



FEDERATION COMMANDER



COMMUNIQUE #7 STARDATE 2006.07

NEW SHIPS

The Gorn CLE (Escort Light Cruiser) was designed to provide the squadron with additional defenses against drones and other small targets by replacing the plasma-Fs with racks for smaller plasma-D torpedoes.

Also in this issue is a slightly larger version of the Klingon C8 dreadnought for those who find the original one crowded. This was done on a player request. We can provide more of these "larger prints of crowded ships" if players want them.

SCHEDULE UPDATE

See Communique #5 for Boosters 0-6, Squadron Boxes 0-6, Klingon Attack, and Romulan Border.

We shipped *Booster 7*, *Booster 8*, *Booster 9*, during July.

We shipped *Squadron Box 7*, *Squadron Box 8*, and *Squadron Box 9* during August.

We shipped *Border Box #3* in August.

We expect to release *Romulan Attack* in September, along with *Squadron Boxes #10*, *#11*, and *#12*.

We expect to ship *Border Box #4* along with *Booster 10*, *Booster 11*, and *Booster 12* during October.

REVISION-4 RULEBOOK RELEASED

Romulan Border included a rulebook based on the Rev-3 *Klingon Border* rulebook. This included several rules updates (listed in Comm #5) and constitutes a Revision-4 rulebook.

After that, we rebuilt the *Klingon Border* rulebook into a new Rev-4 rulebook. If you bought *Romulan Border*, you already have all of these rules updates but may not have noticed them. We want both *Borders* to be "entry gateway products" so that either one of them will support all other products. This means that the *Klingon Border Rev-4* rulebook now includes the plasma torpedo and cloaking device rules that it originally did not.

You can obtain the latest revision of the rulebook for \$3 plus postage on our shopping cart. Search for 4001-2.

The rulebook is priced (as a spare part) at \$10, but you can get the "trade-in" price (without actually trading anything in) by using "special instructions" to tell us that you are upgrading a rulebook you bought. This trade-in offer is (obviously) available only to people who bought the game (or a rulebook) in the first place. You need to either have bought the game from us (tell us this so we can confirm you actually bought a rulebook in the first place) or give us the complete name, address, and phone number of the store where you bought it.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are live on the web site. Also available is the form to register your completed games, and you can even use the same form to register future games as a means of inviting people to attend and join the fun.

You will find these forms at www.federationcommander.com along with everything else for this game system.

Many stores have already signed up, and the first round of prizes (a series of six "bonus cards" used to give ships a special ability) are being mailed out to those stores.

The scenarios of the months are:

March: (8KA) The Mighty *Hood* Goes Down (Klingon Attack)

April: (8KB) The Alkarik Convoy (Klingon Attack)

May: (8KF) Raid on Rukyverk (Klingon Attack)

June: (8KE) Attack on Battle Station K3 (Klingon Attack)

July: (8KG) Refueling Roulette (Klingon Attack)

August: (8KD) Delay in Sector (Klingon Attack)

September: (8KM) Repair Rendezvous (Klingon Attack)

If you missed one of these, make it up by 1 August and it will still count. (We're running a little behind processing the reports, but the Klingons seem to be winning two out of three.)

NEWS FOR COMMANDERS

BACK ON SCHEDULE! (Not!)

Well, at least the July issue actually got posted on a day during July. No, it didn't. We thought it was going to but we didn't get it posted until late August. We want to continually gain on the schedule and by next year be posting each *Communique* on the first day of the month it is dated. Well, everybody should have a goal.

ADB Inc. has just hired two new employees to help us catch up, stay caught up, and even get ahead, but that's going to take a little time.

THE BBS: KEYS TO COMMUNICATION

The BBS (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. Feel free to venture into the broader universe as you get more comfortable with the system.

WHAT SHIPS DO YOU WANT?

Here is your chance to get what you want. Whether you are a veteran player of *Star Fleet Battles* and familiar with the thousands of starships in that game system, or a new player of *Federation Commander* and just have a vague feeling that some ship of some kind is missing from your fleet, tell us what you want and we'll consider adding it via *Communique* or in a future expansion.

This issue includes a larger version of the Klingon C8 Dreadnought. A player asked us to include this so he could have more room to mark damage.

