



# COMMUNIQUE #141

## STARDATE 2017.09.09

### THE BIG NEWS: SCENARIO LOG #2

This project is finished and ready for download from Warehouse 23, Drive-Thru RPG, or Wargame Vault.

This book includes 57 scenarios for *Federation Commander*. These are from the earlier issues of *Communique*, but have been updated, reformatted, and expanded to include new special rules, new player options, and more access to ships.

### SHAPEWAYS: 150+ SHIPS SO FAR

Our store on Shapeways continued to expand with over 50 new ships by five sculptors on September 1st.

Ships released for both 3788 and 3125 include: Federation Galactic Survey Cruiser, Klingon B10B battleship, Klingon B10B boom, Seltorian NCA, Maesron CL, Probr CA, Romulan Falcon Mauler, four Tholian carriers (CVA, CWV, DDV, PV), WYN Auxiliary dreadnought *Nancy*, Hydran frigates (Crusader, Cuirassier) and Paladin dreadnought, Lyran Lion dreadnought.

Omni scale ships included in this release are: Harbor tug and salvage tug without pods. Also included are gunboats in sprues of eight: Romulan Centurion, Orion, Hydran Harrier, Lyran/LDR, and WYN.

Ships released for 3788 include: Trobin and Koligahr patrol boats (frigates), Frax War Cruiser scout.

Ships released for 3125 include: All Maesron ships that were previously released in 3788.

We also released a series of stands to keep your ships flying and stand toppers to keep your fighters and gunboats in formation.

The Space Manta is available in three sizes.

Ships expected next month include the Federation destroyers, fighters for several empires, more ships for the Omega Sector, more WYNs, more Tholians, more Seltorians, and just more.

You can check out the store here:

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

### IN THIS ISSUE

Before we could even look for a ship for this issue, someone noticed that one of the Shapeways sculptors was doing a Lyran Destroyer-Scout, but there was no ship card for it. So players requested it.

### Q & A

**Q:** If a base (which has no movement cost) falls into a black hole, how big is the radiation burst?

**A:** Use the data in rule (5E2) for bases (or wreckage of bases) that fall into black holes. We will add a cross reference in the next edition.

**Q:** Rule (5P3a) says you cannot use evasive while cloaked but (5P3d) says if you do it voids the cloak. Which is correct?

**A:** Both. If you use it, the cloak fails, so you're not using it while cloaked.

**Q:** What good is Aegis? In *SFB* it lets you shoot-look-shoot but in *FC* the Defensive Fire Phase makes that unworkable and unnecessary.

**A:** As the rulebook says, the ship with Aegis can do something no ship without Aegis can do, and that is to fire during the Defensive Fire Phase to defend a ship other than itself.

—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.shtml](http://StarFleetGames.com/newsletter.shtml)

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

### PUBLISHER'S INFORMATION

*FEDERATION COMMANDER: COMMUNIQUE #141* is published and copyright © 2017 by Amarillo Design Bureau, Inc., [www.StarFleetGames.com](http://www.StarFleetGames.com), PO Box 8759, Amarillo TX 79114.

Elements of the *Star Fleet Universe* are the property of Paramount Pictures Corporation and are used with their permission.

# FEDERATION COMMANDER SCENARIO

## [8CM128] RAID AT ENTEBBE VII

Late in the General War, the Federation was being stretched too thin and could not protect all its interests. One of their survey ships on a high-risk mission had come across some advanced technology of unknown origin, just below the surface of the tiny, forsaken planet, Entebbe VII. The Federation felt that this find was significant enough to have a planetary defense monitor and some defense satellites quietly placed in orbit to prevent Orion pirates or other marauders from stealing the technology. However, despite intense security, a network of Klingon spies came across information about the subterranean find, and the Klingons sent a strike force to destroy the lab and to use Marines to seize any advanced technology for themselves. The quickly assembled force had surprise on their side, but speed was a necessity as the Federation response was likely to be fast and possibly powerful.

