

Fantasy Gamer

\$3.00

THE MAGAZINE OF FANTASY GAMING
OCT/NOV 1983 NUMBER 2

Silverdawn Featured Review

VICTORIAN LONDON: GENERIC FRP SETTING
DRAGONQUEST DAMAGE SPELLS
POWER POLITICS IN FRP
RUNEQUEST COMPANION REVIEWED
AND 6 PAGES OF REVIEWS

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Fantasy Gamer

OCTOBER/NOVEMBER 1983
NUMBER 2

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Photographs and Game Art: Chaosium: 14. Palladium Books: 38. TSR: 37. Courtesy Universal Studios: 40.

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FANTASY GAMER is published bimonthly by Steve Jackson Games, Box 18957, Austin, TX 78760-8957. Application to mail at second-class postage rate is pending at Austin, TX. POSTMASTER: Send address changes to Box 18957, Austin, TX 78760-8957.
 All material is copyright ©1983 by Steve Jackson Games. All rights reserved.
 Printed in USA by Futura Press, Austin.
Subscription rates, effective 5/15/83: In the US - 6 months (3 issues) \$8; one year (6 issues) \$13; 2 years (12 issues) \$23; lifetime subscription \$200. In Canada, add 50¢ per issue for postage and handling; for addresses outside the US add \$1 per issue for surface mail. International rates subject to change as postal rates change. Note: All payments *must* be in US dollars, made by International Money Order, or checks drawn on a US or Canadian bank.



praise for "quick thinking" and other various special duties. There is a lot of charting and exploring going on at this time. (It's like waiting for a time-bomb to go off!)

Galaxy IV: Some of the races are experiencing the all-so-common complaints of the different Ministries. Some commanders have set the "law" down about having to "work" together while others have not been so understanding and took more drastic measures.

Galaxies V & VI: Charting and exploration is beginning. Also some of the races are building ships and doing research.

Galaxy VII: Just got their setup sheets and rule books. They will have their setup and first turn this month.

Galaxy VIII: Is opened! Again, if you are interested in being a part of a game with longer turn-around times because of the great mail service in the states — let us know. The same holds true for playing against a special group of friends.

Adventures By Mail

Company news — Thank you all! For the second consecutive year the readers of the *Space Gamer* voted us the top PBM publisher in the industry. We want you to know that this honor means a lot to us. Also we offer our thanks to you for voting our games *Warboird World* and *Beyond the Stellar Empire* as the top two PBM games. Let us assure you that we will do everything within our power to continue providing the quality and service you have grown to expect from us. The *Capitol* playtest is moving ahead very quickly. We have mailed a *Capitol* newsletter and questionnaire to all 150 players. We expect a lot of input from these. In fact, we have already received a lot of suggestions from *Capitol* players and have begun to incorporate them into the game.

When reading the above, please keep in mind that it is being written two to three months before you read it due to this magazine's submission requirements.

Warboird World

The first set of *Warboird World* games have begun to produce a lot of action. Many players are invading adjacent enemy areas, with numerous battles per turn. Most players have discovered the locations of several satellite communication 'boirds, and nukes and particle beams have been used like crazy. Finally, two players have performed successful shut-downs of opposing STIC's, giving them an early lead in victory points.

Beyond the Stellar Empire

Congratulations to Commander Anton Rober of the starship *IAN Shilo*. He has been promoted to the Imperial Stellar Patrol (ISP). He is the first IAN starcaptain to receive an ISP commission. This promotion was given due to Rober's extraordinary services as an IAN Region Coordinator.

Recently, the religious group The Community instigated major uprisings in the starport *GTT Hypso*. These rebellions were short-lived due to the actions of the *GTT Broken Dream*, backed by other *GTT* starcaptains. *GTT* heavy tanks rolled over the Community members (Yertzies) quickly with no survivors.

Flagritz ships have reduced the SSL colony Conrad in the Lexikonn system. It has also been reported that they have captured the SSL *Smegma* and ISS *Rignisht*. The impending attack of the Flagritz base by Imperial forces is expected shortly.

Imperial ships, including the *IAN Archimist*,

have engaged the RIP *Agin* in the transhole region of the periphery. Even with a prompt Imperial response, the *Agin* managed to elude them and escape. Rumors abound of stepped up RIP pirate activity in the transhole area due to the general lack of Imperial law enforcement there.

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Universe II

Quadrant I: The UES Knights have succeeded in stopping the Ixtli invasion of the upper portion of the quadrant. Haris is still free, and is being used as a base to build up the forces dedicated to the liberation of Alkaurops. The tide of battle has shifted.

Quadrant II: UES starships are rallying to the defense of Alula. Several powerful fleets are in the area and more are in route. There are rumors of an Etuel/Regajian truce that will enable starships of both empires to attack the Ixtli as one fleet.

Quadrant III: Major readjustments in the alliance boundaries are being made. As the CSA has split into several factions, other alliances are using the turmoil to expand their range of control. The Order of Lafitte has been sighted in new areas, with ominous implications.

Quadrant IV: Major new forces are arriving in the quadrant. Most of these are allied with the UES and seem to be in support of contin-

ued peace and tranquility. Rumors exist indicating that some factions are plotting with the Ixtli to attack Etuel systems.

Regajian Empire: The empire is now at peace with all of its neighbors. With the liberation of Auva we have consolidated our empire and now control one-third of Quadrant I. Mutual trade rights with the Ixtli empire are being established.

Ixtli Empire: Marsik has been captured by the Ixtli forces of the Unity Alliance. They now control four civilized star systems. Ixtli forces now control half of the entire quadrant.

Muar Empire: The number of starship commanders joining the empire in Quadrant IV is increasing rapidly. As soon as the UES intruders are pushed back from our borders the counter-attack to recapture Alev will be organized.

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