

No.36

US \$3.25

CHALLENGE

GDW's Magazine of Futuristic Gaming



For Twilight: 2000™ —
Red Maple
by Legion G. McRae

For Space: 1889™ —
Darkness Falls from the Air
by Marcus Rowland

For Warhammer: 40,000™ —
Sunstroke
by Roger Hamlin

For MegaTraveller™ —
The Green Hills of Earth
by Charles E. Gannon

For Paranoia™ —
Plan 9 from Out-R-SPC
by William W. Connors

Plus:
2300AD™
Battletech™
Star Trek®

GDW

WIN THE BATTLE FOR THE 25TH CENTURY



Buck Rogers, the super hero of cosmic combat, blasts off with an all-new adventure boardgame from TSR.

It is the 25th century. A fierce war of colonization and conquest has thrown the inner planets of our solar system into disarray. Warships scream across the blackness of space, cutting swaths of destruction from Mercury to the Asteroid Belt.

In TSR's all-new boardgame, 2-6 players battle planet by planet for control of the 25th century. They launch the nearly 400 piece galactic arsenal of battlers,

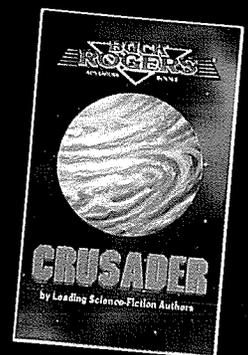
fighters, armed transports, killer satellites, and heavily armed ground troopers commanded by six of the inner-solar systems greatest heroes and villains.

You create and command the space armadas and armies. You make alliances . . . and break them. You fight the battle to free or enslave the inner planets.

Ask for this exciting new boardgame at your local toy, book or hobby store.

Watch for new Buck Rogers books, games, and graphic novels . . . coming soon!

Watch for these books coming this fall.



No. 36

CHALLENGE

GDW LIBRARY

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
Dana Reischauer

Text Manager
Michelle Sturgeon

Text Processing
Betty Mylott
Tim Ryan

Publisher
GDW

Artists in this issue: David A. Perry, cover; Tim Bradstreet; Rick Morris; Rob Caswell; Duane Loose; Robert Jamison; Janet Aulisio.

Challenge, GDW's magazine of futuristic gaming, is published bimonthly.

Twilight: 2000, **MegaTraveller**, **2300 AD**, **Space: 1889** are all trademarks of GDW. Most game names are trademarks of the companies publishing those games. Use of a trademark to identify a product commented on in this magazine should not be construed as implying the sponsorship of the trademark holder, nor, conversely, should use of the name of any product without mention of trademark status be construed as a challenge to such status.

Challenge copyright©1988 GDW, Inc. 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, Mount Pleasant, IL 61702-1646.

The issue price is \$3.25. One-year subscriptions (six issues) are \$15 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 \$30 per year. Foreign subscriptions by air mail are \$50 per year. 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, addressed envelope; we will send a typescript guideline and format sheets. Art submissions should be addressed to the art director, **Challenge**. Foreign inquiries (except FPO) please include an International Reply Coupon.

For Twilight: 2000
Red Maple, by Legion G. McRae.....3
Equipment for Armor Crews, by Robert Paul Toy.....12

For Space: 1889
Darkness Falls From the Air, by Marcus L. Rowland.....16

For MegaTraveller
Traveller News Service.....21
The Green Hills of Earth, by Charles E. Gannon.....23
Starship Design Notes, by Jerry Westergaard.....28

For 2300 AD
Devil in the Dark, by Pete Rogan.....38
The Anatomy of a Missile, by Karl Bergman.....46

For BattleTech
Mech Alternatives, by Kevin Stein.....49

For Warhammer: 40,000
Sunstroke, by Roger Hamlin.....53

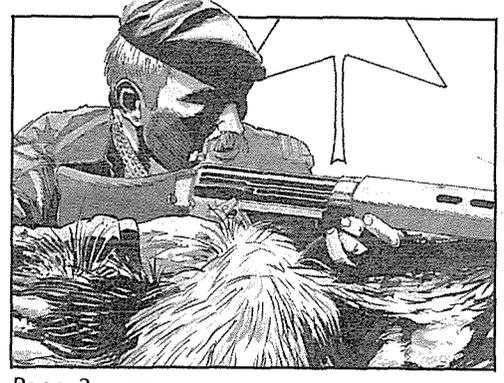
For Star Trek
Doppelganger, by Marcus L. Rowland.....62

