

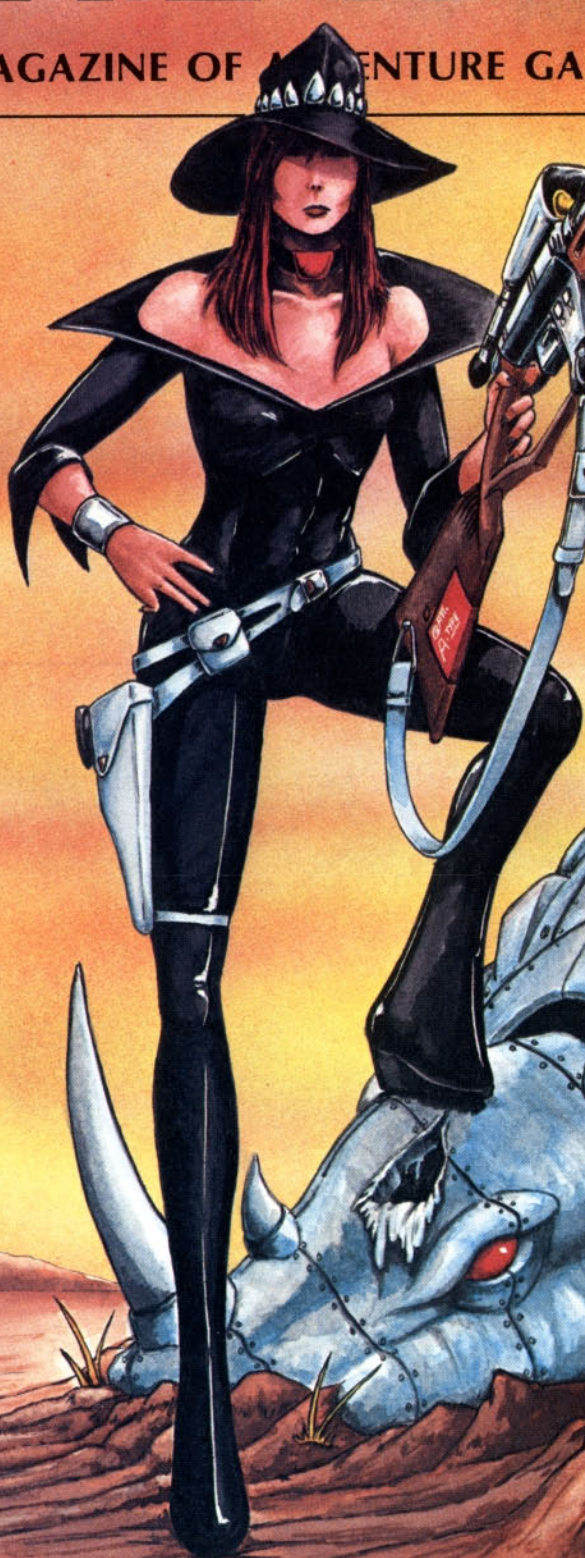
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NUMBER 54

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



WINNING STAR FLEET BATTLES
THE CONJURING
MAGIC BACKLASH IN TFT
WARGAMING WIDOWS



WIZARD'S REALM CREATURE STATS
AND 8 PAGES OF REVIEWS

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THE SPACE GAMER

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IN THIS ISSUE

The bad news is that the adventure game scenario originally budgeted for this issue — “Unnight,” for *Space Opera* — had to be bumped back a couple of issues so that we could make cosmetic changes. Look for it in issue 56.

The good news is that the rest of this issue should hold you for a while. We have strategy for *Star Fleet Battles* gamers, a magic variant for TFT role-players, a useful article for *Wizard's Realm* players, “The Conjuring” — fantasy fiction for fumblephiles, a few pieces on the human side of the hobby — game aids, gaming widows, and gaming overseas, and our usual barrowful of capsule reviews. And columns. And departments. Lots of departments. (*Shut up!*) (Right.)

—Aaron Allston

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Where We're Going

Barring major disaster, we now know exactly what we're going to have for Origins, and even how much it'll cost. We were actually able to meet all our deadlines, so there'll be a lot of new products:

Illuminati, our first \$6.00 Pocket Box game. When you see the (real!) deck of cards inside, you'll understand why the price had to go up. We had a choice between doing a rather scroungy \$5.00 edition or a beautiful \$6.00 one. We went for class (he said modestly).

Sunday Drivers. The *Car Wars* adventure from TSG 50 made the transition to separate publication very nicely, getting much more complex in the process. For \$5.00 (Pocket Boxed), the components include 160 color counters, the 32" by 42" (!) map, and 24 pages of rules. Now you, too, can shoot up Midville.

