FEDERATION COMMANDER

COMMUNIQUE #159

STARDATE 2019.03.09

THE BIG NEWS: SHAPEWAYS

Our store on Shapeways continues to expand with over forty new items released on 1 March.

Ships released for both 3788 and 3125 scales include: Klingon FD7 Fast Battlecruiser (smooth and Aztek); Hydran Apache Medium Command Cruiser, Comanche Medium Command Cruiser, and Pegasus Carrier; Lyran (and LDR) Java Tiger Heavy Command Cruiser; Orion Medium Raider; Inter-Stellar Concordium Battleship; as well as the Vudar Dreadnought and War Frigate.

The Andromedans arrive with their Dominator Dreadnought, Intruder Cruiser, Cobra Destroyer, and Viper Frigate.

New for Omega: the Ymatrians get their Dagger Frigate, the Worbs get their Frigate and Dreadnought, and the Hivers gain their Heavy Dreadnought. The Sigvirions enter with their Invasion Frigate and Invasion Cruiser.

You can check out the store here:

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



Steve Zamboni's
Andromedan Dominator

Now on sale on Shapeways.

IN THIS ISSUE

This issue we present the Sector Base, larger than a battle station but smaller than a starbase.

Priority ships needed for new *FC* cards: Kzinti HDW, Hydran Cavalier carrier, Romulan MegaHawk, Lyran JagdPanther and Mountain Lion, Seltorian HDW, WYN Auxilliary DN. Email your suggestions for what other *SFB* ships you want brought over to *FC*.

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

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

Q & A

Q: Will we continue to get new ships and scenarios in *Communique?*

A: Certainly! Send your suggestions for ships to Steve Cole (design@StarFleetGames.com) and you can also send him scenarios or anything else you think might fit into *Communique* or some other product.

Q: When will *Captain's Log #53* appear?

A: Before summer. We have the fiction and just need for Steve Cole to feel a little better to start the final drive.

Q: What will be the April Fool's Ship for next month?

A: Probably the Klingon B10T Frankentug which is already in *SFB*. Last year's experiment with several new ships never in *SFB* or *FC* before proved only that sales do not match the cost of creating entirely new "barely sort-of-real" ships.

—Mike West, *Federation Commander* Department Head.

PUBLISHER'S INFORMATION

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(8CM145) THE HAWK, THE LIZARD, & THE PEACEKEEPER

It was late in year 2585 and the Romulan Empire was in tatters from the General War and the brewing of a civil war. The self-proclaimed emperor, Proconsul Rolandus, and his Imperial forces might find themselves at war with the unrelenting Replublican opposition.

But before either side could commit ships to this eventual conflict, the Romulan Empire had to be preserved. Danger was not coming from the traditional Gorn enemies (which had been devastated by the General War). The continuous advance of the ISC into both Romulan and Gorn territories was the preeminent danger on the horizon for both empires. Despite the intervention of the Organian peace accords and the reappearance of the traditional neutral zone between the Romulan and the Gorn territories, the ISC encroachment on both empires was an affront that could no longer be tolerated!

The ISC had built a sector base in the newly reestablished neutral zone to help maintain the peace between the Romulans and Gorns. While most of the ISC forces were off "pacifying" other regions, for the first time in known history the Gorns and Romulans worked together to remove the ISC base before it could grow into a colony with much better defenses.

The Gorns and Romulans would each send a small force to jointly take out the ISC ships guarding the base, then each empire would send another ship, the ace in their hand, to fight together to destroy the base. Unfortunately, neither was aware that the ISC also had an ace up their sleeve, a new *DNT!*

Even if they had known, it wouldn't have mattered. Both the Romulan and Gorn commanders had orders to make sure that their ships were the only ones remaining when the space rubble had settled.

(8CM145a) NUMBER OF PLAYERS

Three: The Romulan player, the Gorn player, and the ISC player.

(8CM145b) 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 ISC sector base in the center.

The map is a "location map." Any ship which ends the turn more than 15 hexes from the base has disengaged and cannot return. Gorn ships can only disengage from the north edge of the map. Romulan ships can only disengage from the south edge of the map. ISC ships can only disengage from the east edge of the map.

ISC: Place a CS and two DDs in any hex no more than three hexes from the sector base.

Romulan: Place a FireHawk and SparrowHawk within three hexes of each other but at least 26 hexes from the sector base, in direction E/D/C.

Gorn: Place a BC and a BDD within three hexes of each other, no closer than 26 hexes from the sector base, in direction F/A/B.

(8CM145c) OBJECTIVE

Mission-ISC: Prevent the destruction of the sector base and destroy all Gorn and Romulan ships or force them to leave the scenario.

