

CAPTAIN'S LOG #41: SUPPLEMENTAL FILE

AN AGGRESSIVE SCHEDULE

The spring 2010 schedule was one of the most aggressive in recent years, getting a lot of products out over a fairly short time. We knew when we planned the schedule that, due to the Origins Game Fair, we would have to finish *Captain's Log #41* and then move directly into doing *SFB Module R12* and *FC War & Peace* without time to do the *CL#41 Supplemental File*. At least this allowed us to include the Origins reports in this document, bringing them to you much sooner.

PUBLISHER'S NOTES

Captain's Log #41 was done as part of a fast-paced plan, but it was not a "rushed" project. We knew what would be in it, and we had already done major elements before reaching the final point of attack.

So, let's walk through the issue and let me share some background and other thoughts.—*Stephen V. Cole*

HISTORY

The history (fiction) section of an issue always sets the mood of the company. If the story is ready early, things are far more relaxed. If not, things get pretty intense. This time, we were fortunate that Scott Moellmer had sent in a good story.

Stones & Glass Colonies: Scott Moellmer wrote this story about a year ago, and sent it to us. Steven Petrick and I tossed a coin, and he got to work on it first. I totally forgot it was there, but after we finished the fiction-nightmare that was *CL#40*, Steven Petrick handed me the nearly finished story (which Jean Sexton had already edited). It was one of the first things done for this issue, which is a good thing. The story was shorter than most, which gave us a need to include some other fiction elements in order to balance the issue. One thing that happened was that the cover artist, Adam Turner, did a mockup of the cover with a Federation heavy cruiser (while he tried to figure out what the police ship in the story looked like). The marketing gurus loved that use of that ship, so we decided to use it. Rather than have Scott rewrite his story to change the ship, we added a one-page story (more of a tactics article, really) about a heavy cruiser destroying an Igneous monster, so the cover really represents the one-page report not the main fiction story.

The Second Story: I had wanted to have a second story, since Scott's was shorter than usual. Jean Sexton found an Olivette Roche trivideo in the file, and did a scenario of it. I was so taken by the poignant story that we added that to the issue. Steven Petrick read the story and said "What the heck is this nonsense? Klingons don't act like this!" but was mollified when told that this was how Olivette *thought* the Klingons acted.

Snapshots: These one-page articles are a combination of fiction, datafiles, and background. We had quite a selection in this issue, and each has its own "story behind the story".

The Western Worlds came from the discovery of a mistake on the *F&E Large Scale Map*, which placed one of these in the wrong hex. This contradicted material published earlier in *Prime Directive* and other products. The article was not so much writ-

ten to correct the mistake as it was simply the fallout of office conversations about how the mistake happened.

Fire in the Deep was written to help use the Juggernaut Fleet ship diagrams in this issue. It also gave us a chance to provide more information on the Seltorians. One does wonder what all of those crewmen were eating during these meeting engagements.

Star Fleet Pawn Stars came as the result of a request I made on the BBS for people to suggest things one might sell to the pawn shop. Only one person sent in an item, and he wrote a whole story instead of just describing the item. It was fun and every issue needs something funny.

Pirates of the M81 Galaxy is another of Loren Knight's attempts to define the Tholians (and drive Steven Petrick crazy).

Black Nebula started as an article by Randy Woods, but the final text bore little relationship to what he originally wrote. So if you don't like the article, blame me, not him.

The Squadron That Never Was is one of those articles that was a sudden "divine inspiration" during a conversation about something else. It's one of those things that nobody ever thought about, but which when it appeared, was obviously true.

Class History: Players love these, but I hate writing them because they are *actual work* to research every published story and scenario to make sure that I do not contradict something. In this case, Nick Samaras did the article for us, although he did miss one construction date.

Developmental History: We have been doing the heavy superiority fighter series for several issues and decided to close out the story with the simulator empires before we move on to something else. We may or may not do another such article in the next issue. Space is always in demand, and trying to shove more and more subjects (adding, for example, *Starmada* last issue and *Star Fleet Marines* in this one) we may not have space.

COMMUNICATIONS

News: Much of this page is standard and is repeated almost unchanged every issue because it is important information we need to keep in front of the customers and fans. This issue, we added coverage of Jean Sexton's new project (Facebook).

Star Fleet Awards: We had a lot of awards to hand out this issue, and we have started posting the medal pages of the staffers on the website. This issue we included a brief explanation of how to determine how "cool" a given staffer is by his medals.

After Action: As we did last issue, we used the space in the issue for stuff *about* the products, and put the "every stupid comma we missed" stuff into this *Supplementary File*.

Command the Future: This is Stephen V. Cole's article to write as it is the strategic vision for the company. Some of these projects are not getting done as fast as we wanted them to get done, but progress is being made.

Ten Questions: We gather interesting questions with important answers all the time, and print them if we have ten. This issue, we got the column finished months early, and then had to rewrite one answer when the Board of Directors changed the company policy on PDF publications.

Input Guide: Jean Sexton is determined to train gamers to use proper punctuation in their articles. This issue, she focused