

# ***The 53 Tables of Contents For***

***CHALLENGE***  
*GDW's Magazine of SF Gaming*



# No. 25

# CHALLENGE

GDW's Magazine of Adventure Gaming

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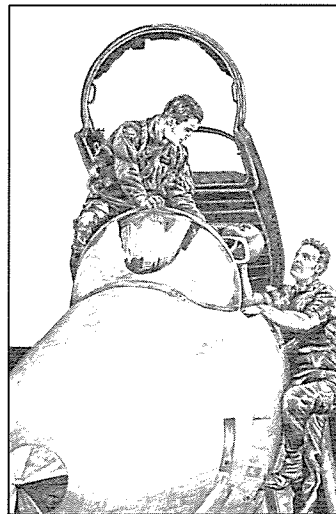
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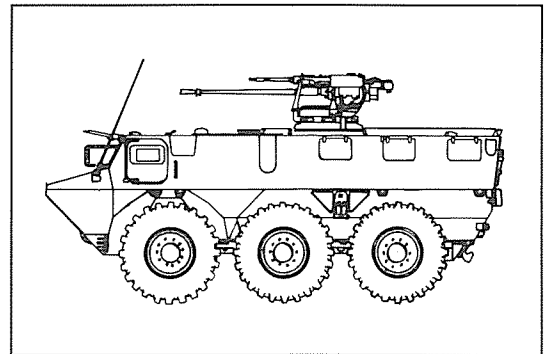
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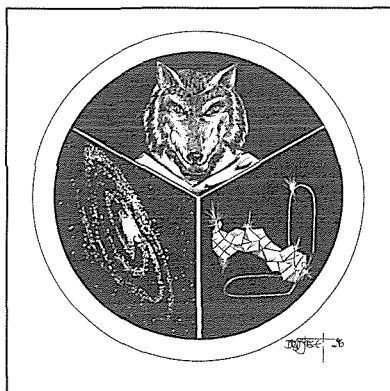
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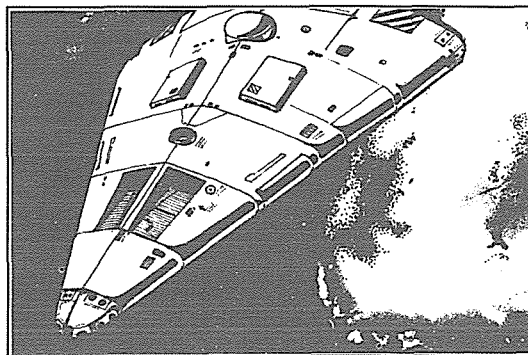
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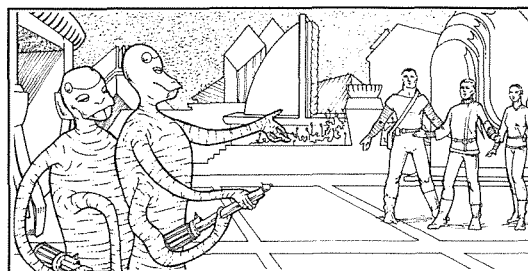
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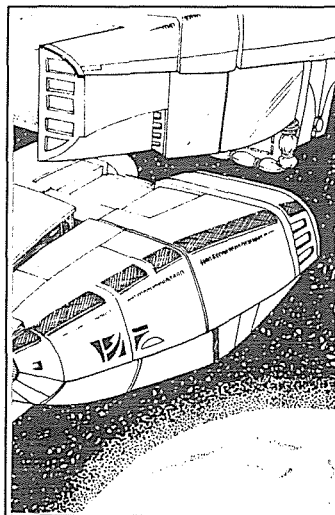
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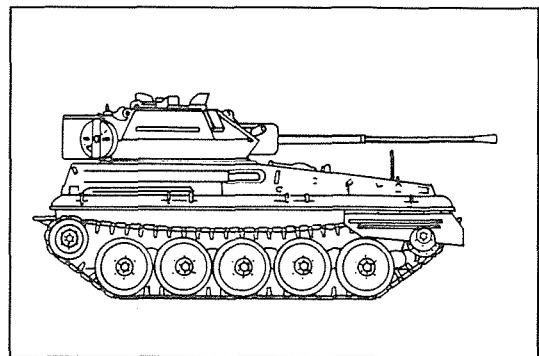
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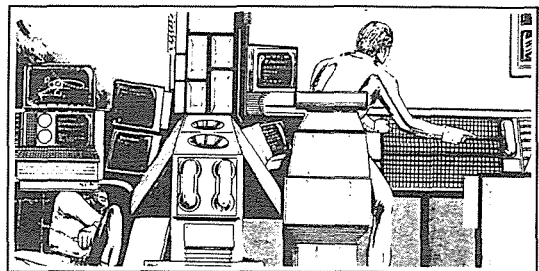
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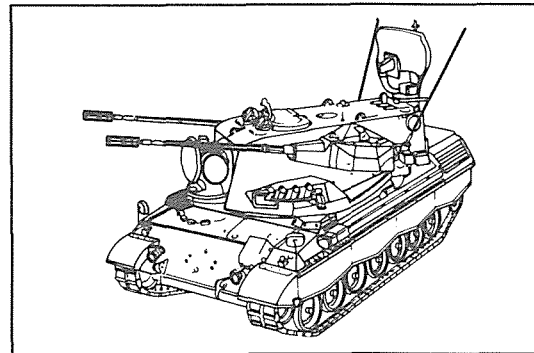
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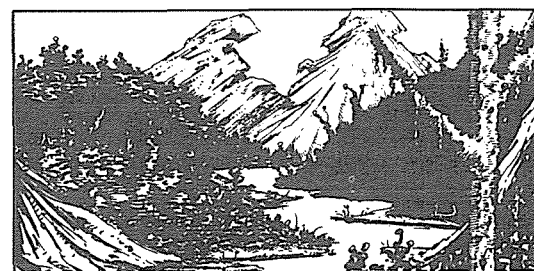
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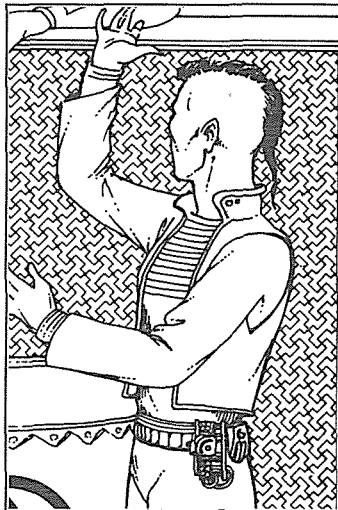
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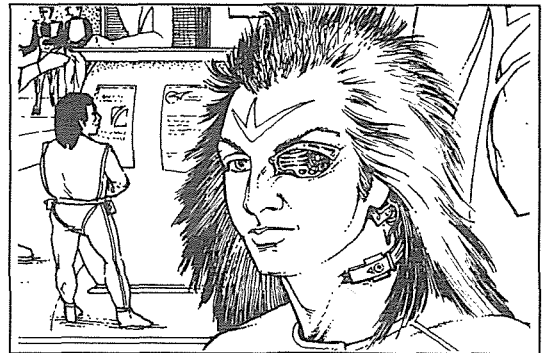
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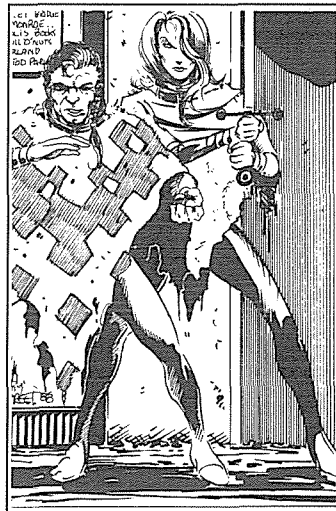
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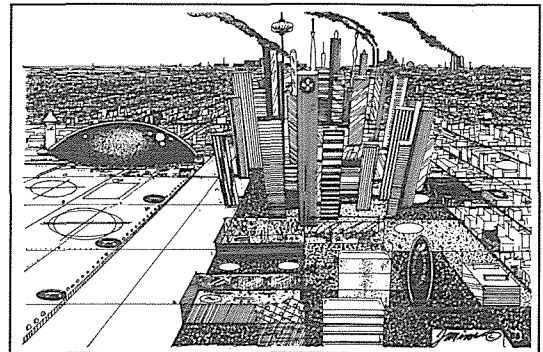
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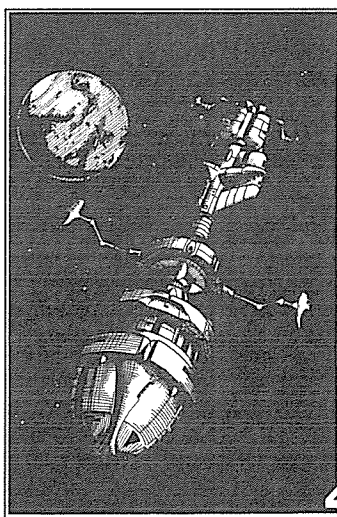
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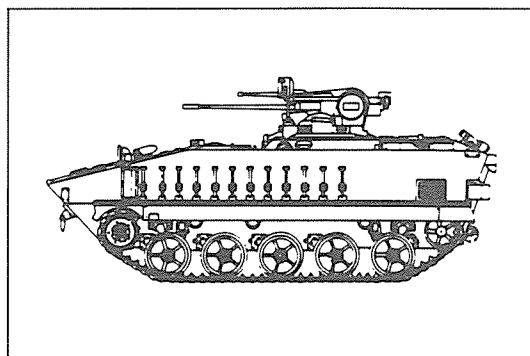
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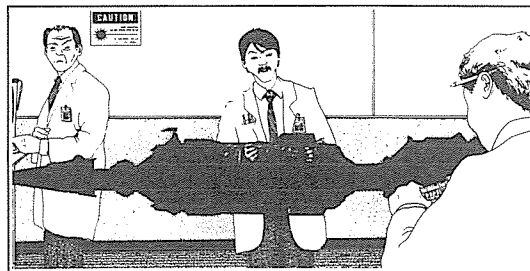
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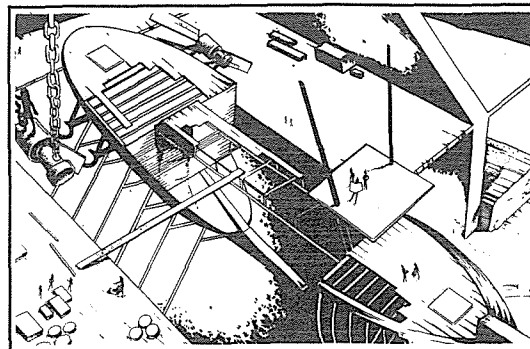
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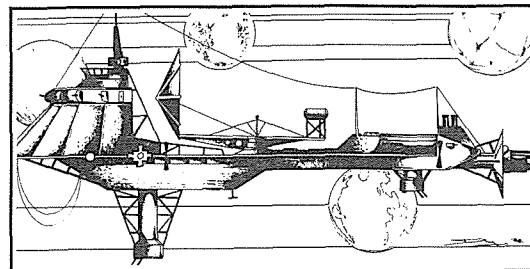
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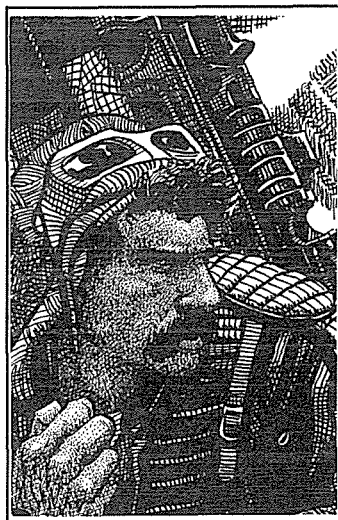
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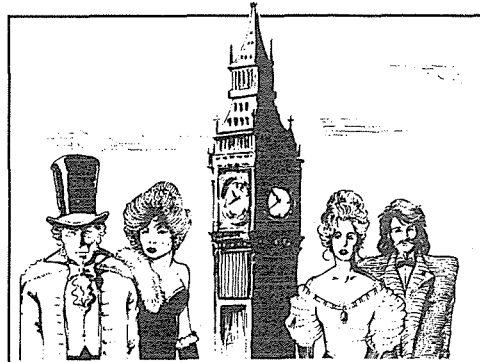
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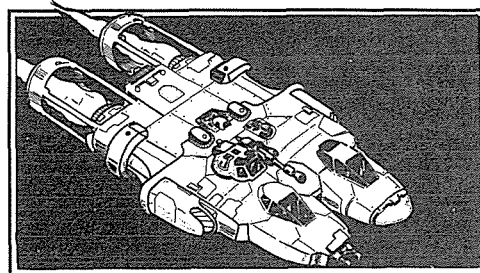
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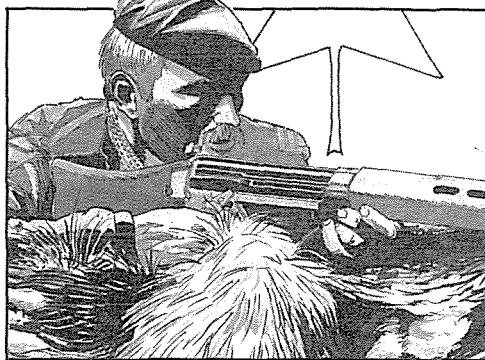
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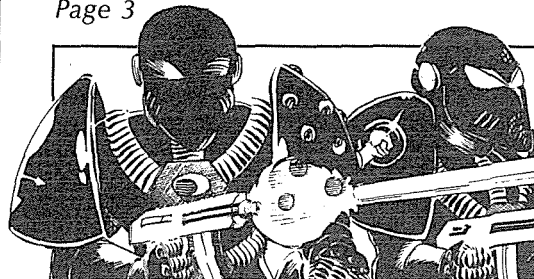
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Text Processing  
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The Magazine of Science-Fiction Gaming



## Umpiring Twilight

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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.

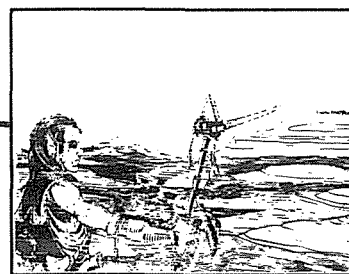


## A Journey to Oblivion

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Timothy B. Brown

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



## Grapnel Gun

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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

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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

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David G. Thompson

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

## Monitor-Class Scout

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James B. King

Learn for yourself that not all scouts are created equal.

## 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.

## 2300AD Star Cruiser Power

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

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

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.



## STAR WARS Starfighters Down

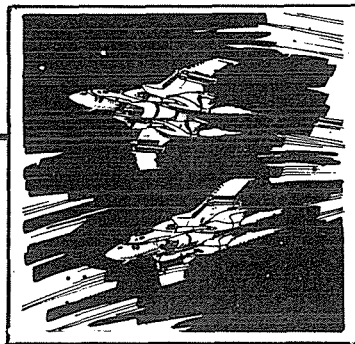
William W. Connors

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 GUNNERS Ships of the Pursuit Wing

John A. Theisen

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



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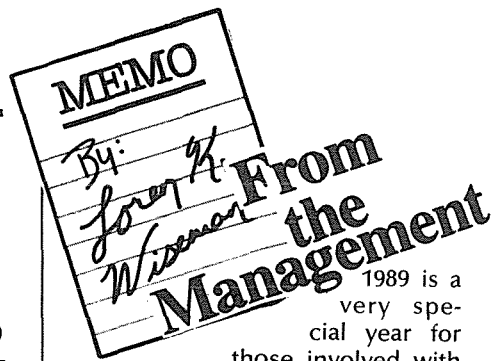
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1989 is a very special year for those involved with *Challenge*, because it represents the beginning of our second decade.

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

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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.



4

## 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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# 2300AD

## The American Marines

C. W. Hess

By the 23rd century, with America and her colonies located light-years apart, the availability of a well trained, mobile fighting force has become a necessity. When nations were still confined to earth, America employed the RDJTF. Today, a similar organization exists, the ART. Capable of deploying troops anywhere on earth within hours, the ART cannot respond to situations off-world without considerable preparation. Enter the US Marine Corps....

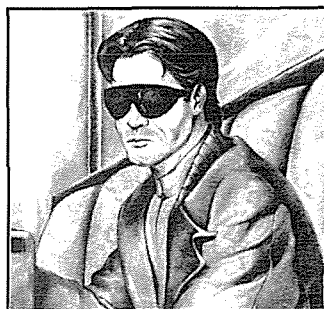


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## The French Lieutenant's Connection

Marcus L. Rowland

It sounds like an easy job, though the money isn't particularly good. The task is to escort one Frenchman from Adrian to Premiere and make sure he catches his ship to Earth. What could go wrong?



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# BATTLETECH™

## Sky Eyes

Dale L. Kemper

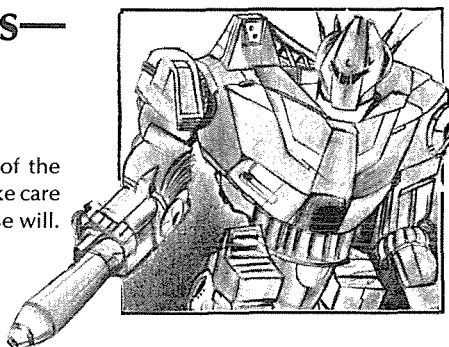
The raid on Patinir might have looked like a walk in the park to the guys on the ground, but for the "unappreciated few" who had to dodge everything they could throw, it was tough!

66

## The Waco Rangers—An In-Depth Look

Dale L. Kemper

"Strike or Die" is the regimental motto of the Waco Rangers, a group that has learned to take care of its own, because it knows that no one else will.



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MEMO

By: Loren K. Wiseman

From the Management

Part of my job at GDW is to keep track of the various attacks on RPGs that occur from time to time. Some of it makes pretty interesting reading, especially the *NCTV News*, published by the National Coalition on Television Violence, a group that believes using violence to entertain is harmful to the mental health of the observer. NCTV is opposed to RPGs (because they all involve vicarious violence), and maintains a list of deaths, suicides, murders, and other crimes which it claims are linked to playing RPGs. It is entertaining to look at what else NCTV considers harmful, according to the *NCTV News*.

