

# STAR FLEET BATTLES

## ▲ CAPTAIN'S LOG #15



TOO CLOSE TO  
THE FLAME

TASK  
FORCE  
GAMES™

## 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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## PUBLISHER'S INFORMATION

Captain's Log #15 was created by Amarillo Design Bureau and published by Task Force Games, Post Office Box 50145, Amarillo, TX 79159. Contact Task Force Games to order spare parts (or to obtain a list), replacement of defective or missing parts, or anything relating to TFG products other than Star Fleet products. Include a stamped self-addressed envelope.

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## TABLE OF CONTENTS

## HISTORY

Too Close to the Flame by <i>Thomas Gondolfi</i> .....	2
Officers of the Lyran Democratic Republic by <i>Jon Cleaves</i> .....	13

## DATABASE

Star Fleet Communications Center .....	14
Rated Aces .....	16
Star Fleet Service Awards .....	16
New Tournament Ships for Star Fleet Battles .....	17
Building a Better Log .....	17
Input Guide; Playtest Update .....	18
After Action Report; Command the Future .....	19
To Ask the Question: <i>Why?</i> .....	20
Decisions of the Star Fleet Universe Board of Proposals .....	21
Ask Kommodore Ketrick: Rules Questions .....	22
Could You Give Me An Example of... Cloaking Out by <i>Bruce Graw</i> .....	26
Battle Force 300 .....	28
21 Tournament Questions .....	30
Bumper Stickers of the Galaxy .....	32
Play Aid: Speed Change Record Form .....	Inside Front Cover

## UNIVERSE

Prime Directive: Meet the Jindarians!.....	33
Star Fleet Missions: Three New Variants .....	35
Star Fleet Warlord .....	36

## SCENARIOS

SL143 Betrayal At Oxvind VI .....	38
SL144 Too Close to The Flame .....	39
SL145 Spinner's Moon .....	40
SL146 Phaser Tag.....	42
SL147 Accursed Are the Peacemakers.....	43
Star Fleet 500-BPV Tournament .....	45

## TACTICS

The Hydran Seminar .....	47
Term Papers .....	49
ESG Term Papers .....	54
Tournament Papers .....	55
Patrol Victory At GenCon 93 by <i>Paul Pundy</i> .....	56
Ask Uncle Ardak.....	58

## ENCYCLOPEDIA

Star Fleet Universe Timeline .....	59
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## FEDERATION &amp; EMPIRE

In This Empire .....	69
Federation & Enquire .....	69
Tactical Notes .....	70
F&E Commentaries .....	72
Scenario 690: The Late Kingdom .....	73
Kzinti Victory through Attrition by <i>Farrell Hopkins &amp; Jon Thompson</i> .....	74
Total War Preview: Prime Teams, Neo-Tholians.....	76
Ready Reference Cards: Kzintis and Hydrans .....	Inside Back Cover

## NEW SHIPS FOR STAR FLEET BATTLES

Archeo-Tholian Tournament Cruiser .....	77
Seltorian Green Wind Tournament Cruiser .....	78
LDR Red Jaguar Tournament Cruiser.....	79
WYN Great Black Shark Tournament Cruiser .....	80

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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.



ISBN# 0-922335-56-7 TFG 9.95

STOCK #5711

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