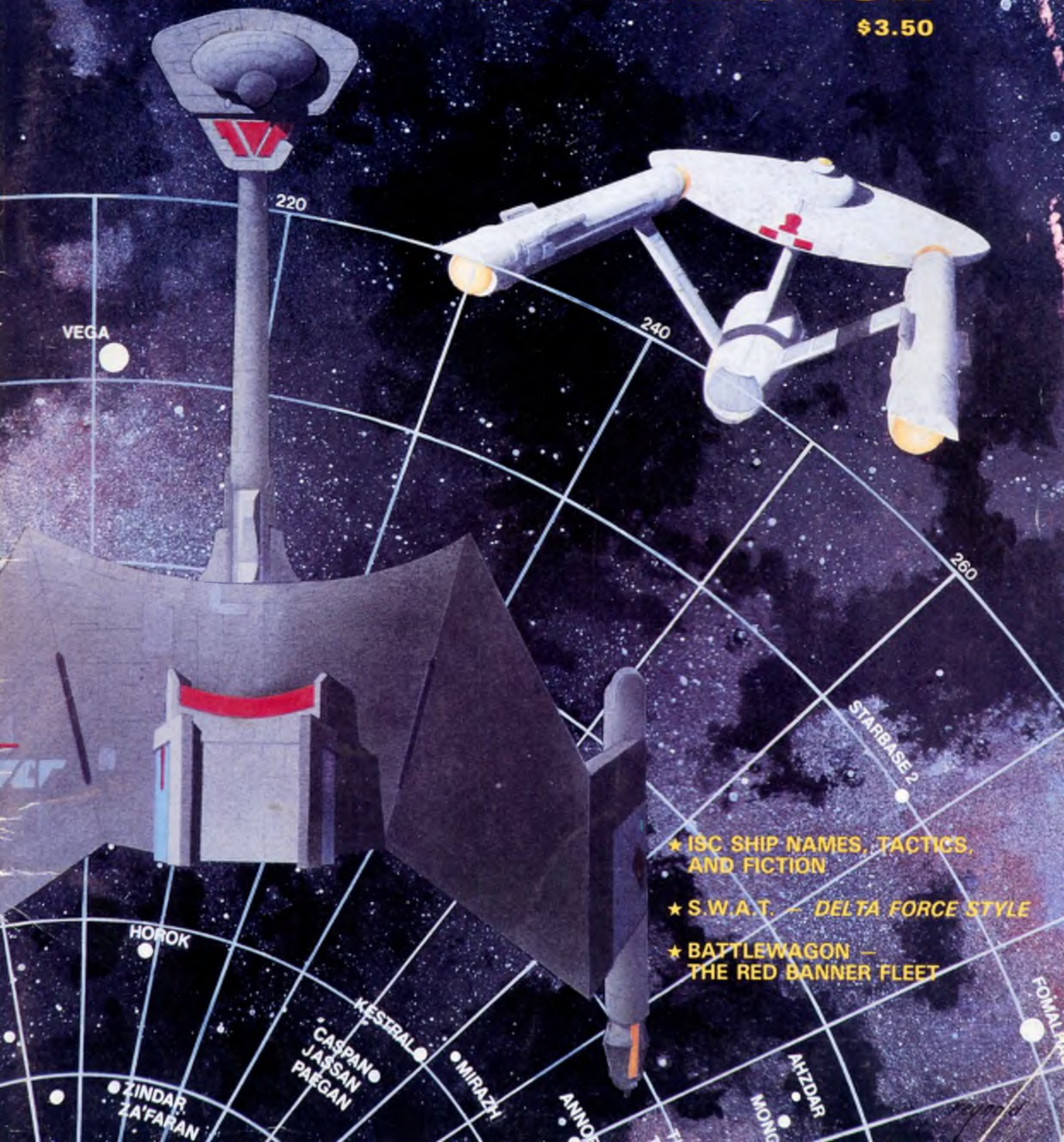


FROM TASK FORCE GAMES

NEXUS #16

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- ★ ISC SHIP NAMES, TACTICS, AND FICTION
- ★ S.W.A.T. — DELTA FORCE STYLE
- ★ BATTLEWAGON — THE RED BANNER FLEET

OPENING LINES

You say you've noticed that this issue of *Nexus* seems to be 106 months late? Well, I noticed that too. Sometimes the various sections of the magazine seem to come together quickly (yes, sometimes), and sometimes they seem to come together quite slowly. It's all a matter of what I have to choose from and how long it takes to test it and get it right. That's why I keep asking readers to send me articles (so listen up and write for submission guidelines). I believe we've put together a strong group of articles for this issue, though, and I hope you agree.

