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# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

## CAR WARS

*Special Issue*



MASSACRE AT MIDVILLE  
STREET LEGAL  
LAIR OF THE FAT MAN:  
ADVENTURE FOR TOP SECRET  
ROLEAIDS FEATURED REVIEW  
WINNING HEROIC FANTASY  
AND 8 PAGES OF REVIEWS

LOBRET '82

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# THE SPACE GAMER

NUMBER 58 — DECEMBER, 1982

Welcome to the largest *Space Gamer* ever.

Actually, purists can argue that issue 26 was the same size — 56 pages self-cover — but 16 of those pages were a catalogue. We're glad to be able to offer the increased coverage, and it looks as though we'll be able to do it again in the near future.

This is a special *Car Wars* issue, by popular demand . . . Included are "Massacre at Midville" (anyone who can't figure out the subject matter from the cover painting needs to go back to bed), and "Street Legal," an ingenious piece of auto-duelling fiction, with its own accompanying article. Our centerpiece, though, is "Lair of the Fat Man" (*Top Secret* adventure in the grand tradition of, well, somebody).

And everyone be sure to check out "Where We're Going" this issue — there's a lot coming down the line you'll want to know about.

— Aaron Allston

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# DAILY BULLET

## MASSACRE AT MIDVILLE



### County Disarms

...ch, NY (AP) - Moving to avert illegal hos-  
between two local autoduel societies, the  
Driving Safety Enforcement League yesterday  
Stone County, NY to be a non-duelling zone.  
al Gulch authorities, alarmed at recent out-  
of duellist violence, contacted EDSSEL officials  
days ago. EDSSEL enforcement patrolmen were  
mediately moved into the city, quickly setting up  
society fortifications and publicizing the call for  
militarization. The Floral Gulch Autoduelling  
society immediately disarmed in accordance with the  
new regulations.

However, the Amoco Kids, an autoduellling gang  
from nearby Stone City, ignored EDSSEL regulations  
and arrived in Floral Gulch in armed cars middy  
yesterday. The Amocos attacked Gulch Autoduel  
society vehicles immediately upon arrival, on State  
road 2.

Professional defensive driving techniques,  
duellists were able to elude the Amocos  
enforcers could intervene. EDSSEL forces  
Stone City duellists; one EDSSEL heil-  
in a freak accident during the brief  
enforcement officers were killed or

by Chris Smith

It had been six months since the brutal clashes  
between the citizens of Midville and the notorious  
Crusaders cycle gang; since then, Midville's reputa-  
tion as the toughest unfortified town around had  
kept most other cycle gangs from the area, and  
that small war had drawn attention to the town, and  
the federal government, anxious to cash in on anything  
that would bolster its public image, magnanimously re-  
established the area's long-abandoned army base. The  
base's equipment and the area's reputation would keep  
troublemakers away from the base until all its defensive  
capabilities were repaired.

That was the theory, at least. But no one told the  
Anarchist Relief Front.

The ARFs were a crack terrorist team devoted to  
continuing the collapse of the federal government.  
Skilled at infiltration, combat, and utilization of the  
press to further their own ends, they could not resist  
the challenge of Midville's reputation and the govern-  
ment's interest in that area.

And so, one clear night, a team of ARFs stealthily  
made its way into the army base, dropped fragmenta-  
tion and smoke grenades to keep the personnel busy,  
and noisily made off with the base's prized possession,  
an experimental tank - the Dempsey XM-6.

Phone calls immediately went out to the Midville  
officials. The base was a mere twenty miles away; the  
townspeople had on the order of twenty-five minutes  
to get out of town before the tank rolled in - hardly

enough time, and there were simply not enough vehicles  
to effect a mass evacuation. So the town's defenders  
gathered on the south side of town, hoping to stop the  
tank in its (ahem) tracks, while the nonvehicular towns-  
people were removed as far north as was convenient,  
to the city mall.  
And the ARFs knew they'd driven into a hornet's  
nest when they topped the final hill on the approach  
to the town and saw the unmistakable smoke trails of  
rockets and LAWs streaking toward them...

