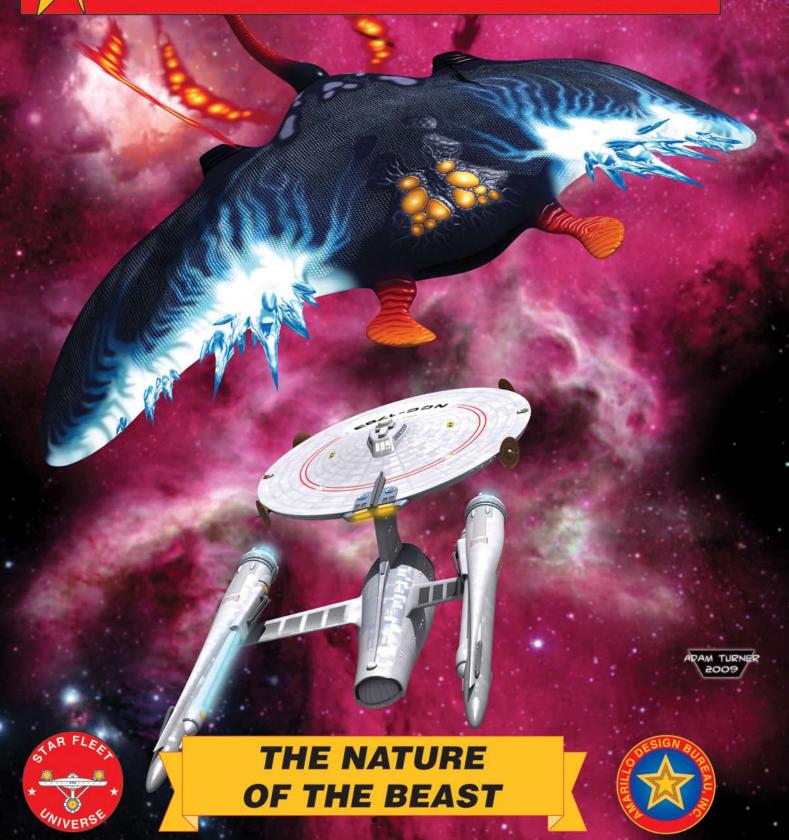
FEDERATION & STARFLEET BATTLES CAPTAIN'S LOG #40



Moving Forward

The logjam has broken!

With the new die-cutting company doing great, we have shipped many new products.

Hydran Attack has continued the Federation Commander series. Booster Pack #91 brings the classic Franz Joseph ships that started everything into that game system.

Fighters, drones, plasma torpedoes, and shuttlecraft have been released for the *Starline 2400* miniatures range.

Prime Directive Klingons has been converted to the d20 Modern game rules.

Klingon Armada has added the first new game engine to the Star Fleet Universe in years.

SFB Modules G3 and G3A have brought the annexes for that game up to date.

Not everything happened as planned. F&E 2010, Federation Admiral, PD Federation, a bunch of new minis, and Briefing #3 are still in development and will appear in 2010.

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CAPTAIN'S LOG #40



SPACE MANTA

A Federation X-ship is sent to investigate an unknown energy signature, and finds itself confronted by a space creature no one has seen before.

At least, no one has survived to report seeing a Space Manta before, and if the captain of the *Colin Powell* is not very, very lucky, he won't survive either!

COMMUNICATIONS: Command the Future, After-Action Report, Conventions & Aces, Why?, Starline 2400, Input Guide, Ten Questions, Proposals, and Much More!

FEDERATION COMMANDER: Frax and SFG rules; new ships; scenarios.

NEW SHIPS: Romulan F5W variants, Old Galaxy pirates, WYN LTT, Tholian Police.

VENUES: Galactic Conquest, Star Fleet Warlord, On-Line & PBEM, Starmada.

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TACTICS: Triaxian Primer, Term Papers, Victory at Origins, Battle Group.

SCENARIOS: New challenges from across the galaxy threaten your empire.

FEDERATION & EMPIRE: Tactical Notes, more on F&E 2010.



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This product adds new material for Federation Commander, Star Fleet Battles, Federation & Empire, Prime Directive, Star Fleet Battle Force, & Warlord. Using this material requires those games.

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