



# COMMUNIQUE #168

## STARDATE 2019.12.13

### THE BIG NEWS: **COMMUNIQUE TO MERGE WITH HALING FREQUENCIES**

Everyone always asked why we were doing two newsletters that basically covered the same news, and we finally (during the annual review of what we're doing and how we can do it better) we asked that question of ourselves. Even we couldn't remember the original reason to do two separate newsletters.

We will merge the two newsletters. *Hailing Frequencies* #169 will appear on 10 January and will include everything from both newsletters (which was nearly the same thing anyway). The ship, scenario, and Q&A from *Communique* will move to *Hailing Frequencies*. In the spring, *Hailing Frequencies* will start to include ships and scenarios for our other games.

### SHAPEWAYS

On December 1st, 2019, ADB released a total of 88 new items in our Shapeways store, which now has over 1,900 items:

New 1/7000 Elite scale ships including the Klingon Core Collection (C8, C7, D7, D5, F5W, F5), ISC Fleet Core Collection (DN, CA, CL, DD, and two FFs) and its Fleet Builder Collection (two each CL, DD, and FF), Vudar Fleet Core Collection (DN, BCH, CA, CW, CW, and FW) and their Fleet Builder Collection (two CWs, two DWs, and two FWs); and the Neo-Tholian 312th Builder Collection. We also released stand covers that expand the half-inch hex-shaped bases to one-inch hexes and two-cm round bases.

The new 1/2500 Prestige Scale gains the Klingon D7K refitted battlecruiser and Lyran Tiger heavy cruiser.

Ships released for both 3788 and 3125 scales include: Klingon D6P gunboat tender, Tholian HDW (PFT mode); Kzinti Heavy Carrier, Space Control Ship, and Super Space Control Ship; Orion LR scout, Patrol Carrier, and DW scout; cost-saving sprues of two Hydran destroyers (2xLN, 2xKN, KN+LN); Jindarian metal frigate (including a sprue of two); Vudar BCH and CA; WYN Orca-V, Grey Shark DN, and DN Kit; North Polar CC, CA, CK, CS, CM, CL, CLM, DD, DDG, DDS.

Released in Omni Scale are the Romulan Augmented Base Station, Battle Station, and Augmented Battle Station; Orion Battle Station, Augmented Battle Station; WYN Aux Cruiser on Kzinti hull; armed freighters (all four sizes); large and small Q-ships (in two modes); North Polar Battle Station.

You can check out the store here:

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

### IN THIS ISSUE

This issue we present the new North Polar Gingerbread Attack Cruiser, the fourth large cruiser for this unusual empire. We are updating the ePack on W23 and Drive Thru to include all of the North Polar ships and scenarios.

### HALING 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.

### Q & A

**Q:** Why are you merging the two newsletters?

**A:** Because we don't need two nearly identical newsletters, which take twice as much work. Putting the same information in two different formats is just crazy.

**Q:** Will we still get ships and scenarios for *FC*?

**A:** Yes, of course! *Hailing Frequencies* will now include ships and scenarios for all of our games, just as it has always included tactics, product news, and Q&A for all of our games. *FC* will not be forgotten.

**Q:** But will we get 12 new ships and 12 new scenarios every year?

**A:** Yes. Some will be in *Hailing Frequencies* while others will be in the monthly release of new *FC* ship card ePacks, which are being expanded from six ships to 10 at the same \$5 cost. Every ePack will have one entirely new ship selected by the staff from public requests.

—Jean E. Sexton, Director of Communications

### PUBLISHER'S INFORMATION

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## FEDERATION COMMANDER SCENARIO

### (8CM154) A LONELY CHRISTMAS

Before the General War, a Federation survey cruiser had come across advanced technology of unknown origin. This was in orbit around a surprisingly-stable, variable-luminosity star, 1K Pegasi A, which is part of a binary star system 154 light years from Earth. Primary scans seemed to indicate that this technology was being used to inhibit the star's inevitable collapse. (A star of that type should have gone supernova long ago, destroying the core of the Federation.)

A mobile base was set up at the star with a research crew. An Old Light Cruiser was borrowed from the Rigellian National Guard for supply missions. That ship was also to provide protection from Orion Pirates while it was in the system. During other times, a police ship would be diverted to provide some protection. The purpose of the research was to find ways to prevent stars near inhabited systems from going super nova, causing massive loss of life and untold economic disruption. It was clear, however, that the research could take decades to bear fruit.

