

FREE

GDW Games

Winter 1990-91

Boardgames, roleplaying games, miniatures rules,
historical and science-fiction themes.

Publishers of **Challenge** magazine, and *Harpoon Sitrep*,
Eternal Soldier, *Command Post*, *Ether Society Newsletter*.



GDW
GAMES

The NEW TWILIGHT: 2000

In a war-ravaged Europe, tough men and women fight to survive, their high-tech ammunition dwindling and equipment disintegrating as spare parts become increasingly rare. They pursue survival in a world torn by the devastation of a limited nuclear exchange and years of grinding warfare. Their goals are many—gain new equipment, free the oppressed, return home, create a haven in the midst of chaos—but they all hinge on one thing: living to see tomorrow.

The new **Twilight: 2000** is still the roleplaying game of survival in the devastation of WWII. But this second edition incorporates current developments in Europe into the chronology leading to war. New features include:

- Expanded character generation with both military and nonmilitary backgrounds, coverage of all armed forces and other nations' militaries.

The Free City of Krakow

An island of safety in an ocean of war?
48-page adventure. GDW: 0501. \$7.

Red Star/Lone Star

Rescue a kidnapped Texas oilman.
48-page adventure. GDW: 0507. \$7.

Allegheny Uprising

Recover a secret government supply dump.
48-page adventure. GDW: 0510. \$7.

Airlords of the Ozarks

Battle New America's ultralights and dirigibles.
48-page adventure. GDW: 0511. \$7.

Spanish Main

Kidnapping and piracy in the Caribbean.
48-page adventure. GDW: 0512. \$7.

King's Ransom

Recover the Iranian crown jewels.
48-page adventure. GDW: 0513. \$7.

Urban Guerilla

New America has a foothold in Tampa Bay.
48-page adventure. GDW: 0515. \$7.

The Last Submarine

A search through New England.
48-page adventure (LS series). GDW: 0517. \$7.

Kidnapped

Bring New America's leader to justice.
48-page adventure. GDW: 0518. \$7.



- Expanded and illustrated equipment, vehicle and weapons sections.

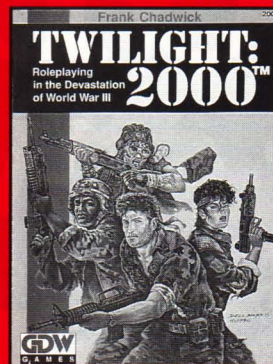
- Revised fire combat incorporating recoil.

- Revised vehicle combat, and simplified hit locations for more logical combat resolution.

- Expanded referee and background sections, floor plans to commonly encountered buildings, and more!

All existing adventures are compatible with the new **Twilight: 2000**.

Boxed 280-page trade paperback, with 10 encounter cards, game markers, and battle maps. GDW: 2001. \$30.



Howling Wilderness

Battle drought, famine, and plague.
48-page sourcebook. GDW: 0519. \$7.

Mediterranean Cruise

Travel across the Atlantic to the Balkans.
48-page adventure (LS series). GDW: 0520. \$7.

Boomer

A Soviet sub cruises the North Atlantic.
48-page adventure (LS series). GDW: 0521. \$7.

Satellite Down

Recover a Soviet weather satellite.
48-page adventure. GDW: 0522. \$7.

Return to Warsaw

Free Warsaw from marauders.
48-page adventure. GDW: 0523. \$7.

Bear's Den

Journey into the Ukraine.
48-page adventure. GDW: 0524. \$7.

Survivors' Guide to the UK

The cities, people, forces, and equipment.
48-page sourcebook. GDW: 0528. \$7.

White Eagle

The final battle in the struggle for Poland.
48-page adventure. GDW: 0527. \$7.

Last Battle

Boardgame for resolving modern battles.
Boxed. GDW: 0551. \$24.

MERC: 2000

What if the world *hadn't* blown itself to a radioactive cinder? For years, players have asked for a more conventional environment for **Twilight: 2000** adventures:

What about ordinary, everyday raids against terrorists? What about professional adventurers against drug lords, or multinational corporations?

Merc: 2000 is the answer!

The world never quite went over the brink in 1995, but the pattern of border wars, revolutions, and petty squabbles continues nearly everywhere.

This is a ripe climate for the soldier of fortune and his adventures.

Merc: 2000 makes good use of the basic 2nd edition **Twilight: 2000** character generation, task, and combat rules, but provides a totally new environment. It's a more "civilized" world than **Twilight: 2000**, but that doesn't make it any less dangerous.

