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CHALLENGE

The Magazine of Science-Fiction Gaming

For MegaTraveller—

Hinterworlds

by Rob Caswell and Karl Johnson

For Twilight: 2000—

Rifle River

by Karl Johnson

For 2300 AD—

The American Marines

by Clare Hess

The logo for Games Workshop (GDW) is located in the bottom left corner. It consists of the letters 'GDW' in a bold, black, sans-serif font, set against a white rectangular background. The background of the entire cover is a collage of science-fiction imagery, including a red truss structure, a bright sun, a blue planet, and various spacecraft and figures in space.

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.

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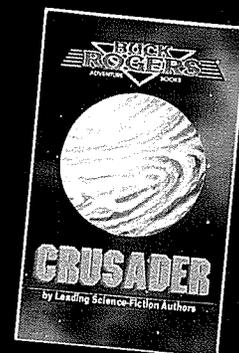
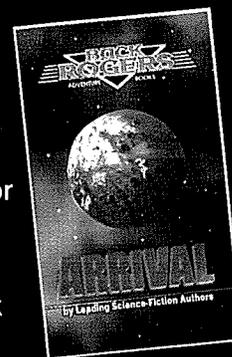
fighters, armed transports, killer satellites, and heavily armed ground troopers commanded by six of the inner-solar systems greatest heroes and villains.

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CHALLENGE 39

The Magazine of Science-Fiction Gaming

TWILIGHT: 2000

Rifle River

Karl Johnson

The Gang of the Gun is the first harbinger of what the tattered remnants of North America fear most—the emergence of cannibalism.

The gang is chewing its way up the coast—and chewing up anything and everything left of civilization along the way. With the help of the coast guard, you must stop this epidemic before it can spread.



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SPACE 1889

Ether Ship Etiquette

Greg Novak

Learn how the elite conduct themselves while in transit between planets, and the behavior that distinguishes the person of note from the common herd: A guide to interplanetary ether ship etiquette—or getting there is half the fun.

To anyone planning to ship a party off to Mars, it may come as a shock to learn that it takes 70 to 90 days to make the trip. The restriction of a small area which the average interplanetary liner has to offer for such an extended length of time caused some problems on the early voyages of these vessels. To avoid future difficulties of a similar type, the companies involved in operating the liners to Mars have evolved an etiquette system that, in itself, provides some interesting background on this period.

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MEGATRAVELLER

Special Supplement: The Hinterworlds

Rob Caswell and Karl Johnson

A complete, never-before-published sector: The Hinterworlds. Lying on the trailing edge of the Imperium and adjacent to the Old Expanses, the Hinterworlds sector has been an ever-changing backwater throughout its known history. Hundreds of unallied worlds and a fistful of pocket interstellar unities comprise the sector, which has proven to be a ripe birthplace for new life forms and has given rise to eight nonhuman minor races.



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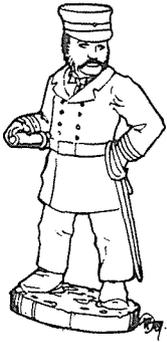
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MARTIAN CLOUDSHIPS

Four sprues of plastic Martian sky galleons for expansion of the battle fleets in *Sky Galleons of Mars*. Includes more than four different kinds of ships. Comes with a background booklet (which includes a quick-and-easy painting guide). These ships can be used with the *Sky Galleons of Mars* rules or with the aerial gunboat rules in *Space: 1889*.

GDW: 1801. ISBN 1-55878-044-0. Boxed.....\$10.



VICTORIAN ADVENTURERS

Ten assorted figures dressed for adventure in the world of *Space: 1889*. Included are an army officer with revolver, army officer with sword, navy officer, inventor with pistol, thug, missionary, lady with revolver, lady in traveling clothes, gentleman in top hat, and Hill Martian brave. The set comes with a background booklet which includes a quick-and-easy painting guide.

GDW: 1821. ISBN 1-55878-046-7. Boxed.....\$10.

SPACE 1889

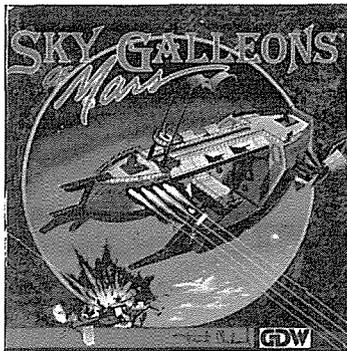
ADVERSARIES

Gaming in 3 Dimensions

AERIAL GUNBOATS

Four sprues of plastic British aerial gunboats for expansion of the battle fleets in *Sky Galleons of Mars*. Includes four sprues originally included in *Sky Galleons of Mars* (with four *Dauntless*, four *Reliant*, and four *Aphid* gunboats). Comes with a background booklet (which includes a quick-and-easy painting guide). These ships can be used either with the *Sky Galleons of Mars* rules or with the aerial gunboat rules which are in *Space: 1889*.