Players have asked us to include the original Franz Joseph dreadnought in a future issue of *Communique* and we'll get that done as soon as we can. We may also try doing a tug (but leaving out the "drop the pod" rules and just using it as a big cargo ship).

Now that *Romulan Border* has made the decision on Fleet Scale plasma torpedoes, we plan to do new Fleet Scale versions of the King Eagle, K7R, and ISC CA from Booster Zero and put them in *Communique*. The first of these (the King Eagle) was in issue #6. (It was already done for the future *Romulan Attack* module which is currently in final playtest.)

Captain's Log #33 includes Fleet Scale War Cruisers for the Hydrans, Lyrans, WYNs, & ISC published in *Booster Zero*. We can do ships for these empires.

Some recently requested ships include Q-ships, the Orion Battle Raider, and the Romulan Vulture. We'll see about getting those done in future issues.

FEDERATION COMMANDER: 2007

We are reviewing the product line, player requests, and what we think would make good products, and have "lightly pencilled in" the following modules for next year:

THOLIAN ATTACK would be a typical attack module with two map panels, 16 ships, and the rules for the web, web caster, and web fist. The 16 ships would include more for the Tholians (Dreadnought, War cruiser, and the five Neo-Tholian ships — NDN, NCA, NCL, NDD, NFF), a new monster, perhaps a new base of some sort, and the Seltorians (the race that overthrew the Tholian Will in the M81 galaxy and followed them here).

BATTLESHIPS would include larger 8.5x11 ship cards for seven huge (movement cost 2) battleships and a squadron scale starbase. It may also include sixteen normal sized ship cards for Dreadnought variants. While there would be no "boosters" for this module, there could be up to five Squadron Boxes.

For a third module, one choice is *DISTANT KINGDOMS* (Hydrans, Lyrans, and WYNs) but we may want to hold that for 2008 and pair it with *KINGDOMS ATTACK* and maybe *ANCIENT ENEMIES*. Another choice is the Orion Pirates module. The *WAR AND PEACE* module (which might be a good place to include the Interstellar Concordium) is another choice.

UNIVERSE NEWS

Federation Commander is only one of the games in the *Star Fleet Universe*. All of our games use a common historical background and technological database.

There are three kinds of *Federation Commander* players: New players who never played *Star Fleet Battles*, Veterans of *SFB* who haven't played in years but are now returning, and current veterans of *SFB*. Any member of any of those groups could have played some of our other games. We're going to add a section to each issue of *Communique* with news on our other games. Eventually, we want to have an opt-in email newsletter that goes to fans of all our games, each issue including links to other information for each game.

Federation & Empire is about to get an expansion titled *Strategic Operations*.

Star Fleet Battles will get two or more expansions next year; titles will be selected late this year.

Prime Directive Federation is in final development.

Prime Directive Tholians is also in development.

PLASMA-D RULES

The Romulan KRC command cruiser in Booster Pack #9 and the Gorn CLE escort cruiser in this issue of *Communique* use a new weapon, the Plasma-D. This torpedo is smaller than a plasma-F and is used for defensive purposes (although the best defense is a good attack).

Plasma-Ds are loaded with energy at the factory and sealed in a stasis cylinder. The cylinders are loaded onto a "plasma rack" and can be launched weeks or months later during combat. The primary advantages of this weapon are that it can be fired without paying energy to arm it (although a small amount is needed to activate the torpedo inside the stasis cylinder) and multiple torpedoes can be launched on a single turn (against small targets such as shuttles and drones). The disadvantage is that each torpedo is small (only a ten-point warhead).

To launch a plasma-D torpedo from the rack, pay one-half of an energy point at the instant of launch. The target must be in the tracking arc of the rack, which is usually LS (Left Side) or RS (Right Side). The torpedo is placed on the map and operates normally.

A given plasma-D rack may launch only one torpedo per turn against a "ship" or "base" but can launch one torpedo per impulse against smaller targets (drones, shuttles, fighters). If the rack is used against a small target, it cannot target a "ship" on that turn. A plasma-D rack cannot be used in the "Defensive Fire Phase" to stop drones that have "impacted". If a rack launches a torpedo against a ship, mark the "weapons used track" for that rack with an "X" to show it cannot be used defensively that turn. Plasma-Ds are reloaded on the racks by the Repair rules, just like a drone rack.

