

No. 38

US \$3.25

CHALLENGE

GDW's Magazine of Futuristic Gaming

For Twilight 2000™ —

Military Electronics *by Paul T. Riegel*

Umpiring *by Kim White*

For Space: 1889™ —

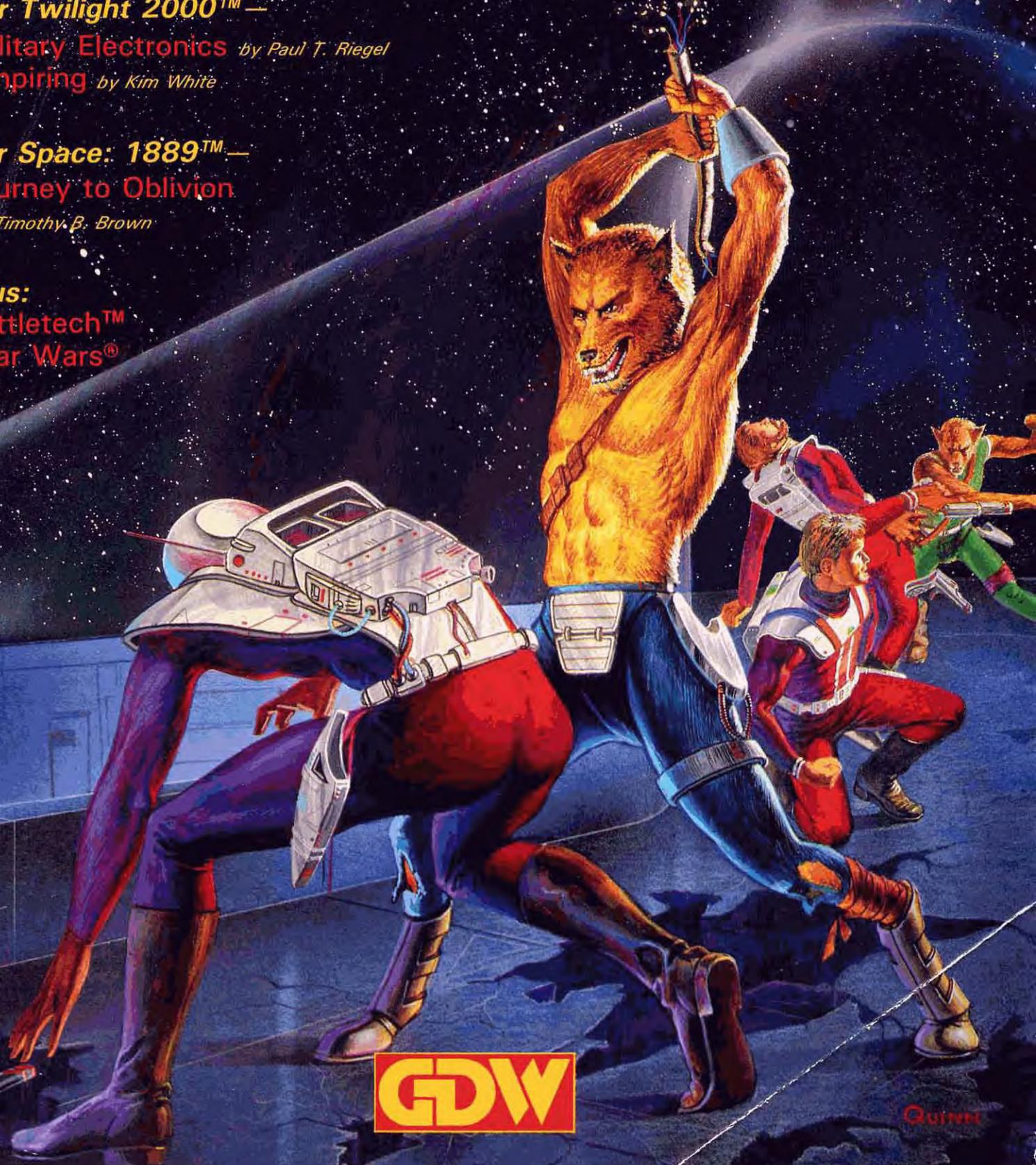
Journey to Oblivion

by Timothy B. Brown

Plus:

Battletech™

Star Wars®



GDW

Quinn

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,

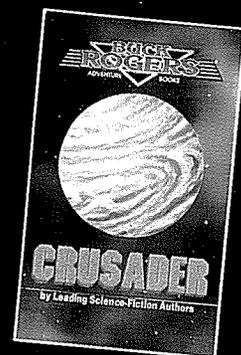
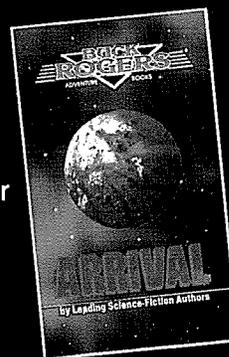
fighters, armed transports, killer satellites, and heavily armed ground troopers commanded by six of the inner-solar systems greatest heroes and villains.

