



COMMUNIQUE #134

STARDATE 2017.02.10

THE BIG NEWS: PRIME DIRECTIVE PD20M SUPPLEMENT

Explore More Worlds! Discover More Species!

Find out about the Brecon (four-armed humanoids) Deians (who are extremely beautiful), and Prellarians (masters of high-grav and null-grav technologies).

The Klingon Empire has more species: Yitlians (fierce warriors), Zoolies (highly perceptive, assigned to commando teams), and Vudar (lizards who are part of the empire but allowed to run their own navy).

The Andromedan Invaders have more background and data to build combat robots to confound players.

The Inter-Stellar Concordium is described more fully along with five member species to play or encounter.

The Seltorian Tribunal has but one goal: exterminate the Tholians! Two types of Seltorians can be played. Jindarians are at home on their asteroid caravans.

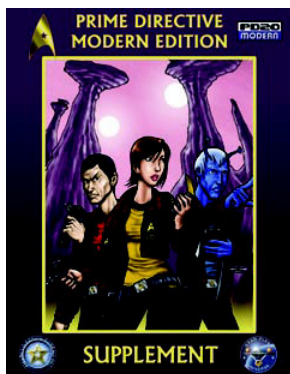
The Paravians died when a sun snake destroyed their star; the Carnivons were wiped out by the Kzintis and Lyrans, but small groups survived.

A unified weapons table and a complete index cover all four published books.

Compatible with modern roleplaying systems using 20-sided dice. Requires the use of the *Prime Directive PD20 Modern Core Rulebook*. To fully use the weapons, the sourcebooks are highly recommended. Compiled by Jean Sexton and the Prime Directive Staff.

This is the Early Bird PDF Edition and the final version before the print edition is released in two weeks.

We will be replacing this edition with the final PDF, including the back cover. We think this book is ready to go, but we aren't perfect and there may be a typo or two in this version that will be caught. Get your copy at DriveThru RPG: <http://www.drivethrurpg.com/product/204657/>



SITUATION REPORT: THROUGH AN ICY SCANNER

We're continuing to show progress on many projects. Work is focused on *Captain's Log #52*.

Steven Petrick has sent the *Lyrans Master Starship Book* to the staff and is dragging the graphics out of Steve Cole a dozen or two at a time. He has prepared the *LDR Master Starship Book* as the next staff project and is working on the *Kzinti Master Starship Book*.

Work continues on the long-awaited *Federation Admiral* campaign system. Work on the rulebook is moving through the fourth draft while the staff struggles to create a (workable) fast combat system.

We did a preliminary review of the "trading game" *Merchants of the Federation* which an outside designer sent to us. It shows some interesting aspects but will require a Kickstarter campaign to raise \$100,000.

Production has moved ahead on three new ships for Starline 2425 (large freighter, jumbo freighter, heavy freighter). A sculptor is now working on the Romulan and Klingon HDWs. We did release the 2450 Klingon D7K.

Jean Sexton is busy selecting fiction for the second and third Kindle books (fiction anthologies) and is starting work with two outside authors on new game systems for the *Prime Directive RPG Universe*.

We continue to work on four sheets of single-sided counters. These will include reprints for *Federation Commander Klingon Border*, *SFB Module C2*, and *F&E Planetary Operations*. That will leave space for only one new product, either *SFB Module X2* or a new module for *Federation Commander*.

PUBLISHER'S INFORMATION

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INDEX FOR 2017

• **Communique #133:** Scenario 8CM120 The Battle of the *Agincourt*; Federation CAD heavy drone cruiser.

COMMUNIQUE INDEXES FROM EARLIER YEARS

The Index for 2006 was in *Communique #14*.
The Index for 2007 was in *Communique #24*.
The Index for 2008 was in *Communique #36*.
The Index for 2009 was in *Communique #48*.
The Index for 2010 was in *Communique #61*.
The Index for 2011 was in *Communique #73*.
The Index for 2012 was in *Communique #84*.
The Index for 2013 was in *Communique #96*.
The Index for 2014 was in *Communique #108*.
The Index for 2016 was in *Communique #132*.

Questions and Answers

Q: The rules say that I can buy extra movement points and spend energy to cancel movement points, even the extra points that I just bought. Why would I ever want to do that?