FEDERATION COMMANDER SCENARIO

(8CM1) REFINER'S FIRE

The Romulans and Klingons have prepared a joint ambush for the Gorn battlecruiser *Reptilicon*. Before the trap can be fully sprung, the *Reptilicon* is able to make a run for it and heads for Federation space, where the Federation command cruiser *Lexington* just happens to be patrolling. The Romulans and Klingons are not able to prevent the *Reptilicon* from reaching the *Lexington*, and are then forced to either fight both ships, or leave without their goal. They choose not to leave.

(8CM1a) NUMBER OF PLAYERS

Four, the Gorn player, the Federation player, the Romulan player, and the Klingon player. Note that the Gorn and Federation ships could be controlled by one player, as could the Romulan and Klingon ships.

(8CM1b) INITIAL SETUP

Set up the maps in any convenient configuration in either scale. Place the Gorn BC *Reptilicon* in the center of the map facing F. Place the two Romulan KR's, the *Senatarian* and the *Hawk*, and the Klingon D7, the *Decimator*, at least 25 hexes away from the Gorn ship in direction C from the Gorn. The Romulan and Klingon ships are facing direction F. Place the Federation Command Cruiser *Lexington* 15 hexes away from the Gorn ship in direction F from the Gorn. The Federation ship is facing direction B.

The map is a "location map"; it can be floated within 50 hexes of the original hex of the Gorn ship. Any ship leaving the map has left the scenario.

(8CM1c) OBJECTIVE

Mission

Romulan: Destroy the *Reptilicon*.

Gorn: Survive.

Federation (if separate player): Survive and protect the *Reptilicon*.

Klingon (if separate player): Destroy the *Lexington*.

Time Limit

The scenario ends when the Gorn ship is destroyed, or when the Romulan and Klingon forces leave the map, or at the end of the tenth turn (when more Federation and Gorn ships will arrive).

Victory

The Gorn wins if the *Reptilicon* survives, regardless of condition.

The Romulan wins if the *Reptilicon* is destroyed, and both KR's survive.

The Federation (if separate player) wins if the *Reptilicon* and the *Lexington* survive.

The Klingon (if separate player) wins if the *Lexington* is destroyed and the D7 survives.

(8CM1d) SPECIAL RULES

Gorn Disengagement: The *Reptilicon* may not leave the map until all Romulan and Klingon ships have either disengaged or been destroyed.

Romulan Cloak: The Romulans do not have working

cloaking devices.

Federation "Frigate": The Federation player may, during the Energy Allocation phase (1E1) of any turn (after Turn #2) place a Federation Frigate counter anywhere within 3 hexes of his ship. (This is not a real frigate. The Federation captain has used one of his drones and some tricky electronic jamming to briefly make the enemy think that this is a frigate. The Federation CC must have a drone available for launch and must mark it used; the use of this trick counts as using the rack that turn. He can only do this *once*.) The "Frigate" moves at a speed of 16 as directed by the Federation player. It cannot use erratic maneuvers, high energy turns, or any other rules (e.g., it cannot fire any weapons) other than forward movement at speed 16 and turning. The nearest Klingon or Romulan ship (if two are equal, the Federation player chooses which one) to the counter at the time of placement must move directly toward it and fire all weapons at it. The pursuing ship may not fire weapons at any other ship, though it can still defend itself from seeking weapons. The pursuing ship is not released from these restrictions until it has scored 21 points of damage to the "frigate", or has entered its hex. At that point, the deception is discovered, the "frigate" counter is removed from the board, and these restrictions are completely removed. No other ship may fire at the "frigate". (Note: This occurred only once in history, and was only successful due to the intense situation. News of the "trick" spread quickly and no one else was fooled.)

(8CM1e) FORCE DYNAMICS

To help the Romulan forces, replace one of the KR's with a KRC. Or replace the Federation CC with a CL.

To help the Gorn forces, replace one of the KR's with a K5R or the D7 with an F5.

The setup could be moved to the Kzinti border. In such a case, replace the Gorn BC with a Kzinti BC and use two Klingon D7s and one Romulan KR.

Just to try something different, replace the two KR's with any two Romulan ships of about the same point value, or replace the Gorn BC with a CM or CS, or replace the Federation CC with an NCA or NCC, or even a CF or NCF. You could restrict the KR's to using only Plasma-G torpedoes.

