

FEDERATION COMMANDER & STAR FLEET BATTLES

CAPTAIN'S LOG # 38



ADAM TURNER
2008



**DOOMWARD AND
THE VORTEX**



Interesting Times

Things are going well. *SFB* had two major new modules this year, and the future looks to include the long-awaited *Master Starship Book: Federation Commander's* moving forward into the third phase of its development. *F&E* is ready for an exciting new module. Most interesting is the release of several new product lines in 2009.

Our RPG division is poised to become a major part of the company as it always should have been. Jean Sexton has cut her teeth on the very challenging *PD20M* project and is already well into the next one, *Federation*. Prospective writers, excited to work for the best editor in science fiction roleplaying, are presenting her with drafts of core rulebooks for new game systems.

Many deals are in the offing, but we won't bore you with details until they happen. We will focus on our core business (printing books) supported by the increasingly expanding *Starline* miniatures range.

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INTO THE VORTEX

The Lyran cruiser *Doomward* is sent to investigate an inversion vortex. Spatial rifts of this type appear every few years, and create a wormhole to ... another galaxy? another time? another universe? No one knows for sure. Once near the vortex, the ship may not even be able to tell which side of the vortex it is on!

COMMUNICATIONS: Command the Future, Conventions & Aces, Why?, After Action Reports, Starline 2400, Input Guide, and More!

FEDERATION COMMANDER: Ships, Scenarios, Tactics, and the Borders of Madness.

NEW SHIPS: Bases for Early Years Romulans, two Federation Cruisers and a Heavier Carrier, the Hydran Templar you never saw, Armed Recovery Transport.

VENUES: Galactic Conquest, Star Fleet Warlord, SFB (and FC) On-Line & PBEM, Commando Ships for Star Fleet Battle Force.

DATABASE: Arastoz Combines, Lyran Brothers of the *Anarchist*, X-Ship Update, Romulan Early Bases, Background Questions, and Admiral Growler.

TACTICS: Tactical Primer, Term Papers, Battle Group stops the Juggernaut.

SCENARIOS: After the Ambush, *Deathblossom*, Unfortunate Encounter, Take me to the Circus, Wabbit Season, Melting Rocks with Plasma.

FEDERATION & EMPIRE: Tactical Notes, Altered Alliances, Minesweepers, ComPot Shock.



www.FederationCommander.com

This product adds new material for *Federation Commander*, *Star Fleet Battles*, *Federation & Empire*, *Prime Directive*, *Star Fleet Battle Force*, & *Warlord*. Using this material requires those games.

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