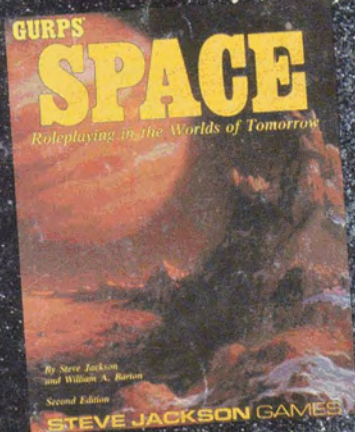


GURPS

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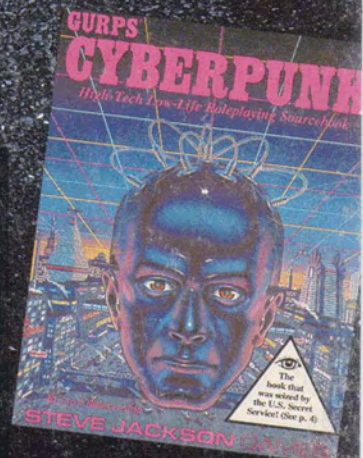
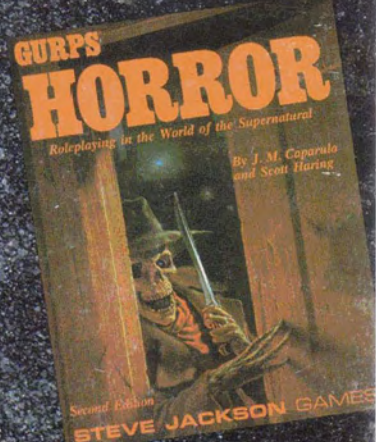
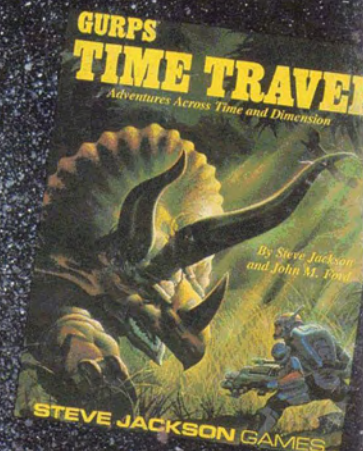
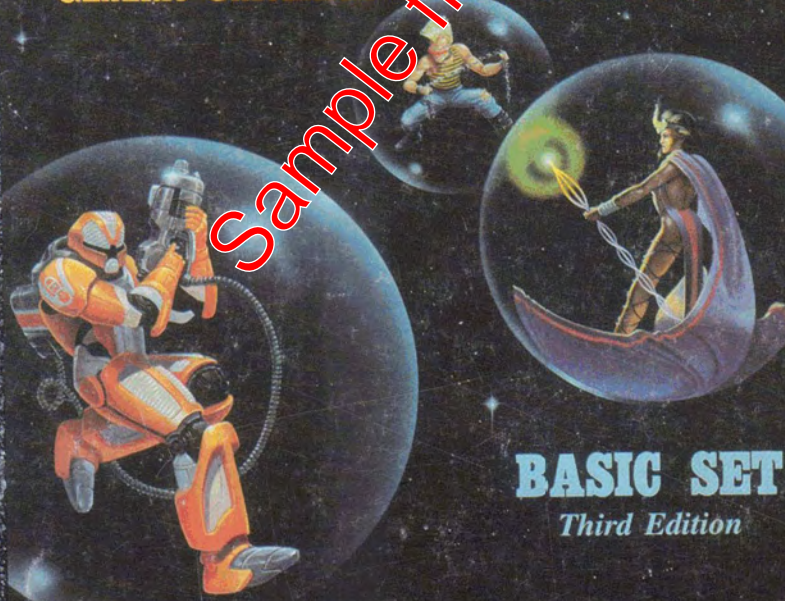
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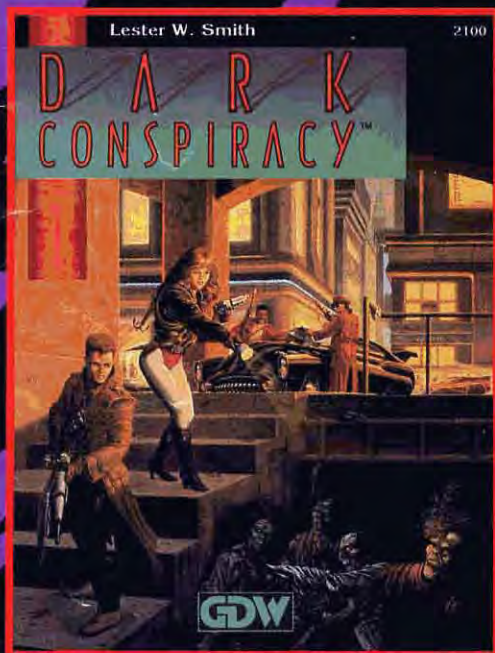
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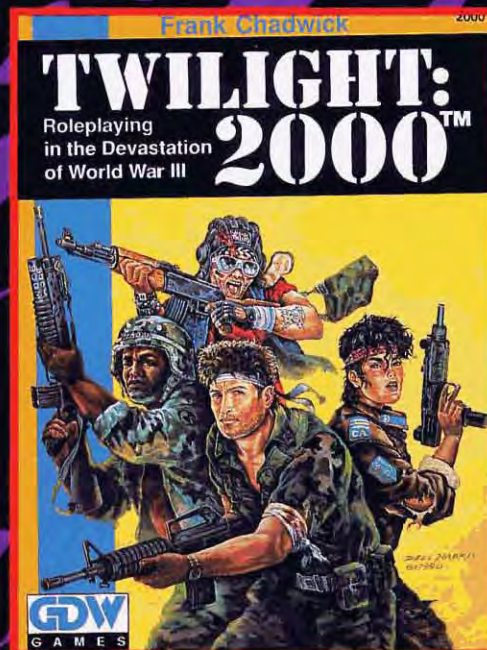
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Features

