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The Magazine of Science-Fiction Gaming

MEGATRAVELLER
Trouble in Paradise

*Wesley Kawata
and Michelle Sturgeon*

TWILIGHT: 2000
Sheltie Holiday

Loren K. Wiseman

SPACE: 1889
**Secrets of
the Ancients**

Lester W. Smith

STAR WARS
On the Dark Side

Marcus L. Rowland

Sample file

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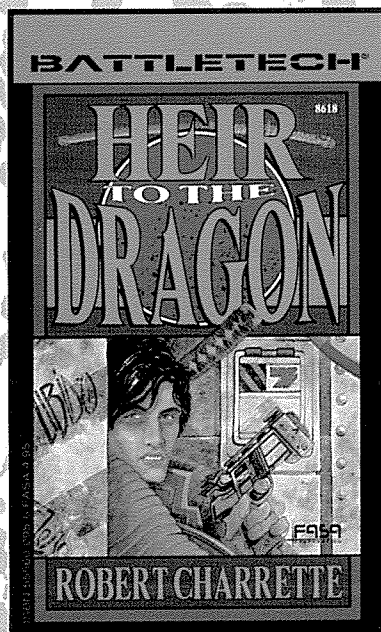
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About the Cover

The Galleon by Frank Frazetta.
In the words of Senior Graphic De-
signer Steve Bryant, "Frazetta.
Need we say more?" But seriously,
Frazetta is a legend in the science-
fiction/fantasy art field, and has il-
lustrated covers for Robert E. How-
ard and Edgar Rice Burroughs,
among many others. **Challenge** is
thrilled to present this Victorian-era
piece.

Challenge, the magazine of science-fiction
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U.S.A. All rights reserved. ISSN 0894-5535. All
editorial and general mail should be sent to
Challenge, P.O. Box 1646, Bloomington, IL
61702-1646 U.S.A.

The issue price is \$3.25. One-year subscrip-
tions (six issues) are \$15 in the U.S. and Can-
ada. Foreign subscriptions (outside the U.S. and
Canada, but not to APO or FPO addresses) by
surface mail are \$30 per year. Foreign subscrip-
tions by air mail are \$50 per year. Please make
all payments in U.S. funds drawn on a U.S. bank.

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CHALLENGE

The Magazine of Science-Fiction Gaming

Twilight: 2000

- 6** **Sheltie Holiday**
Adventure in the realm of the **Survivors' Guide to the United King-
dom** on this mission for the British government. *Loren K. Wiseman*

MegaTraveller

- 16** **Trouble in Paradise**
Duke Banazak's daughter is missing, and Cr100,000 is yours if you can
bring her back. *Wesley Kawata and Michelle Sturgeon*
- 20** **Leyna Tirenthe**
One of the brightest stars of stage and screen may have a dark secret.
Christopher S. Willingham
- 22** **Sourz: The Claws of Space**
The *Sourz-class* fighter, the most notorious spacecraft ever designed.
Philip Athans
- 26** **Griszoung**
By the end of the Fifth Frontier War, Vargr Merchant Captain Gris-
zoung had made quite a name for himself as a smuggler and blockade runner.
Tad Utingo

Space: 1889

- 34** **Secrets of the Ancients**
Captured by a band of cutthroats and soon to be sold into slavery—you
must escape not only your captors but also the jaws of a trap set long
ago by the ancient canal builders of Mars. *Lester W. Smith*
- 38** **Ye Can Always Tell a Yankee,
But Ye Canna Tell 'im Much**
Generating American characters for **Space: 1889**. *Loren K. Wiseman*
- 44** **Cthulhu: 1889**
Imagine the awesome menace of *Call of Cthulhu* combined with the
magnificent adventures of **Space: 1889**. *Marcus L. Rowland*

Features

From the Management	4	Showcase	50
Letters from our Readers	4	Feedback Results	64
Traveller News Service	24	Conventions	65
New Staff Members	28	Reviews	90
Errata & Corrigenda	30	Classifieds	94
Mini Epic	33	In the Future	96
Product Distribution	49	In My Opinion	96

Table of Contents

April-May 1990

2300 AD

52 New Cyber Equipment

A huge spider creeps toward you, tracking you by scent and heat. You'd better run—this is only one piece of the new cybertech equipment coming your way. *Michael LaBossiere*

