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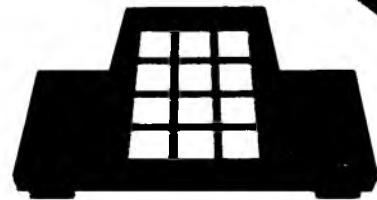
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OPENING LINES

What was originally planned as a June issue is now out in September; but I hope it has been worth the wait.

This issue of *Nexus* comes to you from a new 'editor,' David W. Crump. I placed the word 'editor' in quotes because my function is more that of gathering and picking the articles to be used as well as coordinating the entire *Nexus* program. Rick L. Buck does the actual editing of the articles used.

We have a selection of articles in this issue that we hope will bring you additional enjoyment from your Task Force games. *New Empires* addicts can support their habit with two articles and five full pages of errata and clarifications. Historical game buffs also do well, with articles on four of our historical games. And this issue introduces a continuing section of material for our new role-playing game, *Delta Force*.

Last, but by no means least, we have the *Star Fleet Universe* section, which this issue features the Tholians.

The next issue of *Nexus* is already in the early production stages, but will have to be woven into this fall's heavy release schedule. Given our recent track record, the issue will probably be out in late fall.

Some features already set for *Nexus* #16 are a major *Battlewagon* article, "The Red Banner Fleet"; "The Barbarian Wars Revisited" for *New Empires*; fiction and a scenario for *Starfire*; and an interesting article for *East Wind Rain*. The *Star Fleet Universe* section of that issue will feature the Interstellar Concordium.

I would like to invite all gamers with a typewriter, at least a modicum of writing skills and a particular interest in one of our games to submit articles for *Nexus*. We will consider all submissions. Anyone interested should write for a copy of our submission guidelines.

Please note that the *Star Fleet Universe* section is prepared directly by the Amarillo Design Bureau, and *Star Fleet* articles should be sent directly to them.

Two last announcements: first, our marketing department receives the 'golden fleece' award for listing the wrong price for *Delta Force* in some recent ads. The correct suggested retail price is \$15.95.

And lastly, I have the sad responsibility of announcing the demise of our once-touted *History of the Second World War* game series. 'Real-world' pressures forcing the designer of the series to step down coupled with a sales volume below that which we had projected doomed the project. Ω

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