STAR FLEET BATTLES
CAPTAIN'S LOG #3

★ **THE FIRST ROUND —** *Story of the ultimate STAR FLEET BATTLES Game*

★ **GROUND COMBAT**

★ **FOUR NEW STARSHIP SSD's**

★ **OVER TWENTY NEW SCENARIOS** — *includes two fleet battles*

STAR FLEET UNIVERSE

TASK FORCE GAMES

3010

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.

As with the first two issues, *CAPTAIN'S LOG #3* is built around a major, and exciting, piece of science fiction. *THE FIRST ROUND* portrays the ultimate game of *STAR FLEET BATTLES*, played by the bored Masters at the Core of the Galaxy.

Of new scenarios there are many, including new challenges, such as the imaginative use of terrain in *A TIME TO LIVE; A TIME TO DIE,* the new defense satellites in *RAID ON A MINING PLANET,* and the one scenario that uses more of the rulebook than any other, *TITAN AND THE UNICORN.* Ships will be asked to do things they were never designed for in *FIREFIGHT, A SUR-PRIZE FIGHT, CONVOY DUTY,* and *A DUEL OF MIDGETS.* Beyond these challenges is the new realm of ground combat, as described in the new (D15.0) GROUND COMBAT MODULE.

NEW SHIPS

As in the last issue of *CAPTAIN'S LOG,* this issue includes four new Commander's SSD sheets. Two portray the *Hammerfield* and the *Doomslayer,* two ships presented in the story included in this issue. The *O.P.C. HAMMERFIELD* may be the single most powerful non-dreadnought in the game.

The other two ships are new types that fill definite needs in their existing races.

The Klingon F5L Frigate Leader (often called a "destroyer") is a very modified F5 design produced prior to Y160. Normally, each of the Klingon Empire's 15 frigate squadrons includes one F5L and two regular F5's (or one F5 and one F5D on the Kzinti border). The ship has a UIM and can fire one drone from each of its racks each turn. The F5L was designed by Josh Spencer.

The Romulan King Eagle (sometimes incorrectly called Command Eagle) is an upgrade of the War Eagle. Nine of the 36 War-bird/War Eagle ships were eventually converted to this design.

Listed below are a number of new ships that have appeared in past issues of *STARLETTER.* These ships are included here for your use; they will be formally presented (perhaps with minor changes) in a future product.

KLINGON D6S (heavy scout): Built in response to a need for a heavier scout unit, three D6S ships were built prior to Y160. Replace the disruptors with special sensors; other factors remain the same. BPV is 130/100.

KLINGON F5D (Drone FF): Unlike Kzinti DF, F5D was designed for direct combat rather than long-range fire support. Remove disr; add 2 type-B and 2 type-G drone racks; can fire one drone per rack (has 5 racks) per turn (ADD under their normal rules); BPV is 90. Retains original type-A drone rack.

FEDERATION FFE: Escort for CVS on Klingon/Kzinti border, same as FFR but has drone-A in place of photons. The other statistics are the same.

FEDERATION FFL: An experimental conversion; replace photons with plasma-F torpedoes (LP/RP). BPV=69.

FEDERATION FFR: Used as an escort for CVS-class ships on the Romulan frontier, replace the phas-III with Phas-G and the photons with phas-I. BPV is 70 (80 with Aegis).

SPARROWHAWK-J HEAVY CRUISER (SpH-J): Each pod includes one plasma-S (FA), two Hull, and three APR. Stats are 43-12-140*-5/6-2/3-1-3-B. The SpH-J retains the plas-F launchers.

ROMULAN KILLERHAWK: Can only be built as replacement for a Condor lost in combat. SuperHawk hull. Remove 8 fighter boxes (all ready racks); replace with APR. Add one plasma-R Torp, fixed FA. Increase shields to 40-36-30-30. Crew is 55; BP = 20; BPV = 200*. Can be converted from SuperHawk for 30% of new construction cost; from SparrowHawk for 50% of new construcion cost.

ROMULAN CONDOR-V: Delete from rear hull 2 lab, 2 btty, 4 APR, 4 Trans, 1 Ph-I; add 25 shuttle. Carries 12 G-II, 12 G-SF, 2 MRS, 4 Admin. Two built about Y170. Normally escorted by two Sky-E. Has 6 reload F-holders in each of two bays. 66-16-220*-5/6-2⁴4-2-E.

ROMULAN FIREHAWK: Proposed CA version of the SuperHawk. Eliminate: 8x fighter (incl. bays), 3x flag bridge, 2x tractor, 3x impulse. BPV is 140*.

ROMULAN KC9R: One ship of this type was provided by the Klingons. Replace: center disruptors with one plasma-R; left disruptors with 1 plasma-G and one plasma-F (LP); right disruptors with one G and one F (RP); forward drone racks with cargo; rear drone racks with shuttles; forward 4 phaser-II with phaser-I; rear 4 phaser-II with phaser-III; Add cloak; BPV = 250*

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 *Black Hole Mania* are designated as "SG" and historical scenarios such as *The Dictator's Diplomat* 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" (WS) 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).

Generally speaking, all Size Class 2 and 3 ships will have one MRS shuttle available, but no ship (except perhaps a CVA) would carry more than one.

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

CREDITS

CAPTAIN'S LOG #3

This issue of Captain's Log includes the following exciting features:

THE FIRST ROUND, an exciting science fiction story by Stephen Kacarides, portrays the ultimate game of **STAR FLEET BATTLES.** "The Masters," a race of super powerful beings at the core of the galaxy, can pluck entire starships from space and bring them to their deadly arena. This time, however, they have kidnapped Daniel "Deth" O'Kay, the legendary pirate, and his powerful starship, the *O.P.C. HAMMERFIELD.* A scenario portraying Deth O'Kay's first round in the arena is included and may be played by four players.

THE LIFE AND TIMES OF DETH O'KAY, a special group of scenarios, portrays the career of this legendary pirate and his famous ship.

GROUND COMBAT is portrayed in a stylized set of game rules provided in this issue of **CAPTAIN'S LOG.** Now you can conduct raids on surface installations, capture mining planets, ravage agricultural planets, rescue survey teams, etc. Several scenarios are provided to use this new rules module, including "Kobol's Rock," "Counterpunch," "Operation Tribune," "Raid on a Mining Planet," and "A Duel of Midgets".

MAJOR FLEET BATTLES are presented in the scenarios "Titan and the Unicorn" (a Kzinti carrier group surprises an entire Romulan Fleet) and "A Time to Live; A Time to Die" (a Hydran fleet escapes the Klingons by hiding inside the atmosphere of a gas giant).

OVER TWENTY NEW SCENARIOS are presented in this issue, including: "Witness for the Prosecution," "Gunfight at the Tholian Web," "Firefight," "Radey to the Rescue," "Escape from the Energy Monster," "Convoy Duty," "Black Hole Mania," and "The Dictator's Diplomat".

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. Many of these scenarios draw on material published in the three **STAR FLEET BATTLES** Expansions and Supplement #1; these products are recommended for maximum enjoyment of this material.

Edited by Stephen V. Cole

Developed by the Amarillo Design Bureau

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