You could replace the "fake" Federation frigate with a real one, or with a Federation police ship.

(8CM1f) DESIGNER NOTES

This has always been my favorite SFB scenario (the original was written by James Ashauer to reflect a story he had written in Captain's Log #2), with some of my most memorable gaming moments in it. I decided to make it my first attempt to rewrite a *Star Fleet Battles* scenario for *Federation Commander*. I kept the original "destroyer" rule unchanged, but I changed the "destroyer" to "frigate" due to ship selection in FC. It does not, in fact, matter what Federation ship is being "simulated" for this scenario.—Mike West.

REVISED SHIP CARD

KLINGON D7 BATTLECRUISER SQUADRON SCALE

COUNTER
POINT VALUE: 138
DAMAGE CONTROL: 4



POWER TRACK

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

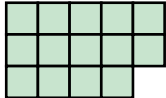
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IKV
Name _____

PROBES



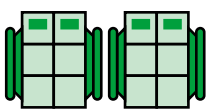
MARINES



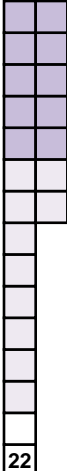
FRAME DAMAGE



SHUTTLECRAFT



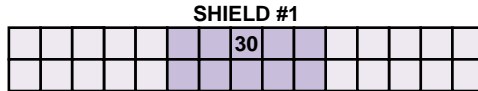
#6



SHIELD #5



SHIELD #4



SHIELD #1

30

PH-1-FX

1 2 3

TRAC

BRDG

TRAC

EMER

TRAN

BTTY

LAB

F HULL

IMP

PH-2

4

BTTY

ADD

W

AUX

PH-2

5

LF+L

RR

TRAN

PRB

TRAN

RF+R

LR

FA

DISR

PH-2

6

REAR HULL

IMP

REACTOR

PH-2

8

FA

DISR

A

B

L

LR

IMP

REACTOR

IMP

PH-2

9

R

RR

C

D

L

WARP

15

10

5

DRN

TRAC

SHTL

Y

Z

DRN

TRAC

SHTL

Y

Z

DRN

TRAC

SHTL

Y

Z

R

WARP

5

10

15

R

WARP

5

10

15

ANTI-DRONES USED

1 2 3 4 5 6 7 8

ANTI-DRONE W

1 2 3 4 5 6 7 8

WEAPONS USED

A B C D 1 2 3 4

5 6 7 8 9 Y Z

TURN MODE B MOVE COST 1
BASE SPEED 8 TURN MODE 2 SPEED COST 8
BASE SPEED 16 TURN MODE 3 SPEED COST 16
BASE SPEED 24 TURN MODE 4 SPEED COST 24
ACCELERATION COST 1
DECELERATION COST 1
HIGH ENERGY TURN COST 5
EVASIVE MANEUVER COST 6

Power when undamaged: 39 + 3.

There was nothing "wrong" with the original ship card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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FEDERATION COMMANDER: KLINGON BORDER
SQUADRON SCALE SHIP CARD #6 OF 16
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FRACTIONAL POWER
0 1/2

NEW SHIP CARD

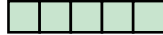
GORN ESCORT LIGHT CRUISER SQUADRON SCALE

WEAPONS USED

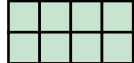
A	B	1	2	3
C	D	4	5	6

The Weapons Used track records that a weapon was fired during the current turn.

