



COMMUNIQUE #157

STARDATE 2019.01.10

THE BIG NEWS: SHAPEWAYS

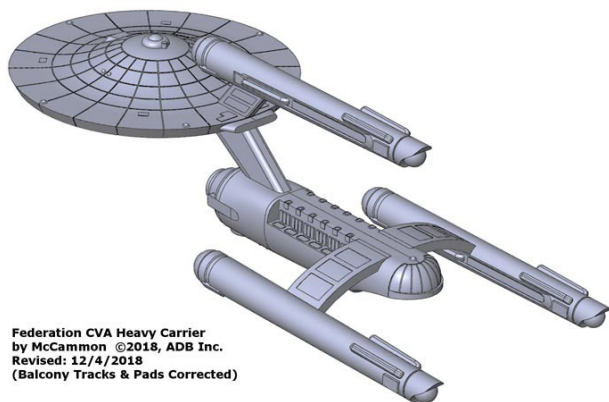
Our store on Shapeways continues to expand with over twenty new items released on 2 January.

Ships released for both 3788 and 3125 scales include: Federation Heavy Carrier (smooth and gridded), Klingon C8V Heavy Carrier (smooth and Aztek), Romulan KRT tug (with Klingon or Romulan pods), Neo-Tholian Heavy Destroyer, Gorn Heavy Battlecruiser, Orion Slaver.

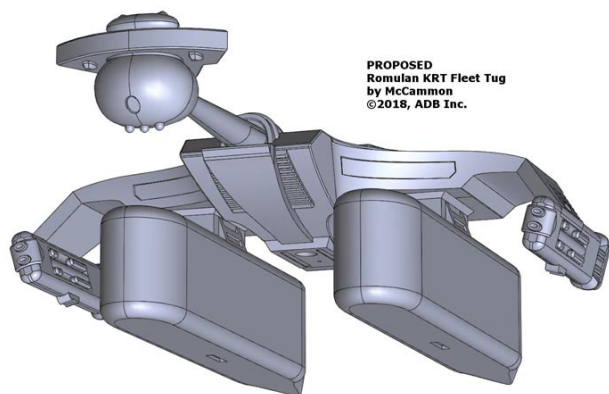
The Klingon Base Station, Tholian Base Station, and Romulan Base Station were released for Omni scale.

You can check out the store here:

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



Federation CVA Heavy Carrier
By McCammon ©2018, ADB Inc.
Revised: 12/4/2018
(Balcony Tracks & Pads Corrected)



PROPOSED
Romulan KRT Fleet Tug
by McCammon
©2018, ADB Inc.

IN THIS ISSUE

This issue we present the carrier version of the Romulan OmniHawk with its fighter group.

Priority ships needed for new *FC* cards: Kzinti HDW, Hydran Cavalier carrier, Romulan 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: How are new ships selected?

A: Jean Sexton, Steve Cole, and myself (Mike West) review the list of ships requested by players and select the one for the next issue. Jean Sexton is always searching the Shapeways store for ships that have been released but are not in *FC* and asks for them to be given a higher priority than they perhaps otherwise would.

Q: When will we get a new product?

A: We are working on several, and are reviewing some options on fighters and gunboats to see what is the best way to release them. The market has changed over the last few years and players now seem to want smaller PDF products at more frequent intervals, and we're trying to adjust to that format.

—Mike West, *Federation Commander* Department Head.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER SCENARIO

(8CM144) FOOL ME TWICE

By 2584, the Romulans were routinely pushing deep into many Gorn-held territories. Several of the attacks were led by the Romulan ship, the OmniHawk light dreadnought *Tribune*. One was a long awaited attack on the Gorn mining colony on an airless moon of the planet Gornghella. *Tribune's* sistership *Triumph* was dispatched to destroy the Gorn mines on the fifth moon. The Gorns did not detect the difference, but *Triumph* was configured as a carrier.

Unknown to the Romulans, a trap was being set to destroy *Tribune*. The light dreadnought was a dangerous ship that had plagued the Alliance. (The Gorns were about to learn that *Triumph* was even more dangerous.) A squadron of destroyers was waiting behind the planet Gornghella to smash the DNL against the planetary defenses.

The Gorns were unaware that the Romulans had brought *Triumph* into the theater. That ship was carrying 16 plasma-armed fighters. The Romulans had been fooled into attacking this Gorn target, but they were not fooled into sending a lone DNL on the attack!

(8CM144a) NUMBER OF PLAYERS

Two: The Gorn player and the Romulan player.

(8CM144b) 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 the moon Gornghella-E 10 hexes from the north edge of the map. Gornghella itself is located just off the map in direction A.

There are six mines on the moon, one on each hex side. Each hex side has one ground phaser-1 base (use phaser-1 in the weapon box). There are also three ground plasma-S bases (use plasma-S in the weapon box) on the moon, one in every other hex facing.

The map is a "location map." Any ship which ends the turn more than 25 hexes from the planet has disengaged and cannot return. Gorn ships may only disengage from the north edge of the map. Romulan ships can only disengage from the south edge of the map.

