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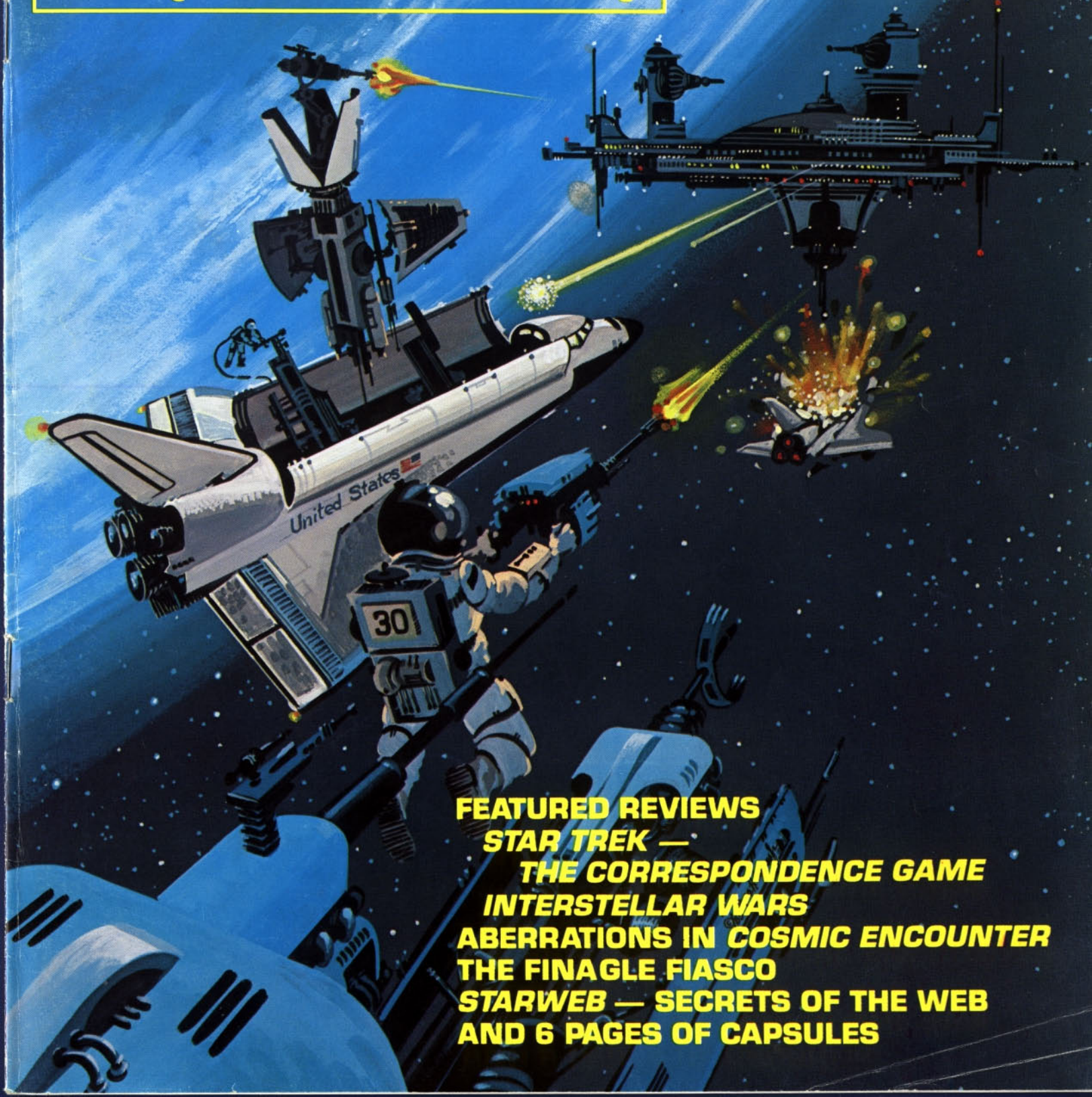
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Space Gamer

The Magazine of Science Fiction Gaming

TWO
Complete Games
In This Issue!
ORBIT WAR
SHUTTLEWARS



FEATURED REVIEWS
STAR TREK —
THE CORRESPONDENCE GAME
INTERSTELLAR WARS
ABERRATIONS IN COSMIC ENCOUNTER
THE FINAGLE FIASCO
STARWEB — SECRETS OF THE WEB
AND 6 PAGES OF CAPSULES