GDW: 1802. ISBN 1-55878-045-9. Boxed.....\$10.



SKY GALLEONS OF MARS

- The magic of liftwood.
- Plastic ships.

The first game in the *Space: 1889* series, *Sky Galleons of Mars* places you in thrilling air battles high above the red deserts. British aerial gunboats, armed with sophisticated naval guns, duel the finest cloudships the Martian princes can muster. Rules cover movement and firing, grappling, boarding actions, critical hits, complete ship design and rating, and more. *Sky Galleons of Mars* is played with large plastic pieces depicting the gunboats and cloudships involved.

GDW: 1890 ISBN 0-943580-73-0. Boxed.....\$28.

SOLDIER'S COMPANION

- *Space: 1889* miniatures rules.
- Military background, color plates, organization of troops.



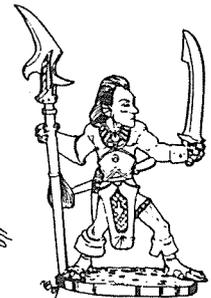
The life of the soldier exemplifies the spirit of *Space: 1889*: the image of the noble-born English officer, his native troops at the ready, standing against hordes of savage primitives in the name of Queen and Empire. The *Soldier's Companion* is dedicated to depicting the lives of colonial soldiers, from their organizations and locations on Venus and Mars to their varying stores of equipment. An extensive color section serves as a uniform guide and painting illustration as you assemble your armies of miniatures. Also, *Soldier's Companion* introduces the mass combat and miniatures rules for *Space: 1889*—as the colonial trouble spots of the Solar System flare up, you'll be ready for them with *Soldier's Companion*.

GDW: 1984. ISBN 1-55878-026-2. 96 pages.....\$12.

SOLDIERS OF THE QUEEN

One complete British infantry company (20 figures) as organized in the *Soldier's Companion*, the miniature wargame rules written specifically for these figures and *Space: 1889*. These colonial troops are equipped for battles with savage Martians, Venusians, or renegade adventurers. Ten different poses are provided, along with a background booklet which includes a quick-and-easy painting guide.

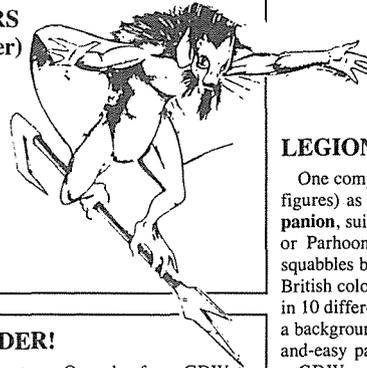
GDW: 1841. ISBN 1-55878-047-5. Boxed. (July).....\$20.



KRAAG WARRIORS (Coming in November)

A 20-casting assortment of fierce High Martians. These flying savages are hardly organized enough to call this group of 20 figures a specific unit, but they are a threat and will function as adversaries to both the *Soldiers of the Queen* and the *Legions of Mars*. Ten different poses are included: one of some, two of some, and three of some. The set comes with a background booklet which includes a quick-and-easy painting guide. These figures are in proper scale for use with the *Soldier's Companion*.

GDW: 1843. ISBN 1-55878-049-1. Boxed.....\$20.



LEGIONS OF MARS

One complete Canal Martian war band (20 figures) as organized in the *Soldier's Companion*, suitable for use as Syrtans, Gaaryans, or Parhoonis, and equipped and posed for squabbles between Martians or battles against British colonial troops. Twenty metal figures in 10 different poses are included, along with a background booklet which includes a quick-and-easy painting guide.

GDW: 1842. ISBN 1-55878-048-3. Boxed. (July).....\$20.



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faked “withdrawal” from Newport. He began to note the rise of Carlucci and the UBF, and correctly reasoned that if the coast guard was perceived as being strong enough to present a threat, then Carlucci would feel it necessary to eliminate it.

Consequently, Holsgirder put Newport under a travel “quarantine”; no one gets in or out without Holsgirder’s express personal consent. Since Newport is, in fact, an island with a limited number of access points, this was not too difficult to achieve, particularly given the superior firepower at his disposal. As a result, Newport is something of a quiet mystery, with a rumor running that the natives kill any visitors on sight.

