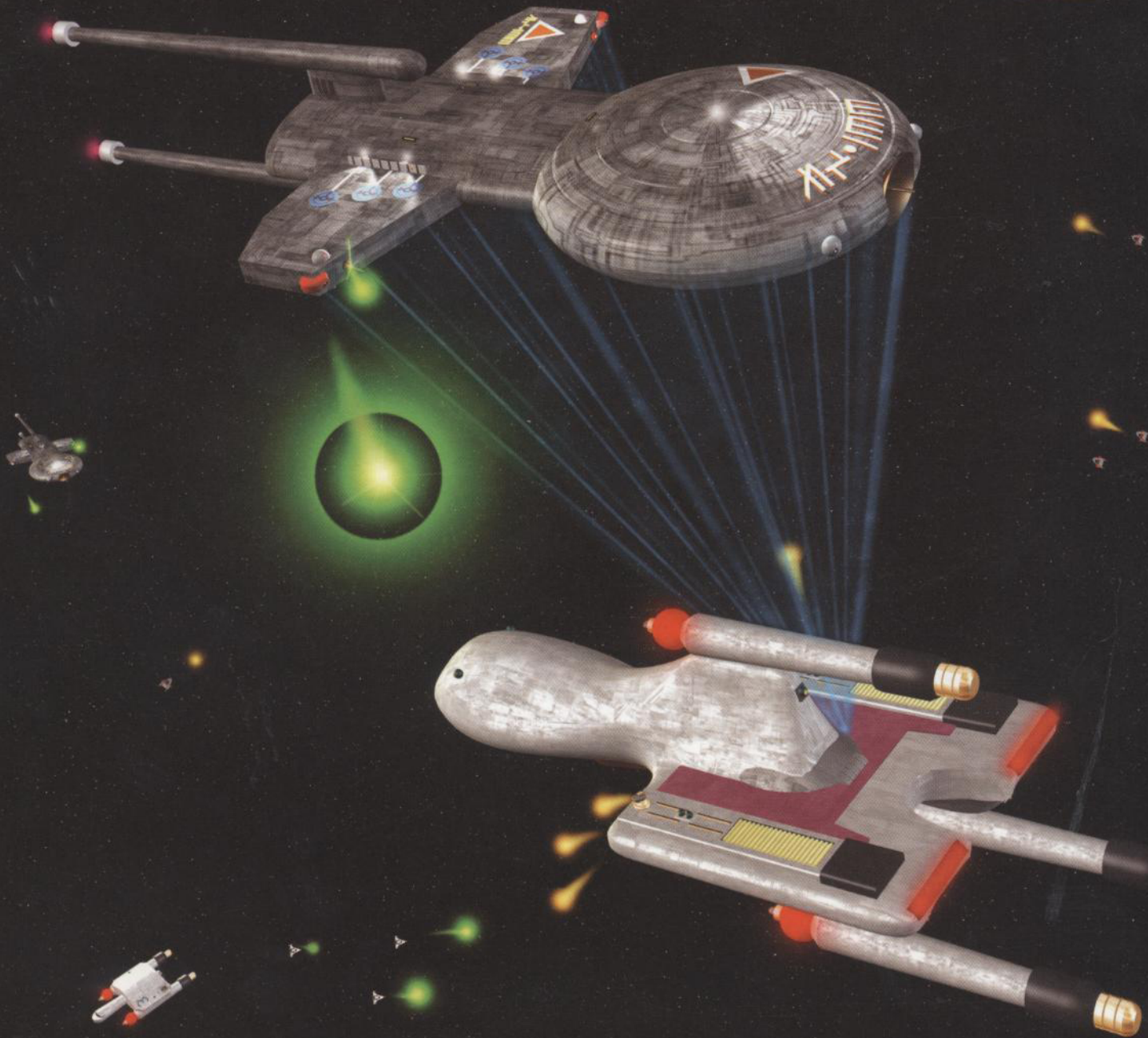


STAR FLEET BATTLES



CAPTAIN'S LOG #26



COMBAT RESCUE!



A Solid Base

As we move forward into new projects (such as the upcoming *Star Fleet Aces* series), we want the players and customers who have brought us this far to know you will never be forgotten.

Our "big Origins product™" this year is going to be *Module R10 The New Cruisers*, a set of 79 (mostly) historical variants of the New Heavy Cruisers, and we just published *Module A+ Captain's Yeoman* to give SFB players the impulse cards and other play aides they have long wanted. F&E players can rejoice in having two new products of their own, the long-awaited *Advanced Operations* and a revision of two older expansions in the form of *Combined Operations*.

Our new GURPS product line moves forward with *Module Prime Alpha* and *GURPS Klingons* while plans proceed for the second deck of the hit card game *Star Fleet Battle Force*.

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PUBLISHER'S INFORMATION

Captain's Log #26 was created and published by Amarillo Design Bureau, Inc., P.O. Box 8759, Amarillo, TX 79114. Contact ADB, Inc. to order spare parts (or to obtain a list), replacement of defective or missing parts, or anything relating to Star Fleet products. Include a stamped self-addressed envelope. See page #25.

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CAPTAIN'S LOG #26

New challenges for Star Fleet Battles, F&E, Prime Directive, SFC, Battle Force, and Warlord!



COMBAT RESCUE!

The Romulan ship *Kishawk* finds itself in the middle of a fleet battle, but the greatest danger is the intrigue of Romulan Houses vying for power!

FOR THE HONOR OF THE FLAG: A lone Federation dreadnought is all that stands between a Klingon squadron and the annihilation of the *3rd Fleet's* vital logistical convoy.

Class History of the Kzinti Strike Carrier arm covering all 21 ships, including the Interdiction Carrier, Battle Carrier, and Control Ships.

COMMUNICATIONS: Command the Future announces new products, Conventions & Aces, Why?, Admiral Growler punishes the stupid, After Action Reports, Starline 2400, Input Guide, Awards.

NEW SHIPS: Federation GVX; PF Transport pods for many races; Hydran DWG and FCX; heavy fighter transport pods for several races; Kzinti CMDX, Scout pods, Gorn Commando Dreadnought.

VENUES: Starfleet Command, Galactic Conquest, Warlord tactics, SFB On-Line, PBEM.

DATABASE: Battle Group 900 battles an ISC echelon, Klingon Justice is swift and "fair", Tholian and Seltorian *Brothers of the Anarchist*, new special rules and terrain for *Star Fleet Battle Force*.

TACTICS: Victory at Origins 2002, Ryn Tactical Primer, Term Papers by the top players.

SCENARIOS: Romulans attempt to *Rescue the Kishawk*, the Federation fights *For the Honor of the Flag*; Hivers, Alunda, and Branthodons fight with *Whips, Stings, and Claws*, an Andorian cruiser in Kzinti space makes a *Run for the Border*, an isolated Federation carrier group becomes a target for *Romulan Revenge*, the Hydrans know that *If they build it the ISC will come destroy it for them*.

FEDERATION & EMPIRE: Rules & Rulings, Tactical Notes, Combined Operations After Action, Q&A, Federation Early War, Hydran Variable Entry, Ship Information Tables, new rules for F&E.



This product adds new game play material 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 *F&E*, *GURPS Prime Directive*, *Starfleet Command*, *Star Fleet Battle Force*, and *Warlord* requires those games.



ISBN#1-58564-032-8 ADB \$16.95

STOCK #5726

Edited by Stephen V Cole & Steven P Petrick

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