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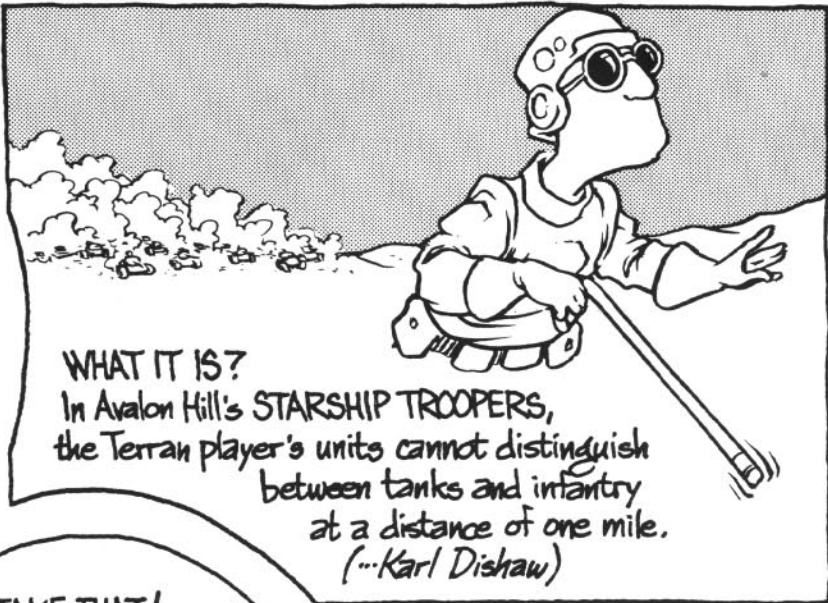
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MURPHY'S RULES

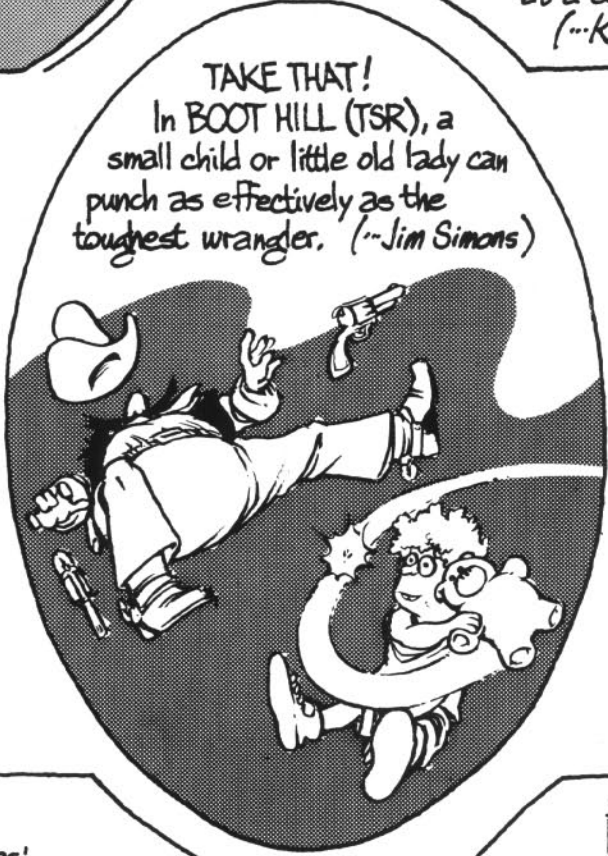


WHAT IT IS?
In Avalon Hill's **STARSHIP TROOPERS**, the Terran player's units cannot distinguish between tanks and infantry at a distance of one mile.
(...Karl Dishaw)

TRY A FIRECRACKER...
In TSR's **TOP SECRET**, it usually takes three grenade explosions to kill the average player-character-agent.
(...W.G. Armintrout)

