

Twilight: 2000™

- 6 Babysitters**
An ancestral sword begins its journey home. *By Glenn Patton and Dirk Folmer*
- 10 ID/D Aeroweapons**
Aircraft and weapons addendum. *By Roman J. Andron*

Traveller®

- 14 Playland**
A search for a missing far trader takes the player characters into unexplored space. *By Harold D. Hale*
- 26 A Blighted Land**
A prequel to the adventure campaign and sourcebook **Vampire Fleets**. *By Frank Chadwick*
- 33 The Covenant of Sufren**
Unlike many pocket empires or even the Reformation Coalition, the Covenant of Sufren has maintained uninterrupted interstellar contact for the 70 years since the Collapse, no mean feat. *By David Nilsen*
- 37 Putting the Heat Back into Plasma**
Official modifications to the **Fire, Fusion & Steel** design sequence for energy weapons. *By Frank Chadwick and David Nilsen*

Dark Conspiracy™

- 40 Way Down Atlantis**
An ancient treasure leads to high adventure beneath the deep sea. Includes new equipment, beasts, characters, maps and a new Dark Race. *By Michael C. LaBossiere*

Shadowrun™

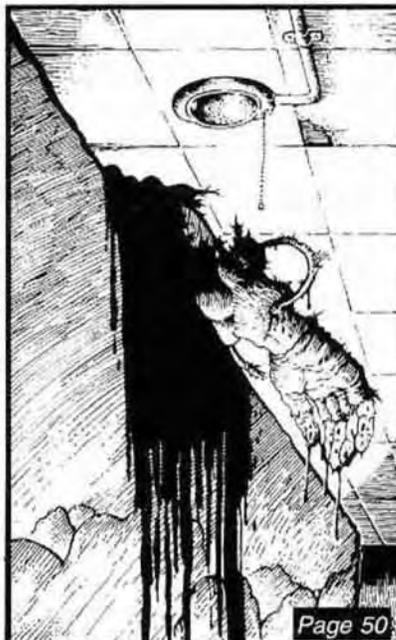
- 50 Long Arm of the Sprawl**
We hadn't even started the run, and Lone Star was all over us. It was like they were waiting for us to make our move. *By Christopher E. Wolf*
- 54 Magical Thief Archetype**
"If they lived on the streets, they'd do what I do—whatever I have to in order to survive." *By David Perry*



Page 06



Page 14



Page 50

Cyberspace™

- 56 Of Circuit Born**
Cyberspace is a strange and alien environment, the human visual analog of the world's communication network. In the year 2090, there's a lot of harmless junk floating around in there, and a lot of information that can make a net junkie rich—or dead. Sometimes it's hard to tell which is which. *By Guy Murdock and Paul Brunette*

Cyberpunk™

- 58 DOA**
A hot rock band has suddenly found itself without security. How hard can it be riding escort for a couple of media stars for three days? *By Laura K. Manuelian*

Call of Cthulhu™

- 64 Horror of the Centuries**
The tomb of Nephra-Ka hides gold, precious gems and ancient scrolls now worth a king's ransom. Oh, and one other item—the secret of eternal life. *By J.B.Hill*

Space: 1889™

- 70 Mission to Shastapsh**
Can the PCs persuade a young privateer to stop attacking British vessels? Or will the British and Americans stop short of nothing but war? *By James L. Cambias*

Star Wars®

- 76 Death by Triflexia**
"I didn't sign on with the Rebellion to die from triflexia. I came to shoot Imperials." *By Peter M. Schweighofer*

Features

Opinion	4
Submission Guidelines	9
Coalition Information Network	24
Conventions	69
Technical Assessment Database	80
Reviews	82
Ask Commodore Bwana	84
Feedback Form/Results	85
Product Distribution	85
Classifieds	86
Next Issue	88

"It is my pleasure to meet all of you. Our host makes me sound like some kinda hero, but that ain't so. What I do is very safe compared to what all you people do, and I salute you.

"So, down to the business, okay? Maybe a year ago I talk with another Free Trader who's tradin' household goods and arms to the Outbackers on Promise, and haulin' out relic machinery. All tech 15 stuff, you know? Some really nice merchandise. Only problem is, how do you land on the place? The whole rock's swarmin' with Virus-crazy tin cans—robots, you know?—and run by some council of big computers. That kinda cranks the risk factor up a bit.

