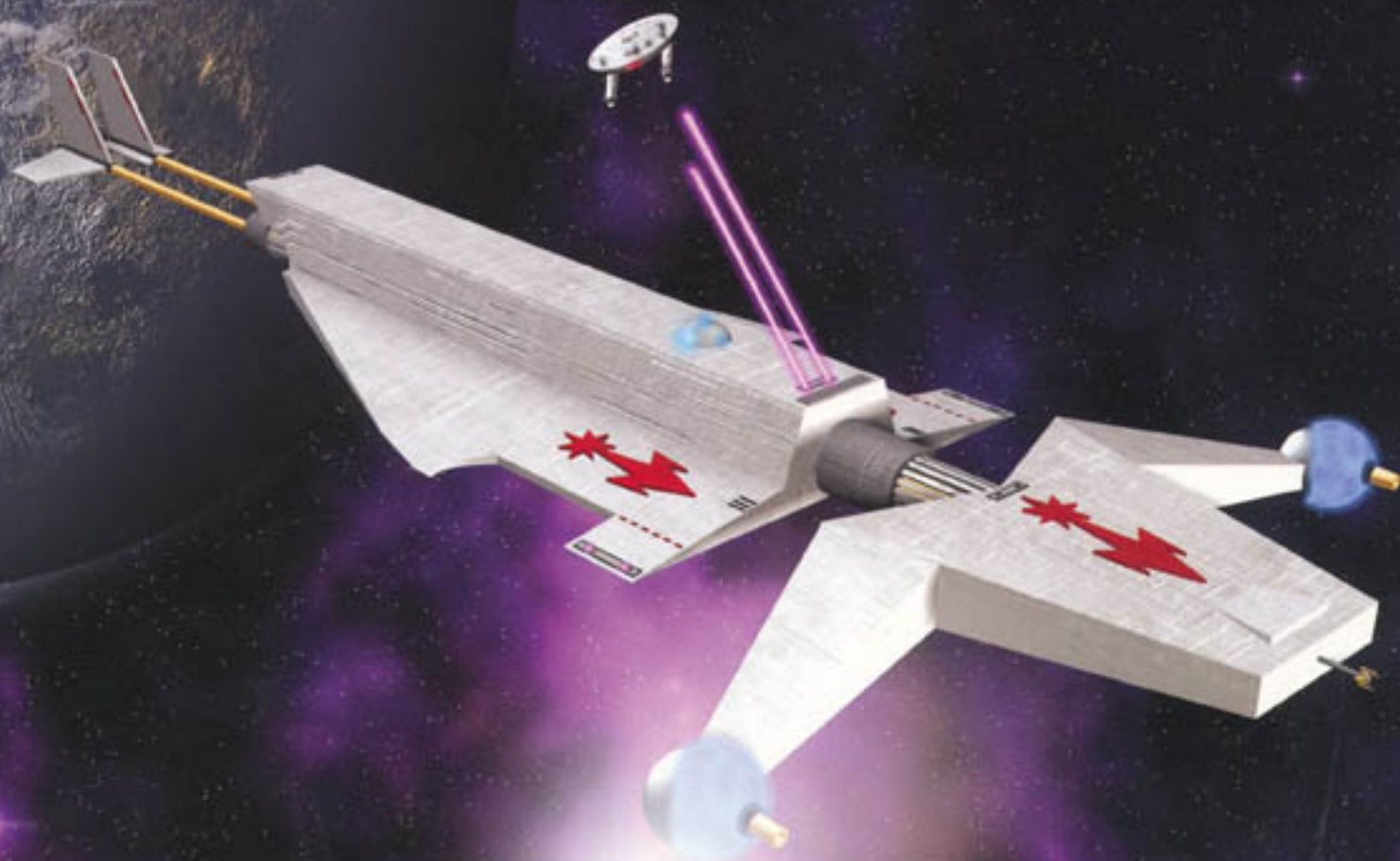


STAR FLEET BATTLES

A CAPTAIN'S LOG #33



**RETURN OF THE
JUGGERNAUT**



Too Much to Chew?

We are moving boldly to exploit our vast intellectual property, but some might ask if we are trying to do too many things at once. While there are those who propose more and more RPG systems for our *Prime Directive* line, there are those who ask the embarrassing question *Whatever happened to those expansions for Battle Force?* Many are ready for the promised discussion that will select the next four modules for *SFB*, while others want to know how soon the Hydrans and Vudar will be in *Federation Commander*. More than a few are annoyed that the next new miniature (the lowly APT) is late; others ask about the promised Prime Directive character figures.

Things were stretched beyond design limits when we got hit with a double whammy: Ken Burnside left suddenly to run his own company and Leanna's mother died (we lost two weeks).

We are taking a hard look at what we need to do, and what we need to do it with. Stay tuned.

CAPTAIN'S LOG STAFF

Publisher Stephen V. Cole
 Managing Editor Steven P. Petrick
 Business Manager Leanna M. Cole
 Star Fleet Staff..... Stewart Frazier, John D.