60 Where Ya from, Mate?

Last issue you learned to generate American characters. Now easy Australian character generation is just a few die rolls away. *C. W. Hess*

62 AECA

A lack of organization plagued colonization efforts of the mid- to late-22nd century—that is, until AECA came along. *Clay Johanson*

66 L-5: Community in the Sky

Three slender spindles, each 5 kilometers long, joined by equilateral triangular platforms 1.5 kilometers long—it's spectacular. *Pete Rogan*

Star Wars

72 On the Dark Side

Everyone feels a sneaking desire to be bad occasionally. Take a trip on the Dark Side. *Marcus L. Rowland*

Star Trek

76 Stardate Chronology of the *Enterprise*

A consistent time system linking *Star Trek: The Roleplaying Game* and *Star Trek: The Next Generation*. *John D. Wrbanek*

Renegade Legion

80 Armored Cavalry in the CAF

The oldest, most colorful military unit has been an important part of the struggle to hold Shennendam County. *Christopher King*

Warhammer 40,000

84 Balancing *Space Hulk*

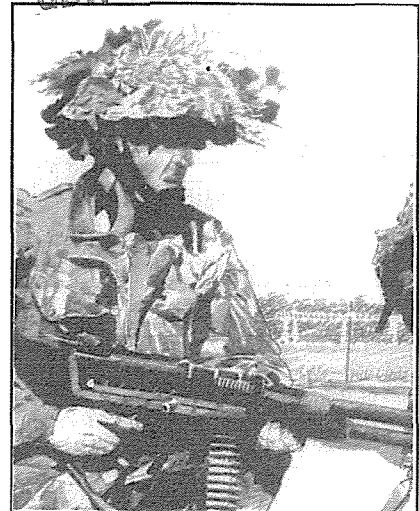
Space Hulk: Man vs. alien combat in the *Warhammer* universe. *Lester W. Smith*

Albedo

86 Tactical Strike

Map-based skirmish rules and an exciting new scenario. *Paul Kidd*

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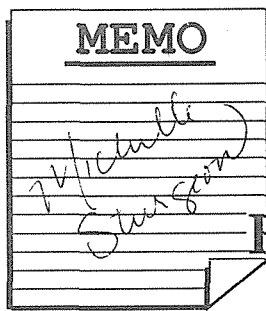
Page 6



Page 26



Page 44



From the Management

You may have noticed several changes in this issue of **Challenge**. For one thing, Loren K. Wiseman and Timothy B. Brown have filled this column in the past with their words of wisdom. But now, Julia Martin, Loren and I will be taking turns.

You've seen the magazine develop under the direction of Tim and Loren: **Challenge** has gone from 48 to 80 pages, from quarterly to bimonthly, and from only GDW games to science-fiction gaming in general. Tim has now left **Challenge**, and Loren, after many years at the helm as managing editor, has stepped back—he now shares the duties of associate editor with Julia Martin, who has been our reviews editor.

In addition to acting as managing editor, I also will be continuing my duties as art director. I've been trying to update the look of **Challenge** over the past few issues and have gotten a lot of great feedback. Now I want to tailor both the look and the content of the magazine to carry **Challenge** into the 1990s.

We're starting a new department in this issue—Letters from our Readers (to the right)—where we can get your feedback on **Challenge** and gaming. You may notice in reading the column that opinions often directly contradict one another: For every reader who asks for more **MegaTraveller** coverage and less on **Twilight**, another wants more **Twilight** and less **2300 AD**. For everyone who praises our expanded coverage, another suggests we stick to GDW games.

I've had at least a dozen people in the last two months tell me they want to see more **MegaTraveller** adventures and less sourcebook material. But 99 percent of our **MegaTraveller** submissions are—you guessed it—historical and political data, ship stats, and other information. While these articles are certainly useful, they're not what you're asking for.

Obviously, we can't always satisfy everyone. But my goal is to keep most of our readers happy most of the time. And I am actively soliciting articles which as directly as possible meet the needs and desires reflected in your feedback.

Take a few minutes to flip through this issue and look at some of the changes. We've gone from 80 to 96 pages and have updated the basic page format. We're also working with some exciting new artists to illustrate the magazine cover and interior, and I have an agreement with Phil Morrissey for a **Traveller** cartoon in every issue.

