



STARFLEET COMMAND

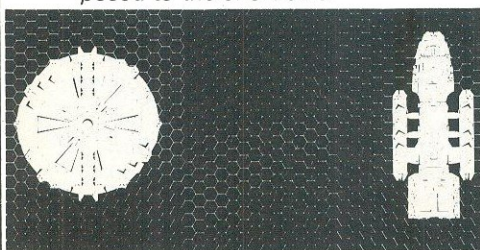


by Forest Brown

Dear Sirs;

On October 13, 1984, I purchased a copy of your **Battlestar Galactica Starfighter Combat Game**. I was immediately impressed by the high quality of the game and its components. I then noticed a major omission in the rulebook. On page 6, left column, under the heading of "Laying out the playing board", it refers to an illustration on how the three playing maps are to be positioned relative to one another. This illustration is missing from the rulebook. The positioning of the three maps makes a big difference on the ease of launching, and of landing bay access. It also makes a big difference on fuel expenditures in the campaign game when flying to and from one's home ship. The positioning of the *Galactica* is particularly critical.

The missing illo would show the positioning of the maps to be oriented along the long sides of the maps. In other words join the maps along the long axis as opposed to the short axis.



There was also a misprint in the same column under the heading, "choosing a fighter" that should read, "type III is a torpedo gunship". This was minor, but a major misprint occurred on the Base Ship Laser To-Hit Numbers table on page 21, and on the back cover. The To-Hit Number at range 6 should read 10, not 1.

You are correct. This is definitely an oversight on proofreading. Thank you for pointing this out. I certainly hope that all of our readers will make this change to their game. You might find the

Base Ship lasers a little too accurate at this range.

Then there was one game mechanics problem. When a Cylon Raider launches from either of two launch tubes of the six on the Base Star, it must move three movements straight ahead, and then move one more (at least) and turn, but the fourth movement puts it off the edge of the map.

When launching from either of these bays count the initial launching bay hex as one movement. This will correct the problem of flying off the edge of the galaxy and therefore into oblivion.

I hope these items are of use to you for later printings. Overall, I find *Galactica* a superior game, and hope it does well. I would like you to send me the missing illustration, and clarify the problem of running off the board.

Michael J. Spoto
Council Bluffs, IA

Admiral,

I have two questions about your starship game. The first is when a ship receives more than one sensors hit in a turn are the accumulative?

You roll the die for the first hit then add one turn for each additional hit. You may wish to have sensors permanently damaged after five hits. This would reflect the damage to the unit itself and the time required to repair it.

What happens to the damage points on an engine hit when the engine has been reduced to zero power?

Any hits received in the engine area are counted as superstructure hits with no casualty modifier.

I have been playing your game since Origins this summer and am extremely pleased. Thank you for your time.

John Kaminsky
Detroit, MI

Star Fleet Command,

I have recently purchased another of your fine starship models the USS Excelsior and find that it does not fit on the stand properly. The mounting hole in the ship is larger than the small post of the stand. When I place the ship on the stand it tips and tilts. What can I do to correct this?

On this model and several others we have enlarged the hole to correct an earlier problem of the small post on the stand breaking off. To make your Excelsior fit better, carefully snap off the small post of the stand by pressing it against a hard surface until it breaks off or by cutting it with a hobby knife. The hobby knife is the better method. I would also recommend that you super-glue the stand into the ship permanently. This will prevent the opening in the ship from enlarging with use and therefore making the fit loose.

I would also like to know what the official colors for the various ships are.

The following is a list of the official hull colors by race.

Federation: Off-white or a very light blue-gray (Equine Gray)

Klingon: Silver-grey or light steel

Romulan: Platinum or light gray-gold

Gorn: Light metallic green

Orion: Take your pick. Any colors will be correct.

All of these colors are available from the fine lines of paints by "The Armory" or "Genesis Gaming Products". A painting guide will be forthcoming in a future issue of STARDATE.

Finally, I must say you have produced an excellent game in *STAR TREK*. Please keep up the good work.

