



# INPUT GUIDE

## The SFU Style Sheet (Part 2)

As we continue the data first presented in CL#33, we remind writers that we can fix style sheet problems with much less trouble than we can fix rules violations, background contradictions, or continuity issues.

### GENERAL ITEMS

The word "though" should be used only at the end of a sentence or clause. In other cases, use "although".

### USING PDFs

Many writers have the capability to submit files as a PDF. Generally speaking, this isn't a good way of doing things as it is very hard to get the file out of the PDF. However, PDFs can be good for showing how a table is supposed to be formatted, and can be useful for quick "read this and tell me if you hate it before I spend more time" type reviews.

## The Hook is the Thing

Over the years, we have left a lot of "hooks" dangling, some of which we have plans for, and most of which we do not.

Examples of hooks include the reference in CL27 that the raider *Star Leopard* disappeared, the whole question of the *Leopard Kings* (the ancestors of Kzintis, Lyrans, and Carnivons), what happened to the Paravians, just what was that Romulan target that claimed two Federation raiders but fell to a third, most of Operation Remus, and a massive host of things.

In some cases, we had specific ideas, general ideas, or no particular idea what we would someday hang on those hooks, and there is no reason that something has to hang on every one of them. Even so, such hooks can be a way to tie your creative idea back into the established game system.

Anybody can propose something to hang on a hook but needs to specifically say he's proposing something to hang on a hook and what/where the hook is. For example, one might say "This scenario is based on the comment on page 25 of CL27 that the fast cruiser *Wolverine* had destroyed a Klingon D6S and disrupted the entire Klingon invasion". Another might say "the story is proposed to fill in the gap in the "Day of the Eagle" series of stories about what happened to Fleet Captain Yefimov and his squadron" in which case we might ask if you noticed that a lot of information about Day of the Eagle was published in *FC: Romulan Attack*.

And speaking of *Federation Commander*, some of the booster and squadron packages have "hints" about specific battles which we have not written and would be happy for somebody to write.

## Help wanted: Six Victories

"Six Victories" will be a new series of articles, and we need your input.

Each issue, we will publish up to six "tournament victory" articles by various players, each describing a single victorious game of a tournament (including Origins, GenCon, SFBOL, and local conventions). Steve Petrick will pick the six most interest-

ing submissions.

The articles should be about 3000-5000 characters long and should follow the general style of a Victory at Origins article, except of course that they cover one battle, not six consecutive battles. Each published article will count as a term paper for promotion credit.

## Federation Commander Input

*Federation Commander* is the hot new game in town, but the nature of the game system (and the vast amount of material already published in *Star Fleet Battles*) is such that it needs a different kind of input from *Star Fleet Battles*.

**Fiction** is submitted *as fiction* and not for any specific game system (although we do have space for short stores, one or two pages, in *Communique*, and to be used there, the fiction cannot use any ships or rules that are not in *Federation Commander* yet).

**Ships** are submitted as ships, not for any specific game system (although you should probably start with *SFB* and your proposal might note why the ship would also be good for *Federation Commander* and for *F&E*). We have already published a lot of ships for *SFB* and most *FedComm* ship proposals come down to "this ship in *SFB* should be ported over to *Federation Commander* because..." After all, just how many ships are absolutely needed for *Federation Commander* that are not already in *SFB*?

**Scenarios** are game-specific (due to the special rules required) although it is generally possible to translate any *FedComm* scenario into *SFB* and most existing *SFB* scenarios to *Federation Commander*. We welcome people to write conversions of existing *SFB* scenarios for *Federation Commander*, but we caution that if you end up writing a lot of special rules (such as trying to rewrite an *SFB* scenario in which the battle revolves around a "scout" ship) it may not be possible. We should also note that *Federation Commander* has published many original scenarios which deserve translation into *SFB* scenarios.

## The ISC-Souldra War

Gary Carney sent in a historical monograph regarding a war fought in the Void Zone between the ISC and the Souldra (a race of life energy drainers from the Omega Sector). While encounters had (in Gary's history) happened for several years (and had been written off by the ISC as a new species of space monster), major fighting erupted in Y178 with an attack by a Souldra fleet on an ISC colony. This encouraged the ISC to send an entire fleet to fight the Souldra. The campaign lasted for two years and ended when the ISC Fleet destroyed the only Souldra base that was within range of the ISC colonies. According to Gary, that fleet then went back to the Romulan Border and was present for duty during the intervention.

While a fascinating campaign (and anything that would encourage more SFB players to buy Omega modules is a good thing), the problem is that the ISC would (once they discovered that the Souldra were a sentient race) never be able to withdraw the entire fleet posted to the Distant Zone. The ISC could never predict when the Souldra would return, when they would build a new base out there in the void within combat range of the ISC colonies. That runs into the "F&E Off-Map Fleet Issue" known as FEOMFI. If there is an off-map fleet, then there must be some rule defining the circumstance (however desperate) in which that fleet could come onto the map. The balance of F&E is such that the sudden appearance of another 20-40 ships could wreck the game system. We have encouraged Gary to rewrite his campaign for a future Captain's Log, keeping the ISC view of the Souldra as one of "some strange kind of monster".