Romulan: Set up the OmniHawk-B *Triumph* 25 hexes away from the airless moon, in direction C/D/E, facing direction A or F.

Gorn: A BDL and two BDDs enter the map during Impulse #5 (or any later impulse) of Turn #1, having previously hidden behind the planet.

(8CM144c) OBJECTIVE

Mission-Romulan: Destroy all six mines on the moon (8CM144d1) and disengage by the end of Turn #6 for an Astounding Victory. Destroy at least four mines

and disengage by the end of Turn #6 for a Marginal Victory.

Mission-Gorn: Drive off or destroy the Romulans to prevent the destruction of the mines on the moon.

Time Limit: The scenario continues until all ships and units belonging to one player have been captured or destroyed, or have disengaged, or the end of Turn #6, at which point an overwhelming Gorn force will arrive and destroy all remaining Romulan units.

Victory: The Gorn player wins if at least three mines are not destroyed. If all the mines are lost but the invading OmniHawk is destroyed, the scenario is considered a tactical Gorn victory. The Romulan player wins if at least four mines are destroyed and the Omnihawk-B safely disengages by the end of Turn #6.

(8CM144d) SPECIAL RULES

1. Mine Destruction: There are six mines, one per hex side, on the moon. Each mine can only be destroyed by doing 60 points of damage from four hexes or less. The mines cannot be targeted from farther away.

(8CM144e) FORCE DYNAMICS

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

1. Balance: Add a small ship to either side.

2. Alternate Empire: Replace the Gorn ships with three Federation DWs. The plasma-S bases are replaced by photon bases.

(8CM144f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Art Trotman.

ROMULAN OMNIHAWK-V DREADNOUGHT

FLEET SCALE

COUNTER **OMH-B**
 POINT VALUE: 115+80
 DAMAGE CONTROL: 3



Power when undamaged: 24 + 4.

POWER TRACK

+20

+10

9

8

7

6

5

4

3

2

1

0

RIS
Name

PLASMA ARMING

A			
		G	S
B			F
C			F

PROBES

--	--	--	--

MARINES

8			
4			

FRAME DAMAGE

4			
---	--	--	--

WEAPONS USED

A	B	C			
1	2	3	4	5	
6					

CLOAK COST = 1+5/8

TURN MODE D
MOVE COST 5/8

BASE SPEED 8
TURN MODE 2
SPEED COST 5

BASE SPEED 16
TURN MODE 4
SPEED COST 10

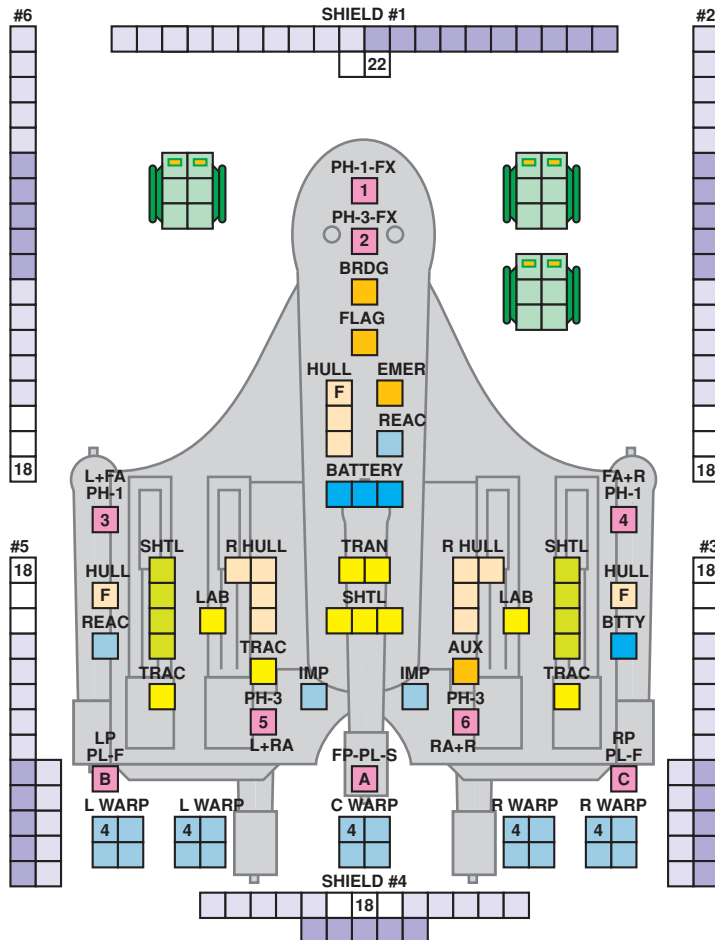
BASE SPEED 24
TURN MODE 5
SPEED COST 15

ACCELERATION
COST 5/8

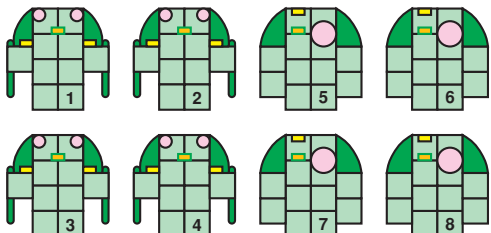
DECELERATION
COST 5/8

HIGH ENERGY
TURN 3+1/8

EVASIVE
MANEUVER
COST 3+3/4



PL-A	30	20	10
PL-B	20	10	
PL-C	20	10	



Gladiator-FSF
 2xPh-3-FA
 2xPlasma-D-FA
 Speed 16
 Crippled = 7
 Point Value = 10

