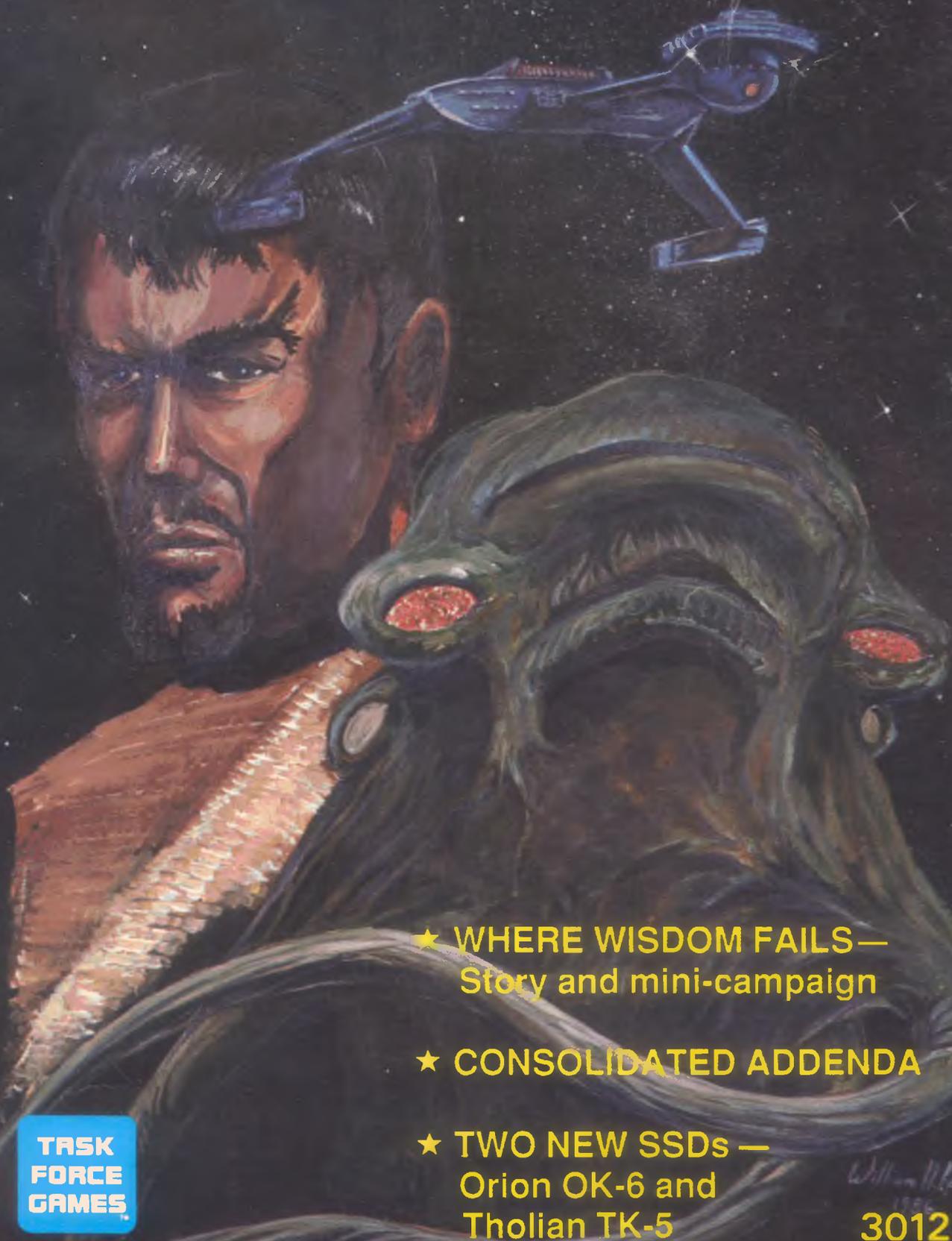


STAR FLEET BATTLES

CAPTAIN'S LOG #4



★ WHERE WISDOM FAILS —
Story and mini-campaign

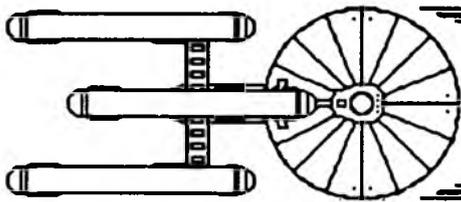
★ CONSOLIDATED ADDENDA

★ TWO NEW SSDs —
Orion OK-6 and
Tholian TK-5

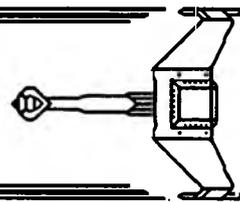


**TASK
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GAMES™**

William M. Kotze
1985
3012



CAPTAIN'S LOG #4



WELCOME STAR FLEET CAPTAINS!

We have an exciting issue for you. The long-awaited Consolidated Addenda is here, together with exciting fiction and challenging scenarios.

No one expected that two and a half years would pass between *CAPTAIN'S LOG #3* and *CAPTAIN'S LOG #4*. The publication remained dormant for so long because it had become a victim of its own basic premise — a vehicle for publishing scenarios.

The idea of *CAPTAIN'S LOG* began when the file of unpublished scenarios submitted by players exceeded 100. It seemed relatively easy to convert those submissions into playable scenarios, but this turned out not to be the case. Converting a good idea into a publishable scenario took a lot of work. At least two scenarios had to be processed for every one that was used. Simply keeping track of the massive playtest organization took hundreds of man-hours. Because of the multitude of scenarios, each *CAPTAIN'S LOG* took as much work as a Supplement and far more than an SSD Book. The publication might have been dropped except for the Addenda Crisis.

Shortly after Volume III appeared the decision was made to publish the *CONSOLIDATED ADDENDA* in the next available *CAPTAIN'S LOG*. At that time the total Addenda file was less than 16 pages, so there was no hesitation to announce all manner of other features for *CAPTAIN'S LOG #4*, including the TK-5/OK-6 Klingon-hybrid ships, the special B-10 scenarios, multitudes of scenarios, and other articles.

But the publication date for this issue continued to slip farther and farther into the future as other projects (including F&E) consumed more and more time. The pressure to get the Addenda into print finally forced the publication of this issue.

