



INPUT GUIDE

for FEDERATION COMMANDER

The new game *Federation Commander* has already inspired players to start sending in tactics, scenarios, and even ships! To maintain some sanity around the universe, here are some guidelines for submitting material for the new game.

What to Send; What Not to Send

Send tactics and scenarios. Feel free to send conversions of *SFB* scenarios to *Federation Commander*, particularly if you were the one who wrote the original scenario.

Do not send conversions of *SFB* ship diagrams into ship diagrams for *Federation Commander*, and in a similar manner don't send conversions of *SFB* rules either. We can (and will) do those in-house. You can, of course, ask or encourage us to do certain things sooner rather than later.

As for our "On-Line Policy", this remains as before. If you create something new (a new ship, race, scenario, or rule) you can certainly put it on a web site under our web policy (which makes it a "submission" and gives us control of the copyright). What you cannot do is post official *Star Fleet Universe* material (copies of published items, or copies of items we posted on our web site). If you convert a Gorn BC SSD from *SFB* into a Fleet Scale *Federation Commander* ship card, feel free to use it for your own amusement, but do *not* post it on a web site. Doing so would be violating our copyrights. If you created and posted new ships for *SFB* and we have never published them, you can certainly do ship cards for *Federation Commander* under the existing On-Line Policy. Before posting anything, please *read that policy* and ask any questions you have.

Fiction for Federation Commander

So far as we are concerned, fiction is not tied to any specific game system, but is simply good stories well told which generally follow the kinds of tactics and technology one would use in any of our game systems. If you find a particular point where your story would force you to choose between "the way it works in *SFB*" and "the way it works in *Federation Commander*," then talk to us about it and we will help you make the story work equally well in all of the game systems.

New Ships, Races, and Weapons

These have always been under the burden of fitting into *all* of our game systems, and *Federation Commander* does not change that. If your ship was turned down for *SFB*, it probably isn't going to be approved for *Federation Commander* either. A new race would have to fit into *Star Fleet Battles*, *Prime Directive*, *Federation & Empire* (unless it was somewhere off the map and had no effect on things that are on the map), and *Federation Commander* to be published. For that matter, a new ship that would cause the *Star Fleet Battle Force* game system to "break" might well never be published in any game system.

Of course, some things that are front and center in a given game system are just amusing background in another game system. Federation ships include crewmen from a wide variety of planets, something that has no effect in any game system except the various *Prime Directive RPGs*. The hand weapons defined in *Prime Directive* may some day have a role in defining combat values in *Star Fleet Assault*, but don't matter in *SFB/FC*.

You Can Always Ask

While we are convinced that we simply don't need any help in converting *Star Fleet Battles* rules into *Federation Commander* rules, if you have a really great idea to convert something, you can always ask us if we'd be interested in seeing it.

Don't send it, however, unless we say we want to see it.

Tactics, Tactics, Tactics!

We really want *Federation Commander* tactics articles, including term papers, racial primers, even tactical articles on how to win certain scenarios. All of these will count for the same promotion system already used for tactics articles. It's your chance to score extra promotion points with every issue!

Art, Graphics, and Sculpture

We are always looking for new artistic talent, but we do have a fine staff of artists on hand already. If we never hired another artist, the existing team could handle anything we do. On the other hand, if we see good work, we'll use it and add artists to the staff. *Federation Commander* will have somewhat more art in it than *Star Fleet Battles* ever did, but then again, we have years of art from *Captain's Log* on file, art which most *Federation Commander* players have never seen.

In the end, art is treated as art and used as art and isn't tied to any specific game system. A good piece of art will find a place to get used, regardless of what game system the artist imagined it being used for. Art we order for a specific purpose (say to illustrate a story or article) may well end up being used again later in a *Federation Commander* product, or a *Prime Directive* product, or any other kind of product.

The *Starline 2400* miniatures we have had in production since 2000 will continue to be produced for both *Star Fleet Battles* and *Federation Commander*. Sculptors interested in doing new ships for us need not be concerned if they are doing ships for *SFB* or *FC*, since players of both games will use them. Now, if we could just figure out a way to get *Federation & Empire* players interested in starship miniatures . . .

Ideas, Ideas, Ideas

We always welcome suggestions for new ideas, new ways of thinking, new products and product lines, and so forth. Be aware, of course, that many people often think of the same idea at very nearly the same time, and even more often at different times. Also be aware that some ideas, while very interesting, are just not practical to produce or release into the marketplace.

Some ideas are incredibly obvious, such as doing mousepads, pins, T-shirts, and coffee mugs for *Federation Commander*, and for that matter for our other games. The fact that you suggest something we already thought of ourselves does not mean that you are stupid or annoying, only that great minds often come to the same realizations and innovations. Take it as a compliment that if you suggest something and we tell you we are already doing it that you actually did think of a really good idea! (You just don't get credit for being the fourth guy to do so.)

Some ideas are less than obvious, and some really obvious ideas get overlooked or forgotten.

Some ideas are just not practical, such as the idea of having 400 new *Federation Commander* players asking Steve Cole questions in an on-line real-time chat room, or getting Steve Petrick an Instant Message system so he could answer rules question any time, any place, day or night. Some very impractical ideas, however, will spark other ideas that are workable.

One thing that most players do not understand is that any new product (even one that could be created from parts of other products with zero work) cannot be released (at least not through the stores) in less than 90 days because the wholesalers need time to organize pre-orders from their stores.

In the end, we welcome all new ideas, whatever they are.