

STAR FLEET BATTLES

# CAPTAIN'S LOG #2



**TASK  
FORCE  
GAMES™**

- ★ *REFINER'S FIRE*—Story and scenario by James Ashauer
- ★ *Who's Who in the STAR FLEET UNIVERSE*
- ★ *New Impulse Movement Charts*
- ★ *Three New Command Cruisers*

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## CAPTAIN'S LOG #2

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### INTRODUCTION

From the data files of Star Fleet Headquarters, from the design and development staff of Amarillo Design Bureau, and from the players of Star Fleet Battles come even more scenarios to challenge your skills as a Captain. The traditional duel scenario will be shown with several new twists, including borders to violate, survey parties to rescue, and battles between ships never designed for such actions. Fleet actions also see new challenges, including crippled ships to rescue, military convoys, and patrol actions.

The pirates have problems of their own, as you will see in *A Question of Franchise*. The ultimate in multi-player games will be fought over *The Dilithium Crystal Asteroid*. A total of 25 scenarios will provide enough challenges to keep you busy until *CAPTAIN'S LOG #3* appears next year.

As with the first issue, *CAPTAIN'S LOG #2* is built around a major, and exciting, piece of science fiction. Besides that and the usual scenarios, this issue provides several features, including the *HYDRAN CAMPAIGN GAME*, new impulse charts (8, 16, and 24) for movement, Commander's SSD Sheets for the Gorn, Hydran, and Romulan Command Cruisers, and profiles of the people who have brought you the *STAR FLEET UNIVERSE*.

### NEW IMPULSE CHARTS

Included in this issue of *CAPTAIN'S LOG* are charts for dividing a turn into 8, 16, or 24 impulses. These may be used in the game along with the existing 32, 20, 10, and 6 impulse charts. The primary advantage of these new charts is that they are easily convertible into 32-impulse equivalents for use in keeping track of various time requirements (such as the general  $\frac{1}{4}$  turn delay in refiring weapons) since they have a common denominator.

### NEW SHIPS

Three new Command Cruisers are included in this issue of *CAPTAIN'S LOG*. All of these were included on the updated Master Ship Chart given in SSD Book #3.

The Gorn Allosaurus Rex is a slight change from the Allosaurus-B battlecruiser. Three ships of this class were in service prior to the General War. The Gorn CC has three spare shuttles.

The Hydran Lord Marshal is a significant change from the Ranger; it was the first Hellbore-armed ship to enter service. Five of them were built sometime after Y150. Each has 2 + 3 spare shuttles.

The Romulan SuperHawk is based on the SparrowHawk but, unlike its smaller brother, cannot use interchangeable modules. The SuperHawk normally carries four admin, four G-I or G-II, and four G-F or G-SF fighters. There are two rechargeable F-plasma holding cells in each shuttle bay. The SuperHawk has 1 + 2 spare shuttles. Its cloaking cost is 20. Three were built, the first in Y169. The BPV listed for this ship in SSD Book #3 is incorrect; that shown on the SSD here is correct.

### SCENARIO NOTES

The scenarios in this issue of *CAPTAIN'S LOG* are written in the format of the COMMANDER'S EDITION of *STAR FLEET BATTLES*. Those who have not yet acquired the Commander's Edition should be able to play these scenarios

without it, but you will need it to get full use of this material.

Since *CAPTAIN'S LOG* is not designed to be disassembled into its component pages and integrated into the Commander's Rulebook binder, the scenarios are not integrated into the standard numbering system. In the Commander's Rulebook, general scenarios such as *Supply Fleet* are designated as "SG" and historical scenarios such as *Mutiny on the Demonslayer* are designated as "SH". All scenarios in *CAPTAIN'S LOG* are designated "SL" regardless of category.

### SCENARIO SET-UP INFORMATION

In the scenario set-up information, the term "speed" refers to the speed of the ship on the immediately previous turn. This, of course, limits the acceleration of the ship, but does not require it to go at that speed on the first turn.

Each scenario also specifies the arming status of all ships. This is termed "weapons status" as in (S4.0).

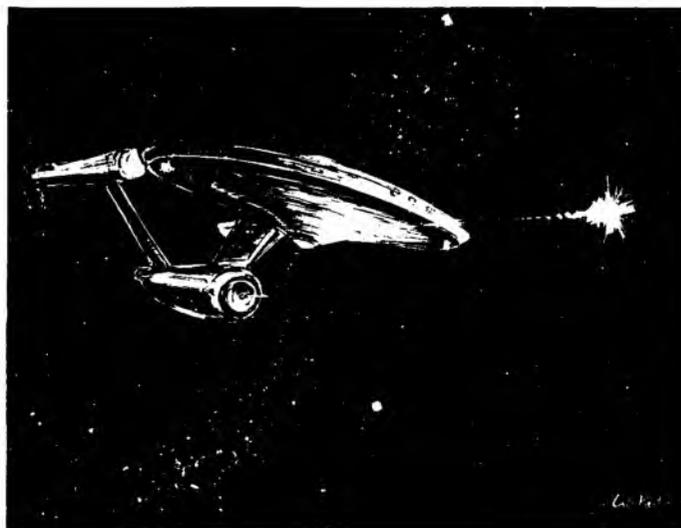
Each scenario specifies certain conditions that the players must fulfill in order to win. These vary from scenario to scenario, but are often simply listed as the "Standard" or "Modified" Victory Conditions, as per (S2.0).

Several new ships, which have appeared in the recently published SSD Books or in *NEXUS #6*, are included in these scenarios.

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### CREDITS

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# CAPTAIN'S LOG #2

**CAPTAIN'S LOG # 2** features the short story and scenario, *REFINER'S FIRE*, by James Ashauer. The story details the Romulan attempt to destroy the Gorn Heavy Cruiser *Reptilicon* as a prelude to an invasion of The Gorn Confederation. The decisive battle occurred at the Gorn/Federation border. The Scenario allows up to four players to recreate this climactic final battle.

The second feature of **CAPTAIN'S LOG #2** is "Who's Who in the Star Fleet Universe." A brief background is given on the key people who are involved in the continuing creation of the STAR FLEET BATTLES game system.

**CAPTAIN'S LOG #2** also includes new Impulse Movement Charts for 8, 16, and 24 Impulses and three new Command Cruisers: The *Gorn Allosaurus Rex*, the *Hydran Lord Marshal*, and The *Romulan Superhawk*.

Over twenty new scenarios are included in **CAPTAIN'S LOG #2**. Some scenario titles are: "Mutiny on the Demonslayer," "A Question of Franchise," "Ambush!," and "The Rain of Terror." Also included is the Campaign Game "The Expedition" which allows players to recreate the Hydran attempt to drive through the Klingon Empire.

**NOTE!** This product adds new play situations and rules for the STAR FLEET UNIVERSE. **YOU MUST HAVE** the boxed edition of STAR FLEET BATTLES to play any of the scenarios presented. Additionally, many of the scenarios draw on material published in the three STAR FLEET BATTLES EXPANSIONS and STAR FLEET BATTLES SUPPLEMENT #1. These products are recommended for maximum enjoyment of the material presented.

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