

STAR FLEET BATTLES

CAPTAIN'S LOG #9



FIGHTERS INBOUND!

**TASK
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FIGHTERS INBOUND!

There has always been a mystique about fighters and fighter pilots. They are probably the closest thing in modern warfare to knights in shining armor fighting duels under a code of conduct. Fighters figured prominently in the recent unpleasantness.

This issue of Captain's Log is devoted to fighters. We have fiction, tactics, term papers, and scenarios about fighters. Our F&E scenario depicts the time that fighters first appeared in Kzinti service. The four new SSDs in this issue are all carriers.

We have plenty of non-carrier material in this issue, of course, but the idea of having a "focus" for an issue of Captain's Log is always a risk because *some* portion of the SFBers won't be interested. We'd like your comments on this issue, the idea of having a focus in future issues, and perhaps some suggestions on what areas you might like to see us focus on.

CAPTAIN'S LOG STAFF

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Executive Editor..... Leanna M Cole
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Star Fleet Committee Ray Olesen,
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Cover Painting Ken Mayfield
Art on Pages 8, 48 Ken Mayfield
Art on Pages 14, 26, 41, 68.....D. Jardine
Art on Page 21 Reynold Wong
Art on Page 42 Frank Castillo
Chief of ADB Security Blackie
ADB Security Staff.....Waylon, R Rex
Printing.....Dallas Offset
Cover and Map.....Trafton Printing

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All rules questions and submissions of new material should be sent to ADB, Post Office Box 8759, Amarillo, TX 79114. Include a stamped self-addressed envelope if you wish a reply.

Unsolicited submissions are accepted only under the standard terms found in SFB Advanced Missions. Others should inquire by letter.

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CAPTAIN'S LOG #9

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

GHOSTLIGHT: DAY ONE is the story of a Federation F-8 fighter squadron on the first day of the Klingon invasion. Also included: a Ghostlight scenario, a description of the battle in game terms, and the class history of Federation Strike Carriers.

STAR FLEET DATABASE: Communications, announcements, product releases and schedules, Why?, Decisions of the Board of Proposals, Ask Kommodore Ketrick, Conventions and Tournaments, Battle Force 900 (Carrier Groups), and *Just Say No!*

DOOMSDAY: Even more information on the new Doomsday Edition of Star Fleet Battles. Explosion Strengths. Ten more questions from players. A list of rules changes from the new rulebook and notes on why they were made.

SCENARIOS: The Federation learns fleet tactics in the Battle of Adanerg. The first Kzinti carrier. Fighter pilots attack a convoy to cries of *Tang Chi!* Hydrans learn there is only one way to skin a cat. Pirates raid a planet defended by fighters. Romulans and Gorns learn the meaning of Cloaked Friendship. Andromedans assault an ISC base.

TACTICS: The largest selection of term papers in the history of Star Fleet Battles, including special sections on fighters and wild weasels. The Tactics Board. Victory at Origins. Ask Uncle Ardak about fighter tactics. Squadron Leader Karsh explains how fleets should engage enemy fighter squadrons.

FEDERATION & EMPIRE: Questions and Answers. A detailed example of carrier operations. The largest selection of Tactical Notes ever! Commentaries. Preview material from Total War. Kzinti CVs in DF&E. Romulan and Kzinti Options. Designer's notes on the new carrier rules. And the Four Powers War.

FOUR NEW CARRIER SSDs: The Romulan SeaHawk-B Light Carrier, Kzinti DDV First Carrier, Lyran Siberian Lion CVA, Gorn Tyrannosaurus-V CVA.

NOTE: This product adds new play situations, background material, ships, and rules 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, including Advanced Missions, New Worlds I, and New Worlds II. The material for *FEDERATION & EMPIRE* requires that you have that game. ISBN # 0-922335-18-4



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Edited by Stephen V Cole & Steven P Petrick
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