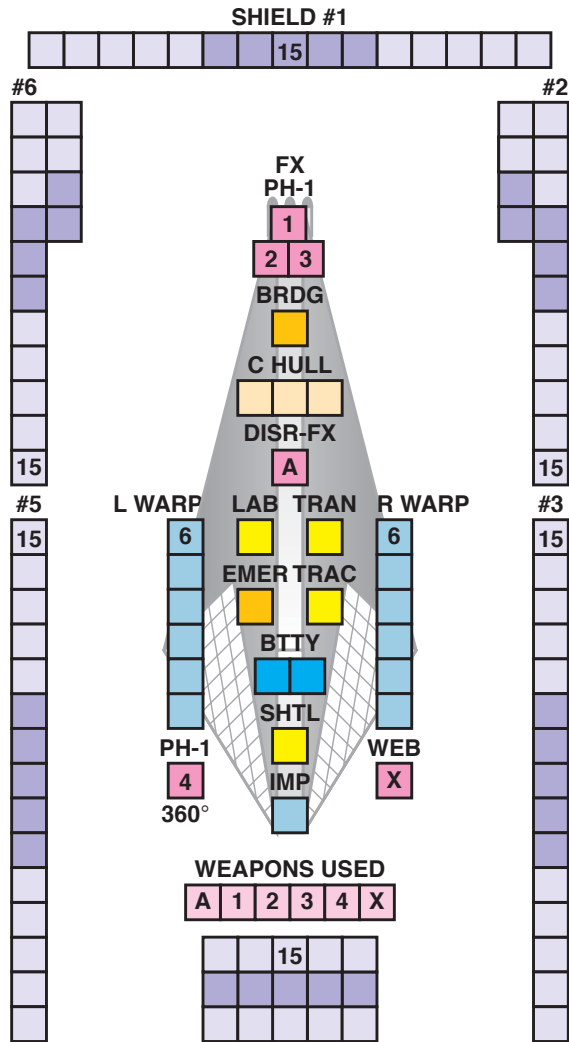
2	
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TURN MODE A MOVE COST 1/4
BASE SPEED 8 TURN MODE 1 SPEED COST 2
BASE SPEED 16 TURN MODE 2 SPEED COST 4
BASE SPEED 24 TURN MODE 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2

C149

TDV _____
 Name _____



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 FLEET SCALE SHIP CARD #C149
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FRACTIONAL POWER
 0 1/4 1/2 3/4

THOLIAN X-DESTROYER

SQUADRON SCALE

COUNTER **DDX**
 POINT VALUE: 124
 DAMAGE CONTROL: 4



POWER TRACK

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

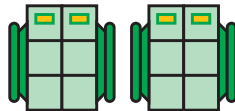
PROBES

TDV _____
 Name _____

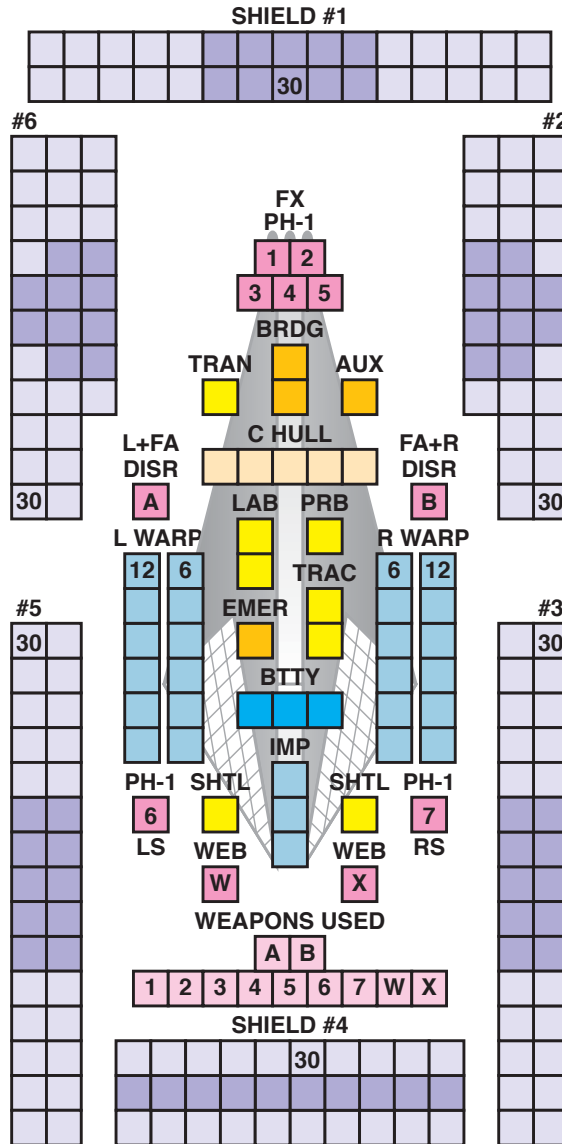
Power when undamaged:
 27 + 9.

MARINES
 12
 8
 4

FRAME DAMAGE
 4



- 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



C149

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FRACTIONAL POWER
 0 1/2