When the General War erupted with the Klingon invasion of the Federation, Star Fleet was hard pressed to protect everything that might be the target of a Klingon raid. Panic-stricken reports that Koval's Klingon Eastern Fleet was heading for 1K Pegasi A rather than Earth did not convince Star Fleet to provide more defenses.

The North Polar fleet refused to coordinate its actions with Star Fleet, but did provide much valuable aid in providing relief supplies to planets devastated by the Klingon attack.

In December of 2571, the research station at 1K Pegasi A was preparing for a holiday. The scientists had been working hard for years and gave themselves a few days off work to celebrate the ancient Earth holiday of Christmas with their families. The Old Light Cruiser had arrived with supplies (including a few special requests) and the North Polar fleet had dispatched a Gingerbread Attack Cruiser to deliver special shipments of cheer to keep up the morale of the isolated outpost.

The Klingons, rebuffed in their attack on Earth, had spotted 1K Pegasi A and decided to capture it, partly as a base for further attacks and partly because of unconfirmed rumors that there was some kind of valuable technology in that system. A small Klingon strike force was dispatched, expecting to find only a police ship, or perhaps the old Rigellian cruiser, on station. The Klingons were told to raid the facility, kidnap the scientists, and take away all of their research, then (if possible) hold the system as a base for future attacks on Earth. The Klingons vaguely knew that Christmas was some kind of religious/cultural celebration but their schedule for the attack was driven by the overall situation, not by the holiday itself.

#### (8CM154a) NUMBER OF PLAYERS

**Two:** The Federation player and the Klingon player.

#### (8CM154b) 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 star in one hex at the center of the map. Place a mobile base (heavy weapons replaced by cargo and all phasers are phaser-3s as they are easier for non-military technicians to maintain) in any hex in direction B/C that is 15 hexes away from the star. This is a fixed map. Any ship that exits the map has disengaged and left the scenario. If any Alliance ship(s) leaves the south or east map edge, it is considered to have disengaged. A Klingon ship(s) which leaves the map from the north or west map

edge is considered to have been destroyed.

**Federation:** Place an Old Light Cruiser up to three hexes from the mobile base. Place the North Polar Gingerbread CK in any hex adjacent within three hexes of the mobile base. The Federation player controls the North Polar CK until it is crippled, when it will disengage.

**Klingon:** Place an F5WC (*Communique 78*), F5W, and F5D all 26 hexes from the mobile base in direction E/F. By coming from the direction of the star, it was easier for the Klingons to escape detection before it was too late.

#### (8CM154c) OBJECTIVE

**Mission-Klingon:** Capture the mobile base by docking to it, sending at least 10 Marine boarding parties, then spend at least 16 consecutive impulses with the Marines on the mobile base, then recovering all surviving Marines (and with them the entire staff and scientists and all equipment/technology), and then successfully disengage the F5WC. Only the F5WC had the resources to gather and process the lab equipment. If possible, destroy, capture, or force the disengagement of the Federation cruiser and the North Polar CK and leave one uncrippled Klingon ship (not the F5WC) in possession of the system.

**Mission-Alliance:** Save the staff and equipment/technology, and (if possible) destroy the Klingon force to prevent further attacks before the base can be further reinforced.

**Time Limit:** Eight turns. At this point, if the issue remains in doubt, other forces will arrive and that commander will claim the victory.

**Victory:** The success of the Klingon mission depends in great part on the staff and technology recovered, without the loss of the F5WC. Ships are expensive and the alien technology is untested.

**Klingon Marginal:** The mission is completed but with the loss of all ships but the F5WC.

**Klingon Tactical:** The mission is completed with loss of any ship but F5WC, while destroying all Alliance ships.

**Klingon Decisive:** The mission is completed and the system is captured without losing a Klingon ship.

Any other result is considered a loss for the Klingons and a Federation victory.

#### (8CM154d) SPECIAL RULES

**1. Mobile Base Labs:** Alien technology and equipment cannot be captured other than as above (capture the base with at least 10 Marine Boarding Parties and occupying it for 16 consecutive impulses.

**2. The North Polar ship** was not expecting to be in a battle and therefore cannot start with photon torpedoes pre loaded. Once the North Polar ship is crippled, it automatically disengages and takes no further part in the battle.

**3. Klingon ships** cannot fire upon the North Polar ship until the impulse after they have been fired upon by that ship. Once the ship is crippled, they cannot fire on it any further.