Car Wars Expansion Set 1. \$3.00, in a ziplock bag. 24 assorted road sections (straight, curved, Y, and crossroads), each with debris on the back. . . plus 120 black-and-white counters (oil, smoke, spikes, and all the other extras you want).

Cardboard Heroes Fantasy Set 8: Giants. 15 big figures, painted by Denis Loubet: storm giant, titan, fire giants, ogres (the live kind), Ogre Magi, etc.

Cardboard Heroes Fantasy Set 9: Dungeon Dangers. Three identical sheets of assorted nasties, each with 44 counters on it – 132 in all. Rats, snakes, bugs, and several different kinds of slimes and goops – some flat, some standing. Painted by Denis.

Cardboard Heroes Fantasy Set 10: Traps and Treasures. Three identical sheets of treasure chests, jewels, spilled sacks, man-traps, pits, weapons, armor, etc. . . plus a few assorted bodies and skeletons, all drawn by J. David George.

Traveller Set 2: Imperial Marines.

Three identical sheets, each with 19 Marines – an assortment of figures in both undress uniform and power armor, including officers. 15mm scale – approved for use with *Traveller*, painted by Kevin Siembieda.

Traveller Set 3: Zhodani. Three identical sets of 19 Zhodani each. Like their Imperial counterparts, these are divided between battledress and ship uniforms. Approved for use with *Traveller*; painted by Kevin Siembieda.

Cops, Crooks, and Civilians. 37 "Cardboard Normals" – for spy games, superhero adventures, or what have you. Police officers, assorted thugs, scientist types, businessmen (and women), teenagers, kids – even a punk rocker. Painted by Denis.

Autoduel Miniatures. We will finally have some of the official *Car Wars* miniatures out at Origins.

I'm going to quit now and turn the rest of the column over to Aaron. I didn't really intend to take that much space for a plug. . . but we seem to have an awful lot of stuff coming out. . .

–Steve Jackson

The Editor Speaks

I was actually going to write this for issue 52, but time considerations bumped it. Today, two months later, Steve has flown off to Westercon to play among the buffaloes for a while, the Cardboard Heroes boards have just been dropped off at the color separators, the *Sunday Drivers* mapsheets have been taken back to the printers, and a period of relative calm (broken occasionally by fits of hysterical giggling) has fallen over the office.

The Space Gamer is sliding into a slow period of transition. The editorial

content is not going to change in its coverage of the gaming world – we're still focusing on reviews, strategy and tactics pieces, scenarios, and news from all over the SF&F gaming field. What we are going to do is work to boost the overall quality of what we publish, and publish more. We're looking for better articles, fiction, and art than ever before, and we don't want to make do with marginal items as we have occasionally in the past. For example, the adventure scenario originally budgeted for this issue was a good offering, but it still had a couple of holes in it. Rather than confront the reader with them, we pulled the scenario for more polishing. Keep your eyes open over the next few months and you'll see more polished and generally useful pieces than before.

Hopefully, we'll be giving you more pages than before, as well. Our page count is dependent on our ad base (the number of companies who advertise with us on a regular contract basis). And, even in these last months of economic recession, our ad base has grown. We managed 48 pages in June, and it's looking as though we'll be doing it again soon.

Other Changes

Another thing we're trying to do involves increasing the time and material devoted to our departments section. We just added a new column – "Metal" – and reader reaction has been uniformly favorable. "News and Plugs" was transformed into "Scanner" and has also been favorably received. The letters page was actually two pages in issue 52 and in this issue; people are writing in more and we're now able to respond on a more regular basis.

Uncle Sam Wants You

"Why don't you do an article on wom-bats in TFT?" "I want to see a Grand Prix scenario for *Car Wars*!" "Publish a tactical-level space game spanning the Milky Way, would you?" You've heard this from me before, and will continue to hear it until I'm satisfied with the flow of contributions coming into this office: If you have any writing skill, don't send in article recommendations, send in articles.

Por Fin

TSG goes in to the printers tomorrow, Mickey Mouse is still comfortably in his grave, and all's well. I hope to hear from you.

–Aaron Allston

NEXT ISSUE

In September's TSG, we intend to confront you with:

NECROMANCER, a complete tactical fantasy game by Allen Varney;

Featured review and designer's notes for **GRAV ARMOR**;

"The Splat Gun," mercenary weapon for **TRAVELLER**;

"Advanced Campaigning," two articles on game-mastering RPGs – one for SF, one for fantasy;

And metamorphosing monsters.