The only Federation ship that could respond in time was a heavy dreadnought originally headed for another mission

### (8CM128a) NUMBER OF PLAYERS

**Two:** The Federation player and the Klingon player. Alternatively, two players could play the Federation; one controlling the planetary defences and the other controlling the DNH.

### (8CM128b) 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). Place the planet Entebbe VII at the center of the map. This is a location map centered on the planet. Any ship that exits the map has disengaged and left the scenario. If the Federation DNH leaves the south or west map edge, it is considered to have been destroyed. Any Klingon ship(s) which leaves the map from the north or east map edge is considered to have been destroyed.

**Federation:** Place a planetary defense monitor up to three hexes from the planet, and two large armed freighters in any hex adjacent to the planet. Place five defense satellites in standard orbit around Entebbe VII. There are 12 Marine squads (six in fleet scale) guarding the surface entrance to the subterranean lab, on the planetary hex facing direction C.

**Klingon:** Place a Klingon C9 dreadnought, a D5G commando cruiser, D6K heavy cruiser, HF5 heavy war destroyer, and an E3 escort 15 hexes from the planet in directions B or C or between those directions

### (8CM128c) OBJECTIVE

**Mission-Klingon:** Destroy the hidden underground lab and have their Marines pick up all 25 pieces of alien equipment (12 in fleet scale) and successfully disengage without losing any ships.

**Mission-Federation:** Save the lab, and the alien equipment, and (if possible) destroy some or all of the Klingon force to prevent further attacks before the site can be further reinforced.

**Time Limit:** Play proceeds until all units belonging to one side have disengaged or been destroyed/captured.

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

**Klingon Marginal Victory:** The lab is destroyed and 25 pieces of technology are collected but any ship other than the E3 is lost. The loss of two ships reduces this to a draw.

**Klingon Tactical Victory:** The lab is destroyed and 25 pieces of technology are collected and only the E3 is lost.

**Klingon Decisive Victory:** The lab is destroyed and 25 pieces of technology are collected without the loss of any ships.

To recover only 13-24 pieces of equipment (6-11 in fleet scale) lowers the victory by one level.

Any other result is considered a loss for the Klingons and a marginal victory for the Federation. For every Klingon ship destroyed or captured, increase the level of victory by one (to tactical then decisive).

The Klingons have committed considerable resources to this mission and therefore anything but complete success is a waste of these resources. The alien technology is untested and its weapon potential unknown but regardless of this, it cannot be left in the hands of the Federation. Any possible military advantage that can be gleaned from this equipment must belong in the hands of the Klingon Empire. Leaving any equipment behind might be the critical elements so all of the equipment should be collected, but gaining at least half of it is of some value.

### (8CM128d) SPECIAL RULES

**1. Atmosphere/Subterranean Lab:** The planet has no atmosphere so there are no atmospheric effects on weapons fired at the planet or targets on the planet. However the lab is subterranean and cannot be damaged other than by Marines actually entering the lab (after defeating the 12 Federation Marine squads stationed on the planet's surface) and doing 25 points of damage during Marine combat.

**2. Federation Reinforcements:** At the Start of Turn #2, the Federation receives the Federation heavy dreadnought. This is placed 26 hexes from the planet in direction A.

**3. Collecting Equipment:** Each Klingon Marine squad can carry one piece of equipment back to the ship they came from, either by transporter or shuttlecraft. To collect the equipment each Klingon Marine must spend eight consecutive impulses on the planet's surface (actually, in the subterranean lab) after all Federation Marines are eliminated. If Marines from the DNH arrive in the middle of these impulses, the count is suspended until all of the Federation Marines are eliminated.

### (8CM128e) 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 Federation DNH with a Kzinti DNH or any other ship of that combat power.

**2. Alternative Empires:** Replace all the Federation units with Kzinti or, for a twist, ISC equivalents.

**3. Balance:** Replace one or two ships with larger or smaller ships to adjust the balance. The Federation could use a battleship. The Klingons could use a C10 or a C7.

### (8CM128f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Art Trotman for another purpose but as plans evolved it found a better place here.

