

JUNE 1981

NUMBER 40

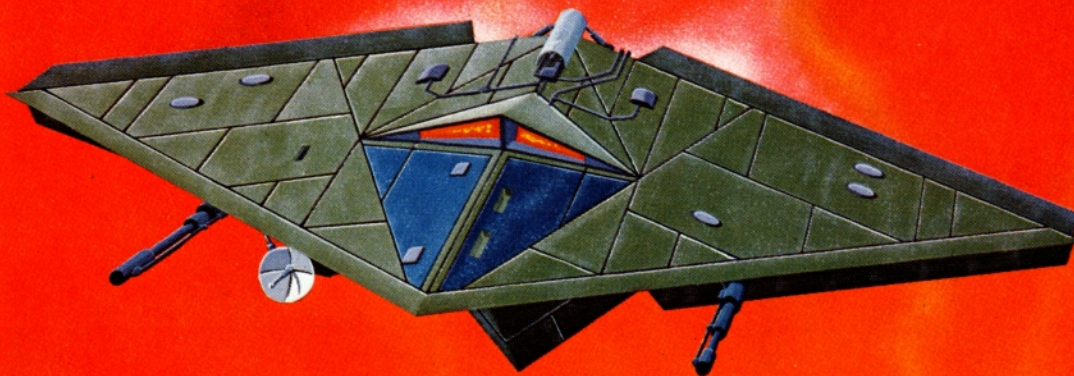
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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



NEW SPACE COMBAT SYSTEM
ADVENTURES ON TSCHAI
ABOARD THE *LEVIATHAN*
NONHUMAN RACES
DRAGON PASS
ROLE-PLAYING GAME DESIGN
AND 6 PAGES OF REVIEWS



Special TRAVELLER Issue

including an article by *Marc Miller*

THE SPACE GAMER

NUMBER 40 – JUNE, 1981

In This Issue

By request, another *Traveller* issue. This one features a *Leviathan* article by *Traveller* designer Marc Miller; a new and more detailed ship-combat system; and an eight-page section (which you can pull out of the magazine if you like) adapting Jack Vance's planet Tschai to *Traveller*. Included are the planetary map, seven alien races, encounter tables, scenario suggestions, and general background information.

On pages 30-31 you'll find an updated index to all game articles that have appeared in TSG since issue 15. This is a handy tool for anyone looking for information about a game . . . and if you want to write a review, it's a quick guide to games we haven't covered. I'm pleased to note that we haven't missed too many.

And take a look at the winners of the Non-Human Races contest. We got some good ones – and, even if one of the winners is really "inhuman" rather than "non-human," I think you'll agree it deserved to win.

—Steve Jackson



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THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by The Space Gamer, 7207 Onion Crossing Dr., Austin, TX 78744. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to The Space Gamer, P.O. Box 18805, Austin, TX 78760.

All material is copyright 1981 by *The Space Gamer*. All rights reserved.
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. bank.

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Publishers may wish to write for a copy of our Recommended Artists List.

WHERE WE'RE GOING

I'm glad that this is the *Traveller* issue. There couldn't be a more appropriate time to make this announcement.

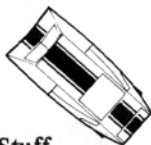
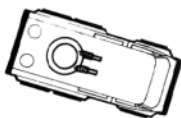
We're going to publish **CARDBOARD HEROES** for *Traveller*.

These will be an "approved-for-use-with" product, licensed by Game Designers Workshop. The folks at GDW will check each figure for authenticity. There will be human and alien figures in 15mm scale (half-inch bases, fully compatible with the *Traveller* deck plans produced by GDW and other companies). We'll also be coming out with some AFVs — futuristic tanks and hovercraft — and possibly some small spacecraft. Like the current sets of Cardboard Heroes, these will be done in full color. Look for them late this year . . . late fall or early winter.

As for the three new sets of fantasy Cardboard Heroes: they are, finally, out. We completed shipping on initial orders in early May; if you haven't gotten your order, write and let us know.

Car Wars and Vampire

These two are moving a bit slowly. We had wanted to have them out before Origins. It looks as though, for all practical purposes, they'll be an Origins release. If they're ready sooner we'll ship them sooner, but most people will get their first look at these for Origins. Denis is working on final art for both of them. The vehicle counters for *Car Wars* are finished, and look great; a few of them are shown (actual size) on this page. This is only the b&w art, though; the game counters will be in full color.



New Stuff

Two other projects *may* be ready by Origins. (Yes, things are stacking up. Makes life interesting.) The first one is the game design book compiled from the columns Nick and I have been writing. We're presently revising, updating, and adding new material. This one is about a 95% certainty for Origins.

The other one is a rulebook for a game that's been played (informally)

on college campuses all over the country. Recently it's been in the news a lot — which is fine with me, because we've been compiling notes on this since *last* Origins. Lucky timing. As you've likely guessed, I'm talking about . . . **KILLER**.

Killer is a "live" game. You don't play it on a board, or with pencil and paper. You get out and do it for real. In *Killer*, you're trying to knock off one (or all) of the other players by fair means or foul. Usually foul. Waterguns or dart-guns replace pistols; tokens represent poison in a drink; an exploding balloon becomes a bomb. And so on. This is NOT a game for everybody. But if you're highly competitive, have no history of heart trouble, and want to test your reflexes and ingenuity in a way no paper game can . . . you might try a game of *Killer*. I know I like it!

Please don't order either the Game Design book or *Killer* yet. I think next issue's order form will include them. Right now I don't want to take your money until I'm positive about the release date.

NEXT ISSUE

The July TSG will be a special D&D issue, with an article by TSR head Gary Gygax;

Five new races of player characters for D&D and other FRP games;

A "Monty Python and the Holy Grail" adventure;

Tips for compulsive Thieves;

The review of TRIPLANETARY we promised this issue, but couldn't quite squeeze in;

And a number of reviews, capsule and otherwise.

Postal Hassles

As you know, postage rates are continuing to spiral. If this keeps up, we will go on sending subscribers their games with no postage fee — but it will have to be third class instead of first class. The games will still get there, but they'll be slower. We'll hold off on this as long as we can.

Mini-Feedback

If you'll look at the inside back cover of your subscriber mailer cover, you'll see a feedback page on this issue's contents, with a few other questions. This is for subscribers only (nobody else gets a copy with the mailer cover on it). We're hoping for some detailed information about the subscribers' likes and dislikes.

Computer Games

There is a very good chance that sometime in 1981 you'll be able to buy computer versions of *Raid on Iran* and *Kung Fu 2100*. Look for these as licensed products from a leading computer game company, rather than SJ Games releases. But we'll be doing a lot of the development and playtesting right here.

Therefore, we'd like to hear from computer game fans in the Austin area — preferably people who have their own computers. We could use playtesters and critics, both for these projects and for reviews of other games. Write us at the address on page 1.

New PBM Section

Starting next issue, TSG will have a new column: PBM UPDATE. This space will be open to PBM game companies for news about the companies themselves — and about the *course of the games* as well. If you want to get the "big picture" on *StarMaster*, or find out about the current political situation in Crane I, this is the place. Companies can also announce new games, price and rules changes, and anything else they like. We'll welcome material from any legitimate PBM company, though of course we'll edit for length and remove any blatant "puffery." This will be a news column, not a collection of free ads.

Job Openings

There seems to be a good chance that within the next 12 months we'll have at least two job openings at TSG/SJ Games. This seems like a good time and place to invite applications. *Job Description:* game development and production and/or