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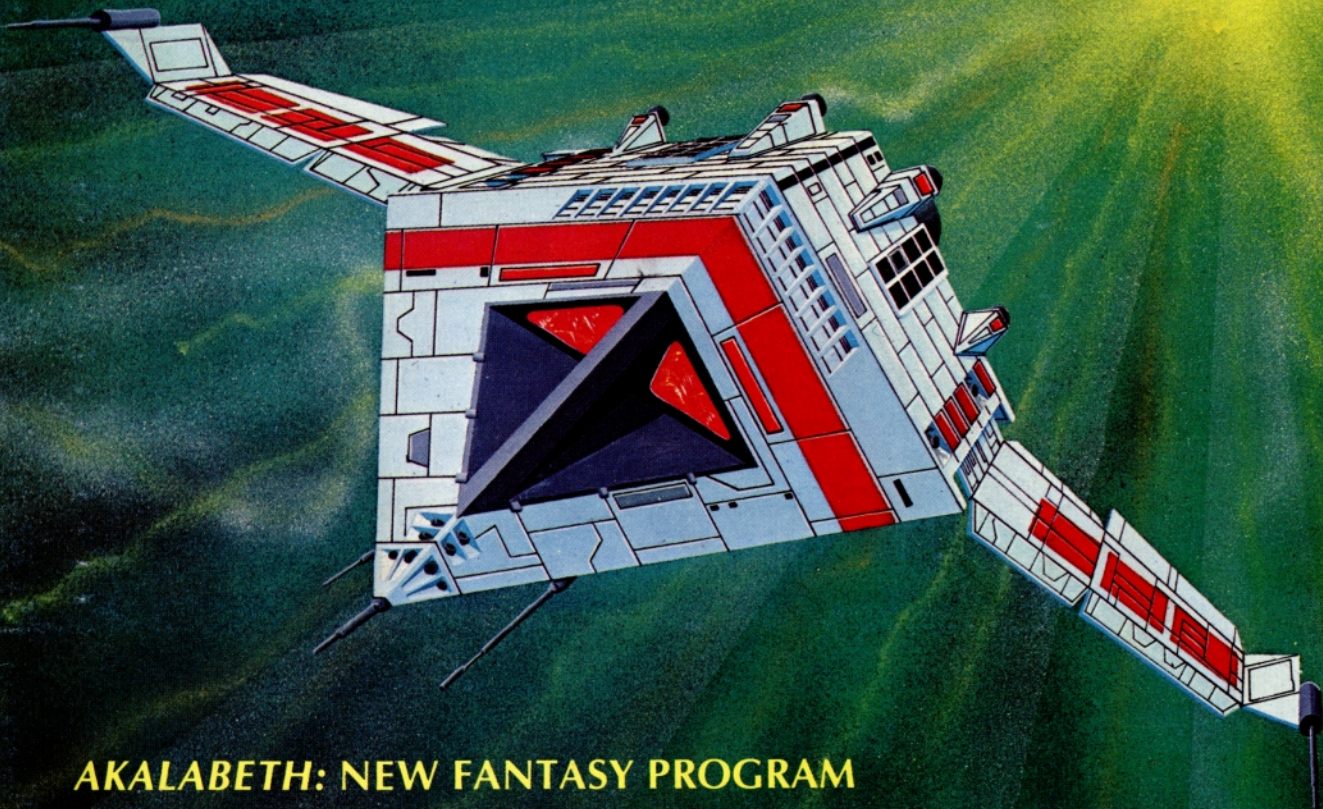
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# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

## THE FIRE WEB

Artifact for *TRAVELLER*



**AKALABETH: NEW FANTASY PROGRAM**  
**EON PRODUCTS COMPANY REPORT**  
**ORIGINS AWARDS NOMINATIONS BALLOT**  
**COMPUTER GRAPHICS CONTEST WINNERS**  
**STAR FLEET BATTLES VARIANT**  
**AND 8 PAGES OF REVIEWS**

ELITE '81

# THE SPACE GAMER

NUMBER 36 – FEBRUARY, 1981

## In This Issue

Our cover story is "Pawn of the Fire Web," by K.L. Jones, who is new to our pages. Following the story you'll find Fire Web specs for *Traveller*. The Web is an interesting weapon – but I don't envy those of you who run into it . . .