Kevin Marks
Wink, TX

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Some scheduling changes occurred which caused discomfort for some. For instance, presentations on the space shuttle and *Ghostbusters* were scheduled at the same time in different rooms. The rooms were switched so *Ghostbusters* could have more area and many fans didn't get the word. Thus, people who arrived in the smaller room to see the *Ghostbuster* presentation left *en masse* when the space shuttle talk began.

Some programming, like that of *Ghostbusters*, was simple and confined to just a theatrical trailer. In fact, trailers ran continuously in the dealer's room, one of the best being from the upcoming 2010: *Odyssey Two*. It really had the look of 2001 and boded well for this enterprise.

Unlike regular Creation conventions, this one had programming running into the evening hours rather than shutting down around dinner time. At 5:00 pm Saturday, Joe Dante, director of *Gremlins*, hosted a slide presentation of his movie. At 6:00, *Starlog* writer Mike Clark hosted a Q & A session with Billy Mumy, who had appeared in the old *Lost in Space* series as Will Robinson. The highlight of the evening program, though, was the appearance of Walter Koenig and Mark Leonard in the play, "Actors."

And that was just the first day!

The second day was just as busy, as I attended the presentation on *Buckaroo Bonzai* given by the film's director. After a trailer that seemed about three times longer than usual, I was able to finally figure out what the film was like and it looked really wild, sort of like a Doc Savage novel written by someone on an acid trip. Weirdly imaginative. Here we have two kinds of aliens warring against each other secretly on Earth, even though they're from another dimension. And all we have to defend us is Buckaroo Bonzai and his gang of rock and roll assistants. Throw in things like trying to penetrate solid matter with a superfast vehicle and you've got one weird adventure film.

There was another surprise guest Sunday afternoon. It was Harve Bennett, the writer of *Star Trek III*. He talked about the future of the series and explained why Kirstie Alley did not appear in the film. Not only had she made massive financial demands, but she wanted more money than everybody other than William Shatner was getting. Bennett explained that they had tried to negotiate with her and even made counteroffers, but to no avail.

The convention also featured other regular events such as an auction and a masquerade, but film programming

was virtually nil except for the showing of *Star Trek II*.

I have to admit, though, that this was one of the most ambitious and well-executed conventions done in L.A. in a long time, and I expect it will be a long time before I see another capable of drawing such an enthusiastic crowd.

Fans look long and hard for good conventions well worth the price of admission and time expended. Sad to say, I'm sure that many settle for what's at hand or just pass them up altogether. But the Starlog Festival in L.A. hearkened back to the good old days when conventions delivered on big promises and provided programming which was not the same as the last seven cons you'd attended. Perhaps this might even start a trend. Conventions with programming worth crossing the street to see.



Ask Starfleet Command

(continued from page 26)

Star Fleet Command,

I would like to know if you are going to make deck plans of the new *Enterprise*, *Reliant*, *Regula I*, and any of the new ships from the third movie.

Robert Olthandt
Nutley, NJ

Plans for making these deck plans are beginning. They may appear late in 1985.

Sirs,

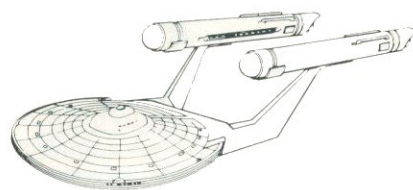
My question has to do with the **Ship Recognition Manual: The Federation**.

There is a discrepancy between the *Derf* class frigate and the *Loknar* class survey vessel. The color three-view of the *Derf* matches the black and white print of the descriptive page for the *Loknar*. The opposite is true also. The FASA metal miniature of the *Loknar* looks like the *Derf*. What is correct and what is not?

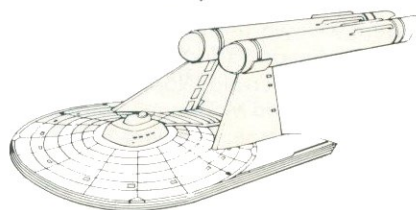
Rodney Naseth
Cottage Grove,
MN

What is correct is that the *Loknar* is the frigate and the *Derf* is the Survey ship. The black and white page for each of the ships are correct. The only errors on the color pages are the actual names of the ships and their placement in the book is reversed. This question has been asked by almost everyone who has purchased the book and finally I can answer this for all those who were afraid to ask.

Adm. F. G. Brown



Loknar



Derf