

STAR FLEET BATTLES



CAPTAIN'S LOG #27



BATTLE FOR RIMWORLD



Looking Ahead

At the conclusion of this, our fifth year as the publishers of the Star Fleet Universe, we find ourselves looking not backwards at all we have accomplished, but forward at new things we will be doing. Next year will see four major new products for SFB, two for F&E, four for GURPS Prime Directive, four new Starline fleet boxes, and at least one entirely new product line, double the production rate for 2003.

Running a publishing company is more than just thinking up ideas and paying bills, but demands organization and planning. We're now on a system where products are done in increments over many months, with some elements done years ahead of time. Outsourcing some design work will continue, but under better supervision so that problems are solved when they are found, not when they become a crisis.

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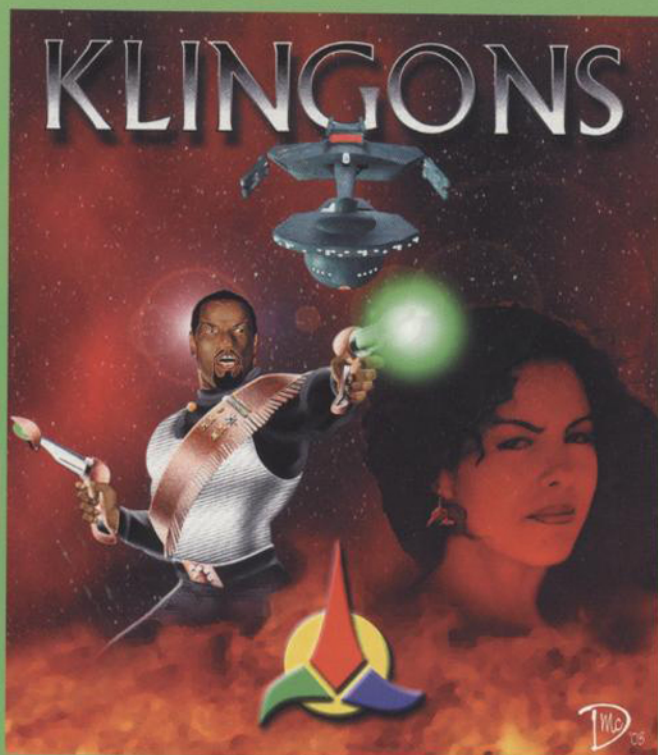
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CAPTAIN'S LOG #27

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SCENARIOS: Romulans, Gorns, Andromedans, and the Federation clash in a wild Melee at Rimworld. Federation bombers defend a planet against Orion raiders.

FEDERATION & EMPIRE: Rules & Rulings, Four Pages of Tactical Notes, Combined Operations After Action, Rules and Rulings, the Origins Wish List, Ship Information Table, new rules for F&E.

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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.



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