For Paranoia
Plan 9 From Out-R-SPC, by William W. Connors.....72

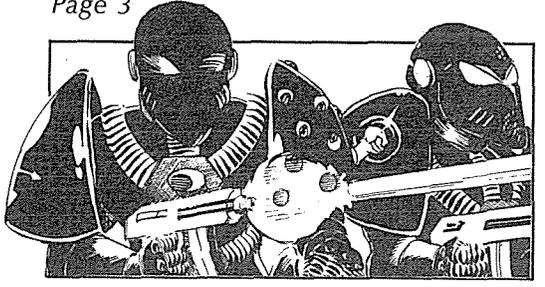
Features
From The Management.....2
Just Detected.....2
E&C.....31
Reviews.....76
Challenge Classifieds.....80



Page 38



Page 3



Page 52

MEMO

By:
Loren K.
Wiseman

From the Management

Now that **Challenge** has gone bimonthly, we have had to make a number of changes to the way we do things. Issues are beginning to slip by me so fast that I am sometimes confused as to which issue a given item will appear in. For example, I am writing this editorial in late October, but it will be some time before issue 36 is mailed to subscribers. Issue 35 is just being mailed, and I have already turned in the articles for 37. You can see why feedback results don't come back in time to go in the next issue.

We are now working so far ahead of production that I need to ask a favor of those of you sending in convention announcements: We need them four months ahead of time to ensure a mention in the "Just Detected" (six months is even better).

—Loren K. Wiseman

Issue 34 feedback was as follows:

| | |
|--|------|
| Air Strike Designer's Notes..... | 3.35 |
| Mortars..... | 3.50 |
| The Compleat NPC..... | 3.74 |
| Cloudship Design..... | 3.30 |
| Ironclads & Ether Flyers Designer's Notes..... | 3.32 |
| The Canals of Mars..... | 3.59 |
| The Ether..... | 3.50 |
| A Smoking Flax..... | 3.47 |
| Space: 1889 Insertion..... | 3.76 |
| Traveller News Service..... | 3.79 |
| IRIS Character Generation..... | 3.82 |
| Ogre: 2300..... | 3.54 |
| Thorez..... | 3.33 |
| INAP..... | 3.41 |
| 2300 AD Revision..... | 3.35 |
| From the Management..... | 3.29 |
| Just Detected..... | 3.05 |
| Reviews..... | 3.78 |
| Challenge Classifieds..... | 3.42 |
| Issue 34 Cover Art..... | 3.95 |
| Issue 34 as a Whole..... | 3.83 |

JUST DETECTED

CONVENTIONS

REDCON '89

February 3-5, 1989, Kingston, Ontario. The Royal Military College of Canada invites one and all to attend the annual international wargaming convention, REDCON '89. Come and take part in the historical miniatures games, boardgames, science-fiction games and role-playing games. There will be a painting contest, gaming clinics, demonstrations, workshops, and the annual RMC Tactical Challenge. For more information contact OCdt D.S. Buxton, Royal Military College of Canada, Kingston, ON, K7K 5L0, CANADA.

WARCON '89

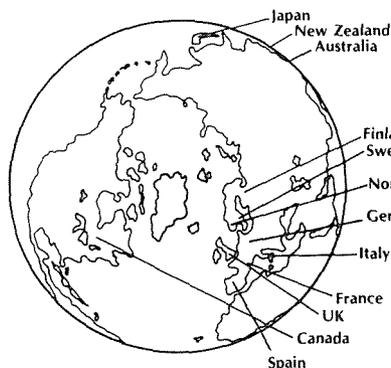
February 3-5, College Station, Texas. Texas' oldest gaming convention will be held at Texas A&M University in College Station, Texas. The featured events will be RPGA Network AD&D and *Champions* Open Team Tournaments. Other events include a variety of boardgames, miniatures events, RPG tournaments, a dealers' room, and 24-hour open gaming. For further information contact MSC NOVA, Texas A&M University, College Station, TX 77844 or call (409) 845-1515.

OWLCON

March 17-19, Houston, Texas. Rice University's WARP and RSFAFA will host this convention on campus, which will feature *Paranoia*, *Car Wars*, *Runequest*, *Traveller*, *Diplomacy*, *Illuminati*, *Civilization*, *Battletech*, *Star Fleet Battles*, *ASL*, and an AD&D tournament! For more information contact RSFAFA, OWLCON Preregistration, PO Box 1892, Houston, TX 77251.

CONNCON

April 1-2, 1989, Danbury, Connecticut. Held at the Quality Inn in Danbury, this convention features RPGs, boardgames, and miniatures. An RPGA tournament will be held, open to all players. In addition, an RPGA event will be held, open to members only. A benefit event will be held with the proceeds going to the American Heart Association. For more information write to Hobby Center, 366 Main St, Danbury, CT 06810.