However, Governor Britt of the Rhode Island Isolationist community is aware of Holsgirder, and something of an unspoken arrangement exists between them. Britt leaves Newport in peace and facilitates a limited amount of trade with the Isolationist community, while Holsgirder’s force is his insurance against Carlucci’s ambition. Although not large enough to defeat Carlucci, Holsgirder’s swabs could deal the UBF a severe, perhaps crippling, blow in a fight to the finish.

Holsgirder is also worried about attracting the attention of New America, which he fears as much or more than Carlucci—hence, his interest in the four New American agents encountered in Mystic, who seemed to feel it was important to learn as much as they could about the town’s mystical guardian angel. The fewer clues they have, the better.

Holsgirder’s long-term plan is basic and well considered. Using his older reservists, he’s educating a new class of recruits, many of whom were orphaned by the events of the past four years. By providing expert rescue and security services, the new guard makes it possible for the sizable fleet at Newport to pursue more aggressive fishing practices and to range further than its competitors. Meanwhile, Holsgirder is trying to promote the growth of light industry, with an eye toward opening some limited maritime trade with the coastal communities to the south (i.e., away from the UBF stomping grounds). His guess is that Carlucci’s regime—being built on internal terror and ruthlessness—will eventually destabilize and consume itself. If Holsgirder and Newport can grow quietly and steadily until then, they might be able to reintroduce some vestiges of civilization into the surrounding area.

THE NEW COAST GUARD

The new coast guard is a mix of the old and the young. The officers and NCOs are all 40 or more years old; they are

reactivated reservists, former academy instructors, and coast guard auxiliary inductees. Most of them (about 200 strong) have seen limited combat and are either Experienced or Veteran NPCs. They serve as commanders, shore party leaders, teachers for new recruits, repair overseers, and foremen—a busy life.

The new swab class is mostly comprised of 16 to 19 year olds, many of whom were without family or friends when Holsgirder’s new coast guard offered them an alternative to the “howling wilderness” that America is turning into. Much more than a pack of would-be professional soldiers, they are trained in those humane duties that have characterized the coast guard since its inception: search and rescue, emergency medical care, techniques for evacuation, and water safety instruction. They are either Novice or Experienced NPCs with a tremendous sense of esprit de corps. Almost 400 of these new swabs make up the rank and file of the new coast guard.

The townspeople of Newport (approximately 9000 of them) are mostly involved in fishing, light industry, and light farming. All people above the age of 13 are required to attend four hours of militia training every week and two full weeks of intensive training every year (usually during the winter). Enough longarms are available to arm about half these people with something more effective than a .22. Handguns are not prevalent.

The coast guard itself is armed with M16s and M60s. A few mortars are available, as are a number of M2HB .50 calibers. Body armor is somewhat rare, most of it being ballistic cloth vests, courtesy of commandeered police stores.

COAST GUARD NAVAL ASSETS

Holsgirder wasn’t left with much when the navy yanked almost every seaworthy vessel out from under him in 1997. However, the commandant is a tireless and resourceful worker, and the new flotilla is a direct product of his industry. The primary assets are as follows.

- 1 medium-endurance cutter, *Chilula*, WMEC-153.
- 1 small harbor tug, *Shackle*, WYTL-65609.*
- 1 inland buoy tender, *Elderberry*, WLI-65401.*
- 10 coastal utility craft.*
- 1 sail training cutter, *Eagle*, WIX-327.
- 1 large schooner (auxiliary), *Australia*, WIX-999.*
- 20 sailed sloops (auxiliary), various, various.
- 1 HH-52A Seaguard helicopter.*

*Not available for game purposes, so data is not given.

SEMPER PARATUS

Ever since Europe, I guess I haven’t been very easily impressed. Dodging nukes, staying alive in farming cantonments—I guess it can jade even the most ingenuous individual—which I never was. But Holsgirder made an impression on me and the rest of my team. The sea salt had etched its way into his craggy features and high cheekbones. Behind those leathery promontories, two ice-blue eyes glittered, idling in neutral—right between mirth and lightning rage. This was a man you didn’t mess with.

He heard our story through and fixed those ice-chips on me. “Okay, you’ve picked up a mission that wasn’t yours. Damn patriotic, I guess. Maybe it was damn stupid. What

do you think?” I wasn’t in the mood to dance. “Sir, all due respect to flag and country and all that, but I don’t give a tinker’s damn whether it seems patriotic. That gang is chewing its way up the coast—and chewing up anything and everything left of civilization along the way.”

“Calm down, captain, calm down.” His eyes went back to a dull burn; he was playing with me. “It’s my general policy to wait for direct orders from the navy or Colorado Springs. If I were to lend a hand to every Milgov sad sack, I’d be history by now.” I started to get up. “Sit down, captain. I’m not through. This time, captain—for the same reasons you did—I’m going to make an exception.”

