

STAR FLEET BATTLES

CAPTAIN'S LOG #10



**SPECIAL TACTICS
ISSUE!**



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Another year, Another Captain's Log!

I honestly hope that this is the last time I will say that. We've been doing one issue of Captain's Log per year for quite a while now, and if all goes well, the next issue is only six months away. Whether the next one is six months beyond *that*, we'll have to wait and see how it all works out.

Our larger format works well and is flexible enough to accommodate an issue with various proportions of the standard elements. There is no theme for this issue, other than having a LOT of tactics articles, far more than previous issues. Given how popular tactics are, there's nothing wrong with that! See you next time!—SVC

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Unsolicited submissions are accepted only under the standard terms found in SFB Advanced Missions. Others should inquire by letter.

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CAPTAIN'S LOG #10

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

HOLD UNTIL RELIEVED is the story of a Federation battle station trapped behind Romulan lines, and the frigate sent to relieve it. Also includes a special look at the Klingons.

PRIME DIRECTIVE: The first preview of the Prime Directive Role-Playing Game.

STAR FLEET DATABASE: Communications, announcements, product schedules, Why?, Decisions of the Board of Proposals, Ask Kommodore Ketrick, Conventions and Tournaments, Battle Force 400 (Before the War), and 101 ways to *Just Say No!*

DOOMSDAY: Further information on the new Doomsday Edition of *Star Fleet Battles*. Ten more questions from players.

SCENARIOS: The Orions engage in a tractor pull over an alien derelict. The scout *Crockett* duels with a Romulan frigate. Romulan fighters attack a Gorn squadron. Klingon PFs track a Federation saucer. Klingon and Kzinti squadrons battle in an Ion Storm. The Coalition and Alliance battle in the last stages of Operation Cavalry.

TACTICS: The largest selection of term papers in the history of *Star Fleet Battles*, including special sections on Andromedans and Marines. The Tactics Board meets twice. Victory at Origins. Victory at GenCon. Ask Uncle Ardak. Special articles on using ESGs, what to do with probes, and how to punch through Andromedan panels.

FEDERATION & EMPIRE: Questions and Answers. A detailed example of PDU deployment. Tactical Notes. Commentaries. Survey Cruisers from Total War. Kzinti Defense in DF&E. Conquer the Galaxy with the Militant Federation Option. Romulans and Gorns go to war a decade early in *Reptilicon Revenged*.

FOUR NEW HYDRAN SSDs: Buffalo Hunter War Destroyer, Antelope Hunter Escort, Rhino Hunter Hellbore War Destroyer, Buffalo Scout DWS.



This product adds new background material, ships, and rules for use in *Star Fleet Battles*. You must have SFB Basic Set in order to utilize this material. You will also need Advanced Missions, New Worlds I & II, and Modules J & K to use some of the material. The material for Federation & Empire requires that game.

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