



COMMUNIQUE #154

STARDATE 2018.10.13

THE BIG NEWS: SHAPEWAYS ISC

Our store on Shapeways continues to expand with 70 new items released on 1 September including the first three ISC ships.

Ships released for both 3788 and 3125 scales include: Federation DW; Klingon E3 and G2; Romulan Fast SparrowHawk (original and refit) and Heavy Screech Owl Scout; Kzinti HDW; Gorn BDS scout; Tholian LTT; Neo-Tholian battleship; Orion heavy cruiser, Salvage Cruiser, and Double Raider; Hydran Caravan tug with cargo pod, Hydran Caravan tug with battle pod; Lyran Mountain Lion; ISC Star Cruiser, light cruiser, and destroyer; Omega-Worb heavy cruiser and heavy destroyer.

Ships released in 3125 scale: Tholian CPC with pod (the 3788 was released months ago).

Omni scale units included in this release are: Ancient Male Dragon, Ancient Female Dragon, Kzinti LKF fighter and HMR bomber, Kzinti Heavy freighter and Jumbo freighter.

Fighters in 285 scale include: Kzinti LKF fighter and HMR bomber, Gorn G-7 fighter, Scatter-Pack.

You can check out the store here:

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



The ISC dreadnought will join their fleet in two weeks.

IN THIS ISSUE

This issue we present the Kzinti Heavy Frigate.

Priority ships needed for new *FC* cards: Kzinti HDW, Hydran Cavalier carrier, Romulan OmniHawk (& MegaHawk), Lyran JagdPanther and Mountain Lion, Seltorian HDW, WYN Auxilliary DN. Email your suggestions for what other ships you want.

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.

Q & A

Q: Why was this issue late?

A: Leanna suffered a serious fall and was rushed to emergency surgery. We think she will be okay.

Q: Why does Jean keep slapping the Steves on the back of the head?

A: Rumor has it she saw that on NCIS and thought it might be effective in behavior modification. It's not.

Q: What (and when) will be the next *FC* product?

A: Next year. We are developing *Fighters Attack*, *Gunboats Attack*, and *X-Ships Attack*. It is unclear which one will be one first. Another option is to just roll them all into the 7th edition of the rulebook and release the ships in a series of card packs (by PDF and print). We won't know for sure until all three are closer to completion. Steve Cole's health issues should be resolved by then. —Mike West, *Federation Commander* Department Head.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER SCENARIO

(8CM141) CAT ON A HOT TIN ASTEROID

Kzinti politics are complex due to the feudal nature of the Hegemony. The Patriarch (the emperor) only controls the Home Fleet (led by the Crown Prince, his designated heir) and the Barony. The Duke, the Count, and the Marquis each control about 20% of the empire and the fleet. The Patriarch struggles to keep one or two of those nobles as close allies in order to maintain overwhelming power.

Another complication is the adjacent WYN Star Cluster, an impregnable fortress full of renegade Lyrans, Klingons, Orions, and (mostly) Kzintis. The WYN leader is known to Kzintis as The Usurper, the descendant of the leader of the last Kzinti Civil War. He fled into the Cluster with a handful of ships, but by the end of the General War was building an entire fleet to reconquer the Hegemony.

The death of the Patriarch in 2584 gave the Usurper the opportunity he needed. The Crown Prince was having trouble gaining enough support to claim the throne due to the unpopularity of his father. The Crown Prince had announced a continuation of his father's policies which upset the noble leaders. Nobody knew that the Usurper had the support of the Count, but everybody knew that the Duke thought he was better suited to become the new Patriarch than his second cousin, the Crown Prince. The Count had positioned a battle group to attack a battle station loyal to the Crown prince, launching the civil war (or War of Return, as the WYN called it).

The Crown Prince had many spies (as did all of the nobles and the WYNs) and got word of this. He quietly sent a small force to protect the base. The only available ships were a squadron of newly built and/or updated frigates completing training after extensive combat repairs and refits. Unfortunately the Crown Prince did not realize that officers loyal to the Count were in control of one of the ships. When that ship changed sides in mid-battle, every captain felt like a cat on a hot tin asteroid.