Merc: 2000 covers not only classic mercenary operations, but also the missions of the future: industrial espionage/sabotage between multinational corporations, raids on drug cartel headquarters, hostage rescue missions.

Plus:

- Organizations that hire mercenaries in AD 2000.
- Trouble spots that flare throughout the world.

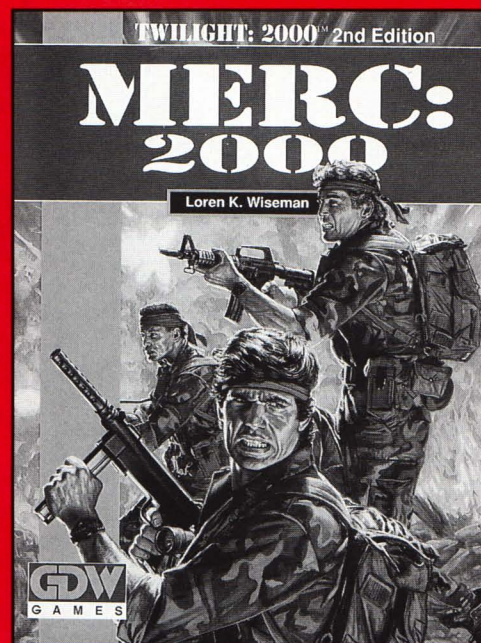
- Encounter tables for the regions covered.
- Everything you need for mercenary missions.
- And much more!

Merc: 2000 opens whole new vistas of adventure for dedicated **Twilight** players and continues to build on **Twilight: 2000**, the best combat roleplaying system in the world.

Merc: 2000 is completely compatible with the **Twilight: 2000** roleplaying game system.

You must have 2nd edition **Twilight: 2000** to play **Merc: 2000**.

144-page trade paperback. GDW: 2005. \$16. Available in December 1990.



AMERICAN

Combat Vehicle Handbook

More than 60 combat fighting vehicles for **Twilight: 2000**. Totally compatible with **Twilight: 2000** 2nd edition, **ACVH** includes vehicle data, orders of battle, and troop dispositions (as of 1 July 2000).

ACVH covers more than 60 fighting vehicles (only 11 repeated from the basic game) from the M1 Abrams to the M42 40mm Duster. Included are four versions of the Bradley IFV, the M151 jeep, M42 Duster, M551 Sheridan, M728 CEV, M48A3, M88 ARV, M109, M110, and vehicles in current or recent service with the U.S. Army.

ACVH also includes three prototype combat hovercraft and two experimental, self-propelled laser air defense artillery vehicles. All vehicles are described for use in **Twilight**, but in a form of interest to vehicle enthusiasts even if they don't play **Twilight** or any game at all.

Plus, **ACVH** includes eight pages of color plates showing vehicles in their field color schemes—a tremendous resource for modern vehicle enthusiasts, modelers, referees, or players.

104-page trade paperback. GDW: 2003. \$12. Available in October 1990.

SOVIET

Combat Vehicle Handbook

Supplements and extends the basic vehicle listing provided with the 2nd edition **Twilight: 2000** rules. More than 60 vehicles are represented, ranging from the T-80 and T-90 MBTs to the T-34 of WWI and post-WWII vintage. Included are the T-55, T-62, BA-64 armored car, and variants of BMDs, BMPs, BTRs and BRDMs.

SCVH also includes several experimental vehicles: the combat hovercraft, electromagnetic rail-gun testbed, binary-propellant tank gun, and other high-tech weapon systems. All are completely described for use in **Twilight: 2000** games, but the data is presented in a form of interest to vehicle enthusiasts even if they don't play **Twilight: 2000** or any game at all.

Plus, **SCVH** includes eight pages of color plates showing vehicles in field color schemes—a tremendous resource for modern vehicle enthusiasts. This handbook is an opportunity no **Twilight** or modern vehicle fan can pass up.

104-page trade paperback. GDW: 2004. \$12. Available in November 1990.

INFANTRY

Weapons of the World

Sourcebook of over 250 pistols, sub-machineguns, light and heavy machineguns, grenade launchers, mortars, and man-portable rocket and missile launchers. These are weapons in active service or under development, or archaic weapons likely to be used in service throughout the world in 1990-2000.

Small arms covered range from primitive .69-caliber smoothbore muskets and .50-caliber buffalo rifles through breech-loaders, lever-action magazine rifles, cap-and-ball and cartridge revolvers, bolt-action rifles, semiautomatic rifles and pistols, assault rifles, battle rifles, civilian and combat shotguns, and advanced caseless weapons. All major infantry support weapons are described, as well as man-portable antitank rockets and missiles, man-portable air defense missiles, grenade launchers, and light and heavy machineguns.

