

US \$3.25

# CHALLENGE **41**

*The Magazine of Science-Fiction Gaming*

**TWILIGHT: 2000**  
**The Village**

*D. Acre*

**SPACE: 1889**  
**The Puzzle  
of the Shard**

*Loren K. Wiseman*

**2300 AD**  
**Macrocombat**

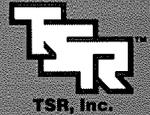
*David Nilsen*

**STAR TREK**  
**Dragon's Flight**

*C. W. Hess*

**GDW**  
GAMES

# WIN THE BATTLE FOR THE 25<sup>TH</sup> 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,

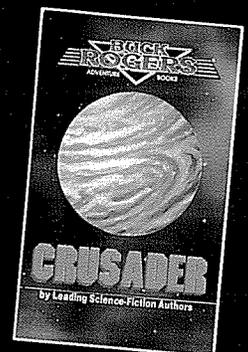
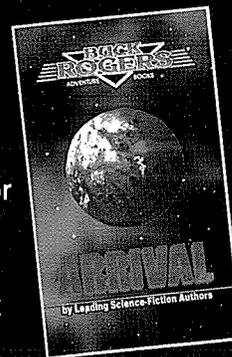
fighters, armed transports, killer satellites, and heavily armed ground troopers commanded by six of the inner-solar systems greatest heroes and villains.

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.**



# SKY GALLEONS OF MARS

TRADE MARK

## ADVERSARIES

1889

### Gaming in 3 Dimensions

GDW LIBRARY

#### 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.



#### LEGIONS OF MARS

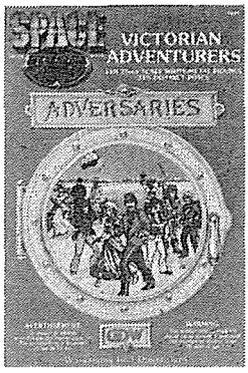
One complete Canal Martian war band (20 figures) as organized in the *Soldier's Companion*, suitable for use as Syrtans, Gaaryans, or Parhoonis, and equipped and posed for squabbles between Martians or battles against British colonial troops. Twenty metal figures in 10 different poses are included, along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

GDW: 1842. ISBN 1-55878-048-3.  
Boxed.....\$22.

#### 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.

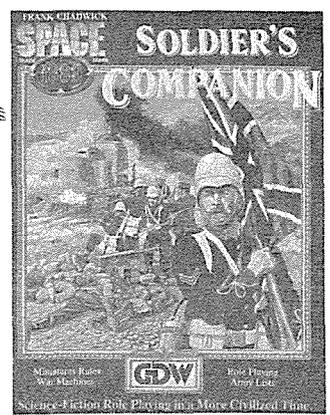
GDW: 1821. ISBN 1-55878-046-7.  
Boxed.....\$10.



#### SOLDIER'S COMPANION

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*.

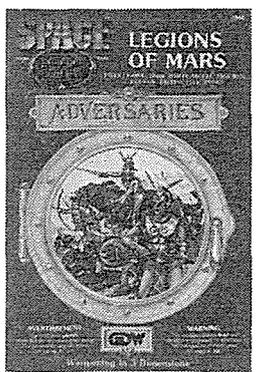
GDW: 1984. ISBN 1-55878-026-2. 96 pages.....\$15.



#### 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.

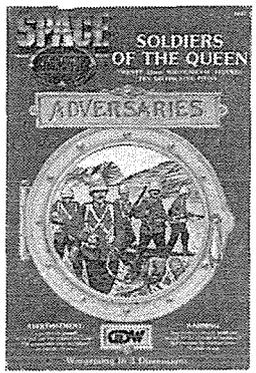
GDW: 1841. ISBN 1-55878-047-5.  
Boxed.....\$20.



#### 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*.

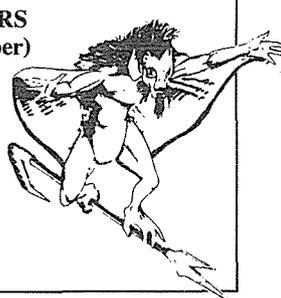
GDW: 1801. ISBN 1-55878-044-0.  
Boxed.....\$10.



#### 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.....\$22.

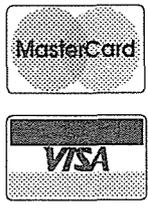


#### AERIAL GUNBOATS

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.  
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