Movies, TV shows, and videos are said to be damaging if they are excessively violent. See if you can guess the name of one film from what NCTV says in a review (*NCTV News*, Vol. 6, No. 6-7): "Intimidating Queen terrorizes all. Drug use includes hallucinogenic mushrooms....Walrus openly smokes opium....Violence is graphic, unneeded and senseless....(T)he film is *definitely* likely to cause viewers to become more violent" (italics theirs). What is this film? Walt Disney's *Alice in Wonderland*! I'll admit it's been years since I've seen the film, but I can't recall any opium or hallucinogenic mushrooms, let alone anything that could be labeled "graphic, unneeded and senseless" violence. Maybe my brain has been damaged by watching too many cartoons.

Speaking of which, NCTV's monitors report that *Bullwinkle*, *The Flintstones*, *Muppet Babies*, and *Smurfs* contain eight or more violent acts per hour. Cartoon violence is stated to be just as harmful as any other kind (*NCTV News*, Vol. 10, No. 3-4), and NCTV suggests that viewing of these shows be restricted to those age 13 and over. Older cartoons are allegedly even more damaging: *Bugs Bunny*, according to NCTV, contains 56 acts of violence per hour, more than the movies *Platoon* (54) and *Nightmare on Elm Street, Part 3* (53).

The point of this *reductio ad absurdum* is that something is out of kilter with NCTV's criteria. Their "violence detector" is too sensitive, like a smoke detector that goes off when you take a shower. No one takes them seriously about *Alice in Wonderland*—why take them seriously about RPGs?

Some of the material in this editorial appeared in a slightly different form in a publication called *The Assault on Role-Playing Games* published by the Game Manufacturers Association.

—Loren K. Wiseman



Managing Editor  
Loren K. Wiseman

Associate Editor  
Timothy B. Brown

Spiritual Advisor  
Marc W. Miller

Art Director  
Michelle Sturgeon

Graphic Design and Production  
Shea Ryan  
Steve Bryant

Text Processing  
Julia Martin  
Julie Amdor

Interior Artists  
Tim Bradstreet  
Bryan Gibson  
A. C. Farley  
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James B. King

About the Cover  
"Chronology of Arms"  
Artist Steve Venters takes us  
on a tour of weapons past,  
present, and future in this  
exciting cover painting.

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Reply Coupon.

Special Hardware Issue!

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The Magazine of Science-Fiction Gaming

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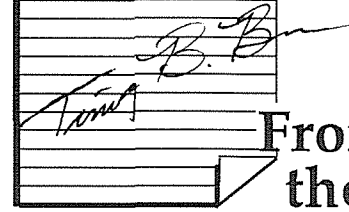
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## MEMO



## From the Management

Hardware. The core of most science-fiction literature is its hardware, the hitherto unheard-of fantastic devices that make the adventures and situations possible. Incredible spacecraft that laugh at the so-called speed of light barrier. Electronics which allow one to abandon his physical self for a junket through the world of computer data and programs. Remarkable weapons barely capable of turning back alien invaders of equal or greater technology. Hardware makes science fiction work, and that is why we have devoted this entire issue of *Challenge* to the hardware of futuristic science-fiction role-playing games.

The idea of special issues is hardly new to the magazine industry. Provided they are spaced between standard issues of a magazine, the readership is generally satisfied to turn its attention, however briefly, to one specific area of thought.

The problem we encountered is the diversity of our readership and interests—your interests. We cover a number of games, and slighting one in favor of another is virtually taboo; that's a dance we have to perform with every issue.

Therefore, we were forced to make concessions in our thinking about special issues. The overall topic of the issue had to be one which could touch upon every futuristic role-playing game we deal with. A special issue on, say, *MegaTraveller*, would have greatly pleased several fans of that system, but would have completely alienated many other readers, readers who deserve a copy of *Challenge* they too will use and enjoy.

Loren and I discussed the possible topics which fitted easily into these constraints. One of my first ideas was to create a special issue devoted to solitaire adventures. Many of our readers have expressed interest in solitaire adventures for various reasons, and we could publish them on any game system we want to. Also, solitaire adventures are of tremendous utility in introducing a new player to a different game system.

If you always figured you might be interested in *Star Wars*, for instance, you could play the solitaire adventure, and, if you enjoyed yourself, you could encourage your friends to do the same. When you were finished, you might have a whole gaming group eager to play the new game in a group environment. Unfortunately, it will be some time before we can muster enough authors to create enough solitaire adventures for an entire *Challenge* issue. Instead, we had to opt for a more attainable option, this hardware issue.

As usual, we are always interested in hearing your comments about the magazine. What do you think of special issues, and what topics would you like to see in them? We hope you enjoy the pieces of hardware presented in this issue and find the time to mix them liberally in your campaigns.

—Timothy B. Brown



Managing Editor  
Loren K. Wiseman

Associate Editor  
Timothy B. Brown

Spiritual Advisor  
Marc W. Miller

Art Director  
Michelle Sturgeon

Graphic Design and Production  
Steve Bryant  
Kirk Wescom  
Angela Bostick

Text Processing  
Julia Martin  
Julie Amdor

Interior Artists  
Tim Bradstreet  
Rick Harris  
Tom Baxa  
Larry McDougall

About the Cover  
"Battle in the Skies" is one panel of a spectacular triptych by Janet Aulisio. The other two panels of this air battle can be found on Cloud Captains of Mars.

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# CHALLENGE

The Magazine of Science-Fiction Gaming

## 'TWILIGHT:

### The Village **2000** 4

*D. Acre*

Players help establish a little piece of civilization in the face of approaching chaos. This generic village environment can be used in Europe, Iran, and the United States.

## SPACE 1889

### Surprise at Clearwater 14

*Bret Foland and Lester W. Smith*

Red Captain Ronald Whitfield is a source of constant irritation to the Oenotrian Empire. To date, his *Cloud Leopard* has captured a dozen prizes, all Oenotrian, and caused great damage to the sky fleets of the empire.

### The Puzzle of the Shard

*Loren K. Wiseman*

The twisting, turning streets, alleys, and back roads of the market at Meroe lead the adventure seeker along a thousand paths to intrigue, fame, and fortune.



19

## MEGATRAVELLER

### The Madlash 33

*Kevin Shriver*

Meet the Madlash, a prairie-dwelling grazer. When the herd is threatened, look out—few predators will brave the adults' protective ring when they circle around the calves with their tails facing outward.

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## 2300 AD

### Macrocombat

34

David Nilsen

Resolve large-scale battles more quickly and easily than ever before. Based on the **2300 AD** combat rules, the macrocombat system yields the same kind of results as would the role-playing system, but with less time and complexity.

### The Sweet Trade in Space: Piracy

42

Erick Melton

In any time period when unbridled economic and colonial expansion outrun governmental authority to oversee or protect it, some individuals will find it easier to take advantage of others' honest labor with some dishonest labor of their own.

## STAR TREK®

### Dragon's Flight

48

C. W. Hess

Encounter an alien menace whose actions threaten to bring war between the UFP and the Romulan Empire in this exciting *Star Trek* adventure.

## STAR WARS

### Paid in Full

Lester W. Smith

Crime lords and loan sharks are notoriously untrustworthy, always looking for some way to take the payment and still seize a ship, even if it requires murder. If you are brave and resourceful, you might survive this adventure!



60

## 40,000

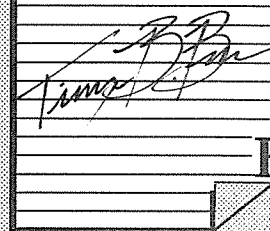
### Iceriver Guards Chapter

69

John A. Theisen

New Coventry, a hostile and frigid world on the edge of the galaxy near the Imperium's frontier, can best be described as a cross between extreme arctic wilderness and a Death World.

## MEMO



## From the Management

Let me share with you one basic facet of futuristic RPG design—the question of Earth's futuristic history. Most characters are going to be humans, and we all came from Earth. The problem put to the designers is this: What will happen to the Earth that will make it a more interesting role-playing environment?

Let's face it. Modern-day Earth is getting more peaceful by the decade. We should thank our lucky stars, of course, and whether this is due to the nuclear umbrella, greater wisdom among society's leaders, or just plain good luck is someone else's debate. All I know is that I haven't had to fight in a major war, my father didn't, and the way things look, neither will my children. The trouble spots of the world are getting fewer and fewer as it makes less and less sense to make war as a way to enforce state policy. Again, whether this is a lull or a trend, you tell me.

But a peaceful world is a boring world—from a role-playing point of view, anyway. Let's all be businessmen or sports heroes enjoying the fruits of a world community. Yeah, right.

It is the designer's job to create a future history which will turn up the chaos knob from 1 to about 9. Let's look at some examples.

In *Car Wars* and *Dark Future*, governments have simply broken down so that bloody highway battles are the rule of the day. In *Twilight: 2000* a Third World War blows everything away to make for warlords and soldier kings. Subsequently in **2300 AD** the world gets back on its feet but finds among the stars an alien race bent on humanity's destruction. In the new *Shadowrun* game (reviewed on page 74), magic makes its reappearance after a 50-century vacation, turning the entire world topsy-turvy as dragons meet heavy artillery in North America.

The trend is a simple one—make the games interesting by turning the world into a living nightmare. If you're wondering why many games have no "peaceful" applications, or why those that do often try to make your characters pick up guns anyway, it's because the stuff of adventure is, for the most part, violent and never pretty. Chaos is generally more interesting than order, that's all.

—Timothy B. Brown

Managing Editor  
Loren K. Wiseman

Associate Editor  
Timothy B. Brown

Art Director  
Michelle Sturgeon

Graphic Design and Production  
Steve Bryant  
Amy Doubet  
Kirk Wescom

Text Processing  
Julia Martin  
Julie Amdor

Interior Artists  
Tim Bradstreet  
Rick Harris  
Larry MacDougall  
Dell Harris  
Radley Masinelli  
Terry Pavlet  
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Phil Morrissey

About the Cover  
Kevin Ellis' "Evasive Action," a spectacular firefight in space created in the *Traveller* tradition.

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# CHALLENGE

The Magazine of Science-Fiction Gaming

## Twilight: 2000

### A Rock in Troubled Waters

Adam Giebel

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### The Biology of Liftwood

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Marcus L. Rowland

### From Peace to War

Jeffrey Groteboer

### Imperial Research Station Beta

Randy B. Windle

### Tourist Trap

Charles E. Gannon



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## STAR TREK®

### The Next Generation (Parody)

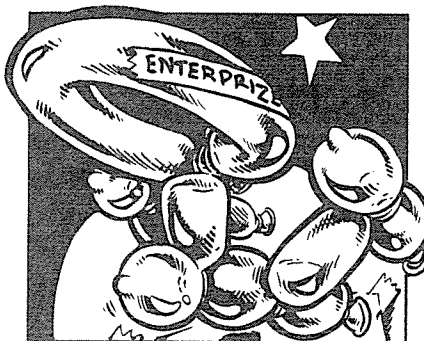
Sam Bowne

### Operation Cormorant

John A. Theisen

### Operation Pile Driver

John A. Theisen



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### Federation Merchants' Log

John A. Theisen



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### The Inquisitor Viest

Cliff Holmes

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## MEMO

## From the Management

This issue is the last one assembled under the editorial control of Timothy B. Brown. With his hand on the tiller, *Challenge* grew from 48 to 80 pages, went from a quarterly to a bimonthly, and changed its emphasis from GDW games to science-fiction gaming in general. Tim remains a close friend, and while we will keep in touch, his presence will be missed. Join with everyone here at GDW to wish him the best of luck.

That said, on to other matters: Gaming has grown considerably over the years, but it seems that people (the public at large) still have a hazy idea about what it is we do. This is partly because of the small numbers involved in the hobby (even though there are millions of us, we are a small percentage of the population) and partly because of clannishness on the part of gamers. I think gamers need to pay more attention to public relations.

I heard of a group that was on a small-town television show—whether the tale is true is unimportant to my point. The station was doing a piece on role-playing games and wanted footage. The producer discovered that several members of the group were Society for Creative Anachronism or science-fiction fans, and wore costumes at conventions. He suggested that everyone who had a costume should wear it. When the crew arrived, the producer suggested they film a game in the basement, against a black backdrop the crew brought. The game was filmed by candlelight, stage-managed by the producer. When the piece aired, the narration indicated this was what every game looked like, and weren't those people perverted, playing at night in a basement? It was a real hatchet job.

The moral is, don't let the media or other outsiders use your group. Unless you usually play by candlelight with incense, don't let be depicted as doing so. Play your regular games, and don't dress things up (figuratively or literally). Bear in mind how you're going to appear to outsiders, and remember that you may be the only picture some people ever get of gamers. Do you want that impression to be a mistaken one?

—Loren K. Wiseman

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Michelle Sturgeon

Associate Editors  
Loren K. Wiseman  
Julia Martin

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Steve Bryant  
Amy Doubet

Text Processing  
Julie Amdor

Interior Artists  
Tim Bradstreet, Rick Harris,  
Dell Harris, Radley Masinelli,  
Mischa McDowell, Allen Nunis,  
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Morrissey.

About the Cover  
*The Galleon* by Frank Frazetta.  
In the words of Senior Graphic De-  
signer Steve Bryant, "Frazetta.  
Need we say more?" But seriously,  
Frazetta is a legend in the science-  
fiction/fantasy art field, and has il-  
lustrated covers for Robert E. How-  
ard and Edgar Rice Burroughs,  
among many others. **Challenge** is  
thrilled to present this Victorian-era  
piece.

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# CHALLENGE

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### Twilight: 2000

- 6 Sheltie Holiday**  
Adventure in the realm of the **Survivors' Guide to the United King-  
dom** on this mission for the British government. *Loren K. Wiseman*

### MegaTraveller

- 16 Trouble in Paradise**  
Duke Banazak's daughter is missing, and Cr100,000 is yours if you can  
bring her back. *Wesley Kawata and Michelle Sturgeon*
- 20 Leyna Tirenthe**  
One of the brightest stars of stage and screen may have a dark secret.  
*Christopher S. Willoughby*
- 22 Sourz: The Claws of Space**  
The *Sourz*-class fighter, the most notorious spacecraft ever designed.  
*Philip Athans*
- 26 Griszoung**  
By the end of the Fifth Frontier War, Vargr Merchant Captain Griszoung  
had made quite a name for himself as a smuggler and blockade runner.  
*Tad Ringo*

### Space: 1889

- 34 Secrets of the Ancients**  
Captured by a band of cutthroats and soon to be sold into slavery—you  
must escape not only your captors but also the jaws of a trap set long  
ago by the ancient canal builders of Mars. *Lester W. Smith*
- 38 Ye Can Always Tell a Yankee,  
But Ye Canna Tell 'im Much**  
Generating American characters for **Space: 1889**. *Loren K. Wiseman*
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Imagine the awesome menace of *Call of Cthulhu* combined with the  
magnificent adventures of **Space: 1889**. *Marcus L. Rowland*

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## 2300 AD

### 52 New Cyber Equipment

A huge spider creeps toward you, tracking you by scent and heat. You'd better run—this is only one piece of the new cybertech equipment coming your way. *Michael LaBossiere*

### 60 Where Ya from, Mate?

Last issue you learned to generate American characters. Now easy Australian character generation is just a few die rolls away. *C. W. Hess*

### 62 AECA

A lack of organization plagued colonization efforts of the mid- to late-22nd century—that is, until AECA came along. *Clay Johanson*

### 66 L-5: Community in the Sky

Three slender spindles, each 5 kilometers long, joined by equilateral triangular platforms 1.5 kilometers long—it's spectacular. *Pete Rogan*

## Star Wars

### 72 On the Dark Side

Everyone feels a sneaking desire to be bad occasionally. Take a trip on the Dark Side. *Marcus L. Rowland*

## Star Trek

### 76 Stardate Chronology of the *Enterprise*

A consistent time system linking *Star Trek: The Roleplaying Game* and *Star Trek: The Next Generation*. *John D. Wrbanek*

## Renegade Legion

### 80 Armored Cavalry in the CAF

The oldest, most colorful military unit has been an important part of the struggle to hold Shennendam County. *Christopher King*

## Warhammer 40,000

### 84 Balancing *Space Hulk*

*Space Hulk*: Man vs. alien combat in the *Warhammer* universe. *Lester W. Smith*

## Albedo

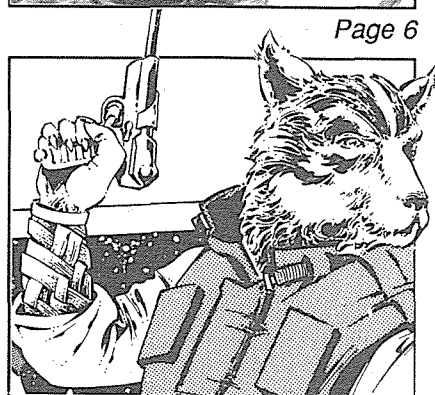
### 86 Tactical Strike

Map-based skirmish rules and an exciting new scenario. *Paul Kidd*

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About the Cover

*Cyberfight 2300 AD* transports you to a warped and violent future to witness a frenzied duel under neon light between two cybernetic gladiators. Artist Dell Harris is a two-time Chesley award winner and one of the foremost cyberpunk illustrators.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

6

#### Crossburn

Join the search for a CivGov army supply convoy that disappeared in Georgia's Iron Triangle. *Roman J. Andron*

18

#### Falling Fragments of a Dream

By 1995 a person scanning the dawn or dusk skies at temperate latitudes could observe a dozen bright satellites. By 2000, they began to fall. *David S. F. Portree*

### MegaTraveller

22

#### Operation Flashfire

The PCs must foil a Vilani plot to initiate an attack on a border world of the Zhodani Consulate. *Wesley Kawato and Julia Martin*

30

#### Lost Treasure Ships of the Abyss Rift

Ship disappearances in the Abyss Rift are the stuff of myth and legend. Tales are numerous and varied, ranging from the Zhodani commerce raider *Chtarriash*, cursed by a priest of the Stellar Divinity to wander the starless void, to the ill-fated liner *Aurora*, jinxed by a jealous lover. *Michael R. Mikes*

36

#### Nullian League

This alliance was formed to provide political and military security against encroachments. But it is common knowledge that the recent turmoil provides a fertile environment for expansionist activities. *Charles E. Gannon*

38

#### Portfolio of Patrons

You know those stupid spy books where the hero always says something like, "The moment I saw them, I knew they meant trouble." Well, that's a lot of bunk. In this business, everybody looks like trouble. And their looks usually do not deceive. *Charles E. Gannon*

### Space: 1889

44

#### Windsinger Saga

What started as a peaceful voyage quickly becomes a battle to the death in this *Sky Galleons of Mars* adventure. *Van Siegling*

