

March/April 1984

Number 68

\$3.00

Space Gamer

The Magazine of Science Fiction Games

Rescue
the Captives
on the . . .

Island of Entellope

A Generic Post-Holocaust Adventure

The Ogres are Under the Ice!

ICEPICK

An *OGRE* Scenario with new units
by Craig York and Steve Jackson

FEATURED REVIEWS:

BUG-EYED MONSTERS

NUCLEAR ESCALATION

STAR VENTURE STRATEGY TIPS

ILLUMINATI VARIANT

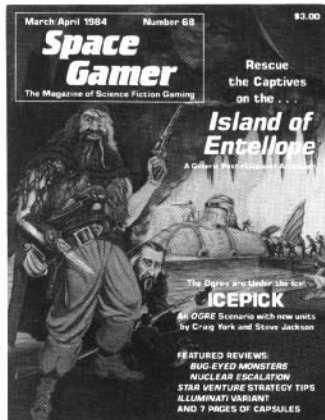
AND 7 PAGES OF CAPSULES



Editor: Christopher Frink
Assistant Editors: Richard Steinberg
Allen Varney
News Editor: Scott Haring
Contributing Editors: W.G. Armintrout
William A. Barton
Matthew J. Costello
Ronald Pehr

Publisher: Steve Jackson
Editor-In-Chief: Warren Spector
Art Director: Pat Mueller
Assistant Art Director: Richard Steinberg
Production Manager: Monica Stephens
Production Artists: C. Mara Lee
Kim Strombo

Business Manager: Pat Cointen
Advertising Manager: Gerald D. Swick
Advertising Assistant: Caroline Chase
Circulation Manager: Creede Lambard



ART IN THIS ISSUE

Cover: Jim Holloway.

Line Art: Graham Chaffee: 39. Steve Crompton: 32. Liz Danforth: 14, 15, 20, 29. Nequi Dharsee: 36. K.C. Ellis: 37. C. Mara Lee: 27. Denis Loubet: 5. Kim Strombo: 19, 22, 23, 27, 31. J.D. Webster: mailer cartoon.

Photographs and Game Art: Blade/Flying Buffalo: 11, 40. FASA: 42, 43. Game Designers' Workshop: 40, 41. Steve Jackson Games: 8, 39. Synapse Software: 45. West End Games: 2.

ADVENTURE SUPPLEMENT

Island of Entellope * W.G. Armintrout
After the End, a new world began around the Sea of Deseret — a world of violence, adventure, ambiguous morality, and sudden death 14

ARTICLES

Icepick * Craig York and Steve Jackson
Cybertanks and marine battlesuits. An amphibious *Ogre* scenario 5
Underhanded *Illuminati* * Steve LaPrade
Hackers, Plumbers, and Moles for *really* nasty players 13

REVIEWS

Bug-Eyed Monsters * Matthew J. Costello
And well-developed women 2
Nuclear Escalation * Scott Haring
More bombs from Blade 11
Capsule Reviews 39
SUPPLEMENTS: *Illuminati Expansion Sets 1 and 2, Tarsus, Stormhaven, Murder On Arcturus Station, Veterans*. PLAY AIDS: *Unitrays, Star Trek Reference Screen, U.S.S. Enterprise Deck Plans, Star Trek Recognition Manuals*. COMPUTER GAMES: *Suspended, Shamus*. PLAY-BY-MAIL: *Strategic Conflict*.

COLUMNS

Space Gamer Reader Survey 32
Where We're Going * Steve Jackson 34
Counter Intelligence * Christopher Frink 36
Letters 37
Murphy's Rules * Ben Sargent 38
Keeping Posted * W.G. Armintrout
Secrets of an experienced *Star Venture* player 48
PBM Update 51

SCANNER

News Briefs 46
Convention Calendar 46
New & Upcoming Releases 46
Advertisers' Index 52

Most game names are trademarks of the companies publishing those games. In particular: *Boot Hill, The Creature That Ate Sheboygan, Dungeons & Dragons*, and *Gamma World* are trademarks of TSR, Inc.; *Star Venture*, of Schudel & Son; *Bug-Eyed Monsters*, of West End Games; *Nuclear War* and *Nuclear Escalation*, of Blade (a division of Flying Buffalo); *The Morrow Project*, of Timeline; *Aftermath!* and *Wild West*, of Fantasy Games Unlimited; *Runequest*, of Chaosium; and *Traveller*, of Game Designers' Workshop. Use of a trademark to identify a product commented on in this magazine should not be construed as implying the sponsorship of the trademark holder. All names of games published by Steve Jackson Games are trademarks of Steve Jackson Games, or used under license by Steve Jackson Games. Use of the name for any product without mention of trademark status should not be construed as a challenge to such status.

SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published bi-monthly by Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to SJ Games, P.O. Box 18957, Austin, TX 78760-8957.

All material is copyright © 1984 by Steve Jackson Games. All rights reserved.
Printed in U.S.A. by Futura Press, Austin.

Subscription rates, effective 5/15/83: In the United States — 6 months (3 issues) \$8; one year (6 issues) \$13; 2 years (12 issues) \$23. A lifetime subscription is \$200. In Canada, add 50¢ per issue for postage and handling; for addresses outside the U.S. and Canada, add \$1 per issue for surface mail. 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.



and several alliances are being formed. The most prominent new alliance appears to be the Terril alliance based in the southern part of the Greater Plains. The Terril alliance appears to support efforts to eliminate the hated Xlashe and their human allies but their exact relationship with Terran Command is uncertain.

