



COMMUNIQUE #164

STARDATE 2019.08.13

THE BIG NEWS:

MERCHANTS OF THE FEDERATION

Merchants of the Federation is a trading game for two-to-five players that is based in the *Star Fleet Universe*. The Federation has opened development of a new sector near the Klingon border. You boldly go there, exploring worlds, finding resources, building colonies, and gathering wealth to buy more ships to find more resources. You might meet a new civilization!

Random Event cards may offer new opportunities or warn of new dangers. The Federation will issue contracts for which you will be paid big credits.

Meanwhile, the Klingons prepare for war!

This is a playtestable PDF prototype including everything you need to print a functional copy of the game.

This game is available from Warehouse 23, DriveThru RPG, and Wargame Vault.

SHAPEWAYS

On August 7, 2019, ADB released a total of 61 new items to its shop on Shapeways, bringing it to over 1660 items. There are some items designed to work within the price increase that Shapeways imposed. We are also releasing some of the smaller ships as multiples on a sprue. We hope you find them more affordable.

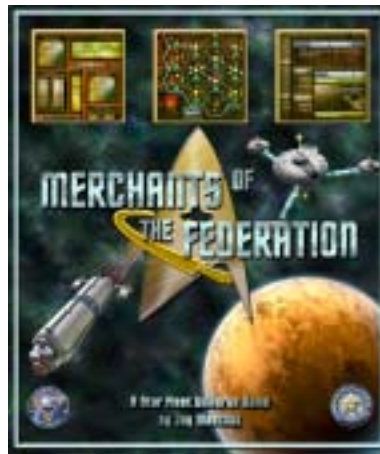
Ships released for both 3788 and 3125 scales include: Federation BCV (grid or smooth), Klingon E6 and G6, Tholian TK5, Neo-Tholian SDS, Seltorian CVS, Gorn light PFT, Kzinti light PFT, Hydran local defense frigate and cruiser (and some sprued frigates), Lyran/LDR local defense cruiser, Andromedan Mobile Weapons Platform, ISC system defense destroyer, Jindarian Light Strike Cruiser, Commercial Platform, system station, relay station, a sprue of small ships (FT, PT, APT, FX, etc.), along with cruisers for the Frax, Canadi'ens, and Flivvers.

Omega: Iridani Brigantine, Sigvirion NFF and NCA.

See the last page of this issue for renders of some of the ships released during this period.

You can check out the store here:

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



IN THIS ISSUE

This issue we present the Seltorian DWX. We decided to do a few X-ships to support the list of official X-ship playtest rules in *Captain's Log #53* last June.

—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.shtm

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

Q & A

Q: Why were proximity photons removed from *FC*?

A: They were never in it. They were not included as part of streamlining the game. Lots of other things were left out, and adding them would just slow things down.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER SCENARIO

[8CM150] HEAR NO EVIL, THEN SEE NO EVIL

By year 2586 the Klingons had been able to use the Seltorians to penetrate quite deep into previously heavily webbed Tholian defenses but had grown cool on their partnership due to being informed of the genocidal activities of Seltorians in their home galaxy.

Therefore, when the ISC had judged that the Seltorians were the main cause of aggression with the Tholians and ordered the Seltorians to cease their attacks on the Tholians, the Klingons stayed neutral. However the Seltorians refused to stop their attacks and the ISC began operations to eliminate any Seltorian bases they could find. They would begin by crippling the Seltorian ability to detect attacking ships by finding and destroying any surveillance or listening posts hidden near suspected bases. This was necessary as the ISC fleet was spread quite thin and being able to launch surprise attacks would reduce the number of ships required to destroy these hated aggressors.

The Klingons had kept the strength of their military assistance quiet, and would not interfere.

Without their listening posts the Seltorians would not be able to see what was coming their way. The ISC had launched a small raiding force that the Seltorians realized was going to search out and destroy the last remaining listening post in that sector so they sent the two fastest ships they could, to intercept the ISC ships and keep them busy until reinforcements could arrive.

(8CM150a) NUMBER OF PLAYERS

Two: The ISC player and the Seltorian player.