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.



Final Ballot for the
Origins Awards 1988

Presented by the Academy of Adventure Gaming Arts and Design

1. **Best Historical Figure Series, 1988**
 - 1200 AD Aztec Army, Ral Partha Enterprises
 - Biblical Period Chariot Miniatures, Stone Mountain Miniatures, Inc.
 - Blandford Warriors, Citadel Line, Games Workshop, Inc.
 - Riel's Rebellion, 25mm, RAFM
2. **Best Fantasy or Science Fiction Figure Series, 1988**
 - Citadel Plastic Kits, Games Workshop, Inc.
 - Julie Guthrie's Fantasy Personalities, Grenadier Models, Inc.
 - Renegade Legion - 25mm Circus Imperium Figures, Ral Partha Enterprises
 - TSR's AD&D Series, Ral Partha Enterprises
 - Warhammer 40,000, Games Workshop, Inc.
3. **Best Vehicular or Accessory Series, 1988**
 - BattleTech Mechs, Ral Partha Enterprises
 - Blood Bowl, Games Workshop, Inc.
 - Napoleonic Villages, 15mm Hovels Line, Stone Mountain Miniatures, Inc.
 - Rhino Armored Assault Vehicles of the 41st Century, Games Workshop, Inc.
 - Siege Equipment, RAFM
4. **Best Miniatures Rules, 1988**
 - Barbarossa/25, Command Decision, Game Designers' Workshop
 - Combined Arms, Game Designers' Workshop, Inc.
 - To the Sound of the Guns, Johnny Reb, Game Designers' Workshop
 - Warhammer 40,000 Chapter Approved, Games Workshop, Inc.
 - Warhammer Battle, 3rd Edition, Games Workshop, Inc.
5. **Best Role-Playing Rules, 1988**
 - Ars Magica, Lion Rampant
 - Bullwinkle and Rocky Role Playing Party Game, TSR, Inc.
 - Cyberpunk, R. Talsorian Games, Inc.
 - GURPS Basic Set, 3rd Edition, Steve Jackson Games Incorporated
 - Space Master: The RPG, Iron Crown Enterprises, Inc.
6. **Best Role-Playing Adventure, 1988**
 - Battle for the Golden Sun, Star Wars, West End Games
 - Castle Greyhawk, AD&D, TSR, Inc.
 - Harkwood, GURPS Fantasy, Steve Jackson Games Incorporated
 - Kell Hounds, Mech Warrior, FASA Corp.
 - Orion Rising, Top Secret/S.I., TSR, Inc.
 - Unnigh, GURPS Space, Steve Jackson Games Incorporated
7. **Best Role-Playing Supplement, 1988**
 - Cthulhu Now, Call of Cthulhu, Chaosium, Inc.
 - Field Guide to Monsters, Cthulhu, Chaosium Inc.
 - Freelancers, Top Secret/S.I., TSR, Inc.
 - Gamer's Handbook of the Marvel Universe, Marvel Super Heroes, TSR, Inc.
 - GURPS Space, GURPS, Steve Jackson Games Incorporated
 - Kara-Tur Trail Map, AD&D, TSR, Inc.
8. **Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1988**
 - Bullwinkle and Rocky Role Playing Party Game, TSR, Inc.
 - Field Guide to Monsters, Cthulhu, Chaosium Inc.
 - Gazetteer Series, D&D, TSR, Inc.
 - Kara-Tur Trail Map, AD&D, TSR, Inc.
 - Tatooine Manhunt, Star Wars, West End Games
9. **Best Pre-20th Century Boardgame, 1988**
 - Enemy in Sight, The Avalon Hill Game Company
 - Gettysburg, The Avalon Hill Game Company
 - Grand Army of the Republic, Task Force Games
 - The Horse Soldiers, S&T #119, 3W
 - Indian Mutiny, S&T #121, 3W
 - Lee vs. Grant, Victory Games
 - Manchu, S&T #116, 3W
 - Zulu War, Battleplan #7, 3W/DTI
10. **Best Boardgame Covering the Period 1900-1946 for 1988**
 - Great Patriotic War, Game Designers' Workshop, Inc.
 - Kremlin, The Avalon Hill Game Company
 - Open Fire!, Victory Games
 - Raid on St. Nazaire, The Avalon Hill Game Company
 - Tokyo Express: The Guadalacanal Naval Campaign, 1942, Victory Games, Inc.
11. **Best Boardgame Covering the Period 1947-modern day for 1988**
 - Chieftain, Assault, Game Designers' Workshop
 - Desert Falcons, Air Superiority, Game Designers' Workshop
 - The Hunt For Red October, TSR, Inc.
 - Seventh Fleet, Victory Games, Inc.
 - Sniper Special Forces, TSR, Inc.
 - Test of Arms, First Battle, Game Designers' Workshop
12. **Best Fantasy or Science Fiction Boardgame, 1988**
 - Assault on Hoth, West End Games, Inc.
 - Buck Rodgers Battle for the 25th Century Game, TSR, Inc.
 - Dragonlance game, TSR, Inc.
 - Mertwig's Maze, TSR, Inc.
 - Sky Galleons of Mars, Game Designers' Workshop, Inc.
13. **Best Graphic Presentation of a Boardgame, 1988**
 - Assault on Hoth, West End Games, Inc.
 - Blood Bowl, Games Workshop, Inc.
 - Buck Rodgers Battle for the 25th Century Game, TSR, Inc.
 - The Hunt For Red October, TSR, Inc.
 - Sky Galleons of Mars, Game Designers' Workshop, Inc.
14. **Best Play-By-Mail Game, 1988**
 - Continental Rails, Graaf Simulations
 - Feudal Lords, Graaf Simulations/ Flying Buffalo, Inc.
 - Heroic Fantasy, Flying Buffalo, Inc.
 - Kings & Things, Andon Games
 - Mobius I, Flying Buffalo, Inc.
 - World Wide Battle Plan, Flying Buffalo, Inc.
15. **Best Fantasy or Science Fiction Computer Game, 1988**
 - Bard's Tale III: The Thief of Fate, Electronic Arts
 - BattleTech, Infocom
 - Heroes of the lance, Strategic Simulations, Inc.
 - Neuromancer, Interplay Productions
 - Pool of Radiance, Strategic Simulations, Inc.
16. **Best Military or Strategy Computer Game, 1988**
 - Battlehawks 1942, Lucas Films
 - Battles of Napoleon, Strategic Simulations, Inc.
 - Decisive Battles of the American Civil War, Volumes 2 & 3, Strategic Studies Group, LTD.
 - F-19 Stealth Fighter, Microprose, Software, Inc.
 - Red Storm Rising, Microprose Software, Inc.
 - Universal Military Simulator, Firebird
17. **Best Screen Graphics in a Home Computer Game, 1988**
 - Battlehawks 1942, Lucas Films
 - BattleTech, Infocom
 - F-19 Stealth Fighter, Microprose, Software, Inc.
 - Heroes of the lance, Strategic Simulations, Inc.
 - Pool of Radiance, Strategic Simulations, Inc.
18. **Best Professional Adventure Gaming Magazine, 1988**
 - Challenge, Game Designers' Workshop, Inc.
 - Dungeon Magazine, TSR, Inc.
 - Gateways, Jaf Publications
 - Polyhedron, TSR, Inc.
 - Strategy & Tactics, 3W
19. **Best Amateur Adventure Gaming Magazine, 1988**
 - ETO, Bill Stone
 - Midwest Wargamer's Association Newsletter, Hal Thinglum
 - Savage & Soldier, Lynn Bodin
 - Sorcerer's Scroll, Tori Berquist
 - Volunteers, The Newsletter of Civil War Gaming

