

No.33

CHALLENGE



GDW's Magazine of Adventure Gaming

**For Twilight: 2000 —
USSR: 2000, Part II:
The Hit List**

by Frank Frey and Loren K. Wiseman

**For Traveller —
Project Farstar**

by Marcus Rowland

**For 2300 —
Lone Wolf**

by David Nilson



Incorporating the Journal of the Traveller's Aid Society

Final Ballot for the
Origins Awards 1987

Presented by the Academy of Adventure Gaming Arts and Design

1. **Best Historical Figure Series, 1987**
 - American Civil War, 15mm, Stone Mountain Miniatures
 - American Plains Line, Rafm
 - Shogun Hard Guys: The New Samurai, Ral Partha Enterprises
2. **Best Fantasy or Science Fiction Figure Series, 1987**
 - BattleTech Mech Warriors, Ral Partha Enterprises
 - Dungeons and Dragons, Citadel Miniatures
 - Groo the Wanderer, Dark Horse Miniatures
 - Julie Guthrie's Fantasy Line, Grenadier Models
 - Renegade Legion Interceptor Line, FASA Corp
3. **Best Vehicular or Accessory Series, 1987**
 - BattleTech Mech, Ral Partha Enterprises
 - Civil War Artillery, RAFM
 - Hovels and Buildings, 15 & 25mm, Stone Mountain Miniatures
 - Machineries of Destruction, Citadel Miniatures
 - Star Trek Miniatures, FASA Corp
4. **Best Miniatures Rules, 1987**
 - Chaos Wars, Rules according to Ral for Fantasy Battles, Ral Partha Enterprises
 - Harpoon, Game Designers' Workshop
 - Warhammer 40,000, Games Workshop
5. **Best Role-Playing Rules, 1987**
 - Mega Traveller, Game Designer's Workshop
 - Paranoia 2nd Edition, West End Games, Inc
 - Star Wars, West End Games, Inc
 - Teenagers From Outer Space, R. Talsorian Games
 - Top Secret S.I., TSR, Inc
6. **Best Role-Playing Adventure, 1987**
 - Blood of the Yakuza, AD&D, TSR, Inc
 - Future in Flames Series, Marvel Super Heroes, TSR, Inc
 - Ochimo, the Spirit Warrior, TSR, Inc
 - Scared Stiffs, Ghostbusters, West End Games, Inc
 - Tournament of Dreams, Pendragon, Chaosium, Inc
 - Who Watches the Watchmen? Mayfair Games, Inc
7. **Best Role-Playing Supplement, 1987**
 - GURPS Horror, GURPS, Steve Jackson Games
 - Manual of the Planes, AD&D, TSR, Inc
 - Miskatonic University Kit, Call of Cthulhu, Chaosium Inc
 - Star Wars Sourcebook, Star Wars, West End Games, Inc
 - The Forgotten Realms, AD&D, TSR, Inc
8. **Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1987**
 - The Gazetteer Series, AD&D, TSR, Inc
 - Miskatonic University Kit, Call of Cthulhu, Chaosium Inc
 - The Forgotten Realms, AD&D, TSR, Inc
 - Star Wars, West End Games, Inc
 - Star Wars Sourcebook, Star Wars, West End Games, Inc
9. **Best Pre-20th Century Boardgame, 1987**
 - Blood Royale, Games Workshop
 - Britannia, The Avalon Hill Game Company
 - D' Espanol-Talavera, Clash of Arms Games
 - La Granda Armee, SPI/TSR, Inc
 - Shogun, Milton Bradley Company
10. **Best Boardgame Covering the Period 1900-1946 for 1987**
 - Battle for Moscow, Game Designer's Workshop
 - Moscow 1941, SPI/TSR, Inc
 - Onslaught, SPI/TSR, Inc
 - Scorched Earth, Game Designer's Workshop
 - Patton's Best, The Avalon Hill Game Company
11. **Best Boardgame Covering the Period 1947-modern day for 1987**
 - Air Superiority, Game Designer's Workshop
 - Central America, Victory Games, Inc
 - Fire Team, West End Games
 - Seventh Fleet, Victory Games, Inc
 - Team Yankee, Game Designers' Workshop
12. **Best Fantasy or Science Fiction Boardgame, 1987**
 - Arkham Horror, Chaosium, Inc
 - Gammarauders, TSR, Inc
 - Isaac Asimov Presents Star Traders, Steve Jackson Games
 - Renegade Legion, Interceptor, FASA Corp
 - Star Warriors, West End Games, Inc
13. **Best Graphic Presentation of a Boardgame, 1987**
 - Chase, TSR, Inc
 - Gammarauders, TSR, Inc
 - Onslaught, SPI/TSR, Inc
 - Shogun, Milton Bradley Company
 - Star Warriors, West End Games, Inc
14. **Best Play-By-Mail Game, 1987**
 - Alamaze, Pegasus Productions
 - Heroic Fantasy, Flying Buffalo, Inc
 - Nuclear Destruction, Flying Buffalo, Inc
 - World Wide Battle Plan, Flying Buffalo, Inc
15. **Best Fantasy or Science Fiction Computer Game, 1987**
 - Eternal Dagger, Strategic Simulations, Inc
 - Phantasie III, Strategic Simulations, Inc
 - Pirates, MicroProse, Inc
 - Realms of Darkness, Strategic Simulations, Inc
16. **Best Military or Strategy Computer Game, 1987**
 - Airborne Ranger, MicroProse, Inc
 - Panzer Strike!, Strategic Simulations, Inc
 - Project: Stealth Fighter, MicroProse, Inc
 - Shiloh: Grant's Trial in the West, Strategic Simulations, Inc
 - Sons of Liberty, Strategic Simulations, Inc
17. **Best Screen Graphics in a Home Computer Game, 1987**
 - Airborne Ranger, MicroProse, Inc
 - Pirates, MicroProse, Inc
 - Project: Stealth Fighter, MicroProse, Inc
18. **Best Professional Adventure Gaming Magazine, 1987**
 - Autoduel Quarterly, Steve Jackson Games
 - Computer Gaming World, Russell Sipe
 - Dungeon, TSR, Inc
 - Fire & Movement, DTI, Inc
 - Gateways, Gateways Publications, Inc
 - Strategy & Tactics, World Wide Wargames
 - White Dwarf, Games Workshop
19. **Best Amateur Adventure Gaming Magazine, 1987**
 - Alarums & Excursions, Lee Gold
 - Polyhedron, TSR, Inc
 - Volunteers
 - Wild Hunt

