

From Task Force Games

#2

NEXUS

THE GAMING CONNECTION

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- ★ NEW STARFIRE CAMPAIGN
- ★ STARFIRE VARIANTS AND SCENARIOS
- ★ X-SHIPS FOR STAR FLEET BATTLES

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Ever since the legendary Icarus took to the skies on his wax and feather wings, Man has desired to fly. And for nearly as long, he has wanted to expand that flight to the planets and the stars beyond. With that in mind, it is not surprising that we should feature the highly popular STARFIRE series in this issue. As the Roman poet Horace said:

"He who travels changes only his skies, not his soul."

Doubtless, that will still apply when Man changes not merely his skies but his planets. It seems that a part of the human soul is rooted in conflict; and so, when Man goes to the stars, warfare seems destined to follow. Thus, STARFIRE deals with warfare.

However, STARFIRE is not a mystic vision, but a game; and as such, it combines the age old themes of entertainment, warfare and space travel — and does an excellent job of combining them. Why? Because it has the endless variation of an elegantly simple design. As proof of this, the STARFIRE series has sold over 35,000 copies to date. The scenarios take anywhere from 15 minutes to several hours to play, depending on how large and "custom made" players want their fleets to be. But even after the dozens of scenarios are exhausted (not to mention the new scenarios we will be publishing in NEXUS), there are still hundreds of personal variations that can be readily grafted onto the system. As Kevin Duke says in this issue — "With a genuinely simple system for recording combat damage and a flexible enough situation for personal additions, STARFIRE is too good a system to be forgotten." Well, there is good news for Kevin and the others that feel as he does. There are at least two other games of the STARFIRE series currently in the works. For more details on these new games, see the COMING ATTRACTIONS section of this issue.

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As a final note, Napoleon once said that "the art of war is like everything else that is beautiful and simple." As a stage for the drama of war among the stars, STARFIRE is a work of the designer's art. ★

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