

STAR FLEET BATTLES

CAPTAIN'S LOG #1



★ **OBJECTIVE KUGGERNAUT** - Story and scenario by Christopher Allen

★ Over twenty new scenarios

★ Same-hex combat diagrams



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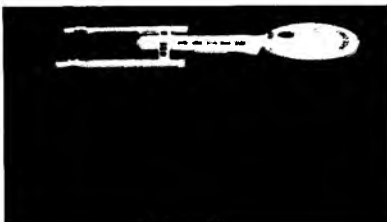
STAR FLEET BATTLES SUPPLEMENT #1

STAR FLEET BATTLES SUPPLEMENT #1 adds the playing pieces and rules needed to recreate full-scale fighter actions in **STAR FLEET BATTLES**. Some of the features included are: New fighter designs, several new fighter carriers, rules on dogfighting, and special rules to resolve drones as direct fire weapons in large scenarios. This Supplement contains several scenarios, such as the Pleiades Turkey Shoot and an attack on a carrier group. Components include 216 new playing pieces and 4 SSDs. \$6.95

STAR FLEET BATTLES COMMANDER'S RULEBOOK

THE STAR FLEET BATTLES COMMANDER'S RULEBOOK is a complete revision of the **STAR FLEET BATTLES** rules. The rules have been rewritten with an alpha-numeric numbering system and an index for ease of reference. The rules revision has been made with built-in expandability, and the pages are punched for use in a loose leaf binder. All errata has been integrated into these new rules, which come handsomely packaged in a one-inch binder. \$12.95

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INTRODUCTION

From the data files of Star Fleet Headquarters, from the design and development staff of Amarillo Design Bureau, and from the players of Star Fleet Battles come these scenarios to challenge your skills as a Captain. Here you will find easy victories from which you will barely escape, impossible situations that you will find simple once you locate the "key," and new situations in which only your wits and your ship can be trusted.

CAPTAIN'S LOG, like most products produced for the STAR FLEET UNIVERSE, has been longer in development than originally planned, but has turned out better than ever hoped. Here are the new challenges that you have long wanted.

The first issue of CAPTAIN'S LOG is built around the first significant piece of fiction written specifically for the STAR FLEET UNIVERSE. Christopher Allen's dramatic story of space combat is a milestone in the universe, a view of ships and men (and yes, even non-humans can be considered within that term) facing impossible challenges. Each of the four Captains must face the other three, the huge Juggernaut, and ultimately himself before victory can be assured.

As OBJECTIVE: JUGGERNAUT is a story of three Commodores, it would do well to explain the proper meaning of that term. Within the Federation Star Fleet and Klingon Deep Space Fleet, Commodores are somewhat like British "Brigadiers." A commodore is higher than a captain and yet lower than an admiral. Whenever several ships are sent or assigned to a given area, the senior captain is in command of the squadron (unless an admiral is present, something unusual except in wartime). In most cases, he is given the title "commodore" to indicate this status. This prevents arguments about authority since several captains could be included in the squadron, all nominally the same rank as the commodore.

Thus, both Grey and Korath could be addressed both as "captain" (usually by their crews) and "commodore" (usually by foreigners and the captains of other ships).

Korath is both sector commander and commodore of the squadron deployed in that area; Grey is commodore of the squadron deployed in that sector but not sector commander. Within the Federation, sector command remains with a civilian administrator and an admiral, both of whom remain at their desks in a starbase. Korath, being an officer of a military government, is both civil and military commander, although civil administration is handled by a staff of bureaucrats that he supervises. It should not be surprising that he spends most of his time on his bridge.

The twenty-odd scenarios presented here were selected from more than 100 now in the files at Amarillo Design. They represent a broad cross-section of challenges for the aspiring, or veteran, captain. Rather than scatter my comments on them throughout the book, I will make them here:

ADMIRAL KUMERIAN'S LAST BATTLE is an impossible scenario to balance (since there is a randomly variable OB) but always provides a good challenge.

DIPLOMATIC IMMUNITY and HIJACKED! are pirate scenarios with the additional challenge of combat going on inside your ship.

THE THOLIAN PINWHEEL creates a new situation, a new tactic, and new technology for the hard-pressed Tholians.

THE KAUFMAN RETROGRADE is a tactic, or at best a field exercise, not a scenario. Even so, it is an incredible challenge and easy to set up.

