



# COMMUNIQUE #151

## STARDATE 2018.07.10

### THE BIG NEWS:

#### SHAPEWAYS AT 871

Our store on Shapeways continues to expand with 54 new ships released on 5 July (total 871 items!) plus the 20 scale-285 fighters released on 20 June.

Ships released for both 3788 and 3125 scales include: Federation Battlecruiser (smooth and grid), Klingon E7, Romulan FastHawk (standard and refit), Kzinti CM, Gorn DN and DNC (plain and scales), Neo-Tholian heavy cruiser and light cruiser, Hydran Mohawk and Iroquois new heavy cruisers, Lyran Saber-Tooth Tiger and Single-Tooth Jaguar maulers, Omega Singer Cruiser and Destroyer.

Omni scale units included in this release are: Federation F-101 fighters; Klingon Z-Y fighters sold to WYN, Lyran, LDR, and Seltorians; Tholian Spider-IV; and four space dragons.

Ships released for 3788 scale: Lyran Cheetah Frigate with Aztek panels.

Fighters in 285 scale include: Federation F-14, F-15, F-18, F-101, A-20; Klingon Z-1, Z-H, Z-Y; Romulan Gladiator-D, Gladiator-III-K, Tribune-D; Kzinti TAAS; Gorn G-12, G-18K, G-18KA; Tholian Spider-II, Spider-IIP, Spider-IV, Spider-V, Spider-H; Hydran Stinger-2, Stinger-H, Standard Shuttlecraft.

You can check out the store here:

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

### 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](https://www.StarFleetGames.com/newsletter.shtml)

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

### IN THIS ISSUE

This issue includes the Hydran Outrider survey ship, which was a player request. 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.

### Q & A

**Q:** Are Defense Satellites manned or are they unmanned, automated weapons platforms?

**A:** They are unmanned weapons platforms. They have no crew. They cannot be boarded by transporters. Hit & Run raids cannot be performed against them.

**Q:** Rule (4L1c) says fusion beams fire one turn then take a cool-down turn. Rule (4L2a) seems to contradict this by saying "Fusion beams can be fired once (and only once) during each game turn."

**A:** Rule (4L1c) is correct; rule (4L2a) is intended to say you cannot pay for extra shots on the firing turn. It might be better worded as: "Fusion beams can be fired once (and only once) during each turn they are armed."

**Q:** If the straight line from the center of my hex to the center of the target hex runs exactly along the edge of a planet hex, is fire blocked or not?

**A:** It is not. Good luck and good hunting!

**(5C3)-(2D4B) UPDATE:** A probe cannot be fired as either a weapon or for information while a ship is performing Evasive Maneuvers. A probe still gains 20 points of information even if a ship performs Evasive Maneuvers at other times during that turn.

—Mike West, *Federation Commander* Department Head.

### PUBLISHER'S INFORMATION

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## FEDERATION COMMANDER SCENARIO

### [8CM138] OUTRIDER IN THE SKY

A Lyran cowboy was out in space one star-filled night when he saw a ghostly herd of space boars stampeding across the sky and through a gap in a dust cloud. A ghostly Hydran Outrider Survey Ship was chasing them, but stopped to tell the Lyran “You better change your ways or face eternity chasing the devil’s herd.”

#### (8CM138a) NUMBER OF PLAYERS

**Two:** The Hydran player and the Lyran player.

#### (8CM138b) 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 top edge of the map is a dust cloud (just outside the map); there is a gap in the three center hexes. Place a herd of 12 space boars (six in fleet scale), one per hex, in adjacent hexes (3x4) on the map with the lead boar 20 hexes from the gap in the dust cloud (from the map edge).

**Lyran:** Destroyer *Cowboy* is placed 12 hexes from the herd facing in any direction.

**Hydrans:** Place the Outrider *Ghostrider* two hexes behind the herd facing the gap.

#### (8CM138c) OBJECTIVE

**Mission-Hydran:** Chase all 12 space boars through the gap in the dust cloud. (This will send them into a controlled pen run by a wildlife sanctuary.)

**Mission-Lyran:** Destroy the *Ghostrider* before it completes its mission

**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.

#### (8CM138d) SPECIAL RULES

**1. Boars:** These move at a speed of 8+2. They must always move farther from the *Ghostrider*. At the start of each turn, the Hydran player selects one Space Boar to control by each of his special sensors. If the Lyran ship has special sensors, it can use them to control one space boar each or break the control by one Hydran sensor.

Each impulse when they move, the Lyran player moves one of them one hex in accordance with the rule above. Players cannot move a boar that is currently in a tractor beam from the other ship or controlled by a special sensor. Then the Hydran player moves one that has not previously moved under the same rules. This alter-

nates until all boars have moved.