### Features

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## 2300 AD

- 50 Black Market**  
Anything can be had for a price. *Matthew S. Prager*
- 52 Social Class in 2300**  
Social status can profoundly affect any character's game life.  
*Andy Slack*
- 55 Highland**  
On the first expedition to Highland, a ravver pack savagely killed the captain. Now, you must discover how to neutralize the ravvers.  
*Clay Johanson*

## Shadowrun

- 64 Squeeze Play (Fiction)**  
I screamed, but as the echo of the scream died in my head, I heard the howl of a wolf rise in its place. Stumbling forward, I spilled onto the warehouse floor.... I rolled over onto my back and pulled the MP-9 to me. "Move it, campers—get Moira out of here." *Michael A. Stackpole*
- 76 Shadow Tiger**  
A young Oriental woman runs from the mouth of an alley, crying for help. She is pursued by a handful of gang members armed with heavy candlesticks. "Here, kitty, kitty," one calls. *Lester W. Smith*

## Star Wars

- 78 Jet Packs**  
Nick tossed a hand-sized thermal toward Hanson's feet. With only 20 seconds to clear the 25 meters to safety, Hanson calmly set his jet pack for two bursts. *Stephen A. Marinaccio II*

## Warhammer 40,000

- 80 Warhammer by the Numbers**  
Optional rules to help you through tough situations in the *Warhammer* universe. *Craig Sheeley*
- 84 'Ot Spug, Grub!**  
Your landing pods fly silently toward the planet, merging with the barrage of pods flung groundward by the Ork fleet. Only you can stop the Orks from ravaging Grook II. *Craig Sheeley*

## Battletech

- 88 CST-3S Cestus Heavy BattleMech**  
With an extensive array of long-range weapons and heavy armor, the Cestus has the staying power needed in large-scale engagements.  
*Dale L. Kemper*



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About the Cover  
City of the Future,  
by Paul Alexander,  
captures the spirit of the  
**MegaTraveller** universe.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

- 6 Twilight II: The Adventure Continues**  
You've been waiting for it—now here it is! The **Twilight: 2000** revision.  
*Loren K. Wiseman*
- 12 BAGS: Body Armor Generation System**  
Use this system to determine material, coverage, rigidity, armor class, weight, and price when inventing your own body armor.  
*Jason English*

### MegaTraveller

- 14 Toll Road**  
Your mission is to bring down the government of Gomms, a balkanized world in the coreward end of the Hinterworlds. Your options range from blackmail to kidnapping to murder. *Mark E. Gelinas*
- 22 Snowblind**  
After rescuing a lone ship from pirate attack, the characters learn a horrible secret—but will they live to tell their story? *Dennis M. Myers*
- 30 One Small Step**  
A design sequence supplement for pregravitic spaceflight.  
*Charles E. Gannon*
- 43 Ship's Locker**  
New **MegaTraveller** equipment. *Mark E. Gelinas*

### 2300 AD

- 46 Catch & Carry Team**  
**catch** \'kach, \'kech\ *n*: a small, armed, highly maneuverable vessel used to run down prospective prey.  
**car-ry** \\'kar-e\ *n*: a modified medium freighter with good speed used to move in quickly and spirit away cargo.  
**catch and car-ry team**: the most common method of space hijacking today. *Erick Melton*
- 54 Hot Stuff**  
The PCs are in for more than they expect when they pick up something special from the black market in this cyberpunk scenario.  
*Matthew S. Prager*

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## Space: 1889

### 62 Mercury: The Nodding World

Tidally locked worlds appear at first glance to rigidly hold the same hemisphere toward whatever body they orbit. But this is not strictly true for either Mercury or Luna.

*David S. F. Portree*

## Shadowrun

### 68 Donut Run

A routine police investigation turns into a panicked firefight when a donut shop is suspected of fronting a black market operation. Unfortunately, the PCs are caught in the middle.

*Lester W. Smith*

### 72 New on the Street

You slip into the dark alley, and all is silent. At last, you've made good your escape. You lean back against the wall, panting heavily, and wipe the sweat from your brow. But when you look up, you see that you're not alone. In front of you stands the ugliest street samurai you've ever seen, and in his hand is an even uglier Barchetta Model 279. How do you react to equipment you've never even seen?

*Lester W. Smith and Brett A. Foland*

## Star Trek

### 76 Star Fleet Tactics

It's not what you've got that counts. It's how you use it. And just knowing how to operate modern space weapon and defense systems might not be as important as understanding the finer points of combat.

*Michael J. O'Brien II*

## Paranoia

### 80 O.U.C.H.

O.U.C.H. is where you get rotten teeth yanked from receding gums with a minimum of anesthetic in the shortest possible amount of time. After a few good whiffs of laughing gas, you'll barely notice when your rotten bicuspid is twisted from their roots by a feebly trained pliers operator. And with a few stitches and a handful of painkiller, the laughing patient can be sent back to work as quickly as possible.

*Merle M. Rasmussen*

## Renegade Legion

### 86 Beefing Up the PBI

Why do so many wargames worship vehicular firepower and treat the infantry with contempt? These variant rules for FASA's *Renegade Legion: Centurion* will give the PBI a better chance to earn a little respect. *Rich Ostorero*



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About the Cover

This issue's cover features artist Nick Smith, who wanted to write his own cover description:

Our fashion-conscious merc, Randy, is sporting the latest organically grown body armor\* from the fine folks at Gigerwear Ltd.

BIO PLATE® comes in a variety of decorator colors—black, flat black, glossy black, blue black, dark black, light black, not-quite-so-dark black (medium black), black with black highlights and fuchsia. Surfaces include the popular textures Slime Coat™ and Liquid Fur™.

\*Muscle tissue not included.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

6

#### Attack of the Mud Men

The PCs are in for more than they bargained for when they take shelter in an old, abandoned house.

*Loren K. Wiseman*

### MegaTraveller

14

#### Just Like Magic

Magic doesn't exist in **MegaTraveller**, right? These seemingly unexplained phenomena and eerie settings might make you wonder whether science is the only explanation.

*Charles E. Gannon*

22

#### H.P.P.E.

More than a few surprises may be in store when the players attempt to salvage a "haunted" scout ship.

*Robert J. Cosgrave and Michael B. Cosgrave*

26

#### Fated Voyage

Travellers from Lanth to D'Ganzio dream of the *Loreans Ecliptic*, a subsidized liner mysteriously lost in 1085. Some report hearing its radio beacon while in jump space, while others insist they've gone aboard.

*Michael R. Mikesch*

### Space: 1889

36

#### The Tree of Souls

When the Church of Torisna is threatened, the only thing that can save it is the curse of The Tree of Souls.

*Eric W. Haddock*

### 2300 AD

47

#### Contagion

The official message boiled down to the following: "Something happened. We don't know what. Go find out and do something about it. Don't overreact without orders, but do whatever you have to do."

What are we in for now?

*Richard S. McEnroe*

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## Cyberpunk

### 58 Dead Time

A series of bizarre murders in Night City terrorizes residents and sparks copycat attacks. Only you can solve the mystery.

*Michael LaBossiere*

## Shadowrun

### 62 Quicksilver Sayonara (Fiction)

Homicidal maniacs to the east of me and sociopathic Grunges straight ahead.... I looked over at Stealth. "Anytime you want to tell me this is all a dream and wake me up, go ahead."

*Michael A. Stackpole*

### 70 The Quick and the Undead

The quick and deadly vampire, with its legendary cunning and suavity, almost begs to be played as a PC.

*Lester W. Smith*

## Torg

### 74 The House on the Hill

A young vampire has left the Gaunt Man's realm, seeking a private hunting ground.

*Lester W. Smith*

## Call of Cthulhu

### 76 The Space-Eaters

The Space-Eaters are a cunning and evil race, filled with a vast hunger for the minds and souls of other beings.

*Frederick Paul Kiesche III*

### 80 The Horror out of Partridgeville

Three Space-Eaters have broken free of their dimension.

*Frederick Paul Kiesche III*

## It Came from the Late, Late, Late Show

### 85 It Came from Beyond the Stars

Bartleby's comet is a spacecraft launched millennia ago from Atlantis. But what secrets does it hide?

*Lester W. Smith*

## Star Wars

### 90 Imperial Research Station 13

The PCs find themselves aboard an experimental laboratory ship in this deadly mystery adventure.

*Lester W. Smith*



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About the Cover

Mark Schultz explores the world of the Xenozoic era in this cover to the **Cadillacs & Dinosaurs** graphic novel, published by Kitchen Sink Press. For more information on GDW's new **Cadillacs & Dinosaurs** roleplaying game, see "The Horror Below" on page 42.

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## The Magazine of Science-Fiction Gaming

### Twilight: 2000

- 6 Our Friend Albania**  
Explore the small nation of Albania and its near neighbors!  
*Adam Geibel*
- 15 Used Car Lot**  
New equipment to spice up any **Twilight: 2000** campaign.  
*Jason English*

### MegaTraveller

- 20 Knights of the Blue Feather**  
Fight assassination, terrorism, and political unrest. *Dennis M. Myers*
- 28 Two Small Steps**  
Even when prospected slowly, space has riches to offer.  
*Charles E. Gannon*
- 32 Baker's Dozen**  
It seems like an easy way to pay off our debts—or is it? *Thomas MacCarroll*
- 38 Special Psionics**  
A secret report on the Zhodani. *Jeff Monks*

### Cadillacs & Dinosaurs

- 42 The Horror Below**  
Fight giant ants and killer slugs in the Xenozoic era. *Frank Chadwick*

### Dark Conspiracy

#### Special Insert!

Chaos reigns in the near future, driven by the Darklings who have invaded Earth. How can we fight their insidious plans?  
*Lester W. Smith and Frank Chadwick*

### Space: 1889

- 50 Fist of Allah**  
Can you unravel the mystery that threatens all of Europe?  
*Theodore J. Kocot and H. Michael Lybarger*

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## Shadowrun

### 55 Digital Grace (Fiction)

As consciousness drained from me, I remember praying one thing over and over: "Please, God, if I have to die, don't let Stealth find out how I got it." *Michael A. Stackpole*

## 2300 AD

### 66 New Attack Programs for Cyberjockeys

Attack and defense programs to give you an edge. *Markku Honkonen*

## Cyberpunk 2020

### 68 Psiberpunk

"Classic" examples of psychic abilities. *Legion G. McRae*

## Torg

### 72 Character Creation

Character creation rules and past history generator. *Martin Wixted*

## GURPS

### 78 The Ultra-Tech File

Gadgets for *GURPS Space* and other high-tech *GURPS* campaigns, plus optional rules and errata. *David L. Pulver*

## Star Wars

### 84 The Rebel Air Force: Combat Airspeeders

Two new combat airspeeders for *Star Wars RPG*. *Whitney Weston*

## Battletech

### 86 Psychology of 'Mech Warriors

What happens if your 'Mech is damaged or destroyed? *Marcus L. Rowland*

## Warhammer 40,000

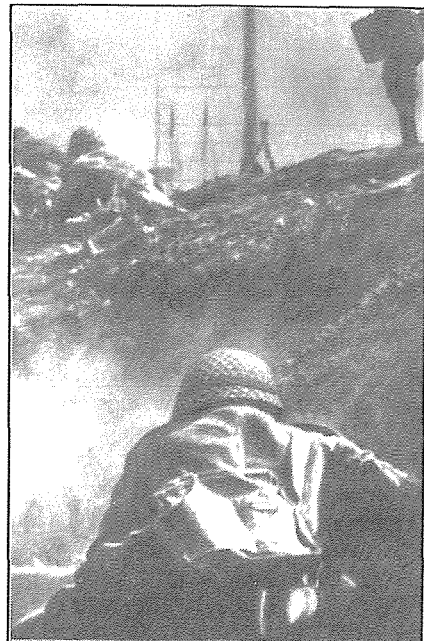
### 87 An Eye for an Eye

Only death can satisfy honor and appease the hatred gripping both sides in this fierce battle. *Craig Sheeley*

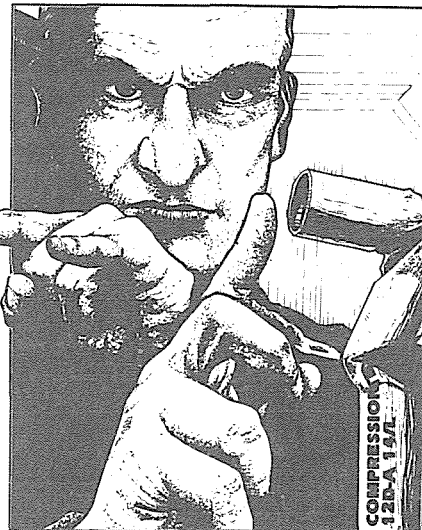
## Renegade Legion

### 90 Centurion Tactics Tips

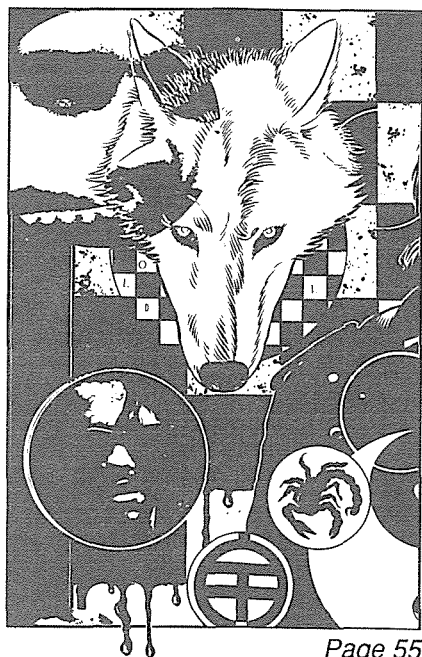
Tabletop tactics secrets and tips on force selection. *Rich Ostorero*



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About the Cover

David O. Miller brings to life the terror of the **Dark Conspiracy** universe. For more on GDW's new roleplaying game of modern horror, don't miss "Zombies of the Bayou" on page 50.

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### Twilight: 2000

#### 7 Barbados

A three-scenario campaign for **Merc: 2000**. *Loren K. Wiseman*

#### 13 Strangers in a Strange Land

Escaped POWs roam the New Jersey countryside. How will the locals react to this organized group of Russians? *Adam Geibel*

#### 16 Infantry Weapons Special Preview

Special weapons to add to your collection. *Loren K. Wiseman*

### MegaTraveller

#### 20 Death Among the Stars

Find out whodunnit in this mystery set in the Solomani Rim. *Kevin Scrivner*

#### 26 Orbit City

Execute a 5th column assault in this race against the clock. *Robert J. Cosgrave*

#### 34 Behind Blue Eyes

You are taken into custody after witnessing an assassination on Tiffany, dropping you in the midst of a whirlpool of political intrigue. *Charles E. Gannon*

#### 42 An Overview of the Riies System

History, geography, climate, and more! *Charles E. Gannon*

### 2300 AD

#### 46 "We're Going Where?": Naval Reservists in 2300

When shoot 'em up action is handicapped by restrictive legal limits, reservists are a valuable option for spaceborne combat. *Richard S. McEnroe*

### Dark Conspiracy

#### 50 Zombies of the Bayou

A mysterious parasite takes control of unwary humans. *Frank Chadwick*

### Space: 1889

#### 52 Time Voyager

George Wells is charged with the murder of inventor Averell Merritt. But he swears he's innocent! *James L. Cambias*

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### 60 In the Name of Finland

All you have to do is help a mage retrieve a stolen rock. Sounds easy—right? Don't count on it! *Mark Galeotti*

## Call of Cthulhu

### 68 The Bayou Ritual

A prominent occultist is murdered in Bayou Perdu. Local townspeople perform a mysterious ritual around an ancient circle of stones. Discover the secret of this tiny Louisiana town. *James L. Cambias*

## Cyberpunk

### 72 CADS

Introduce these power-assisted armored suits into your *Cyberpunk* campaigns. *Legion G. McRae*

## GURPS

### 74 Holdup at the Memory Bank

Liberate cell samples and a braintape of a prominent genetic engineer from Gold Cross Corporation. *David L. Pulver*

## Star Trek

### 80 CommsLink Gambit

The *Monitor* is missing, the only sign of her a weak and unreadable distress call picked up from the Delta Triangle. Could this signal an imminent Klingon attack? *Jeffrey Groteboer*

## Battletech

### 84 Wolftrap

Caught between the massed firepower of enemy 'Mechs and infantry, Wolf's Dragoons struggle to hold their ground. *Dale L. Kemper*

## Renegade Legion

### 86 Hoplite Infantry Assault Carrier

The premier vehicle of a new class of TOG armor is now in limited service. *Rich Ostorero*

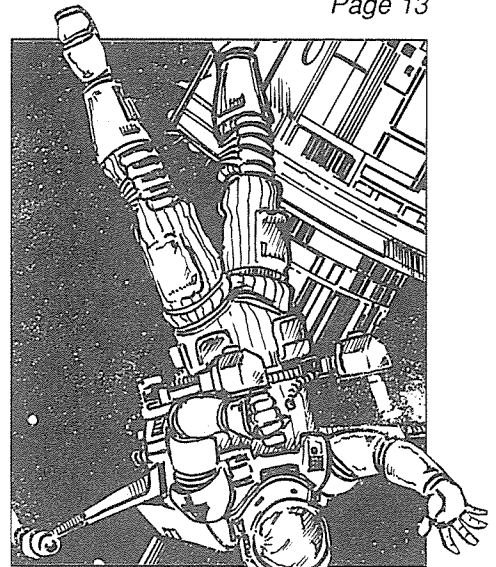
## Warhammer 40,000

### 88 Space Ork Tactics

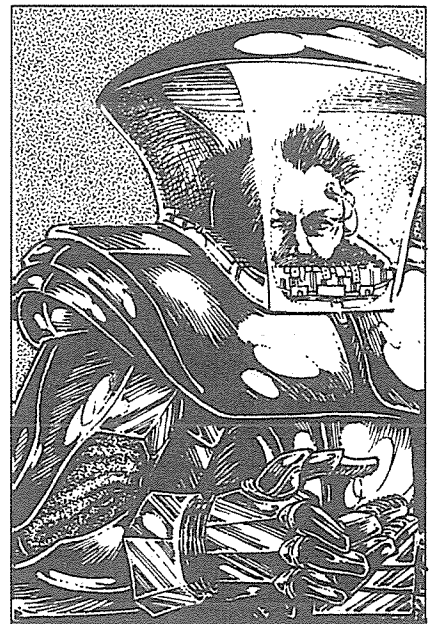
Skarbad Grimork teaches a class on Ork tactics. *Craig Sheeley*



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About the Cover  
"Berserker" by Bob Larkin

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

- 6** **Pennsylvania Crude**  
All you have to do is see the convoy through. If there's no trouble, it's a free ride. Right.  
*Mitchell K. Schwartz*
- 16** **HOW TO: Obtain Maps for Gaming**  
Learn where to find maps that suit your specific gaming needs.  
*Loren K. Wiseman*

### MegaTraveller

- 18** **Julian Protectorate**  
Interaction between Vargr and humans dominates the Julian Protectorate as it does in no other region of space.  
*Michael R. Mikes*
- 40** **The Dam**  
Your assignment is to rescue prisoners held near a controversial Imperial project.  
*Kevin Scrivner*
- 44** **When It's Lances, Not Lasers**  
Pregunpowder settings require special combat considerations. These rules will be especially helpful to those involved in the three-part "Behind Blue Eyes" adventure which started in **Challenge 48** and will continue in **Challenge 50**.  
*Charles E. Gannon*

### Space: 1889

- 46** **Thymiamata: 1889**  
Explore Thymiamata, a grand canal junction located near the equator of the Red Planet.  
*Neil V. Young*

### 2300 AD

- 54** **Operation Back Door**  
A secret mission through a back door into Kafer space. Episode 1: Cat's Feet or Catspaw?  
*Charles E. Gannon*

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March/April 1991

## Cyberpunk

### 62 Wrecking Zone

A Boostergang occupies a chemical production facility in the ruins of Old Detroit. *Michael C. LaBossiere*

## GURPS

### 70 Inferno (Cadigal I)

A company mining world inside a star. *Allen Varney*

## Star Trek

### 72 Abaddon

Explore a region claimed by no known species, where no Federation ship has ever logged a voyage.