Infantry Weapons is an extension of **Twilight: 2000**, but it is also useful to the nongaming firearms enthusiast.

104-page trade paperback. GDW: 2002. \$12. Available in January 1991.



MEGATRAVELLER™

Leading Science-Fiction Roleplaying Game

For 1000 years, the Imperium has ruled the stars. Now, its peace and tranquility are shattered by assassination and civil war.

The once-solid Imperium is divided between many petty empires, each fighting for its piece of the galaxy. The player characters' goal is to survive, and just maybe turn the tide of the Rebellion.

Background: This wide-ranging role-playing game is set in the far future when the vast Imperium is wracked by rebellion and intrigue. Includes history, personalities, equipment, mapping, corporations, and much more.

Rules: Trade and commerce, ship design, ship combat, personal interaction, tasks, animal encounters, character generation.

Continuing Support: Challenge (GDW) magazine and *MegaTraveller Journal* (Digest Group Publications).

This is the current edition of *Traveller*. The basic game is the *MegaTraveller* boxed rules set. It includes the **Players' Manual**, **Referee's Manual**, and **Imperial Encyclopedia**, plus a detailed star map of a complete Imperial sector—everything needed for beginning *MegaTraveller* adventures.

Boxed roleplaying set. Three 96-page books and map. GDW: 0210. \$30.

Players' Manual

Basic rules reference for *MegaTraveller* players. Covers combat, travel, tasks, and much more!

96-page sourcebook. GDW: 0211. \$10.

Referee's Manual

Handles concepts the referee needs to successfully prepare and run exciting *MegaTraveller* adventures that will keep all your players on the edges of their seats.

96-page sourcebook. GDW: 0212. \$10.

Imperial Encyclopedia

Resource information for the *MegaTraveller* universe.

Organized as a handy reference book, the *MegaTraveller Imperial Encyclopedia* includes details on equipment, places, worlds, and background, plus raw information.

96-page sourcebook. GDW: 0213. \$10.

Fighting Ships of the Shattered Imperium

The Imperial Navy never planned for the worst of all possible contingencies: a far-flung Rebellion that would shatter the empire into squabbling factions. And with each faction went a portion of the navy's fighting strength. Now, Imperial ship fights Imperial ship as the Rebellion drives the entire Imperium into chaos.

Fighting Ships of the Shattered Imperium is a compendium of immense battleships and cruisers that served with the Imperial fleet and now serve with the fleets of the many factions of the Rebellion. Included are descriptions of 58 ships, with illustrations of 16 of the most interesting.

● Battleships and dreadnoughts ● Cruisers ● Carriers ● Escorts ● Auxiliaries ●

96-page sourcebook. GDW: 0218. \$10.

Rebellion Sourcebook

The Rebellion is being fiercely fought throughout the Imperium, as every small faction struggles for its rightful piece of the rich star-spanning empire. **Rebellion Sourcebook** covers every detail of the Rebellion: the sides, leaders, territories, fighting, equipment—everything you need to know to run a successful operation in the shattered Imperium.

96-page sourcebook. GDW: 0214. \$10.

COACC

The Close Orbit and Airspace Control Command controls aircraft on the worlds of the Imperium.

This reference covers aircraft pilot character generation, aircraft design and combat, plus an exciting campaign to win the Rebellion on a single world of the Imperium.

96-page sourcebook. GDW: 0216. \$10.

Referee's Companion

Rules expansions for the **MegaTraveller** referee: large-scale combat, timekeeping and calendars, communications systems as used by the Imperial Navy and merchants, research systems, research techniques and tasks, maps and mapping techniques, blank world and star maps, technology, aliens.

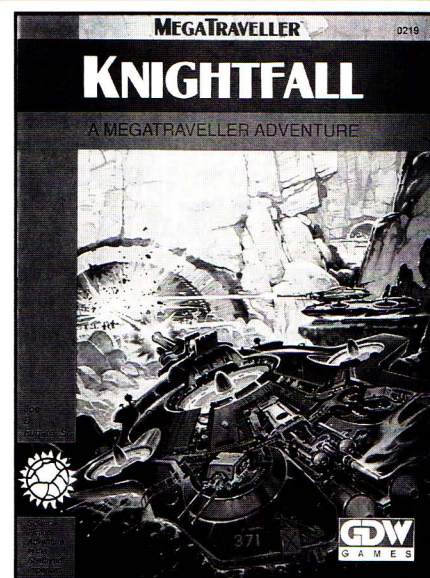
96-page sourcebook. GDW: 0215. \$10.