These are the final nominees for the Origins Awards for 1987. Vote for only one nominee per category by checking or marking the line preceding your choice. When you are finished completing the ballot, fold it so that the return address on the back of this ballot becomes the mailing label. Staple or tape the paper closed, affix a stamp and mail your ballot.

Deadline for return of the ballot is July 15, 1988. The Origins Awards will be presented at Origins-GenCon in Milwaukee, WI, August 18-21, 1988. Members of the Academy of Adventure Gaming Arts and Design will receive a final ballot in the mail. If you have any questions concerning the ballot or the Academy, please write: Awards, PO Box 2712, Fairfax, VA 22031

No. 33 CHALLENGE

GDW's Magazine of Adventure Gaming

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

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

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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.

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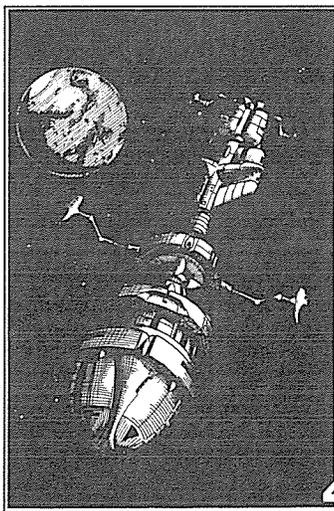
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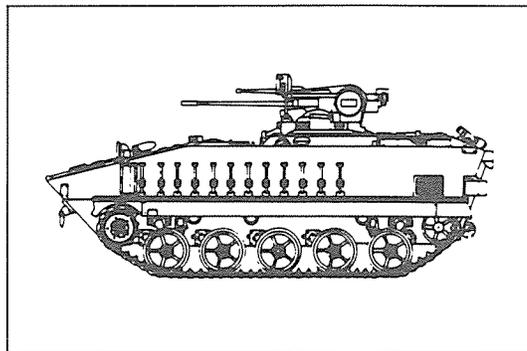
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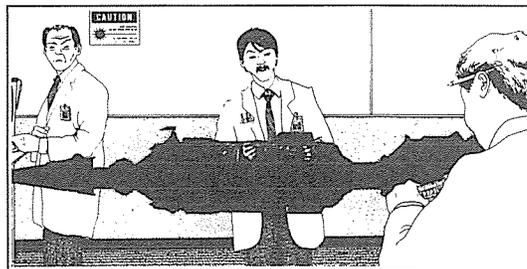
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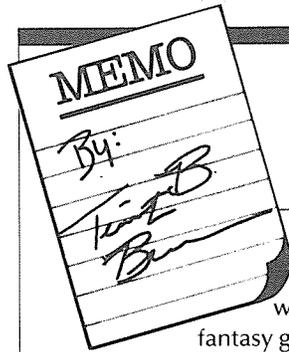
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From the Management