Berg, Chuck Strong, Jeff Laikind, Gary Plana, Scott Moellmer, Joe Butler, Mike Filsinger, Nick Blank, Mike West, Richard Sherman, John Sickels, Matthew Francois, Chris Fant, Scott Tenhoff, Paul Franz, Jonathan Thompson.

Security Staff Ramses, Isis
 Cover Art Ted Geibel
 Interior Art.... Dale McKee, Loren Knight, Adam Turner, Alvin Belflower, SVC.

PUBLISHER'S INFORMATION

Captain's Log #33 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 #33 is copyright © 2006 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 SFB or the Star Fleet Universe 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

Snap Count *by Stephen V Cole* 2
 Tholian Destroyers, A Class History 22
 The Silence of the Dead *by Randy O Green* 28
 Empire Security Service 33
 Economy in Gunboats 34

COMMUNICATIONS

Tournament Reports 35
 After Action Reports 36
 Command the Future: New Products 37
 Starline 2400 Miniatures: New Ships 38
 Ten Questions About *Submissions* 39
 Input Guide: *The ADB Style Sheet* 40
 Proposals Board 41
 Ask Admiral Growler *by Mike Filsinger* 42
 To Ask the Question WHY? 46
 A Galaxy of Song 47

FEDERATION COMMANDER

Communique 48
 Prototype rules from *Distant Kingdoms* 48
 Federation Commander Tactics 49
 New Scenarios: Juggernaut Alpha and Beta 50
 New Ships for *Federation Commander* 119

SCENARIOS

SL246 Stand At Arcturus: *The Second Battle of Juggernaut Beta* 52
 SL247 Tentative Response (Magellanic Cloud) 54
 SL248 Different Romulans (Early Years) 56
 SL249 None Shall Pass (Omega Sector) 57
 SL250 A Dark and Stormy Day 58
 SL251 Who Ordered the PFs? 61

DATABASE

Battle Group: Convoy 62
 Monster Special Rules: Sun Snake 68
 New Rule for SFB: Casual Cargo Storage 71
 Update: PF Flotilla Campaign 72
 Brothers of the *Anarchist XIV*: Tholians vs Everybody! 74

TACTICS

Fog of War Battle #4 *by Jim Hart* 76
 Tactical Primer: Magellanics *by Ken Burnside* 82
 Term Papers 85

VENUES

Star Fleet Command 87
 Star Fleet Warlord 87
Prime Directive Role-Playing Universe: Meet the Tholians 88
 Galactic Conquest: The Klingon-Hydran War 90
Star Fleet Battle Force: The WYN Cluster 91
 Playing SFB By E-Mail 92
 Star Fleet Battles On-Line 92

FEDERATION & EMPIRE

What's Next? Warbook, Strategic Operations 93
 From *Defensive Operations*: Convoys, Repairs, & Tugs 94
 From *Local Operations*: Shuttles & Skiffs 96
 Rules & Rulings *by Nick Blank* 97
 Questions & Answers *by Nick Blank* 97
 Scenario 674: The Long Distance War 99
 Proposals Board 100
 Tactical Notes 102
 New Ships: Ship Information Table 103

SHIPYARD

Shipyard Report 104
 New Ships 107

A CAPTAIN'S LOG #33

Commanding the future of the Star Fleet Universe!



JUGGERNAUT RETURNS!

Months after Grey and Korath fought the gigantic extra-galactic robot, a second machine arrives, this time well inside the Federation.

Shanna Williams and the Fast Cruiser *Eagle* gather a squadron to confront this engine of death. Millions of lives hang in the balance.

FEDERATION COMMANDER: New Tactics, Weapons, Scenarios, and Ships!

COMMUNICATIONS: Command the Future, Conventions and Aces, Why?, Admiral Growler, After Action Reports, Starline 2400, Input Guide, and More!

NEW SHIPS: Federation Destroyers, from the Middle Years to the General War!

VENUES: Starfleet Command, Prime Directive, Galactic Conquest, Star Fleet Warlord, SFB Online, PBEM, Prime Directive!

DATABASE: Battle Group Attacks a Supply Convoy, Deck Plans of the Tholian PC, Tholian *Brothers of the Anarchist*, Sun Snake Special Rules, PF Flotilla Campaign Update, Cargo Transfer, WYN Fish ships for Star Fleet Battle Force!

TACTICS: Fog of War After Action, Tactical Primer, Term Papers, and More!

SCENARIOS: Six Turns of Maneuver, Six Impulses of Terror!

FEDERATION & EMPIRE: Tactical Notes, Strategic Operations.

www.StarFleetGames.com

This product includes exciting new material for *STAR FLEET BATTLES*, *FEDERATION COMMANDER*, *FEDERATION & EMPIRE*, *STAR FLEET BATTLE FORCE*, *STARFLEET COMMAND*, *PRIME DIRECTIVE* (d20 and GURPS), and *STAR FLEET WARLORD*. To use the material for any game requires that game. Some contents can be enjoyed without owning any games.



ISBN: 1-58564-073-5 \$18.95

Stock # 5733

Edited By Stephen V. Cole and Steven P. Petrick

Made in USA