



FEDERATION
COMMANDER



& STAR FLEET BATTLES



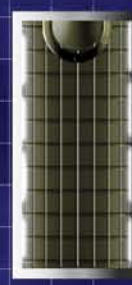
CAPTAIN'S LOG #42



Xander
Fulton

UNITED FEDERATION OF PLANETS STAR FLEET COMMAND F-10IC VOODOO

- CREW: 2
- MAX SPEED: WARP 2.5
- PHASER SUITE: 1 x TYPE-2 HEAVY PHASER
2 x TYPE-3 LIGHT PHASERS
- PAYLOAD: 2 STANDARD SPACES
- HARDPOINTS: 4 x TYPE-IM STANDARD DRONE
2 x TYPE-IIIM SPECIAL DRONE
2 x TYPE-VIM WARP SEEKING DOGFIGHT DRONE
- DEFENSIVE SYSTEMS: STANDARD EW PACKAGE
INTEGRATED ENHANCED EW SYSTEM
2 x CHAFF PACKS
1 x 6-ROUND ADD SILO SYSTEM



WINGS OVER ARCTURIA



Undiscovered Country

We had looked forward to another “good six months” but something happened that has never happened before: the entire wargame industry was hit by the recession. It has been an article of faith that wargames are recession proof. Happy, people buy games. Bored, unemployed people buy games to keep their minds occupied. Good times or bad, the wargame industry cruised on.

This time, lots of wargamers, genuinely terrified that they might not have a job (or a house, or insurance) next month or next year, decided to “keep that \$20 in my pocket — just in case” and sales (for the entire industry, not just ADB, Inc.) plummeted like the housing market. This cost us some sales, and delayed the expensive *Star Fleet Marines* to next year.

The economy and national mood has now improved, and we're on track for a good 2011.

CAPTAIN'S LOG STAFF

Publisher Stephen V. Cole, PE
 Managing Editor Steven P. Petrick
 Business Manager Leanna M. Cole
 Customer Service Director Michael Sparks
 Graphics Director Joel Shutts
 Director of Proofreading Jean Sexton
 Star Fleet Staff John D. Berg, Chuck Strong, Jeff Laikind, Gary Plana, Scott Moellmer, Mike Filsinger, Mike West, John Sickels, Scott Tenhoff, Paul Franz, Tony L. Thomas, Frank Brooks, Mike Curtis, Ryan Opel, Thomas Mathews.

Security Staff Ramses, Isis
 Cover Art Xander Fulton
 Interior Art See page 106.

PUBLISHER'S INFORMATION

Captain's Log #42 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 #42* is copyright © 2010 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 any *Star Fleet Universe* products may be published without permission of ADB, Inc.

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

TABLE OF CONTENTS

HISTORY

A Quality of Speed <i>by Stephen V. Cole</i>	2
Star Fleet Pawn Stars <i>by Michael Bennett</i>	11
Wings Over Arcturia <i>by John Sickels</i>	12
Snapshots of History	14

COMMUNICATIONS

Communications Center	17
After-Action Reports; Command the Future	19
Input Guide: Mean Jean vs. the Writers of SFU <i>by Jean Sexton</i>	20
To Ask the Question: Why?	21
Starline 2400 Miniatures: New Releases, Next Releases	22
Star Fleet Awards	23
Ten Questions	24
ADB, Inc., Employment Application	25

FEDERATION COMMANDER

Communique	26
Play-by-Email; <i>FC Online</i>	27
Command At Origins 2010 <i>by Patrick Doyle</i>	28
Command Notes	32
Updated Rule: Weapons on Bases	33
What's Wrong With This Scenario?	34
New Scenarios for <i>Federation Commander</i>	36
Borders of Madness: Tholian Pinwheel <i>by Mike West</i>	38

SFB SCENARIOS

New Challenges, New Wars	39
--------------------------------	----

SFB DATABASE

Monster Special Rules: Ice Monster <i>by Steven P. Petrick</i>	48
Update: Campaigns after <i>Module R12</i> <i>by Steven P. Petrick</i>	51
Using <i>FC</i> Ship Cards in <i>SFB</i> <i>by Mike West</i>	53
Background Questions	54
Proposals Board	55
Ask Admiral Growler <i>by Mike Filsinger</i>	56
Can You Give Me an Example <i>by Steven P. Petrick</i>	61
Brothers of the <i>Anarchist XXII: Federation & ISC</i>	66
Simulator Empires during the Early Years <i>by Mike West</i>	67