### The Dempsey XM-6

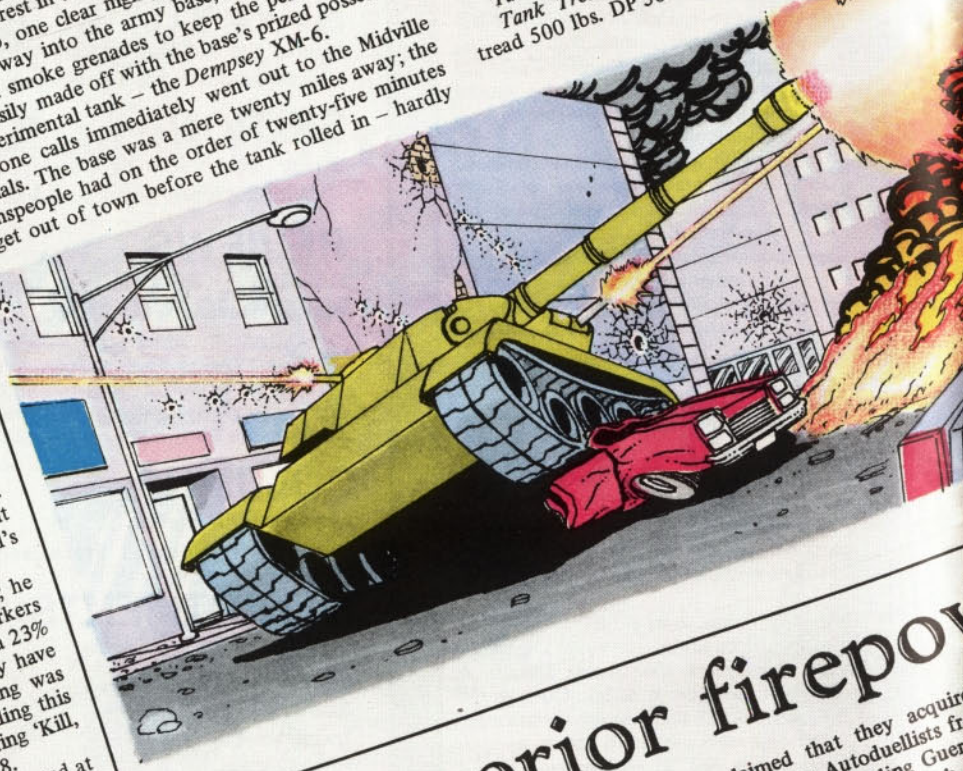
The experimental heavy tank was a step forward in  
the art of vehicular warfare. It was protected with  
enough armor to stop approximately five shots from  
its own main gun, which was one of the most effective  
in existence. It was only capable of 60 mph, but could  
sustain that speed over most terrains.

- Basic notes on the new components for the tank are:
- Tank Body.** \$5,000. 5,000 lbs. Max. load 16,000 lbs. 45 spaces. Armor cost/weight \$80/37 lbs per point.
- Tank Chassis.** Adds 210% to weight capacity. Costs 1000% of tank body cost.
- Tank Power Plant.** Costs \$20,000. 5,000 lbs. 20 spaces. 40DP. 15,500 power factors. Max. speed 60 mph.
- Tank Suspension.** Price is 200% of body cost. HC 5.
- Tank Treads.** Price per tread \$5,000. Weight per tread 500 lbs. DP 50 each. A tank requires two treads.

(continued on page 4)

### Security Guard Tests Taxes

...nch building of the Internal Revenue  
oyed late yesterday when John M.  
ville City Hall security guard, went  
ooting spree with one of the hall's  
cket launcher bunkers.  
to police after the incident; he  
ment to the press. Co-workers  
been recently incensed by a 23%  
stic energy tax, which may have  
spree. "I knew something was  
d up his statement mailing this  
of the building screaming 'Kill,  
orker Mark V. Ogre, 28.  
building has been estimated at  
s office has refused to comment



### ... through superior firepow

... the Pious Plurality Church of Autoduelling, in an effort  
... this vicious sport" are sponsoring the First  
... and Son Autoduel Event. Cub Scout  
... armor will be awarded to the

... claimed that they acquire  
liabilities. Autoduellists from  
accused of welding Guerr  
automobiles to absorb  
prohibits the sale of L  
the age of fifteen, and t  
Plastic trashcans with  
been banned from the  
cereal containing  
been rem

# WHERE WE'RE GOING

Okay. This month, I *do* have a few things to say. For openers . . . thank you, everyone who sent in the mini-feedback from the TSG 55 mailer cover. The numbers have gone through the computer, and are very interesting; the comments have gone through Aaron and me, and are more interesting still.

Based on the feedback data, we will be fine-tuning the content a little bit. No big changes were called for (thanks again!). But we see some room for improvement. For instance . . .

To nobody's surprise, reviews (both feature and capsule) continue to rate very high. The only complaint about reviews,

on the whole, is that they are sometimes not timely enough. We can help that by giving them a little more space in some issues; there's no reason a review should sit around the office after it's accepted. Some of that extra room can come from the **\*\*LARGER ISSUES\*\*** that we've been getting. Some of it will come from the pages devoted to the monthly contest. We're not canning contests entirely; we like them, and so do a lot of you readers. But it's not easy to come up with a good contest idea every single month. We're going bi-monthly on the contest; the extra space will go to capsule reviews.