Gladiator-III
 1xPh-3-FA
 1xPlasma-F-FA
 Speed 16
 Crippled = 9
 Point Value = 10

C157

FEDERATION COMMANDER: COMMUNIQUE #157
 FLEET SCALE SHIP CARD #C157
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FRACTIONAL POWER

0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

ROMULAN OMNIHAWK-V DREADNOUGHT

SQUADRON SCALE

COUNTER **OMH-B**
 POINT VALUE: 215+160
 DAMAGE CONTROL: 6



Power when undamaged: 48 + 8.

Gladiator-FSF
 2xPh-3-FA
 2xPlasma-D
 Speed 16
 Crippled = 7
 Point Value = 10

RIS Name _____

PLASMA ARMING

A					
		G	S		
B					
		G	S		
C					
		G	S		
D				F	
				F	
E					

PROBES

MARINES

16					
12					
6					

FRAME DAMAGE

7					
---	--	--	--	--	--

WEAPONS USED

A	B	C	D	C
1	2	3	4	5
6	7	8	9	10
11				

CLOAK COST
= 3+1/4

TURN MODE D
MOVE COST
1+1/4

BASE SPEED 8
TURN MODE 2
SPEED COST 10

BASE SPEED 16
TURN MODE 4
SPEED COST 20

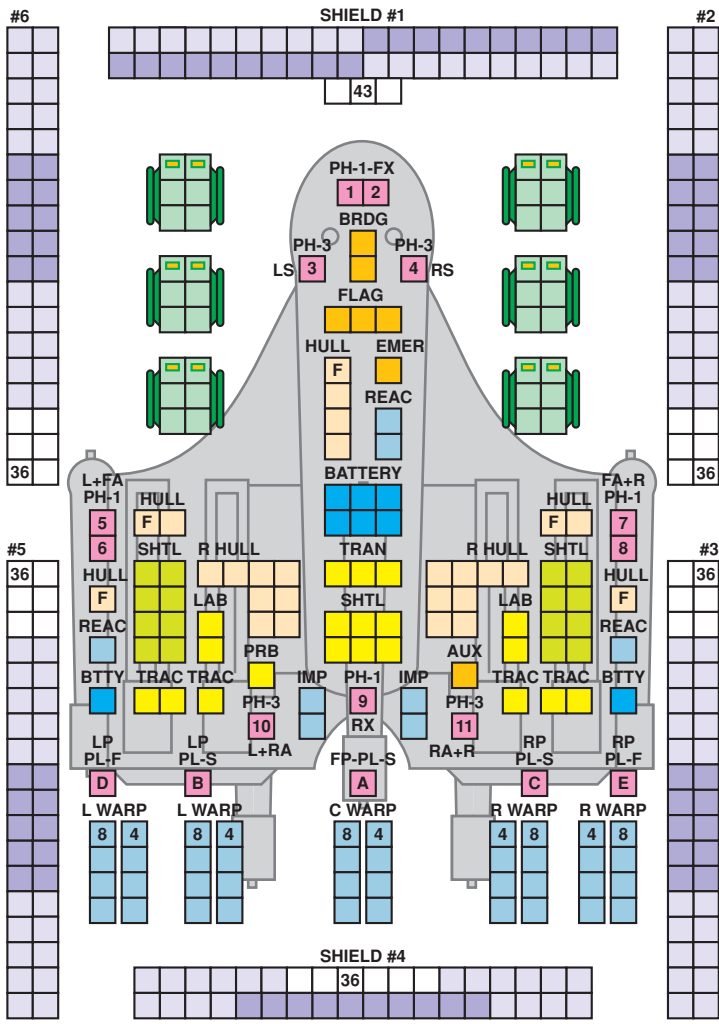
BASE SPEED 24
TURN MODE 5
SPEED COST 30

ACCELERATION
COST 1+1/4

DECELERATION
COST 1+1/4

HIGH ENERGY
TURN COST
6+1/4

EVASIVE
MANEUVER
COST 7+1/2



POWER TRACK

+50

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

Gladiator-III
 1xPh-3-FA
 1xPlasma-F
 Speed 16
 Crippled = 9
 Point Value = 10

SHIELD #4

30	20	10
30	20	10
30	20	10
20	10	
20	10	

PL-A PL-B PL-C PL-D PL-E



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 SQUADRON SCALE SHIP CARD #C157
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FRACTIONAL POWER
 0 1/4 1/2 3/4