THE ANARCHIST, a Klingon D7 re-equipped with Hydran weapons, provides an interesting challenge. Put a lot of thought into your tactics; the ship does not operate in combat as you might think!

THE USURPER almost approaches the mini-campaign format, but remains four independent scenarios. It provides what may be the most comprehensive history to date of the Kzinti Civil War.

INTRUDER ALERT is a solitaire scenario that does not require anything but dice, an SSD, and a copy of the scenario itself. It can be played in a car or airplane and lasts only a few minutes. It is an entirely different kind of scenario than any presented before.

THE FLEET OF THE MOMENT provides an opportunity for three (or even four) players to fight a huge battle. If your local pirate player has become unbearable, let him try to survive this battle!

SURPRISE PACKAGE will provide a considerable surprise for an unsuspecting friend (who hasn't read this issue yet). When you reveal the secret weapons, take a moment to explain that you aren't really playing a mean trick on him, but giving him a chance to experience actual surprise (something rare in wargames). Express that you aren't trying to make him look foolish, only to recreate an actual situation.

THE BATTLE OF BLACKFOOT PASS will provide an incredibly short (perhaps only three turns) battle with plenty of action!

The other scenarios are equally playable, enjoyable, and interesting, but I don't want to give away all of their secrets.

SCENARIO NOTES

The scenarios in this issue of Captain's Log are written in the format of the COMMANDER'S EDITION of STAR FLEET BATTLES. Since the Commander's Edition will not appear until two months after Captain's Log #1, certain information is needed to understand the format.

Since Captain's Log is not designed to be disassembled into its component pages and integrated into the Commander's Rulebook binder, the scenarios are not integrated into the standard format. In the Commander's Rulebook, general scenarios such as The Kaufman Retrograde are designated as "SG" and historical scenarios such as The Admiral Lowers The Boom are designated as "SH". All scenarios in Captain's Log are designated "SL" regardless of category.

Rules references, where needed, are usually given in both Designers (33.8) and Commander's (D5.52) format.

SCENARIO SET-UP INFORMATION

In the scenario set-up information, the term "speed" refers to the speed of the ship on the immediately previous turn. This, of course, limits the acceleration of the ship.

If the map is not defined as floating or fixed, assume a floating map.

Also in the scenario set-up information, you will find the term "Weapons Status." This refers to the level to which weapons may be prepared or armed before the scenario begins. This is explained in more detail in the Commander's Rulebook, but in brief is as follows:

WEAPONS STATUS 0: Phasers not energized, no energy in phaser capacitors, no torpedoes (or other multi-turn arming weapons) loaded. No Scatter-Pack, Wild Weasel, or suicide shuttles may be prepared. Ships equipped with drone racks or plasma-F launchers (or Plasma-F

"BATTLESTATIONS! ENEMY SHIPS ON SCANNERS!"



You are the Captain. You feel your Starship responding to the helm and racing to meet the Klingon Fleet as it moves toward you through the asteroid field. Blue-white light flashes from your phaser banks as you engage the leading Klingon Battlecruiser, and then you are thrown to your chair as the helmsman puts your ship into a sudden evasive turn to avoid the Klingon's counterstroke. Your skill and cunning will be tested to the utmost in this, another episode of the Human Adventure.

"The Battle of Blackfoot Pass" is only one of over twenty new scenarios for STAR FLEET BATTLES which will test your skill as a starship captain. Some of the scenarios included are "Admiral Kumerian's Last Battle," "The Tholian Pinwheel," "Kaufman Retrograde," and "Who Invited the Romulans?"

CAPTAIN'S LOG #1 features the short story and scenario, "OBJECTIVE: JUGGERNAUT," by Christopher Allen. This story creates a unique background for a five player situation which requires skill in combat and finesse in diplomacy. Involved are the Federation, Tholian, Klingon, Orion, and the fearsome extra-galactic Juggernaut.

Also included in CAPTAIN'S LOG #1 are the diagrams and rules needed to resolve combat in the same hex. This system will make combat in the same hex more realistic and systematic.

NOTE! This product adds new play situations and rules for the STAR FLEET UNIVERSE. YOU MUST HAVE the boxed edition of STAR FLEET BATTLES to play any of the scenarios presented. Additionally, many of the scenarios draw on material published in the three STAR FLEET BATTLES EXPANSIONS. These products are recommended for maximum enjoyment of the material presented.

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Developed by the Amarillo Design Bureau

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