SFB TACTICS

Victory at Origins 2010 <i>by Gregg Dieckhaus</i>	72
Tactical Primer: Triangulum <i>by Gary Carney</i>	79
Term Papers	80
Battlegroup 550: The Encounter	81

STAR FLEET VENUES

<i>Starfleet Command</i>	86
<i>Star Fleet Marines: Assault!</i>	86
<i>Galactic Conquest: Examples</i> <i>by Howard Bampton</i>	87
<i>Star Fleet Battle Force: The Black Fleet</i>	88
Play <i>SFB</i> by Email <i>by Frank Brooks</i>	89
<i>Star Fleet Battles Online</i> <i>by Paul Franz</i>	89
<i>Star Fleet Rescue</i>	90
<i>Starmada: Alien Armada</i>	91
<i>Star Fleet Warlord</i>	91

FEDERATION & EMPIRE

News: <i>F&E 2010</i> & Why?	92
ISC Echelon Formations	93
New Ships: Ship Information Table	94
Questions & Answers <i>by Mike Curtis</i>	95
Tactical Notes	98
Hurricane: Sectors D, E, and F <i>by LtC Chuck Strong</i>	100

SHIPYARD

Shipyards Report	105
New Ships for <i>SFB, FC, Star Fleet Armada</i>	106

STAR FLEET HISTORY

A QUALITY OF SPEED

by Stephen V. Cole

Klegarine Military School, April Y183

"Come in, Cadet Killik. Sit down."

"Very well, Commander," the younger man said, taking the indicated seat.

"Do you know why you are here?" the Commander asked.

"I did not, Sir," Cadet Killik said, "but may I assume from the evidence that we are to play chess? Standard rules, or the reflective game?"

"Standard rules," the Commander said, picking up two pawns. "You won the cadet tournament, and I thought it important to teach you one further lesson." The Commander extended both hands, which had formed fists.

"Excellent," Killik said, touching one of the Commander's hands and getting the black pawn for his trouble. The human game, imported a half-century earlier, was one of Killik's favorites, and he knew that the Commander was far below his ranking. "It is an honor to play you," Killik said. Cadets rarely had the chance to play ranking officers, especially not those who knew they were going to lose. The Commander was, apparently, rewarding the tournament victory by allowing himself to be defeated.

"One thing, Cadet," the Commander said, moving forward a pawn in the classic opening. "When I press the clock button, you have only nine seconds to play, or you lose your move."

"*What?*" the cadet exclaimed. "I have never heard of this variant."

"Nine seconds," the Commander said as his finger hit the button on the clock. Killik made the standard response to the classical opening, and allowed the timer to run down to gain time to think. The game continued for less than four minutes before Killik was forced to concede.

"And what lesson did you learn?" the Commander asked.

"That if someone changes the rules at the last moment, I am probably going to lose?" Killik answered, then quickly realized the rudeness and sarcasm of his reply. "My apologies, Commander, I was somewhat ... rattled. What was the lesson?"

"There are many lessons here," the Commander said, "and you did surmise one of them, but not the one I wanted you to learn."

Killik sat in silence, contemplating that thought, and knowing it was a time to wait for the Commander to speak.

"I know you, Cadet Killik," the Commander said. "I have reviewed your file, spoken with your instructors and cadet officers, and have even had you in my own lectures. Your records in the simulators are only average, and your scores in the live-fire scenarios are marginal, while your academic record is superior. When you won the chess tournament, the problem became obvious to me."

Killik continued to sit in silence.

"You think too much, Cadet," the Commander said. "Combat never gives you enough time to think through every option, every unknown. You need to train your instincts to react far more quickly."

"But does not a hasty decision lead to a mistake?" Killik asked, trying to remain deferential.