(8CM150b) INITIAL SETUP

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high if using large hexes). The map is an asteroid field with several large asteroids.

The map is fixed; any ship which leaves the map has disengaged and cannot return. ISC ships may only disengage from the left side of the map. Seltorian ships can only disengage from the right side of the map.

Seltorians: Set up the DDX and CF in any hex up to four hexes from the right side map edge facing direction E/F.

ISC: Set up the CA and two FFs in any hex of the left side edge of the map facing direction B/C.

(8CM150c) OBJECTIVE

Mission-Seltorians: Drive off or destroy the ISC to prevent the destruction of the listening post.

Mission-ISC: Destroy the listening post. Any other

result is a loss.

Time Limit: The scenario continues until all ships and units belonging to one player have been captured or destroyed, or have disengaged or until the turn after the chosen turn.(see the special rules)

Victory: The Seltorian player wins if the listening post is not destroyed. The ISC player only wins if the listening post is destroyed, in the limited time available.

(8CM150d) SPECIAL RULES

1. The scenario occurs in an asteroid field, but for the purposes of this scenario we are only concerned with 12 asteroids considered large enough to host the hidden listening post. The Seltorian player takes 12 counters numbered 1-12, and places them on the map to represent the 12 large asteroids. This player then will secretly write down which asteroid has the listening post. The ISC player can only detect the listening post at five hexes from the asteroid.

2. The listening post is represented by an Outpost 9 on the ground bases card, with the three cargo boxes representing three special sensors. There is also a phaser-4 ground base with 360° firing arcs as this is a very important listening post for the Seltorians.

3. Time limit: The Seltorian player needs to stall for time until the reinforcements can arrive. Before the scenario starts, put 12 counters, two each numbered 7, 8,9,10,11, and 12 in a cup. The Seltorian player secretly picks one and only shows it to the ISC player at the end of that turn. The Seltorian player only has to battle for that number of turns to stall for reinforcements. The ISC player then has until the end of two more turns to disengage or considered destroyed. For example, if the number is 9, then the ISC must leave by the end of turn 11.

(8CM150e) FORCE DYNAMICS

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

1. Replace the ISC with Klingon ships with a point value no greater than that of the ISC.

2. Give the listening post a frigate and two large armed freighters and give the ISC player a destroyer.

3. Allow the ISC to ignore the time limit to disengage and have both players receive reinforcements at that turn, two turns after the number selected by the Seltorian player. The Seltorians receive a light battleship (*Communique #78*) and the ISC receive a light cruiser and a destroyer.

(8CM150f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Art Trotman, as his first attempt at using Seltorians against ISC.

SELTORIAN X-TECH DESTROYER

FLEET SCALE

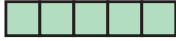
COUNTER **DDX**
 POINT VALUE: 60
 DAMAGE CONTROL: 2



POWER TRACK

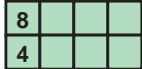
21
20
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18
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4
3
2
1
0

PROBES



STS _____
 Name

MARINES



FRAME DAMAGE



WEAPONS USED



TURN MODE C
 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 5
 SPEED COST 6

