

MARCH 1982


NUMBER 49

\$2.50

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Equipment for *TRAVELLER*



CALL OF CTHULHU
TFT: TWO NEW CHARACTER TYPES
STARLORD
CAR WARS: KILLER WINNEBAGOS
BEYOND THE STELLAR EMPIRE
TRAVELLER AS SCIENCE FANTASY
D&D WITHOUT MAGICIANS

THE SPACE GAMER

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In This Issue

We have a couple of articles this month that you've been asking for. "The Flinger and the Blob" offers a couple of interesting new character types for TFT. They may not seem like your standard adventurers . . . but give them a try! And "The EM-50" is the first of the long-awaited BIG vehicles for *Car Wars*. Chad Irby (with a little help from the Austin playtest crew) has taken the "urban assault vehicle" from the movie "Stripes" and turned it into a playable implement of destruction.

Traveller players will enjoy "Tools for Terrorists," a compendium of death-dealing doohickeys past, present and future. For those who are interested in the theoretical end of gaming, Greg Costikyan gives a little critique of the logic behind *Traveller*. (Yes, Greg – but it's still fun!)

Rounding it off, we have designer's notes on Heritage's *Star Viking* and the PBM game *Beyond the Stellar Empire*; a discussion of D&D with little or no magic; featured reviews of *Starlord* and *Call of Cthulhu*; and all the usual features.

–Steve Jackson

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THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by The Space Gamer, P.O. Box 18805, Austin, TX 78760-8805. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to The Space Gamer, P.O. Box 18805, Austin, TX 78760-8805.

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Printed in U.S.A. by Futura Press, Austin.

Subscription rates, as of 4-7-81:

In the United States – one year (12 issues) \$21.00; two years (24 issues) \$39.00. A lifetime subscription is \$250. Outside the U.S. – please add \$5 per year for surface mail. Airmail rates vary by country – please write for your current airmail rate. International rates subject to change as postal rates change. NOTE: All payments MUST be in U.S. dollars, made by International Money Order, or checks drawn on a U.S. or Canadian bank.

Where We're Going

A little information about the inner workings of the game industry . . .

Did you know that there's a convention bigger than Origins, Gencon, or any tourney you're ever likely to see?

It's called the Hobby Industry of America show. Strictly speaking, it's not a game convention at all. It's for game, hobby, and craft *companies* — not consumers. Wargames, model railroads, plastic kits, basket-weaving, and more . . . all under one roof. No game tournaments, or anything of the sort; just booths, as far as the eye can see. And wandering up and down the aisles are the buyers — the people who decide what will be in the stores in 1982!

And that, my friends, is why the HIA show is bigger than Origins or any of the other *game* cons you hear about. HIA isn't for the gamers, but it can make or break a game company. The buyer for Sears (for instance) doesn't come to Origins. But he *does* come to HIA . . . and that's why so many companies schedule new releases for late January, even though there are few wargaming events going on then.

The HIA show this year ran Jan. 31 through Feb. 3; we just got back. All our new releases made it, more or less. (At

HIA, it's okay to display mockups of your products if they're not quite ready. The buyers would rather see what you have to ship NOW — but a mockup is better than nothing.) We got there with actual specimens of the five new sets of Cardboard Heroes, the new plastic bases, and the "bag of bags." We had pre-production samples of the Ogre and Car Wars miniatures and the Pocket Box. We *almost* got there with the Ogre Book; as it was, we had real samples of the cover to show, but only photocopies of the inside . . . it was finished a few days late for the show, and we have it now. And we had all the components of the new *Ogre* and *G.E.V.* to show (though we won't ship until the boxes are ready.) By the way, the *Ogre/G.E.V.* stuff looks absolutely beautiful. It was worth the wait.

And it was a very successful show for us. We met a lot of people, took a lot of orders, and even had some fun. Our staff got to do a little partying with the people from the other companies (often difficult at a game con, where everybody is running tournaments all the time). I am pleased to report that the folks at Flying Buffalo, Fantasy Games Unlimited, T-Rex, and Gamelords are just as crazy as we are. Nice people.

The Pocket Box mold seems to have passed its tests; pre-production samples have been acceptable. The mold is now being shipped to Austin so we can supervise production runs. Box Day still looks like sometime in late February.

Ogre and *G.E.V.* are only awaiting Box Day before they can be shipped. On the miniatures: The Paneuropean heavy tank, missile tank, and GEV are in limited production; the light tank, howitzer, and MHWZ are in master form; the Combine Ogre Mark V is still being resculpted.

Illuminati will go into another draft very soon; it gets better all the time. The cover is completed and has been displayed at several conventions. Look for this one in March or April, if I don't have a mysterious accident.

There are about four other fantasy and s-f games sitting around at various stages of advanced design. In the next couple of weeks we'll decide which ones get finished first. Stay tuned for details.

New Cardboard Heroes: The first set of *Traveller* Heroes looked even better than expected; we'll be going back to Paul Jaquays for some more. Jeff Dee (who did the V&V superheroes) is working on a couple of sets for FGU's *Aftermath*. We are talking with Hero Games about licensing some supervillains for their *Champions*. And, on the home front, Denis is working on a few more fantasy sets. The next batch of Heroes may be out by late April.

Conventions

As our operation continues to grow, we'll be able to make it to more game conventions . . . and not just the local ones, either. Right now our convention schedule includes:

FANTASY FAIR. This runs June 10-13 in Dallas (a combination s-f / fantasy / gaming con); they've been kind enough to invite me as a wargaming Guest of Honor. I'll be giving a seminar or two, and we'll have a table set up in the dealers' room.

TEXCON. August 6-8. We co-sponsor this Austin convention. This year we'll be running a *role-playing* scenario for *Car Wars*; you get to escort a convoy through hostile territory.

We will also definitely be at this year's Origins, with a couple of tournaments and probably a seminar or two. We want to hit Gencon, but that isn't yet a sure thing. I'll let you know when we know more.

—Steve Jackson

Next Issue



Our April issue will include the results of our 1981 game survey;

"Periastron," a complete adventure for TRAVELLER;

Our third game article index;

A new class of shapeshifting magicians for D&D;

And an urban warfare scenario for CAR WARS.