

STAR FLEET BATTLES

# CAPTAIN'S LOG #6



## B-10 BRIEFING



3027

## WELCOME TO THE NEW CAPTAIN'S LOG

This is the first issue of the "new" Captain's Log, combining the traditional Log features with the best of the regular articles from the former Nexus magazine. The basic formula will be a major fiction story, the Star Fleet Database section (with the articles from Nexus), a selection of scenarios (usually including one mini-campaign), the Academy (our SFB tactics department), a section on F&E (usually with a scenario and/or article, maybe a preview from Total War, plus tactical notes and questions), a section of Addenda, and sometimes a Special Feature or two.

If, by chance, you have not heard that Nexus ceased publication with issue #18, you should check that issue for details. (All subscribers were offered refunds in a variety of options.) In a nutshell, you the players decided that you'd rather have a single 100% SFB magazine than a sporadically-appearing Captain's Log and a regularly appearing Nexus that was 33% SFB.

We're going to try to keep the format loose enough to give us the flexibility to respond to what material you'd like to see and what is available.

Variations from the formula will be the rule, rather than the exception. The size of the Star Fleet Database section will vary with available space and material, and not all of the features will appear in each issue. The fiction story will be as long as it takes to tell the tale. The scenario section will vary considerably. Special Features will vary the most of all and won't appear in every issue.

This issue varies from the formula in two major respects. Most of the fiction section has been replaced by the long-awaited B-10 BRIEFING. This gives you more than the usual number of scenarios. The second variation is that there is relatively little addenda in this issue; the single page being "emergency addenda" needed for the Origins tournaments. That's not because there wasn't more addenda available; it's because we plan to concentrate this material in a future issue to reduce the number of "places to look" for obscure rules.

One oft-asked question should be answered. Captain's Log will not be available by subscription. It's a product (i.e. the back issues stay on the shelves indefinitely), not a magazine. Those players who do not have a local store can simply place an advance order for the next issue from a mail order dealer and repeat the process when that issue arrives.

We had originally intended to include the revised J-section of the Doomsday Rulebook in this issue of Captain's Log, but later decided to include the Tournament Book instead. We have been running (and refining) this tournament for five years now, and the rules and ships published here should be stable enough to last for a while. With this publication, ADB and TFG have discontinued sales of the Tournament Book and Convention Pack. Any orders for those products will be returned unfilled.

## THE NEW TASK FORCE GAMES

By now you have doubtless heard that Task Force Games is under new ownership. More details are provided in a special article on pages 34-35. The change in ownership and related matters resulted in a six-month delay in the publication of this issue of Captain's Log, for which ADB and TFG express their profound regret. The new TFG, and a rejuvenated ADB, will strive to avoid such disruptions in the future.

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# CAPTAIN'S LOG #6

This issue of Captain's Log includes the following exciting features:

**B-10 BRIEFING:** Everything you ever wanted to know about the largest warships ever built in the Star Fleet Universe. Technical drawings, history of all nine B-10s, shuttle bay diagrams, SSDs for the B-10V supercarrier and B-10S space control ship, conversion data for the Romulan KB-10R, seven scenarios covering the battles, real and potential, in which the ships fought, and the exciting story *A Meeting of Giants*, an account of the first joint Klingon-Federation battle against the Andromedans.

**TOURNAMENT BOOK:** The complete 1988 official *Star Fleet Battles* tournament rules and SSDs, allowing you to conduct, prepare for, and participate in official SFB championship battles.

**STAR FLEET DATABASE:** Information you can use about the *Star Fleet Universe*. Announcements, your questions answered, product schedules, communications, *Why?*, Urgent Addenda, examples, advice, and more.

**THE ACADEMY:** The latest in tactical advice: Term Papers give you tips from the aces, the Tactics Board will reveal the fallacies in your strategy, and the ever-popular *Ask Uncle Ardak* explains how to avoid a wild weasel explosion.

**SCENARIOS:** More exciting challenges from the history of the *Star Fleet Universe*. Romulans ambush the Gorns in "The Wreck of the *Rex*," rescue lost souls from "The Graveyard of Ships," battle a race of mind-controlling plants in "My Brother, My Enemy."

**FEDERATION & EMPIRE:** Tactical notes, your questions answered, and an in-depth look at Directed Damage, the most important combat rule in the Federation And Empire strategic game system.

**NOTE:** This product adds new play situations, background material, and rules for the *STAR FLEET UNIVERSE*. You must have *Star Fleet Battles Volume I* to use this material. Some material in this product also requires other SFB volumes and products, and some requires that you have *Federation And Empire*.

**Edited by Stephen V. Cole**

Developed by the Amarillo Design Bureau



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