

CHALLENGE = SPACE =

GDW's Magazine of Futuristic Gaming



SPECIAL
I S S U E

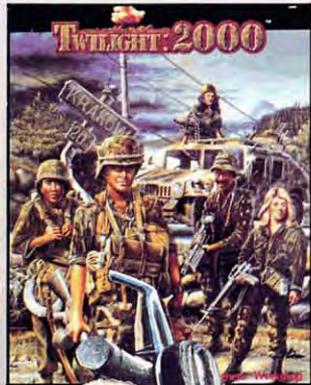
For 2300 AD—
Ogres in 2300 AD
by Lester W. Smith

For MegaTraveller—
IRIS Characters in
MegaTraveller
by Charles E. Gannon

For Twilight: 2000—
Mortars
by Harold Martin



"WHAT ARE YOU LOOKIN' AT?"



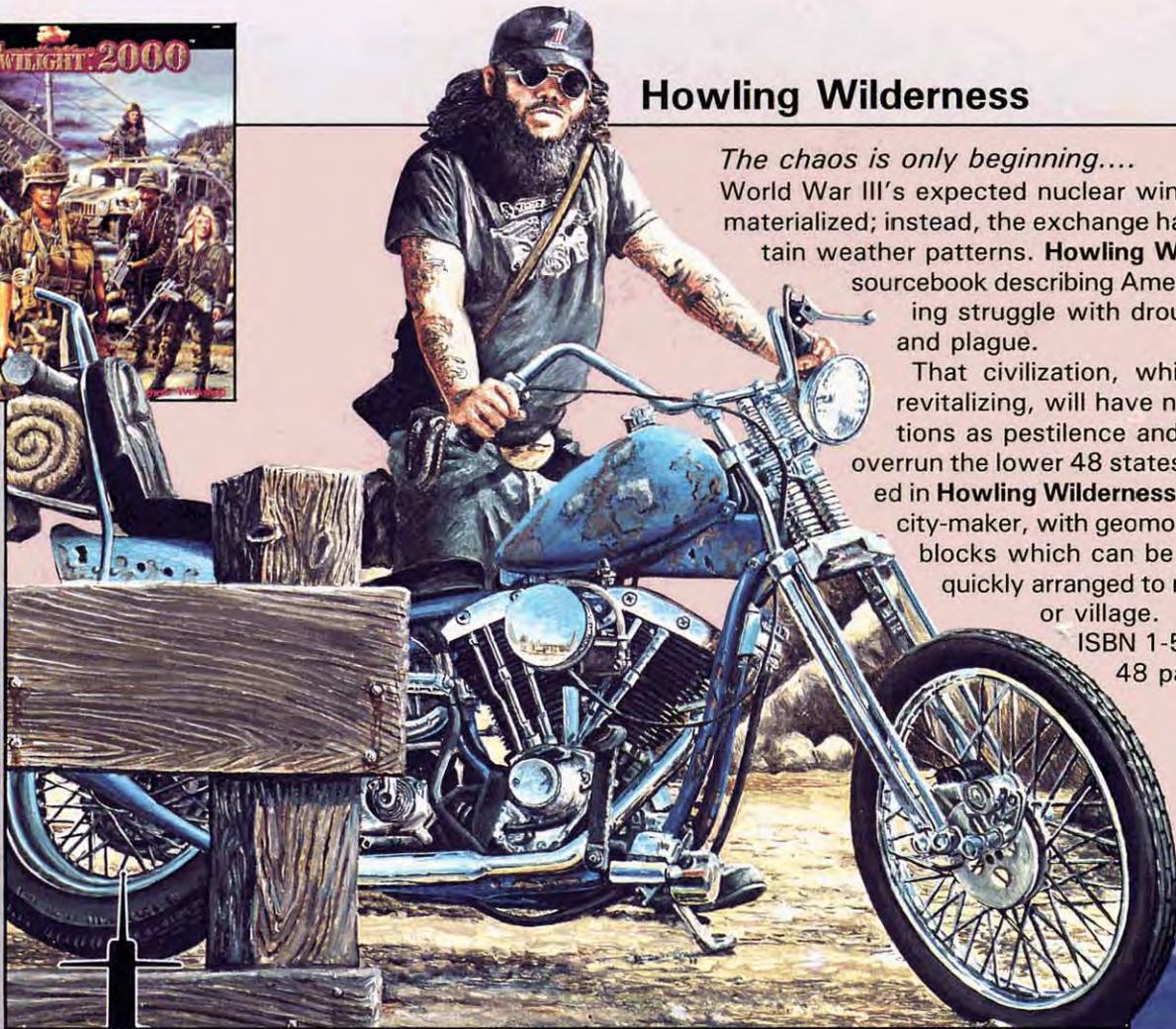
Howling Wilderness

The chaos is only beginning...

World War III's expected nuclear winter never materialized; instead, the exchange has altered certain weather patterns. **Howling Wilderness** is a sourcebook describing America's impending struggle with drought, famine, and plague.

That civilization, which has been revitalizing, will have new complications as pestilence and marauders overrun the lower 48 states. Also included in **Howling Wilderness** is a complete city-maker, with geomorphic city map blocks which can be easily and quickly arranged to map any town or village.

ISBN 1-55878-003-3.
48 pages. \$7.00.



2

Last Sub™ Mediterranean Cruise

After the war, the Atlantic has become an insurpassable barrier.