*Jeffrey Groteboer*

## Paranoia

### 74 F.I.L.T.H.

The Fully Integrated Laundry Treatment Headquarters: a DOA Sector setting for *Paranoia*. *Merle M. Rasmussen*

## Star Wars

### 82 Dandrian's Ring

Infiltrate the Alpha-Omega, the largest asteroid in Dandrian's Ring, in this daring rescue attempt.

*Chris Hind*

## Renegade Legion

### 86 Wuj

A planetary survey and minicampaign for *Renegade Legion: Centurion*. *Christopher King*

## Morpheus

### 89 World Generation

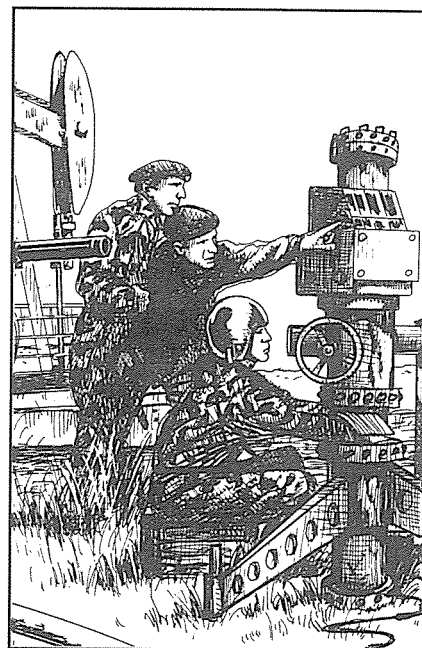
Generate your own gaming environments in this "Mind's Eye" RPG by Rapport Games.

*Devin Durham*

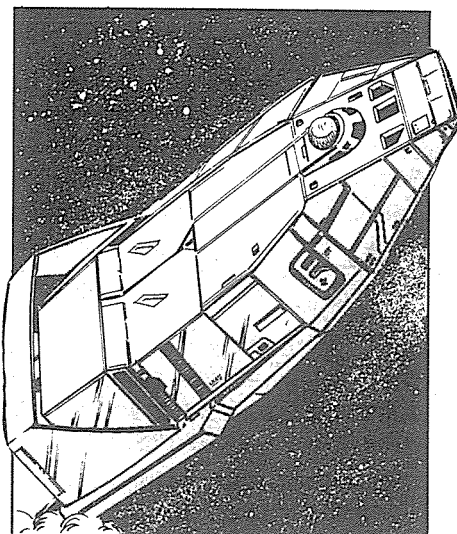
## Swimsuit Insert

### Cowabunga! It's the Beach

**Challenge** takes a humorous look at beach locations in this April Fools' swimsuit special.



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Insert

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About the Cover  
Janet Aulisio brings to life the hazy atmosphere of a downport bar in **MegaTraveller**, where deals are made and tales are told over drinks for all races, major and minor.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

- 6 If You Go Into the Woods Today...**  
The only thing standing between you and a barn full of treasure is a handful of booby traps. Take a chance to refill your larder in this microadventure.  
*Adam Geibel*
- 10 Water Rights**  
A small town wakes to find its only source of water completely dry. Check your six-guns, pardners, 'cause you've been selected to discover what happened and restore the river's flow.  
*Terry Neal Sofian*

### MegaTraveller

- 14 No Time to Rest**  
A powerful baron is kidnapped, and the entire subsector is looking for him. You are expected to find him and get him to a council meeting within 43 days, at any cost. *Robert N. Sprinkle*
- 22 Law in the Imperium**  
A legal system for **MegaTraveller**.  
*George William Herbert*
- 27 Behind Blue Eyes**  
Track down a mysterious missing microfiche in this second part of the "Behind Blue Eyes" adventure which started in **Challenge 48**.  
*Charles E. Gannon*

### Space: 1889

- 42 Thymiamata: 1889**  
Confusing politics and constant bickering govern the armed forces in the second part of this three-part series. *Neil V. Young*

### 2300 AD

- 51 Operation Back Door**  
A secret mission through a back door into Kafer space. Episode 2: First Contact.  
*Charles E. Gannon*
- 57 The Ylii**  
A complete history of the planet and its people. *Charles E. Gannon*

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## Shadowrun

### 64 Numberrunner (Fiction)

Wolf, sprinting south through the alley at 40 kph, has 50 meters to the street and safety. The car, going south at 100 kph, is 100 meters from the street in the same alley. How long will it be before a steel-belted massage ruins Wolf's day?

*Michael A. Stackpole*

## Star Trek

### 74 Tribble Maker

The ship's computers can replicate any nonliving object needed. And, naturally, the system has censor circuits to ensure that nothing can go wrong. Bring a few chuckles to your gaming session with this satirical *Star Trek* miniscenario.

*Marcus L. Rowland*

## GURPS

### 78 Wearing the Steel: Powered Armor in GURPS

The crates of "farm machinery" you are transporting actually hold 20 suits of Nightstalker power armor obviously bound for a local resistance movement. Will you deliver the goods, contact the authorities, or keep the shipment for yourself?

*David L. Pulver*

## Cyberpunk

### 82 Through the Looking Glass Eye

An old friend calls and asks for help, but by the time you arrive she has been brutally murdered. The only clues are her cyber eye and a blue leather glove. Can you solve the mystery of the deadly microdisk in this *Cyberpunk* adventure?

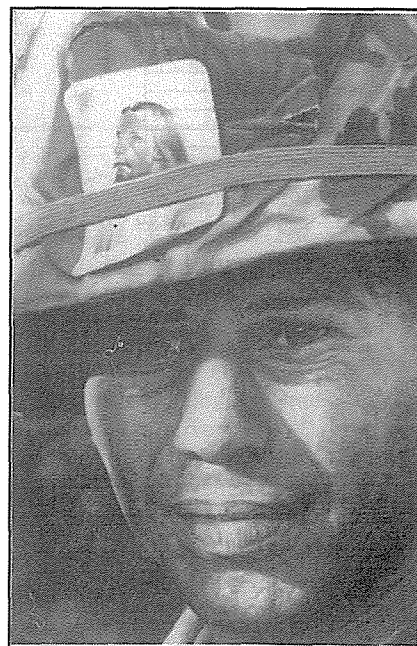
*Legion G. McRae*

## Special Insert

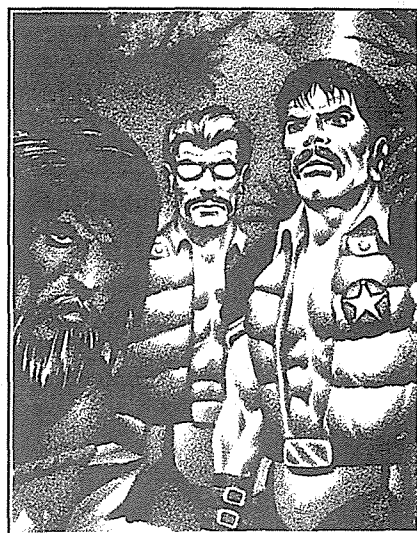
### Challenge Index

A complete index of the *Journal of the Travellers' Aid Society* and *Challenge* magazine issues 1 through 49. All articles are listed alphabetically by both title and gaming system. Plus, each reference includes the issue and page numbers. By the way, since we wanted this index to be complete, it ran a bit long, so pages 47-49 are effectively part of the index, and are *not* missing.

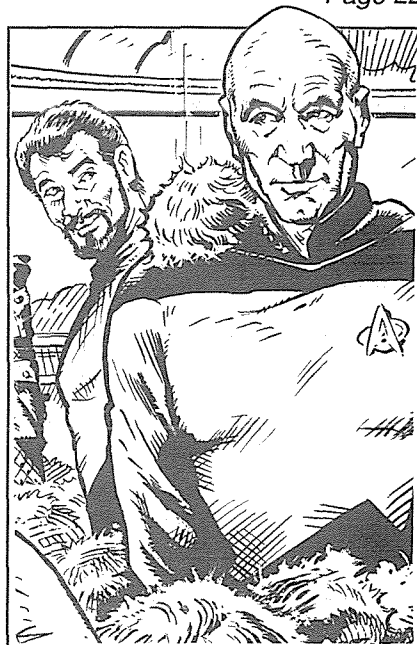
*Eric W. Haddock*



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Loren K. Wiseman  
Julia Martin

Art Director  
Steve Bryant

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Charles E. Gannon

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Stephen Olle

Interior Artists  
Janet Aulisio  
Tim Bradstreet  
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Earl Geier  
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About the Cover

"From this moment on, you will do as I bid," were the last words that Martin Spade heard before his mind clouded and his vision grew dark. Martin's friend, Carla, strains to glimpse the process the insectoid extraterrestrial is using to subvert Spade to its own, dark purposes in this **Dark Conspiracy** scene brought to us by artist Nick Smith.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

6

#### Black Siberia

In AD 2000, many armies shoot their prisoners, set them free, or simply abandon them. But in the Jublunkov Pass of Czechoslovakia, near the ruins of Ostrava, one of the old POW camps still operates. Its prisoners have become an invaluable pool of slave labor. *Thomas M. Kane*

13

#### Standard Operating Procedures

You can develop your own standard operating procedures to help ensure your mission's success. The key is to make sure that everybody knows the SOP and that you have sealed it with a KISS (keep it simple, soldier!). *Capt. Thomas E. Mulkey, US Army (Ret.)*

### MegaTraveller

14

#### Kiraag Research Station

My first impression of our new employer was that she was an agent for some tenth-credit company, out to run a fast one past some poor monks. I couldn't have been more wrong. *Jonathan Crocker*

20

#### Behind Blue Eyes

Retrieve the Star of Ilarir, infiltrate the underground Freeman movement, and solve the secret of the mysterious microfiche in this action-packed conclusion to the "Behind Blue Eyes" adventure. *Charles E. Gannon*

### Space: 1889

32

#### Thymiamata: 1889

Welcome to Silvertap, population zero? Hired to mediate a labor dispute, you instead must solve the mystery of the missing miners in the thrilling conclusion to this three-part series. *Neil V. Young*

### 2300 AD

36

#### Operation Back Door

The Ylii are willing to ally with the humans against the deadly Kafers—but only if their envoy is delivered safely to Earth. A secret mission through a back door into Kafer space. Episode 3: Saboteurs and Skulduggery. *Charles E. Gannon*

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July 1991

## Shadowrun

### 44 Damsel in Distress

It was a normal evening in the Razor Edge Club. Trog and Wolfboy were sucking down brewpaks and trying to outbelch each other; Alisande and Three Feathers were acting like they didn't know these two grunges; and I was scoping the crowd, hoping something interesting would happen. Looks like I got my wish. *James L. Cambias*

## Cyberpunk 2.0.2.0.

### 50 Curiosity Killed the Cat

In the world of 2020, practically anything is available—for a price. Changes in personal appearance are no different. Want to be one of the "beautiful people"? No problem. Want to look like a famous vid star or a face from the history databanks? Easy. Want to be larger, smaller, even the opposite gender? If you have the cash, you can get the bod to match. There's the catch. *Craig Sheeley*

## Star Trek

### 54 Gaming with the Prime Directive

A starship is one of the most powerful weapons platforms available to the United Federation of Planets—a *Constitution*-class starship can eradicate the surface of most worlds in a matter of hours. What is to prevent a captain from meddling in a civilization with the gentle diplomacy exhibited between Spain and the Aztecs? Enter the Prime Directive. *Charles G. Weekes*

## How To

### 56 Taming the Terrible Trivia

Timesaving tips for the busy referee. *Andy Slack*

## Silent Death

### 58 A Time for Overkill

Flying for the Dneprodzerkutzk Warband known as the "Behemoth," the 1st AAR saw plenty of action during the invasion of House Ptolemus. Its three operational squadrons were called upon time and again to subdue bypassed points of resistance and crush defiant knots of Ptolemean citizenry. *Kevin Barrett*

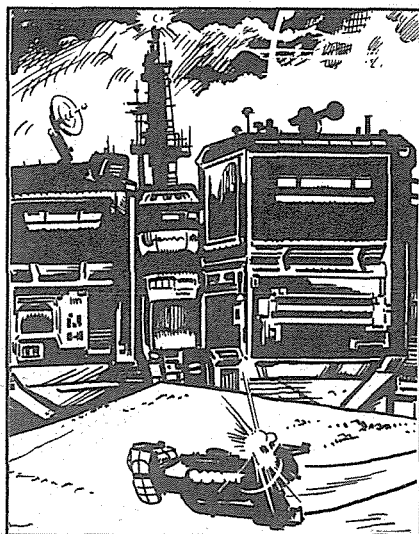
## BattleTech

### 62 The Warriors' End

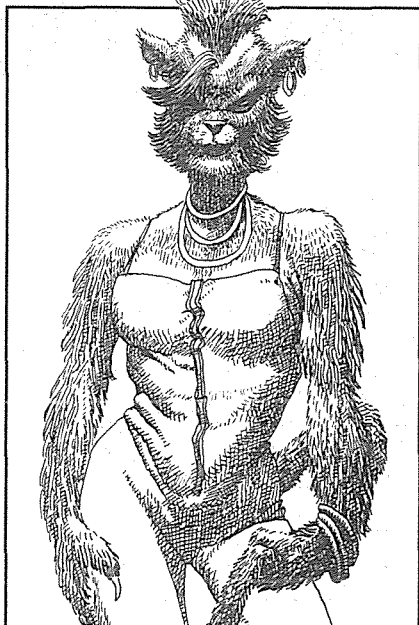
Well known throughout the Sphere, the Warriors' End bar is frequented by warriors from all parts of known space—whether Mercenary or House troops, they all come here to find fun and excitement. A dedication plaque at the entrance reads: "To all the gallant 'Mech Warriors, Scouts, and Troopers who lose their lives every day and show up here at The Warriors' End." *James Beane*



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Thomas Darrell Midgette  
Phil Morrissey  
Kirk Wescom

About the Cover

The more intelligent beings in this scene from the **MegaTraveller** universe mind their own business as these two shoppers work out their differences in the "Retread Shop" by Thomas Kidd.

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## The Magazine of Science-Fiction Gaming

### Twilight: 2000

#### 6 Going on Safari

It sounded simple enough. All we had to do was go into British Columbia to look for some elephants. How hard could a couple of pachyderms be to find anyway? You just look for walking gray houses, right? Yeah, right!  
*Legion G. McRae and Michelle Sturgeon*

### MegaTraveller

#### 16 Contact: Hhkar!

Like the Ancients, the Hhkar were considered to be a vanished race. But they have returned in force—could the Ancients do the same?  
*Michael R. Mikes*

#### 26 Stalkers

Occupying only 10 systems, the Stalkers maintain a rather xenophobic state at the heart of the Hinterworlds sector.  
*Charles E. Gannon*

### Dark Conspiracy

#### 32 Things That Go Bump in the Night

A semisentient, semicohesive mist, choking off the air supply of its victims. A giant rat trained to seek out and attack prey. A fast, durable raven which specifically targets the eyes of its quarry. This trio is sure to add a little spice to your **Dark Conspiracy** campaign.  
*Lester W. Smith*

### 2300 AD

#### 34 Operation Back Door

Episode 4: The Tricolor Conspiracy. *Charles E. Gannon*

### Space: 1889

#### 40 Dwellers in the Dark

The PCs make an unexpected discovery on the frozen dark side of Mercury in this chilling adventure.  
*James L. Cambias*

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## Star Trek

### 48 Ferengi

Greedy, profiteering, cunning—the Ferengi have appeared as a powerful new player in the never-ending game of galactic coexistence.

*James P. Gee*

## Ghostbusters International

### 52 Attack of the Ice-Age Cyborg Kamikaze Holsteins

Renegade members of the United Galactic Council plan a clandestine mission that could change the course of Terran evolution in this P-rated adventure (excessive punning). *Lester W. Smith*

## NightLife

### 56 Urban Beasts for *NightLife*

You've seen *Night of the Living Dead*, *The Lost Boys*, and *Nightbreed*, and you've read *The Vampire Lestat* so many times you've nearly memorized it. You loved *The Howling* and *Wolfen*. You're dying (no pun intended) to roleplay an ultraslick vampire or a cagey werewolf, but most games relegate them firmly to the roles of evil NPCs. Where can you go to satisfy your craving? The answer is *NightLife* by Stellar Games.

*Lester W. and Jennifer A. Smith*

## Tales from the Floating Vagabond

### 59 The Night was Fluffy

A totally off-the-wall adventure for a new comedy game by The Avalon Hill Game Company. *Nick Atlas*

## Dark Future

### 63 Sand Cats

"Toddy has a real funny look on his face—like he's just been kicked in the gut. The case is full of credit chips, the one-shot kind with bank logos on. It all adds up. The mob is going to be awful mad at us. And when they get mad, they get worse than all the cops and all the Ops and all the other heat put together." *Graeme Davis*

## Cyberpunk 2.0.2.0.

### 68 The Beast of Boston

A new type of killer stalks old Boston. Senseless brutality on a nearly unprecedented scale had led the press to name the killer "The Beast of Boston." Police are baffled. The media have no clue. Even the Boostergangs walk in fear. Something must be done, and done soon, before the city drowns in its own blood. *Michael LaBossiere*



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About the Cover

Our model Haesslich poses here in artist Jeff Laubenstein's "Still Life with Dragon," which originally appeared on the cover of the *Shadowrun* anthology *Into the Shadows*.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

#### 6 Naval Rules for Twilight: 2000

Most navies include three main branches, plus a variety of minor services, each with its own mission and training. This variety creates a need for more character classes and skills than the standard few.

