

CHALLENGE

GDW's Magazine of Adventure Gaming



For Twilight: 2000 —
 Shell Game
by Adam Geibel

For Traveller —
 The Warehouse
by Joe Fugate

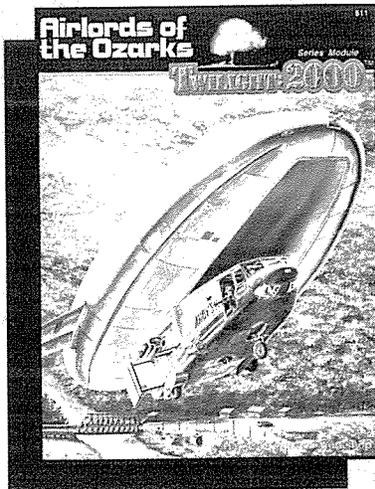
For 2300 —
 The IEX
by Deb Zeigler

Plus —
 Building the Perfect Mech
by Kevin Starn

KIM GROMOLL
 ©87

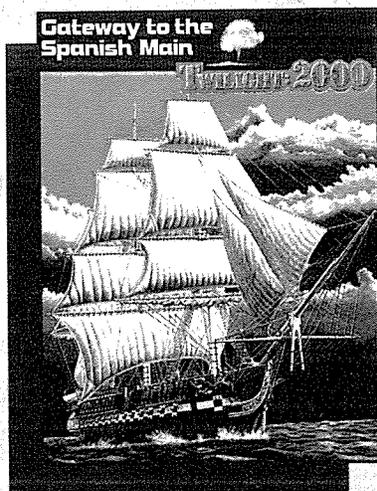
TWILIGHT: 2000

By Air or By Sea



Airlords of the Ozarks

Ozark Mountains of Arkansas, 2001: On a mission through some of the most rugged terrain in the central states, the player characters must infiltrate and gather information on New America, a bizarre right-wing organization determined to build an empire from the ashes of the United States. As a means toward that end some of their elements have taken to the air in ultralight aircraft and dirigibles they have found or made themselves—the airlords now have control of the skies over the Ozarks from which they enforce their will. The player characters will also discover Operation Eaglestrike, a plot involving salvaged cruise missiles. \$7.00.



Gateway to the Spanish Main

The Southern Caribbean, 2001: In the '90s, a replica of the U.S.S. Constitution was constructed by a California film company, complete with masts, rigging and phony cannon. Who would have suspected at the time that that vessel would have a serious role in a real-life adventure in the Caribbean just a few years later. As crewmembers on the new Constitution, the player characters become embroiled in a kidnapping plot and the various intrigues on Grenada in the southern Caribbean islands. From stranded Cubans to retired American Marines, from the pirates of Carriacou to the hardy crew of the new Constitution, a great host of diverse people are caught up in this exciting tale of piracy, plunder, and adventure on the high seas of the Spanish Main. \$7.00.

GDW Game
Designers'
Workshop
Since 1973

PO Box 1646, Bloomington, IL 61702-1646

Available at your local hobby shop or direct from GDW
(add \$1 for handling). Send for our free catalog.

No. 30

CHALLENGE

GDW's Magazine of Adventure Gaming

Managing Editor
Loren K. Wiseman

Associate Editor
Timothy B. Brown

Spiritual Advisor
Marc W. Miller

Art Director
Barbie Pratt

Senior Graphic Designer
Lauretta Oblinger

Graphic Designer
Dana Reischauer

Publisher
Game Designers' Workshop

Artists in this issue: *Kim Gromoll*: Cover; *Tim Bradstreet*: pp. 3, 5, 6, 7, 8, 30; *Tom Peters*: pp. 21, 42; *Liz Danforth*: pp. 23, 47; *Steve Venters*: p. 49 (design by Rob Caswell).

Challenge, GDW's magazine of Adventure Gaming is published quarterly and includes the *Journal of the Travellers' Aid Society* as an internal section.

Journal of the Travellers' Aid Society is Game Designers' Workshop's registered trademark for its science-fiction gaming magazine devoted to *Traveller*.

Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science-fiction adventure set in the far future.

Twilight: 2000 is Game Designers' Workshop's trademark for its role-playing game of survival in a devastated world.

Traveller: 2300 is Game Designers' Workshop's trademark for its science-fiction role-playing game set in the 24th century.

BattleTech is a trademark of FASA Corporation.

Challenge is copyright ©1987 by Game Designers' Workshop. Printed in the 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.

The individual issue price is \$3.25. One year subscriptions are \$13 in the United States and Canada. Foreign subscriptions (outside the U.S. and Canada, but not to APO or FPO addresses) are \$25 per year, which includes airmail postage. Please make all payments in U.S. funds drawn on a U.S. bank.

Submissions: We welcome articles and illustrations for *Challenge*. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Foreign inquiries (except APO/FPO) please include an International Reply Coupon.

Traveller Articles

The Warehouse, by Joe D. Fugate Sr. and Gary L. Thomas.....	21
Stormriders, by Joe D. Fugate Sr. and Gary L. Thomas.....	23
<i>Traveller News Service</i>	28
Imperium, by Marc W. Miller.....	30
There When You Need Them, by Steven Brinich and James Schwar....	34

Twilight: 2000 Articles

Shell Game, by Adam Geibel.....	3
Canada: 2000, by Legion G. McRae.....	13
Equipment List.....	19

Traveller: 2300 Articles

Stutterwarp, Rob Caswell and Timothy B. Brown.....	38
Bayern, by Rob Caswell and Timothy B. Brown.....	42
IEX, by Deborah Zeigler.....	49

Battletech Articles

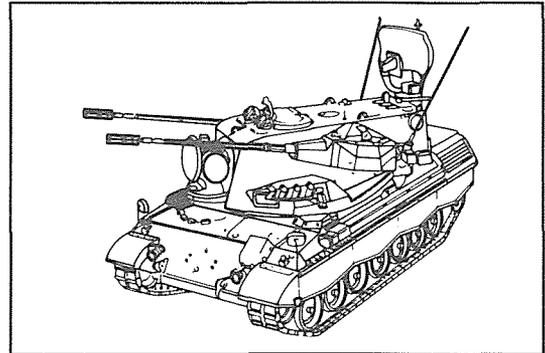
Building the Perfect 'Mech, by Kevin Stein.....	57
---	----

Features

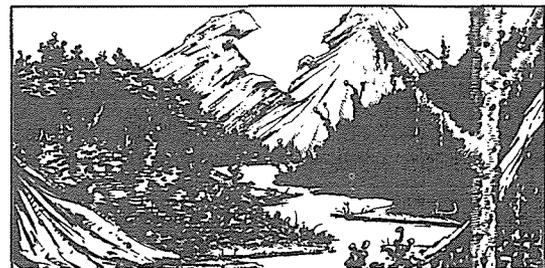
From The Management.....	2
Just Detected.....	2
<i>Challenge Classifieds</i>	64



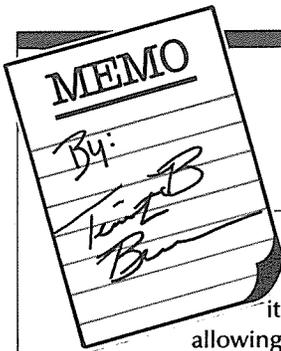
Page 34



Page 19



Page 49



From the Management

As you may have noticed, this issue of *Challenge* has a little more meat to it. We've expanded to sixty-four pages, allowing us to put in sixteen more pages of articles. When we conducted our Workshop Newsletter survey, larger page count topped the responses. Another matter which received a favorable response was expansion of game coverage, especially other companies' games. Since its origins as the *Journal*, *Challenge* has been devoted solely to GDW products, but enough of our readers play other games to make coverage in *Challenge* worthwhile. This issue features our first article on a game which is not our own. *Challenge* will remain a magazine devoted to futuristic games, of both a board and and role-playing nature, whatever their origin.

With expanded page count and expanded coverage, we hope that each issue of *Challenge* will be more useful to the reader. This also affords us an opportunity to take on more submissions from our readers. If you some ideas that you are interested in and you feel would be of interest to your fellow gamers, you might consider making a submission to *Challenge*. Write in for our guidelines, and go dust off your typewriter!