# LYRAN LEOPARD-S DESTROYER SCOUT

## FLEET SCALE

COUNTER DDS  
 POINT VALUE: 31  
 DAMAGE CONTROL: 1

**POWER TRACK**  
11

LMS \_\_\_\_\_  
 Name

PROBES

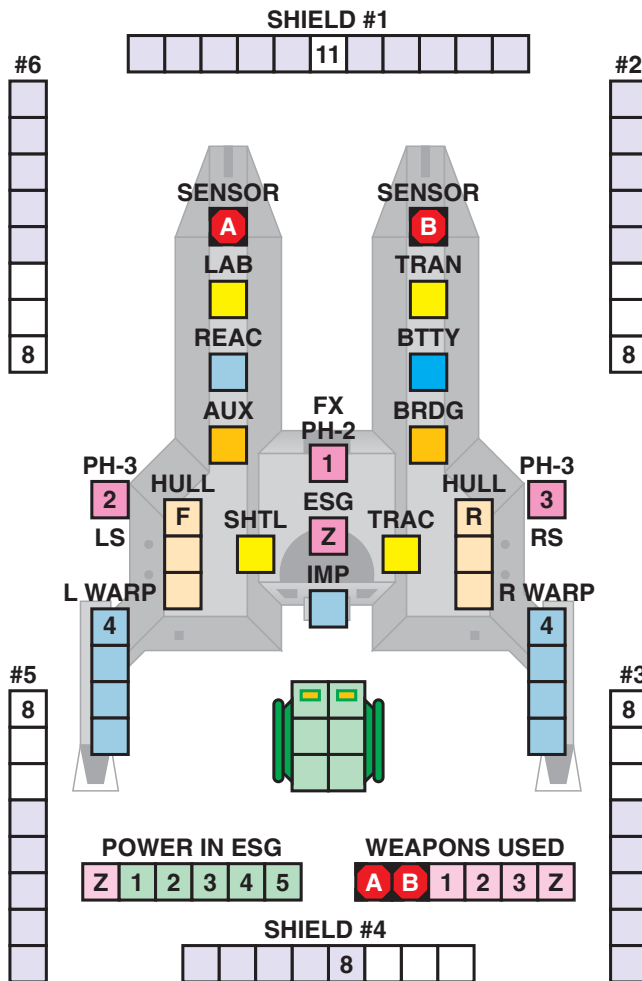
MARINES  
 3

FRAME DAMAGE  
 2



10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

TURN MODE B 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 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2



FEDERATION COMMANDER: COMMUNIQUE #141  
 FLEET SCALE SHIP CARD C141L  
 Copyright © 2017 Amarillo Design Bureau, Inc.

**C141L**

**FRACTIONAL POWER**  
 0    1/4    1/2    3/4

# LYRAN LEOPARD-S DESTROYER-SCOUT

**SQUADRON SCALE**

COUNTER DDS  
 POINT VALUE: 62  
 DAMAGE CONTROL: 2

**POWER TRACK**



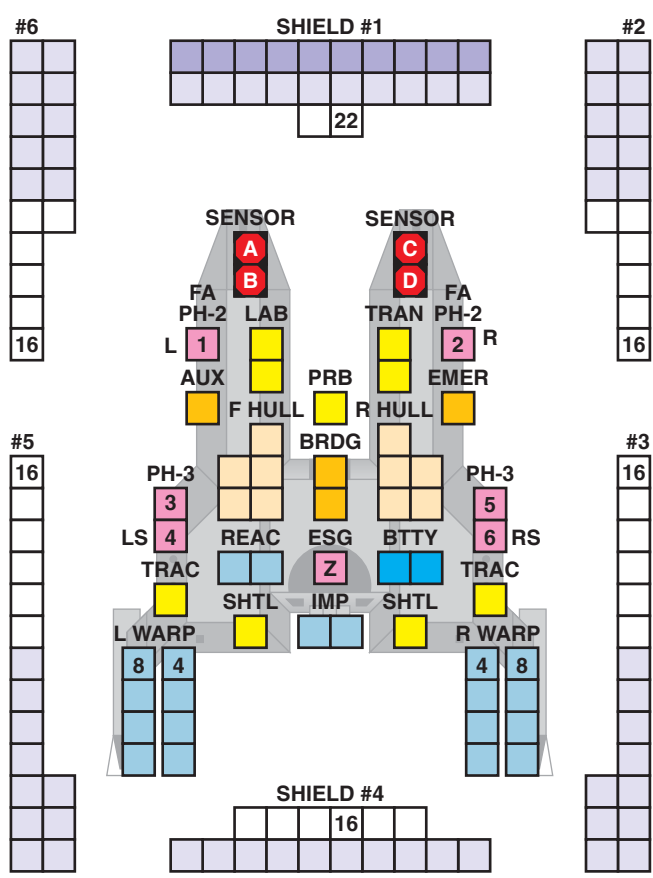
22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