Signature: _____

Address: _____

These are the final nominees for the Origins Awards for 1988. Vote for only one nominee per category by checking or marking the line preceding your choice. Fill in your address and sign your ballot. Mail the completed ballot to: Origins Awards, 950-A 56th ST., Oakland, CA 94608.

The deadline for return of the ballot is June 10, 1989. Ballots post-marked after the deadline will not be counted. The Origins Awards will be presented at Origins '89 in Los Angeles, June 28-July 2, 1989. The awards ceremony will be Saturday, July 1st at 8pm. 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: Origins Awards, 950-A 56th ST., Oakland, CA 94608.

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CHALLENGE 38

The Magazine of Science-Fiction Gaming



Umpiring Twilight

4

Kim White

How to put the question to a non-player character with a six-sided die.

Military Electronics in Twilight

6

Paul T. Riegel

Do you use a wide variety of weapons and vehicles at the expense of other equipment? These alternative items can enliven your campaign.

Equipment List

8

Loren K. Wiseman and Legion G. McRae

How would you handle an exchange with a Grizzly, Cougar, or Lynx? An encounter with Canadian forces might bring you face-to-face with these vehicles and more.

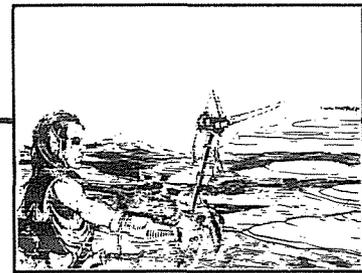


A Journey to Oblivion

10

Timothy B. Brown

The last wishes of a fallen comrade, even an alien one, must be carried out, sometimes at great risk.