*Mitch Berg*

#### 12 New Equipment

Details the M58A3 MICLIC, M1A1 Bangalore Torpedo, SADARM Mine and Soviet Field Rations.

*Kevin J. Bluck*

### MegaTraveller

#### 16 Wet Navy

At last! Here are the much-anticipated nautical vessel design rules for **MegaTraveller**.

*Terrence R. McInnes*

#### 44 Strider Incident: An Amber Zone

How do you tell whether someone is who she says she is without ID or proper records—especially when she's supposed to have been dead for over 3000 years?

*J. Duncan Law-Green*

### Space: 1889

#### 26 Noorlan Revolt

Foil a wicked plot and save the prince of Noorlan in this adventure of mystery and intrigue.

*James L. Cambias*

### Dark Conspiracy

#### 33 A Grisly Harvest

Parents told their children to stay away from the house on White Chapel Lane. Strange things went on there....

*Eric W. Haddock*

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October 1991

## Shadowrun

### 48 Maiden Run

The dragon's voice is surprisingly deep and smooth, like a sub-bass croon. "Above all, this person must not be harmed, molested or violated in any way." A rumble creeps into his voice. "As for the penalties of failure, none of you have the life-experience to even begin to imagine."

*Craig Sheeley*

## 2300 AD

### 56 Wired Society

Information technology in 2300 AD.

*Andy Slack*

## Star Trek

### 60 Murder on Space Station K-2

Unmask the murderer in this solitaire real-time logic puzzle.

*John A. Theisen*

## Cyberpunk 2.0.2.0.

### 66 Armor Penetration and Damage

A common problem that plagues game combat systems is that weapon damage is equated with penetration. In order to realistically include the effects of armor, weapon damages have to be inflated. The system of dealing with armor penetration is refined and streamlined for use with all weapons in this *Cyberpunk 2.0.2.0.* variant.

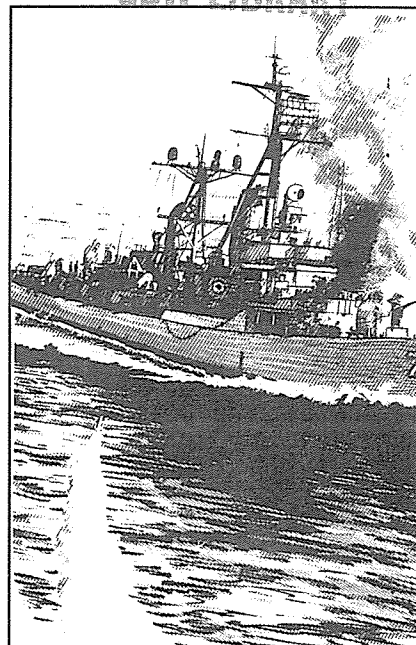
*Craig Sheeley*

## Renegade Legion

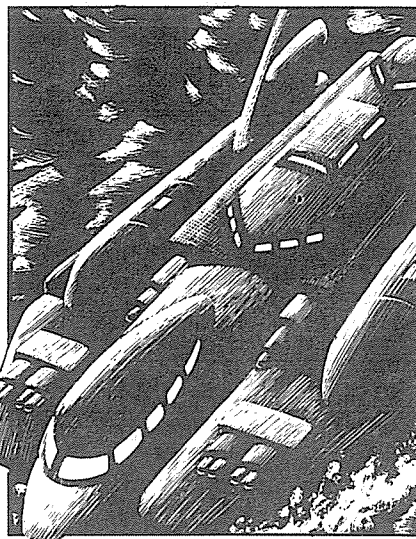
### 72 Flight of the Tyrannisaur

If the TOG has truly left the CP naked, a single Tyrannisaur would be enough to flatten it with its main battery of four 150mm Gauss cannons. If the CP was more heavily guarded, it was better to lose one vehicle than a whole platoon or Century on a mass raid.

*Dan Schmidt and Rich Ostorero*



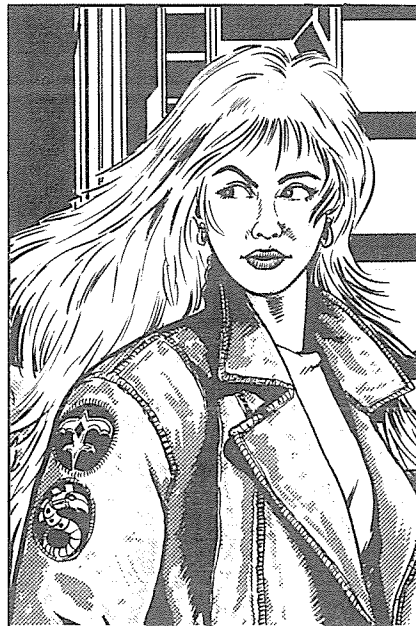
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About the Cover

This month, artist Dell Harris shows us the hazards of proto-dimensional beings showing up for dinner with "Into the Darkness."

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

6

#### Seeing is Believing

Take a nightmarish journey through an already nightmarish postwar world. If you have little or no sense of the bizarre, don't read this adventure—you'll just end up with a migraine. *Legion G. McRae*

10

#### Terror in the Jungle (Merc: 2000)

Getting too enamored with big firepower? Tired of the usual "move in, shoot 'em up" adventures? Try adding an element of terror to the usual carnage of war. *Adam Geibel*

### MegaTraveller

14

#### To Sleep, Perchance to Scream

Something killed every last member of the research team on Ixion. Not some undetectable, unfilterable microbe—it was a little bit bigger than that. *Charles E. Gannon*

24

#### Wet Navy

Part 2: Naval weapons and design sequences. *Terry McInnes*

### Dark Conspiracy

32

#### Your Own Worst Enemy

A simple investigation is plagued by sudden ambushes, evil dreams and brutal killings. *Lester Smith*

### 2300 AD

42

#### Master Race

A clandestine organization thinks it has found a new way to fight the Kafers. *Craig Sheeley*

### Space: 1889

48

#### City of Death

Andryn's prince once committed an abomination so heinous that the gods caused the canal to cease flowing and placed the sign of death upon the city. Now Andryn is abandoned, silent and covered over by sand—and the archaeologists studying the ruins have disappeared. *James L. Cambias*

### Features

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## Shadowrun

### 58 A Dark and Cyber Night

Walking the streets of Seattle is *always* dangerous—all sorts of folks out there would like to ruin your day. But on some occasions, like Halloween, the especially nasty types come out—like ghosts, vampires, zombies, nuggoths and werewolves.

*Eric W. Haddock*

## Cyberpunk 2.0.2.0.

### 64 It Came From Cyberspace

Imagine everything that can go wrong with a computer, from voltage spikes to parity errors and system crashes. Now imagine all these things happening inside your brain.

*Marcus L. Rowland*

## Cthulhu

### 70 Deep Trouble

A rare book is stolen from the private collection of C. Arthur Locke. The entire population of Rockport, Massachusetts vanishes without a trace. A cargo freighter loses radio contact during heavy storms and is presumed sunk. Then things really get weird.

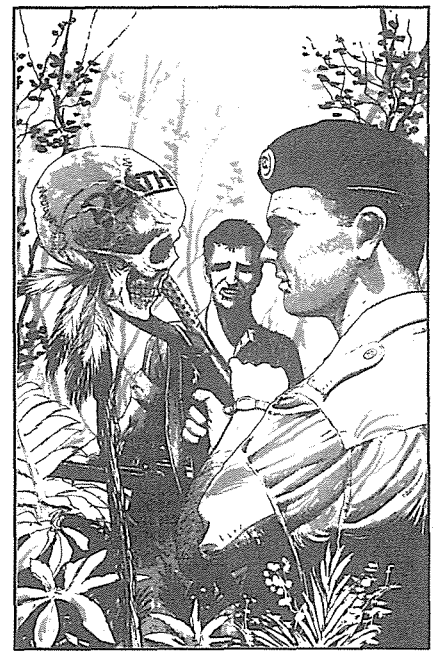
*Dan Snuffin*

## BattleTech

### 74 Ghosts in the Machines

Carson spotted Danto's 'Mech over by some wreckage. It was upright, but had some serious damage to its torsos and head. I could see Danto's body sprawled in the wreckage of his cockpit. Then the 'Mech started walking toward us, jerking like a zombie, with Danto's body swaying in the broken cockpit. Things were bad, and they would only get worse.

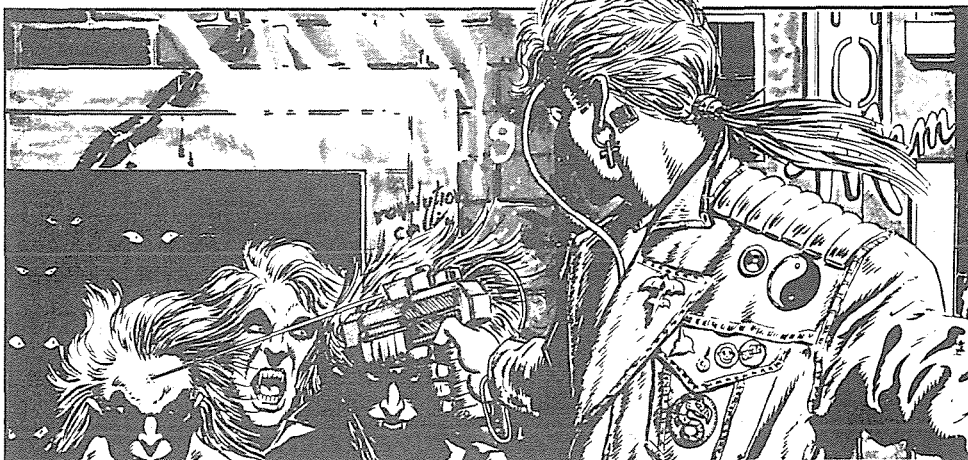
*Michael C. LaBossiere*



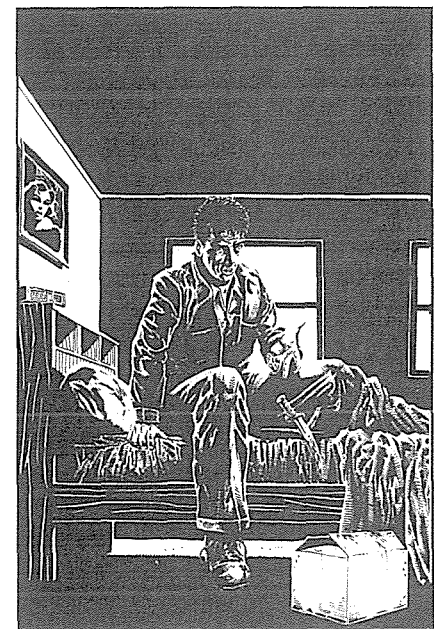
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About the Cover

A T'ch'gaazi from **Twilight**  
**Nightmares** howls triumphantly  
over its latest kill in "S'dru,  
Hunter of Man" by Nick Smith

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

#### 6 New Vehicles

Introducing the M35 2.5-ton gun truck and M54 gun truck. *Keith Potter*

#### 10 Jumpy Jehosophat (Merc: 2000)

This NPC can serve as a messenger, an enemy, a source of information  
or the agent of patrons who choose to remain unnamed. *Thomas M. Kane*

### MegaTraveller

#### 12 Going Places (Barely)

Starflight and spaceflight at tech level 9.

*Thomas J. McCarrol and Charles E. Gannon*

#### 26 Contact: Answerin

Meet the Answerin, a unique minor human race. *James Maliszewski*

### Dark Conspiracy

#### 33 The Thing on the Bike Path

People are disappearing off the University of Maine bike trail, and only  
pieces of them have been found. The police think it might be bears. But bears  
don't do stuff like what was done to those bodies. *Michael C. LaBossiere*

### 2300 AD

#### 44 Motorcycles

Futuristic vehicles can overshadow the more mundane automobile or  
motorcycle. But sometimes the more common vehicles are more practi-  
cal—and easier to get ahold of. *Jay Adan*

### Space: 1889

#### 46 Imprisoned in Noachis

Phipps didn't look so smug as we knelt before the prince, with soldiers  
holding naked swords against the backs of our necks. *James L. Cambias*

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Issue 55, December 1991

## Shadowrun

### 48 Nature Spirits

Welcome to *Talking Eagle's Spirit Guide*, the foremost reference to the habits and powers of nature spirits in North America. *Mark L. Chaffe*

## Star Trek

### 56 Eltanin the Avenger

The PCs are in for a surprise when they journey to the Eltanin star system to pick up an Eltanin envoy to the Federation. *James L. Cambias*

## Buck Rogers

### 60 Shadow of the Sun

You're stuck at Phobos spaceport with a faulty logic module. The port charges 200 Cr a day plus service fees, and there are time penalties on your contract to haul synthetic gems to Pallas. And if you can't pay the next installment on your ship, the bank will repossess. *Marcus L. Rowland*

## BattleTech

### 66 Conner's World

Years of near-constant warfare have scarred the planet, hardened its people and diminished its resources. The warfare has also reduced the number of states to five—and all five are constantly at the others' throats. *Michael C. LaBossiere*

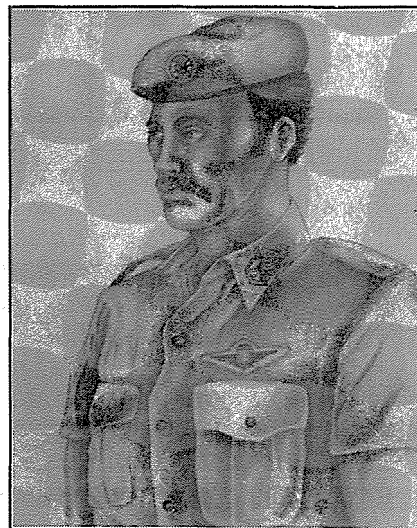
## Dark Space

### 70 Soul Pirates

Something is coming. Something cold. Something evil. Something so foul it's beyond our nightmares and beyond our fear. Something seeping through the vastness of space even as we speak. It wants us, or at least it wants this place. But I don't know why. *Monte Cook*



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About the Cover  
Duliner's troopers secure the area  
damage of a recent raid in this  
painting from the **MegaTraveller**  
universe by Raymond VanTilburg.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

- 6** **Lima Incident**  
The 112th Medcom needs our help to gain control over the situation in  
Ohio. *Paul T. Riegel*
- 10** **Taking a Stand in Kurdistan (Merc: 2000)**  
The president of Iraq orders his troops to retake the land delved out to the  
Kurds, and the DIA needs mercenaries to throw a wrench into his plans.  
Can you hold off the Iraqi armored forces? *Robert James Christensen*

### MegaTraveller

- 12** **Coventry**  
Camp Coventry is a tent city among urban ruins. Why have so many  
residents vanished without a trace? *Greg Videll*
- 18** **Random Nuggets**  
These "adventures in the rough" allow the referee to run a satisfying  
scenario without restricting PCs' freedom of movement. *James Maliszewski*
- 26** **Contact: Ahetaowa**  
The Ahetaowa are a race of animated plants native to hex 2604 of  
Ealiyasiw—and one of the most bizarre races in all of charted space.  
*Allan Hopkins*

### Dark Conspiracy

- 32** **Gnawlings**  
The Ole N'Awlins Cookery may be serving up more than just gumbo this  
Mardi Gras season. Can the "stupid gnawlings" solve the mystery of the  
truant travellers? *Charles E. Gannon*

### Space: 1889

- 38** **Valley of the Hunters**  
The Kukrokra Valley is a treasure-house—jewels, rich land, all there for the  
taking! This talk of monsters is pure superstition. *James L. Cambias*

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Issue 56, January 1992

## 2300 AD

### 46 SAMN

It has been said, with a certain measure of idealism, that justice is blind. More accurately, it is technology, more than justice, that is without sight. For not only will technology allow mankind to reap new benefits in terms of knowledge and opportunity, it will also grant man the ability to prey upon his fellows, and then to escape capture. *Erick Melton*

## Shadowrun

### 50 Fast Cash

Quality control is a common hazard when dealing with an illegal substance. We're talking bad cash, fake flash, nurd nuyen. That's counterfeit—paper money that's not only illegal, but also worthless. *Michael S. Bunch*

## Star Trek

### 54 Roleplaying in *The Next Generation*

Expanded starfleet branches, shipboard organization, character creation, historical details and much more. *James P. Gee*

## Call of Cthulhu

### 60 Horror on the Borderland

Those are not dead who let their dust lie.  
Disturb your dust and certain death die. *Jane M. Lindskold*

## Star Wars

### 66 Power Suits!

Bored by such a trifling mission as destroying another star destroyer? Looking for a new "toy" to play with? How about a way to create villains that would shake even the legendary Skywalker and Solo? Then you'll love the power suit. *Paul Sudlow*

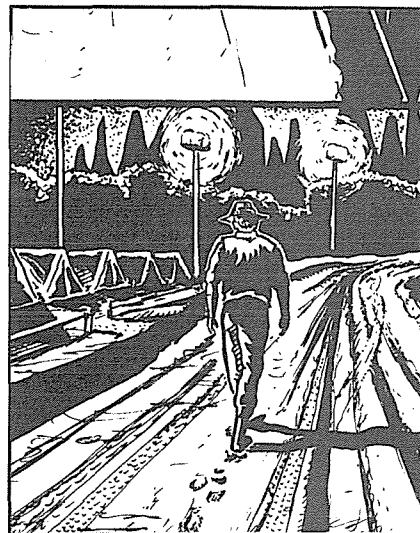
## Warhammer 40,000

### 72 Battle at Plateau

A warp storm can cut a world completely off from Imperial contact, completely halting both travel and communication. Thus, the inhabitants must learn to live without the Imperium—if they survive. *Paul J. Giguere*



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Al Williamson

About the Cover  
A Jedi and his companions  
flee Imperial Stormtroopers in  
this painting from the *Star Wars*  
universe by David Deitrick.

