

FROM TASK FORCE GAMES

NEXUS ^{#14}

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SPECIAL PIRATE ISSUE—

- ★ ORION PIRATE ACADEMY
- ★ ORION PIRATE OPERATIONS MAP
- ★ PIRATES IN MUSKETEERS
- ★ ADDING PIRATES TO A NEW EMPIRES CAMPAIGN

D.R. Butler, Jr. '86



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OPENING LINES

I must admit that I have always had a fascination for pirates. "The Pirates of the Caribbean" (or CarRIBbean, if you prefer) is one of my favorite attractions at Disneyland. (Other than a very few attractions, I was disappointed in Disneyland — Six Flags Over Texas is nicer).

I can vividly recall Saturday mornings spent in front of the Philco (how many of you know that one?) watching such favorites as "Captain Blood," "Treasure Island" or "Sea Hawk."

In those days, I was even a big fan of the Pittsburgh Pirates; mostly because of the name and logo. (However, two recent developments have ended my interest in these particular pirates. One is the uniforms: their hats remind me of Quaker Oats boxes with brims. The second thing is the seeming predilection many of the players have for "chemistry.")

Around that time, (we're talking late 50's through early 60's) I also learned that pirate song which began "Fifteen men on a dead man's chest..." I used to wonder why fifteen men were standing on a dead guy!

Today, in the realm of science-fantasy, I admit to an affinity for the pirates, such as Han Solo. I will even admit that my wife and I rented "Ice Pirates," and while I certainly would not have nominated it for any Oscars, I found it well worth the \$1.50 rental fee. (Of course, my wife's popcorn improves any movie.)

As you have undoubtedly noted by now, this issue has a lot of "pirate stuff." Several months ago, Steve Cole told me he was going to be emphasizing the Orion Pirates in *Nexus #14*. At that time, I had received a proposal from Jim Meldrum to do a Samurai Variant based on *Musketeers*. Well, I thought, why not a pirate variant? First there was the "Pirate Operetta," then the Pirate Movie, and now the Pirate Game.

Later, I was talking on the phone to Dave Weber, and when I told him of our plans for #14 he decided that he liked the idea. So he and Steve White collaborated on a short story/scenario about the Tangrian pirates. Some time after this, Tom Redding submitted his article on adding pirates to a *Starfire* campaign.

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