CAPTAIN'S LOG #35 DESIGNER'S NOTES

I have never done "Designer's Notes" for a *Captain's Log* before, but thought they'd be fun to stick on the website.

I really should get Petrick (who did most of the work) to create similar notes.

Note that I often refer to myself in the third person, but I do this for clarity as to whom is speaking, not because I feel imperious.—*Steve Cole*

Page 1: I had the idea long ago to use the various special fonts we use for titles in each section on the Table of Contents. Vanessa thought it was a good idea so we did it this time.

Commendation ★ to Jean Sexton for proofreading virtually the entire text. She's an expert at this, and actually thinks proofreading is fun. Most of what she found were things that had no real game effect (capitalization and some arcane rules of grammar) but they did make a more professional book.

Page 2: I (SVC) wrote the story, and thought it one of my better efforts. I don't like having to write the story, since I'd rather spend my time on other things.

Page 3: Art by Dale McKee.

Page 5: Art by Ted Geibel.

Page 7: A note got left out here. The cover art shows Kurs and Rakarra both wearing the insignia of Marine/Army Captain's (Officer Rank #3) but they are both mentioned repeatedly in the story as being first lieutenants (Ground Forces Officer Rank #2). I had a note to add an exchange here...

"Impersonating an officer is a court-martial offense," Doran said.

"My pre-mission report will excuse this indiscretion," Kurs replied. "By the way, Rakarra, we've been promoted Captain." He handed over new rank insignia.

"I supposed this will be confirmed if we succeed?" Rakarra asked with a smile.

"Of course," the Secret Policeman said.

Page 9: My biggest goof. Rakarra tells Kurs to give the nuclear warhead codes to the armorer, who is a Klingon. However, when the Armorer actually shows up later in the story, he's a Cromarg. Oh shucks, I'll fix it when we do the paperback book.

Page 11: Deck plans by Stephen V Cole. (me)

Page 13: Deck plans by Stephen V Cole. (me)

Page 15: Art by Ted Geibel.

Page 17: Deck plans by Stephen V Cole. (me)

Page 21: Deck plans by Stephen V Cole. (me)

Page 23: Art by Adam Turner, based on the deck plans on page 21. Note how he shows the doors on both sides of the corridor. For artistic effect, he has Rakarra collapsed in the corridor; our Slirdarian lieutenant would be a dead duck there and actually dove around the corner.

Page 26: I somehow let myself get wrapped up in updating the ship names list, and spent four entire days doing two pages of the magazine. Not good time management, but great response to customer requests and it really did need to be done.

Page 28: This article was done by SVC to support our Joint Venture with Gorilla Games, who are doing a game based on a war surplus PF run by a crew of six adventurers.

Page 29: Somebody sent me the map link. As someone with military staff training, I couldn't stop myself from writing this. This is one of the pages Vanessa got us to do early.

Page 30: SVC wrote this article based on data from Loren Knight's forthcoming RPG manual. This is one of the pages Vanessa got us to do early.

Page 31: SVC wrote this, inspired by conversations in the Y2 topic on the BBS. After gripes by Andy Palmer, SVC changed it a bit to indicate the wars continued nearly two decades after tactical warp power was invented. This is one of the pages Vanessa got us to do early.

Page 32: This grew out of the topic where somebody wanted a new cheaper Fed heavy fighter. SVC wrote it.

I should note that two more one-page articles were done for this issue but sent to CL#36 for lack of space. It was something of an experiment to do a lot of one-page things instead of a second story. This diversified the data we presented.

Page 33: SVC wrote this based on existing text and data, and on suggestions by Steve Petrick about variants he wanted to do in the issue.

Page 34: The Gold Hat On-Line thing grew from a request by a former fleet captain to defend his title through SFBOL. Some complained about the high cost but we felt that we were offering an opportunity (and didn't really care how many took it), not begging people to play. Even the $150 cost isn't half of what it costs to drive or fly to Origins and stay there.

Page 35: While we had posted the Joe Butler Memorial on the website, it deserved to be in print. Matt Cooper had done such a swell job on the website I wanted to call attention to it. The customers in foreign lands thing grew out of a conversation with a customer in a foreign land who wanted to order a Kzinti junk bag.

Page 36: Jolene Settle did these department logos for us after she and Vanessa Clark made fun of the ones that I did myself.

Commendation ★ to Jolene Settle.

Page 37: Inspired by the table of contents, I used the special logos for each product line.

Pages 38-39: Randy O. Green sent this article in, and I turned it into two pages. His writing was straight from the shoulder and I decided to leave it intact and add my comments, rather than rewrite it. I really don't think I'm that brutal in commenting on stories, but I think Petrick is really ugly when editing my stories.

Page 40: Jolene Settle did the department logo for us after she and Vanessa Clark made fun of the ones that I did myself. Matt Cooper took the photos.

Page 41: The *Module R11* project used a lot of proposal board items and I wanted to honor the creativity shown.

Page 42: We can always count on Mike Filsinger to write four pages of the magazine. It helps, seriously. SVC did the little graphics on these four pages.

Commendation ★ to Mike Filsinger.

Page 43: Portrait of Growler by Dale McKee; caption by the fun-loving Steve Cole.

Page 46: This page was done for CL#34 and dropped at the last minute. Boy, did I get a lot of complaints about dropping the filksongs out of last issue!

Page 47: SVC writes pages like this in the last week to highlight things going on, and that should be going on.

Commendation ★ to Mike West, the head of the *FC* department.

Page 48: SVC wrote 2/3 of this page to match the story; Steve Petrick wrote the last part to make it a hybrid *FC-SFB* Scenario because Vanessa wanted to count it as both *SFB* and *FC*.