Unfortunately, 34 pages of Addenda did not leave much room for other features (even after TFG agreed to pay for 8 extra pages without raising the price), requiring many promised or suggested items to be deferred. We did the best we could. The promised story (one of the best ever) is here, along with its mini-campaign. The TK-5 and OK-6 SSDs are here, although details of their history and exploits will wait for another time. The B-10 scenarios (and the SSDs for the B-10V and B-10S) remain on file.

This issue must be considered a transition from the old format to the new Captain's Log format. We're still working on what that new format will include. For now, forget everything you were ever told about what will be in *CAPTAIN'S LOG #5* (we have released at least three different lists of the planned contents) and enjoy #4. We'll announce the final contents of CL#5 in Nexus magazine as soon as this information is available.

WHERE DO LITTLE RULES COME FROM?

If the resurrection of *CAPTAIN'S LOG* is owed to the need to "solve" the Addenda Crisis, where did all of that Addenda come from?

While the complete *CONSOLIDATED ADDENDA* includes more than 300,000 bytes, there is nowhere near that much "errata" or "rules changes." A considerable amount of the bulk consists of totally new rules sections (in effect a free expansion kit). Somewhat more is devoted to clarifications, explanations, justifications, examples, and elaborations. A substantial fraction is devoted to tying up loose ends, eliminating contradictions, and closing loopholes.

Virtually all Addenda results from letters from or conversations with players. Among these, probably the single largest generator of Addenda is that small group of players who insist on going where no rule has gone before, and justifiably want rules defined even if only a tiny minority of players will use them. Indeed, many of the new rules are probably never used, but result from a small group of players who spend hours looking for a question that has never been asked.

A considerable amount of space is devoted to specifically prohibiting things that were never legal but which have been tried by the more aggressive players. There are always those who feel that anything not specifically forbidden is fair game.

