

FROM TASK FORCE GAMES

NEXUS #11

THE GAMING CONNECTION

U.S. \$3.00
AUST. \$4.50



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- ★ NEW STAR FLEET BATTLES CAMPAIGN
- ★ MUSKETEERS FICTION AND SCENARIOS
- ★ HISTORY OF THE SECOND WORLD WAR - THE FINNISH WAR



Game News

OUR NEW MONTHLY MAGAZINE CAN'T STOP BAD DICE ROLLS, BUT IT CAN HELP YOU WITH YOUR GAME PLAYING BECAUSE EVERY ISSUE IT COVERS:

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Play-by-mail games, detective games, card games, and other sophisticated games

AND MORE!

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GAME NEWS—SUPPORTING THE GAMER WITH "NEWS YOU CAN USE"

Premiere issue: March, 1985 (mailed February). 12-issue subscription: \$20.00. Single copy: \$2.50 (includes postage and handling).

Dept. K-12, 700 Orange Street, P.O. Box 1992, Wilmington, DE 19899-1992

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OPENING LINES

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With the advent of warmer weather (and I hope it's not a pseudo-spring) our thoughts turn to warm-weather activities. Many people view spring as a new beginning — a time of change.

The gaming industry also seems to be in a state of change. Several of the gaming magazines have either ceased publication or have changed ownership. At the same time, at least two new major magazines have suddenly "sprung up." We are certain to see a plethora of new game companies appearing at the summer conventions. Some of these new publishers will survive, but most will not.

This summer will mark the sixth anniversary of *TASK FORCE GAMES*. We first appeared at *ORIGINS '79* in Chester, PA with four "pocket games" and high hopes. We now have more than eighty products in our line, with roughly a dozen new products slated for spring and summer release.

The point is that we must be doing something right. Of course, we have you, the loyal readers and gamers, to thank. We want to strive to make *NEXUS* and *TASK FORCE GAMES* even better. Our goal is to reach a point where people will know without a doubt that when they buy a *TASK FORCE* product, it will be a top-quality product.

We welcome your ideas and suggestions as to how to make our products the best. We want to give you the games you want.

☆ ☆ ☆ ☆ ☆

I am happy to report that *MUSKETEERS* almost made it. Within two to three weeks after you receive your magazine, *MUSKETEERS* should begin arriving at your local hobby shops.

We have included three scenarios for *MUSKETEERS* in this issue. We have also included enough rules so that one of the scenarios may be played without the boxed game. It will give you just a small sampling of what the game is like.

If you like scenarios, this issue is for you. In addition to the three *MUSKETEERS* scenarios (pun intended) we have *STARFIRE*, *STAR FLEET BATTLES*, *HISTORY OF THE SECOND WORLD WAR* and *BATTLEWAGON* scenarios.

In this issue you will also find the usual potpourri of *STAR FLEET* and *STARFIRE* material. In addition, you will find variants for the *PEOPLE'S WAR GAMES* line for which we now have the exclusive distribution.

I think you will really enjoy this issue. ★

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The source for *NEXUS* subscriptions in Australia is:
 Military Simulations Pty. Ltd.
 18 Fonceca
 Mordialloc, Vic. 3195

NEXUS is published quarterly by Task Force Games, 1110 No. Fillmore, Amarillo, TX 79107.

It is available at hobby shops and bookstores or by subscription.

Subscription rate is \$8.00 for four issues or \$14.00 for eight issues. Overseas subscription rates are available on request. Send all subscription correspondence to the address above.

All material is copyright © 1905 by Task Force Games unless otherwise noted.

Send all articles and artwork to 1110 N. Fillmore, Amarillo TX 79107.

Typesetting by Standard Printing Co. of Amarillo TX. Printing by Standard Printing Co. and Southwestern Publications of Amarillo TX.

NEXUS

Publisher: Allen D. Eldridge
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THE NEXT FRONTIER

WHAT EVER HAPPENED TO....?

One of the most common questions we receive is "Whatever happened to [some potential project mentioned somewhere]? Why isn't it out yet?"