Page 49: Gary Carney wrote this very controversial scenario which introduces a lot of entirely new concepts into *Federation Command.* Mike West is braced for the fallout.

Page 50: Paul Franz and Frank Brooks wrote this page for me (and a page of venues). Jolene Settle did these department logos for us after she and Vanessa Clark made fun of the ones that I did myself.

Commendations ✚ to both Frank Brooks and Paul Franz.

Pages 51-52: SVC was in charge of tactics for *Federation Commander* and made the project harder than it needed to be, and more confusing. Steve Petrick (who handles tactical papers for our other games) took over *Fed Commander* tactics after this. The ship art is by Adam Turner; it is a piece he did for *Federation Commander: Battleships Attack.*

Page 53: The article on the left was a long term paper by the guy who won the Origins 2006 event, and we decided to print it as an article. The article on the right was compiled from bulletin board posts (on the new forum) and did not count for promotion credit. The picture on the left is a new one by Adam Turner for *Federation Commander: Battleships Attack.* The one on the right is one done by Ted Geibel for an earlier project.

Page 54: These articles were compiled from bulletin board posts (on the new forum) and did not count for promotion credit.

Page 55: This is the first of a series of three articles by Patrick Doyle. The others will be in CL#36 and CL#37.

Page 56: The was a Controversial page done to support the E7D ship card, but will be needed by the Starbase in *Federation Commander: Battleships Attack.*

Pages 57-62: Scenarios are compiled by Steve Petrick. Scenario graphics were done by Steve Cole.

Page 63: Steve Petrick's series of articles about the rules for monsters are very popular, and he can do them well ahead of time, meaning lots of pages are done before the final crunch. Steve Cole did the dragon by tracing over one done by Ted Geibel. Ted's is much better but the laser printers do not like it.

Commendation ★★★★ to Steve Petrick. Several of them.

Page 67: Petrick's series of articles updating key rules are very popular, and he can do them well ahead of time, meaning lots of pages are done before the final crunch. Steve Cole did the department logo inspired by The Matrix.

Page 71: Petrick wrote this, inspired by what, I (SVC) don't know, but it was a good article that added something to the book and brought a little reality to the universe. He seems to have a running argument with some people over just how piracy does or does not work.

Page 73: Steve Petrick's series of example articles are very popular, and he can do them well ahead of time, meaning lots of pages are done before the final crunch. Steve Cole did the little graphic on page 74. You have to admit that when Steve Petrick does an example, he leaves no detail unspoken. The man's integrity is so strict that he just cannot stand the thought that there could be some exception or special case that he failed to bring up.

Page 77: We were blessed to have an outstanding tactical writer share his tactics.

Page 78: Ship art by Adam Turner.

Page 79: Ship art by Ted Geibel.

Page 80: Ship art done by Steve Cole. Now, seriously, who does this better? Not SVC, that's for sure!

Page 81: Scott Moellmer sent this in for David Miller, and SVC mistakenly listed Scott as the author on an early post of the table of contents, confusing people. Fortunately, it was corrected in time.

Pages 83-84: Steve Petrick handles term papers with professional competence.

Page 85: Lots on this page. I thought we had seen the last of the SFC articles, but Gary Plana found these hidden files in the SFC disks. Jonathan wrote a review for us, and Paul Franz (who runs Warlord) provided the update.

Page 86: Paul Franz and Frank Brooks wrote this page for me (and page 50). Jolene Settle did these department logos for us after she and Vanessa Clark made fun of the ones that I did myself.

Page 87: I wrote this, and did the cards. The Juggernaut and Dominator are by Ted Geibel. Matt helped me find a way to make the Mind Monster card actually hurt to look at.

Page 88: Jean Sexton wrote this for us, and Matt Cooper did a spiffy new logo for the game venue.

Page 89: The *Prime Directive* logo was done by Ken Burnside based on a badly-done version Steve Cole came up with.

Page 90: The left half is one of those pages SVC writes in the last week catching up on the news. He got Chuck Strong to write about half of it. The rulings are a staff exercise that starts with hard work by Nick Blank.

Page 91: This page is done by Steve Cole and worked over by the F&E staff, who think (sometimes correctly) that everything Steve Cole did is wrong.

Page 92: Chuck Strong did this scenario; these were some of the first pages done for Vanessa back in January. The ship graphics were done by Adam Turner.

Commendation ★ to Chuck Strong.

Page 97: Steve Petrick handles the tactical notes (editing them and getting them graded) with professional competence.

Page 100: Nick Blank does the questions, mostly without help (and often without thanks). We count on Nick for about three or four pages of every issue.

Commendation ★ to Nick Blank.

Page 103: Steve Petrick writes the ship descriptions and does the Master Ship Chart.

Page 105: Steve Petrick did the ten SSDs. The prison barge was based on a player suggestion.

Page 106: Based on multiple player suggestions. The new ducktail is one of several in *Module R11.*

Page 107: Based on multiple player suggestions.

Page 108: Based on multiple player suggestions.

Page 109: Based on multiple player suggestions.

Page 110: Steve Cole designed this ship because he thought Steve Petrick had rejected such a concept, only to find out Steve Petrick did another and very different “fast freighter” in *Module R11.* Oh well.

Pages 111-112: Steve Petrick suggested that these would complete the set of SSDs done elsewhere in the book.

Pages 113-114: Steve Cole suggested that Steve Petrick do these so players could use the two Juggernaut models that we sell at the same time.

Pages 115-118: This was an attempt to build a hybid FC-SFB ship diagram. Did it work? You tell us. Note that the “Crawford Boxes” were eliminated and the data added to an expanded Ship Data Table.

Pages 119-120: These are fleet scale ship cards to match the four new ships. We did special B&W versions of these so they would print better.

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