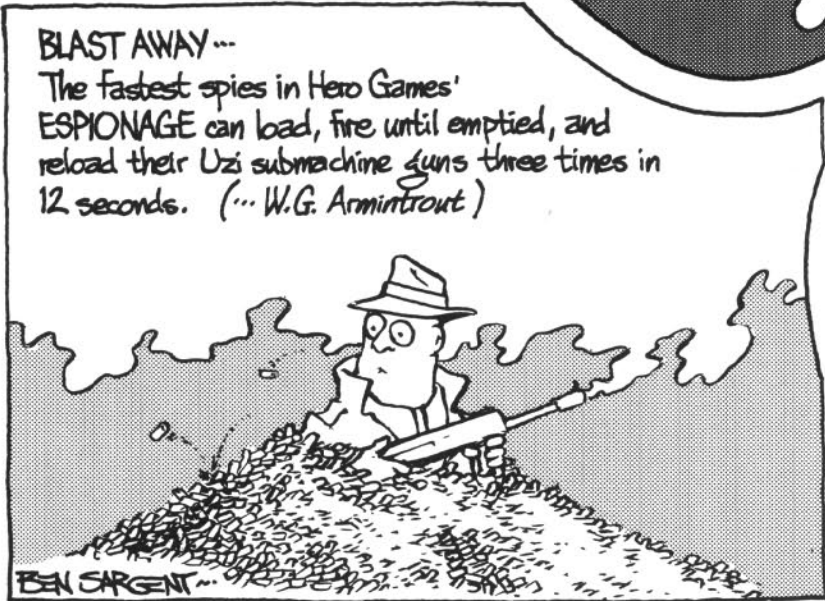


TAKE THAT!
In **BOOT HILL (TSR)**, a small child or little old lady can punch as effectively as the toughest wrangler.
(...Jim Simons)

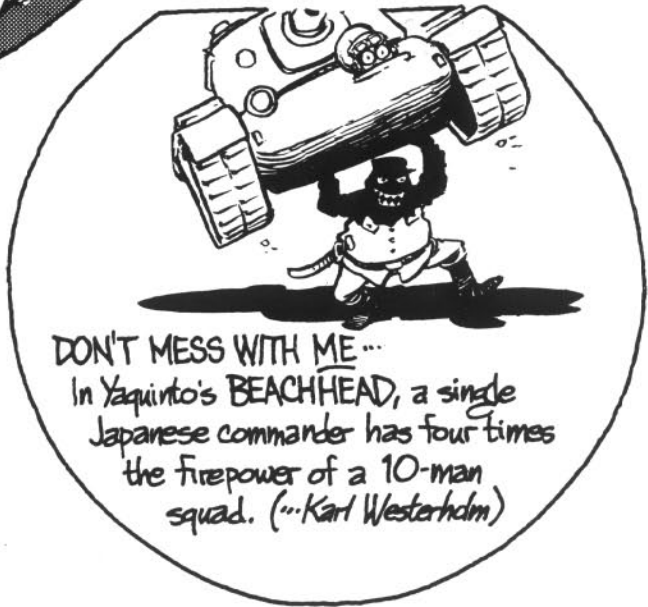



QUICK STOP ...
In **CAR WARS** (Steve Jackson Games), a car can go from 30 mph to an instant stop with only a 50 per cent chance of skidding.
(...Chris Smith)

BLAST AWAY...
The fastest spies in Hero Games' **ESPIONAGE** can load, fire until emptied, and reload their Uzi submachine guns three times in 12 seconds.
(...W.G. Armintrout)



BEN SARGENT



DON'T MESS WITH ME...
In Yaquinto's **BEACHHEAD**, a single Japanese commander has four times the firepower of a 10-man squad.
(...Karl Westerholm)

PBM Update

Adventures By Mail

Company News: This year we attended ORIGINS '83 in Detroit. In addition to exhibiting at the PBM display booth we held two Adventures By Mail seminars and participated in the PBM panel discussion with several other PBM companies and Rich Buda of the magazine *Nuts & Bolts of Gaming*. We would like to thank all of our players who attended. We enjoyed the feedback and discussions immensely. All totalled we met about 50-60 of our players there. Naturally *Beyond the Stellar Empire* was the most discussed game. This was especially true since many high level players from the Imperials, GTT, AFT, SSL, FET and SMS attended. We'd especially like to thank Alan Binkow who arranged a special party for all BSE players, at his own expense.

Beyond The Stellar Empire

A large IAN fleet was defeated recently after attempting to remove the Flagritz base on OWL's Lair in the Applecore System.

In retaliation for Community attacks against the starports of GTT Bome and GTT Hypso, the GTT has retaliated by attacking the Community home base of IND Yert's Glory. The GTT Valka, GTT Iron Maiden and GTT Grundy County were all lost in this attack but Yert's Glory was heavily damaged from the bombardment.

LCDR Baldwin of the ISS Relentless has reported to the CPT that the planet EKILL in the Texas System has an atmosphere containing a previously unknown hydrocarbon and that it should be treated with caution.

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Merger talks between the QFP and SMS have ended in failure but rumors abound of an impending WCE-QFP merger.

The new Spaceliner class starships are destined to arrive in the Capellan Periphery shortly. It is expected they will be assigned to the Capellan Periphery Passenger Service immediately upon their arrival.

The Emperor announces the end of the special bonus for colonization of three or more systems beyond the Capellan System.