"So this fella tells me about a hole in the planetary sensor net, far side of the planet from the old starport. The starport, that's where most of the machines hang out anyway. Most of the people that are left skeedaddled for the outback.

"Last year or so I've been makin' the run in and out of Promise. It's still pretty chancy, what with all those Vampire ships comin' and goin' all the time, so I only make the run when I need some real serious cash or when I got a crazy hare up my backside, you know? It gets hard to stay away, though. Those people, they need help. They need help real bad. Not that there's much I can do, but I try to run the occasional shipment of guns and ammo into them. I've run into some tin cans out in the Wilds that weren't half-bad, but the cans on this rock are as sick as any I've ever seen. And there are lots of them. I mean *lots* of them. Thousands. Maybe tens of thousands.

"So there's kind of a half-assed resistance movement going in the Outback. They spend half their time fighting each other, and when they knock over a tin can they think it's some big-deal victory. Well, maybe it is, you know? Gotta start somewhere.

"Okay. So last run, the resistance band I sell to tells me another band off in the hills has ahold of a couple off-worlders. They're the crew of a downed starship and, get this, they say they're from the *Dawn League*. 'Jeeze,' I wonders, 'how long have these guys been down, anyway?' My people don't know much more, though, so I figure the thing to do is get the information out rather than try to tackle this myself. Like, I can really see me humpin' through the desert, duckin' tigers or whatever-the-hell they got out there. I ain't so good without steel under my feet, you know? So here I am, and that's about it."

Stigmann sits down and the briefer stands up and continues the briefing.

"Thank-you Captain Stigmann, both for the briefing and the assistance.

"People, if this is indeed a Dawn League crew, we have to bring them home, and that's where you come in. There are six Dawn League vessels still unaccounted for: *DLS Brilliant*, *Dämmerlicht*, *Dawn*, *Horus*, *Mary Elise*, and *Reine Soleil*. This crew could be from any of them. Or, this could be a trap.

"Okay. Objectives. One: locate the downed crew personnel, if there are any, and determine their identities. Two: recover same, unless they are hostiles. Three: establish friendly contact with the local resistance groups. That may be tough if they are as hostile to each other as it seems. Four: gather as much intel as possible concerning the defenses of the planet and the capabilities of the resistance, provided that can be done without jeopardizing the previous priority objectives. Five: prepare recommendations concerning future operations.

"Insertion. Captain Stigmann has volunteered to take you in. He knows the way in past the sensor net and he can put you in touch with the local resistance cell. We'll send along a pretty substantial gift of fireworks to help win them over. After that you're on your own.

"Hostiles. Not known. You'll have to quiz the locals once you get there.

"Extraction. Captain Stigmann will extract you as well. How long can you give the team on the ground, sir?"

Stigmann speaks up at once.

"Gotta lift in one hundred hours. The software glitch in their skywatch program lets me sneak in behind a small moon, but it transits once every one hundred hours, and then I gotta lift."

"Are there any questions? If not, then good luck and bring our people home."

ARRIVAL ON PROMISE

Stigmann's vessel, *Bonne Chance*, will arrive at Promise without serious mishap, although the referee may want to run adventure encounters along the way. Once in the Promise system Stigmann will make a coasting approach, timing his approach to match the orbit of a small moon with a period of about 100 hours. Stigmann will use the moon to screen him in close approach and then make a quick descent to the planet surface on the side opposite the starport.

Stigmann "grounds" ship in a small lake and immediately begins using his on-board fuel processing plant to crack hydrogen. The surrounding countryside is arid badlands, with lots of low scrubby

vegetation. Stigmann carries a fairly substantial open motor launch in his cargo hold and with this carries both the player characters and a load of small arms ammunition and RAM grenades to shore. He is met there by a scout from the Black January Brigade, the local resistance band, and the scout departs to bring the band's leader.

After an hour or two Leslie Langeron, the leader of the Black January Brigade, along with a dozen or more bodyguards, will arrive. They are all dressed



Branu Stigmann

Free Trader captain of the far trader *Bonne Chance*.

