


STAR FLEET BATTLES

A CAPTAIN'S LOG #32




D N G F
1 

F F G F
8 

F L
3 


C 8 K
7 


F 5 K
7 

J G N T


S A L O
6 


C A F
3 


B C Z
2 

F F Z
5 

D 7 K
2 

P C T
1 

P O L F
2 

F T
2 

INTRODUCING...

FEDERATION COMMANDER



Launch Something New

Federation Commander is now on the store shelves and (judging by the restocks and steadily-increasing sales) is a smash hit. We've added a new section to the *Log* about this new game.

As time goes by, we will have more new product lines coming into the Star Fleet Universe to appeal to a broader range of gamers.

We will never forget the game that brought us here (*Star Fleet Battles*) and all of the other games (*Federation & Empire*, *Star Fleet Battle Force*, *GURPS Prime Directive*, *Prime Directive d20*) that contributed to the company's best year. Sales in 2005 were up 25% over 2004 while the entire industry's sales were *down* by 25% or more. Our products are now in more stores than ever — while one-third of the game retailers went out of business during 2004-5.

This is a *universe*, and that is something bigger than any single game system.

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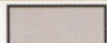
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 New Ships 97

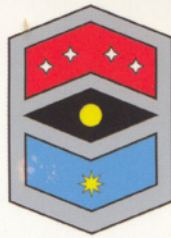
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Commanding the future of the Star Fleet Universe!

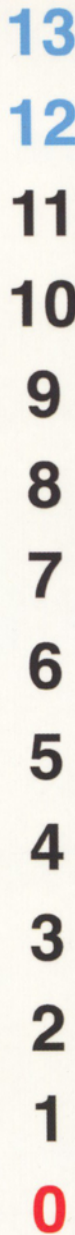
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FLEET SCALE

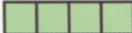
COUNTER 
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


POWER TRACK



PROBES 

MARINES 

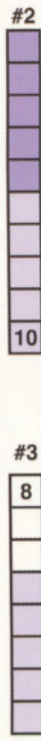
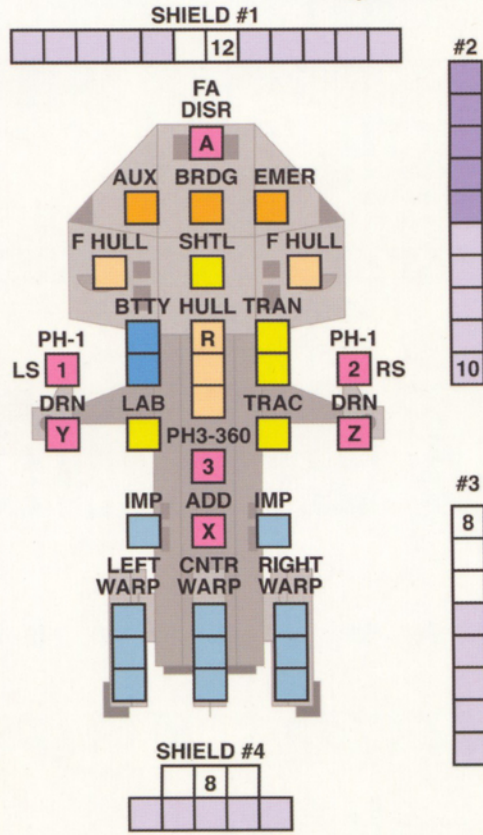
FRAME DAMAGE 

WEAPONS USED

A	1	2	3
X	Y	Z	



TURN MODE B MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 SPEED COST 4
BASE SPEED 24 TURN MODE 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1.25
EVASIVE MANEUVER COST 1.5



DRONE RACK Y	DRONE RACK Z	ANTI-DRONE X																																								
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FRACTIONAL POWER

0 1/4 1/2 3/4

32

FEDERATION COMMANDER: KLINGON ATTACK
 FLEET SCALE SHIP DIAGRAM Captain's Log #32
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FEDERATION COMMANDER

Plasma Torpedoes, Romulans, Gorns, Tactics, & five New Ships.

CIRCLE OF VENGEANCE

Klingons, Hydrans, and Vudar fight a battle in an asteroid field guided by fear, hate, and distrust!

COMMUNICATIONS

Command the Future, Aces, Why?, Admiral Growler, After Action, Starline 2400, Input Guide, 10 Questions.

NEW SHIPS

Vudar, Klingon Augmented D7, Federation Light Cruiser variants.

DATABASE

Kosnett's War, Cosmic Cloud, Battle Group, *Anarchist*.

VENUES

Starfleet Command, Galactic Conquest, Warlord, SFBOL, PBEM, Star Fleet Battle Force, and Prime Directive RPGs.

TACTICS

Victory at Origins, Drex Primer, Term Papers by the Experts.

SCENARIOS

More challenges from history.

FEDERATION & EMPIRE

Rules & Rulings, Tactical Notes.

This product includes exciting new material for use with *STAR FLEET BATTLES*, *FEDERATION COMMANDER*, *FEDERATION & EMPIRE*, *STAR FLEET BATTLE FORCE*, *STAR FLEET COMMAND*, *PRIME DIRECTIVE* (d20 and GURPS), and *STAR FLEET WARLORD*. To use the material for any game requires that game. Some of the contents can be enjoyed without owning any games.