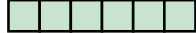
PROBES



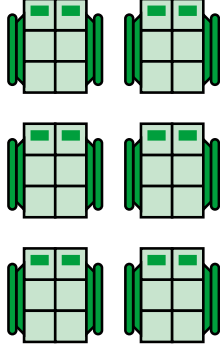
MARINES



FRAME DAMAGE



SHUTTLES



TURN MODE D
MOVE COST 3/4

BASE SPEED 8
TURN MODE 2
SPEED COST 6

BASE SPEED 16
TURN MODE 4
SPEED COST 12

BASE SPEED 24
TURN MODE 5
SPEED COST 18

ACCELERATION
COST 3/4

DECELERATION
COST 3/4

HIGH ENERGY
TURN COST
3+3/4

EVASIVE
MANEUVER
COST 4+1/2

COUNTER

POINT VALUE: 122

DAMAGE CONTROL: 4

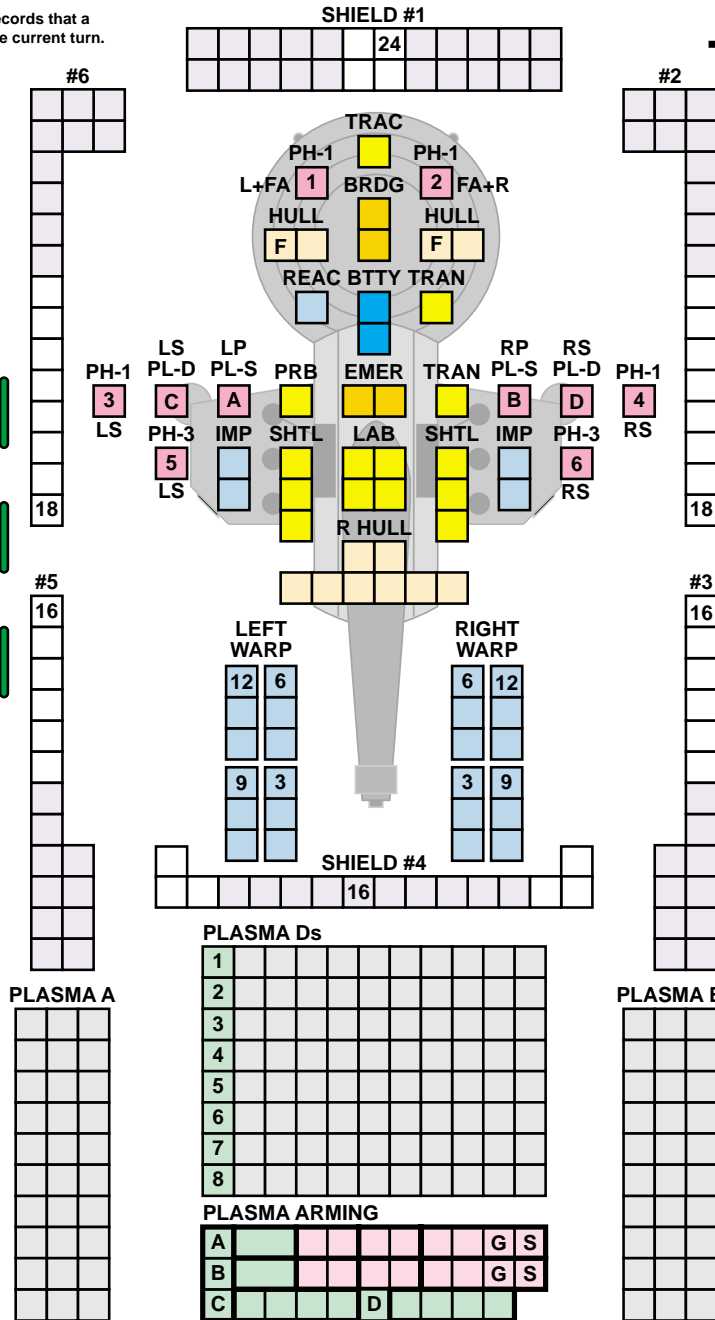


GCS _____
Name

POWER TRACK

+30
+20
+10

9
8
7
6
5
4
3
2
1
0



PLASMA Ds

1							
2							
3							
4							
5							
6							
7							
8							

PLASMA ARMING

A							G	S
B							G	S
C				D				

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KLINGON C8 DREADNOUGHT

SQUADRON SCALE

COUNTER
 POINT VALUE: 256
 DAMAGE CONTROL: 6



POWER TRACK

Power when undamaged:
57 + 8.