**2. Rules of Engagement:** No unit may fire on the other ship unless one ship tractor the other, in which case the ship unit tractor the other may fire. No unit may fire on the boars. (The Lyrans can fire at the fighters; if one survives it can fire back.) Either ship (or both) can tractor a space boar to help control its movement. ESGs cannot be used.

**3. Stingers:** The Stingers can be launched and the boars will always move away from them just as they would from the Hydran ship. If the only available hex for movement is equidistant from two Hydran units, it is selected. Shuttles cannot be launched.

**4. Special Sensors:** Each *powered* special sensor on the Hydran ship can control the movement of one boar. These boars cannot be selected by the Lyran player.

#### (8CM138e) FORCE DYNAMICS

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

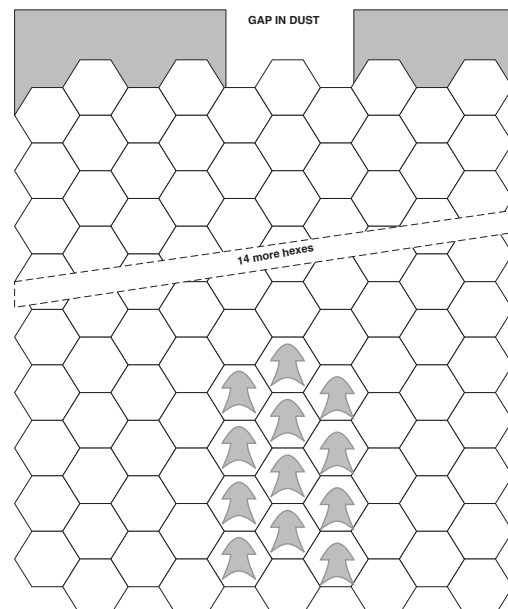
**2. Balance-2:** Replace one or two of the shuttles on the Outrider with a Stinger-II.

**3. Alternative Empires:** Replace one or more of the factions involved with another. For example, replace the Lyrans with Klingons.

**4. Dueling Scouts:** Replace the Lyran DD with a DDS that can use its special sensors to control some of the boars. If both players try to control the same boar it becomes uncontrolled.

#### (8CM138f) DESIGNER’S NOTES

This scenario was written new by Stephen “Big Texan” Cole to showcase one of his favorite cowboy songs.





# HYDRAN OUTRIDER SURVEY SHIP

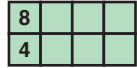
## SQUADRON SCALE

**PROBES**

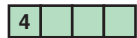


HMS \_\_\_\_\_  
Name

**MARINES**



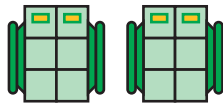
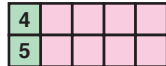
**FRAME DAMAGE**



**WEAPONS USED**



**PH-G shots**



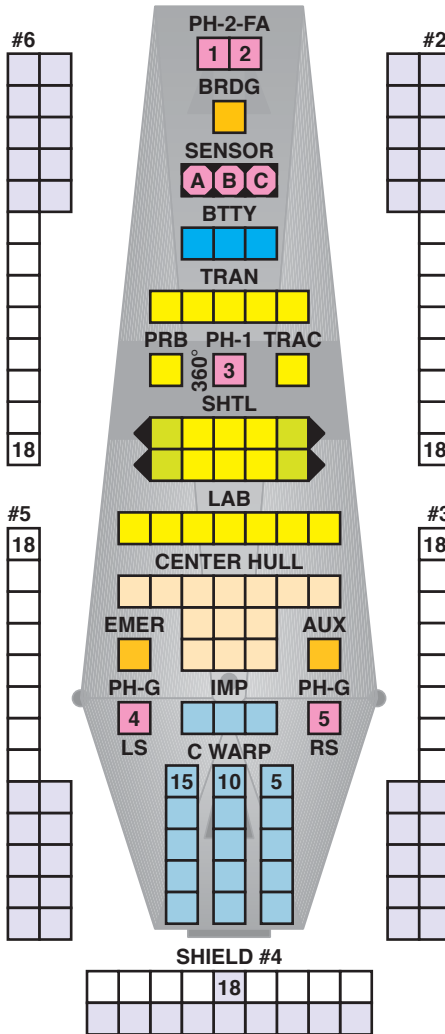
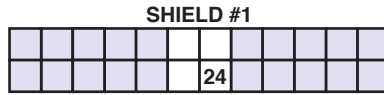
TURN MODE B MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 3 SPEED COST 8
BASE SPEED 24 TURN MODE 4 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3

COUNTER SR  
POINT VALUE: 115 + 40  
DAMAGE CONTROL: 2

**POWER TRACK**



- 21
- 20
- 19
- 18
- 17
- 16
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- 11
- 10
- 9
- 8
- 7
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- 4
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- 2
- 1
- 0



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SQUADRON SCALE SHIP CARD #C151  
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**FRACTIONAL POWER**  
0 1/4 1/2 3/4