Grapnel Gun

22

Robert N. Sprinkle

Use a grapnel gun to pull an object closer, climb a vertical surface in a gravity well, or move safely and under control toward an object in zero-G.

Prize Court

24

David G. Thompson

In the spacefaring navies of the Imperium, capturing a prize ship can send a career soaring, perhaps gaining the attention of admirals or the emperor himself.

Boarding Party

28

David G. Thompson

Join the crew of the Imperial Navy colonial cruiser *Kharkar* in this exciting MegaTraveller adventure.

Monitor-Class Scout

31

James B. King

Learn for yourself that not all scouts are created equal.

Challenge, the magazine of science-fiction gaming, is published bimonthly.

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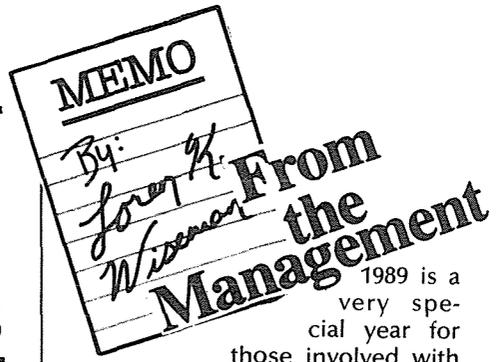
Submissions: We welcome articles and illustrations for **Challenge**. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Art portfolios should be addressed to the art director, c/o **Challenge**. Foreign inquiries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

Courier

Michael R. Mikesch and James P. Ward

Between Norris and Lucan is a swath of stars falling into the depths of barbarism and chaos.

34



2300AD Star Cruiser Power

43

C.W. Hess

The very heart of every starship—and the driving force behind man's entire civilization—is its power generation system.

STAR TREK Beta Antarae Sector

48

Dale L. Kemper

Place your characters in the Beta Antarae Sector on the road to where no man has gone before.

BATTLETECH Direct-Fire Artillery

56

C.W. Hess

On a battlefield dominated by prestigious 'Mechs and mammoth machines, lowly artillery is often overlooked as obsolete. How wrong can some people be?

A Place in the Sun

David L. Pulver

Hanse Davion has to act fast to prevent raiders from getting away with a six-months stock of radio-actives.



64

STAR WARS Starfighters Down

68

William W. Connors

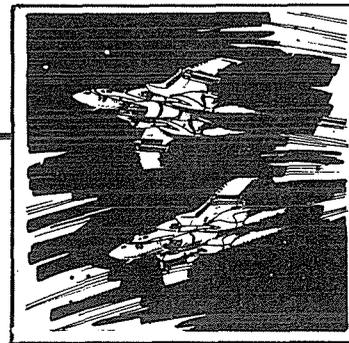
One of the Empire's grandest starships, damaged and undergoing repairs, may be easy prey for rebel ships. But just getting there may be half the fun.

RENEGADE REGION Ships of the Pursuit Wing

72

John A. Theisen

Introducing the Commonwealth's fighting ships, the *Gnome*, *Whirlwind*, *Starhawk*, and *Cavalier*.



Features

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1989 is a very special year for those involved with **Challenge**, because it represents the beginning of our second decade.

In 1979, GDW began publishing the **Journal of the Travellers' Aid Society**, from which **Challenge** is a direct descendant. A surprising number of subscribers have been with us since those first few issues, more than most magazines can claim, I believe. The first issues of **JTAS** were 32 page, 5½ x 8½" booklets with two-color covers (black and one other). Practically everything about the magazine is different now (including the name), but one factor remains constant: We still have a remarkably loyal group of readers. And I expect to see many of the same names on the subscription list in 1999 as I do now.

I believe that the main reason for our remarkable success in keeping readers is our continual efforts to improve and expand. We've expanded our page-count several times, and have jumped from a quarterly schedule to a bimonthly one. We have continually experimented with different formats and layouts in an effort to make the magazine attractive and easy to read, yet to also achieve a high level of production efficiency and economic use of resources. We have continually sought out new artists to bring a different look to the interior. We have achieved a regularity of publication that is rare in the industry. I view all these things with a great deal of personal satisfaction, although I cannot take credit for more than a small portion of them. A printing process called "UV coating" has given our covers a crystal clarity that has improved their look tremendously.

In future issues we have a few more surprises planned. In our next issue, we will be publishing a totally new sector for **MegaTraveller**, complete with star map. From time to time, we will have "theme" issues, with articles for a number of different games, each dealing with a subject common to all, such as equipment (as it happens, the subject of the first of the theme issues is "equipment").

—Loren K. Wiseman

