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W.H. Roth  
1983

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# OPENING LINES

First the bad news... *MUSKETEERS* has not been released yet and, as you will soon discover if you haven't already, this is not a special *MUSKETEERS* issue as planned.

Why? Well to put it succinctly, the delay was caused solely by scheduling problems. Without becoming too detailed regarding the "ins and outs" of the game publishing business, let me just say that we had a back-log of games which had been announced but for one reason or another had not been completed on schedule.

This back-log becomes compound when the "reprint monster" strikes. To be successful, a game company must keep its top-selling titles in stock. No matter how hot a game is, a store can't sell it if it is out of print. Therefore, the reprints of the *STAR FLEET BATTLES* items have been receiving priority.

Believe it or not, printers have other "jobs" in addition to printing games. At this point in time, a lot of our delays are caused by the fact that we have "stretched our printer to the limit" as far as the number of jobs he can print for us and still take care of his other customers.

Anyway, I don't want to make any promises but *MUSKETEERS* should be out in time to be featured in *NEXUS* #11.

\* \* \* \* \*

Now for the good news... we have managed to release some new product amongst the reprints. The major release, outside of the *STAR FLEET BATTLES* line, is the first part of the *HISTORY OF THE SECOND WORLD WAR* series. There was a fairly detailed overview of this series in *NEXUS* #8 so I won't spend a lot of space covering it here, but I would like to make a comment or two.

In my opinion (speaking more as a gamer than an editor-developer, etc.) *HISTORY OF THE SECOND WORLD WAR* is destined to become one of the most significant and popular "monster" games covering WWII. The mapsheet for *HITLER TURNS AGAINST RUSSIA* is the most beautiful I have seen since the days of *OSG* (anyone remember them?). Norm Royal deserves much credit.

While *HISTORY OF THE SECOND WORLD WAR* will be a "monster" game when all of its parts are combined, unlike many "monster" games this one will be very gameable. Those few WWII buffs who are interested in knowing what the 3rd Latrine Battalion had for lunch on a

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**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:** Bill Keith, Jr.

**Page 6, 13, 27, 28, 30, 33-36:**

**Bill Keith, Jr.**

**Page 9:** Gary Kalin

**Page 12, 24, 25, 42-44:** Rick L. Buck

**Page 20-22:** Reynold Wong

**Page 46:** Denis Loubet