—Timothy B. Brown

Issue 29 feedbacked as follows:

A Decade of Traveller.....	3.64
Traveller News Service.....	4.38
Universal Task Profile.....	3.83
Scientists.....	3.97
Picking a Homeworld.....	3.86
Weather.....	3.66
Inside an M1.....	3.48
Buildings: Optional Rules for Urban Locales.....	3.38
Equipment List.....	3.59
In the Cards.....	3.64
Trade in 2300.....	3.57
FTM.....	3.21
Just Detected.....	3.14
Challenge Classifieds.....	3.17
Issue 29 as a Whole.....	3.87

JUST DETECTED

CONVENTIONS

DRAGON CON'87

October 2-4, 1987, Atlanta, Georgia. The Southeast Fantasy and Gaming Convention will be held in the Pierremont Plaza Hotel and Conference Center. Guests include: Michael Moorcock, Gary Gyax, Richard "Lord British" Garriott, Robert Asprin, Lynn Abbey, Brian Herbert, and Steve Jackson. Pre-registration is \$20 Fan and \$25 Game through 4/15/87, \$25 Fan and \$30 Game through 9/15/87 (Game registration includes four tournament entries). Strategic, FRP, and computer gaming in over 75 featured tournaments, panels, dealers' room, masquerade, video room, auction, and more! Send self-addressed stamped envelope to Dragon Con '87, Box 148, Clarkeston, GA, 30021, or Use your Visa or MC to charge your advance memberships by calling toll-free 1-800-554-1162 (in Georgia, call 404-441-3045).

SUNCOAST SKIRMISHERS

October 2-4, 1987, Tampa, Florida. *Skirmishes* presents the seventh annual production of this gaming extravaganza, at the Howard Johnson Plaza Hotel in Tampa, Florida. Events will include: Historical miniatures, RPGs, boardgaming, live action tournaments, dealers, seminars, awards, and more! For more information and registration packets, contact: Skirmishes, 1803 3rd Ct., SE #A, Winter Haven, FL 33880 or call (813) 294-9166.

TOLEDO GAMING CONVENTION

October 3-4, 1987, Toledo, Ohio. This convention, held on the Scottpark Campus of Toledo University, will feature miniatures, D[D], boardgaming, a painting contest, computer clubs, movies, an auction, and a dealer showroom. For more information, send SASE to Mind Games, 3001 N. Reynolds Rd, Toledo, OH 43615.

FALL-CON '87

October 16-18, Cincinnati, Ohio. Sponsored by the Cincinnati Adventure Gamers, this convention will be held on the

continued on page 36

GDW products (including *Traveller*) are available through distributors as follows:

West Germany: GDW products are imported and distributed by Fantastic Shop, Konkordiastr. 61, Postfach: 3026, 4000 Dusseldorf 1, West Germany. Some titles are translated into German.

Japan: GDW products are printed and distributed by Hobby Japan Co., Ltd, 26-5, 5-chome, Sendagaya, Shibuya-ku, Tokyo, Japan. Titles published are translated into Japanese.

United Kingdom: GDW products are imported and distributed by Games Workshop, LTD., Chewton St., Hilltop, Eastwood, Nottingham, UK; by Games, 89 Victoria St, Liverpool, L1 6DG, UK; and by Virgin Games Centre, 41-43 Standard Rd, London, NW10 6HF, UK.

Italy: GDW products are imported and distributed by Pacific Enterprises Italia, via R. di Lauria 15, 20149 Milano, Italy.

Sweden: GDW products are imported and distributed by Hobbyhuset, Box 2003, S-750 02, Uppsala, Sweden and by Target Games, Frihamnen S-100 56, Stockholm, Sweden.

New Zealand: GDW products are imported and distributed by Blackwood Gayle, PO Box 28358, Auckland, New Zealand.

Australia: GDW products are imported and distributed by Jedko Games, 134 Cochranes Rd., Moorabbin, Vic, 3198, Australia.

