

# STAR FLEET BATTLES

## A CAPTAIN'S LOG #13



**THE BEST OF NEXUS**

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**CROSSROADS OF THE GALAXY**

This is a special issue of Captain's Log comprising the best of the material published in the discontinued magazine *NEXUS*. All of the material has been completely rewritten and updated. Captain's Log #14 will appear in January 94.

From 1982 through 1988, *Star Fleet Battles* players could look forward to a gaming magazine called *NEXUS*, a product of the 2nd Administration of Task Force Games.

*NEXUS* was designed to be a "house organ," telling people about the games produced by TFG. From the beginning, and for its entire life, it was the *Star Fleet Battles* fans who kept *NEXUS* alive, buying it for the small SFB section within its pages.

*NEXUS* was never intended to make a profit, and its final year (when the best issues appeared with huge 16-page SFB sections) reached the pinnacle of editorial success at the cost of too many other products that were never done, since the same designers (of all of their games) did both *NEXUS* and new products. Task Force Games dropped the magazine at that point, honorably exchanging the undelivered issues for other products.

Since that time, Doomsday has come and *Star Fleet Battles* is a bigger phenomenon in the gaming world than it was during the heyday of *NEXUS*. A new generation of players have heard of the old TFG magazine as little more than a legend. Time and again, new players are told "That was in *NEXUS*" or "Oh, I forgot you haven't seen *NEXUS*" or "They started doing that in *NEXUS* and it just grew from there." These new players have told us that they want the material from the old issues of *NEXUS*, and even veterans have said they would like to see that material updated for the Captain's Edition.

ADB surveyed the material from *NEXUS* magazine and found enough that needed reprinting to create an 80-page book. John Olsen accepted the idea and suggested that we simply make it an issue of Captain's Log. This seemed a sensible idea (and it avoided creating another category of products), and we began formatting the material to fit the Captain's Log mold.

The material from the old *NEXUS* issues can be divided into three categories: that which is out of date (convention announcements, addenda, product schedules, most of the early Q&A), that which has been or will be published elsewhere (the fiction and scenarios, and rule D16.0), and the articles of enduring value which have never found a place in Doomsday. It is the material from this third category which is published here. In keeping with the Captain's Log format, we selected one story, turned an ancient article on Klingon battlecruiser variants into SSDs, and created new scenarios to go along with the ships.

Captain's Log #13 was created by Amarillo Design Bureau and published by Task Force Games, Post Office Box 50145, Amarillo, TX 79159. Contact Task Force Games to order spare parts (or to obtain a list), replacement of defective or missing parts, or anything relating to TFG products other than *Star Fleet Battles* products. Include a stamped self-addressed envelope.

All rules questions and submissions of new material should be sent to Amarillo Design Bureau, Post Office Box 8759, Amarillo TX 79114. Include a stamped self-addressed envelope if you wish a reply. Unsolicited submissions are accepted only under the standard terms found in SFB Advanced Missions and become the property of Amarillo Design Bureau immediately upon receipt; anything published is compensated at our standard rates. Others should inquire by letter.

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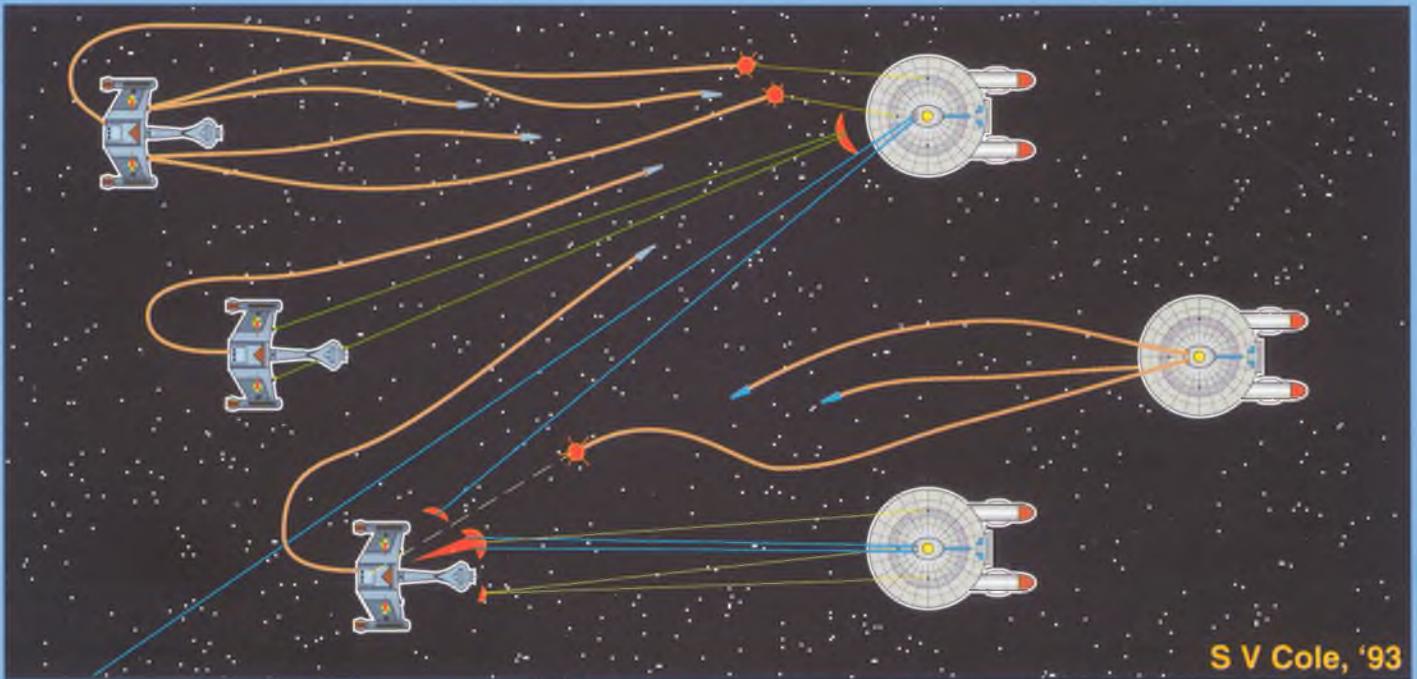
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# A CAPTAIN'S LOG #13

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This product adds new game play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products. The material for *FEDERATION & EMPIRE* requires that game.

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ISBN# 0-922335-50-8 TFG 9.95

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