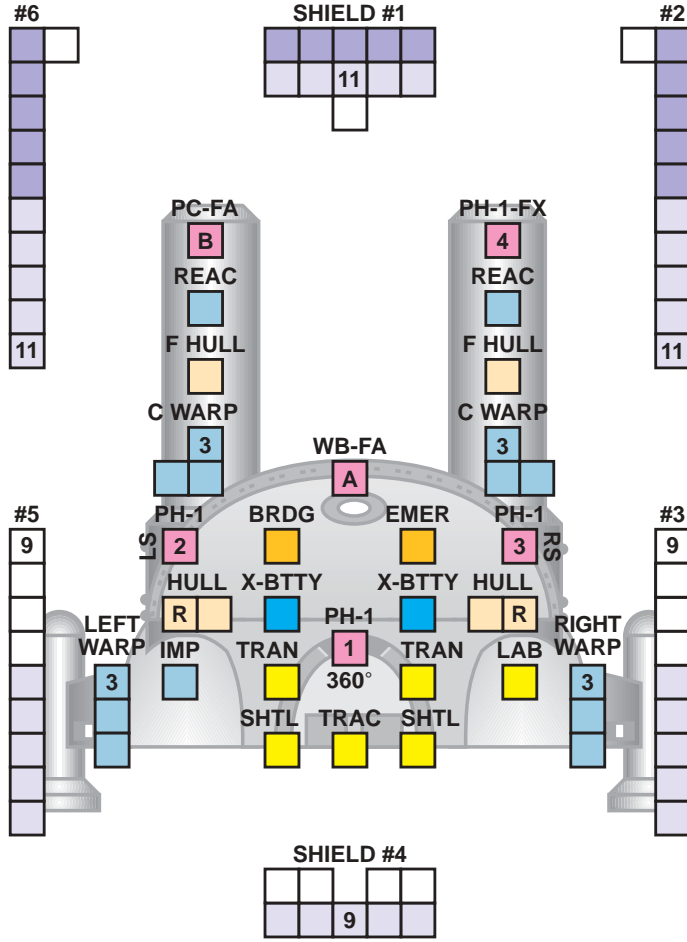
ACCELERATION
 COST 1/4

DECELERATION
 COST 1/4

HIGH ENERGY
 TURN COST
 1+1/4

EVASIVE
 MANEUVER
 COST 1+1/2

C164



PARTICLE CANNON IMP USED
 B 1 2 3 4 5 6 7 8

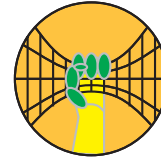
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 FLEET SCALE SHIP CARD #C164
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FRACTIONAL POWER
 0 1/4 1/2 3/4

SELTORIAN X-TECH DESTROYER

SQUADRON SCALE

COUNTER **DDX**
 POINT VALUE: 118
 DAMAGE CONTROL: 4



POWER TRACK

+30
+20
+10

Power when undamaged: 30 + 9.
 This ship can control 6 seeking weapons.

STS _____
 Name _____

PROBES

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MARINES 16

15			
10			
5			

FRAME DAMAGE

4			
---	--	--	--

WEAPONS USED

A	1	2	3	4
	5	6	7	8

9
8
7
6
5
4
3
2
1
0

TURN MODE C
 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 5
 SPEED COST 12

ACCELERATION
 COST 1/2

DECELERATION
 COST 1/2

HIGH ENERGY
 TURN COST 2+1/2

EVASIVE MANEUVER
 COST 3

PARTICLE CANNON IMP USED

B	1	2	3	4	5	6	7	8
C	1	2	3	4	5	6	7	8

C164

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 SQUADRON SCALE SHIP CARD #C164
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FRACTIONAL POWER
 0 1/2

NEW ON SHAPEWAYS

Now on sale on Shapeways.



Hydran Local Defense Cruiser
by Chris Nasipak



Tholian TK5
by Steve Zamboni and Will McCammon



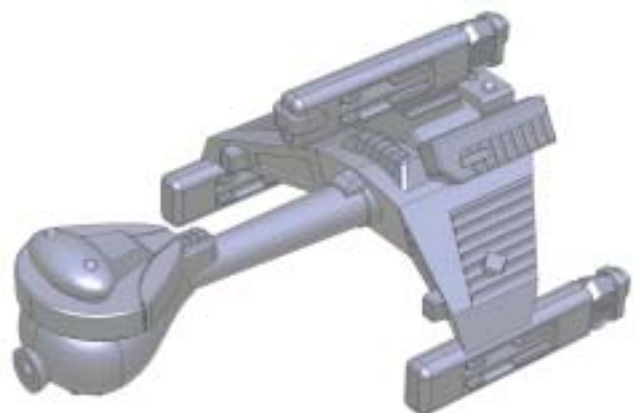
Gorn Light Gunboat/PF Tender by
Steve Zamboni



Iridani Brigantine
by Matt Lawson



Will McCammon's
Federation Battle Carrier *Shangri-La*



Will McCammon's
Klingon E6 Corvettenaught