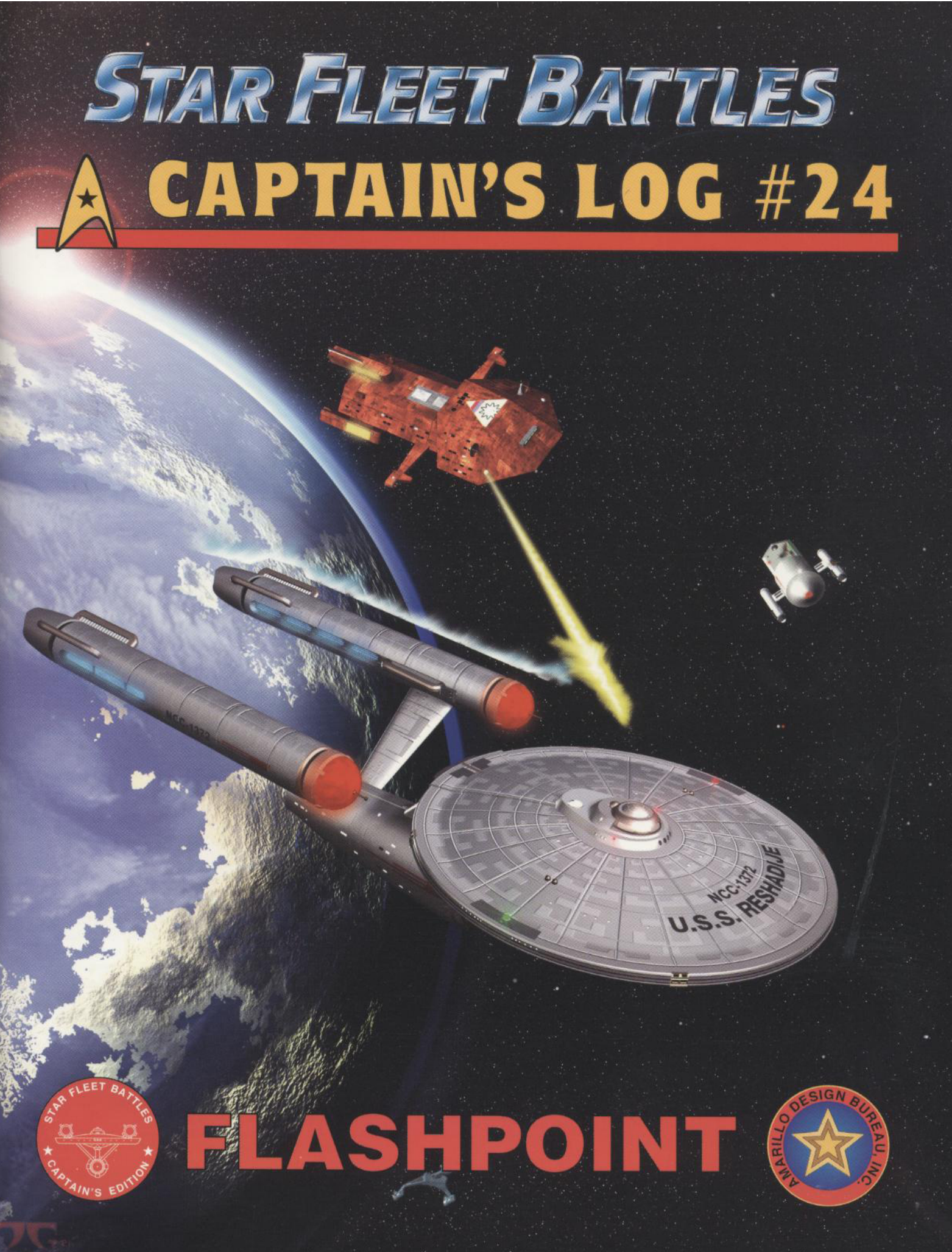


STAR FLEET BATTLES



CAPTAIN'S LOG #24



FLASHPOINT



A Bold New Path

This issue announces several new moves for the *Star Fleet Universe*. We have new products for *Star Fleet Battles*, the new *GURPS Prime Directive* role-playing game, news that the new miniatures production system has finally produced results, and a new line of large-scale plastic model kits. We expect that these ventures will make the company stronger and bring in new players to join our existing product lines.