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

West Germany: Imported and distributed by Fantasy Productions, Konkordiastr. 61, Postfach: 3026, 4000 Dusseldorf 1, West Germany. Some titles are translated into German.

Japan: 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: 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; Virgin Games, 41-43 Standard Rd., London NW10 6HF, England.

Italy: Imported and distributed by Stratelibri (formerly PEI), via R. di Lauria 15, 20149 Milano, Italy.

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

New Zealand: Imported and distributed by Blackwood Gayle, PO Box 28358, Auckland, New Zealand.

Australia: Imported and distributed by Jedko Games, 134 Cochrans Rd., Moorabbin, Vic, 3198, Australia.

Finland: Imported and distributed by Fantasiapelit Tudeer KY, P Rastitie 6 B 22, 01360 Vantaa, Finland.

Norway: Imported and distributed by AEH Hobby AS, Pilestredet 7, 0180 Oslo 1, Norway.

Spain: Imported and distributed by JOCS & Games, c/ Muntaner, 193, Barcelona 08036 Spain.

Red Maple

By Legion G. McRae

"Red Maple" is a mini-adventure designed for use with GDW's role-playing game, **Twilight: 2000**. The adventure itself is set in western Canada at an unspecified time between August of 2000 and January of 2001.

PLAYER'S NOTE

The text of "Red Maple" is designed to be used by the referee. **Twilight: 2000** players taking part in this mini-adventure should stop reading this *now!*

REFEREE'S NOTE

The text of this mini-adventure is of two types: standard and italic. All italic text may be read to or seen by the players. The standard text is for the referee's eyes only. Information in standard text should only be revealed to the players if the referee feels it is warranted; for instance, the players will only find out that Victoria is a wasteland if they go there, etc.

Details are given for the major points and locations of interest on Vancouver Island that play a part in this adventure. A great deal of precise detail was omitted to allow the map to be read clearly and to streamline the adventure. If further adventures are going to be played out on Vancouver Island, it is strongly suggested that more detail be filled in by the referee before play begins.

In addition to primary areas and locales, the important persons and organizations present on the Island are also detailed herein.

With this mini-adventure and a bit of work on the part of the referee, Vancouver Island can be developed into a backdrop for an enjoyable **Twilight: 2000** campaign.

Maps of Vancouver Island and the rest of British Columbia will be very helpful and can be obtained by writing to the following address:



Tourism British Columbia
Parliament Buildings
Victoria, B.C.
Canada
V8V 1X4

Also of interest to referees will be the article entitled "Canada: 2000" in **Challenge** magazine 30.

CHARACTER BACKGROUND

The player characters may have come from any of a number of places. They should not be from Vancouver Island initially as that would give them information which they should not know at the start of this adventure.

Europe: The characters were evacuated from Europe or found a way home on their own. Upon arriving in North America they moved steadily west, eventually landing on Vancouver Island where they were recruited by the DRI.

Middle East: The characters decided they wanted to go home, and after searching around, found a vessel that fit the bill. Their boat was wrecked or ran aground off the west coast of Vancouver Island and the characters were subsequently picked up by the DRI.

Korea: The characters were members of the 8th US Army (or of allied Chinese, South Korean, or Australian units), and after leaving Korea by boat, were shipwrecked on Vancouver Island where they were recruited by the DRI.

North America: The characters were

never sent out of North America. They may have served in the Pacific Northwest theater of the war. After the collapse of the warring armies, the characters found their way to Vancouver Island where they were recruited by the DRI.

Note: If referees plan to *begin* a **Twilight: 2000** campaign on Vancouver Island, a character background might go like this:

The player characters were members

of 3/Canadian Scottish Regiment (abbreviated 3/C-Scot-R) which broke up just east of Vancouver, British Columbia in mid-2000. After wandering aimlessly around the lower Fraser River Valley for a few months, they decided to seek safety, relatives, etc. on Vancouver Island and began searching for a boat. After finding said boat, the characters sailed across the Strait of Georgia to Vancouver Island. Upon their arrival on the Island, the characters were picked up by elements of the Department of Reconnaissance and Investigation (DRI), paving the way for this mini-adventure.

THE MAP

The map provided with this mini-adventure depicts all of Vancouver Island and some of the larger islands around it. Only roads between the towns important to this mini-adventure are shown. All of these roads are fully paved and at least two lanes wide along their entire length, although they are all in dire need of repair after almost three years of neglect.

Referees will need to do some elaboration of their own if they plan to play a **Twilight: 2000** campaign on Vancouver Island.

THE STORY SO FAR

The Soviet 62nd and 120th Motor-Rifle and 76th Tank Divisions were stopped just north of Hope, British Columbia by