My first experience with role-playing games was, as I'm sure it was with many of you, with a certain popular fantasy game. A friend of mine described to me how the game might develop—"You can go down into a deep cavern, fight with a dragon and take his treasure. Then on the way out half the treasure might magically turn into some other monster you have to defeat!" As a young man eager to experience the thrill of victory in a fantasy universe, I immediately agreed to give it a try. So he came over with some other friends and with his boxes filled with what I have come to find are the necessities of role-playing games; rules books, dice, and *miniatures*.

From my first days with role-playing games, miniatures have been an integral part of every game. They are the little pieces of three dimensional reality which really make the situations come alive. It is one thing to have the referee tell you that

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JUST DETECTED

CONVENTIONS

WIZARD'S CHALLENGE

April 29-May 1, Regina, Saskatchewan. This sixth annual convention will be held at the Westwater Inn in Regina, Saskatchewan. The premier event will be a four-player team **AD&D** tournament. Other events will include a **Supremacy** tournament, **Battletech**, and **Car Wars**. An opening-night costume ball, open gaming, movies, a games auction, and a closing night medieval feast and awards presentation are some of the planned weekend activities. Contact The Wizard's Corner, 2124B Broad St., Regina, Saskatchewan, CANADA, or call (306) 757-8544.

MINIATURES

15MM SCIENCE FICTION

The Reiter (a mail-order hobby shop dealing in books, games, magazines, and miniatures) has acquired a limited supply of out-of-production 15mm science-fiction miniatures. For a list, write The Reiter, 3440 S. Monterey, New Berlin, WI 53151.

1/72 SOVIETS

TCI/ACE announce releases in the 1/72-scale Soviet Armor Series. The miniatures series includes models of the T-55, T-72, BMP-1U, BRDM-2, ZSU-23-4M, and MTLB APC, among others. Write TCI/ACE, 4732 E. Pearl, Boulder, CO 80301.

1:87 SCALE T-72 MBT

Petner Panzers announces the first in a series of 1:87th scale modern Soviet vehicles and equipment: a T-72 Main Battle Tank. Petner Panzers, PO Box 1221, Bensalem, PA 19020-0844.

1:87 SCALE T-62A MBT

Armourtec Scale Models has announced the release of the first of a line of 1:87th scale modern Soviet equipment: the T-62A Main Battle Tank. A BMP-1 will be followed by a BTR-60PB and a T-54/55 MBT. Contact Armourtec Scale Models, PO Box 51550, Pacific Grove, CA 93950-6550.

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 Post 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 of Liverpool, 89 Victoria St, Liverpool, L1 6DG, UK; and by Matthew Harvey & Co. Ltd., PO Box 38, Bath Street, Walsall, WS1 3BY, England.

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.

Haute Cuisine a la 2000

Editor's Note: As part of our continuing efforts to bring a greater feeling of realism to **Twilight: 2000**, we hereby bring you a rundown of the Meal, Ready to Eat, Individual (MRE), about which some of our readers have expressed a curiosity. First, some background material by Fred Kiesche, followed by a short review from *Challenge's* resident gourmand and restaurant critic (who doesn't get many assignments, so he has to be grateful for what work he does get).

