



# FEDERATION COMMANDER



## COMMUNIQUE #1 STARDATE 2006.01

### THOLIAN WAR CRUISER

This ship will be in a future product that will include the rules for web generators; they are free hits scored on "FLAG" for now. The Ship Cards in this issue are presented in black & white since most of you will print them out that way. For those not familiar with the process, by the time this ship is "officially published" in about a year, minor changes may have been made to it, based on reports from players like yourself. Please send your comments to help us make the game better.

### SCHEDULE UPDATE

The next releases for *FEDERATION COMMANDER* will be the booster packs in February 2006. These will provide you with multiple copies of existing SSDs, allowing you to fly larger fleets more easily. Each pack will include one entirely new ship. Even better, Booster Pack #0: Intelligence Report will bring you ships and rules for the Romulans, Gorns, ISC, Hydrans, Lyrans, and WYN. March will see the release of *KLINGON ATTACK*, and shortly thereafter its relevant booster packs, squadron boxes, and border box. We will release *FEDERATION COMMANDER: ROMULAN BORDER* and its boosters and boxes next summer (2006), followed by *ROMULAN ATTACK* in the fall of 2006.

### SUBMIT YOUR OWN IDEAS

You are welcome to submit your own ideas for *FEDERATION COMMANDER*; we particularly need new scenarios. See the input guide on our website for information. There is no point in submitting conversions of ships, weapons, and rules from *Star Fleet Battles*. We are already doing those, but you can suggest or request ships or other items you think should be done sooner rather than later. The most important input you can give us are suggestions for ways we can improve our products, operations, and services. We welcome your constructive criticism, new ideas, suggestions, comments, and questions.

### QUESTIONS AND CLARIFICATIONS

**(1E2d)** All fire is simultaneous, so any weapon destroyed during this Phase can still be fired during this phase (assuming it was able to fire otherwise). During this Phase, each player must resolve all of the fire of one ship before moving to the next ship.

**(1F2)** If you skip a movement impulse (2B2b), leave the ship where it is, but rotate it so the cross-section line is parallel to the next turn increment line.

**(2A5)** Within these groups, the slower unit moves first. If two units have the same baseline speed, and one has accelerated, it is faster than a unit with the same baseline speed but slower than a unit with the next higher baseline speed. If one has decelerated, it is slower than a unit with the same baseline speed but faster than a unit with a lower baseline speed. If the speeds are equal, the unit with a better turn mode category moves last. If speed *and* turn mode category is the same, both players write down their movement for that sub-pulse only and expose these simultaneously, then execute them simultaneously. A ship does

a high energy turned in the assigned step (even if not moving in that sub-pulse).

**(2B1b)** There are numerous mathematical errors in these charts, but the ship cards are correct.

**(2C3b)** A unit starting from speed zero cannot turn before moving out of the hex, because it has no way to satisfy its turn mode. (If it satisfied the turn mode on a previous turn or impulse, then it can turn.) If the owning player wants to turn before movement, the unit could perform a High Energy Turn (2D2) or a Tactical Maneuver (2D1) before moving.

**(3D4d)** Directed Targeting can only be used if the range is 10 hexes or less, and cannot be used if the volley includes over-loaded weapons.

**(3E2)** Ships can be captured by enemy marines. See (5F2). A captured ship cannot (under the new owners) fire in the Offensive Fire Phase, launch or guide seeking weapons, perform evasive maneuvers or high energy turns, accelerate or decelerate, or pick a baseline speed higher than 16.

**(4G2)** Each drone rack can launch only one drone per turn.

**(5D6c)** Enemy ships held in tractor beams have no penalties or restrictions regarding their ability to fire weapons, launch shuttles or seeking weapons, or use their systems. Friendly ships being towed cannot fire during the Offensive Fire Phase of any turn.

**(5F2c)** To actually capture an enemy ship, you eliminate all of its Marines and then score an additional number of casualty points equal to the number of control systems (5A) on the ship (3E2). You can then withdraw any boarding parties which exceeded the original number of control boxes.

**(7D)** The Klingon C7 should have the same expanded L+FH, FH+R arcs on both sides. The energy track is incomplete on the fleet side, and two boxes of the #6 shield on the squadron size are the wrong color purple.

**(8B2c)** Marginal victory should be 25% or more, not 50%.

**(8B3)** The harassing ship gains no points for "forcing" the rescue ship to disengage if it has rescued the colonists.

### THE BBS: KEYS TO COMMUNICATION

The BBS ([www.starfleetgames.com/discus](http://www.starfleetgames.com/discus)) can be confusing at first sight, as it has hundreds of topics, used daily by a thousand players. Registration is free, but we do require all participants to use their real names. (This not only improves the overall tone of civility, but makes sure you get credit for any suggestions you make.) When you register, you will see topics for each of our product lines. For now, stay in the *FEDERATION COMMANDER* area, but feel free to venture into the broader universe as you get more comfortable with the system.

