



# COMMUNIQUE #150

## STARDATE 2018.06.09

### THE BIG NEWS: SHAPEWAYS AT 797

Our store on Shapeways continues to expand with 44 new ships released on 1 June (total 797 items!).

Ships released for both 3788 and 3125 scales include: Federation Old Light Cruiser (grid and plain), Klingon C5 (Aztek and plain), Kzinti Battleship, Gorn HDD and CM (scaled and plain), Romulan NovaHawk and KillerHawk (original and refit), Hydran Overlord and Lion Hunter, Lyran Military Police (plain and Aztek), Souldra Heavy Cruiser.

Omni scale ships included in this release are: Hydran Hellion gunboat and Stinger-H fighter, Lyran Bobtail PF, Souldra Shards (fighters), Death Probe (three sizes).

Ships released for 3788 scale: Lyran Wildcat BC Aztek.

You can check out the store (797 items!) here:

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

### 285 FIGHTERS 20 JUNE

We plan to release the first 20 of the new 1/285 scale fighters on 20 June to celebrate one year of Shapeways. These will cover all current empires and more 285s will be added every month. These will be good for any future fighter dogfight game that somebody writes for us.

### SOMEBODY ASKED

Are there major differences between Commander and SFB?

Yes. Check these links:

<http://www.starfleetgames.com/documents/FC-SpaceAmoeba.pdf> (example of play)

<http://www.starfleetgames.com/federation/Commanders%20Circle/first-missions.shtml> (basic rules)

[http://www.starfleetgames.com/federation/fed\\_command.shtml](http://www.starfleetgames.com/federation/fed_command.shtml) (game system info)

<http://www.starfleetgames.com/fc/index.shtml> (more game system info)

<http://www.starfleetgames.com/masterindex.shtml#F> (site master index covering FC)

### IN THIS ISSUE

This issue includes the Hydran Warrior destroyer-leader. This is one ship from a list of requests by players who noticed a new miniature on Shapeways for which there is no ship card in *Federation Commander*. There is, on the website, a “Register of Ships-Games-Minis” listing every ship for which there is a mini and what game or games it is in.

Other requests on file include the WYN battleship *Nancy*, the Hydran Outrider survey ship, and no less than a dozen Romulans. (We may make the Romulans into two packs of six new ships for the PDF stores.)

### Q & A

**Q:** Does “negative tractor” use one of your tractor beams?

**A:** No it does not. Negative tractor is just energy used to block enemy tractor attempts.

**Q:** Does the ship that established the tractor control the movement of both? Why are the tractor rules for *FC* so much different from *SFB*?

**A:** The ship which applied more power to movement is the “controlling” ship for movement. The *FC* rules were deliberately made much less complex than in *SFB*.

—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

### [8CM137] KNIGHT WILL NOT FALL

The LDR, through their wide-ranging spy system, had learned of the plans of the Lyran Duke Larzakh of Enemy's Blood to consolidate control of a planet in the Neutral Zone (Redstone) which threatened both the LDR and the Hydrans. The LDR contacted the Hydrans, as the planet threatened them both.

Duke Larzakh sent a single cruiser, the *Chotiska*, to control Redstone (a larger force might provoke a war that he wasn't ready for) while defenses could be built. The Duke knew that the most likely Hydran reaction would be by the destroyer assigned to that area, and assumed that it was a Lancer or Knight, easy prey for a war cruiser. Warned of the Lyran move, the Hydrans had substituted a Warrior-class destroyer leader, something the Lyrans had not noticed from long range.

The Lyran Foremost Duchy, which was friendly to the LDR, had a ship in LDR space, the frigate *Fangstrike*. Enemy's Blood feared that this small ship might interfere in their occupation of Redstone. Months earlier, Enemy's Blood had infiltrated an assassin onto this ship targeted on a key LDR leader, but he was re-tasked to instead assassinate the *Fangstrike's* captain if the ship got in the way of the move against the planet. This might convince the ship to go away or even change sides.

