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CAN YOU SURVIVE THE
*Interdiction
Station...*
A GENERIC SF-RPG
SCENARIO

ORBIT WAR
ADVANCED RULES AND
DESIGNER'S NOTES

FEATURED REVIEWS
JAMES BOND 007
MSPE
ESPIONAGE!
NEW PBM COLUMN —
"KEEPING POSTED"
AND 5 PAGES OF CAPSULES



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PBM Update

Adventures By Mail

Company News: At Origins '83, there was considerable discussion of the problems faced by Canadian players of U.S.-based PBM games. To solve some of these problems, we are very interested in starting an "all Canadian" game of *Capitol* with one turn per month (instead of three). In order to begin such a game, we need help. Any Canadian players interested in joining such a game or in helping us recruit other Canadian players should write us for more information.

GAMES Magazine chose *Beyond the Stellar Empire* as one of the top 100 games of 1983. It was the only PBM game so honored.

Beyond the Stellar Empire

The USS Second Fleet engaged the most powerful Flagritz fleet ever encountered. Twenty-one USS ships attacked two baseships, a scout and a captured human ship. The terrible results: Six USS ships destroyed plus several severely damaged. The Flagritz lost the captured human ship, saw their scout crippled but not captured, and their baseships took a tremendous amount of damage, yet were still functional. The USS fleet has returned to its home port for repairs and R&R.

The FET colony LORIT was vanquished by natives, possibly aided by some unknown entity. The FET Marduk, first to arrive on the scene, is picking up the pieces.

SSL colony Korlus is being investigated by the ISP on allegations of genocide. Emite the Clean, Head Squeek Of All The Burrows, estimated that the Lemites killed numbered in excess of 100,000. "If I don't get that murderous governor, my pups will!" Emite said.

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Capitol

Game 1: IVAKA's position of first place is quite solid. ZXY and SLEEN are in second and third respectively, but are not close to catching IVAKA. PI VI CE, CHATAN, ALDRYAMI, GROGNARDS, and CHITIN are expanding rapidly.

Game 2: The WEEBLES are in first, but just barely. All 12 races are quite active, with several minor skirmishes occurring. The ETTINITES look tough.

Game 3: Setups are being processed.

Warboid World

The number of shutdowns is rapidly increasing in the first and second groups of games. In fact, several games have had about half of the players shut down and at least one player has shut down two enemy STIC's in the same game.

Schubel & Son

Company News: We are pleased to announce the opening of our fourth *StarMaster* galaxy, the Southern Galaxy, and that work has begun on *StarMaster II*, which will be an updated and improved variant of the original *StarMaster*. The release of *StarMaster II* is expected in late 1984.

StarMaster

In the Central galaxy, the might Yarki Theocracy attacked the homeworld of the Shi'ar Divine Meld. After defeating the planet's naval defenses, the Yarki telepaths landed a force of 20 Fanatics, 10 Sorcerer-Guards and 10 of the advanced Biologist units. The Yarki planned to systematically sweep the planet with their Fanatic and Sorcerer-Guard units and call in their elite Biologist units to crush enemy strongholds. The Shi'ar defending units, 34 Warrior-Guards and 27 Legionnaire-Guards, were quickly located and eliminated by the Yarki after heavy fighting. With the fall of the last defenders, the Shi'ar leadership detonated their stockpile of 50 Hydrogen bombs and 10 Cobalt Fusion bombs. The terrific explosions that followed destroyed 100 megacities and two Yarki Sorcerer-Guards. The planet had fallen!

—Duane Wilcoxson

Central Texas Computing

Company News: First, another major rules expansion has just been completed. The Etuel may be able to help players who ask for specific items. Second, rising costs have forced us to increase fees, effective January 1, 1984. Setup (including two turns) will be \$11.00, and each succeeding turn will be \$3.50. Last, but not least, you can expect Quadrants IX–XII to begin opening in the first quarter of 1984, due to demand.

Universe III

Quadrant V: The Etuel appear to be introducing new equipment to make colony operation less dangerous. Rumors abound of a major battle over an inhabitable planet on the west side of the quadrant. It is not clear whether this is a

limited action or part of an all-out inter-alliance war, but none of the alien races appear to be taking part at this time.

Quadrant VI: Several colonies have begun large-scale production of military equipment. It is not clear at this time whether this production is for defensive purposes or whether it presages some form of aggressive action against other Terran colonies.

Quadrant VII: Several alliances are placing beacon nets to cover the quadrant. According to the Etuel, these beacons are used to track the presence of starships virtually anywhere in the quadrant, and will be a vital part of any future conflict here. No player has yet succeeded in finding and destroying a beacon.

Quadrant VIII: The Alar continue to reject attempts to contact them, as do the Regajians and Muar. There is much speculation over whether or not these races have found a way to hide entire star systems. If so, it is unclear when or how they intend to make their presence known. If not, where are they?

Clemens and Associates

Company News: While there are still openings in quadrants I through IV for players who wish to join their friends who are already playing *Universe II*, we have added a new quadrant, XXI, and it is completely different from the others. The first ships have just been assigned in this new space.

We have made arrangements to start an entirely separate game of *Universe II* for players in Australia and surrounding areas. They will compete only with players having the same postal times to the USA. Any players interested may contact: Chameleon Games, G.P.O. Box 2302, Sydney, 2001, Australia.

Universe II

Quadrant I: The war between the Regajian Empire and the Unity Alliance is in a stage of regrouping. Both sides seem to be preparing for a decisive battle. In the Harris area, the ILOC forces counter-attacked with devastating effect. One UES ship was completely destroyed. The sacrifices by the brave UES commanders have enabled the Etuel to complete the defensive force fields around Harris, Merga and Alkaid.

Quadrant II: The Ixtli attack on the Etuel star system of Alula has again been broken. One outlaw ship, the Falcon, was virtually destroyed by the UES Knights defending Alula. Reinforcements for both sides are arriving. Regajian Empire ships have been sighted in the Zosma area. Their presence raises many questions.

Quadrant III: The Unity Alliance is also at war in this quadrant. Pitched battles are raging around the star system at AM42, with the Unity ship Wahoowa scoring the first kill on an Order of Lafitte ship. Meanwhile, colonization activity proceeds at a rapid pace in the Nocer area. Little conflict has been reported in this area.

Quadrant IV: There are unconfirmed reports that the Triad Alliance bases have been attacked by LOTDP forces. It is unknown if this was only a raid or the start of a major war. STA ships have begun probing the perimeter of the Unity Confederation. In the Muar Empire, MSS ships have succeeded in driving most of the UES ships from their Empire.

Quadrant XXI: Starships have begun trading at Gysarme. Nearby, starship 4066D (*Starling*) was the first to discover an uncivilized star system in this quadrant. It is reported that starships belonging to the Cetusville Alliance have been sighted near Putjor.

—Jon Clemens