There are also the pseudo-Vulcans, who say that logically if this rule does something then that rule (which contains similar wording or covers similar technology) must do it too. Worse are those who say that if something in the real world totally unrelated to space travel or warp physics works in a certain way, or if a science fiction novel mentions something, the game must obviously work the same way.

Then are those who, in a desperate situation, assume that anything not in the rules just possibly should have been, and of course it never hurts to ask. A great many rules have been added to end arguments that

should have never started. Worst of all is the player who, on being assigned a race for a campaign, sends in hundreds of rules questions, essentially a fishing expedition.

The fundamental philosophy of the SFB rules is that they provide a list of what can be done and directions on how to do it. This creates the esoteric notion that if something is explicitly allowed, and no rule covers the specifics of performing that function in an atmosphere (or across a web, or after displacement, or whatever), then the normal rules define the procedure. However, simply because something that is not mentioned is not specifically prohibited does not mean that it is legal.

But for better or worse, the *CONSOLIDATED ADDENDA* is finished, thanks in large part to the tireless work of the Committee. You won't have to drag around four pounds of *NEXUS* any more. To those who never found all the back issues (or never knew to look for them), you have a lot of new ground to cover.

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Typesetting was created on the Apple Macintosh computer using Aldus PageMaker software. Printing by Standard Printing Company and Southwest Reproductions of Amarillo, Texas.

The idea for the OK-6 "*Conquest*" was suggested by John Peterson. The name of the creator of the TK-5 was lost (twice) in the files.

This product is part of the *Star Fleet Universe* and relates to the *Star Fleet Battles* game system. You must have the Commander's Edition of this game system to utilize this product.

Artists include Bill Kieth (pages 2, 5, 7), Kenneth Mayfield (9), Gene Cathey (43), Mike Haviland & Jerry Estall (51), and Francisco Castillo (53).

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CAPTAIN'S LOG #4

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

WHERE WISDOM FAILS: The exciting story of the first combat test of the Hydran Hellbore, and of Borzad Kallon, the Klingon captain assigned to destroy the Hydrans before they can return to their own territory. Kallon, an experienced commander who has never been wrong, outwits the Hydrans and cuts them off before they can escape; but has he really fooled his enemy, or has his wisdom finally failed?

A MINI-CAMPAIGN: Based on the story, allows you to recreate the action and suspense as the Hydrans run for the border with the Klingons in hot pursuit. A series of five scenarios begins with a base assault and ends with a close-range battle in an asteroid field.

THE THOLIAN TK-5 DESTROYER: Built from the abandoned rear hull of a Klingon Frigate and the forward section of a Tholian Patrol Cruiser, presented as a Commander's SSD.

THE ORION OK-6 BATTLECRUISER: Built from the captured rear hull of a Klingon D-6 Battlecruiser and the forward hull of an Orion Pirate Raider, also shown as a Commander's SSD.

THE CONSOLIDATED ADDENDA: A compendium of three years of rules updates, expansions and changes published in NEXUS Magazine. This feature, essentially a rules supplement, provides a convenient single source for all extra rules material.

THE SFB RULES CROSS-INDEX: A unique feature in gaming, provides quick access to the rules system. The 34 most important rules are cross-referenced to each other, allowing you to find in an instant the rules covering what happens when an ESG strikes an atmosphere, or any of 577 other combinations and interactions.

TERM PAPERS: The latest tactics from top starship commanders.

NEW SCENARIOS: The police confront the fleet in "*A Matter of Jurisdiction.*" Five players battle for a key base in "*Conflicting Interests.*" Two hundred Klingon fighters attack a Tholian battle station in "*The Swarm.*" Plus three more exciting battles.

NOTE: This product adds new play situations, ships and rules for the **STAR FLEET UNIVERSE**. **YOU MUST HAVE** Star Fleet Battles, Volume I to use any of this material. Some material in this product also requires other SFB Volumes and Supplements.



Edited by Stephen V. Cole

Developed by the Amarillo Design Bureau

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