

Some New Ideas

This issue has many "firsts". We have used deck plans as an integral part of a story, used a series of one-page historical articles instead of a second fiction story, expanded the *Federation Commander* section without seriously reducing the other features, and invented a combined FC and SFB ship diagram.

The greatest "first" of this issue is that we began working on it months earlier than we normally would have, due to the urging of Marketing Director Vanessa Clark. She observed the crisis management that was *Captain's Log #34* and feared that the two Steves would have heart attacks, strokes, and/or nervous breakdowns if they did it again. She insisted that every week, we must hand her five finished pages. While Vanessa has moved on, her system will continue.

CAPTAIN'S LOG STAFF

Publisher Stephen V. Cole, PE
 Managing Editor Steven P. Petrick
 Business Manager Leanna M. Cole
 Marketing Director Vanessa Clark
 Graphics Director Matt Cooper
 Proofreading Jean Sexton
 Star Fleet Staff John D. Berg, Chuck Strong, Jeff Laikind, Gary Plana, Scott Moellmer, Joe Butler, Mike Filsinger, Nick Blank, Mike West, John Sickels, Matthew Francois, Chris Fant, Scott Tenhoff, Paul Franz, Jonathan Thompson.
 Security Staff Ramses, Isis
 Cover Art Mark Evans
 Interior Art Dale McKee, Adam Turner, Ted Geibel

PUBLISHER'S INFORMATION

Captain's Log #35 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 #35 is copyright © 2007 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 any *Star Fleet Universe* products 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.FederationCommander.com

www.StarFleetGames.com

TABLE OF CONTENTS

HISTORY

Duty, Honor, Empire *by Stephen V. Cole* 2
 Ship Names Update 26
 After the General War: Rise of the Prospector Class 28
 A Bridge Between Galaxies: From Here to M31 29
 Tholia: The First Years 30
 The ISC in the Early Years 31
 F101 Voodoo: The Lost Heavy Fighter 32
 Class History: Klingon E5 and E7 33

COMMUNICATIONS

Communications Center 34
 After Action Reports 36
 Command the Future: New Products 36
 Input Guide: So You Want to Write, Eh? *by Randy O. Green* 38
 Starline 2400 Miniatures: New Ships 40
 Proposals Board: The Ships of Module R11 41
 Ask Admiral Growler *by Mike Filsinger* 42
 A Galaxy of Song 46

FEDERATION COMMANDER

Communique 47
 Scenario (8C5) Mutiny on the *Demonlayer* 48
 Scenario (8C6) Return of the *Hood* 49
 Federation Commander On Line *by Paul Franz* 50
 Federation Commander Play by Email *by Frank Brooks* 50
 Command Tactics 51
 Power is Life *by Commodore Patrick J Doyle* 55
 Borders of Madness: (5S) Special Sensors 56
 New Ships for *Federation Commander* 115

SFB SCENARIOS

SL256 Misfire 57
 SL257 Evacuation 59
 SL258 Bug Raid 60

SFB DATABASE

Monster Special Rules: Space Dragon 63
 Update: U1.0 Campaign Rules 67
 Pirates and Prey 71
 Can you Give me an Example: Powergrids 73

SFB TACTICS

Patrol Victory at Origins 2006 *by Marcus J. Giegerich* 77
 Tactical Primer: Bolosco *by Dave Miller* 81
 Term Papers 83

STAR FLEET VENUES

Star Fleet Command: Hidden Entries *by Gary Plana* 85
 Star Trek: Legacy *A review by Jonathan Snyder* 85
 Star Fleet Warlord *by Paul Franz* 85
 Playing SFB By E-Mail *by Frank Brooks* 86
 Star Fleet Battles On-Line *by Paul Franz* 86
Star Fleet Battle Force: Monsters! 87
 Galactic Conquest: Swimming with Sharks *by Jean Sexton* 88
Prime Directive Role-Playing Universe 89

FEDERATION & EMPIRE

Multiple Projects 90
 Rules & Rulings *by Nick Blank* 90
 New Ships: Ship Information Table 91
 Scenario 6FS: Firestorm *by Lt Colonel Charles G Strong* 92
 Tactical Notes 97
 Questions & Answers *by Nick Blank* 100

SHIPYARD

Shipyards Report 103
 Master Ship Chart for New Ships 104
 New Ships for *Star Fleet Battles* 105