We've moved our features around and have added some new departments as well. For example, last issue we started Showcase, featuring miniatures information and illustrations. In the Future lists GDW's upcoming releases, and In My Opinion relates Marc W. Miller's gaming news. And we've moved the conventions list out of the classifieds and onto its own page.

I hope you like what we're trying to do. Either way, let me know. I look forward to your response.

CHALLENGE

Have any comments on this issue? How about science-fiction gaming in general? Letters from our Readers is a new column in **Challenge** which provides gamers an opportunity to air their views. The opinions presented do not necessarily reflect those of the magazine, and **Challenge** reserves the right to edit letters. Write to Letters, **Challenge Magazine**, PO Box 1646, Bloomington, IL 61702-1646 USA.

METAL CASTINGS

Timothy Brown's comments in **Challenge 33** about the value of miniatures in role playing I agree with whole-heartedly.

Miniature figures greatly enhance most any role-play situation. The availability of suitable figures is another matter entirely. This is certainly the case when making up military units for **MegaTraveller**. I know of only one line, the Laserburn line, that is in production. One solution is to use historical figures that can be used or modified easily.

Quality Castings, Inc. produces such a line. They make over 150 highly detailed AFV weapons, and a large selection of miniatures for WWII and modern-era (including Vietnam) gaming.

Equipping a low-tech unit is easy as the miniatures can be used "as is." Generally speaking, the variety of postures in the infantry packs is one of the line's strongest points. Your units will never have that cloned look.

Forming higher tech level units is not so simple. A little practice, patience, and epoxy putty is necessary to transform these castings into TL15 troopers. However, quality and variety make them excellent for conversion.

Twilight: 2000 players should also consider this line. There are enough modern AFVs and infantry to fight most any battles, with more planned. **Command Decision** players could use 15mm. The WWII line is extensive.

This line has a lot to offer—clean casting, high detail, and variety. If you are a miniature gamer or collector, it is definitely worth a look.

Randy B. Windle
Wilmington, DE

FRENCH GRAMMAR

I'm a French student who plays war-games and role-playing games since 1982. I've just bought **2300 AD**. I found the background interesting. The rules are clear and easy to learn, except for the combat systems (both ground and space combat) which I found somewhat complex and "heavy" (necessitating a lot of bookkeeping.) Anyway, I found the overall game quite good.

But there is something you got to know: A large part of the French words you use in the rule books are wrongly spelled or actually mean nothing at all. I know French is a rather complex language, even some French people make a lot of mistakes writing their own language (I'm unfortunately one of these).

About the weapons of the *Adventurers' Guide*: The FTE-10 is not a Fusil Tirailleur d'elite but a Fusil de Tireur d'Elite. The word "tirailleur," which is wrongly spelled, means skirmisher, not sniper or shooter.

The FC-68 and FC-70 are not Fusil Chasseur, which means hunter rifle, but are Fusil de Chasse, which means hunting rifle. The CLP-1A is not a Cannon Legere Pyrotechnique, but a Canon Leger Pyrotechnique.

About the colonies: I suppose the name of the French colony on Tirane (Alpha Centauri) is not Provence Nouveau, which actually means province new, but Nouvelle Provence which means new province. I suppose some people told you that French people invert the order of words, placing the name before the adjective; that is right, but in some cases it is not.

In **Kafer Dawn**: The French colony on Aurore is named Luminore d'Aube, which means Dawn's Lamp. I think a good name would be Lumiere de l'Aube. La Gouffre (the Abyss) has to be written Le Gouffre.

Thank you for paying attention to Europe in your RPGs (**Space: 1889**, **2300 AD** and **Twilight: 2000**), as some American companies tend to be quite focused on the U.S.

Please excuse my English mistakes.

Jacques Rabier
Le Chesnay, France

Letters from our Readers

CAF EXCLUDED

I would like to inform the staff of **Challenge** that in issue 30 they failed to list several units of the Canadian Armed Forces in their "Canada: 2000" article.

What the author failed to place are the location of Canada's artillery regiments. Being a member of a Canadian artillery regiment I felt it necessary to inform the editors of their mistake.

