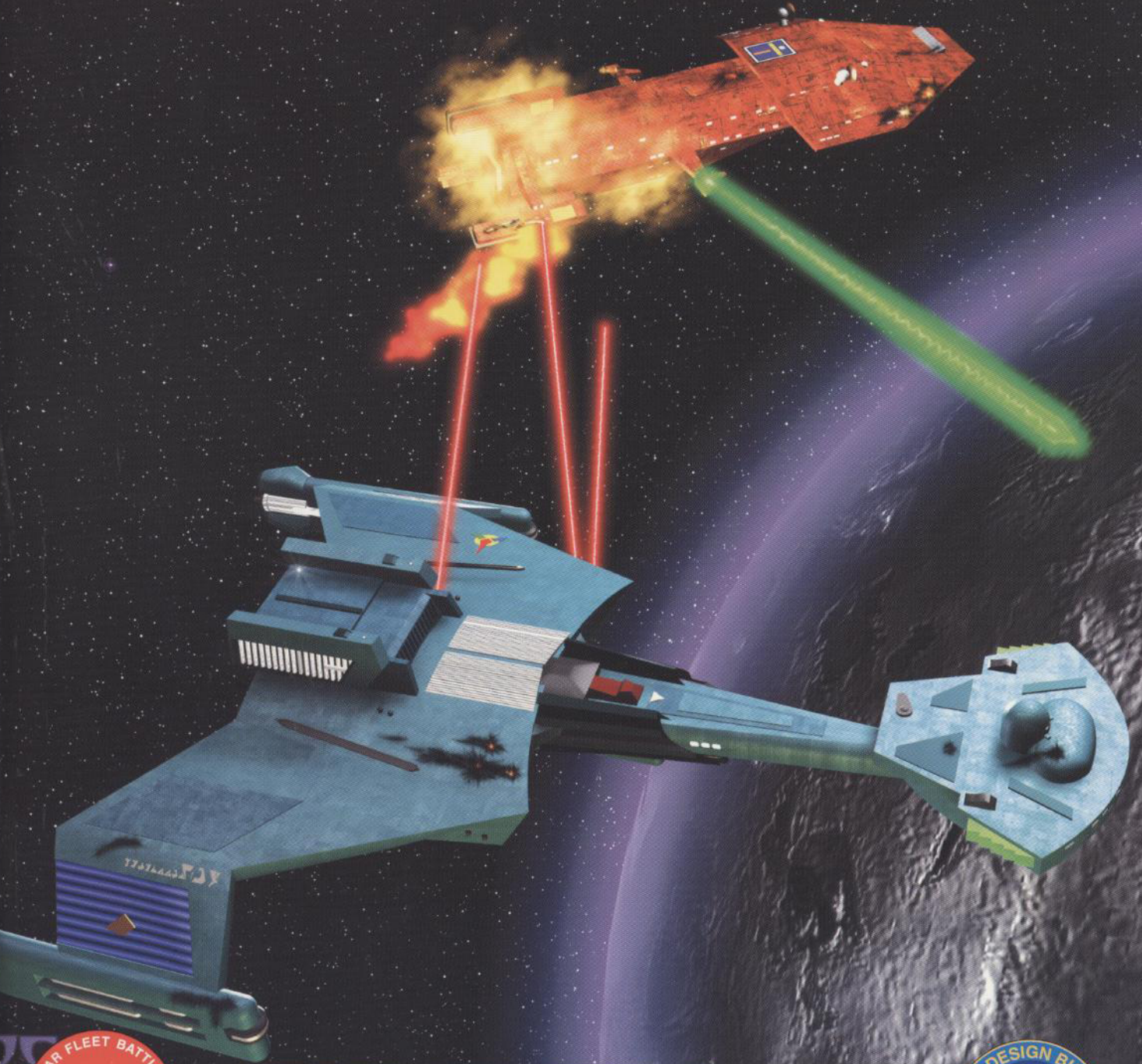


STAR FLEET BATTLES

▲ CAPTAIN'S LOG #22



FIRE FIGHT



NEW DIRECTIONS

We have a plan. Star Fleet Battles and F&E will continue to expand with exciting new products, but this is not enough. Our new card game, *Star Fleet Battle Force*, will bring the Star Fleet Universe to a new group of gamers, and will be fun for current SFB players as well. Everyone who ever played SFB (and everyone who ever ran screaming from the rulebook) will like *Battle Force*. The miniatures line will continue to expand with new ships, fighters, and PFs. Prime Directive will be reborn, and we are actively negotiating a deal to bring a new version of this game onto the market.

The point of the plan is a growing and successful company with SFB at its core, but no longer limited to *just* being "the company that does Star Fleet Battles".

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CAPTAIN'S LOG #22

New challenges for Star Fleet Battles, F&E, Prime Directive, Starfleet Command, and Warlord!



FIREFIGHT: The Klingons must eliminate the Kzinti squadron in order to conquer the Tholian Holdfast.

A PLAGUE ON THEIR HOUSES: Subject races launch a treacherous plot on a Klingon C7, leaving the ship in a battle for survival. Who can they trust?

COMMUNICATIONS: Command the Future, Conventions & Aces, Why?, Admiral Growler enforces the rules, After Action Reports, Proposals Board, Input Guide, Star Fleet Awards, and more.

NEW SHIPS: 20 New ships including Gorn DNC, Fed FCF, Tholian CWV, Lyran DWG and DDE, the first Omega PFs and PFTs, Early Years Lyrans, Auxiliary scouts and drone ships, & many more.

TERM PAPERS show the path to conquest. Qari Tactics for the simulators. Patrol Victory at Origins!

VENUES: Starfleet Command fights Orion Pirates, Death of a Warlord, SFB On-Line, PBEM reorganized.

DATABASE: Omega, Battleforce 550 invades the WYN cluster, An Example of Speed Changes, Omega races for Prime Directive, Klingon and Kzinti *Brothers of the Anarchist*, A Developmental History of Planetary Defense Battalions, Class History of the C7 Battlecruisers, and more.

SCENARIOS: The C7 *Fire* destroys a Kzinti base and makes first contact with the Neo-Tholians while sistership *Plague* battles Hydrans. The Carnivon dreadnought *White-Wolf* raids a Lyran planet. Alunda ships seek to destroy a Hiver Queen. Magellanic ships defend their convoys against raiders. Feds and Romulans outwit each other in Cloak & Dagger operations.

FEDERATION & EMPIRE: Rules & Rulings, Strategies for Capital Defense, Tactical Notes, Red Wyn Express. Can anything *Fix the Gorns*? The long awaited new rules on SFGs, EW, and SAFs. New playtest rules include Federation Hospital Ships and ISC base deployment.



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*, *Star Fleet Command*, and *Warlord* requires those games.



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