### PUBLISHER INFORMATION

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## NEW SCENARIO FOR FEDERATION COMMANDER

### (8H) BASE ASSAULT

Along the Federation-Klingon border (and indeed almost all of the borders in the *Star Fleet Universe*), each race has deployed a chain of bases to provide defense, early warning, and fleet support. An invading enemy cannot afford to leave an operational base in their rear as it would become a base for raids on their supply lines. In peacetime, bases provide fuel and repairs for ships of all types operating along or across the border.

The heavy weapons of these bases not only make them difficult to destroy, but allow them to protect damaged ships which shelter near them. Many damaged ships (whether attacked by raiders, enemies, or pirates) knew that if they could just reach the nearest base, they would not only be relatively safe from attack (no single raider or pirate could survive the phaser-4s of the base) but could find repair services and spare parts as well as medical facilities and replacement crewmen.

#### (8H1) NUMBER OF PLAYERS

Two, the “defender” (who controls the base) and the “attacker” (who is here to destroy it).

#### (8H2) INITIAL SET UP

Lay out the map panels in any convenient arrangement. (Hint: read these rules first. If you use the large-size hexes, you will need to create a longer, thinner area in order to get the necessary starting distance.) The map is fixed and cannot float.

Set up the base about 3 hexes from one corner of the map. Set up two frigates and two large freighters of the same race within four hexes of it. These ships are considered to have been destroyed if they leave the area of the map.

Set up the attacking force in one (or several adjacent) hexes, each ship being 30 hexes from the base. The attacking force consists of:

Squadron Scale: two heavy cruisers or battlecruisers, a frigate, and a small suicide freighter.

Fleet Scale: three heavy cruisers or battlecruisers, two frigates, and a large suicide freighter.

The attacking force can leave the map from any map edge, but any ship which leaves the map from a hex that is within 25 hexes of the base is considered to have been destroyed.

#### (8H3) OBJECTIVE

**Mission:** The mission of the attacking force is to destroy the base. If they can also destroy the defending ships and the freighters being sheltered by the base, so much the better!

The mission of the defending force is to keep the base from being destroyed. The fate of the defending

ships and freighters is secondary, but if you can save them *and* the base, you’re doing really well!

**Time Limit:** If the base has not been destroyed within 10 turns, defending reinforcements will arrive and the attackers must leave in defeat. (For a variation, place two cruisers of the same race as the base on map edge hexes within 3 hexes of the base during the Repair Phase of Turn #10.) Otherwise, the scenario ends when all units of one side have been destroyed, captured, or have left the map.

**Victory:** If the base is not destroyed, the defending player wins. If the base is destroyed, determine the level of victory by using rule (8B2).

#### (8H4) SPECIAL RULES

The suicide freighter is controlled by the attacking player under the terms of rule (4H).

#### (8H5) FORCE DYNAMICS

The balance of the scenario can be adjusted by giving each player a stronger or less effective force.

Replacing a frigate with a cruiser gives a stronger force; replacing a cruiser with a frigate gives a less effective force.

You could also give one player an extra ship. One exciting way to play the scenario is to give the attacker an extra freighter or two, and only he knows which are empty freighters and which one has the explosives. (Have him write down the identity of the suicide freighter before the scenario begins.)

You could replace a cruiser with two frigates (and vice versa) just to try a different operational approach.

You can also adjust balance in a minor way by limiting one side to fewer shuttles or to have fewer drones in their racks at the start. You could provide one side or the other with some extra Marines.

You may find that some combinations of empires (one attacking, one defending) produce different results than others. For example, you might find that 300 points of Klingon ships attacking a Federation base do not do as well as 300 points of Federation ships attacking a Kzinti base. As you gain experience with the game, you will learn when to allow one side a little more firepower. More importantly (and more likely), as you learn the game you may find that a base you could not destroy with 300 points of ships in December was easy pickings for 275 points the following March. You might also find that your enemy has learned the game faster than you have!

Another alternative is to place a planet within two hexes of the base and require the attacker to score 200 points of damage on the planet (rather than destroy the base) as his key objective (not *requiring* him to destroy the base at all!). In such a case, regard the planet as worth 200 points for calculating the attacker’s success, but ignore the planet when calculating the balance of the forces or the damage scored by the defenders.

The possibilities are endless! © 2006 ADB Inc.

