

STAR FLEET BATTLES



CAPTAIN'S LOG #25



RETURN OF THE HOOD



Perpetual Revolution

Things are moving, changing, and staying the same, all simultaneously. We have a new Origins Tournament format, ships histories, a new class of starships, new scenarios, new tactics, and much more. The dumpy old Hydran Pegasus turns out to have been a warhorse, and the Tholians found a way to get more bang for the buck. The Seltorians get an LTT but still get the shaft. Battle Group has a whole new format, we continue to use more and better art that we did before, and we have a new kind of Example article. The ISC show up in F&E to make a mess of things. Klingon fighter development is fully detailed, and we find out what happened to the good old *Hood*.

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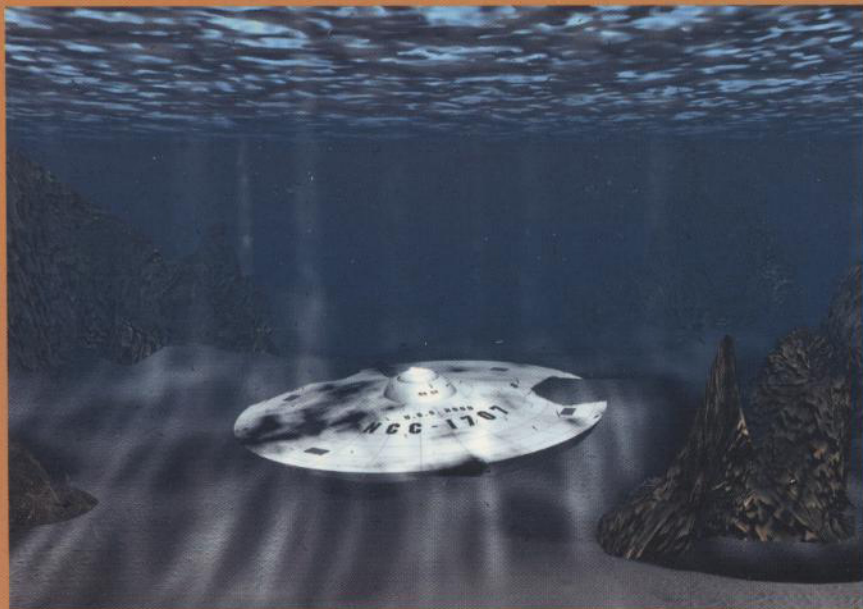
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CAPTAIN'S LOG #25

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



DOWN BUT NOT OUT!

The mighty *USS Hood* was at the bottom of the ocean of a nameless planet when it began its heroic journey back to Star Fleet and into History!

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Blue Fleet Intelligence report: anatomy of a failure, history of a debacle.

Class History of the Hydran *Pegasus*.

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NEW SHIPS: 16 New ships including Hydran *Pegasus* variants; Division Control Ships (with PFs and fighters but no heavy weapons); Seltorian LTT, Improved Kzinti SR; Heavy Neo-Tholians.

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TACTICS: Patrol Victory at Origins 2002, Souldra Tactical Primer, Term Papers by the top players.

SCENARIOS: *Return of the Hood*, *First Encounter* with the Andromedans, *The Flying Phantom* jumps from ship to ship to disrupt a peace conference, the Iridani are *Going to Market*, Battlegroup 800 attacks the *Orion Infestation*, Federation early destroyer meets *An Unexpected Surprise*.

FEDERATION & EMPIRE: Rules & Rulings, Tactical Notes, Operation Ill Wind, the ISC for F&E



This product adds new game play material for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products. The material for *F&E*, *GURPS Prime Directive*, *Starfleet Command*, *Star Fleet Battle Force*, and *Warlord* requires those games.



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