LMS \_\_\_\_\_  
 Name

PROBES

MARINES  
 6

FRAME DAMAGE  
 4



- TURN MODE B  
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 4  
SPEED COST 12
- ACCELERATION  
COST 1/2
- DECELERATION  
COST 1/2
- HIGH ENERGY  
TURN COST  
2+1/2
- EVASIVE  
MANEUVER  
COST 3



WEAPONS USED  
A B C D  
1 2 3 4 5 6 Z



FEDERATION COMMANDER: COMMUNIQUE #141  
 SQUADRON SCALE SHIP CARD #141L  
 Copyright © 2017 Amarillo Design Bureau, Inc.

POWER IN ESGs  
Z 1 2 3 4 5



**FRACTIONAL POWER**  
 0    1/4    1/2    3/4

# LDR LEOPARD-S DESTROYER SCOUT

FLEET SCALE

COUNTER DDS  
 POINT VALUE: 34  
 DAMAGE CONTROL: 1

**POWER TRACK**  
11

LMS \_\_\_\_\_  
 Name



PROBES

MARINES

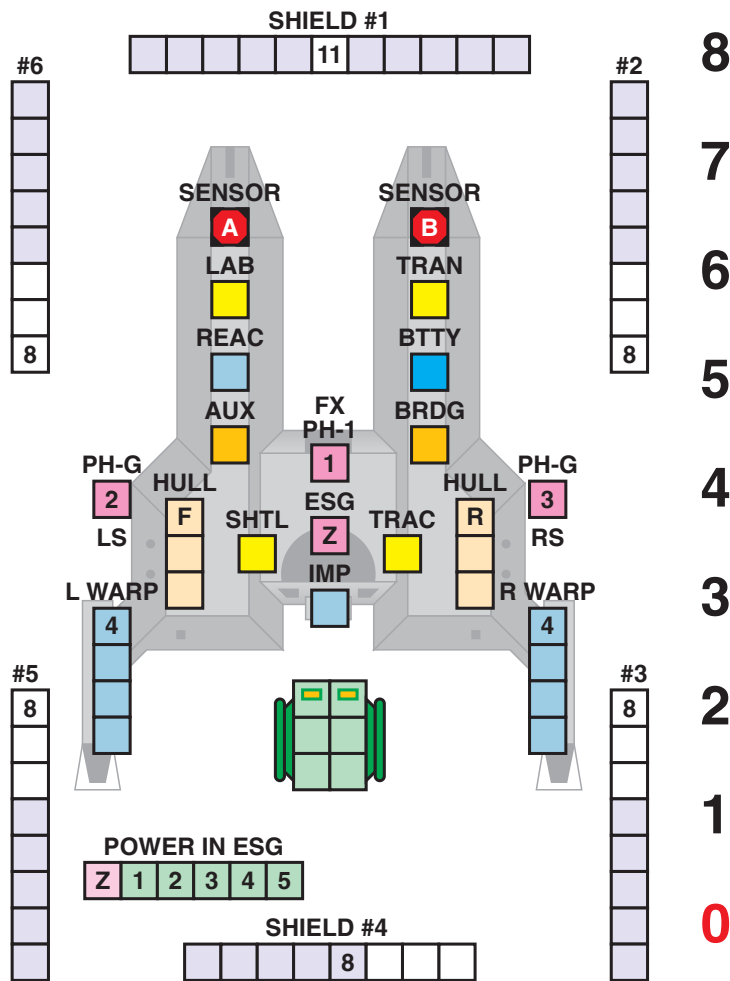
FRAME DAMAGE

WEAPONS USED  
A
B
1
Z

PH-G

TURN MODE B 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 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2

