

STAR FLEET BATTLES

CAPTAIN'S LOG #8



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GAMES™

ACT IV, SCENE IV

THE PLAY BEGINS ANEW

This issue of Captain's Log brings you four "fourths" that together symbolize a new beginning for the Star Fleet Universe.

First, Captain's Log inaugurates its fourth format, following the scenario-heavy first three issues, the addenda-heavy #4 and #5, and the mixed-format #6 and #7. With #8 we bring you an expanded 80-page format with more of your favorite features and some new ones that the 48-page format could not accommodate. It has not been decided if this larger format will be permanent. We await your comments and opinions on that.

Second, the long-awaited fourth (and final) "Doomsday" Edition of Star Fleet Battles has begun reaching the stores, and this issue of Captain's Log will help explain the new Captain's Edition.

Third, our publisher, Task Force Games, is under new management, the fourth administration since the company began. (The first was the partnership held by Stephen Cole and Allen Eldridge; the second was the corporation held by Allen Eldridge; the third was a subsidiary of New World Computing.) The new fourth administration is TFG President John Olsen, who acquired the corporation from New World in April 90 and moved it back to Amarillo, Texas. John Olsen wants all SFB players to know that Doomsday is the First priority of the company.

And our fourth and final fourth is the new Block 4 format for SSDs, as will be seen by the two new ships found in the back of this issue. This new format, seen in the Captain's (Doomsday) Edition, incorporates many significant improvements over the previous designs, such as drone reload check-off boxes and numbered phasers.

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TABLE OF CONTENTS

HISTORY

Escape from the Holdfast <i>by Jim Hart</i>	2
SL108 Orion Roulette	23
SL109 The Taking of the <i>Solitude</i>	24
SL110 Escape from the Holdfast	25
The Battle of Olsen's Reach <i>by Stephen V Cole</i>	26
SL111 Ceasefire Collapse!	29

DATABASE

In this Issue	31
New Ships for Star Fleet Battles	31
Star Fleet Communications Center	32
Phaser-G: Short Questions, Quick Answers	34
Command the Future: DOOMSDAY IS HERE!	35
10 Questions About Doomsday	37
Could You Give Me An Example of... Tractor Auctions?	38
Sudden Impact	39
To Ask the Question: <i>Why?</i>	40
<i>JUST SAY NO!</i>	41
Battleforce 2000: Assault on a Starbase	42
Decisions of the Star Fleet Universe Board of Proposals	44
Ask Kommodore Ketrick: Rules Questions	45

SCENARIOS

SL112 Recon in Force	47
SL113 The Mothball Mutiny	49
SL114 Scout Report	51
SL115 A Taste of Fire	52
SL116 Interceptor Training	54

TACTICS

Term Papers	56
Tactics Board	60
Victory At Origins <i>by Tom Carroll</i>	62
Ask Uncle Ardak	64

FEDERATION & EMPIRE

Could You Give Me An Example of... Mauler vs. Formation Bonus?	65
It's A Whole New (F&E) Game! <i>by Bill Walter</i>	66
Federation & Enquire	69
Tactical Notes	70
Total War Preview: Space Control Ships	71
DF&E Commentaries	72
Scenario 684 The Wayward Wind	77
Rule 654: Lyran Options	78
Rule 655: No Tholians Option	78

NEW SHIPS FOR STAR FLEET BATTLES

Federation Battle Frigate	79
Federation War Destroyer	80

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CAPTAIN'S LOG #8

FICTION: Two exciting stories with four scenarios.

Escape from the Holdfast portrays an early Klingon attempt to steal web technology.

The Battle of Olsen's Reach describes the ceasefire in which the Federation almost surrendered.

DATABASE: Questions, answers, examples, Why?, Battleforce 2000.

SCENARIOS: Five more exciting new battles for Star Fleet Battles.

TACTICS: Term papers, Ask Uncle Ardak, Victory at Origins.

FEDERATION & EMPIRE: A new scenario, commentaries, notes on the new edition, tactics, and optional rules.

SPECIAL FEATURE: playtest counters for space control ships.

NEW SHIPS: Federation War Destroyer and Battle Frigate.



TASK FORCE GAMES™

This product includes new material for the games STAR FLEET BATTLES and FEDERATION & EMPIRE. You must have these games to use this material.

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