

No.33

US \$3.25

CHALLENGE

GDW's Magazine of Adventure Gaming

**For Twilight: 2000—
USSR: 2000, Part II:
The Hit List**

by Frank Frey and Loren K. Wiseman

**For Traveller—
Project Farstar**

by Marcus Rowland

**For 2300—
Lone Wolf**

by David Nilson

Sample file

Incorporating the Journal of the Traveller's Aid Society



Final Ballot for the
Origins Awards 1987

Presented by the Academy of Adventure Gaming Arts and Design

1. **Best Historical Figure Series, 1987**
 - American Civil War, 15mm, Stone Mountain Miniatures
 - American Plains Line, Rafm
 - Shogun Hard Guys: The New Samurai, Ral Partha Enterprises
2. **Best Fantasy or Science Fiction Figure Series, 1987**
 - BattleTech Mech Warriors, Ral Partha Enterprises
 - Dungeons and Dragons, Citadel Miniatures
 - Groo the Wanderer, Dark Horse Miniatures
 - Julie Guthrie's Fantasy Line, Grenadier Models
 - Renegade Legion Interceptor Line, FASA Corp
3. **Best Vehicular or Accessory Series, 1987**
 - BattleTech Mech, Ral Partha Enterprises
 - Civil War Artillery, RAFM
 - Hovels and Buildings, 15 & 25mm, Stone Mountain Miniatures
 - Machineries of Destruction, Citadel Miniatures
 - Star Trek Miniatures, FASA Corp
4. **Best Miniatures Rules, 1987**
 - Chaos Wars, Rules according to Ral for Fantasy Battles, Ral Partha Enterprises
 - Harpoon, Game Designers' Workshop
 - Warhammer 40,000, Games Workshop
5. **Best Role-Playing Rules, 1987**
 - Mega Traveller, Game Designer's Workshop
 - Paranoia 2nd Edition, West End Games, Inc
 - Star Wars, West End Games, Inc
 - Teenagers From Outer Space, R. Talsorian Games
 - Top Secret S.I., TSR, Inc
6. **Best Role-Playing Adventure, 1987**
 - Blood of the Yakuza, AD&D, TSR, Inc
 - Future in Flames Series, Marvel Super Heroes, TSR, Inc
 - Ochimo, the Spirit Warrior, TSR, Inc
 - Scared Stiffs, Ghostbusters, West End Games, Inc
 - Tournament of Dreams, Pendragon, Chaosium, Inc
 - Who Watches the Watchmen? Mayfair Games, Inc
7. **Best Role-Playing Supplement, 1987**
 - GURPS Horror, GURPS, Steve Jackson Games
 - Manual of the Planes, AD&D, TSR, Inc
 - Miskatonic University Kit, Call of Cthulhu, Chaosium, Inc
 - Star Wars Sourcebook, Star Wars, West End Games, Inc
 - The Forgotten Realms, AD&D, TSR, Inc
8. **Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1987**
 - The Gazetteer Series, AD&D, TSR, Inc
 - Miskatonic University Kit, Call of Cthulhu, Chaosium Inc
 - The Forgotten Realms, AD&D, TSR, Inc
 - Star Wars, West End Games, Inc
 - Star Wars Sourcebook, Star Wars, West End Games, Inc
9. **Best Pre-20th Century Boardgame, 1987**
 - Blood Royale, Games Workshop
 - Britannia, The Avalon Hill Game Company
 - D' Espanol-Talavera, Clash of Arms Games
 - La Granda Armee, SPI/TSR, Inc
 - Shogun, Milton Bradley Company
10. **Best Boardgame Covering the Period 1900-1946 for 1987**
 - Battle for Moscow, Game Designer's Workshop
 - Moscow 1941, SPI/TSR, Inc
 - Onslaught, SPI/TSR, Inc
 - Scorched Earth, Game Designer's Workshop
 - Patton's Best, The Avalon Hill Game Company
11. **Best Boardgame Covering the Period 1947-modern day for 1987**
 - Air Superiority, Game Designer's Workshop
 - Central America, Victory Games, Inc
 - Fire Team, West End Games
 - Seventh Fleet, Victory Games, Inc
 - Team Yankee, Game Designers' Workshop
12. **Best Fantasy or Science Fiction Boardgame, 1987**
 - Arkham Horror, Chaosium, Inc
 - Gammarauders, TSR, Inc
 - Isaac Asimov Presents Star Traders, Steve Jackson Games
 - Renegade Legion, Interceptor, FASA Corp
 - Star Warriors, West End Games, Inc
13. **Best Graphic Presentation of a Boardgame, 1987**
 - Chase, TSR, Inc
 - Gammarauders, TSR, Inc
 - Onslaught, SPI/TSR, Inc
 - Shogun, Milton Bradley Company
 - Star Warriors, West End Games, Inc
14. **Best Play-By-Mail Game, 1987**
 - Almaz, Pegasus Productions
 - Celtic Fantasy, Flying Buffalo, Inc
 - Nuclear Destruction, Flying Buffalo, Inc
 - World Wide Battle Plan, Flying Buffalo, Inc
15. **Best Fantasy or Science Fiction Computer Game, 1987**
 - Eternal Dagger, Strategic Simulations, Inc
 - Phantasie III, Strategic Simulations, Inc
 - Pirates, MicroProse, Inc
 - Realms of Darkness, Strategic Simulations, Inc
16. **Best Military or Strategy Computer Game, 1987**
 - Airborne Ranger, MicroProse, Inc
 - Panzer Strike!, Strategic Simulations, Inc
 - Project: Stealth Fighter, MicroProse, Inc
 - Shiloh: Grant's Trial in the West, Strategic Simulations, Inc
 - Sons of Liberty, Strategic Simulations, Inc
17. **Best Screen Graphics in a Home Computer Game, 1987**
 - Airborne Ranger, MicroProse, Inc
 - Pirates, MicroProse, Inc
 - Project: Stealth Fighter, MicroProse, Inc
18. **Best Professional Adventure Gaming Magazine, 1987**
 - Autoduel Quarterly, Steve Jackson Games
 - Computer Gaming World, Russell Sipe
 - Dungeon, TSR, Inc
 - Fire & Movement, DTI, Inc
 - Gateways, Gateways Publications, Inc
 - Strategy & Tactics, World Wide Wargames
 - White Dwarf, Games Workshop
19. **Best Amateur Adventure Gaming Magazine, 1987**
 - Alarums & Excursions, Lee Gold
 - Polyhedron, TSR, Inc
 - Volunteers
 - Wild Hunt

