The Road Continues

This issue is later than we wanted it to be, but better than we would have expected (and Jean expects a lot of the design team). We have new ships, scenarios, and rules for Star Fleet Battles; ground combat rules, scenarios, and ships for Federation Commander; a thrilling adventure by an Orion Crime Team, Battlegroups for three games (SFB, FC, ACTASF), a new edition for Starmada, a new species for Prime Directive, a whole new era for Federation & Empire, a new scenario (by a surprising new scenario designer) for Star Fleet Marines, and well... a whole lot of zing!

Weather, the plague, computer issues, and a couple of special projects pushed this issue into the winter of 2017, but what comes next is Spritetime for Star Fleet! Hold onto your shuttles!

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