(8CM141a) NUMBER OF PLAYERS

Two: The Loyalist (Crown Prince) player and the Rebel (Usurper and Count) player.

(8CM141b) 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 base station (Loyalist) 26 hexes in direction B from the lower left corner of the map. This is a fixed map; it does not move. Any ship that leaves the map has disengaged and may not return to the scenario.

Loyalist: Place an FK (#120), FH (*Hollow Tooth*), FF (#15), and FF (#16) all within three hexes from the base, facing in any direction.

Rebel: Place the DNH *Hegemony* in any hex at least 26 hexes from the base, in direction E.

(8CM141c) OBJECTIVE

Mission-Rebel (Count): Destroy the Loyalist ships and base.

Mission-Loyalist (Crown Prince): Destroy or capture the *Hegemony*.

Time Limit: The scenario continues until all ships on one side are destroyed, disengaged, or captured or until the end of Turn #10, which is when the Count's other ships will arrive.

Victory: If the *Hegemony* is destroyed, the Loyalist player wins a tactical victory. If the *Hegemony* is captured, the Loyalist player wins a decisive victory. If the *Hegemony* survives, the rebels win a marginal victory. If the *Hegemony* survives and all Loyalist ships are crippled or destroyed, it is considered a decisive Rebel victory.

(8CM141d) SPECIAL RULES

1. Loyalty: One of the Loyalist frigates is loyal to the Count (i.e., the Rebels). At the start of any turn, the Rebel player can declare "Treason!" Assign each ship a number from 1-4 and roll one die; the number of the roll indicates which ship changes sides. (If the roll is a 5 or 6, the Rebel player can try again on the next turn, but only one ship can turn traitor, so once one does, don't roll again.)

2. Drones: All drones are Speed-32.

(8CM141e) FORCE DYNAMICS

The scenario can be played again under different conditions by making one or more of the following changes:

1. Alternative Empires: Either side could be any ships from any empire, although the Klingons and Lyrans are the most likely options.

2. Balance: This can be adjusted by replacing one ship with a larger or smaller type.

3. Drone Swarms: This scenario includes a lot of drones and players may find that the (4F6) Swarm rules from *Communique 128* make it easier to play.

(8CM141f) DESIGNER'S NOTES

This scenario was written new by Art Trotman.

KZINTI HEAVY FRIGATE

FLEET SCALE

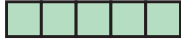
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 POINT VALUE: 48
 DAMAGE CONTROL: 1



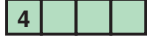
POWER TRACK

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

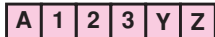
ACCELERATION
 COST 1/8

DECELERATION
 COST 1/8

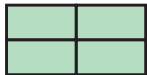
HIGH ENERGY
 TURN COST 5/8

EVASIVE
 MANEUVER
 COST 3/4

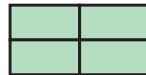
WEAPONS USED



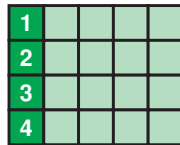
DRONE RACK Y



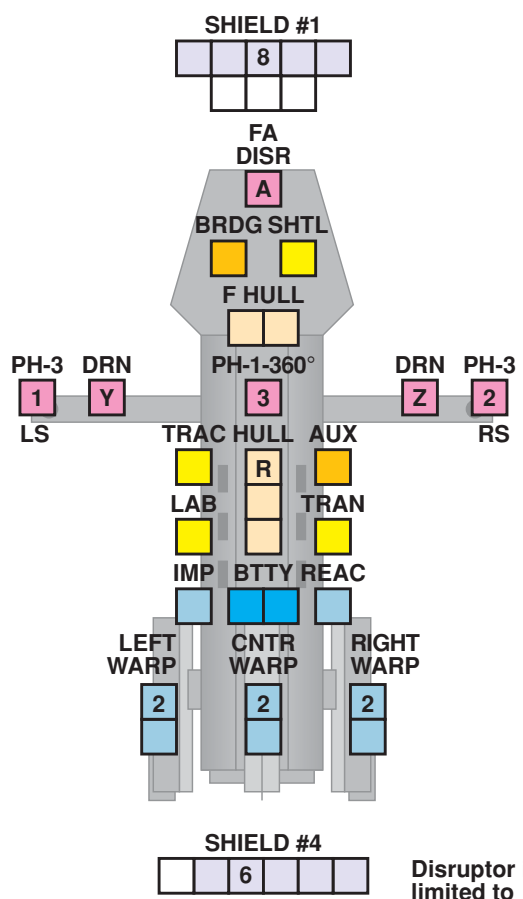
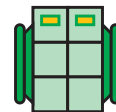
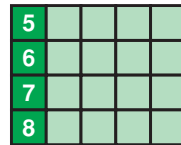
DRONE RACK Z