Just as the last issue brought you a new *Nexus* editor, this issue brings you a new *Starfire* editor, Roy Noyes. He took over the 'Starfall' column in *Nexus* #15, and will be handling all *Starfire* material from this point forward. Send all *Starfire* articles, questions, suggestions, etc directly to *Nexus* and include an SASE if a response is desired.

In the way of new products, the following have already been released or are due to be released soon:

- Star Fleet Battles SSD Book #9*
- Starline 2200 Miniatures*
 - Kzinti Tug
 - Romulan Skyhawk & Seahawk
- Viceroy*
- Citybook III*
- The Hole-Delver's Catalog*
- Delta Force: Desert Sun*

Viceroy, which was designed by Mark G. McLaughlin (the designer of *East Wind Rain*), is our new game of European exploration, conquest and colonization during the Age of Discovery.

The Hole-Delver's Catalog is another addition to our Catalyst series of fantasy role-playing aids. It is a humorous compendium of unusual items (and some of them are even useful) interwoven with an adventure showing how the items can be used to shed new light on those otherwise routine encounters.

Nexus #17 will contain the first truly reformatted Star Fleet Universe Section, while this issue brings you the return of fiction and the first installment of the ongoing *Federation and Empire* feature with scenarios, tactics, previews, and (in future) other assorted goodies.

We have a lot in store for you this year with *Nexus* — thanks for reading! Ω

TABLE OF CONTENTS

STARFIRE

Starfall — Roy Noyes.....	3
Galactic Imperium — Steve White	
<i>The Barbarian Wars Revisited</i>	4
Claw Raffaen's Fear — Robert Armstrong	
<i>Fiction and Scenario for New Empires</i>	6

HISTORICAL

Hitler Turns Against the Soviet Air Force — James E. Meldrum	
<i>The Air War in the East in</i>	
History of the Second World War.....	10
The Red Banner Fleet — James E. Meldrum	
<i>The Soviet Navy in Battlewagon</i>	14
Pathways to Victory — Christopher Vorder Bruegge	
<i>Strategy Advice for East Wind Rain</i>	17
Pillage, Plunder and Piracy — Mark G. McLaughlin	
<i>Strategy for Viceroy</i> s!.....	20

SPECIAL

Godsfirer: <i>Strategy for Godsfire</i> — Richard Ballard.....	22
--	----

DELTA FORCE

The Armory — William H. Keith, Jr.	
<i>New Delta Force Equipment</i>	25
Terrorism and <i>Delta Force</i> — Thomas D. Redding.....	26
Experience in <i>Delta Force</i> — William H. Keith, Jr.	28
S.W.A.T.: <i>Delta-Force Style</i> — Thomas D. Redding	
<i>Special Police Units in Delta Force</i>	30

STAR FLEET UNIVERSE

The Next Frontier.....	35
Star Fleet Communications Center.....	36
Term Papers.....	37
The Academy.....	38
Command The Future!.....	40
SFB Tech Manual Preview — Scott F. Bayless.....	41
FICTION: <i>First and Future Shock</i> — Josh W. Spencer.....	42
SCENARIO: <i>First and Future Shock</i>	44
SHIPYARD REPORT: <i>ISC Ship Names</i>	45
F&E: <i>The Hydran Expedition</i> — Frank M. Crull.....	46
F&E: <i>Total War Preview</i>	47
F&E: <i>Tactical Notes</i>	47
SFB Addenda.....	48
SFB Opponents Wanted.....	52
Can You Give Me An Example?.....	52
To Ask The Question Why?.....	52

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 N. Fillmore, Amarillo TX 79107. Subscriptions are available.

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

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Typesetting on Apple® Macintosh using PageMaker™ by Aldus Corp. Printing by Standard Printing Co. and Southwestern Publications of Amarillo, Texas.

Publisher: Allen D. Eldridge
Editor in Chief: David W. Crump
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STARFALL

by Roy Noyes

Hello again spacefarers, empire builders, and thrill seekers. How many of you are also would-be article writers? In the last three months we've received only two *Starfire*-related articles. That just doesn't give us much to choose from in our attempt to provide you with entertaining articles, new scenarios, and new ideas.

Get a pencil and jot down a few ideas right now, then send an SASE to us for a copy of our submission guidelines. When you get some spare time, write an article or scenario which deals with something in the *Starfire* series and send it in with another SASE.