"Sometimes," the Commander responded, "but far more often, a delayed decision leaves you vulnerable to an attack. You

can get yourself killed and your men with you if you're still thinking about the 'perfect' answer when a 'good enough' answer from your opponent scores a killing blow. The point is to be fast all the time, and right as often as possible. Do your thinking before the shooting starts, then the quick reactions will be the right ones."

"I thought I was expected to use some judgment?" Killik protested.

"You are expected to follow orders instantly," the Commander said, "and learn how to give correct orders almost as quickly. That comes with experience. You won't be in command of anything requiring an instant decision for some time yet, but you do need to realize that speed has an accuracy all its own."

"Even so..." Killik began.

"Cadet, when you graduate, what assignment do you want?" the Commander interrupted.

"Combat," Killik answered without hesitation. "On a starship, preferably. A frigate if I can get it, so that promotion will be faster. I want to command a ship."

"Cadet, if you cannot learn the lesson I have taught you, I will be recommending you for staff duty in military intelligence, where you can think all you like," the Commander said. When Killik appeared horrified, the Commander added, "And if you argue with me when I'm trying to teach you a lesson, even one more time, I will send you to the police for duty as a detective. You are dismissed."

XO's Office, D7 Battlecruiser *Atropos*, October Y183

"Sit down, Ensign Killik," the XO said. The young officer did as he was told. "You have completed your basic division tours, and you will be promoted to junior lieutenant along with two others at a ceremony tomorrow."

"Thank you, Sir," Killik said. "May I ask what my next assignment will be?"

"You are being sent back to the battle station for reassignment," the XO said.

Killik was struck with a wave of emotion. Panic, anger, self-doubt, and a conviction that this must be some mistake all raced through his mind. He was being kicked off the ship as unwanted. "Have I failed to perform?" he asked.

"Not so much that," the XO said, "as having failed to impress the captain. You think too much. You read too much. You take too long to make decisions. The captain thinks that you will be of better use in a staff position, perhaps intelligence or logistics, where your problem-solving skills will be more applicable."

"But I want to be in combat," Killik said.

"The Klingon Empire is not about what *you* want, Ensign-promotable Killik," the XO snapped.

"If you send me with that recommendation," Killik stammered, "I won't ever get a combat assignment."

"Are you sure you *want* one?" the XO said. "Seriously, Killik, you're not suited for it. You over-think things. You take too long to study a problem. You'll be far happier and far more useful in a staff position."

"Is there no choice?" Killik said, near panic.

The XO leaned back in his chair and sighed. *He's passionate about combat; I have to give him that*, the XO thought to himself. *Even so, the captain wants rid of him. I could call a friend about getting him a position on a fast transport ... no, I'd have to use up a favor to get that to happen. Killik will just have to live with disappointment*, the XO decided. Then he had another



CAPTAIN'S LOG #42



Wings Over Arcturia

F-101 heavy fighters mount a desperate defense of their home planet against a Klingon attack during the General War.

A Quality of Speed

Lieutenant Killik must overcome his tendency to think through every situation before committing his gunboats to the attack.

COMMUNICATIONS: Command the Future, After-Action Report, Conventions & Aces, Why?, Starline 2400, Input Guide, Ten Questions, Proposals Board, and Much More!

FEDERATION COMMANDER: Tholian pinwheel, new ships; scenarios.

NEW SHIPS: Early Years simulator ships, two more fast battleships.

VENUES: Galactic Conquest, Star Fleet Warlord, On-Line & PBEM, *Starmada*.

DATABASE: Background Questions, Ice Monster, more *Brothers of the Anarchist*, Ask Admiral Growler, *Module R12* Update, and More.

TACTICS: Imperium Primer, Term Papers, Victory at Origins, Battle Group.

SCENARIOS: New challenges from beyond the darkness threaten your planet.

FEDERATION & EMPIRE: Tactical Notes, Hurricane Sectors, New Rules.



www.FederationCommander.com

This issue adds new material for *Federation Commander*, *Starmada*, *Star Fleet Battles*, *Federation & Empire*, *Prime Directive*, *Star Fleet Battle Force*, & *Warlord*. Using this material requires those games.

www.StarFleetGames.com



ISBN 978-1-58564-153-6 \$19.95

STOCK #5742

Edited by Steven P. Petrick

Made in USA