However, the *City of Corpus Christi*, a Los Angeles-class submarine obtained in the adventure **The Last Submarine**, can make the journey easily. Your mission is to travel to Constanza, Romania. Why? The government won't tell you, but it does ask you to pick up an agent in Greece who will explain it to you. You can bet it must be important because the government wouldn't send the last submarine halfway around the world to pick up a pizza. On the way, you'll also have to find a few remaining DIA agents in such places as Spain, Libya, and Sicily. Best of luck. Accompany the sub's next voyage across the sea to aid in a covert military operation in

the Balkans! Part two of **The Last Submarine** trilogy, complete with new ship-to-ship combat rules, is based on those presented in **Pirates of the Vistula**.

ISBN 1-55878-005-X.
48 pages. \$7.00.

By the way, if you haven't been subscribing to **Challenge**, you've missed some great **Twilight: 2000** articles, such as additional city-maker materials, descriptions of the USSR and Canada in 2000, and plenty of new equipment and vehicles.



Since 1973

GDW

Available at your local hobby shop or direct from GDW. Add \$1 for handling. For a free copy of our 1988 catalog write to: GDW, PO Box 1646, Bloomington, IL 61702-1646.

PO Box 1646
Bloomington, IL 61702-1646

CHALLENGE

GDW's Magazine of Futuristic Gaming

Managing Editor
Loren K. Wiseman

Associate Editor
Timothy B. Brown

Spiritual Advisor
Marc W. Miller

Art Director
Lauretta Oblinger

Graphic Design
and Production
Kelly Walsh

Text Manager
Michelle Sturgeon

Publisher
GDW

Artists in this issue: David R. Deitrick, cover; Steve Venters; Rob Caswell; Jeff Dee; Steve Crompton; Richard Hasenauer; Tim Bradstreet; Doug Shuler.

Challenge, GDW's magazine of adventure gaming, is published quarterly and includes the *Journal of the Travellers' Aid Society*.

Journal of the Travellers' Aid Society is GDW's registered trademark for its gaming magazine devoted to **Traveller**.

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

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.

Ogre and *GEV* are registered trademarks of Steve Jackson Games. *MERC* is a registered trademark of Fantasy Games Unlimited. The *Price of Freedom* has a trademark applied for by West End Games.

Challenge is copyright©1988 GDW. 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 issue price is \$3.25. One-year subscriptions are \$13 in the U.S. and Canada. Foreign subscriptions (outside the U.S. and Canada, but not to APO or FPO addresses) by surface mail are \$20 per year (\$40 for two years). Foreign subscriptions air mail are \$35 per year (\$70 for two years). 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

Traveller News Service.....	34
Generating IRIS Characters for MegaTraveller , by Charles E. Gannon...	35

2300 AD Articles

Ogre: 2300, by Lester W. Smith and Frank Chadwick.....	39
Thorez, by C. W. Hess.....	42
INAP, by Dave Finnigan.....	52
The 2300 AD Revision, by Lester W. Smith.....	56

Twilight: 2000 Articles

Mobile Artillery—Mortars, by Harold D. Martin.....	6
The Compleat NPC, by Roman J. Andron.....	8

Space: 1889 Articles

Cloudship Design, by Frank Chadwick.....	13
--	----

Ironclads and Ether Flyers:

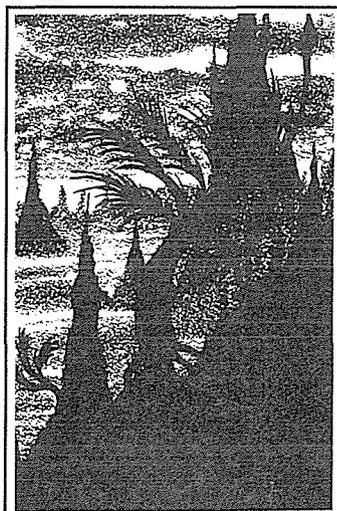
Designer's Notes Before the Fact, by Frank Chadwick.....	16
The Canals of Mars, by Marc W. Miller.....	18
The Ether, by Marc W. Miller.....	25
A Smoking Flax, by Brad R. Hay and Lester W. Smith.....	29
Space: 1889 Insertion.....	center pullout

Air Superiority Articles

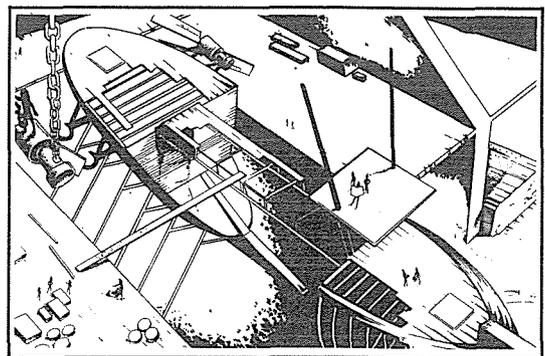
Air Strike Designer's Notes, by J. D. Webster.....	3
---	---

Features

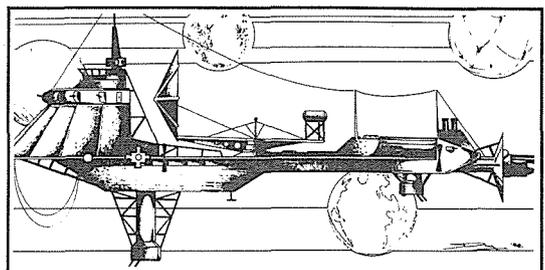
From The Management.....	2
Just Detected.....	2
Reviews.....	60
Challenge Classifieds	64



Page 54



Page 14



Page 25