The Company Report this month is from Eon Products, one of the game industry's small-but-successful specimens. Their *Cosmic Encounter* was an instant hit; their new *Quirks* (see the capsule review in this issue) may be another. (By the way, we'll probably have a featured review of CE and its expansion kits in the next issue.)

Other goodies in this issue include a new and simpler combat system for *Star Fleet Battles*; a featured review of the new computer game *Akalabeth*; and a "Game Design" segment on combat systems.

And, on page 30 – this year's Origins ballot. Remember to vote. If you happen to remember TSG, Cardboard Heroes, and our games when you vote . . . well, that's all right, too.

–Steve Jackson

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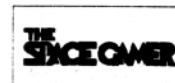
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# WHERE WE'RE GOING

If you're a subscriber to TSG, you can skip this section — it doesn't affect you at all. But if you buy your copy at the store, keep reading. Effective with issue 38 — April — we're changing distributors. This means that if a store is going to keep on selling TSG, it needs to

(a) place an order with one of the big hobby distributors (there are several that will be handling us now), or

(b) write to us directly and place a standing order with us.

So — if you want to make sure you'll still be able to pick up TSG at your store, go jog the owner. Remind him to place a new standing order. Otherwise, come April, you won't be able to find TSG. I hope you think that would be a disaster. I do.

\* \* \*

The February issue of *Analog* contains a Poul Anderson story, "The Saturn

Game." It's something every role-playing gamer ought to read. Not just because it's a good yarn — Anderson's always are — but because it dramatizes one of the less attractive aspects of gaming.

"The Saturn Game" tells about a crew of interplanetary explorers who while away the years of their trip with computer-assisted fantasy games. As they become more expert, they can even dispense with the computer; their trained imaginations no longer need the holographic images. They can enter their fantasy world whenever they choose.

The tragedy comes when some of the explorers become trapped in their fantasy — not in some science-fictional metaphor, but in a very believable and human way.

Most of the people who read "The Saturn Game" will dismiss it as "just" science fiction. I'm not sure; I've seen too much role-playing. I know that role-playing can be good for an introverted personality; its lessons carry over into the real world. But



what happens when more carries over than the lessons?

I'm not going to quit gaming. But the story's a good one . . . and disquieting. Read it for yourself.

—Steve Jackson

## GAME MASTER

G.E.V.

In GEV, how does terrain affect attacks against tread units? Also, can a disabled CP make an attack during overrun, and if so, at what strength?

—Henry Cobb

*Terrain affects tread units, for defensive purposes, just as it affects any other component of an Ogre — see the Terrain Effects Chart.*

*As for the CP: Rule 6.131 states that CPs have an attack strength of 1 in an overrun, and that disabled units fire at half strength. Therefore, a disabled CP would have an attack strength of ½ when attacked by overrun. Treat this like any other attack strength when computing odds — i.e., ½ attacking 1 is a 1 to 2 attack. Clearly, a disabled CP will not be much use except against infantry.*

—Steve Jackson

### Kung Fu 2100

Shouldn't there be a provision in *Kung Fu 2100* to let Terminators increase their abilities if they survive one or more games? And why can't Terminators use guns?

—Lafe Ketter

*One future possibility is a role-playing system based on KF 2100, in which abilities could increase. However, note that Terminator abilities are the product of years of training. A single attack on a CloneMaster, though arduous, is only one night's exercise, and wouldn't do a lot to increase abilities. A figure ought to have to survive several games before it becomes more powerful.*

*As to guns: The Terminator philosophy forbids such things. (It's possible that there are other rebel groups that can and would use guns.)*

—SJ

## NEXT ISSUE

Our February issue will include a history of the PBM game *Lords of Valetia*;

Some role-playing rules to put a little *Alien* in your life;

A featured review of *Cosmic Encounter* and all the expansion kits;

An improved mission resolution system for *Freedom in the Galaxy*;

A *Risk* variant based on Conan's Hyboria;

The winners of the weapons contest;

A company report from Fantasy Games Unlimited;

And an amplitude of capsule reviews.