These are the final nominees for the Origins Awards for 1987. Vote for only one nominee per category by checking or marking the line preceding your choice. When you are finished completing the ballot, fold it so that the return address on the back of this ballot becomes the mailing label. Staple or tape the paper closed, affix a stamp and mail your ballot.

Deadline for return of the ballot is July 15, 1988. The Origins Awards will be presented at Origins-GenCon in Milwaukee, WI, August 18-21, 1988. Members of the Academy of Adventure Gaming Arts and Design will receive a final ballot in the mail. If you have any questions concerning the ballot or the Academy, please write: Awards, PO Box 2712, Fairfax, VA 22031

No. 33 CHALLENGE

GDW's Magazine of Adventure Gaming

Managing Editor
Loren K. Wiseman

Associate Editor
Timothy B. Brown

Spiritual Advisor
Marc W. Miller

Art Director
Barbie Pratt

Graphic Design
and Production
Jim Kuntz
Rob Caswell
Kelly Walsh

Text Manager
Michelle Sturgeon

Publisher
GDW

Artists in this issue: Richard Hasenauer, cover; Rob Caswell; Steve Crompton; Jeff Dee; Tim Bradstreet, Robert Jamison.

Challenge, GDW's magazine of adventure gaming, is published quarterly and includes the *Journal of the Travellers' Aid Society*.

Journal of the Travellers' Aid Society is GDW's registered trademark for its gaming magazine devoted to **Traveller**.