The answer: We can only design and publish so many products, and we did something else (which more people wanted) instead. The status of previously mentioned projects is as follows:

PRODUCT SURVEY FROM NEXUS #1

- A. Revised Rulebook: Published in several pieces.
- B+C. Computer programs: Awaiting decision on whether or not development and publication is financially justified. See the "Why" column in this issue.
- D. Sector Modules: An idea we are still interested in, but this is a major project and cannot be started until 1988.
- E. Federation And Empire: Still on schedule for 1985.
- F. Star Fleet Marines: Probably will become Supplement #4, combining rules sections D15 and D16 with some new material.
- G. Star Fleet Role Playing: Last place on the survey; dropped for lack of interest. SFB gamers tend to be take-charge-and-fight types, rather than those who want to be entertained by a gamemaster.
- H. Pirates of Orion: Possibly a mini-module in Nexus #14.
- I. Star Fleet Science Officer: Dropped when RPG was dropped.
- J. Sub-Light Battles: Probably a supplement in 1987.
- K. Star Fleet Technical Manual: Now in early design stages for possible publication next year.
- L. Federation Space Expansions: Dropped when FS was permanently withdrawn from publication.

PROJECT FILES MENTIONED IN NEXUS #8

- 1. Book of 1,000 refits: Holding file for use in various places.
- 2. PF Supplement: Probably will become Supplement #3.
- 3. Three-dimensional SFB: Insufficient interest for any development time to be invested. Will probably never be published.
- 4. Boarding Parties (a.k.a. Star Fleet Marines): See F above.
- 5. Extra Counters: Published as REINFORCEMENTS.
- 6. Sub-Light Battles: See J above.
- 7. Civilian ships: Holding file only. Will not be separate product; ships may be published in various places as space permits.
- 8. Exploration holding file: Exploration ships to be in V3.
- 9. Four New One-Hex Races: No material is being accepted at this time. Special terms and conditions will be published in a future NEXUS. But as it won't appear before 1986, there is no hurry to fill up the file. We suggest that you continue refining your race and wait for our formal Request For Proposals.

Of the 19 items listed here (discounting the two that are on both lists), two were published, five are on the schedule, four are not, four are holding files only, and four have been (effectively) dropped. It should be noted, however, that Supplement #1, four SSD books, and three Captain's Logs (8 products) were published in addition to the proposals above, and that project A actually involved four products (V1, V2, S2, and U1), so the correct totals should show 13 completed products.

Not every proposal can, will, or should reach print. Publishing a list of ideas is not a commitment to publish them, but a request for your comments on which ones should be published first or at all.

FICTION AUTHORS TAKE NOTE

Our current policy (which won't change) is to publish only game-oriented fiction. The only non-game fiction we have published (*Behind the Glory of the Heroes*) was published at a time when we did not have any other fiction available. We now have a considerable file of scenario-focused fiction and no plans to use any other type. You can provide a scenario to support your story (or we can write it for you), but such a scenario must be possible within the game and must be the focal point of the story. It should not introduce new rules to the game system. Ship modifications should be kept to a minimum and used only to support the plot; it would be better to avoid them entirely. Stories about computer-controlled ships are automatically rejected; stories about ground combat or boarding parties won't be published before Star Fleet Marines (July 86) although we will need to select some before then.

The purpose of Nexus is to support, promote, and improve the playing of Task Force games and products. While fiction should be entertaining, it should also support the playing of SFB. All fiction published must fill the dual role of providing playable situations and entertaining the players. For this reason, fiction which cannot be played in game terms will not be published and should not be submitted.

ANNOUNCEMENTS

Ken Kaufman, commander of the Romulans on the Joint Chiefs, has been transferred to Germany by his company. He resigned his position in favor of Jeff Smith to insure that the Romulans would be well looked after in his absence.

Klingon Tactical Command, Box 18326, Oklahoma City, OK 73154 sells various items of interest, including unpublished SSD sheets, double-blind scenarios, the Play-by-Mail system, and Starlist. Send a stamped self-addressed envelope for their catalog.

