This time, we provide another new empire for *SFBF*: the Paravians from *SFB Module C6*. We will do the Carnivons in the next issue of *Captain’s Log*.

The Paravians are Gorn enemies and (in one alternate reality) allies of the Romulans, but of course in *SFBF* your fleet might end up with a mix of ships from any empire, shooting at ships from the same or different empires. We have selected the six standard ships that most fleets have. Maybe we’ll do more Paravian cards at some future point; they could obviously use a scout, commando ship, escort, heavy battlecruiser, and (well) at least a few other cards.

The Paravians have one new weapon. As the deck has no cards matching this weapon, special rules are required.

The QUANTUM WAVE TORPEDO is a seeking weapon similar to a plasma torpedo. It uses the “disruptor” cards because those have the nearest equivalent of the damage output. The Quantum Wave Torpedo cards can be stopped by anything that will stop a plasma torpedo, such as phasers shooting at it, electronic warfare, or a wild weasel. Note that this situation does not match the symbols on the disruptor cards.

The Paravians were a solitary and anti-social bunch, but then, so are the Tholians, and their cards are mixed into *SFBF* fleets quite readily. The lack of a secondary weapon puts the Paravians in a situation similar to the Gorns and Romulans.