Traveller is GDW's registered trademark for its role-playing game of science-fiction adventure set in the far future.

Twilight: 2000 is GDW's trademark for its role-playing game of survival in a devastated world.

Traveller: 2300 is GDW's trademark for its science-fiction role-playing game set in the 24th century.

Star Wars: The Roleplaying Game™ is a trademark of West End Games. *Star Wars* is a registered trademark of Lucasfilm Ltd.

Challenge is copyright©1988 GDW. Printed in the U.S.A. All rights reserved. ISSN: 0894-5535. All editorial and general mail should be sent to *Challenge*, P.O. Box 1646, Bloomington, IL 61702-1646.

The issue price is \$3.25. One-year subscriptions are \$13 in the U.S. and Canada. Foreign subscriptions (outside the U.S. and Canada, but not to APO or FPO addresses) by surface mail are \$20 per year (\$40 for two years). Foreign subscriptions air mail are \$35 per year (\$70 for two years). Please make all payments in U.S. funds drawn on a U.S. bank.

Submissions: We welcome articles and illustrations for *Challenge*. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Foreign inquiries (except APO/FPO) please include an International Reply Coupon.

Traveller Articles

Traveller News Service.....	12
Project Farstar, by Marcus Rowland.....	33
Iris, by Charles E. Gannon.....	53

2300 AD Articles

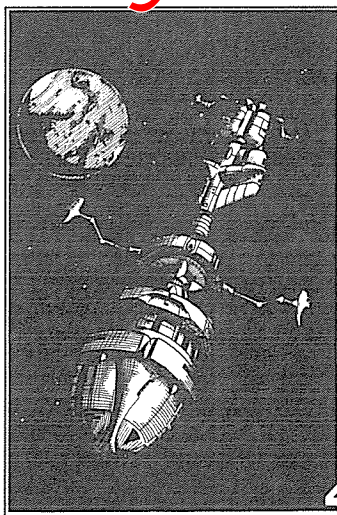
Lone Wolf, by David Nilson.....	14
North America, 2300, by Timothy B. Brown.....	38
Davout, by Clay Johanson.....	44
Stutterwarp Revisited, by Lester W. Smith.....	50

Twilight: 2000 Articles

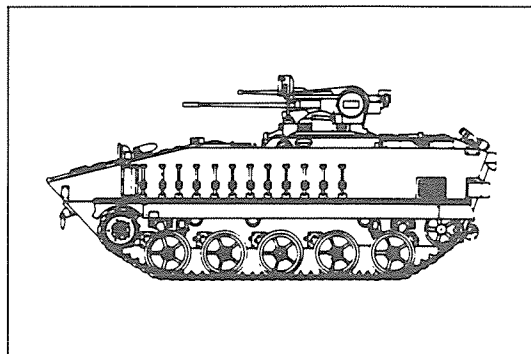
Haute Cuisine a la 2000, by Fred C. Kiesche and Loren K. Wiseman.....	3
Equipment List, by Steve Arrowsmith and Paul Emerson.....	6
USSR: 2000, Part II: The Hit List, by Frank Frey and Loren K. Wiseman..	9
Twilight Survey, by Loren K. Wiseman.....	11

Features

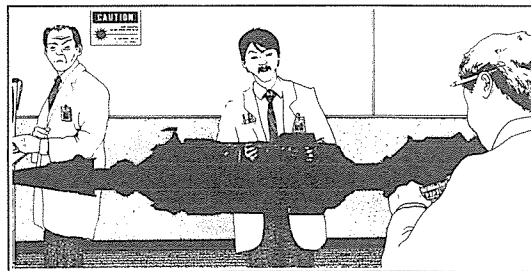
From The Management.....	2
Just Detected.....	2
E & C.....	42
Reviews.....	61
Challenge Classics.....	64