CONVENTION SCHEDULE

NEXUS will list conventions which include tournaments of games published by Task Force. Send notice of your convention to Amarillo Design Bureau as early as possible; update it if necessary. (Conventions are also posted on the SFB Computer Bulletin Board.) After the convention is over, write back and tell us who won the tournaments.

ADB does not sponsor tournaments or provide prizes. Task Force does (for qualified conventions); contact TFG for details.

The conventions below will provide additional information if you will send a stamped reply envelope.

★ February 8-10, War Con 11, Memorial Student Center Texas A&M. SFB tournament. (Received too late.)

★ March 29-31, Contest, Hilton Inn of Tulsa. All gaming convention, many tournaments including Star Fleet Battles. Admission \$8. TSS, Box 4726, Tulsa, OK 74159.

★ March 29-31, Phoenix Con 0.5, Atlanta American Hotel. SFB Tournament run by Tom Hammond. Admission \$15. Info: Mark Stevens, 752-1/2 North Highland NE, Atlanta, GA 30306, 404-875-7326. Hotel reservations 1-800-621-7885; in Georgia call 1-404-688-8600.

★ March 30-31, Point Con VIII, Box 730, US Military Academy, West Point, NY 10997.

★ Spring?, CAPCON, SFB tournament. Write: Drowsy Dragon, 34 Maplewood Ave, Columbus, OH 43213.

★ April 26-28, Wizard's Challenge Game Convention, various tournaments including 64-player SFB w/ Origins rules. Details from: Wizard's Corner, 801C Broadway North, Saskatoon, Sask, Canada S7N 1B5 (306-934-4777).

★ May 11, Madness-85, Middletown High School, NY. SFB tournaments (32-player single elimination; 12-player demo derby); comics, games, movies. Admission \$2 in advance; \$3 at the door. Info write: Madness-85, 34 South St, Middletown, NY 10940.

★ June 15-16, Michicon Gamefest, Southfield, Michigan. Major convention. Info write: Michicon Gamefest, Box 656, Wyandotte, MI 48192.

★ June 27-30, Origins-85 National Gaming Convention. Baltimore, MD. Annual SFB "Gold Hat" tournament, SFB seminar, hundreds of other events. Info: Origins 85, Box 139, Middletown, NJ 07748 or call 301-298-3135.

★ July 5-7, SEAGA-85 Atlanta Gaming Festival, Airport Ramada Inn, 845 North Central Ave, Hapeville, Atlanta, Georgia. Gaming, movies, door prizes. Admission \$12 before 15 June; no mail orders after that date; \$15 at the door. Write to: SEAGA, Box 930031, Norcross, GA, 30093. (Rooms at the hotel are \$36/night plus \$8 per extra person. Call 1-800-554-8412 to reserve rooms; in Georgia call 1-800-554-5696.)

★ July 20-21, Thundercon-I, Ontario. SFB Miniatures tournament. Details from: Gamer's Attic, 777 Red River Road, Thunder Bay, Ontario, Canada P7B 1J9 (807-345-2411).

★ August 3-4, Ozarkon-I, Joplin, Mo. SFB Tournament. Info: Things Unlimited, Box 2151, Joplin, MO 64803.

★ August, Game-Con I, South Carolina. Details from: Box 5131, Spartanburg, SC 29304.

★ 30 Aug-2 Sept, Lone Star Con (1985 North American Science Fiction Convention). Admission \$55 until 1 Aug; \$70 at the door. Post Office Box 9612, Austin, TX 78766 (512-458-2033).

★ October 4-6, Crusader Con V, MSU Campus, Denver, CO. Star Fleet Battles tournament using Origins format; also Starfire tournament. Info write: Steve Stein, Auraria Gamers, Box 13395, Denver, CO 80201.

STAR FLEET UNIVERSE

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All correspondence relating to SFB, including material for NEXUS, should be sent to ADB, P. O. Box 8759, Amarillo, TX 79114.