

US \$3.25

CHALLENGE 40

The Magazine of Science-Fiction Gaming

*Special
Equipment
Issue*

2300

TWILIGHT: 2000
Heavy Weapons
Sneak Preview

Loren K. Wiseman

SPACE: 1889
A Simple Conversion
for Flying Vessels

Frank Chadwick

MEGATRAVELLER
3G Conversions
for Megatraveller

Greg Porter

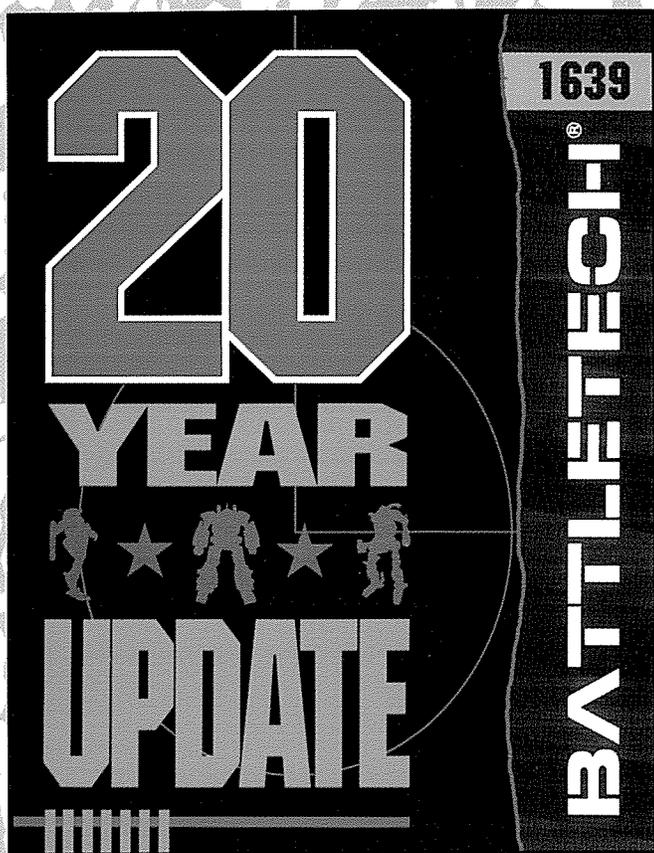
STAR WARS
Blaster Weapons
of the Rebel Alliance

James B. King

GDW



BATTLETECH®



BATTLETECH is taking one giant 'Mech-step forward in time.

To be precise, twenty years.

THE YEAR IS 3050.

The 4th Succession War has been over for 20 years.

The Rasalhague Military District broke with the Draconis Combine, forming the Free Rasalhague Republic.

Houses Steiner and Davion gradually merge to form the Federated Commonwealth.

In an unexpected show of strength, the Combine military, under Theodore Kurita, stops the Federated Commonwealth invasion of 3039 cold.

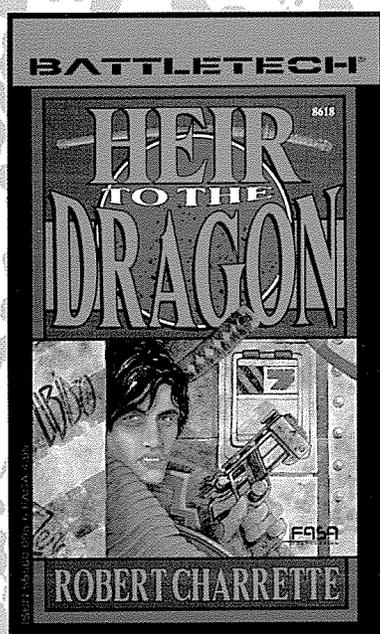
ComStar unveils a huge 'Mech army to garrison its thousands of installations throughout the Inner Sphere.

Thomas Marik builds a united and strong Free Worlds League, which takes its rightful place in the Inner Sphere.

Romano Liao fends off a Canopus-Andurien invasion and rebuilds the Capellan Confederation from the ashes left by her demented father.

Vast amounts of Star League Technology appear from strange quarters.

Don't think of your character as twenty years older...think of his son as being ready for battle.



HEIR TO THE DRAGON

A BATTLETECH Novel by Bob Charrette

A flash of steel, a thin crimson line, and a foamy gurgle of confusion marked the beginning of Takashi's rule and the passing of Theodore's grandfather.

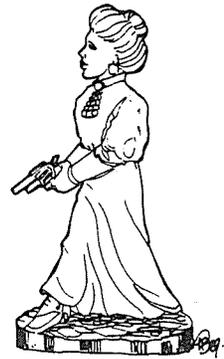
What follows is an odyssey through the back rooms and dark alleys that honeycomb the formidable houses of power in Combine space. It is Theodore Kurita's 20 year journey to power, and at every turn he must prove himself. Any misstep could prove fatal, not only to himself but to his people, his empire, and possibly the Inner Sphere.



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 travelling 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 GALLEONS

1889

ADVERSARIES

Gaming in 3 Dimensions

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

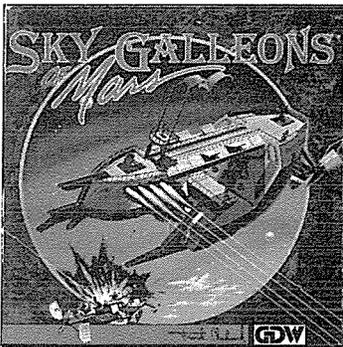
One complete British infantry company (20 figures) as organized in the *Soldier's Companion*, the miniature wargame rules written specifically for these figures and *Space: 1889*. These colonial troops are equipped for battles with savage Martians, Venusians, or renegade adventurers. Ten different poses 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.

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.

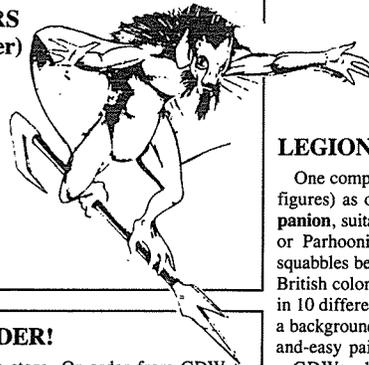
The first game in the *Space: 1889* series, *Sky Galleons of Mars* places you in thrilling air battles high above the red deserts. British aerial gunboats, armed with sophisticated naval guns, duel the finest cloudships the Martian princes can muster. Rules cover movement and firing, grappling, boarding 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.

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 Syrtians, 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.

HERE'S HOW TO ORDER!

For sale at your hobby or game store. Or order from GDW.
By Mail. Write what you want on a piece of paper. Pay by check, money order, or Visa/MasterCard.

By Phone. Call us at (309) 452-3632 between 9 a.m. and 5 p.m. Central Time weekdays. You can pay by Visa or MasterCard.

By FAX. Write out your order (including Visa/MasterCard information) and fax us any time at (309) 454-3127.

We are committed to prompt service; we fill orders within two working days.



FREE! Write, call, or FAX for GDW's free, current, 16-page catalog.



