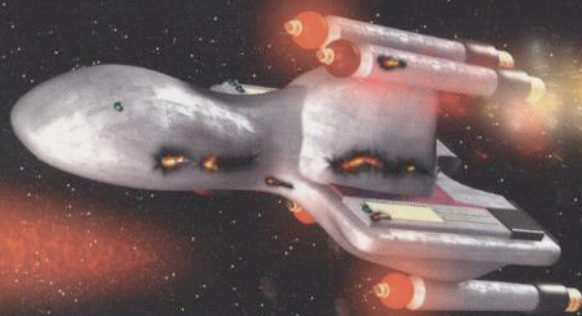


STAR FLEET BATTLES



CAPTAIN'S LOG #23



FIRST BLOOD



New Worlds to Conquer

This issue brings you an entirely new race (the Imperium, an extension of Module E2), a new weapon (the Particle-Splitter Torpedo for the Omega Sector), an entirely new class of starships for SFB (the Skiffs), new cards for *Star Fleet Battle Force*, new rules for the incredible X-ships, and an entirely new game in *GURPS Prime Directive*. We also have a template for you to write your own rules and (never seen before) an index of just where all of those famous planets and battles are on the map. The company is going new places, and you will have new worlds to conquer.

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CAPTAIN'S LOG #23

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



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