Enemy's Blood wanted the planet, not a battle, but the captain of the *Chitoska* knew that if the Hydran destroyer appeared his mission would be more easily completed after it was destroyed, and besides, destroying it would boost the captain's career and perhaps get him promoted to a bigger ship. The captain of the *Chitoska* had the codes to order the assassin to strike, and planned to use them if *Fangstrike* interfered.

#### (8CM137a) NUMBER OF PLAYERS

**Two:** The Hydran player and the Lyran Enemy's Blood (Duke Larzakh) player.

#### (8CM137b) 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 the upper right, six hexes from those two edges. The map is a "location map;" any ship which is more than 35 hexes from the planet Redstone has left the scenario.

**Lyrans (Enemy's Blood):** Place the war cruiser *Chitoska* within three hexes of the planet.

**Lyrans (Foremost):** Place the frigate *Fangstrike* in the upper right corner of the map. This ship is initially controlled by the Hydran player under the limits of (8CM137d1).

**Hydrans:** Place the DDL *Gladiator* 26 hexes from the planet. (This will be in the lower left area of the map by the definition of the location of the planet and the distance.)

#### (8CM137c) OBJECTIVE

**Mission-Hydran:** Destroy the *Chitoska* or force it to leave the map. This will allow the Hydrans to wreck the planetary defenses.

**Mission-Lyran Enemy's Blood:** Destroy the *Gladiator* or force it to leave the map, allowing the construction on the planet to continue.

**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:** Whichever player achieves his objective wins the scenario. If neither does, it is a draw.

#### (8CM137d) SPECIAL RULES

**1. Fangstrike:** This ship is officially "observing" the situation and will not fire on either ship, nor will it move within four hexes of either enemy ship. (If another ship moves that close, the *Fangstrike* will turn and move away as quickly as possible.) If attacked by either ship, *Fangstrike* will immediately and permanently join the other side.

**2. Assassination:** At the start of any of the first three turns, the Enemy's Blood player can attempt the assassination. (He is not required to ever do so, and the assassin will be caught late in Turn #3.) Roll one die:

If the result is "1" the *Fangstrike* joins Enemy's Blood.

If the result is "6" the *Fangstrike* becomes an "ally" of the Hydrans and can attack the *Chitoska*.

Any other result leaves the *Fangstrike* as a neutral observer.

#### (8CM137e) FORCE DYNAMICS

**1. Balance:** The balance of the scenario could be adjusted by replacing the Hydran ship with any bigger or smaller ship.

**2. Secrecy:** The Hydrans decide in advance if they will use a Warrior, Knight, Lancer, (or Uhlan when added). The Lyrans are not told what ship they are facing until they score internal damage on it. They may deduce its type by its actions. Use (8B2) to resolve who wins.

**3. Alternative Empires:** Replace one or more of the factions involved with another. For example, a Federation NCL approaching a Romulan Skyhawk while being observed by a Gorn frigate.

#### (8CM137f) DESIGNER'S NOTES

This scenario was written new by Art Trotman to showcase the Warrior.