Imperium

Terra has reached the stars, only to find someone already there! The Grand Empire of Stars—the Imperium—already claims the stars vital to Terran expansion. Interstellar war is inevitable. In this conflict, the Imperium is a ponderous giant; Terra is a small, quick opponent, anxious for a lightning victory before the enemy can bring all its tremendous resources to bear. Each game is a war, and each begins with the positions from the end of the previous one. An entire game can be played in under two hours.

Imperium is the game in which Marc W. Miller first premiered the idea of the star-spanning Imperium which later blossomed into the rich diversity of the **Traveller** and **MegaTraveller** systems. A background booklet covering the history of the Grand Empire of Stars and Terran Confederation is included so players can see how this game fits into the rich tapestry of galactic history which underlies **MegaTraveller**.

Boxed science-fiction wargame. Interlocking hard game map, die-cut counters, rules and charts. GDW: 0205. \$24.



Knightfall

It was just a routine trade expedition in Massilia sector. But suddenly (and unexpectedly) the tides of war shifted, and Emperor Lucan's forces overran the world in a surprise assault from orbit. Now, the characters are prisoners of war, and their ship has been confiscated. They must escape and track down their stolen starship. During the search, they stumble on an amazing discovery that could put an end to this cursed Rebellion once and for all.

The search for their starship takes them to an Imperial knight recently fallen from power in the chaos of the Rebellion. This knight has important information about a fabled lost city of technological wonders from the Long Night—its marvelously high technology could help Margaret's faction prevail in the Rebellion.

96-page adventure. GDW: 0219. \$10.



Cyberpunk Game of the Future

Three hundred years in the future, humanity has reached the stars—now it has to fight to stay there. **2300 AD** is the roleplaying game of that struggle.

The stars are gritty colonies, while at home the gulf between rich and poor widens.

Realistic combat and task rules and an incredible future are detailed just for the gamer.

Boxed set with *Player's Guide*, *Director's Guide*, scenario, and a full-color, realistic, 3-D map of the stars within 50 light-years. GDW: 1000. \$20.

Rotten to the Core

Rotten to the Core lays Libreville bare in all its frenzied glitz, gaiety, and profound corruption.

The chapters cover the black market, gangs, nightlife, the corporations of Libreville, Libreville's government,

lifestyles of the rich and shameless, and going shopping in the most high-tech, haute couture, and expensive city on Earth.

64-page cyber sourcebook. GDW: 1017. \$8.

Deathwatch Program

All you have to do is transfer one passenger from a small oil corp in Corpus Christi to an even smaller one in Monterey.

Easy money.

But playing bus driver turns sour. Now you struggle against a sinister current of events which sweeps you across the face of Earth and into space. You are locked in a duel with elusive and powerful adversaries intent on eliminating the only thing standing between them and global supremacy—you.

64-page cyber adventure. GDW 1016. \$8.

Earth/Cybertech Sourcebook

Welcome to the Earth of 2300!

Background, maps, national data, social information, cyborging and netrunning rules.

96-page cyber sourcebook. GDW: 1015. \$10.



Aurore Sourcebook
Struggle against the Kafers on Aurore.
96-page adventure. GDW: 1010. \$10.

Ships of the French Arm
Forty-five starships described in detail.
96-page *Star Cruiser* sourcebook. GDW: 1011. \$10.

Nyotekundu Sourcebook
At the gateway to the French Arm.
96-page sourcebook. GDW: 1012. \$10.

Colonial Atlas
Details all 29 colony worlds in AD 2300.
96-page sourcebook. GDW: 1013. \$10.

Kafer Sourcebook
The deadliest alien threat to humanity.
96-page sourcebook. GDW: 1014. \$10.

Beanstalk
Explore the beanstalk on Beta Canum.
48-page sourcebook. GDW: 1030. \$8.

Energy Curve
A marooned expedition faces a frozen world and an unexpected intelligent race.
48-page adventure. GDW: 1031. \$8.

Kafer Dawn
Battle the Kafers in these adventures.
48-page adventure anthology. GDW: 1032. \$8.

Mission Arcturus
Rescue the hostages at the orbital base at Arcturus!
48-page adventure. GDW: 1033. \$8.

Invasion
The Kafers have launched their attack!
48-page adventure. GDW: 1034. \$8.

Bayern
An incredible mission to the Pleiades.
64-page adventure. GDW: 1035. \$8.

Ground Vehicle Guide
Thirty-five vehicles from **2300 AD**.
64-page guide. Color plates. GDW: 1036. \$10.

Equipment Guide
All the equipment for **2300 AD**.
64-page guide. Color plates. GDW: 1037. \$8.

