

F&E KEEPS MOVING!

This product happened over five years, but was done in only one day.

In 2009, an *F&E* fan asked us to compile all of the data for that game from all of the issues of *Captain's Log*. We did so, creating two books covering *Captain's Log* #20-#30 and #31-40.

Captain's Log #50 had not been out for a day before *F&E* fans were asking for the third compendium covering *Captain's Logs* #41-50.

As with the previous books, we compiled this one with nearly "zero work" by incorporating the unedited pages from the original issues. Nothing here was updated, edited, or corrected. What's here is *exactly* what was in the old issues, even if we have known for years that the old issues contained errors or mistakes.

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WHAT'S IN THIS PRODUCT?

CAPTAIN'S LOG ISSUES COVERED

This compendium includes the actual pages from *Captain's Log* #41 through *Captain's Log* #50.

As with the two previous books, this was requested by the players as means of lightening the considerable load of hard copy materials they must drag from one gaming session to another.

WHAT YOU SEE IS WHAT YOU GOT

The pages of this product, except this page and some after action reports, are the actual pages from the issues listed. They have not been edited, fixed, proofread, updated, or, well, anything. They're the original pages, including whatever typos, mistakes, and obsolete information that was there to start with.

QUICK AND DIRTY

The whole point of this compendium was to provide a "quick and dirty" product. We did not expend any work on it (other than compiling the pages) because, frankly, we don't expect to sell more than a couple of dozen copies and we need to spend the allocated *F&E* time working on new *F&E* products. If we had done a better job here, (more important) products would be delayed.

NEVER MIND THE PAGE NUMBERS

As noted, these are the original pages. No effort has been made to provide new page numbers, so whatever page numbers you see are from the original issue, not from this product.

WHY ARE THERE BLANK PAGES?

In cases where the original issue had odd numbers of pages, or started on an even-numbered page, you may find a (nearly) blank page.

OBSOLETE RULES

In many issues of *Captain's Log*, we published prototype or draft versions of rules, scenarios, ships, and other things which were later incorporated into new products. No effort was made to find and remove these, since that would have taken days of work and that work was needed by new products. Obviously, if a prototype rule that was published in an older issue of *Captain's Log* was published in a later *F&E* expansion, the rule in the expansion is the proper rule, and the draft version can be considered only of historical interest. You may find it amusing to compare the draft and final versions.

RULES AND RULINGS

Those rulings and Q&A items which change rules in *F&E 2010* did at the time and still do even now.

AFTER-ACTION REPORTS

Every issue of *Captain's Log* includes a list of mistakes and typos and other things in the previous issue. We have include that material where it applies to the *F&E* pages, so you can track down the "wrong" items and note the corrections.

BEWARE THE TACTICS

Over the last decade, a few rules have been changed by "rulings" and this may have invalidated some tactics published in earlier issues.

JEAN SEXTON HAS NOT PROOFREAD THIS STUFF

Those who have seen the last couple of *Captain's Logs* will have noted a substantially more professional presentation with better writing, fewer typos, fewer other mistakes, less unnecessary capitalization, and so forth. As you will note, the style has evolved over the years as Jean convinced the Steves to do it her way. No attempt has been made to bring earlier issues up to the current standard.

Date of Publication 22 April 2015

AFTER ACTION REPORTS

CL#40: Page #97: The *F&E* tactical note "The Kzinti Heavy Fighter Advantage" listed a starbase with three squadrons as 36(22), it should more correctly have been listed 36(16H6). Other bases using heavy fighters should also have the "H".

CL#40: Page #99: The *F&E* counter factors for the Tholian PDD show 5/- but it should be 5/2.

CL# 44

Supplemental File

TACTLESS NOTES

Tactical Notes are evaluated by five members of the staff and rated by each from 1-10. It takes 18 points to be publishable, and a paper that has a total of 35 points is very highly rated indeed. This paper did not make the cut.

DENY THE GORN

— Robert Padilla, *USS New Jersey*

Historically the Romulans enter the War on Turn #10 when they attack the Federation. This is reflected in the scenario *The Hurricane*. But, we play games such as this to change history, so what if the Romulans or Klingons attack the Federation by Turn #10? It is common knowledge that the Federation can attack the Klingons on Turn #10 if the Klingons do not attack them (602.48). What I think all players miss about this is that the Federation will do so at great cost to the Alliance. I refer to rule (603.54) which says "If the Federation starts a war with the Romulans or Klingons, the Gorns do not enter the war at all unless somebody attacks the Gorns (and then they join the other side)."

Holy cow, that is a new one! Literally, as this rule did not exist in *Federation & Empire 2000*. So if the Coalition does not attack the Federation, they can instead concentrate on holding captured Kzinti and Hydran space and consolidate their forces for an all-out blitz on either the Federation or the Gorns. I believe both the Gorns and Romulans would be on a Peacetime economy, but this is actually a very good thing for the Romulans who typically start the war behind the eight ball anyway when it comes to their economy. This situation gives the Alliance player two bad options:

1. Attack the Klingons on Turn #10 and lose Gorn support for the whole war, or:

2. Remain on a Limited War footing, only having access to a single reserve marker and be limited to sending the 4th Fleet, 2nd Fleet and new construction to assist the Kzintis. This is even a worse option if the Kzinti capital was captured before Turn #7.

This may be the "trick play" Coalition players have been looking for, although to be honest I do not like it. However by the scenario rules it is a valid tactic, it is debatable if it should be allowed and if the scenario rules should be changed.

Let the debate begin!

THOMAS MATHEWS COMMENTS: Rule (603.54) may need to be revisited as I do not believe the Gorns would want to fight the Romulans and Klingons alone. Which could happen under these conditions at a later time.

STEWART FRAZIER COMMENTS: Use (*only*) if the Coalition is having a fun time! Note that the Romulans are at War until Turn #10 and could choose a Limited War option (see *Captain's Log #22*, page #108).

MIKE CURTIS COMMENTS: Rule (603.54) causes a problem with this loophole. The rule should be modified to remove the words "or Klingons," this is something the Alliance would not be able to recover from and would be a game breaker.

RYAN OPEL COMMENTS: I believe that rule (603.54) should be changed to delete the reference to the Klingons. I believe the Gorn-Federation Treaty is strong enough that they would support the Federation and by default the Kzintis in a war that the Klingons ultimately started. I do not think the Gorns would support a Federation declaration of war against the Romulans.