IKV _____
 Name

ANTI-DRONES USED

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

WEAPONS USED

A	B	C	D	E	F
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16		
U	V	W	X	Y	Z

PROBES

--	--	--	--

MARINES

FRAME DAMAGE

TURN MODE D
 MOVE COST 1+1/2

BASE SPEED 8
 TURN MODE 2
 SPEED COST 12

BASE SPEED 16
 TURN MODE 4
 SPEED COST 24

BASE SPEED 24
 TURN MODE 5
 SPEED COST 36

ACCELERATION
 COST 1+1/2

DECELERATION
 COST 1+1/2

HIGH ENERGY
 TURN COST 7+1/2

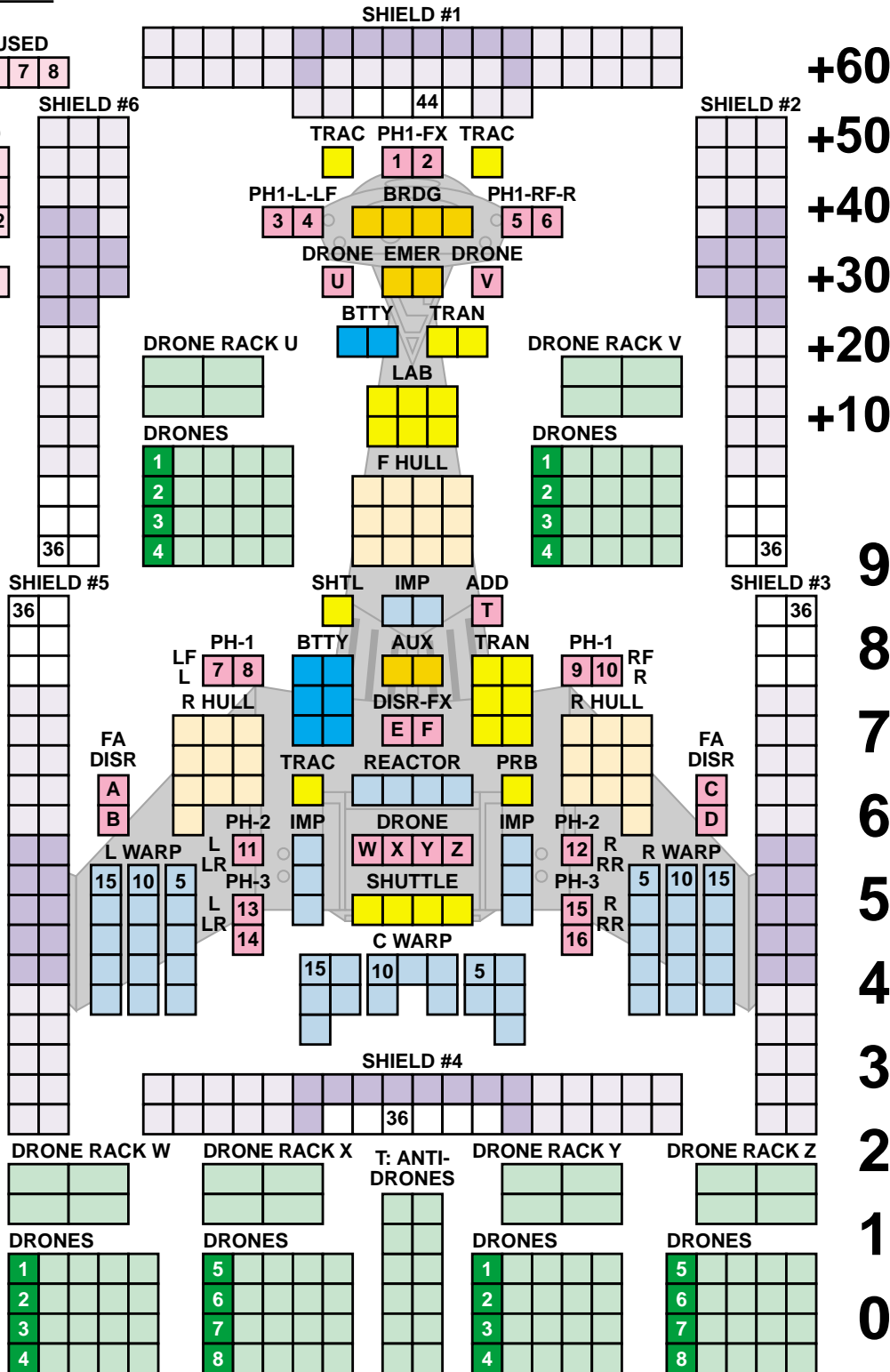
EVASIVE MANEUVER
 COST 9

FEDERATION COMMANDER:
 KLINGON BORDER SQUADRON SCALE SHIP
 CARD #7 OF 16
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FRACTIONAL POWER
 0 1/2



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LARGER SHIP CARD