Opinion	4
Coalition Information Network	32
Submission Guidelines	63
Conventions	67
Reviews	82
Ask Commodore Bwana	84
Feedback Form/Results	85
Product Distribution	85
Classifieds	86
Next Issue	88

Challenge

Issue 72

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ABOUT THE COVER

This month's cover, by Paul Jaquays, shows your friendly neighborhood human flesh- (and bone-) eating ravager emerging from his folder pod into our world. Unfortunately, he was in such a rush to get to the office this morning that he skipped breakfast. Lunchtime (if he can hold out that long) should be an adventure.

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WHAT THE NEW YEAR WILL BRING

By Frank Chadwick

As you read this, **Fire, Fusion, & Steel** will have been in your hands for several weeks and the **Traveller® Referee Screen** should be in the stores any day. While we've been anxious to provide as much adventure and background "color" as possible for the New Era, we all agreed that it was essential to get the technical aspects of the game locked down first. **Brilliant Lances** made a real start on this and **Fire, Fusion, & Steel** finishes it (at least for now). As you read this I am hard at work finishing **Path of Tears** (the Star Viking sourcebook) while other busy hands work on **Smash and Grab** and the **Reformation Coalition Equipment Guide**, all with lots of great background and adventure material. There are a number of other projects already under way for release further down the road, but we'll tell you more about them in later issues.

Suffice it to say that everyone at the Workshop is involved in **Traveller** in a big way. We told you when we released **Traveller® The New Era** that our plan was to make **Traveller** our flagship game again, and that's exactly what we've done. We also expect to increase the coverage of **Traveller Challenge**, mostly because we've got more material that we want to present than we can fit in the games we've got scheduled in the near future.

We've also been running a consumer survey among **Twilight: 2000™** players for almost a year (many thanks to all of you who sent in your GPS survey sheets) trying to determine which direction we wanted to take the game. We had lots of ideas, but we weren't sure which ones would be most popular with the people already playing the game (who are the ones who count the most). Almost all of the ideas found some adherents, but most of them also had a fair number of people who weren't interested in them at all. One game concept, though, had a very high number of respondents who loved the idea, and almost everyone else liked it to a greater or lesser degree. That game supplement idea is called **Armor 21**. It stands for armor in the 21st century. Here's what it's all about.

Europe is unified and locked in a global trade war with the US and Japan. Parts of the Middle East are still radioactive from Iraq's abortive attempts at nuclear blackmail. The world is short of raw materials, particularly oil, and the Nigerian wells and oil reserves may mean the difference between economic survival and collapse.