# THOLIAN WAR CRUISER

FLEET SCALE

COUNTER   
 POINT VALUE: 63  
 DAMAGE CONTROL: 2



POWER TRACK

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

TDV \_\_\_\_\_  
 Name \_\_\_\_\_

**PROBES**

**MARINES**

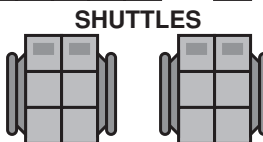
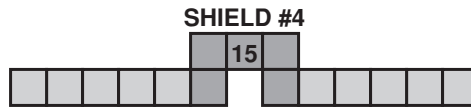
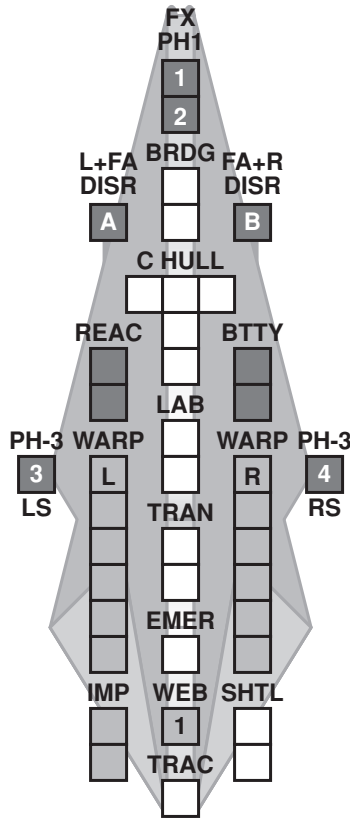
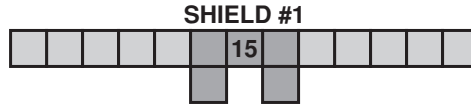
**FRAME DAMAGE**

**WEAPONS USED**  
1 2 3 4 A B

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

#6  
#5  
#3

15  
15  
15



FEDERATION COMMANDER: Communique #1  
 FLEET SCALE SHIP DIAGRAM #1 OF 1  
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**C1**

FRACTIONAL POWER

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

# THOLIAN WAR CRUISER

SQUADRON SCALE

COUNTER   
 POINT VALUE: 126  
 DAMAGE CONTROL: 4



POWER TRACK

TDV \_\_\_\_\_  
 Name \_\_\_\_\_

PROBES

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MARINES

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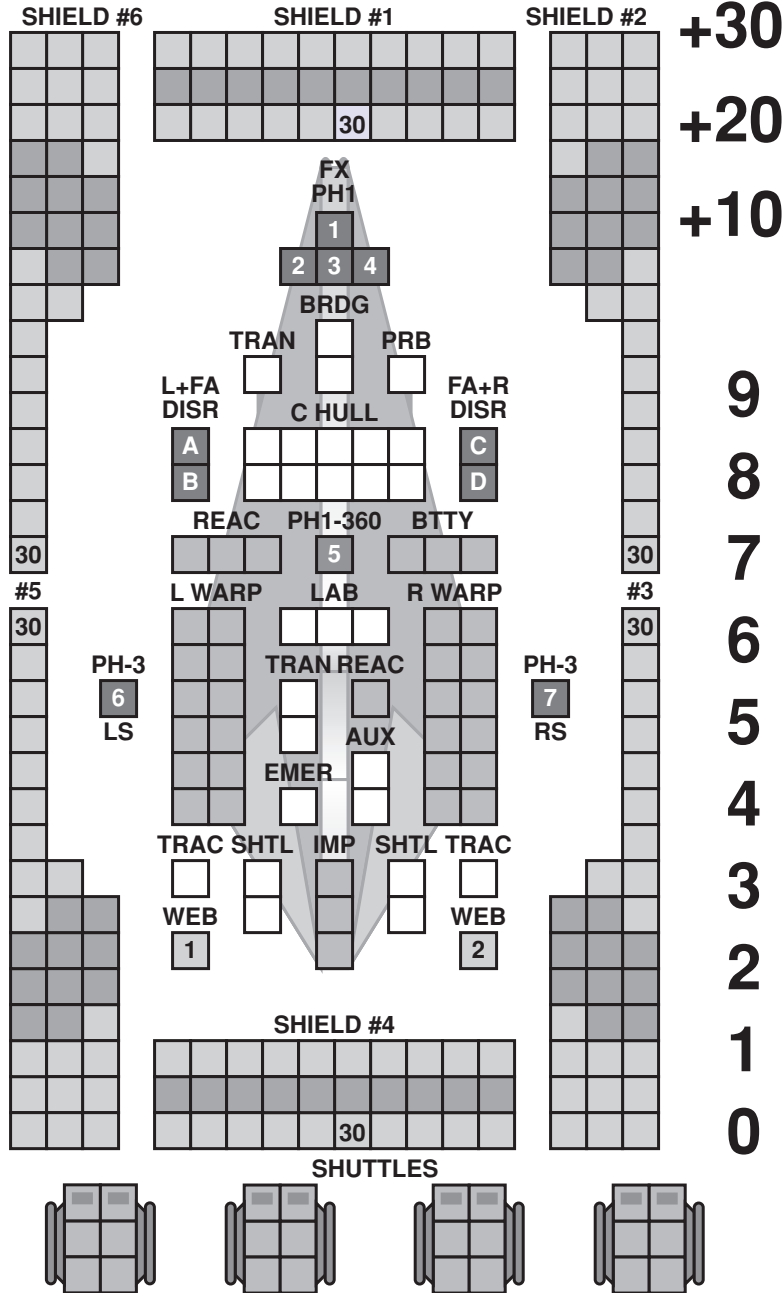
FRAME DAMAGE

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WEAPONS USED

1	2	3	4	5	6
7	A	B	C	D	

TURN MODE B MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 3 SPEED COST 12
BASE SPEED 24 TURN MODE 4 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2



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 SQUADRON SCALE SHIP DIAGRAM #1 OF 1  
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FRACTIONAL POWER  
 0    1/4    1/2    3/4