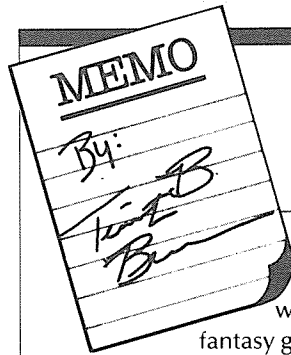
Page 16



Page 6



Page 36



From the Management

My first experience with role-playing games was, as I'm sure it was with many of you, with a certain popular fantasy game. A friend of mine described to me how the game might develop—"You can go down into a deep cavern, fight with a dragon and take his treasure. Then on the way out half the treasure might magically turn into some other monster you have to defeat!" As a young man eager to experience the thrill of victory in a fantasy universe, I immediately agreed to give it a try. So he came over with some other friends and with his boxes filled with what I have come to find are the necessities of role-playing games; rules books, dice, and *miniatures*.

From my first days with role-playing games, miniatures have been an integral part of every game. They are the little pieces of three dimensional reality which really make the situations come alive. It is one thing to have the referee tell you that

Continued on page 42

Issue 32 feedback was as follows:

Traveller News Service.....	3.42
A World on its Own.....	3.75
Swift Water: An Amber Zone.....	3.68
Tlea: A Casual Encounter.....	3.85
Cayuga-Class Close Escort.....	3.92
The Xiang: Chapter 19.....	3.75
Papers & Passports.....	3.83
Equipment for Armor Crews.....	3.93
Native Canadian Ranger Regiment.....	3.68
Small Patrol Craft.....	3.41
AS Origins Tourney Results.....	3.00
Alone Against the Empire.....	3.82
From the Management.....	3.41
Just Detected.....	3.21
E & C.....	4.08
Reviews.....	3.77
Challenge Classifieds.....	4.03
Issue 32 Cover Art.....	4.10
Issue 32 as a Whole.....	3.75

JUST DETECTED

CONVENTIONS

WIZARD'S CHALLENGE

April 29-May 1, Regina, Saskatchewan. This sixth annual convention will be held at the Westwater Inn in Regina, Saskatchewan. The premier event will be a four-player team **AD&D** tournament. Other events will include a **Supremacy** tournament, **Battletech**, and **Car Wars**. An opening-night costume ball, open gaming, movies, a games auction, and a closing night medieval feast and awards presentation are some of the planned weekend activities. Contact The Wizard's Corner, 2124B Broad St., Regina, Saskatchewan, CANADA, or call (306) 757-8544.

MINIATURES

15MM SCIENCE FICTION

The Reiter (a mail-order hobby shop dealing in books, games, magazines, and miniatures) has acquired a limited supply of out-of-production 15mm science-fiction miniatures. For a list, write The Reiter, 3440 S. Monterey, New Berlin, WI 53151.

1/72 SOVIETS

TCI/ACE announce releases in the 1/72-scale Soviet Armor Series. The miniatures series includes models of the T-55, T-72, BMP-1U, BRDM-2, ZSU-23-4M, and MTLB APC, among others. Write TCI/ACE, 4732 E. Pearl, Boulder, CO 80301.

1:87 SCALE T-72 MBT

Petner Panzers announces the first in a series of 1:87th scale modern Soviet vehicles and equipment: a T-72 Main Battle Tank. Petner Panzers, PO Box 1221, Bensalem, PA 19020-0844.

1:87 SCALE T-62A MBT

Armourtec Scale Models has announced the release of the first of a line of 1:87th scale modern Soviet equipment: the T-62A Main Battle Tank. A BMP-1 will be followed by a BTR-60PB and a T-54/55 MBT. Contact Armourtec Scale Models, PO Box 51550, Pacific Grove, CA 93950-6550.

GDW products (including **Traveller**) are available through distributors as follows:

West Germany: GDW products are imported and distributed by Fantastic Shop, Konkordiastr. 61, Postfach: 3026, 4000 Dusseldorf 1, West Germany. Some titles are translated into German.

Japan: GDW products are printed and distributed by Post Hobby Japan Co., Ltd, 26-5, 5-chome, Sendagaya, Shibuya-ku, Tokyo, Japan. Titles published are translated into Japanese.