#### (8CM154e) FORCE DYNAMICS

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

**1. Alternative Ships:** Replace the Klingon ships with different ships but with same total point value or less.

**2. Alternative Empires:** Replace Klingons with Romulan (or other) ships with the same total point value.

**3. Balance:** Replace one or two ships with larger or smaller ships to adjust the balance.

#### (8CM154f) DESIGNER'S NOTES

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

# NORTH POLAR GINGERBREAD ATTACK CRUISER

## FLEET SCALE

COUNTER **CK**  
 POINT VALUE: 75  
 DAMAGE CONTROL: 3



**POWER TRACK**

20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

GCA \_\_\_\_\_  
 Name

WEAPONS USED  

1	2	3	4	5	Z
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PHOTON ARMING  

A	P	L	+4	+8	F
B	P	L	+4	+8	F

PROBES  

--	--	--	--	--	--

DRONE RACK  

Z				
---	--	--	--	--

DRONES  

1				
2				

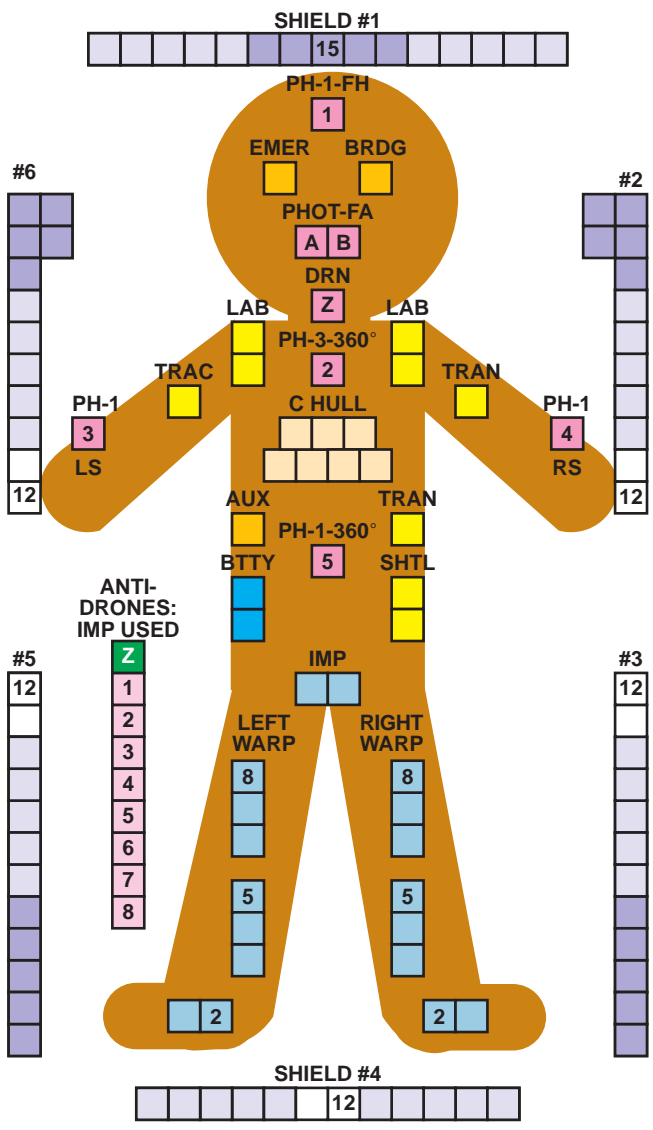
MARINES  

5				
---	--	--	--	--

FRAME DAMAGE  

3		
---	--	--

TURN MODE D MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 4 SPEED COST 8
BASE SPEED 24 TURN MODE 5 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN 2+1/2
EVASIVE MANEUVER COST 3



**C168**

FEDERATION COMMANDER: COMMUNIQUE #168  
 FLEET SCALE SHIP CARD #C168  
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**FRACTIONAL POWER**  
 0 1/2