Experienced NPC

Combat Assets: Slug Weapon (Slug Pistol)

Other Assets: Astrogation 13, Communications 12, Persuasion 15, Pilot (Interface/Grav) 14, Sensors 14

Motivation: *Heart 4:* He is a kind-hearted man, inclined to give what help he can to those who need it. This keeps him poor and has led him into unnecessary danger more than once.

Club 3: Stigmann is braver than he lets on. He has been in many difficult situations and remains cool and capable when in danger.

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of 180, not "80."

Page 112: In the third paragraph of description, the tank's price is 15.8 mission credits, not "81," and of this, 11.5 mission credits, not "79," is attributable to the fusion gun. Note that the specific model of Intrepid grav tank listed here is referred to as the "Trepida IIB/Intrepid/125-2" in **Striker II**.

In the technical data, the price is 15.8, not "81.34," mass is 216.45 tonnes empty, not "213.59," and 238.09 tonnes loaded, not "255.61." Power plant is 6.63 MW, not "5.37," HEPlAR thrust is 86.62 tonnes, not "58.65," and excess power is 0.0298 MW, not "0.0123." Cargo is 95 kg in 0.381 m3, not "324kg" in "1.295 m3." Ammunition dimensions are 22x66cm, not "12x37." Speed is 673 kph maximum, not "717," 505 kph cruising, not "538," and 168 kph safe NOE. Delete reference to vacuum speed. Travel move is 2020/1010, not "2152/1080," delete reference to vacuum move. Combat move is 94 grid squares high, not "100," and 23 safe NOE, not "25." Delete reference to vacuum move. Add note that Maximum Acceleration is 0.364 Gs. Diff Mods vs. Fire are +5 at max speed, not "+6," +4 at cruising, not "+5," +2 at safe NOE, +3 at 2x safe NOE, and +4 at 3x safe NOE.

Fuel capacity is 16,890.9 liters reaction mass plus 55.25 liters, not "2052.75 liters plus 44.75." Fuel consumption is 1082.75 liters per hour, not "733.125," giving an endurance of 15.6 hours, not "28."

Page 113: 125-Mj RF Fusion Gun has an ROF of SA4, not "SA2," damage value of 335, not "129," penetration ratings of 1-1-2-10, not "1/2-1/2-1/2-1," penetration values of 335-335-168-34, not "258-258-258-129." Concussion-burst is 112-35, not "17-15," and short range is 1680 meters, not 3000 meters*. Delete asterisked note beneath table.

Page 115: On the add-on options table, the mass of 37 rounds of plasma bazooka is 0.3 tonnes, not "0.6."

Page 116: Price of Mongoose is 6.23, not "6.35," price of Ferret is 6.26, not "6.62." Mongoose masses 69.03 tonnes empty and 75.53 tonnes loaded, not "69.2" and "77.4." Ferret masses 67.83 tonnes empty and 75.69 tonnes loaded, not "68.33" and "81.2." Delete reference to vacuum speed, and add notation that maximum acceleration is 3Gs. Mongoose fuel capacity is 6959.75 liters, not "6788.75," and Ferret fuel capacity is 7386.8 liters, not "6909.8."

Mongoose endurance is 43.84 hours in atmosphere and 3.71 in vacuum, not "42.76" and "3.62." Ferret endurance is 46.53 hours in atmosphere and 3.94 hours in vacuum, not "43.53" and "3.68."

Page 117: 4.75-Mj plasma cradle gun has damage value of 65, not "25," penetration values of 65-65-33-7, not "25-25-13-3," concussion-burst of 4-5, not "1-5," and short range of 220 meters, not "140."

14-Mj plasma cradle gun has damage value of 112, not "43," penetration values of 112-112-56-11, not "43-43-22-4," concussion-burst of 13-15, not "2-5," and short range of 370 meters, not "420."

Page 126: The Pyrrhus support sled has a price of 1,713,740, not 1,945,420, an empty mass of 25.5, not "26," and a loaded mass of 36.6, not "42.2." Its 12-Mj plasma cradle gun has a short range of 350, not "360," damage value of 104, not "40," penetration values of 104-104-52-10, not "40-40-20-4," and concussion-burst of 11-15, not "2-5."