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# CHALLENGE

*The Magazine of Science-Fiction Gaming*

## Twilight: 2000

- 6 Westward Ho!**  
Residents of Jamesville have thus far been safe and prosperous by the standards of the day. But that's all about to change. *Daniel Acre*
- 12 Murphy's Laws of Combat (Merc: 2000)**  
You squeeze the detonator of the claymore and—nothing. The machine-gunner pulls the trigger and—silence. Murphy is on your side. *Adam Geibel*

## MegaTraveller

- 16 Shellgame**  
A mysterious patron sets the PCs on a deadly undercover investigation. *Charles E. Gannon*
- 22 Jewell Situation**  
Can the PCs rescue the staff of an experimental asteroid mining facility? *David Schneider*

## Dark Conspiracy

- 32 Patron**  
Monsters walk the Earth? Sure. Vampires? Right. Creepy things that go bump in the night? Tell me another one. I need the laugh. *Craig Sheeley*

## Space: 1889

- 42 SubAfrican!**  
Journey to the bottom of one of the great lakes of Africa in this solitary adventure. *W. G. Armintrout*

## 2300 AD

- 54 Cache and Carry**  
Can the PCs retrieve a cache of military-grade weapons and armor intended for local guerrillas? *Andy Slack*

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## Call of Cthulhu

### 58 Cult of Deception

A concerned husband, a mysterious Mouse Man and a spooky seance lead the PCs to a powerful spiritualist who has more than just parlor tricks up his sleeve. *Jane M. Lindsfold*

## Cyberpunk 2.0.2.0.

### 62 Live Eye

After months of interviewing people who own cute pets, filming children feeding squirrels in the park and fetching coffee, you finally have a real field assignment: an interview with Bjorn Iron Claw, leader of the Blood Claws! *Michael LaBossiere*

## Shadowrun

### 66 An Arm and a Leg

People aren't always what they seem in *Shadowrun*. Your adversary might look totally human, but when you get in close, he might possess superhuman abilities. Knowing what you're up against might give you just the edge you need. And knowing your options might tempt you toward some "self improvements" of your own. Then consider these new rules and options for cyberlimbs. *Dan Snuffin*

## Star Wars

### 68 Green Squad 3

The Rebel training center is attacked by an Imperial strike force. Can the PCs organize and equip themselves to fight off the Imperial team? *Stephen Marinaccio*

## High Colonies

### 72 Beast Man

Even PCs need some R&R from time to time, and the group is taking a few days of well-earned leave. Unfortunately, they're poorly armed. *Andy Slack*

## How To

### 74 Come Join the Party

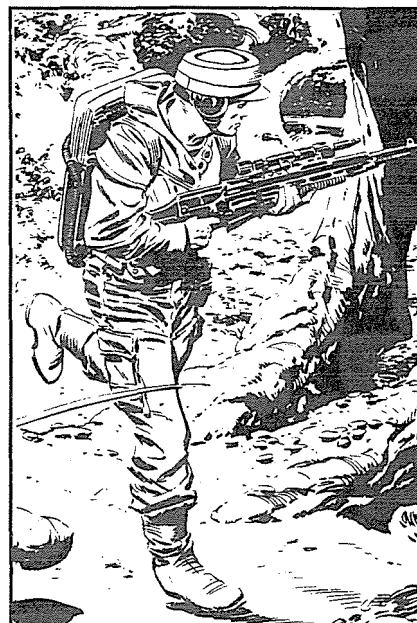
To a new player, joining an established campaign can be like learning to drive by entering the Indy 500. These simple guidelines will help you keep experienced players interested while introducing newcomers to your RPG. *James L. Cambias*



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About the Cover

This month's cover features a glimpse into the 2300 AD universe with "Lagrange Point" by Alan Gutierrez.

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## The Magazine of Science-Fiction Gaming

### Twilight: 2000

#### 6 A Little Recon Mission

"We have another little recon mission for you boys," Colonel Blue informed us. "Great," I heard myself saying, "the last little recon mission nearly got us killed up in Lima." The colonel glared over at me as nervous laughter spread through the room. *Paul T. Riegel*

#### 12 Silence is Golden (Merc: 2000)

Mercs are usually called in to tackle the tough jobs, filthy messes their employers don't want to handle or consider too dirty to risk themselves. Mercs are expendable and deniable. *Craig Sheeley*

### MegaTraveller

#### 18 Demon Dark

Exploring a close escort lost two centuries ago, the PCs awaken a powerful psionic being from its unnatural slumber. *Michael R. Mikesch*

#### 26 Wolfsport

The PCs run afoul of a local merchant prince in the Vargr Extents and find out just how seriously some Vargr take their games. *Philip Athans*

### Dark Conspiracy

#### 32 The Only Good Monster is a Dead Monster

General Rockard always took the toughest jobs, the suicide missions. If he'd been a Viking, they'd have called him a berserker. Imagine my shock when he contacted me. That's like being called to dice with death. I might not win, but the game won't be boring. *Craig Sheeley*

### Space: 1889

#### 38 Dioscuria

A medium-sized city in the northern steppes of Mars west of the Boreosyrts League, Dioscuria stands at the intersection of three dead canals, surrounded only by good farmland. Were it not the center of German influence on Mars, Dioscuria would be little more than another way station on the caravan route to Cydonia. *James L. Cambias*

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Issue 58, March 1992

## Call of Cthulhu

### 48 Ghost Writer

The editor of *Stupefying Stories* is found dead in his home, the victim of severe burns. His house shows no signs of fire. An unrelated blaze damages the offices of Acme Publications. Three writers are killed in apparently unrelated accidents. Something strange is going on at Acme.  
*James L. Cambias*

## 2300 AD

### 58 Just How Good is Sidearm-5, Anyway?

Gamers often plague referees with questions like, "How good is expertise level 2?" or "What skill level should I take in Combat Rifle?" And when PCs encounter a new NPC, they may need to know his level of expertise.  
*Andy Slack*

## Shadowrun

### 60 Streets on Fire

It ain't the lone wolf that brings down the prey. It's the pack. And if you're goin' up for a rumble, your gonna want all the numbers you can get, 'cause you can bet the opposition ain't gonna hesitate to gang up on you. Like the wise man says, chummer, "The best strategy is to be very strong."  
*Thomas M. Kane*

## Cyberpunk 2.0.2.0.

### 64 In the News

An assination attempt throws the PCs into the middle of a deadly drug war.  
*Michael LaBossiere*

## Star Wars

### 68 Battle for Mandalore

An advanced battle scenario for *Star Wars Miniatures Battles*.  
*Chris Hind*

## How To

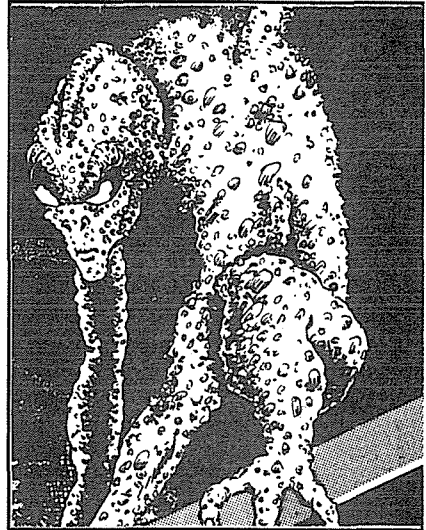
### 72 Putting the "Science" in SF RPGs

From the far-future "hard" approach of *MegaTraveller* to the near-future mystical milieu of *Shadowrun*, most responsible SF is based on "facts." But it is all too easy to enter situations where the scientific realities are over our head or where we are changing the laws of physics.

*Charles E. Gannon*



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About the Cover

Bob Larkin shows us his vision  
of the *Merc: 2000* world with  
"The Sphinx Prophet."

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pon.

# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

#### 6 A Question of Identity

When your group runs across a mysterious piece of never-before-encountered equipment, "take your best guess" isn't always the best MO. *By R. D. Crofts*

### MegaTraveller

#### 8 Amber Zones

Three Rebellion-era mysteries to help the referee generate new ideas or to supplement an ongoing campaign. *By Greg Videll*

#### 12 Coreward Conspiracy

Trasilon Corporation has stumbled across something big. Maybe too big for even its trusted voodoo team to handle. *By James Maliszewski*

### 2300 AD

#### 18 Rock 'n' Roll Never Dies

Maybe it's true that rock 'n' roll will never die. But rock 'n' rollers do die—and a lot more often than they used to. *By Michael C. LaBossiere*

### Space: 1889

#### 24 Escape from Dioscuria

Blogsworth suddenly grabbed my arm. "I say old chap," he said, "Did you just hear someone scream?" *By James L. Cambias*

### GURPS Cyberpunk

#### 28 Me, Myself and I

I opened my eyes, tried to sit up, and discovered that I was strapped to a table. Where was I, anyway? *By James L. Cambias*

### April Fools Special Insert

*Merc: 2000*, *Dark Conspiracy*, *Cyberpunk*, *Shadowrun*, *Star Trek*, *Ghostbusters International*, *Tales from the Floating Vagabond* and much more! See pages 41-80.

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About the Cover

"Still Life With Blue Car, Number 6" by Jeff Laubenstein...the Rock Laubster...Baron von Laubenstein...the Laubenator...Laub-orama...*Jeff.*

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

Why is it published monthly? I'm glad you asked that. First, if it were published less often than monthly, it just wouldn't seem like a "real" magazine (no offense to those publications out there that aren't "real"). And second, if it were published more often than monthly, we'd probably all go screaming off into the night, pulling our hair out and gnashing our teeth.

Anyway, why am I blithering? Probably because it's 3:18 a.m., I just got the baby asleep for the zillionth time, and one cat is chewing on my copy while the other is sitting on my computer with her tail hanging in front of the screen. And you expect me to write something sane, interesting and life-changing? Bah, humbug.

Anyway, nobody ever reads this part of the magazine. To prove it, I just had a great idea. I'm going to conduct a little experiment, and you can help me. The first person who sends in the feedback form for this issue with "I LOVE Challenge" written across the top will win a free one-year subscription. I mean, let's face it—if you read the fine print on the credits page, you *must* love the magazine. Either that, or it's 3:24 a.m., you're supposed to be studying or working or something, and you've already read every cereal box in the house.

Anyway (haven't I heard that somewhere before?), I want to thank Loren, Lester, Dave, Nick, Steve, Steve, Steve and all the rest for their great ideas on this issue. I hope you like it. I do.

I'm going to get some sleep.

# CHALLENGE

## The Magazine of Science-Fiction Gaming

**Merc: 2000**

### 46 Surprise Party

The PCs must rescue a kidnapped businessman from a remote island in the Bahamas. The catch is, they have to go in unarmed. *By George William Herbert*

**Dark Conspiracy**

### 50 I Hate Mondays

A lifetime ago—or was it only a few minutes?—I stumbled like a zombie into the bathroom, intent on my morning ritual. Boy was I in for a change of plans. *By Adam Geibel*

**Cyberpunk 2.0.2.0.**

### 56 Send in the Clowns

Want to be famous? Then this adventure is for you! Too bad you didn't ask what kind of fame you were going to acquire. *By Craig Sheeley*

**Shadowrun**

### 60 Law Enforcers

Most *Shadowrun* characters live life on the edge. But a few have gone too far in their zeal and right over the edge of what's considered normal behavior. *By Jeffrey L. Groteboer*

**Star Trek**

### 64 Last Generation

Energy bolts lash out from the alien vessel, snapping the *Enterprise's* warp nacelles off like twigs. #1, sticking out his chest: "What do they mean by this?" Data: "It would seem they intend to kick our &%\$#@&, sir." *By Michael C. LaBossiere*

**Ghostbusters International**

### 66 Apocalypse Cow

A new power has risen in the United Galactic Council. This new threat to humans, this force of a third kind, is popularly known in the galaxy as the Jersey State. *By Lester Smith*

**Tales from the Floating Vagabond**

### 68 Bughunt

The Floating Vagabond is infested with Denebian, Pandimensional, Exponential Omni-Roaches. *By Nick Atlas*

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About the Cover

British juggernauts and German tripods wreak untold carnage in "Steam Wars" by David O. Miller, from the **Space: 1889** universe.

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000

6

#### Sailing

The world of 2000 bears a striking resemblance to the world of 1500. And the real highways are now the rivers, lakes and oceans.

*By Mitch Berg*

14

#### One Night in the City (Merc: 2000)

We exchanged the rags of our uniforms for civilian clothes and flew back home. All I had when I got off the plane was a pocketful of worthless bank notes. I had to find some income, and I mean fast. *By Adam Geibel*

### MegaTraveller

16

#### Wet Navy

Part 3: Maritime environment and naval combat. *By Terrence R. McInnes*

25

#### Ships of the Black War

Smaller hulls and mission versatility typify the high-tech fighters of the Black War period. *By Charles E. Gannon*

### Space: 1889

33

#### Cult of Doom

A strange new cult advocates the overthrow of British rule on Mars.

*By James L. Cambias*

### 2300 AD

38

#### X-Wing Down

As I looked out the door, all I could see was Earth spinning below us—no, not Earth. Earth was 50 light-years away. *By C. W. Hess*

### Shadowrun

46

#### Vampires!

Vampirism is a curse. Make no mistake. I became a night creature six years ago, and have been hating myself ever since. I wish I could die, but I guess that's impossible for the undead. *By Jeffrey Groteboer*

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## Dark Conspiracy

### 48 Samedi Night Fever

Rumor has it that a St. Louis gang can bring the dead back to life.  
*By David Schuey*

## Cyberpunk 2.0.2.0.

### 54 Hot Metal Rain

The government and Adrek Corporation thought they were prepared for all possible contingencies. They were wrong. *By Michael C. LaBossiere*

## Call of Cthulhu

### 60 Madness from the Mythos

A new creature and new spells for the modern age. *By Patrick Sheats*

## Star Wars

### 64 Character Templates

Five new character templates to add spice to your campaign.  
*By Chris Hind*

## Star Trek

### 68 Enlisted Character Generation

These rules will allow individuals to work in 23rd-century versions of billets that have existed since Noah was a cabin boy.  
*By Charles G. Weekes*

## How To

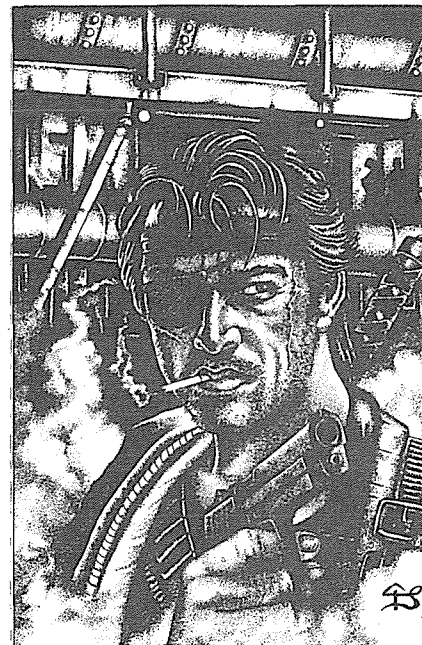
### 71 Gamers' Guide to Cyberpunk Fiction

Cyberpunk offers more than violent inner-city mayhem between Uzi-toting cyborgs. And reading a few of the novels that inspired the games can provide players with an unmatched sense of atmosphere and can give the referee dozens of ideas for adventures, gadgets or NPCs.  
*By David L. Pulver*

## BattleTech

### 74 It Takes All Kinds

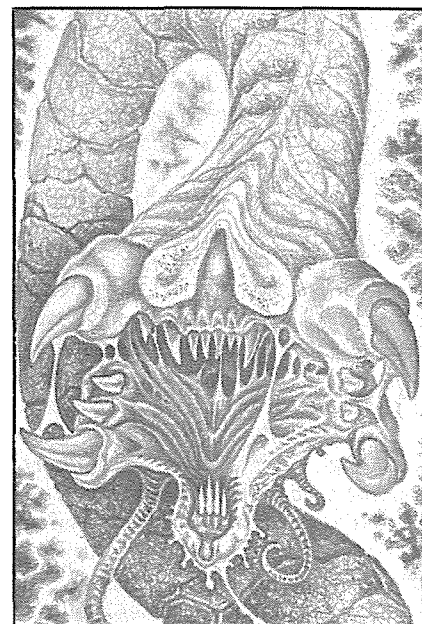
Like the societies which spawned them, 'MechWarriors have developed their own social structure, a society within a society that wields tremendous power. *By Patrick Sheats*



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Kirk Wescom

About the Cover

It only seemed fitting to have a 'Mech on the cover of our Heavy Metal Issue. This *BattleTech* cover by Jim Nelson is entitled "Goliath."

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# CHALLENGE

*The Magazine of Science-Fiction Gaming*

## Twilight: 2000™

- 6 Spooktek**  
Unusual equipment and weaponry for modern espionage.  
*By Roman J. Andron*
- 10 Murder Century**  
The M-100 Special Objectives Firearm.  
*By Captain Thomas E. Mulkey, US Army (retired)*

## MegaTraveller®

- 12 Equalizer Project**  
Experienced wet naval officers and sailors with gunnery and engineering skills wanted for mercenary assignments in off-world wet navy. Contact the Ling Personnel Systems office if interested. *By Terrence R. McInnes*
- 26 Wood and Wind, Steel and Steam**  
An early-tech design supplement.  
*By Charles E. Gannon*

## Dark Conspiracy™

- 32 Out of the Depths**  
I remember my friend telling me about the house and the side of her family that owned it. I thought they were just stories.  
*By Michael C. LaBossiere*

## Space: 1889™

- 42 Tom Fleet and His Steam Colossus**  
The steam colossus can level mountains, redirect rivers and dig lakes. A single one can do the work of an army of men. Would anyone care to step aboard and try it out? *By James L. Cambias*

## 2300 AD™

- 48 This is Only a Test**  
They can't be dead! They can't be! This isn't real! This is only a test!  
*By Michael C. LaBossiere*

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Issue 61, June 1992

## Shadowrun™

### 54 Machines in the Shadows

In its projection of the technological future, *Shadowrun* incorporates virtual reality, cybertechnology and simsense, among other elements. One would think that this vision of the future would include robots as well. Alas, it does not. Hence, these rules for robots in *Shadowrun*.

By Dan Snuffin

## Cyberpunk 2.0.2.0.™

### 58 VTA: Heavy-Duty Air Support

A disgruntled Hartz Securities employee has suffered a mental breakdown and fled into the combat zone. The only problem is that she took her vehicle with her when she left—an armed VTA 6 aircraft.

By Laura K. Manuelian

## Call of Cthulhu®

### 62 Video Nightmare

A brilliant but insane computer programmer has developed a method of integrating technology and magic, summoning a new kind of Mythos monster by using enchanted computer disks.

