

# STAR FLEET BATTLES

## CAPTAIN'S LOG #15



TOO CLOSE TO  
THE FLAME

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## LET'S HAVE SOME FUN!

Players reading this issue may wonder "what the heck happened at ADB?"

After saying (only last issue) no new tourney ships, here are three new ones. After mumbling "no new races" forever, you'll find several of them have been in development for years. Those sending in proposals have found a new, more open, attitude. Scenario proposals are being evaluated faster, Prime Directive material is being given more latitude, and we even tried a "pull quote" in this issue.

What happened? Nothing really, it was just time to liven things up. The Doomsday conversion is finished, and it's high time to have a high old time! So hold onto your warp packs dudes, 'cause we're heading into the Excitement Zone! Join us.

*SFB will never be the same again!*

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All rules questions and submissions of new material should be sent to ADB, Post Office Box 8759, Amarillo, TX 79114. Include a stamped self-addressed envelope if you wish a reply. 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 #15

All new challenges for Star Fleet Battles, F&E, Prime Directive, Missions, and Warlord!



## TOO CLOSE TO THE FLAME:

Kzinti commandoes are the only hope of a frigate squadron overwhelmed by a Lyran command cruiser.

The three frigates had been told to patrol the sector and make the Lyrans think there was a fleet behind them, but the Lyrans call their bluff!

Database includes conventions, Why?, Proposals, Ask Kommodore Ketrick, Input Guide, Tournament Questions, Command the Future, Cloaking Out, Battleforce 300 Frigate Squadrons, and more.

**TACTICS:** The Captain holds a seminar on Hydran Tactics. Uncle Ardak provides advice. Another Pundy finds Victory at GenCon. Plus 52 new Term Papers, each a key to victory!

**FOUR NEW TOURNAMENT SHIPS:** LDR CW, Seltorian, Archeo-Tholian, and WYN Black Shark.

**UNIVERSE:** Jindarians in *Prime Directive*, *Star Fleet Missions* variants, tactics in *Star Fleet Warlord*.

**TIMELINE:** A calendar of the great battles and other events of the Star Fleet Universe!

**SCENARIOS:** Kzintis battle Lyrans, but they are all *Too Close to the Flame*. Klingons trap a Federation Battlecruiser with Betrayal at Oxvind V. The Masters force captive starships to play the cruel game PhaserTag. The ISC tries to stop a war, but Accursed are the Peacemakers. Face a deadly solitaire challenge in Spinner's Moon. Play in a 500-point Squadron Tournament!

**FEDERATION & EMPIRE:** Hydran and Kzinti Ready-Reference Cards, Fed & Enquire, 14 new Tactical Notes help you seek victory, Kzinti Victory Strategies, The Late Kingdom (What if the Hydrans did not return?), Updates, PrimeTeams and Neo-Tholians from Total War.



This product adds new game play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products. The material for *FEDERATION & EMPIRE* requires that game.

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