The game covers conventional and unconventional (covert) warfare between the US and EEC in

central Africa over Nigerian and Angolan oil. The campaign scenario is an excuse to explore the nature of warfare two to three decades down the road. The obsolete tanks are M1A3s with 140mm electrochemical guns. Newer vehicles mount hypervelocity rail guns and active electromagnetic armor, but the real killers are helicopters and commando teams with laser designators.

We've already done a lot of the conceptual work (and the hardware can almost all be designed using **Fire, Fusion, & Steel**), but there's still a lot of background and scenario work to do. Look for it later this year, sometime after **East Europe Sourcebook**.

All this activity on **Traveller** and **Twilight** doesn't come without price, however. For the last year, **Dark Conspiracy™** has been stumbling along without a firm hand at the wheel, and has really shown it. To be honest, while we are very happy with the game itself, the support material went in a different direction than the game was originally aimed. This is not the fault of the people writing the support material at all—it's just what can happen when there isn't a firm guiding vision for the game. I think the last couple projects we did for **Dark Conspiracy—Empathic Sourcebook** and **Proto-Dimensions**—were outstanding, but customer interest in the whole line has declined and those two products haven't seemed to turn that around.

So what are we going to do? We can't manage major renovation of the game line and still devote the time and attention to **Traveller** and **Twilight** that we want to. On the other hand, we still have a fair number of loyal **Dark Conspiracy** fans who we don't want to just abandon. Besides, the idea behind **Dark Conspiracy** is too cool to just throw away.

So here's the plan. We're going to retire the line for a while. The material already in print will stay in print while quantities last, but won't be reprinted, and we won't be doing any new **Dark Conspiracy** free-standing products. However, we have a fair quantity of really good stuff that has never been published—whole additional proto-dimensions, additions to the Empathy system, more Dark Races—that we're going to publish in **Challenge** over the next couple years. While we do, we're going to keep looking at the best way to bring **Dark Conspiracy** back in a new format, once we have the time to do a really good job with it.

Oh, yeah! Did I mention the **Space: 1889™** movie and TV series coming from Anders International in Reston, Virginia? Oh, darn! Out of room. Maybe next issue.

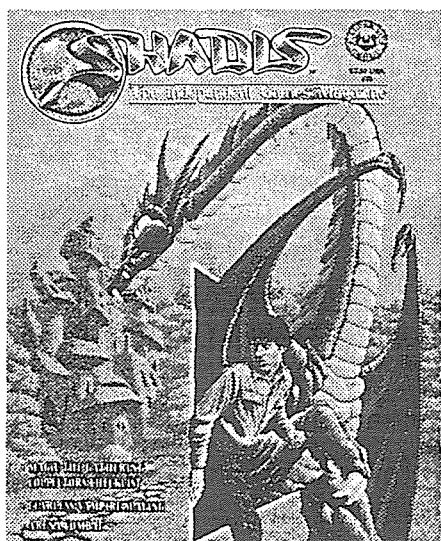


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Here's what we having coming up in our next two issues:

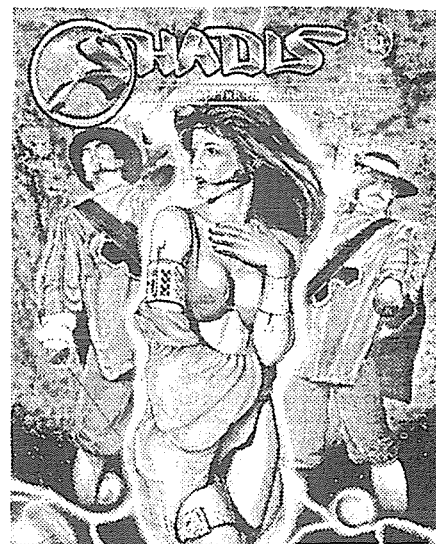


Issue 10 Nov/Dec:

- **Magic the Gathering Collector's Checklist and Compendium.** Includes variant rules and rule clarifications.
- **Arena Combat Game:** A campaign setting/board game that can be used with any RPG. Includes rules for running fighter stables, gambling, etc. Comes with a pull-out game board and counters.
- **Book 'Em Starbuck:** Find out how police techniques will evolve to thwart hi tech criminals of the future.
- **Vampire Slayers!:** Gary Gygax, creator of D&D™ authored this informative article on Vampires and how to eliminate them.
- **96 Big pages so there is too much other material to list here!!**

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