By Patrick Sheats

## Star Wars®

### 68 Rogue Metal

The whole KLR combat programming may have to be scrapped. The programs we designed to make the KLRs the most cunning and efficient 'droids on the battlefield are flawed. Were we to leave these 'droids active, it is very possible we'd end up with mechanical psychopaths on our hands.

By James B. King

## Torg™

### 72 New Space Gods Discoveries

New Biotech equipment and Akashan Creatures with which to expand the realm of *Space Gods*.

By Martin Wixted

## BattleTech®

### 74 Low Desert Kill

Kenseng 4 is an excellent example of what mankind can do to a world.

By Michael C. LaBossiere



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About the Cover

Nick Smith overwhelms us with his cyberpunk painting: "Rezz Balder—'CyberBuddha.'"

"BadRezz" asks: "Access a databank to steal? Interfacing for monetary gain is unheard of now that NEONET® is on-line. Once you're sucked into CYBERREALM™, you don't need the physical world anymore!"

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000™

6

#### Spectres in the Sky

Find out what happens when one of the USAF's most deadly units goes into the merc business. *By Robert James Christensen*

12

#### Things Got Weirder...

There can be no witnesses to this destructive mission.  
*A Merc: 2000/Dark Conspiracy combined scenario by Craig Sheeley*

### MegaTraveller®

20

#### Into the Gap

Locate and eliminate a pirate base in deep space. *By Greg Videll*

30

#### Itasis

A back-water planet in Corridor sector, Itasis lies on a safe route to Deneb.  
*By Robert J. Cosgrave and Michael B. Cosgrave*

### High Colonies™

37

#### Lighter than Air

Rescue engineers stranded aboard a flying laboratory before it falls out of the sky. *By Andy Slack*

### Call of Cthulhu®

40

#### Dark Side of the Force

Scotland Yard has been infiltrated by cultists, extending a web of magic, corruption and blackmail. *By Marcus L. Rowland*

### Star Wars®

44

#### Encumbrance

The desire to incorporate every new object you come across into your campaign must be tempered a bit by reality. And reality insists that a character can only carry so much. *By Michael Schiavetta*

### Special Insert

47

#### Conventions '92

Summer convention listings, this season's hottest releases, and a Survivor's Guide to Origins/GEN CON.

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Issue 62, July 1992

## Cyberpunk 2.0.2.0.™

### 55 Fun with the Trauma Team

Trauma Team International/Night City is hiring qualified individuals for client retrieval operations. Do you have what it takes?

*By Patrick Sheats and Andrew Cather*

## Star Trek®

### 60 Pel-Ah' Incident

The Klingon Empire and the Federation compete to woo the Telaraki into their control. *By Jeffrey Groteboer*

## 2300 AD™

### 63 Catch as Catch Can

Join the Spacelanes Activity Monitoring Network in fighting piracy in the universe of AD 2300.

*By Erick Melton*

## Shadowrun™

### 70 Fair Game (Fiction)

Stealth ascribes a lot to the "a word to the wise is sufficient" school of caring for other folks. Given that the last time he tried to show concern over my fate he shot me in the back, the verbal message did seem more friendly.

*By Michael A. Stackpole*

## Space: 1889™

### 76 Monastery of Tasharvan

Thaneet's face had taken on an expression of profound sadness. "Alas, I must seek another master. For if you go to that place, you will certainly die!"

*By James L. Cambias*

## Dark Conspiracy™

### 81 Kafka

The human thirst for knowledge. Who knows what gleaming heights it may lead us to—or what dark abyss.

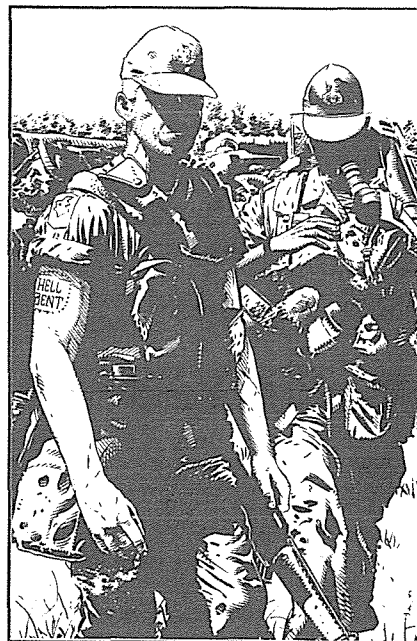
*By Michael C. LaBossiere*

## Aliens®

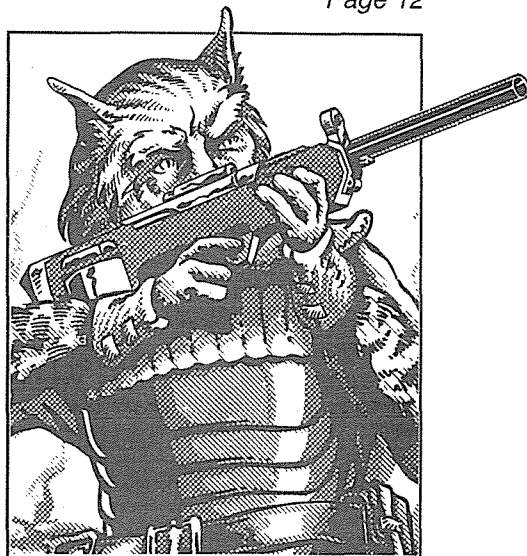
### 90 Forced Entry

The characters are free strikers hired to locate and recover the *Walbran*, a Hyperdyne freighter missing near Acheron. Unfortunately, their employers have left out several very important details.

*By Roman J. Andron*



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Page 44

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# CHALLENGE

## The Magazine of Science-Fiction Gaming

### Twilight: 2000™

- 6 Dark Angel of the Night (Merc: 2000)**  
Kathryn DeCavour is kidnapped after a concert. Only a courageous and wily band of mercs can get her back alive. *By Robert James Christensen*
- 12 Battlesight Zero**  
**Sniper:** A sharpshooter concealed to harass the enemy by picking off individual members, usually at long range with a telescopic rifle.  
*By Capt. Thomas E. Mulkey, US Army (Retired)*

### MegaTraveller®

- 14 Silent Wings**  
The PCs are stuck on Vhodan, TL8 troops on a TL12 world, sitting in a startown bar with their credits running out. *By Terrence R. McInnes*
- 20 Affinity**  
Secrets, showdowns and high-stakes deals abound on the *Affinity*.  
*By Charles Ryckman*

### Dark Conspiracy™

- 24 Enemy of My Enemy**  
The odor of cooked meat fills the still air, as well as the sting of ozone and hot metal. Empaths can almost taste a lingering taint of fear and shock.  
*By Craig Sheeley*

### Space: 1889™

- 30 Magical Mystery Tour**  
The Hill Martians have been misbehaving—raiding caravans and such. Evidently their medicine man's been telling them some mumbo-jumbo about being invulnerable to our bullets. *By James L. Cambias*

### 2300 AD™

- 34 Into the Depths**  
Ship and aircraft blips flashed red, then faded. Within minutes, all the blips were gone. *By Michael C. LaBossiere*
- 40 Jacked In**  
Good living through creative circuitry. *By Matthew S. Prager*

### Shadowrun™

- 46 Fair Game (Fiction)**  
The bullet spun me around, tumbling me into a pair of overflowing garbage cans. I heard a hissing sound and felt like something inside my lungs was doing everything it could to claw its way out. *By Michael A. Stackpole*



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Now there's a new threat in the city—a new tiger in the urban jungle. Unfortunately, I'm the hunter. *By Michael C. LaBossiere*

## How To

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## Call of Cthulhu™

### 60 From the Trenches

Nightmares, both real and imaginary, are a given byproduct of warfare since the beginning of recorded time. *By Adam Geibel*

## Star Trek®

### 64 Dooley's Doughnuts

The dreaded supply inspection! And you thought you were going on shore leave. *By Charles G. Weekes*

## High Colonies™

### 68 Shuttle

Rescue colonists held captive aboard a hijacked shuttle. *By Andy Slack*

## Star Wars®

### 74 Talents

Most people have a gift in a some specific area. This rules supplement incorporates these innate qualities into game play. *By Michael Schiavetta*

## Renegade Legion®

### 78 Operation Sword Breaker

A two-pronged attack aimed at the Commonwealth 888th Battleship Squadron and the Justice Crystal Garden. *By Christopher King*

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Managing Editor  
Michelle Sturgeon

Associate Editor  
Stephen Olle

Consulting Editors  
Loren K. Wiseman  
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Art Directors  
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Text Processing  
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Graphic Design and Production  
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Interior Artists  
Steve Bryant     Ellissa Mitchell  
Paul Daly         Scott Mullins  
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Rob Lazzaretti         Kirk Wescom

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Glass Onion Graphics  
P.O. Box 88  
Brookfield, CT 06804  
Phone or Fax: (203) 798-6063

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*The Magazine of Science-Fiction Gaming*

## Twilight: 2000™

### 6 Handgun Alternatives

Black powder revolvers for **Twilight: 2000** 2nd edition.

*By Daniel Casquilho*

### 8 Ship Shape (Merc: 2000)

Jamison-Price Shipping has a leak. Can a group of undercover PCs solve the mystery and bring justice to the smugglers? *By John T. Swann*

## MegaTraveller®

### 10 Unholier than Thou

In times as troubled as **Hard Times**, the need for something to believe in can become a vulnerability. And when it does, no one is safe.

*By Charles E. Gannon*

### 22 Missing Links

Filling the gaps in slugthrower evolution support weapons. *By Ken Pick*

### 42 When Empires Fall

Special eight-page **MegaTraveller** insert! *By Dave Nilsen*

## Cyberpunk 2.0.2.0.™

### 24 Conversions

A small solution for the disillusioned cyberplayer or someone who just wants to take a look at a different gaming system with a tried-and-true PC. These tables will help you convert **Cyberpunk 2.0.2.0.** characters to and from **Shadowrun**, **Cyberspace** and **Space Time**. *By David Kufner*

### 58 Fiberpunk

While boosters fight corporate domination and runners hack their way into black files, a new breed of rebels has hit the street. They're fiberpunks—health food addicts with an attitude! *By Justin Schmid*

## Call of Cthulhu®

### 28 Valley of Twisted Apes

A noted anthropologist has disappeared deep in the wilds of Java. His only guide, a young native boy, returns, quite insane, shouting about creeping horrors and ape gods. Will the PCs follow his directions to the Valley of Twisted Apes? *By Paul Sudlow*

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When you arrive in the small farming town of New Brunswick, all you can think about are a bed and a hot meal. The accommodations in the barn aren't exactly a bed, and the food isn't exactly hot, but it's better than nothing. Or so you think. *By Dustin Browder*



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I remember my old biology professor saying life could exist anywhere as long as energy was available. Still, I never expected to meet anything that called space home—especially nothing like this. *By Michael C. LaBossiere*

## Space: 1889™

### 50 Krolik Run

Light relief for a more serious campaign. *By Andy Slack*

## Shadowrun™

### 52 Live Bait

The dragon Lofwyr coughs. "This will be one of the most straightforward jobs you've ever had, and legal, too." Already it sounds bad. *By Craig Sheeley*

## How To

### 66 Computer BBS Gaming

The limitations of the BBS medium simply will not allow it to be as interactive as a standard RPG. But within those parameters, a talented, imaginative referee can still run an effective campaign. *By Mitch Lavender*

## Star Trek®

### 62 Mudd in Your Eye

The *Enterprise* has been assigned to clear asteroidal debris from the Sadalbari system. I'm sure everyone on board is hoping for a more interesting assignment soon. *By James L. Cambias*

## Star Wars®

### 70 Limping Lady

Must sell today! Stock light freighter. Inquire within. *By Peter M. Schweighofer*

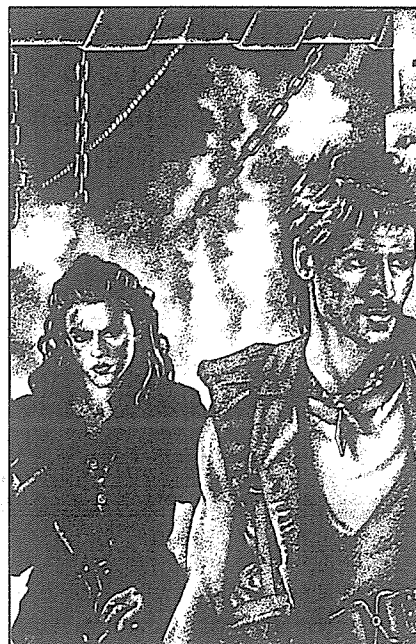
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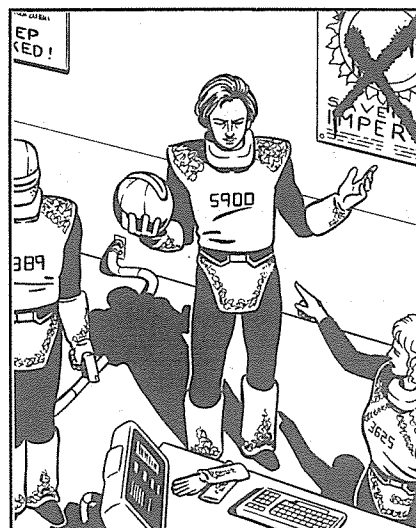
"Burn the capitol!" someone cried, and the next minute the same cry was roaring from a thousand throats. Mobs are like that. *Mark Galeotti*

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Of course we don't believe in werewolves. But this is an odd little town. And the world has become a strange place. And there is a full moon tonight. *By Legion*

- 12 Terror in the Light**  
The SCO drilling and production platform has stopped responding to radio messages. Now SCO is looking for mercs to figure out what's going on.  
*By George William Herbert*

## MegaTraveller®

- 17 Deadly Artifact**  
The PCs may be in for a surprise when they encounter an ancient warship drifting through space.  
*By Michael Brines*

- 23 Phoenix Factor**  
This adventure may not be horror, but it certainly leads the PCs into trouble when they are asked to subdue a rebel attack.  
*By Charles E. Gannon*

## Dark Conspiracy™

- 32 Dark Halloween**  
Journey into the Dark in three thrilling Dark Conspiracy adventures.  
*By Michael C. LaBossiere*

- 38 It Plays with Its Food**  
Amidst the tangle of tilted chairs, fallen lamps and smears of blood, the little girl stood silently. *Fiction*  
*By Charles E. Gannon*

## Space: 1889™

- 40 Moon of Madness**  
Hartmann turned, drawing his pistol. "You'll pay for this!" he screamed, firing wildly. But neither words nor bullets had any effect.  
*By James L. Cambias*

## 2300 AD™

- 47 One of us Always Stays Awake**  
I wondered why we always stayed in adjacent rooms and took turns standing guard, even in the swankiest hotels. When I finally asked, no one would give me an answer.  
*By Andy Slack*



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## Call of Cthulhu®

- 52 Curse of the Centuries**  
Imagine a fate more horrible than being mummified alive.  
*By J. B. Hill*

## Cyberpunk™

- 56 The Dank Pit**  
Something goes horribly wrong when researchers conduct tests on simple lab rats. *By Legion*

## Shadowrun™

- 63 Freshly Kilt**  
The further we got from civilization, the weirder it got. Strange, howling animal noises off in the distance. Trees and bushes that seemed to reach out toward us as we rode by. An eerie feeling of being alone—or not so alone.  
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The dark masters became priests who were like unto gods. And, as gods, they thirsted for war and death upon those who would not cower under their heel.  
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- 77 Post Mortem**  
A mailed invitation to a hidden Mayan temple leads to death, and beyond. *By Lester Smith*

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- 8 Achtung! Minen!**  
Optional rules for getting your group through a live minefield, plus a "drop in" minefield and two sample adventures. *By Mike Sweeney*
- 12 Yearning for Antiquity**  
When first introduced, the cross-bow was thought to spell the end of war because of its terrible effect on a man. *By Chris Csakany*

## MegaTraveller®

- 18 Power Centers**  
In the wake of the Rebellion, a millennium-long tradition of amicable relations has become strained. *By Charles E. Gannon*
- 24 Anton Cagliari**  
Anton Cagliari has taken the lead in holding back the night using the full resources of his position with a once-Imperium-spanning organization. *By Greg Videll*
- 26 Advanced Lasers**  
TL13 laser weapons to fill the gap between small arms and auto-cannon size. *By Ken Pick*

## Dark Conspiracy™

- 32 Trick or Threat**  
Times have changed. So have Halloween pranks. *By Craig Sheeley*

## 2300 AD™

- 38 Diamonds from Premiere**  
"Come on," I yelled as the tanks fell back, firing as they went. "We haven't got time!" *By Andy Slack*

## Space: 1889™

- 42 Secret of the Lost City**  
Discover an ancient civilization atop a high mountain deep in the heart of the Amazon rain forest. *By James L. Cambias*

## Shadowrun™

- 48 Short Takes**  
These mini-adventure nuggets will enliven any campaign. *By Richard Garrett Molpus*



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## Star Wars®

- 54 Disturbance In the Force**  
More than 20,000 years before the destruction of the first Death Star, a Jedi Knight established order in many of the then-frontier sectors. And then, suddenly, he disappeared. *By Chris Hind*

## Cyberpunk™

- 60 Dark Side of the Moon**  
The universe is large enough and old enough that the existence of other beings more advanced than humanity is virtually guaranteed. *By Michael C. LaBossiere*
- 68 Cyberskills**  
The Success Table is more devious than it seems. *By Magnus Seter*

## Star Trek®

- 70 Cogito Ergo Pakled**  
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- 78 Conference Games**  
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- 12 All that Glitters**  
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- 16 Wolf In Sheep's Clothing**  
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- 22 Personal Weapons**  
Discover the "missing links" in the evolution of slugthrowers up through TL13. *By Ken Pick*
- 30 Outback**  
With Solomani forces on their doorstep and fierce competition for resources, Khulam is full of opportunities for adventure, profit and danger! *By Charles E. Gannon*

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A prospecting vessel is mysteriously attacked in this *Star Cruiser* adventure. *By Michael C. LaBossiere*

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PCs engaged in a simple courier job are thrown into the midst of industrial contamination. *By Michael C. LaBossiere*

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- 49 To Rescue a Lady Fair**  
It is the promise of cold, hard cash that pries most great discoverers and explorers from their homes. *By Craig Sheeley*



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- 54 Nega-Magicians**  
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Police log a missing teen as a possible runaway, but something darker may be lurking beneath the incident. *By James L. Cambias*

## Star Wars®

- 62 Buried Treasure**  
A few surprises await the PCs when circumstances force them to make for the Muugrah system to repair their starship. *By Greg Videll*