United Kingdom: GDW products are imported and distributed by Games of Liverpool, 89 Victoria St, Liverpool, L1 6DG, UK; and by Matthew Harvey & Co. Ltd., PO Box 38, Bath Street, Walsall, WS1 3BY, England.

Italy: GDW products are imported and distributed by Pacific Enterprises Italia, via R. di Lauria 15, 20149 Milano, Italy.

Sweden: GDW products are imported and distributed by Hobbyhuset, Box 2003, S-750 02, Uppsala, Sweden and by Target Games, Frihamnen S-100 56, Stockholm, Sweden.

New Zealand: GDW products are imported and distributed by Blackwood Gayle, PO Box 28358, Auckland, New Zealand.

Australia: GDW products are imported and distributed by Jedko Games, 134 Cochranes Rd., Moorabbin, Vic, 3198, Australia.

Haute Cuisine a la 2000

Editor's Note: As part of our continuing efforts to bring a greater feeling of realism to **Twilight: 2000**, we hereby bring you a rundown of the Meal, Ready to Eat, Individual (MRE), about which some of our readers have expressed a curiosity. First, some background material by Fred Kiesche, followed by a short review from *Challenge's* resident gourmand and restaurant critic (who doesn't get many assignments, so he has to be grateful for what work he does get).

PART I: THE MRE—BACKGROUND

MRE is the military abbreviation for "Meal, Ready-to-Eat, Individual," and is the army's latest attempt to find a quick, readily portable and reasonably nutritious way to feed personnel in the field without access to the normal mess units. Recognizing that good food is important to morale, the army strives to provide troops in the field with two hot meals a day, but in practice this is not always possible (in my last field training exercise, we ate nothing but MREs for several days). The MRE replaces the older "Meal, Combat, Individual," (commonly called the C ration). The main difference between the two is that the MRE contains no cans and has fewer freeze-dried items (which require extra water and are harder to prepare since the user must add water to reconstitute the meal) and more retort-sealed heavy foil "wet pack" pouches (which simply need to be heated in some way). Both meals could be consumed cold. In 1987, several changes were implemented: 12 new menus were created, a fruit drink mix and a dessert were added to all menus,

the size of the entree was increased from five ounces to eight ounces, a longer spoon was included (to allow users to dig all the food from a packet without soiling their knuckles), and a cardboard support base was added (to hold hot packets and prevent burned fingers).

In the near future, the Army will issue official items to help heat MREs. A canteen-cup stove is being designed that will fit around the regular canteen and cup (inside the existing canteen cover) when not in use. In use, the cup will fit on top of the stove and will use standard fuel tablets. This will replace the privately purchased stoves and field expedients (such as placing the packets on a hot engine block for 10 minutes) that have been used up until this time.

MREs can be purchased by civilians (try the local military surplus or outdoor supply store) and are used by hikers and campers. Some people use them for auto, aircraft, or boat emergency kits (they last for years provided they are stored in a relatively cool, dry environment).

MENUS

The 12 older menus are as follows:

Menu 1: Pork patties, pineapple or apple slices, cheese spread, crackers, cookies, cocoa, accessory packet D, spoon.

Menu 2: Ham and chicken loaf, strawberries, peanut butter, crackers, pineapple nut cake, accessory packet A, spoon.

Menu 3: Beef patties, beans in tomato sauce, cheese spread, crackers, brownies, accessory packet B, spoon.

Menu 4: Beef slices, peaches, peanut butter, crackers, cookies, accessory packet C, spoon.

Menu 5: Beef stew, fruit mix, peanut butter, crackers, cherry nut cake,

cocoa, accessory packet A, spoon.

Menu 6: Frankfurters, beans in tomato sauce, jelly, crackers, cocoa, accessory packet E, spoon.

Menu 7: Diced turkey with gravy, potato patties, jelly, crackers, maple nut cake, cocoa, accessory packet A, spoon.

Menu 8: Diced beef with gravy, beans in tomato sauce, cheese spread, crackers, brownies, accessory packet A, spoon.

Menu 9: Beef or Chicken a la King, cheese spread, crackers, fruit cake, cocoa, accessory packet D, spoon.