# HYDRAN WARRIOR DESTROYER-LEADER

## FLEET SCALE

COUNTER WAR  
 POINT VALUE: 53 + 10  
 DAMAGE CONTROL: 1

POWER TRACK

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

PROBES

MARINES  
 5

FRAME DAMAGE  
 2

WEAPONS USED  
 B 1 2

PH-G shots  
 3

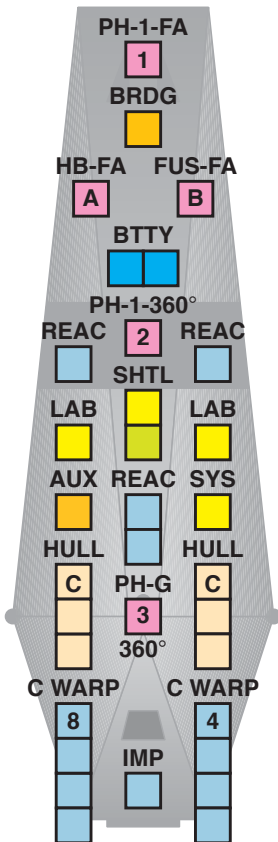
HELLBORE ARMING  
 A P L O F

HMS \_\_\_\_\_  
 Name

SHIELD #1

#6

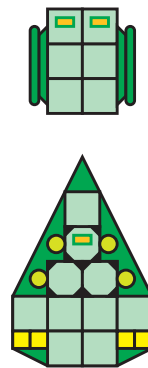
#2



"SYS" can be used as tractor or transporter, but not both on the same turn. It is disabled on tractor or transporter hits.

#5

#3



TURN MODE B  
 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 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

SHIELD #4

C150

FEDERATION COMMANDER: COMMUNIQUE #150  
 FLEET SCALE SHIP CARD #C150  
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FRACTIONAL POWER  
 0 1/4 1/2 3/4

# HYDRAN WARRIOR DESTROYER-LEADER

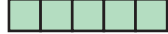
**SQUADRON SCALE**

COUNTER **WAR**  
 POINT VALUE: 105 + 20  
 DAMAGE CONTROL: 2

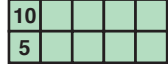


**POWER TRACK**  
 +20  
 POWER WHEN UNDAMAGED  
 26 + 4

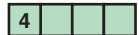
PROBES



MARINES



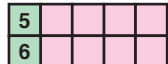
FRAME DAMAGE



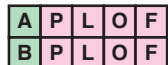
WEAPONS USED



PH-G shots



HELLBORE ARMING



TURN MODE B  
 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 4  
 SPEED COST 12

ACCELERATION  
 COST 1/2

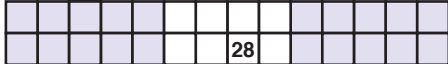
DECELERATION  
 COST 1/2

HIGH ENERGY  
 TURN COST  
 2+1/2

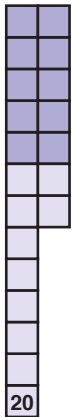
EVASIVE MANEUVER  
 COST 3

HMS \_\_\_\_\_  
 Name

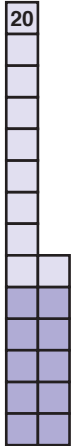
SHIELD #1



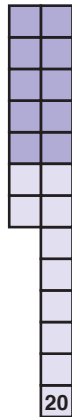
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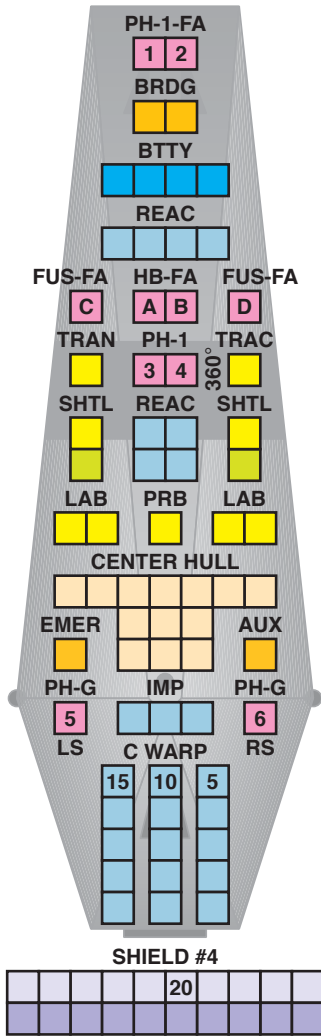
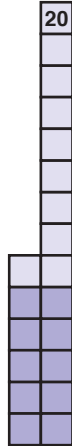
#5



#2



#3



+10

9  
8  
7  
6  
5  
4  
3  
2  
1  
0



FEDERATION COMMANDER: COMMUNIQUE #150  
 SQUADRON SCALE SHIP CARD #C150  
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**FRACTIONAL POWER**  
 0 1/4 1/2 3/4