

**STAR FLEET UNIVERSE**



**CAPTAIN'S LOG #51**



**NIGHT HOUNDS**



**The Second Half-Century**

This issue, being #51, marks the start of our second half-century of *Captain's Logs*. We make no predictions for how long it will take to do 49 more issues, or what the company and product line will look like when that happens, presumably about 25 years from now.

A good bet will be that the issue will be released on Kindle and in PDF format. It's an even bet if there will be a paper issue (of anything) at that future date. It seems unlikely that most of the current staff will still be writing for the magazine and one might well expect most of the current customer base to have moved onward in one manner or another.

But for all of that, we're confident that there will be an issue #100, and that the spirit that embodies the current team and audience will be just as strong then as it is now.

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# CAPTAIN'S LOG #51



## SECRET MISSION

The Romulans hired a cargo ship for delivery in the Gorn neutral zone, but did not realize they had hired a secret Orion pirate special ops ship.

The starship *Sakharov* leaves the Magellanic Cloud on a voyage of discovery in the Omega Sector.

Lyrans recover a survivor.

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This issue adds new material for *Federation Commander*, *Starmada*, *Star Fleet Battles*, *Federation & Empire*, *Prime Directive*, *Star Fleet Battle Force*, *A Call to Arms Star Fleet*, & *Star Fleet Warlord*. Using this material requires those games.

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