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- 68 Soldier Ants**  
A shuttle has failed to arrive on schedule. When a cloud of debris is spotted, the PCs are sent to investigate. *By Andy Slack*

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The news sweeping London is that Jack the Ripper is back plying his trade in the back alleys of White-chapel and Stepney. *By Robert James Christensen*

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- 80 On the Cutting Edge**  
Introducing the Apple Churchill Hawkeye 4077 weapon linkage system. No longer will the enemy sneer at a machinegun-armed 'Mech! *By Vincent J. Tognarelli and Ryan Gore*

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- 6 Popples**  
Lots of people say how nice it would be if the terrorists and criminals would just kill each other.  
*By Andrew Borelli*
- 10 Rolf MacKenzie**  
An NPC patron for *Merc: 2000*.  
*By Robert James Christensen*

## MegaTraveller®

- 12 Lightning Never Strikes Twice**  
Hired as part of a routine trouble-shooting mission for the Antarean intelligence network, the PCs are about to learn that there is more going on than meets the eye.  
*By James Maliszewski*
- 20 Mercenary Supermart**  
We stock maximum firepower at minimum prices! Check out these bargains! *By Michael Brines*
- 22 For the Union Blue**  
Rebuilding political entities is difficult in the resource-poor environment of the Hard Times era. And difficult struggles make for both lucrative and dangerous adventures. *By Charles E. Gannon*

## Dark Conspiracy™

- 34 Window of the Mind**  
It's up to my research team to test the old doctor's claim, using what our detractors call a mix of super-science and witchcraft.  
*By Michael C. LaBossiere*

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- 40 Bugout**  
Wherever there is war, there will be refugees. *By Craig Sheeley*

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Introducing four of the more colorful, and neglected, shamanic entities from the west coast.  
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Here's the word for those who need to know. *By David Perry*

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A mission of some delicacy awaits the PCs. *By Andy Slack*

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- 14 Operation: Point Man**  
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*By John T. Swann*

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- 16 Passing of the Flame**  
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*By James Maliszewski*

- 24 Good, Bad and Vilani**  
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*By Clayton R. Bush*

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When Empires Fall  
Part II**  
"Perhaps the Collapse could ultimately be blamed on Solomani Security. Or Imperial Army Intelligence. Or Joachim Sanchez and Baldwin Wei. But what would be the point? The facts are these..."  
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*By Dave Nilsen*

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*By Michael C. LaBossiere*



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## Shadowrun™

- 40 Who's On First**  
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- 44 Tigr Happy**  
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*By Craig Sheeley*

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- 12 Goodrich Hill**  
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- 18 Six Patrons**  
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- 24 Toraago**  
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- 36 Secret Agent**  
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- 40 Assassin Archetype**  
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- 52 Bantha Cannon**  
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- 56 Guderlan Dreams**  
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- 60 Panzers**  
Rules on building and using panzers! *By Legion*

## Cthulhu™

- 64 Thin Jack**  
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- 10 Goin' Up the Country**  
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- 36 Straits of Magellan**  
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- 42 Dusted!**  
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- 48 Half the Attitude**  
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*By Michael O'Brien*

- 54 Thief Archetype**  
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*By Dan Snuffin*
- 80 Ant Hill**  
Bandit forces stumble onto a society with Star League-era technology.  
*By Michael C. LaBossiere*

## 2300 AD™

- 64 Stowaway**  
Someone—or something—unexpected has stowed away on-board the PCs' ship.  
*By Andy Slack*

## Cyberpunk™

- 68 Competition**  
How far will you go to keep your company job?  
*By Justin Schmid*

## How To

- 72 Names, Names, Names**  
Creating a name generation library can help you avoid a lifetime of frustration.  
*By Brent Raymer*

## Cthulhu™

- 76 Tea and Biscuits**  
The MacGillivrays have a special dinner planned—a family reunion of sorts. But where in the world is Junior?  
*By Greg Unger*

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## Twilight: 2000™

- 6 Infantry Weapons**  
Introducing the Colt M16A4 ACR, Steyr ACR, FN P90 PDW and Heckler & Koch MP 2000.  
*By Hans-Christian Vortisch*
- 8 Sabre Rattling**  
Reconnoiter an R&D facility the facilities and eliminate any biological threat. *By Allen Ray Garbee*

## Dark Conspiracy™

- 12 Last Stop**  
In three hours, four people have entered the store, but none have come out. *By Michael C. LaBossiere*

## Traveller®: TNE

- 18 Foresight**  
Transport your characters 70 years into the future. *By Kerry Mould*
- 24 Scenario Generation**  
Tables designed to get you started running adventures in the New Era. *By Clay Bush*
- 34 The Awakening**  
The Star Vikings didn't work alone. *By James Maliszewski*
- 40 Sublight Drives**  
Conventional (and unconventional) sublight drive alternatives. *By Dave Nilsen and Frank Chadwick*
- 46 Cold Fusion**  
It all began in March of 1989 in Salt Lake City when Drs. Martin Fleischman and B. Martin Pons announced that they had discovered a cold-process for fusion. *By Frank Chadwick*

## Shadowrun™

- 50 Prey for Death**  
They were back there, following me, waiting for me to weaken, to slow, then they would be on me in a flash, and I would die.  
*By David Perry*
- 54 Physical Adept Archetype**  
There are other ways to rewire your body than cyberware, and you won't see me collapsing after I cast one spell too many.  
*By David Perry*



## Cyberpunk™

- 56 Go Tell the Spartans**  
A gang war is raging throughout the city, and it's up to the PCs to negotiate a truce. *By Legion*

## 2300 AD™

- 64 Bioadversity**  
He suddenly looked up and saw things dropping in for supper from the trees. The only problem was that it looked like we were on the menu. *By Andy Slack*

## Space: 1889™

- 68 Wreck of the John B**  
The mysterious ship came from the desert one dark night.  
*By J. B. Hill*

## Cthulhu™

- 72 The Book**  
The moldering tomes of forbidden knowledge and sorcery found by investigators are without a doubt one of the greatest prizes to be had. *By Greg Unger*

## Star Trek®

- 76 Quarantine Field**  
The humans suddenly begin convulsing, gasping for breath, and collapsing. Within a few minutes, they are dead. *By Brian Holmes*

## Star Wars®

- 79 Ananuru Express**  
Imperial scientists are so horrified by the implications of their research that they destroy the project and defect to the Rebel Alliance.  
*By Alison Brooks*

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## Twilight: 2000™

- 6 Crazy Horse**  
Race to recover a crashed B-1B bomber carrying nuclear weapons. Includes a special section on detonation effects. *By Robert Barnes*
- 10 Altruistic Motives**  
A priest's vision portends that Kalima will rise like a Messiah to bring the Ibo tribe to victory. *By Andrew M. Borelli*

## Traveller®

- 16 Nuggets**  
Six random nuggets written especially for the **New Era** setting. *By James Maliszewski*
- 20 Strange Lights Over Hokum**  
Hivers have naively landed at the rural town of Hokum. *By Michael R. Mikesh*
- 24 Lethality in Roleplaying Small Arms Systems**  
Actual close-range combat shootings cast light on the subject of small arms fire. *By Frank Chadwick*

## Dark Conspiracy™

- 32 Ice, Ice, Baby**  
When the captain broadcasted an "iceberg warning" over the ship's intercom, we all had a good laugh. But we didn't laugh for long. *By Michael C. LaBossiere*
- 42 Action/Reaction**  
This time, the problem is coming to you. *By Christopher Ziegler*

## Cthulhu™

- 38 Dance of Death**  
PCs facing a vampire expect a mature gent in a black cloak, and usually arm themselves with wooden stakes and garlic. Unfortunately for them, this is not one of those stories. *By J. B. Hill*

## Shadowrun™

- 50 Vampire Hunter Archetype**  
I'm not going anywhere, and that vampire isn't going anywhere. But your people, now they're going somewhere. *By David Perry*



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## 2300 AD™

- 52 The Edge of Memory**  
Easy money is never that easy. *By Matthew S. Prager*

## Cyberpunk™

- 54 Bridge Work**  
"This just in: The Bender Memorial Bridge is closed off, apparently due to terrorist activity. Our traffic helicopter is taking small arms fire even as I speak, so find an alternate route, guys." *By Michael C. LaBossiere*

## Space: 1889™

- 58 Playing Fields of Mars**  
An adventure for child characters. *By James L. Cambias*

## Star Wars®

- 66 Character Templates**  
A new ship design and character templates to supplement the *Mos Eisley Galaxy Guide*. *By Martin Wixted*

## BattleTech™

- 72 New Technologies**  
New technology, tactics and combined arms are desired to overcome the clans' devastating combat ability, but little has been offered specifically. Until now. *By Aaron Braskin*

## Cadillacs & Dinosaurs™

- 78 A Job for Toulouse**  
A gang of poachers has caused slither stampedes and destroyed acres of farmland. They must be apprehended. *By Chuck Kallenbach II*

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## Merc: 2000™

- 6 Damsel**  
Only someone above the law can ensure the safety of a young girl kidnapped by a merciless crime lord in this *Merc: 2000* adventure.  
*By Michael Todd*
- 10 Private Charter**  
When a job sounds too good to be true, it usually is.  
*By Allen Ray Garbee*

## Traveller®

- 14 Inheritance Blues**  
Jobs aren't as scarce in the New Era as they used to be, but any smart spacer will keep his eye out for a way to make a little more cash quickly. *By George William Herbert*
- 18 Dr. Amal Ignatius Mendoza**  
Accusations of scientific fraud and trickery cut his formal career short. Yet, at times Dr. Mendoza still shows an uncanny ability for invention. *By James L. Cambias*
- 22 Black Powder Firearm Design**  
A design sequence aimed at designing "primitive" firearms—weapons firing black powder ammunition. *By Frank Chadwick*

## Dark Conspiracy™

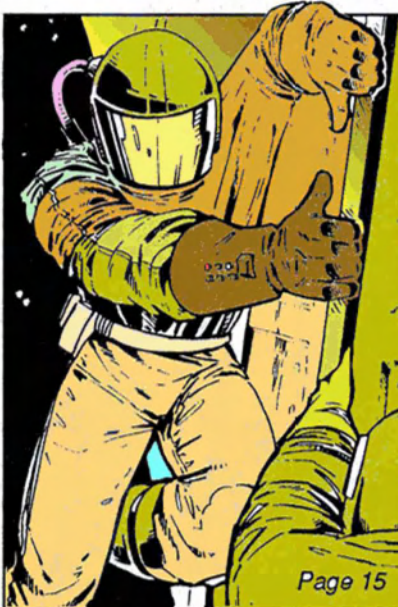
- 36 Globules**  
Horror emerges from the strangest and most unexpected places these days. Who would ever have suspected that a nightmare could ooze forth from a small Maine town? But it did. Perhaps a nightmare waiting to happen lies next door to us all.  
*By Michael C. LaBossiere*

## Shadowrun™

- 46 The Deep Blue Seize**  
Despite the 2025 ban on whaling, someone is still running a whaling ship, and that someone must be stopped. *By David Perry*
- 50 Spy Archetype**  
I've been a street-ganger, a jet-set hanger-on, whatever the job required. You want someone to get in close to your enemies, I'm the one you need. *By David Perry*



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## 2300 AD™

- 52 Survival Course**  
Can the PCs survive a simple training course when a horde of robot assassins attack?  
*By Paul Lucas*

## Cyberpunk™

- 56 Martial Arts**  
Rules on martial arts combat, additional martial arts techniques and styles, plus an exciting adventure.  
*By Robert K. Wood*

## Cthulhu™

- 66 Memento Mori**  
When you think the battle's over, the fight has just begun.  
*By J. B. Hill*

## Space: 1889™

- 70 Twenty Thousand Leagues Through Martian Skies**  
For weeks now, cloudships had been disappearing. Finally, the culprit was sighted: not Martian or human cloud captain, but a sandwing, a most notable beast from Martian legends, said to be much like Earthly dragons.  
*By Terry Sophian*

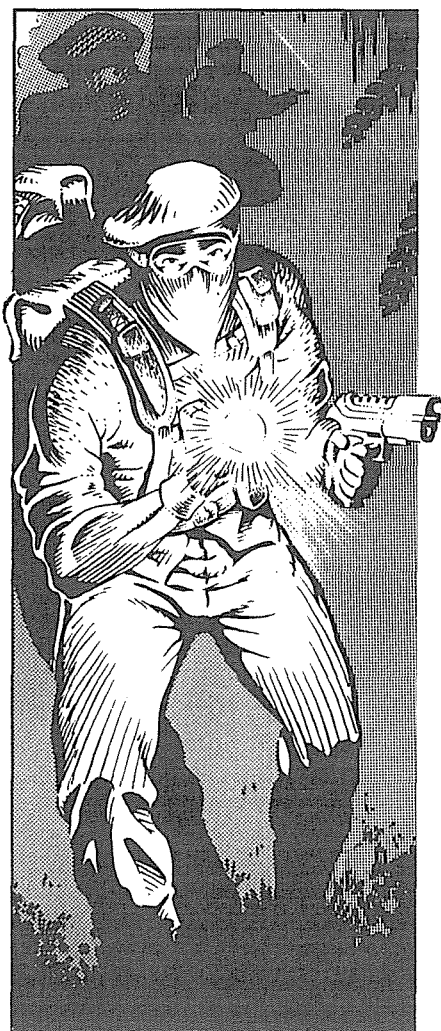
## Star Wars®

- 77 HoloNet Waystation**  
Explore the HoloNet, a grand project put forth by the Old Republic. Part 2 of the companion to *Star Wars Galaxy Guide 7: Mos Eisley*.  
*By Martin Wixted*

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## Traveller®

### 6 Undercity

Journey into an abandoned portion of a global arcology to investigate a mystery dating back to the time of the Old Imperium.

*A TNE adventure by Greg Videll*

### 16 Planetfall

Skirmish-level combat for **Traveller: The New Era**.

*Miniatures rules by John Fletcher*

### 26 Operation: Wolf Snare

RCES battles to end a pirate band's reign of robbery and slavery on Daarida, and may snag an operable starship in the bargain.

*A TNE adventure by Mark Lucas*

### 36 Quick Start

Fast PC generation for **Traveller: The New Era**.

*By Andy Slack*

### 38 A Friend in Need

Concrete examples of how solid contacts can be used by a referee in a **TNE** campaign.

*By James Maliszewski*

### 48 Karel Rossum

Karel Rossum has a secret, and it's a big one.

*An NPC by James L. Cambias*

### 52 The Long Fall Club

RCES wants to recover five relic starships held by the oppressive governor of a xenophobic world.

*A TNE adventure by George William Herbert*

### 58 Core Subsector

The Core systems of **2300 AD** rated for **Traveller: The New Era**.

*By Andy Slack*

### 60 The Madness Effect

A bit error in a jump program leads to malfunctions, paradox, insanity and murder.

*A TNE adventure by Paul Lucas*

### 66 F, F & S Upgrade

The complete listing of all changes in the second printing of **Fire, Fusion & Steel**, to allow owners of the first printing to upgrade their own copies.

*By David Nilsen*

### 68 Oasis in a New Era

What was once the Oasis subsector of the Old Imperium is now home to the isolated survivors of the Collapse.

*A TNE location by Greg Videll*

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## 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*



## 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*

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## Twilight: 2000™

- 6 The Rocket's Red Glare**  
At last—the long-awaited winner of the Twilight scenario contest!  
*By George William Herbert*
- 11 German Combat Equipment**  
Light weapons and personal gear fielded by German forces in the war. *By Hans-Christian Vortisch*

## Traveller®

- 14 Short Nap**  
PCs awaken from cold berths to find themselves held prisoner by raiders in the Wilds. *By Michael R. Mikes*
- 20 Clarissa Noir**  
There's more going on with this corporate liaison than meets the eye. *By Greg Videll*
- 22 Notes on Collapsing Worlds**  
The official procedure for converting old data to the new standards. *By Mark "Geo" Gelin*

## How To

- 32 Welcome to...uh...the Town**  
A guide to creating place names. *By Cheryl Stevens*

## Lost Souls™

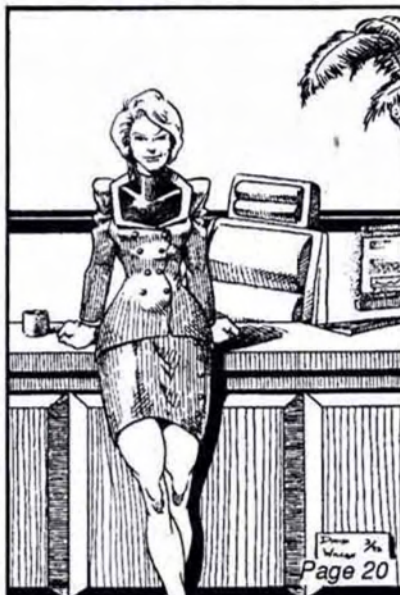
- 37 Bride of Baron Samedi**  
The woman looked strange. It wasn't until I helped her to a chair that I figured out what was wrong with her. She was still warm. *By Kathleen Williams and Joe Williams*

## Dark Conspiracy™

- 40 The Beast Under the Bed**  
It's a time for worry, a time for dread. That scratching's not your imagination; it's not in your head. It's the beast under the bed. *By Michael C. LaBossiere*

## Cyberpunk™

- 50 Black Market**  
Explore the black markets, where anything banned or restricted by the government can be found, and profit is always the prime concern. *By Justin Schmid*



## Call of Cthulhu™

- 54 Evil of the Centuries**  
In a scenario involving a mummy, players generally assume they are to be chased by a bandage-swathed monster. If only life—and death—were that simple. *By J.B. Hill*

## Space: 1889™

- 58 City of Tomorrow**  
Wet, exhausted and chilled to the bone, the PCs reach the shore of the island and collapse on the beach. They see no sign of life. *By James L. Cambias*

## Shadowrun™

- 62 New York City Subways, 2054**  
It's dark, noisy, foul smelling, dangerous—all that and more. But it's a part of the city that you'd better know about. *By Mark P. Gutis*

## Star Wars®

- 70 Pandora's Box**  
A burned-out bulk freighter with some large holes in its hull lazily floats across the transparent viewports of the character's ship. What secrets lie inside? *By Peter Rausch*

## GURPS™

- 72 Gene-Splices**  
I could see their eyes—red with blood lust. Fingers held closed on their triggers. Mouths open and shining, sharpened canine teeth. They half yelled and half howled in horrible blood-stained berzerker delight. *By Marc Janssen*

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