

FROM TASK FORCE GAMES

# NEXUS #13

THE GAMING CONNECTION

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- ★ THE LYRAN DEMOCRATIC REPUBLIC -  
*A New Star Fleet Battles Minor Race*
- ★ PACIFIC NIGHTS -  
*A Battlowagon Campaign System*
- ★ HISTORY OF THE SECOND WORLD WAR -  
*Part 2 Variants*



Your fare has just led you into the no-man's land of the Old City and pulled an Uzi submachine gun on you. Even if you overpower him, you will be alone and lost among the dangers of the Old City.

*Street Fighter* is an *Autoventures* solo module. It can be used with any auto-combat game, including *Car Wars*<sup>™</sup>, *Highway 2000*<sup>™</sup>, *Battlecars*<sup>™</sup> or the Quick Combat System, included. *Street Fighter* includes: a 32-page booklet, 14 colorful vehicles and a road section.

**AUTO  
VENTURES**<sup>™</sup>

**TASK  
FORCE  
GAMES**<sup>™</sup>

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You now hold in your hands the Holiday Issue of *Nexus*. Of course, mail service being rather slower than usual at this time of the year, the "Season to be Jolly" may be ended by now. Nevertheless, I hope you have (or had) a really nice Holiday Season.

I am sure that most of our historical-minded readers have noticed by now that our cover painting depicts the war in the African desert in World War II. Those readers who also keep up with our *History of the Second World War* series will realize right off that this relates to *Part III* of the series — *Counterstroke from Egypt*.

Well, before you get excited, let me tell you that *Part III* is not out, and there is nothing pertaining to *Part III* in this issue.

Having informed you of that, I think an explanation is probably in order. When we first contracted for the cover painting (many months ago), we had planned to have *Part III* in the stores by now. However, to paraphrase a poet, "The best laid plans of mice and game designers..." Anyway, we felt the painting was exceptional, so we decided to use it now.

By the way, *Part III* of the *HSWW* series has been rescheduled for March. This part will contain the naval rules for the series, and since the navies played such a large part in the war (especially in the Pacific), Nick wants to be sure he has the best naval system possible.

While I am on the subject of upcoming releases, let me write a little about our releases in the next few months. In addition to our *Star Fleet Battles* products (which I will let Steve detail in his section), we have several other new products which we are really excited about.

For those of you who are into *Car Wars*™ (etc.), Aaron Allston is doing another solo module for our *AutoVentures* line. This one, called *The Gauntlet*, should be released in February.

And speaking of Aaron, he is also designing a game called *Crime Fighter*. This game will capture all the excitement and drama of the TV cop shows, and may be played as a board game as well as containing a complete role playing system. *Crime Fighter* is slated as a June release.

In the historical area, we will have three other releases in addition to the aforementioned *HSWW Part III*. The first, in January, will be *Counterstroke in France*. This game, designed by James Meldrum and developed by your humble (?) editor, is a simulation of Hitler's counteroffensive in France during early August of 1944. The game has some nice features which I think will be well received.

A game which really excites me is *Delta Force* by Bill Keith, Jr. — artist and designer *par excellence*. (Bill is the designer of *Behind Enemy Lines*, and has done *Traveller* modules and *Twilight 2000* modules.)

*Delta Force* is a role playing game about a fictional elite anti-terrorist commando unit based on the U.S. Special Forces Operational Detachment — Delta. This game will emphasize action, playability and weaponry, and will find the elite group traveling all over the world to combat terrorism. *Delta Force* is planned for April.

In May, we plan to release Bill's first module for *Delta Force*. The tentative title is *Terror at Sea*. I will let you guess the plot.

We have not forgotten the *Starfire* players, either. In January, we should be releasing Dave Weber's long-awaited *Gorm-Khanate War*. This game, compatible with *Starfire* and *New Empires* will feature a new race — the Gormus.

We feel that this will be our best spring schedule by far, and we hope you will think so too.

Before closing, let me cover a couple of points about *Nexus* subscriptions.

First, some information for those who have asked how to know when their subscriptions are up. If you will look at the last two digits at the top of your mailing label, this will give the number of the last issue you will receive. After your last issue, you should receive a card from us stating that your subscription has expired and asking you to resubscribe.

Secondly, we usually receive several calls from people who have just moved, did not inform us they were moving, and wonder where their last issue is. Many people do not know that the U.S. Postal Service will not forward second class mail unless the person specifically requests it and is willing to pay additional postage to have the magazine forwarded.

If you are moving, please let us know as far in advance as possible. Also when you write to let us know, please give us your old address as well as your new. ★

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