# NORTH POLAR GINGERBREAD ATTACK CRUISER

## SQUADRON SCALE

COUNTER **CK**  
 POINT VALUE: 150  
 DAMAGE CONTROL: 6



POWER TRACK

+40  
+30  
+20  
+10

GCA \_\_\_\_\_  
 Name

WEAPONS USED

1	2	3	4	5	6
7	8	9	10	Y	Z

PHOTON ARMING

A	P	L	+4	+8	F
B	P	L	+4	+8	F
C	P	L	+4	+8	F
D	P	L	+4	+8	F

PROBES

--	--	--	--	--	--

DRONE RACKS

Y					
---	--	--	--	--	--

Z					
---	--	--	--	--	--

MARINES

10					
5					

FRAME DAMAGE

6					
---	--	--	--	--	--

TURN MODE D  
 MOVE COST 1

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 8

BASE SPEED 16  
 TURN MODE 4  
 SPEED COST 16

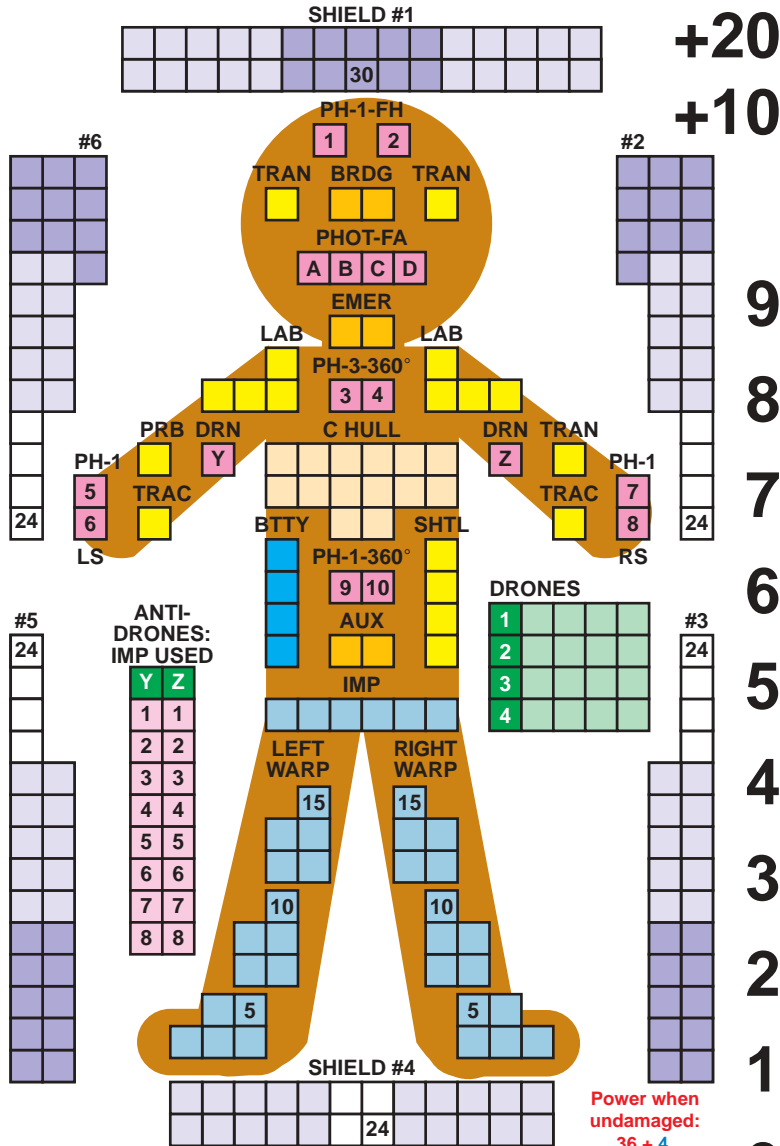
BASE SPEED 24  
 TURN MODE 5  
 SPEED COST 24

ACCELERATION  
 COST 1

DECELERATION  
 COST 1

HIGH ENERGY  
 TURN COST 5

EVASIVE  
 MANEUVER  
 COST 6



Power when undamaged: 36 + 4.

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 SQUADRON SCALE SHIP CARD #C168  
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FRACTIONAL POWER  
 0 1/2



# NEW ON SHAPEWAYS

Now on sale on Shapeways:



Will McCammon's  
Federation CA (4.5") and Klingon D7K (3.8")  
in 1/2500 Prestige Scale

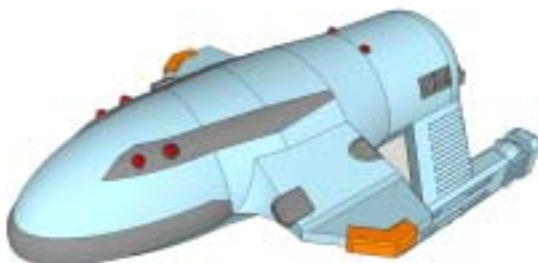


Romulan BATS w/ modules  
by Lawson  
©ADB Inc, 2019



Kzinti Super Space Control Ship by  
Steve Zamboni

WYN Mako-class War Destroyer  
by Chris Nasipak



ISC Core Collection in 1/7000 scale by  
Steve Zamboni  
DN, CA, CL, DD, 2xFF



# NORTH POLE REPUBLIC NOW ON SHAPEWAYS