A: It would be a rare situation in which you need to buy and cancel movement in the same impulse, but it can happen. One way is that your opponent does something totally unexpected and you need to avoid moving into what you now know is a trap. Another reason is that you were moving at a low base speed (say, 16, which gives you movement in the 2nd and 4th sub-pulse). So you buy extra movement (allowing you to move in the 3rd sub-pulse) and then cancel the movement in the 4th sub-pulse. This sounds like a really expensive way to do something crazy, but trust us, there will be moments when controlling just exactly which sub-pulses you move during actually will matter.

Our thanks for Q&A and rules updates go to Mike West, our intrepid *Federation Commander* Department Head. Great job, Mike!

BATTLE GROUP REPORT

by Jean Sexton, Battle Group Facilitator

We are continually getting reports from battle groups and registrations of new battlegroups. See the special web page at StarFleetGames.com/battlegroup.shtml for more information. Report your activities (demos, playtests, conventions) to us for posting on that page.

This month we are looking at states that need a battlegroup: Alabama, Alaska, Arizona, Arkansas, Connecticut, Delaware, Hawaii, Idaho, Illinois, Iowa, Kansas, Kentucky, Louisiana, Maine, Maryland, Massachusetts, Michigan, Minnesota, Mississippi, Missouri, Montana, Nebraska, Nevada, New Hampshire, New Jersey, New Mexico, North Dakota, Oklahoma, Oregon, Rhode Island, South Carolina, South Dakota, Utah, Vermont, West Virginia, Wisconsin, and Wyoming. If you live in one of these states, start up your battle group now! <http://www.starfleetgames.com/battlegroup/gather.shtml>

NEWS FLASHES:

THE SFB PLATINUM TOURNAMENT

■■■■■ The sixth annual Star Fleet Battles Platinum Hat tournament nearing the finish line. Only one semifinal game remains to be played and then the final contest can start. Paul Scott is the judge for this tournament; Steven Petrick is the Tournament Marshal, with Peter Bakija assisting them.

THE SEARCH FOR A SHIP

While working on *Captain's Log #52* we came upon an idea for a large skiff (by Jeff Wile) and decide it was worth publishing. So the *FC* version is here and the *SFB* version will be in *Captain's Log #52*.

WE CAN'T DO EVERYTHING

Recently, we were working on *Captain's Log #52*, and were trying to find exciting and useful things to include.

For *Federation Commander* we looked at the overall plan and decided that the best thing to do next was actual rules for ground combat (much simpler than the *SFB* versions as there are fewer kinds of units) along with four commando ships. (There are, of course, several other commando ships scattered through *Communique*.) There will also be new scenarios.

Star Fleet Battles will get an update for the Zosman Marauders, data about the wild alunda space creatures, a primer on Jumokian tactics, several new scenarios, 35 battle groups, and other material.

Federation & Empire will get rules and a special scenario for *The Middle Years*.

When the two Steves proved unable to think of anything to do for *Star Fleet Marines*, Jean Sexton astounded us with a unique "Battle of the Bulge" scenario.

There are also fun things for *Starmada*, *ACTASF*, *Star Fleet Battle Force*, and much more.

RANGERS LEAD THE WAY

Jean Sexton has reorganized the Ranger Demonstration Teams, sent Rangers their long-overdue rewards, and is recruiting new Rangers. The Rangers recruit and train new players by means of demos conducted in game stores and at conventions. See the Ranger page for more info:

<http://www.StarFleetGames.com/rangers/index.shtml>

Be sure to read *Hailing Frequencies* to catch up on any demos and conventions near you.

There is exciting news for Rangers on Facebook! We've started up a closed group for Rangers to discuss ideas, best practices, and to simply hang out with serious enthusiasts. You must be on Jean's list of Rangers before you can become a member. Join it here:

<https://www.facebook.com/groups/517647465103651/>



FEDERATION COMMANDER SCENARIO

[8CM121] THE TROJAN FREIGHTER III

The Orions generally confined their operations to profit-making ventures, convoy raids being their obvious preference. On occasion however, a troublesome warship that was inconveniently patrolling an area where pirates wanted to operate would be dealt with using overwhelming force, typically by luring it into some sort of trap. Captured freighters and faked distress signals made excellent lures, and were used on a number of occasions. Sometimes, the captain was a trusting soul who assumed that there really was a freighter in distress. In other times, the captain smelled a rat and approached the “disabled” freighter loaded for bear.

(8CM121a) NUMBER OF PLAYERS

Two: The Fleet player and the Orion player.

(8CM121b) INITIAL SETUP

Map: Use a “floating” map since the battle is in open space with no borders or terrain features to restrict the movement of the ships. Any unit which ends the turn more than 30 hexes from all enemy ships has disengaged and has left the scenario. All ships may disengage in any direction. Place a planet (3 hex diameter) in the center of the map.

