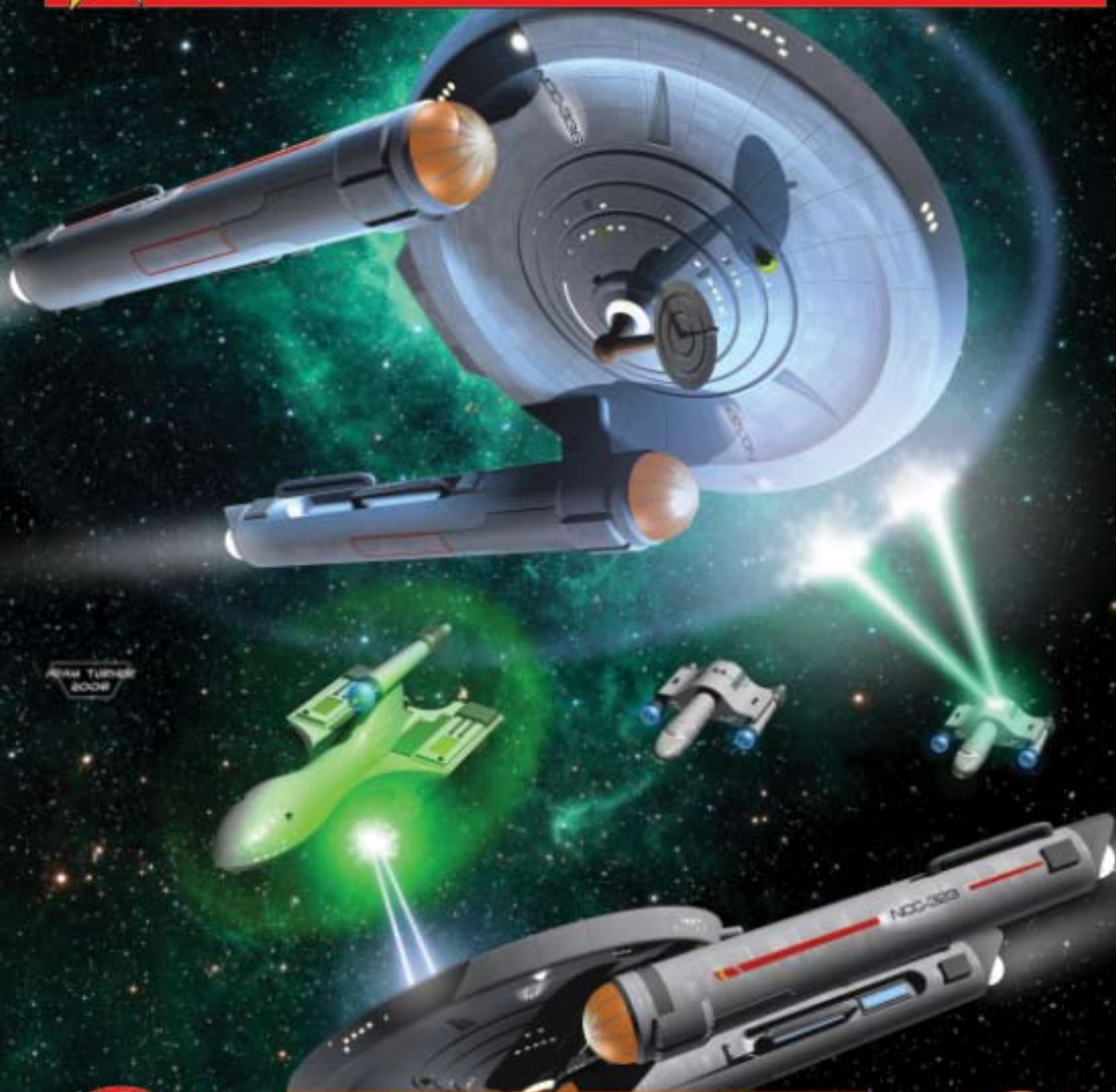


FEDERATION COMMANDER & STAR FLEET BATTLES



CAPTAIN'S LOG #37



THE MAGNIFICENT PANZERS



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.

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CAPTAIN'S LOG # 37



RUN AND GUN

Frigates *Rommel* and *Guderian* are covering the gap between the second and third divisions of the Sixth Fleet when a squadron of Romulan raiders tries to break through. The two frigates cannot leave the raiders to attack the fleet's supply system, but cannot win against superior numbers and firepower. Their only choice is a running gunfight, delaying the Romulans while they live.

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