Menu 10: Meatballs in BBQ sauce, potato patties, jelly, crackers, chocolate nut cake, cocoa, accessory packet A, spoon.

Menu 11: Ham slices, peaches, cheese spread, crackers, orange nut cake, cocoa, accessory packet A, spoon.

Menu 12: Chicken loaf or ground beef in spice sauce, strawberries, peanut butter, crackers, cookies, accessory packet C, spoon.

The accessory packets contain:

A: Coffee, cream substitute, sugar, salt, gum, matches, toilet tissue.

B: Coffee, cream substitute, sugar, candy, soup and gravy base, salt, gum, matches, toilet tissue.

C: Coffee, cream substitute, sugar, candy, salt, gum, matches, toilet tissue.

D: Coffee, cream substitute, sugar, ketchup (powdered), salt, gum, matches, toilet tissue.

E: Coffee, cream substitute, sugar, candy, ketchup (powdered), salt, gum, matches, toilet tissue.

The candy found in these accessory packets can be either a caramel bar, a chocolate fudge bar, chocolate with almonds, or vanilla fudge bar.

The 12 new menus are as follows:

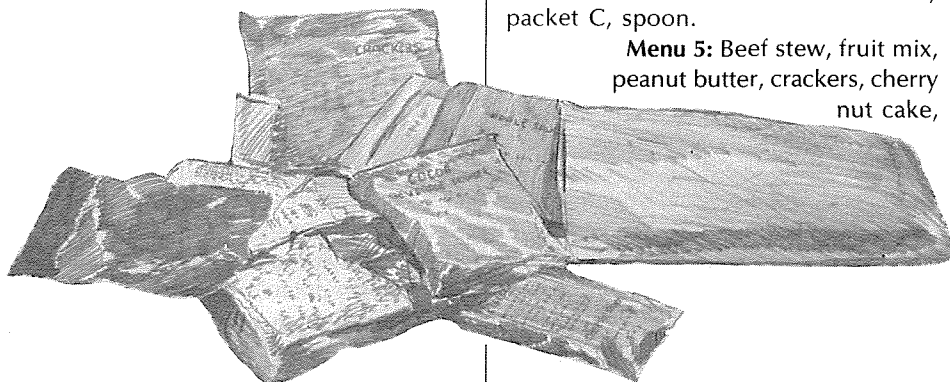
All menus contain a beverage base, an accessory packet, a pouch stand, and a spoon.

Menu 1: Pork with rice in BBQ sauce, applesauce, jelly, crackers, candy, cocoa.

Menu 2: Corned beef hash, pears, jelly, crackers, oatmeal cookie bar, cocoa.

Menu 3: Chicken stew, peaches, peanut butter, crackers, candy, cocoa.

Menu 4: Ham omelet, potato, cheese spread, crackers, oatmeal cookie bar, cocoa.



Menu 5: Spaghetti with meat sauce, cheese spread, crackers, maple nut cake.

Menu 6: Chicken a la King, pineapple, peanut butter, crackers, cocoa.

Menu 7: Beef stew, peanut butter, crackers, cherry nut cake.

Menu 8: Ham slice, potato, jelly, crackers, brownie, cocoa.

Menu 9: Meatballs with rice, fruit mix, peanut butter, crackers, cookie.

Menu 10: Tuna with noodles, cheese spread, crackers, chocolate nut cake.

Menu 11: Chicken with rice, peaches, cheese spread, crackers, cookie/candy.

Menu 12: Ham with scalloped potatoes, applesauce, jelly, crackers, brownie, cocoa.

The new accessory packet consists of coffee, cream substitute, sugar, salt, gum, matches, and toilet tissue.

—Fred C. Kiesche

PART II: DINING AT THE MR-EATERY/REVIEW

As part of its continuing campaign to acquaint **Twilight: 2000** players with aspects of military life, we decided a short treatise on this widely despised product was called for. A friend supplied me with a Menu-9 MRE (Chicken a la King), but I understand that they can be had from military surplus and outdoor supply stores at varying prices. MREs are said to vary from 1200 to 1300 calories in content and are reputed to have a shelf life of 15 years. I was assured that it was quite edible, although the outside wrapper smelled strongly of mildewed cardboard. Despite this, I decided to plunge ahead.