If we can't use it, we'll let you know. If it needs improvement, we'll send it back for repairs. If it's good, we'll use it when we get a chance. We pay two cents per word in a published article, so what have you got to lose by giving it a try?

Well, *The Gorm-Khanate War* is finally out. I hope you found it worth the wait. We're currently working on *Terra Fire*, and we'll give you progress reports as it approaches completion.

Many people have asked about tech levels above High-Tech Level X. We are in the process of putting together costs and technologies available for those tech levels. Any comments or suggestions we receive will be considered.

I've had a few more questions trickle in since the last issue. They are included below. The final offering is a new optional system for your scrutiny. Let me know what you think about it.

ERRATA

(E8.3): *Can ADM missiles be intercepted by point defense systems?*

Yes. ADMs are intercepted in the same way (the same rolls) as capital missiles.

(E8.12): *Are external ordnance racks counted as weapons for freighters?*

No. Massive three- and four-hull-space weapons systems require extensive electronics work and a higher degree of specialized compartmentalization than do storage spaces. The additional materials/labor required to properly prepare these spaces drives up the costs of warship hulls.

The weapons restrictions for freighters is meant to reflect the amount of special-

ized work done in preparing the basic hull and the internal compartments (there are not as many places where weapons could be installed). Since XO racks are externally mounted and require little additional work, they are not included in the restriction on number of weapons for freighters.

(D8.121): *Do primary beams affect fighter bays and quarters?*

Primary beams ignore quarters for the same reason they ignore cargo holds. They do, however, affect fighter bays because of the amount of instrumentation, fuel, weapons, etc., contained there.

(C8.21): *May bulkheads only be used to break strings of cargo holds or fighter bays; what is the present allotment rule?*

Bulkheads may be used to break up any group of systems, although a ship may contain only one bulkhead for every four "collapsible" systems in the ship.

At present, only cargo holds ("H"), fighter bays ("V") and quarters ("Q") are considered "collapsible" systems. (Life support holds are not collapsible because of the amount and kinds of equipment they contain.)

(E6.2): *How does a ship's readiness state affect how far it can be detected in space?*

Mothballed ships can only be detected by using inherent scanners or long range scanners, and will be detected at the normal ranges. Ships with systems of any kind powered will be detected at the normal ranges because of the various electronic "emissions" they produce.

(D8.12): *Are tractor beams, presser beams, point defense, and improved point defense systems operable only in the ship's arc of fire?*

Yes.

(E6.111): *Suppose a frigate tug with 20 hull spaces and eight engines (two of them in the additional engine room) tractored a monitor with 140 hull spaces and 24 engines. According to the calculation for speed of a tractored group, these ships are now moving at a speed of eight. Is this allowed?*

In some cases, this calculation will result in speeds greater than those normally attainable. The maximum speed of a tractored group is either the speed

indicated by the calculation or the maximum speed of the slowest ship class in the group, whichever is lower.

In the above example, the speed of the group will be four, since the normal maximum speed for a monitor is four.

(E6.111): *Do engine tuners have any effect on the speed of a tractored group?*

When making the calculations in step three of (E6.111), each engine tuner in use is counted as an additional engine room of the type to which it is assigned. Note, however, that only one engine tuner per ship may be used in this way, and that an engine tuner may not be used for more than 30 minutes at a time.

(E8.12): *At what tech level is atmospheric capability available?*

Section (E8.12) contains an error. Atmospheric capability is available at High-Tech Level I.

The Gorm-Khanate War: Khanate of Orion Racial Booklet

A few clarifications have been brought to our attention.

1. When ships are purchased under 'Advantage 1,' they enter with an 'average' crew grade and will carry out orders which were issued with the MgC used to purchase them.

2. The fleets mentioned under 'Disadvantage 4' must be kept at full strength if at all possible. If the Orions stumble onto another entrance to the Ophiuchi-Terran Alliance, another sector defense fleet must be organized and stationed in the bordering system.

3. The racial attitude rating of the population on Baz in the Bazom system was omitted. Their rating is 52%.

Have you ever wondered why three ships are able to coordinate their attacks through data link, but four or more ships are not? Several of my fleet commanders have asked that question.

Imperial scientists always answer "That's just not the way it's done," or "We've got more important things to work on." Somehow it seems very important if you're one of ten frigate captains facing two enemy battleships. Provided below is a solution to that problem.

(B11.21) ADVANCED DATA LINK (Optional)

Advanced Data Link (Zx) allows more than three ships to be formed into a data-linked group. This system is recorded on the ship's control sheet in the same way as multiplex tracking; the "x" denotes the level of sophistication and the maximum

— Continued on page 8