

**PREMIER
ISSUE**

From Task Force Games

NEXUS

#1

THE GAMING CONNECTION

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**SPECIAL
STAR FLEET
BATTLES
ISSUE**

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COMING NEXT ISSUE

Issue No. 2 will be a Special STARFIRE Issue giving readers a lot of new material for this popular game system. It will also feature reviews on ULTRA-WARRIOR, WIZARD'S REALM, CAR WARS, and HIWAY 2000, as well as an article on strategy for POWER PLAY, and one on tactics for WARSAW PACT. In addition, we will have our STAR FLEET BATTLES section and our regular features.

EDITORIAL

NEXUS: The bond, link or tie existing between members of a group; a means of connection.

The word "nexus" doesn't come up in conversation very often. It's most common use is also its most dramatic: "the nexus of events," where great actions come together to form a point in history.

The point in history where this magazine appears is one of change. Adventure Gaming is far more diverse than its founders could have imagined. From the first revolutionary design of Tactics II, published almost thirty years ago, a whole host of games covering every taste has sprung. Role-playing games and boardgames, miniatures and the entrance of the computer are the marks of a burgeoning hobby with thousands of fans, and NEXUS will be there to cover it in all its varied forms.

The first issue of NEXUS is a good indication of the future. It is wide ranging. From the historical to the fantastic, there's something here for every taste. It is provocative; our feature article on role-playing by Eric Goldberg (designer of SPI's Dragonquest) will certainly raise a few eyebrows (perhaps a few people's blood pressure, as well.).

NEXUS covers all the parts which make up the whole of Adventure Gaming; our reviews of gaming accessories of all kinds, from dice to role-playing modules, will help you expand your gaming fun without overexpanding your personal debt.

NEXUS will help you to understand your hobby better with informative background articles on games like STARFLEET BATTLES, STARFIRE, BATTLEWAGON and others. And NEXUS will let you get to know the people behind the games: Task Force's design and editorial staff.

Adventure Gaming is a changing hobby striving for new and better things. And NEXUS will follow that pattern. In future issues, we'll take you to the stars, and into the sky over the trenches at Verdun. We'll show you the burning panzers at Kursk, and the walls of Troy. NEXUS will take you wherever you want to go, because NEXUS is not only the connection between the many branches of Adventure Gaming, but between you and TASK FORCE. So drop us a line, and we'll make out your ticket. All aboard for the future, the past, and all points in between! All aboard NEXUS.