We'd like to take a moment to thank our great friends at Agents of Gaming, Steve Jackson Games, and Games Quarterly for helping us make ADB Inc. a better company.

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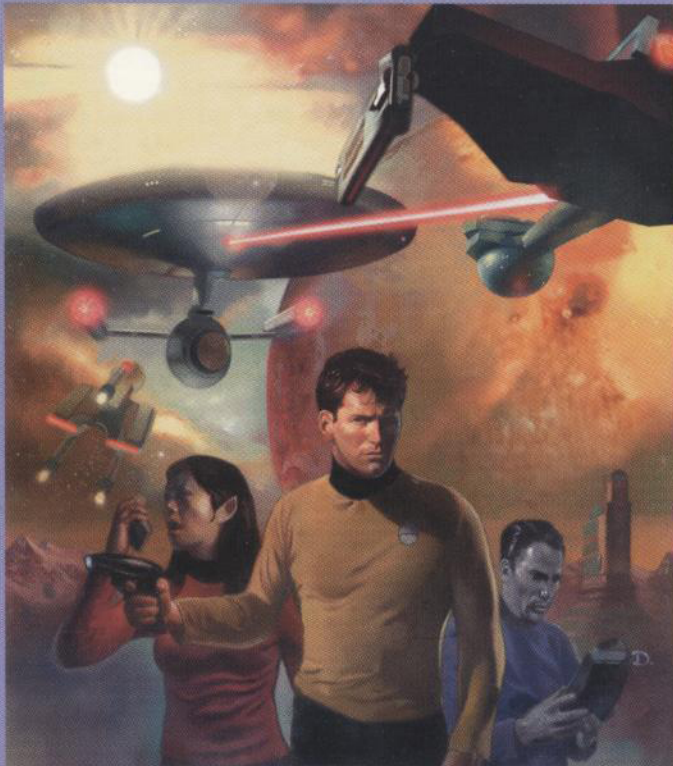
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CAPTAIN'S LOG #24

New challenges for Star Fleet Battles, F&E, Prime Directive, SFC, Battle Force, and Warlord!



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The art above is from the **GPD** cover.
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JASON AND THE DILITHIUM FLEECE: Bizarre space creatures eat asteroids and produce pure dilithium, and this attracts a crowd.

TERM PAPERS show the path to triumph. Warb Tactics for Omega Sector. Victory at FurryCon!

COMMUNICATIONS: Command the Future announces new products, Conventions & Aces, Why?, Admiral Growler hands down rulings, After Action Reports, Input Guide, Star Fleet Awards.

NEW SHIPS: 16 New ships including *Anarchist*, Middle Years Cygnans, Iridani Quest ships for the Omega Sector, upgraded Federation police ships, and advanced Kzinti escorts.

VENUES: Starfleet Command, Galactic Conquest, Warlord tactics for Die Hard Games, SFB On-Line V3.0, PBEM change of command.

DATABASE: Battle Group 600 escorts a convoy, Introducing the new **GURPS Prime Directive**, ISC and Lyran *Brothers of the Anarchist*, new Space Dragon cards for *Star Fleet Battle Force*, and more.

SCENARIOS: Flashpoint Mantor, Jason and the Dilithium Fleece, Ram Raiders, A Small Matter for Battle Group 600, Refueling Disaster in the Triangulum Galaxy, the Iridani have Treasure in Sight.

FEDERATION & EMPIRE: Rules & Rulings, Tactical Notes, the Tholian Border Incident, the Ships of Module J2 (scout carriers, interdiction carriers, patrol carriers) for F&E, Marine Assault updated.



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*, *GURPS Prime Directive*, *Starfleet Command*, *Star Fleet Battle Force*, and *Warlord* requires those games.



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