The al fresco atmosphere of the MRE is most refreshing in that the surroundings are whatever the diner chooses to make them. This reviewer chose to make them his own kitchen and avail himself of the various modern conveniences there (table, plates, chair, etc.). The meal was reminiscent of a number of those avant-garde steakhouses that were the vogue two or three years ago (one prepares one's own steak and thus avoids the tiresome task of figuring a proper tip). For a time, MREs were popular for school lunches at a local middle school (they quickly became passe, as all such fads do).

The meal came in a thick brown plastic envelope (four mils, for you statistics freaks), which provided an effective seal against the rather poor storage conditions from which it had recently been removed. The name of the packing company was stenciled on the outside (mine was packed by a company in Sterling Heights, Michigan) along with the notation "Meal, Ready-to-Eat, Individual" and "Menu-9 Chicken a la King, Accessory Packet D." None of the interior contents had the musty smell of the outer wrapper, which encouraged me considerably (food poisoning not being one of my favorite diseases). Upon ripping open my packet, I was presented with the following:

- A cardboard package, olive green in color, about five inches by five inches by one-half inch, labeled "Chicken a la King" along with a listing of contents, an address of another packing company, and an inspection stamp from the US Department of Agriculture.

- Another cardboard package, same dimensions, labeled "Fruitcake" and giving a bakery's address and also listing contents.

- A dark brown foil packet about five inches square, labeled "Crackers."

- An OD green foil packet about three inches by five inches, labeled "Cheese Spread,"



listing the ingredients (leading off with "Cheddar Cheese") and the instructions to knead the contents before opening.

- An OD green foil packet about four inches x five inches, labeled "Cocoa" and listing ingredients and instructions on how to mix it into water for a hot or cold drink.

- Accessory packet D, contents detailed above.

- A white plastic spoon, wrapped in transparent plastic.

Opening the two cardboard packages, I found within them two heavy OD green foil packets, each labeled with its contents. I was instructed to inspect the packets and not eat the food if the foil packets were bulging or punctured (which would indicate spoilage). I chose to heat the entree in my microwave oven to save time (removing it from the foil packet first, otherwise it wouldn't work), although I understand the suggested method is to heat the packet in boiling water. While the chicken was heating, I opened the fruitcake packet and ate it cold (I was later told that most people eat the dessert first, so I am not alone in my gluttony). The fruitcake was not at all dry as I expected, and had a pleasant taste. I've gotten worse for Christmas.

As the chicken cooled (the microwave got it too hot to eat), I heated a cup of water for the cocoa and opened the crackers. These were about five inches square and were rather crumbly (mine were intact, but crumbling on the edges and corners, reminding me more of shoddy masonry than something edible). I kneaded the cheese spread packet to mix the contents and tore off one corner per instructions; then I squeezed the mixture over the crackers. The cheese spread was brownish-yellow and not particularly appetizing in appearance. It had a rather acrid, albeit cheddar-like taste, which, combined with the taste of the crackers (a unique blend of matzos and styrofoam), was vaguely unpleasant but not inedible.

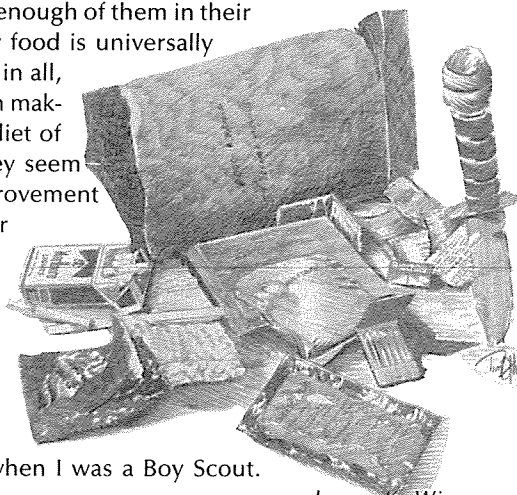
The entree tasted like a medium-priced frozen TV dinner (being a bachelor, I have considerable acquaintance with these). The chicken was chewy but not stringy, the sauce was pleasant (if bland), and the vegetables still had a nice taste. Nothing to write home about, but if I were in the situation represented by **Twilight: 2000** and had been living off squirrels and roasted skunk rump for a year or so, it would have been ambrosia.