Comments on the "game or scenario in

every issue" policy were mixed. A few of you don't like the idea at all. A lot of you do like it. A lot more say "it's a good idea, but can you keep up the quality?" Several readers pointed out the fate of past magazines (i.e., *S&T*, *Ares*) that attempted a game in every issue. All we can say is — give us a while. We're aware of the risks involved. We think we can avoid the "half-baked turkey in every issue" trap. If we can't keep up good material — we'll stop *fast*. Allen Varney's *Necromancer*, in issue 55, rated a 7.06 — not quite up there with the reviews, but pretty solid all the same. (Next time we *will* use heavier cardboard for the bind-in counters!)

We will continue to publish as many good variants and strategy articles as we can get. That's the hardest kind of material to find. Write some for us!

And, in response to a large number of queries, I am very pleased to announce:

## The Return of Murphy's Rules

We lost our cartoon feature, *Murphy's Rules*, when Richard Mather ran out of time to draw it. For months, we've been looking for a new cartoonist. We've found him. Boy, oh boy . . . *have* we found him.

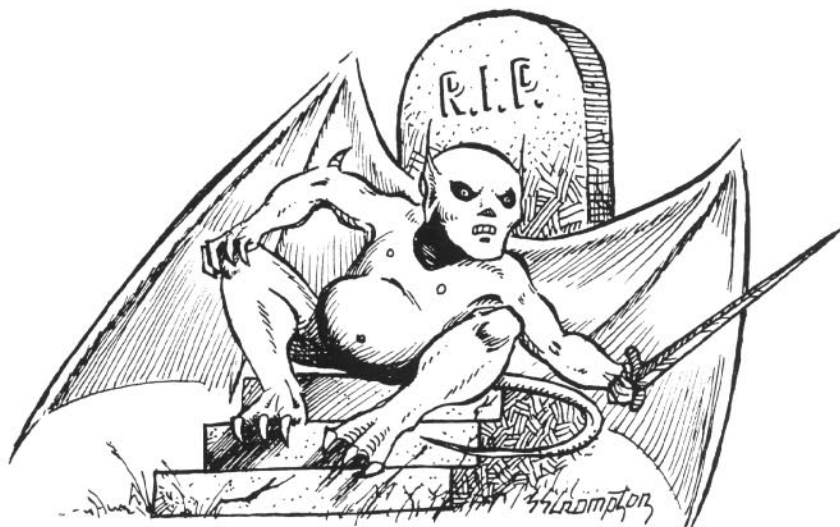
Ben Sargent is the Pulitzer-winning editorial cartoonist for the *Austin American-Statesman*. He is also an old-line Avalon Hill-type wargamer; in fact, he and his wife have designed a turn-of-the-century railroad game with a good deal of real business and historical simulation! And — starting next month — Ben is going to be drawing *Murphy's Rules*. Watch for it.

In general, readers seem to appreciate the extra effort we've been putting into art (both cover and interior) and on the mailer cartoons. I have three items relating to that.

(1) Usually, when we buy a cover painting, we buy all rights plus original. This issue, though, we only bought the rights. Denis Loubet is keeping the original. But he's willing to sell it . . . If you're interested in owning an original Loubet, send your bid to Denis c/o this magazine. His minimum bid is \$200.

(2) We have two new posters available. They will retail for \$1.00 apiece (same as the new price of the Demon poster). One is the *Iron Men* cover from issue 43 (15" x 22"). The other is the cover art from *Illuminati* (13" x 22"). They're both really good-looking (actually, they were designed as sales aids for stores). Note, though: any poster you buy from us *will* come folded to fit an 8½ x 11" envelope. Flat ones require mailing tubes, which are horrendously costly.

(3) We recently received a letter from the attorneys for TSR. It seems they feel



## NEXT ISSUE

*January's TSG will contain healthy helpings of:*

*"IRON MEN," man-to-man combat from the world of OGRE, by Steve Jackson;*

*The 1982 Game Survey (yep, it's that time again!)*

*"GRAV ARMOR +3," new scenarios for Dwarfstar's tactical armor game of the far future;*

*William A. Barton reviewing THE TRAVELLER BOOK;*

*The return of "Murphy's Rules";*

*The 1982 Origins ballot (yep, it's also THAT time again);*

*A featured review of SSI's Rapidfire line; and*

*The Post Office. (You can't escape it; it knows where you live.)*