There are over 2000 Canadian gunners in bases across the country, Canadian forces bases that were never hit by nuclear attack. 1 Royal Canadian Horse Artillery Regiment is the only unit located outside Canada at Lahr, West Germany. 2 RCHA and other regiments in the Canadian Army are at CFB Petawawa, Ont., and 3 RCHA is based at CFB Shilo, Man., also the home of the Royal Canadian Artillery Battle School. At BFC Valcartier, Que. the 5e Regiment d'artillerie legere du Canada is located, while the Combat Training Centre is found at CFB Gaagetown, NB.

There are also over a dozen militia artillery regiments across the country.

Thus, the Canadian Artillery is a large and important unit of the Canadian Army which should have been recognized by the editors of **Challenge**.

*Bombardier David R. Poirier
Ontario, Canada*

Our Twilight: 2000 orders of battle are not intended to be comprehensive. They are intended to represent (in game terms) what is left after five years of war and several nuclear exchanges. In any case, we do not list artillery regiments in any of our orders of battle and do not normally list units below brigade size.

In the article under discussion, we did not deal with many aspects of the Canadian military, and Canadian gunners (or any other branch not mentioned) should not feel singled out. Overseas troops were not discussed in detail, and the navy and air force were excluded. There simply was not room to discuss every aspect of the Canadian armed forces in complete detail. Should we ever publish a module on the subject, our customers can expect a more detailed discussion.

BULLETIN BOARDS

I'm trying to compile a list of computer bulletin board systems that support gaming or gaming forums, for possible information service publication. If you are in contact with one, please write me.

*M. Williams
2410 S. Fern St.
Arlington, VA 22202*

FEEDBACK

Challenge covers are continually the best—if not the best—when comparing the magazines of our industry. The paper is a real added plus. Tough to match!

*James B. King
Mesa, WA*

Special issues are a neat idea. How about a vehicle issue? Or a scenario issue? What happened to **5e D&D**? The equipment inserts are a good idea and should be included in every issue. Maybe have one piece of new equipment for each system each issue.

*William K. Morrow
Hillsborough, CA*

While not all of the articles in issue 40 were truly useful (I do not play **2300 AD**, **40K**, or **Star Trek**), they did give me inspiration and insight for use in other games. Keep up the good work.

*Donald Riney
Yuma, AZ*

Challenge 40 was your worst issue ever. Do not try so uninteresting a theme again. This issue added nothing to the background of any game. Most other issues at least include something creative—a character sketch or background or scenario.

*Mitchell K. Schwartz
Medovay, MA*

I like the idea of an equipment issue. I gave a low rating to the designs for **Star Trek: RPG** because I did not read them and feel you should have used those pages for more **MegaTraveller** stuff. **2300 AD** already has an equipment book, after all.

*Clayton R. Bush
Crowley, CO*

I understand wanting to please viewers from different games, but I would like to know why **MegaTraveller** has received so little attention in the last few issues. What is the future for **MegaTraveller** and how long will this cyberpunk stuff go on with **2300** (it used to be a highly scientific game). But most important: Whatever you do, don't get rid of the "Traveller News Service."

*Ronaldo M. Nascimento
Cherry Hill, NJ*

I think you need to devote at least half of each issue to **MegaTraveller**. Not simply because that is the game I play most, but I feel there are no modules (adventures) for **MegaTraveller**—like **2300 AD**, **Twilight: 2000**, etc. I don't know how well your other products sell, but surely **MegaTraveller** has been a big hit!

*Tracy Adkins
Mesquite, TX*

I'd like to see much more of **Twilight: 2000** material. This is why I subscribe to **Challenge**.

*Allen Mixson
Anaheim Hills, CA*

The **Star Trek** ships were remarkably dull and uninteresting, and the traditional three-view drawing is preferred over sketches. In addition, two ships' articles opinion of deflector shields contradicted each other. The "Blasters of the Rebel Alliance"—all it did was give names to some blaster types. What about new stats?

I did use your "Heavy Weapons Preview" and do like the guide itself. I just bought a copy before the **Challenge** magazine arrived. Maybe you should have mentioned that the M72A2 LAW is disposable. And the sketches are not preferred over the type of illustrations found in the **Small Arms Guide**.

In the **Heavy Weapons Guide** you could have had a couple color plates, such as "TOW II and crew, summer 1998, Poland" or "Soviet mortar crew and 240mm mortar in load position."

*Glenn J. Reeher
Presidio of Monterey, CA*