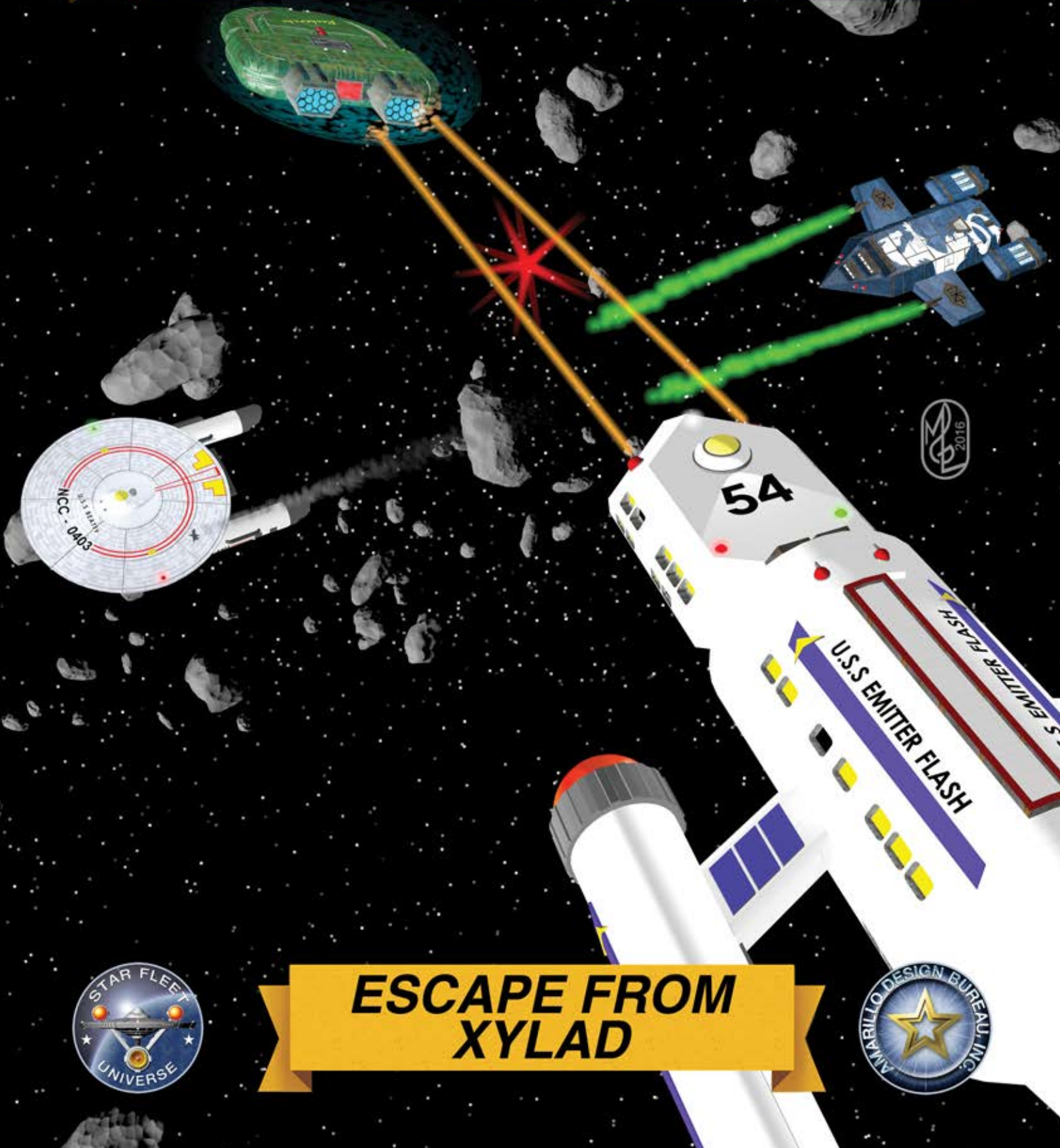


STAR FLEET UNIVERSE



CAPTAIN'S LOG # 52



ESCAPE FROM XYLAD



The Road Continues

This issue is later than we wanted it to be, but better than we would have expected (and Jean expects a lot of the design team). We have new ships, scenarios, and rules for *Star Fleet Battles*; ground combat rules, scenarios, and ships for *Federation Commander*, a thrilling adventure by an Orion Crime Team, Battlegroups for three games (*SFB*, *FC*, *ACTASF*), a new edition for *Starmada*, a new species for *Prime Directive*, a whole new era for *Federation & Empire*, a new scenario (by a surprising new scenario designer) for *Star Fleet Marines*, and ... well... a whole lot of *zing!*

Weather, the plague, computer issues, and a couple of special projects pushed this issue into the winter of 2017, but what comes next is *Springtime for Star Fleet!* Hold onto your shuttles!

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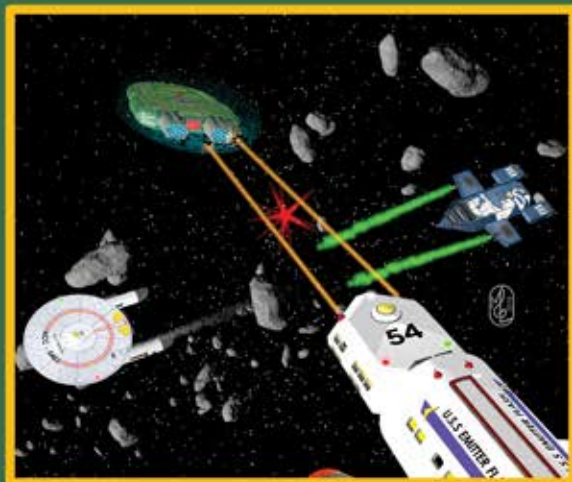
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CAPTAIN'S LOG # 52



SNATCH & GRAB!

An Orion Crime Team kidnaps a major crook who failed to pay his franchise fees, but then they have to escape from the Federation Police and Star Fleet.

The hidden history of the Federation's heavy cruisers.

Hotel Improbable.



STAR FLEET BATTLES: Four new Romulan ships, three new Lyran ships, new gunboats, two new Omega ships, two new Zosman ships, the secret files on the wild alunda, 35 battlegroups, five new scenarios.

FEDERATION COMMANDER: Ground combat and four new commando ships.

A CALL TO ARMS: STAR FLEET: Five new ships, including three from the new WYN Fleet, the Federation battleship, and Klingon SD7 strike cruiser.

STARMADA: Preview of the new Unity Edition, and four ships in the new format.

STAR FLEET BATTLE FORCE: Juggernaut!

FEDERATION & EMPIRE: The Middle Years rules and scenario.

EVEN MORE: Battle of the Bulge for *Star Fleet Marines*, new profile for *Prime Directive*, and all of the usual features.



www.FederationCommander.com

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

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