

# *STAR FLEET BATTLES*

## CAPTAIN'S LOG #11



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GENERAL WAR!**

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## WE DID IT!

Incredibly, we did an 80-page Captain's Log in less than a year, a historic first in the history of the Star Fleet Universe. Even the old 48-page issues never appeared this close together.

And, it's a pretty good issue, with more of your favorite features and new sections covering the new game systems (Missions, Prime Directive, and Star Fleet Warlord). We're also bringing you updates on two of the popular playtest modules, with some additional rules and other information.

*Cold Front* is two stories in one. First, it is the first-ever F&E fiction. Second, it is an SFB battle. Both have scenarios.

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     Frank Castillo and Jim McGonigle  
 Chief of ADB Security ..... Blackie  
 ADB Security Staff ..... Waylon, R Rex

## PUBLISHER'S INFORMATION

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# CAPTAIN'S LOG #11

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

**COLD FRONT** is the story of how the Coalition decided whether to attack the Kzintis or Hydrans first. The history section also includes a special look at Hydran Officers.

**STAR FLEET DATABASE:** Communications, announcements, product schedules, Why?, Decisions of the Board of Proposals, Ask Kommodore Ketrick, updates on recent products, Conventions and Tournaments, Battle Force 1750 (Module R5 at War), an example of PFT operations, and a look at the Federation by the Klingons.

**UNIVERSE:** Ten more questions from players on the Doomsday Edition. More about Prime Directive. How to find the best ship in Star Fleet Missions. Playtest updates on X-ships and Marines (including new Boarding Party Diagrams). An introduction to the new Star Fleet Warlord play-by-mail game. Two new play aids (Unit Tracking Cards and Pseudo-Speed Calculation Chart).

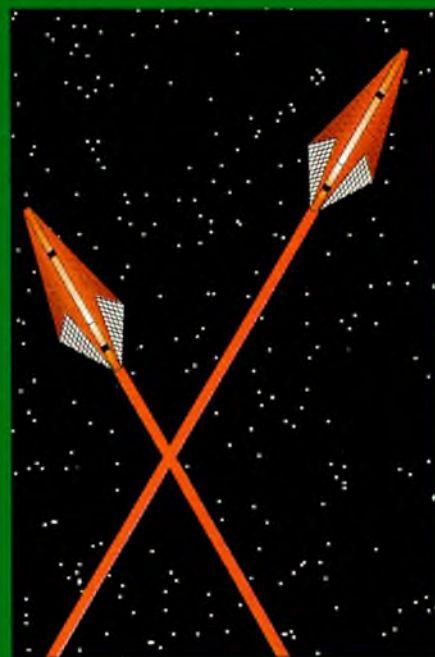
**SCENARIOS:** Kzinti and Lyran cruisers square off in Cold Front. Orions rescue Hamilcar's son from the Klingons. WYN and Kzinti frigates battle on the edge of the radiation zone. Klingons ambush two Fed cruisers, and discover one is a CX! Two Gorn X-ships pursue a Romulan ThunderHawk. An ISC squadron pursues the Hydrans into the rings.

**INPUT GUIDE:** Everything you ever wanted to know about how to submit new SFB material with the highest probability of success.

**TACTICS:** Term papers, including special sections on Tholians and Maulers. The Tactics Board sends PFs against the Feds. Victory at Origins '92. Ask Uncle Ardak. Seeking Weapon Trajectories.

**FEDERATION & EMPIRE:** Questions and Answers. A detailed example of Hydran carrier costs. Tactical Notes. Commentaries. The Andromedans from Total War. What if the Klingons had conquered the Romulans rather than helping them develop warp power?

**TWO NEW X-SHIP SSDs:** The updated rules section on X-ships is complemented by two new Gorn X-ship SSDs, the HDX and BCX.



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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