Schubel & Son

The Tribes of Crane

Crane I: After a year and a half of civil war the once-proud city of Xenia at last may have achieved peace. The Grand Union's High Kinglord had long been concerned about the events in Xenia, and early in the fighting had dispatched his envoy, Pragan, to observe the actions of the participants. With his observations complete and the war once again escalating, Pragan contacted the faction leaders to end the fighting and to hold a formal court of inquiry.

Pragan has decided that Kinglord Baser will become the new city leader; Wandering Shaman Lytol will retain his present position with a reduction of his powers; and War Shaman Vongar will be reassigned to the nearby city of Zadar. Sygmata Khan was asked to renounce his claim to the city leadership and withdraw with his forces from Xenia and Pragan, in turn, supervised the removal of barricades and the withdrawal of hostile forces before turning over the city leadership to Baser. The Xenian civil war is finally over!

Crane II: For over a year the forces of the Cult have battled those of Toucan, renegade Shaman, formally of the city of Seam. Meanwhile, the Cult forces have suffered numerous defeats, most notable of which was the rape of Warak and the sack of Decca. The Cult's only remaining base in the area was the small city of Zey and its city leader, Marcus, knew that he must strike a killing blow at Toucan's forces or the city would surely fall.

Marcus, sailing north with the Cult fleet, spotted Toucan and six allied tribes, less than half his fleet! The Cult forces immediately attacked, eight tribes in a frontal assault, two tribes attacking the flanks and two raiding forces attacking the rear, with three tribes in reserve. What resulted was the greatest naval clash in the history of Crane II. In the end, the Cult fleet was victorious. Continued fighting is expected as both sides rush in reinforcements.

StarMaster

In the 4th Dimension, the well known Valkyrian Empire is once again on the rampage, apparently attempting to conquer the entire dimension! Their first victims were the Chronometric Humans of Chronos #3, who were completely destroyed. The next Valkyrian target would be Chronos #2, home of the Red Gammau Cybernauts.

The Gammau Cybernauts are a strange life-

form that is a fusion of protoplasm and machine. They build themselves into hundreds of diverse shapes to perform any task. Several hundred years ago the Gammau Cybernauts attempted to invade the 3rd dimension in an attempt to end incursions into the 4th dimension; their invasions were disorganized and unsuccessful.

In the first attack on Chronos #2 a terrible battle ensued; only a single War Globe, the Gammau flagship, survived.

The Valkyrians attacked before the Cybernauts could rebuild their defenses. Chronos #2 is now free of space defenses, virtually defenseless; only Chronos #1 remains free of Valkyrian dominance.

Starventure

In the Ulysses system the destroyer Got-Ya-1 has been wreaking havoc with its newly equipped space fighter. The Got-Ya-1 recently attacked the destroyer Asgard and damaged the destroyer Eric and the medium freighters Moire and Shenandoah. Elsewhere, in the Procyon system the destroyer ASP IX attacked and captured the light freighter Rubscrub and in the Ptolemy system the ground party SWAT attacked and captured the small, lightly defended colony UNKNOWN.

Capps & Capps

Galac-Tac

Just a reminder: The *last* number in your account number tells what galaxy you are in!

Galaxy I: A couple of ship battles have occurred and meetings for negotiations are being set up.

Galaxy II: There are rumors of a large fleet taking up three quadrants. There have been lots of hit and run ("HIDE & SEEK GAMES") between several empires. One quadrant remains very peaceful and quiet.

Galaxy III: There are some "peaceful" meetings in progress. A few empires have sent more ships out to explore the stars!

Galaxy IV: The party is underway! Nearby, a small battle happened and there are rumors that prisoners were taken. This incident has alerted a few Commanders to be more, say, cautious.

Galaxy V: There are some empires that did not waste any time in building up forces and there have been several attacks and little exploring of the galaxy.

Galaxy VI: Things are very quiet. No action in the skies yet.

Galaxy VII: The Supreme Commanders of the different empires are busy building ships, training cadets at their Academies, assigning and Welcoming ministers and a little exploring has begun.

Galaxy VIII: Closed out on June 20th, 1983. Just received their rule books and during August will be setting up their worlds and having their first turn.

Galaxies IX through XIV: OPENED FOR PLAYERS!

Galaxy XV: (A big maybe) If there is enough response to the invitation this galaxy will exist. This game is the "overseas" game that has been requested by several players! It is recommended for those that are in the services, CANADA, ENGLAND - anywhere overseas and for those with little time for two turns a month. If we get enough responses, the players will choose between a four week or a six week turn-around time. *There must be at least eight players for this 'game to be.'*

-War Mongrel