Global Supremacy

In Game #1, heavy fighting continues in the western hemisphere. In South America, a powerful Brazilian division invaded Venezuela, heavily supported with chemical and tactical nuclear weapons. The Brazilian force attacked the vast military-industrial complex at Cumana. The Venezuelan defenders were well prepared and easily withstood the initial armored and chemical attacks, forcing the Brazilians to unleash their nuclear arsenal! The effect was devastating and quickly the defenses crumbled, as well as much of the cities' buildings and factories.

—Duane Wilcoxson

Clemens & Associates

Universe II

Quadrant I: One Unity Alliance ship has released a Sing Nahrev doomsday machine within the Regajian Empire and another Unity ship is at the edge of the empire with four more. This is a major escalation of the hostilities at a time when peace talks between Unity and the Regajians were in process. Rumors abound that the Ixtli Empire is planning an invasion of the Regajian areas.

Quadrant II: The Ixtli Empire fleet of the Unity Alliance which was successful in their attack on Alula has started to move toward Zosma. The expansion of the Ixtli forces is

causing concern among the United Etuel Starships, as is the rumor that there are Ixtli spies within the UES membership. It will require a massive effort by the UES members to stop the invasion.

Quadrant III: In the war between the Order of Lafitte and the Unity Alliance, damage to the OL ships has been spread evenly, while Unity ships Wahoowa and Stormqueen were heavily damaged. Elsewhere, the UES Tortuga has attacked and destroyed the UTSC Universal. This may be a diversion to keep the UTSC Alliance from intervening in the Unity/OL war.

Quadrant IV: It is rumored that the UES Zhukov has picked up secret senior system equipment at Hydra and is attempting to take this equipment to Quadrant I. This equipment could have a significant effect on the balance of power in Quadrant I. In the Muar Empire, there is considerable activity in the area near Circinus. While no major wars are in progress, most factions continue to probe the areas controlled by their enemies.

Quadrant XXI: Starships of the STA Alliance have been seen frequently at Gysarme. They seem to be making this their base of operations. Meanwhile, members of the Starfarers Guild have moved toward Eyess. On the far side of the quadrant, the Regajian Empire celebrated the arrival of the ships belonging to the Cetusville Alliance.

—Jon Clemens

Central Texas Computing, Inc.

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.

We have recently moved to a larger office space. Since we are in the same building, our mailing address remains the same, but we are changing over to a post office box and will keep you advised.

We're also in the process of hiring an independent software designer to move *Nomads* to the Lisa and to do new mapping and graphics for us. This will (unfortunately) delay the release of *Nomads*, but when you see it, you'll agree the detailed results are worth it!

Universe III

Several players have taken damage and crew loss through the use of propulsion pods. The Etuel claim to be unable to prevent this at present, but are rumored to be working on a device to prevent this damage.

Quadrant VI: Alliances in Quadrant VI appear to be making a concerted effort to eliminate rogue Terran ships who prey on their companions from Earth. There are rumors of large purchases of Sing Nahrevs, the robot battlewagons, but no one seems to know who is buying these or to what use they are to be put.

Quadrant VII: Colonization has stepped up with the discovery of new habitable planets, some of which are inside the border regions of alien empires. There are no reports of any alien reaction to date, but the Terran colonists appear to be fortifying against possible attacks.

Quadrant VIII: Several colonies have begun underwater mining ventures, with notable success. New equipment purchased from the Etuel seems to be lessening the impact of natural disasters, but the losses at some colonies are still high.



Feudal Lords

The first pbm game of economic development, military conquest, and medieval intrigue

FEUDAL LORDS is a computer-moderated correspondence game in which up to 15 players vie to become King of Arthurian England.

You, as head of a fiefdom, have 30 types of military, economic, and diplomatic orders available.

— You provide for your knights, townspeople and peasants.

— You may make an assortment of investments to build your economic and military base.

— You can acquire vassals and influence through force or diplomacy

— You can spy on other fiefdoms.

CAN YOU BECOME THE NEXT KING?

GRAAF SIMULATIONS

27530 Harper

St. Clair Shores, MI

48081

ENTRY: \$10.00 for the rulebook, set-up, and first three turns; \$2.50 per turn.

RULEBOOK only: \$2.50

Advertisers Index

Advent Games	45	Grenadier Models, Inc.	IBC
Adventures By Mail	30	Hero Games	12
Blue Skies, Inc.	4	Journal of the Travellers' Aid Society	31
Castle Creations	37	Lightning Microgames	42
Central Texas Computing	35	Masterpiece Miniatures	7
The Compleat Strategist	40	Phoenix Publications	49
DAG Design	41	Quest Games	47, 50
4 Sight	33	The Round Table	51
Galactic Trader (Retailers)	24	Steve Jackson Games	IFM, 6, 52
Game Anvil	10	Victory Games	3
Game Designers' Workshop	IFC	West End Games	BC
Gamelords, Ltd.	44	Zorph Enterprises	43
Graaf Simulations	52		

BATTLESUIT

Each unit represents a single fighting man in his powered armor. Extra-large counters are provided for four types of suits, four levels of damaged suits, and three types of drones. "Panic" and "jump" chits are also included. Six scenarios are provided, ranging from a "training" combat to full-scale battles. **BATTLESUIT** introduces a new tactical system of mapping and movement. Either player may interrupt enemy movement with "reaction fire." But if a unit doesn't take its reaction fire soon enough, it may not get the chance — it'll be dead! \$5.00

SJ GAMES • Box 18957-T • Austin, TX 78760
U.S. funds only; please add 50¢ for postage & handling.

COMMAND



10-4-6

MAN-TO-MAN COMBAT IN THE WORLD OF **OGRE**