

STAR FLEET BATTING

THE EYE OF THE STORM



STAR FLEET UNIVERSE

A Choice of Monsters!

When we saw the art that we eventually picked for the cover of this issue, we knew that we had to use it. Once that decision was made, we decided to have someone write a story that matched it, sort of reverse engineering the scene. We asked six top fiction writers to give it a shot, and got several good stories out of the project. Then we hit upon a bold and novel idea: print three of the stories that all *just happen* to match the cover, but none of them had anything to do with each other! We think you will like the results, and other stories may appear in future based on the same art.

We are continuing our established features in this issue and adding a few new items. By popular demand, the humor section has returned. We are also happy to be able to bring you a new race that is part of our upcoming Magellanic project.

CAPTAIN'S LOG STAFF

PublisherStephen V Cole
Managing Editor Steven P Petrick
Star Fleet StaffStewart Frazier, John
D. Berg, Tony Zbaraschuk, Chuck
Strong, Ken Burnside, Jon Cleaves,
Bruce Graw, Jeff Laikind, Gary Plana,
Scott Moellmer, Mike Calhoun, Richard
Eitzen, Mike Filsinger, Joe Butler.
Security Staff Ramses, Isis
Cover Art Andy M. Goodwin
Interior ArtAlvin Belflower
Compuer ArtSteve Cole
PrintingChaparral Graphics

PUBLISHER'S INFORMATION

Captain's Log #20 was created and Published by Amarillo Design Bureau, Inc., P.O. Box 8759, Amarillo, TX 79114. Contact ADB, Inc. to order spare parts (or to obtain a list), replacement of defective or missing parts, or anything relating to Star Fleet products. Include a stamped self-addressed envelope.

Captain's Log #20 is copyright © 2000 Amarillo Design Bureau, Inc.; all rights are reserved under the Pan-American, International, and Berne Copyright Conventions.

All rules questions and submissions of new material should be sent to ADB, Inc., 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 and become the property of ADB, Inc. on receipt; but authors are compensated if the item is published. Others should inquire by letter. No materials based on, for use with, or incorporating elements of SFB or the Star Fleet Universe may be published without permission of ADB, Inc.

See page 24 for complete contact info.

TABLE OF CONTENTS

HISTORY

Field Promotion by Shelley Stuart	2
The Razor's Edge by John Sickels	
A Really Bad Day by Craig Dylke	
COMMUNICATIONS	
Star Fleet Communications Center: Tournaments	23
Staff Service Awards	24
Squadron Major	25
After Action Reports: Recent Products	
Command the Euture: New Products	

Dirty Little Secrets of Mail Order	28
Input Guide	29
Decisions of the Star Fleet Universe Board of Proposals	30
To Ask the Question: Why?	
Ten Questions	
Ask Kommodore Ketrick	32

VENUES

Star Fleet Warlord	35
Playing SFB By E-Mail by Jim Hart	
Star Fleet Battles On-Line	
Galactic Conquest	
Star Fleet Command	

DATABASE

The Omega Sector	42
Shipyard Report	43
The Uthiki: A new race from the Magellanic Cloud	
Battle Force 600: Stop the Death Probe	49
Could you give me an Example of Black Hole Movement	
New Stuff for Prime Directive by Gary Plana	57
Brothers of the Anarchist	
Murphy's Laws of SFB	60

SCENARIOS

SL178 A Choice of Monsters	62
SL179 A Rational Choice	
SL180 Convoy Surprise	65
SL181 Death to Spies!	
SL182 Salvage Your Luck	
01-01-04. Age - 04. Leo	

TACTICS

Victory On-Line	
Term Papers	

FEDERATION & EMPIRE

January 2001: Advanced Operations	83
Rules and Rulings	83
Another Look at SIDS	
Marine Assault	
The War Plans File	
Tactical Notes	88
Economic Notes	90
EcoWar Preview: Depot Level Repair	

SHIPYARD

Ships of the Magellanic Cloud	93
Freighters for the Omega Sector	99
Klingon Ships of the Middle Years	
Kzinti Light Cruiser Variants	
5	

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.

All new challenges for Star Fleet Battles, F&E, Prime Directive, Missions, and Warlord!



ONE UNLUCKY STARSHIP!: The dreadnought *Dominion* found three different monsters in the same area over a 15-year period, and they were all dangerous. The Black Hole Asteroid Gun was a Federation secret weapon that went berzerk. The Artifact Entity drove crews insane and attacked ships. Space Lens was a monster — from the Andromeda Galaxy!

COMMUNICATIONS: Command the Future, Conventions & Aces, Why?, Kommodore Ketrick lays down the Law, After Action Report, Proposals Board, Squadron Majors, Input Guide, and more.

NEW SHIPS: 20 New ships including Omega Freighters, a new race from the Magellanic Cloud, Klingon ships of the Middle Years, and Kzinti Light Cruiser variants.

TERM PAPERS by the aces and experts improve your game. Victory On-Line!

COOL PINS: The first in a new series are to be released at Origins!





DATABASE: Omega ships and tactics, the new Uthiki race,

Battleforce 600 tries to Stop the Death Probe, An Example of Black Hole Movement, Prime Directive, Gorn and Romulan Brothers of the Anarchist, Murphy's Laws.

VENUES: StarFleet Command, SFB On-Line, PBEM Report, Galactic Conquest.

SCENARIOS: A Choice of Monsters, the Andros leave the Uthiki A Rational Choice, the Trobrins encounter a Mæsron Convoy Suprise, Orions and Klingons clash along the Kzinti border in Death to Spies and Salvage Your Luck.

FEDERATION & EMPIRE: Rules & Rulings, Tactical Notes, Depot-Level Repair from EcoWar.



This product adds new game play material 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. The material for *F&E*, *Prime Directive*, and *Warlord* require those games.





ISBN#1-58564-010-7 ADB \$14.95
Petrick Made in USA

STOCK #5720

Edited by Stephen V Cole & Steven P Petrick