

FROM TASK FORCE GAMES

NEXUS ^{#11}

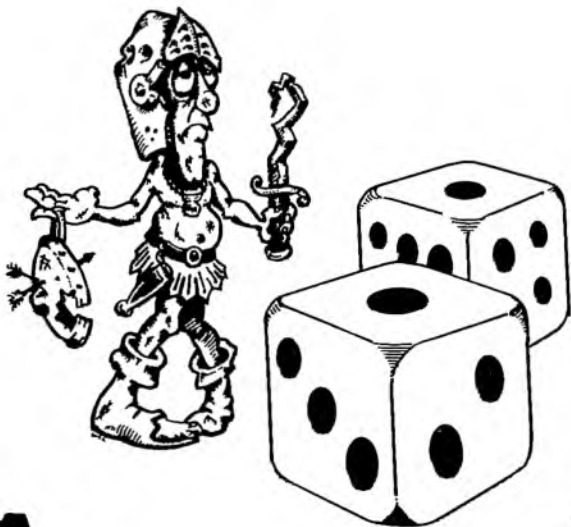
THE GAMING CONNECTION

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



BELFLOWERDIDIT
© '83

- ★ 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:

ROLE-GAMES

Modules, supplements, NPCs, ideas to enliven a role-game campaign, and reviews of new products—with a special photo report section on new role-game miniatures

WAR GAMES

Scenarios, variants, strategy tips, and reviews of new releases—including photo reports on new wargame miniatures

GENERAL ADULT GAMES

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

AND MORE!

Cartoon series "Wrong Moves," interviews, news, convention and show calendar, and, starting in the May issue, the series "Making and Marketing Your Game," to be followed by the series "Writing for the Game Industry"

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

VISA/MasterCard/American Express orders: **1-800-441-7098**, Operator K-12

OPENING LINES

TABLE OF CONTENTS

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. ★

STAR FLEET UNIVERSE	
<i>The Next Frontier</i>	2
<i>First Command - David A. Sicko</i>	
<i>Fiction and Scenarios</i>	3
<i>Star Fleet Academy Term Papers</i>	7
<i>The Academy</i>	8
<i>Shipyard Report - Gorn Ship Names</i>	9
<i>Origins Tournament Rules</i>	10
<i>The Bargantine Campaign</i>	11
<i>Errata</i>	13
<i>Star Fleet Battles Computer Bulletin Board</i>	16
<i>An Unusual Campaign</i>	16
<i>Review and Preview</i>	16
<i>Ours is But to Wonder: "Why?"</i>	17
HISTORY OF THE SECOND WORLD WAR	
<i>Systems and Applications</i>	18
<i>The Finnish War - A Scenario</i>	21
<i>Errata</i>	22
MUSKETEERS	
<i>The Brawl - A.D. Howard</i>	
<i>A Musketeers Scenario</i>	23
<i>Milady's Ghost Sleeps Poorly - Richard L. Buck</i>	
<i>Musketeers Fiction and Scenarios</i>	27
STARFIRE	
<i>Starfall</i>	33
<i>The Corsairs of Tangri</i>	34
<i>Tangrian Military Services</i>	37
<i>Tangrian Timeline</i>	39
<i>Battlefog - James Ashauer</i>	
<i>Starfire Fiction and Scenario</i>	40
OTHER HISTORICAL	
<i>The Battle of Surigao Straits</i>	
<i>A Battlewagon Scenario</i>	44
<i>People's Potpourri - James Meldrum</i>	
<i>Variants for People's War Games</i>	46

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
Editor in Chief: R. Vance Buck
Editor / Star Fleet Battles: Stephen V. Cole
Editor / Starfire: David Weber
Editor / History of the Second World War: Nick Scheussler
Associate Editor and Advertising: Rick L. Buck
Art in this issue: Cover: Alvin Belflower
Page 3, 23, 27, 20, 29, 34, 37, 40: Bill Keith, Jr.
Page 5: John C. Crain
Page 44: C.A. Malin