The cocoa powder dissolved very rapidly and with a minimum amount of stirring. It was thick, foamy, and tasted very good, easily as good as the stuff you can buy in grocery stores (I am inclined to suspect it is the same stuff you can buy in grocery stores, knowing what I do of military procurement policies).

My accessory packet (D) contained no candy, contrary to Fred's listing above. The coffee tasted acidic and brackish. The cream substitute helped it a little. The chewing gum cleaned the taste of the coffee out of my mouth. I did not try anything else.

In summation, I can't say anything about the nutritional value of the whole thing; however, considering that the meal had been sitting on a shelf in a basement for one or two years without any refrigeration, it was in very good shape (and few foods other than canned goods can still be eaten after standing up to treatment like that). MREs might make an amusing "theme" appropriate for a dinner gathering of **Twilight:**

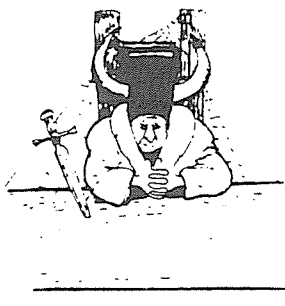
2000 players (although veterans might object, having eaten enough of them in their lives...military food is universally despised). All in all, I don't plan on making a steady diet of them, but they seem to be an improvement over the older K and C rations (although I have never eaten these). I wish they had these things back when I was a Boy Scout.



—Loren K. Wiseman

PAPER MAYHEM

"The Informal PBM Magazine"



Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM: fantasy, science fiction, historical, and sports. Each bimonthly issue brings you the latest on various PBM games.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

Subscription to PAPER MAYHEM are: 1 year subscription \$20.25
2 year subscription \$35.10

(Subscriptions to Canada add \$6.00 per year. All subscriptions payable in US Funds. Allow 6-8 weeks for delivery.)

PAPER MAYHEM, DEPT. GDW, 1518 ADAMS ST., OTTAWA, IL 61350-4764

Send \$1.00 for the Journal of PBM Gaming. The Journal is a listing of PBM Companies and their games.

Gen Con®

presents...

ORIGINS 1988

The Combined Origins / Gen Con® Supershow

being held August 18th through 21st in Milwaukee, Wisconsin. For more information, contact:

Origins 1988
c/o TSR, Inc., Dept. GCHQ-C
P.O. Box 75
Lake Geneva, WI 53147

or call (414) 248-3625 (ask for Gen Con® Headquarters).

STRATEGICON presents...

Origins West 1988

The first Regional Origins convention Origins West 1988: at the Los Angeles Airport Hyatt Hotel, February 12th-15th, over President's Day Weekend. Pre-register for only \$20.00 if postmarked by January 31st, 1988. To pre-register, or for more convention information, contact:

STRATEGICON
5374 Village Road
Long Beach, CA 90808
or call (213) 420-3675

And don't miss the national Origins convention this August in Milwaukee, hosted by TSR, Inc.'s Gen Con®.

Attention Retailers

Manufacturers & Distributors

The Game Manufacturers Association (GAMA) Trade Show was designed for you! This is your opportunity to meet the Manufacturers, to ask questions and get all the information about products old and new. Enjoy a personal, one on one meeting!

More importantly, this show will feature several useful seminars giving tips on game displays, marketing, inventory control, dealing with "gamers," local clubs and conventions, plus much more!

For more information on attending March 20-22nd in Las Vegas contact: Howard Barasch, P.O. Box 867623, Plano, TX 75086 or call (214) 247-7981.