Page 127: Under ammo, the Buster weapons carrier can carry 150 rounds of plasma bazooka, not "75."

Page 138: The 76-Mj RF Plasma Gun has a short range of 870, not "2280," damage value of 262, not "100," penetration values of 262-262-131-26, not "100-100-50-10," and concussion-burst of 69-25, not "10-15."

Page 156: Under Rapid-Fire High-Energy Weapons, price for the firing unit of plasma weapons is 600, not "2500," and for fusion weapons is 1000, not "7500." Price for the supporting hardware of plasma weapons is 600, not "2500," and for fusion weapons is 1000, not "7500."

The volume of a magazine in cubic meters is equal to the mass in tonnes of a full load of ammunition divided by 2, not "4."

Under Concussion and Burst, the reference to weapons of "4.7 Mj and greater" should now read "0.7 Mj and greater."

All plasma and fusion weapons appearing in **Striker II** have been rated according to this upgraded standard. The charts below provides owners of **Traveller: the New Era**, **Smash & Grab**, and the **Reformation Coalition Equipment Guide** a consolidated easy reference source for all of the new high-energy weapons in one location.

Weapon	Weight					Price			
	TL	Pulse	Ammo	Empty	Ldd	BP	Mag	Wpn	Ammo
4.3 cm Plasma Rifle	12	0.6	4.3 PPC	2.4	15.65	4.8	10	4320	15/211
4.7 cm Plasma Rifle	13	0.8	4.7 PPC	3.2	36.2	4.8	20	4800	20/539
4.7 cm Fusion Rifle	14	1.2	4.7 PFC	4.8	37.8	4.8	20	9600	9.6/331
4.1 cm Plasma Rifle/cmp	14	0.8	4.1 PFC	3.2	12.9	6.4	8	10,880	6.4/98
4.7 cm Fusion Rifle/comp	14	1.2	4.7 PFC	4.8	19.4	9.6	8	24,000	9.6/147
5.1 cm Fusion Rifle/comp	15	1.5	5.1 PFC	3	21.2	6	8	15,000	12/183
10cm Plasma Bazooka	10	2.88	10 PFC	34.6	45	—	1i	20,736	518.4
4cm Fusion Rifle/c (Droyne)	15	0.75	4.0 PFC	1.7	12.74	3	10	9500	6/111

Weapon	ROF	Dam	C-B	Pen Rtg	Pen Val	Blk	Mag	Recoil	Range
4.3cm Plasma 12	SA1	23	—	1-2-10	23-23-12-2	5	10	11	80
4.7cm Plasma 13	SA1	27	1-5	1-2-10	27-27-14-3	5	20	8	90
4.7cm Fusion 14	SA1	33	1-5	1-2-10	33-33-17-3	5	20	8	160
4.1cm Plasma 14c	SA1	27	1-5	1-2-10	27-27-14-3	4	8	5	90
4.7cm Fusion 14c	SA1	33	1-5	1-2-10	33-33-17-3	5	8	5	160
5.1cm Fusion 15c	SA1	37	1-5	1-2-10	37-37-19-4	3	8	4	180
10cm Plasma Bazooka	SS	51	3-5	1-2-10	51-51-26-5	5	1i	—	170
4cm Fusion 15c (Droyne)	SA1	26	1-5	1-2-10	26-26-13-3	2	10	5	130
125-Mj Fusion Gun (Intrepid)	SA2	335	112-35	1-2-10	335-335-168-34	—	200	—	1680
4.75-Mj Plasma (Mongoose)	SA1	65	4-5	1-2-10	65-65-33-7	—	300	—	220
14-Mj Plasma (Ferret)	1/2	112	13-15	1-2-10	112-112-56-11	—	300	—	370
12-Mj Plasma (Pyrrhus)	SA1	104	11-15	1-2-10	104-104-52-10	—	400	—	350
76-Mj Plasma (Victrix)	SA5	262	69-25	1-2-10	262-262-131-26	—	100	—	1310
2-Mj Plasma (G-Carrier)	SA1	42	2-5	1-2-10	42-42-21-4	—	200	—	140