Freighter: The Orion player places a freighter of any sort two hexes from the planet in direction D.

Fleet: Place a cruiser within two hexes of the freighter, facing the freighter. See (8CM121d).

Orion: Set up one CR four hexes in direction B/C (east) of the center of the planet facing the cruiser, and another four hexes in direction E/F (west) of the center of the planet, also facing the cruiser. These two ships should be at least nine hexes away from the cruiser.

(8CM121c) OBJECTIVE

Mission-Orion: Destroy the cruiser — or at least cripple it.

Mission-Fleet: Escape from the trap without being crippled. Damage, destroy, or capture the pirate ships if possible.

Time Limit: The scenario continues until all ships belonging to one player have been captured or destroyed, or have disengaged. If the scenario has not ended by the final impulse of Turn #10, police units have arrived and the Orion ships are considered captured. (The Orions should seriously consider leaving before this point.)

Victory: Use the Point Value Victory System (8B2) to determine the winner.

(8CM121d) SPECIAL RULES

1. Option Mounts: Orion option mounts must contain weapons available to the empire represented by the cruiser.

2. Battle-Ready: In the vastness of space and history, this scenario happened dozens of times. Sometimes the captain fell for the trick, sometimes not. The Fleet Player rolls one die after all ships are set up and energy allocated and uses the special rules below. If the cruiser is less than 120 points (65 points in fleet scale), add one to the die roll and consider a 7 to be a 6. If the cruiser is over 145 points (80 points in fleet scale), subtract one from the die roll and consider a 0 to be a 1.

Die Roll 1: The cruiser is totally fooled by the trick. No weapons can be fired on Turn #1, and shields are down at the start of the scenario. Cruiser base speed = 0.

Die Roll 2: The cruiser is not quite so foolish. Phasers (only) may be fired on Turn #1; other weapons must wait for Turn #2. The shield facing the freighter is down at the start of the scenario. Cruiser base speed = 0.

Die Roll 3 or 4: The cruiser is cautious. All shields are up, and all weapons are armed but not overloaded. Cruiser base speed = 0.

Die Roll 5: The cruiser is fully prepared, all weapons are armed, including overloads if desired. Cruiser base speed = 8.

Die Roll 6: The ship is fully prepared, all weapons are armed, including overloads if desired. Additionally, the cruiser has 10 extra Marine boarding parties. Cruiser base speed = 8.

(8CM121e) FORCE DYNAMICS

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

1. Alternative Ships: This operation could be conducted by any Orion cartel, so any empire’s cruiser could be used.

2. Balance: Change one of the CRs to a BR or LR. Pick a larger or smaller cruiser. Add an FF or POL to the Fleet forces, or an LR to the Orion forces.

3. Faster Scenario: To finish this scenario in a shorter time, use a light cruiser or war destroyer, and replace the CRs with LRs.

4. Larger Battle: To lengthen this scenario, add one LR with each CR (two total), and a DW with the cruiser.

(8CM121f) DESIGNER’S NOTES

This scenario was originally designed for *Star Fleet Battles* by Bruce Graw and was published as SL161 in *Captain’s Log #17*. It was converted to *Federation Commander* by Paul Cordeiro. Steve Cole added the special rules about variable combat readiness.

SMASHER LARGE SKIFF FLEET SCALE

COUNTER **LSK**
POINT VALUE: 19
DAMAGE CONTROL: 1

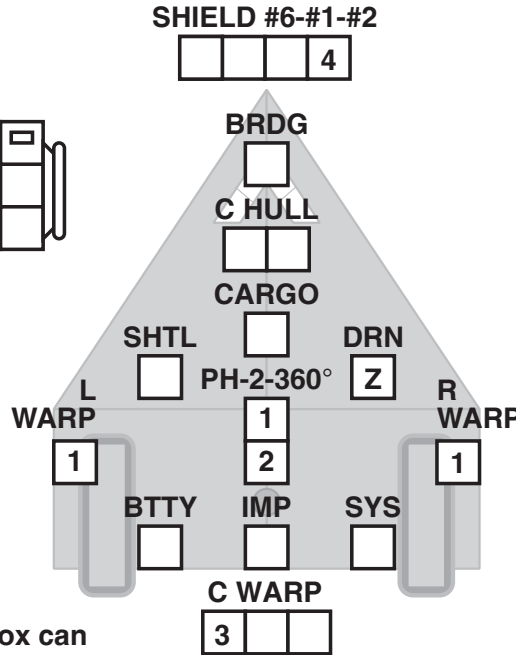
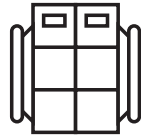
**POWER
TRACK**

