

FROM TASK FORCE GAMES

NEXUS^{#17}

THE GAMING CONNECTION

\$3.50



- ★ WYN Ship Names and Painting Guides for *Star Fleet Battles*
- ★ 'Operation Stalker' – A Complete, New Module for *Delta Force*

- ★ 'Gazala as Crusader' – New Scenarios for *Gazala*, *Clash of Armor*
- ★ Rules for Resolving Large Fleet Battles in *New Empires*

OPENING LINES

Quickly? Yes, sometimes! In an era when men are capable of living in space, smashing atoms into tiny components and seeing Australian-Rules Football on cable, it was bound to happen sooner or later. *Nexus* is out on time.

In the *Nexus 16* 'Opening Lines,' I indicated that Mark McLaughlin was the designer of *East Wind Rain*; however, I forgot to include Chris Vorder Bruegge as the co-designer of this game. Sorry about that, Chris.

Along the same lines, I recently found a letter in my files from Robert Armstrong which names James Stear as co-author of 'Claw Raffaen's Fear.' So I want all of you to get up right now and write James's name in your *Nexus 16* Table of Contents. I do like to give credit where credit is due.

It's good to know that a few of you have finally listened to me—you sent for submission guidelines. For those of you who haven't sent for the guidelines yet (but want to), all you have to do is send us an SASE and ask for *Nexus* submission guidelines.

We don't have as many new releases this time around as we did last time. Those releases which are not already out are scheduled to be released sometime before Origins.

Starline 2200 Miniatures:

Orion Slaver
Andromedan Conquistador and Python

SFB Tactics Manual

Delta Force Companion

Tricks of the Trade

Federation and Empire Total War is expected to be released sometime late this summer, and *Captain's Log 5* is currently scheduled to be an early fall release.

For *Nexus 18*, we already have a couple of excellent *Starfire* scenarios and a *Battlewagon* scenario lined up. And the *Star Fleet* section will feature First Generation X-Ships. For people who play our games, this is the place to be. See you next issue. Ω

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STARFALL

by Roy Noyes

How about this weather? How about these articles? How about those fast freighters? Well, two out of three isn't bad. Since several people have asked me about fast freighters, let's talk about proofreading.

It's normally best to have more than one person proofread each article. In the case of 'Crasher Force,' although several people (myself included) saw the article during playtesting, only one person actually proofread it. The illegality of the fast freighter design was overlooked.

For those of you who have been wondering, fast freighters are not legal under the current design rules. At the present time, warships may have no more than ten percent of their total hull spaces devoted to cargo holds.

Since *Nexus 16*, I have received a few suggestions for higher tech level *Starfire* systems. We're still accepting ideas.

In most areas, the rules for *Starfire* are fairly simple. We'd like to keep it that way, so are looking for systems which would be easy to use and mostly agree with current rules. If you've come up with a system that enhances *Starfire* and makes some kind of sense, then send it in and we'll consider it.

I'm also still looking for new articles. I prefer an article with a scenario included, although I would consider using an exceptional piece of fiction without a scenario. Please write your article with current *Starfire* rules in mind; it will make things so much easier for both of us. Our address is on page one in case you don't have a copy of our submission guidelines.

From time to time, I will include an optional rule or two in this column for your consideration. It will be just that—an optional rule—and should not be considered an official part of the *Starfire* system. (In spite of what you may have heard before, there are only two sources of "official" *Starfire* rules. These are: rules printed in the *Starfire* products themselves and rules labeled as "errata" beginning with this column in *Nexus 15*.)

If an item here receives enough positive response (or a lack of negative response), it may be included in a future product. So let me know what you think of these of-

ferings, and if you have anything to offer, send it in and we'll see about printing it.

Someone recently suggested that we start a *Starfire* Opponents Wanted bulletin board similar to the one in the *Star Fleet* section. If you're interested, let me know; we could occasionally run one if there's enough demand.

ERRATA

(E3.2): *At what range can fighters communicate with their carrier?*

The chart on page eight of *The Gorm-Khanate War* should say 'SPACECRAFT (including fighters)' instead of 'SPACECRAFT (not fighters).' That is, fighters may communicate with their carrier as long as they are in the same system hex as the carrier.

(E6.2): *Do units on standby retain their inherent scanner capability?*

Yes. Units on standby retain all inherent capabilities which are not delegated to specific spacecraft systems under the definitions of those systems.

Since the Gorms have faster and more maneuverable ships, do all ST races have this advantage?

No. The Gorms are the only race with this ability.

Have you ever wondered how long a Terran crew could operate controls designed for eight fingers per hand or walk around in four-foot-high corridors of a captured Rigelian vessel? Or whether a Tangrian Corsair would have to stand up during his entire tour of service upon a captured Orion ship? There are enough physical differences between most races to realistically prevent operation of their ships and facilities by others.

Steve White has come up with a solution to this problem for those players who wish to address it (and also for those who just don't like having their ships captured).

(D8.145) CAPTURED SPACECRAFT (Optional)
by Steve White

Because of the physical differences between races and differences in the ways their corresponding technologies are implemented, a captured ship must go through a complete refit before it may be used by that race. All ship systems must be replaced, using the normal refit rules in (D8.141). These systems may be replaced with systems of the same type or with other types [see (D8.141) for any applicable penalties].

Note that alien systems removed during this refit cannot be used at a later time by the capturing race, and are put in storage or destroyed at the player's discretion. The capturing player would in effect be getting the hull free, but would still have to pay for the systems.

* * * * *

With the radical increase in anti-fighter systems, the common strikefighter became less useful. A new generation of fighters (more accurately called bombers) were designed to counter and overcome the new defensive systems.

Mark I Bomber (MK1)
by Don Jacques

Each MK1 costs forty-five MgC and is available at HT12. The MK1 begins with thirteen pulses of movement. This is reduced by one for each point of external ordnance carried. The MK1 may carry up to four items of external ordnance.

The MK1 carries three internal weapons without penalty to movement. One of these must be a laser or a gun. The other two are load points which may carry any fighter ordnance.

* * * * *

The MK1 was such a splendid success, that the opposition decided to go one better.

Mark II Bomber (MK2)
by Don Jacques

Each MK2 costs fifty-five MgC, and is available at HT13. The MK2 begins with fourteen pulses of movement. This is reduced by one for each point of external ordnance carried. The MK2 may carry up to four items of external ordnance.

The MK2 carries four internal weapons without penalty to movement. Of these,

—Continued on page 12.