DRONES



DRONES



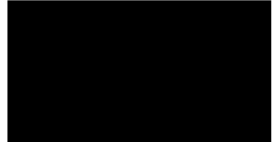
Disruptor is limited to Range 15.

FEDERATION COMMANDER: COMMUNIQUE #154
 FLEET SCALE SHIP CARD #C154
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C154 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

KZINTI HEAVY FRIGATE

SQUADRON SCALE



POWER TRACK

PROBES

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MARINES

8			
4			

FRAME DAMAGE

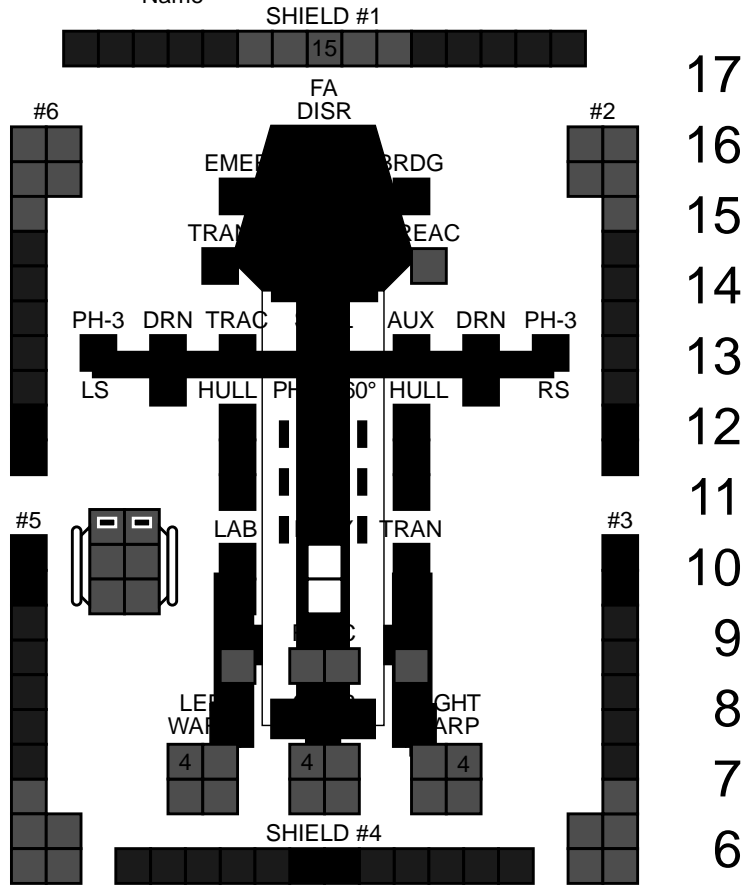
4			
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TURN MODE A
MOVE COST 1/4

ACCELERATION COST 1/4

HIGH ENERGY TURN COST 1+1/4

KHS Name



Disruptors are limited to Range 15. This ship cannot fire both disruptors on the same or consecutive impulses.

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			

DRONES

13			
14			
15			
16			

WEAPONS USED



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SQUADRON SCALE SHIP CARD #C154
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FRACTIONAL POWER
0 1/4 1/2 3/4