Mission-Romulan: Destroy the sector base. If possible, destroy all ISC ships. Score a greater victory if all Gorn ships are destroyed.

Mission-Gorn: Destroy the sector base. If possible, destroy all ISC ships. Score a greater victory if all Romulan ships are destroyed.

Time Limit: The scenario continues until only ships of one side remain on the map.

Victory: If the sector base is destroyed, the Romulan-Gorn alliance has won a tactical victory. If all ISC ships were destroyed or captured, the temporary alliance has won a Substantive Victory. If all ISC ships and either all Gorn or all Romulan ships have been destroyed, captured, or left the map, the other member of the temporary alliance wins a decisive victory.

If the sector base is not destroyed, the ISC wins a tactical victory.

(8CM145d) SPECIAL RULES

1. Reinforcements: On Turn #3, the Romulans receive a second FireHawk, the Gorns receive a command cruiser, and the ISC receives a DNT *(Communique #143).* Each player places their ship on a map edge hex on their side of the map (8CM145b).

2. Alliance: The Romulans and Gorns are temporary allies and may not fire on each other. Once the ISC sector base is destroyed, the temporary alliance is ended and the ships may attack each other.

(8CM145e) FORCE DYNAMICS

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

1. Balance: Add a small ship to either side.

2. Alternate Empire: Replace the Gorns and/or Romulans with other antagonistic empires that border each other.

3. Faster: Do not add the reinforcements.

(8CM145f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Art Trotman with suggestions from Battlegroup Toronto.

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SECTOR BASE
SQUADRON SCALE

COUNTER STB
POINT VALUE: 280
DAMAGE CONTROL: 6

WEAPONS USED

1	2	3	4	5	6	7	8	9
10	11	12	A	B	W1-1	W1-2		
W2-1	W2-2	1	2	3	4			
W3-1	W3-2	W3-3						

POWER TRACK +40 +30 +20 +10 9 8 7 6 5 4 3 2 1 0

Power when undamaged: 36 + 8.

MARINES: 24 20 10

PROBES: 1 2

FRAME DAMAGE: 9

SHIELD #1: 60
SHIELD #2: 60
SHIELD #3: 60
SHIELD #4: 40
SHIELD #5: 60
SHIELD #6: 60

PH-3-FX 7 8 | TRAC | PH-4-FX 1 2
W3 1 | CARGO | SEN 1
BTTY | BRDG | PRB 1 2 | FLAG | BTTY
BTTY | LAB | CARGO | LAB | BTTY
CARGO | CARGO
TRAN | W1-360° A B | SEN 4 | W2-360° 1 2 | SHTL
CARGO
C-HULL
AUX | EMER
REACTOR
ARMOR
LS+RR PH-4 5 6 | SEN 3 | CARGO
TRAC
PH-3 11 12 | W3 3
LS+RR
CARGO | W3 2 | RS+LR PH-3 9 10
TRAC
PH-4 3 4 | SEN 2
RS+LR

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

C159

FEDERATION COMMANDER: *COMMUNIQUE #159*
SQUADRON SCALE SHIP CARD #C159
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SECTOR BASE
FLEET SCALE

COUNTER STB
POINT VALUE: 140
DAMAGE CONTROL: 3

WEAPONS USED

1	2	3	4	5	6
A	W1-1	W2-1	1		
	W3-1	W3-2	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

