

**Making Progress**

Things are happening, and more and more is getting done. We got three new products out for *Federation Commander*, although the fight with the die cutter over the third one delayed other products about three weeks and pushed the next *Federation Commander* product into the fall.

*Star Fleet Battles*, the girl that brought us to the dance, is getting the new *X1R* this summer and the new *Y2 Early Years II* this fall.

We have made a successful effort to make sure that we do not allow more unfinished projects to pile on top of previous unfinished projects. Further, we have reduced the backlog of unfinished projects, unprocessed reports, unreviewed submissions, and unanswered questions by half. Mail we cannot answer quickly doesn't get lost.

The future is bright as we look forward to a series of new product launches, including *Klingon Armada*, *Silent Star Fleet*, and the *Victory by Any Means* campaign book.

**CAPTAIN'S LOG STAFF**

Publisher ..... Stephen V. Cole, PE  
 Managing Editor ..... Steven P. Petrick  
 Business Manager ..... Leanna M. Cole  
 Customer Service Director ..... Michael Sparks  
 Graphics Director ..... Matt Cooper  
 Proofreading ..... Jean Sexton  
 Star Fleet Staff ..... John D. Berg, Chuck Strong, Jeff Laikind, Gary Plana, Scott Moellmer, Mike Filsinger, Nick Blank, Mike West, John Sickels, Scott Tenhoff, Paul Franz, Jonathan Thompson, Frank Brooks.  
 Security Staff ..... Ramses, Isis  
 Cover Art ..... Adam Turner  
 Interior Art ..... See page 83.

**PUBLISHER'S INFORMATION**

*Captain's Log #37* 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 #37* is copyright © 2008 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.StarFleetGames.com**

**TABLE OF CONTENTS**

**HISTORY**

The Magnificent Panzers by Randy O. Green ..... 2  
 Hit & Run by Joe Gallagher ..... 13  
 Snapshot: Warp Before Smarba ..... 17  
 Snapshot: A Pirate's Life for Me ..... 18  
 Class History: The WYN Navy by Steven P. Petrick ..... 19

**COMMUNICATIONS**

Communications Center ..... 24  
 After Action Reports; Command the Future ..... 25  
 Input Guide: An End to Jargon ..... 27  
 Starline 2400 Miniatures: New Ships ..... 28  
 Ten Questions ..... 29  
 Star Fleet Awards ..... 30  
 Proposals Board ..... 31  
 To Ask the Question: Why? ..... 32

**FEDERATION COMMANDER**

Communique ..... 33  
 Federation Commander by Email ..... 34  
 Command Notes ..... 35  
 Federation Commander On-Line ..... 35  
 Borders of Madness: Fighters in Federation Commander ..... 36  
 Project Z, Part 1: Converting SFB Ships for Federation Commander ..... 37  
 Battleship Star Castle by Commodore Patrick J Doyle ..... 38  
 The Photon Dodge by Commodore Patrick J Doyle ..... 39  
 Five New Scenarios for Federation Commander ..... 40  
 New Ships for Federation Commander ..... 111

**SFB SCENARIOS**

SL264 The Magnificent Panzers by Randy O. Green ..... 44  
 SL265 The Battle of Iridima VII by Jeremy Gray ..... 45  
 SL266 Home-Wrecking by Ken Burnsides ..... 47  
 SL267 Snake Attack by Scott Tenhoff ..... 49  
 SL268 Strengths & Weaknesses by Richard Sherman ..... 50  
 SL269 The Cost of Division by John Sickels ..... 52

**SFB DATABASE**

Monster Special Rules: SM9 Death Probe ..... 54  
 Brothers of the Anarchist XVII: Federation Vs. Gorn ..... 57  
 Ask Admiral Growler by Mike Filsinger ..... 58  
 Update: Omega Gunboats for the PF Campaign ..... 62  
 New Rule S8.7: Buying Ground Troops ..... 64

**SFB TACTICS**

Victory at Five Nations by Kevin Block-Schwenk ..... 66  
 Tactical Primers: Omega PFs by Scott Moellmer ..... 69  
 Term Papers ..... 71

**STAR FLEET VENUES**

Star Fleet Battle Force: More Battleships ..... 72  
 Star Trek: Tactical Assault ..... 72  
 Playing SFB By E-mail by Frank Brooks ..... 73  
 Star Fleet Warlord: Update by Paul Franz ..... 74  
 Galactic Conquest: A Tale of Two Rivals by John D. Berg ..... 75  
 Prime Directive: Vulcan Planetary Survey by John Sickels ..... 76  
 Starfleet Command: Campaign Game by Scott Karen ..... 78  
 Star Fleet Battles On-Line by Paul Franz ..... 78

**FEDERATION & EMPIRE**

Project Update ..... 79  
 Rules & Rulings by Nick Blank & Mike Curtis ..... 79  
 New Ships: Ship Information Table ..... 83  
 Rules Update: Enhanced Small Scale Combat by Chuck Strong ..... 84  
 Tactical Notes ..... 86  
 Scenario 6FP: The Fifth Power by Daniel Knipfer ..... 92

**SHIPYARD**

Shipyards Report; New Ships for SFB & FC ..... 96