**C141D**



FEDERATION COMMANDER: COMMUNIQUE #141  
 FLEET SCALE SHIP CARD C141D  
 Copyright © 2017 Amarillo Design Bureau, Inc.

**FRACTIONAL POWER**  
 0 1/4 1/2 3/4

# LDR LEOPARD-S DESTROYER-SCOUT

**SQUADRON SCALE**

COUNTER DDS  
 POINT VALUE: 67  
 DAMAGE CONTROL: 2

**POWER TRACK**

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0



LMS \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES

MARINES  
6

FRAME DAMAGE  
4

WEAPONS USED  
A
B
C
D  
1
2
Z

PH-G  
3


  
4


  
5


  
6

TURN MODE B  
 MOVE COST 1/2

BASE SPEED 8  
 TURN MODE 2  
 SPEED COST 4

BASE SPEED 16  
 TURN MODE 3  
 SPEED COST 8

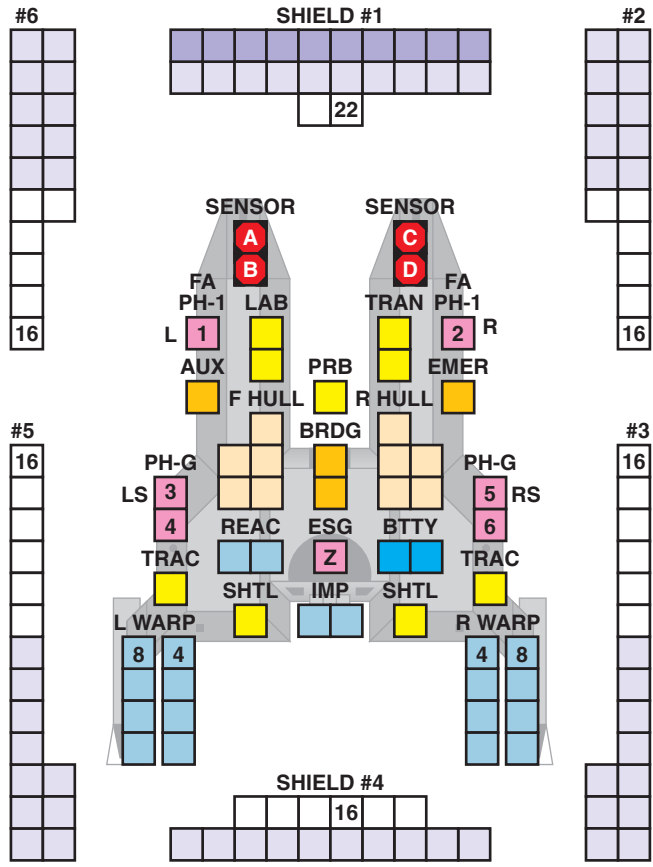
BASE SPEED 24  
 TURN MODE 4  
 SPEED COST 12

ACCELERATION  
 COST 1/2

DECELERATION  
 COST 1/2

HIGH ENERGY  
 TURN COST  
 2+1/2

EVASIVE  
 MANEUVER  
 COST 3



FEDERATION COMMANDER: COMMUNIQUE #141  
 SQUADRON SCALE SHIP CARD #141D  
 Copyright © 2017 Amarillo Design Bureau, Inc.

POWER IN ESGs  
Z
1
2
3
4
5



**FRACTIONAL POWER**  
 0    1/4    1/2    3/4