MARINES
12
6

PROBES

FRAME DAMAGE
5

SHIELD #1
30

#6
30

#2
30

#5
30

#3
30

PH-3-FX
4

PH-4-FX
1

TRAC

SEN
1

CARGO

BRDG

FLAG

LAB

LAB

BTTY

CARGO

BTTY

CARGO

TRAN

W1-360°
A

W2-360°
1

SEN
2

SHTL

CARGO

CARGO

LS+RR
PH-4
3

CARGO

AUX

C-HULL

EMER

CARGO

W3
1

RS+LR
PH-3
5

TRAC

REACTOR

TRAC

PH-3
6

W3
2

LS+RR

ARMOR

PH-4
2

RS+LR

SHIELD #4
30

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

C159

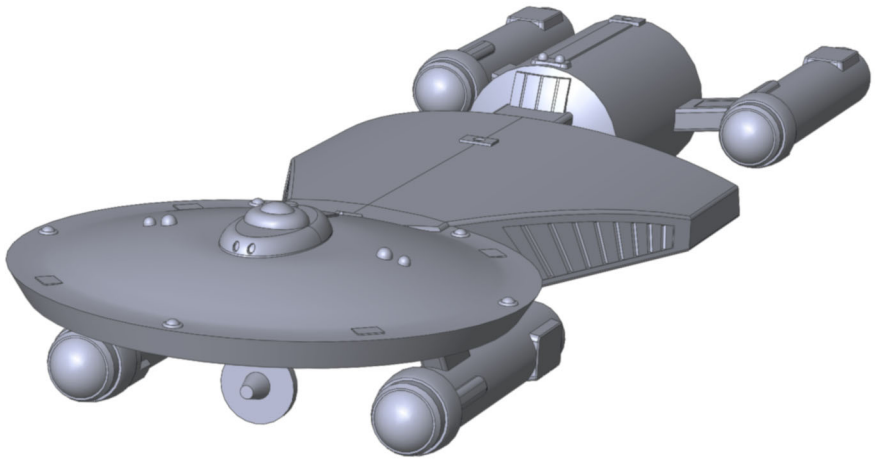
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FLEET SCALE SHIP CARD #C159
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(5L7F) SECTOR BASE

This type of base is between a battle station and a starbase.

(5L7f1) Squadron Scale Sector Base
Federation: WPN-1 (A,B) = Photon-360°; WPN-2 = Drone; WPN-3 = ADD.
Klingon: WPN-1 (A,B) = Disruptor-360°; WPN-2 = Drone; WPN-3 = ADD.
Orion: See entry in (5L1)
Kzinti: WPN-1 (A,B) = Disruptor-360°; WPN-2 = Drone; WPN-3 = ADD.
Tholian: WPN-1 (A,B) = Ph-4-360°; WPN-2 = Disruptor-360°, WPN-3 = Web Generator
Tholian (M81): WPN-1 (A,B) = Ph-4-360°; WPN-2 = Particle Cannon-360°, WPN-3 = Web Generator
Romulan: WPN-1 (A) = Pl-R-360°; WPN-1 (B) = Pl-F-360°; WPN-2 = Pl-D (LS/RS); WPN-3 = none.
Gorn: WPN-1 (A) = Pl-R-360°; WPN-1 (B) = Pl-F-360°; WPN-2 = Pl-D (LS/RS); WPN-3 = none.
Seltorian: WPN-1 = Particle Cannon-360°; WPN-2 = Web Breaker (360°); WPN-3 = none.
Lyran/LDR: WPN-1 = Disruptor-360°; WPN-2 = ESG; WPN-3 = none.
WYN: WPN-1 = Disruptor-360° or Drone; WPN-2 = Drone or ESG; WPN-3 = none.
ISC: WPN-1 (A) = PPD-360°; WPN-1 (B) = Plasma-F-360°; WPN-2 = Pl-D (LS/RS); WPN-3 = none.
Hydran: WPN-1 = Hellbore-360°; WPN-2 = two Fighters [also replace four shuttles with fighters, total eight fighters]; Phaser-3 are Phaser-G; WPN-3 = none.
Vudar: WPN-1 = Ion Cannon-360°; WPN-2 = IPG; WPN-3 = none.

(5L7a2) Fleet Scale Battle Station
Federation: WPN-1 (A) = Photon-360°; WPN-2 = Drone; WPN-3 = ADD.
Klingon: WPN-1 (A) = Disruptor-360°; WPN-2 = Drone; WPN-3 = ADD.
Orion: See entry in (5L1)
Kzinti: WPN-1 (A) = Drone; WPN-2 = Disruptor (360°); WPN-3 = ADD.
Tholian: WPN-1 (A) = Ph-4 (360°); WPN-2 = Disruptor (360°); WPN-3 = Web Generator.
Tholian (M81): WPN-1 (A) = Particle Cannon (360°); WPN-2 = Particle Cannon (360°); WPN-3 = Web Generator.
Romulan: WPN-1 = Pl-R-360°; WPN-2 = Pl-D (LS/RS); WPN-3 = none.
Gorn: WPN-1 = Pl-R-360°; WPN-2 = Pl-D (LS/RS); WPN-3 = none.
Seltorian: WPN-1 (A) = Particle Cannon-360°; WPN-2 = Web Breaker (360°); WPN-3 = none.
Lyran/LDR: WPN-1 (A) = Disruptor-360°; WPN-2 = ESG; WPN-3 = none.
WYN: WPN-1 (A) = Disruptor-360° or Drone; WPN-2 = Drone or ESG; WPN-3 = none.
ISC: WPN-1 (A) = PPD-360°; WPN-2 = Pl-D (LS/RS); WPN-3 = none.
Hydran: WPN-1 (A) = Hellbore-360°; WPN-2 = Two Fighters [also replace two shuttles with fighters; total four fighters]; WPN-3 = none.
Vudar: WPN-1 (A) = Ion Cannon-360°; WPN-2 = IPG; WPN-3 = none.



Will McCammon's Fralli Cruiser *Powerista* will appear on Shapeways on April 1st.
The Ship Card was in *Communique #94*.

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