PART I: THE MRE—BACKGROUND

MRE is the military abbreviation for "Meal, Ready-to-Eat, Individual," and is the army's latest attempt to find a quick, readily portable and reasonably nutritious way to feed personnel in the field without access to the normal mess units. Recognizing that good food is important to morale, the army strives to provide troops in the field with two hot meals a day, but in practice this is not always possible (in my last field training exercise, we ate nothing but MREs for several days). The MRE replaces the older "Meal, Combat, Individual," (commonly called the C ration). The main difference between the two is that the MRE contains no cans and has fewer freeze-dried items (which require extra water and are harder to prepare since the user must add water to reconstitute the meal) and more retort-sealed heavy foil "wet pack" pouches (which simply need to be heated in some way). Both meals could be consumed cold. In 1987, several changes were implemented: 12 new menus were created, a fruit drink mix and a dessert were added to all menus,

the size of the entree was increased from five ounces to eight ounces, a longer spoon was included (to allow users to dig all the food from a packet without soiling their knuckles), and a cardboard support base was added (to hold hot packets and prevent burned fingers).

In the near future, the Army will issue official items to help heat MREs. A canteen-cup stove is being designed that will fit around the regular canteen and cup (inside the existing canteen cover) when not in use. In use, the cup will fit on top of the stove and will use standard fuel tablets. This will replace the privately purchased stoves and field expedients (such as placing the packets on a hot engine block for 10 minutes) that have been used up until this time.

MREs can be purchased by civilians (try the local military surplus or outdoor supply store) and are used by hikers and campers. Some people use them for auto, aircraft, or boat emergency kits (they last for years provided they are stored in a relatively cool, dry environment).

MENUS

The 12 older menus are as follows:

Menu 1: Pork patties, pineapple or apple slices, cheese spread, crackers, cookies, cocoa, accessory packet D, spoon.

Menu 2: Ham and chicken loaf, strawberries, peanut butter, crackers, pineapple nut cake, accessory packet A, spoon.

Menu 3: Beef patties, beans in tomato sauce, cheese spread, crackers, brownies, accessory packet B, spoon.

Menu 4: Beef slices, peaches, peanut butter, crackers, cookies, accessory packet C, spoon.

Menu 5: Beef stew, fruit mix, peanut butter, crackers, cherry nut cake,

cocoa, accessory packet A, spoon.

Menu 6: Frankfurters, beans in tomato sauce, jelly, crackers, cocoa, accessory packet E, spoon.

Menu 7: Diced turkey with gravy, potato patties, jelly, crackers, maple nut cake, cocoa, accessory packet A, spoon.

Menu 8: Diced beef with gravy, beans in tomato sauce, cheese spread, crackers, brownies, accessory packet A, spoon.

Menu 9: Beef or Chicken a la King, cheese spread, crackers, fruit cake, cocoa, accessory packet D, spoon.

Menu 10: Meatballs in BBQ sauce, potato patties, jelly, crackers, chocolate nut cake, cocoa, accessory packet A, spoon.

Menu 11: Ham slices, peaches, cheese spread, crackers, orange nut cake, cocoa, accessory packet A, spoon.

Menu 12: Chicken loaf or ground beef in spice sauce, strawberries, peanut butter, crackers, cookies, accessory packet C, spoon.

The accessory packets contain:

A: Coffee, cream substitute, sugar, salt, gum, matches, toilet tissue.

B: Coffee, cream substitute, sugar, candy, soup and gravy base, salt, gum, matches, toilet tissue.

C: Coffee, cream substitute, sugar, candy, salt, gum, matches, toilet tissue.

D: Coffee, cream substitute, sugar, ketchup (powdered), salt, gum, matches, toilet tissue.

E: Coffee, cream substitute, sugar, candy, ketchup (powdered), salt, gum, matches, toilet tissue.

The candy found in these accessory packets can be either a caramel bar, a chocolate fudge bar, chocolate with almonds, or vanilla fudge bar.

The 12 new menus are as follows:

All menus contain a beverage base, an accessory packet, a pouch stand, and a spoon.

Menu 1: Pork with rice in BBQ sauce, applesauce, jelly, crackers, candy, cocoa.

Menu 2: Corned beef hash, pears, jelly, crackers, oatmeal cookie bar, cocoa.

Menu 3: Chicken stew, peaches, peanut butter, crackers, candy, cocoa.

Menu 4: Ham omelet, potato, cheese spread, crackers, oatmeal cookie bar, cocoa.