7
6
5
4
3
2
1
0

SSK
Name _____
FRAME DAMAGE
MARINES **1** **1**

WEAPONS USED
1 2 Z
PROBES
[][][][][]

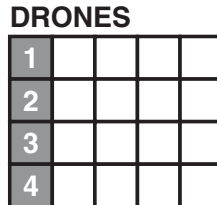
- TURN MODE B
MOVE COST 3/16
- BASE SPEED 8
TURN MODE 2
SPEED COST 1.5
- BASE SPEED 16
TURN MODE 3
SPEED COST 3
- BASE SPEED 24
TURN MODE 4
SPEED COST 4.5
- ACCELERATION
COST 3/16
- DECELERATION
COST 3/16
- HIGH ENERGY
TURN COST
15/16
- EVASIVE
MANEUVER
COST 1+1/8



SYS box can function as a transporter or tractor, but not both at the same time.



SHIELD #5-#4-#3
[][][] 4



TYPE-D PLASMA TORPEDO
10 [][][][][][][][][]

FEDERATION COMMANDER: COMMUNIQUE #134
FLEET SCALE SHIP CARD #C134
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Z: Fed, Klingon, Kzinti, WYN ships have drones. Gorn, Rom, ISC have plasma-D (FH). Others have phaser-1-FA.

C134

FRACTIONAL POWER
0 1/16 1/8 3/16 1/4 5/16 3/8 7/16 | +1/2

SMASHER LARGE SKIFF SQUADRON SCALE

COUNTER
POINT VALUE: 36
DAMAGE CONTROL: 2

POWER
TRACK

13
12
11
10
9
8
7
6
5
4
3
2
1
0

SSK
Name _____
FRAME DAMAGE
MARINES

WEAPONS USED

PROBES

TURN MODE B
MOVE COST 3/8

BASE SPEED 8
TURN MODE 2
SPEED COST 3

BASE SPEED 16
TURN MODE 3
SPEED COST 6

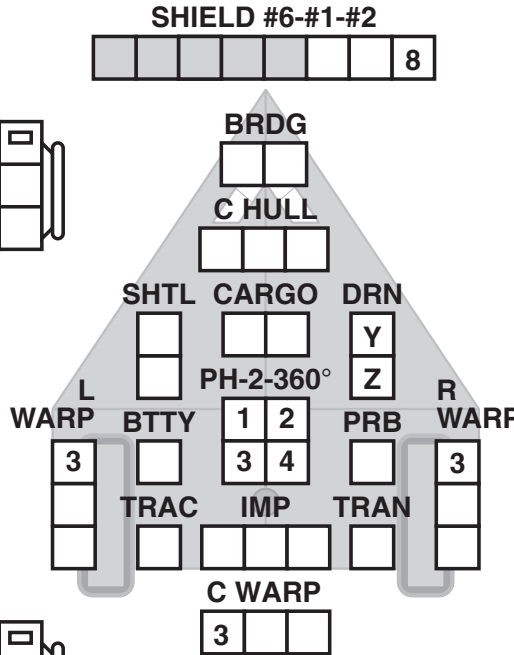
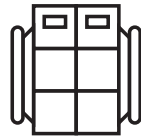
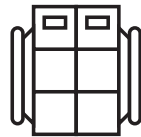
BASE SPEED 24
TURN MODE 4
SPEED COST 9

ACCELERATION
COST 3/8

DECELERATION
COST 3/8

HIGH ENERGY
TURN COST
1+7/8

EVASIVE
MANEUVER
COST 2+1/4



DRONE RACK	DRONES	DRONES
<input type="text" value="Y"/>	<input type="text" value="1"/>	<input type="text" value="5"/>
	<input type="text" value="2"/>	<input type="text" value="6"/>
<input type="text" value="Z"/>	<input type="text" value="3"/>	<input type="text" value="7"/>
	<input type="text" value="4"/>	<input type="text" value="8"/>

TYPE-D PLASMA TORPEDOES

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<input type="text" value="10"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

FEDERATION COMMANDER: COMMUNIQUE #134
SQUADRON SCALE SHIP CARD #C134
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YZ: Fed, Klingon, Kzinti, WYN
ships have drones. Gorn, Rom,
ISC have plasma-D (FH). Others
have phaser-1-FA.

C134

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