Ranger
Who's inciting the Ebers of 82 Eridani?
64-page adventure. GDW: 1038. \$8.

Star Cruiser
Boardgame of space combat. Includes scenarios and guide to starship construction.
Boxed. Ship status sheets, counters, *Naval Architect's Manual*, rule book, star map. GDW: 1050. \$20.

Imagine the Solar System as it might have been—canals on Mars, swamps on Venus, baroque spaceships with salons and pipe organs.

216-page hardbound book (with 16 pages of charts, 16 pages of color).
GDW: 1889. \$30.

Sky Galleons of Mars

Fly the skies of Mars in fantastic liftwood ships or Victorian aerial gunboats. Awarded for Best Graphic Presentation!

Boxed boardgame for 2 to 4 players. 40-page rule book, 16-page introduction to *Space: 1889*, 16-page ship form book, 2 reference folders, 15 plastic miniatures, 2 giant color maps, dice. GDW: 1890. \$28.

Ironclads and Ether Flyers

Ships sail the seas, submersibles prowl its depths, and ether flyers cruise the skies in this fast-playing *Space: 1889* miniatures game of aeronaval combat over, on, and below the seas of 19th-century Earth.

108-page miniatures book. GDW: 1891. \$12.

Temple of the Beastmen

Venture into the beastmen's lair.

Boxed boardgame for 1 to 6 players. 16-page rule book, 48 map tiles, 96 cards, 10 character sheets, 80 counters, 6 pawns, dice. GDW: 1892. \$28.

Tales from the Ether

Five complete adventures on Mars, Venus, Luna, Mercury, and the Orbital Heliograph Station.

64-page adventure anthology. GDW: 1901. \$8.

Cloud Captains of Mars

The swift ships that fly through the skies of Mars are commanded by an elite few—those with the experience and will to lead their crews against danger.

64-page adventure. GDW: 1905. \$8.00.



Beastmen of Mars

In search of ancient treasures, you come face to face with the secret behind the sinister Cult of the Worm.
64-page adventure. GDW: 1902. \$8.

Steppelords of Mars

The savage nobles of the Martian steppes.
64-page adventure. GDW: 1904. \$8.

Caravans of Mars

Why does someone want to stop the caravan bound for Alclyon?
64-page adventure. GDW: 1903. \$8.

Referee's Screen

Includes charts and tables.
GDW: 1981. \$10.

Conklin's Atlas

A handy compendium of maps and essays.
80-page book. GDW: 1983. \$10.

Canal Priests of Mars

The Canal Keeper cult is searching for the reincarnation of its high priest.
64-page adventure. GDW: 1907. \$8.

More Tales from the Ether

Four new action-filled adventures on Mars.

64-page adventure anthology. GDW: 1906. \$8.

Cloudships and Gunboats

Large deck plans, construction rules, ships, 25mm cardstock miniatures in full color.

Boxed. GDW: 1982. \$15.

Soldier's Companion

Miniatures rules for the 19th century, but with a twist: They include Mars and Venus! Includes siege, campaign, and naval rules, and much more.

180-page miniatures book. GDW: 1984. \$15.

Adversaries for Space: 1889

Martian Cloudships

Four identical plastic sprues of Martian sky ships (from *Sky Galleons of Mars*) plus a painting and conversion guide.

Boxed. GDW: 1801. \$10.

Aerial Gunboats

Four identical sprues of plastic British aerial gunboats for expansion of the fleets in *Sky Galleons of Mars*.

Boxed. GDW: 1802. \$10.

Kraag Warriors

These 20 flying savages (10 poses) function as adversaries to *Soldiers of the Queen* and *Legions of Mars*. In proper scale for use with *Soldier's Companion*.

Boxed. GDW: 1843. \$22.00.

Soldiers of the Queen

British infantry company (21 figures, 10 poses).

Boxed. GDW: 1841. \$20.

Victorian Adventurers

Ten 25mm scale figures. Includes army officer, navy officer, inventor, thug, lady with gun, and Hill Martian brave, plus a conversion and painting guide.

Boxed. GDW: 1821. \$10.

Legions of Mars

Canal Martian war band (21 figures, 10 different poses). Includes a painting and conversion guide.

Boxed. GDW: 1842. \$22.

Blue Max

World War I on the Western Front was grim and static. But far above the trenches was a different kind of war: a war without front lines, where victory depended on individual skill and daring.

Blue Max is an exciting multiplayer game of WWI aerial combat in which each player flies a single Allied or German fighter aircraft. Its very detailed, but simple, rules make this game a joy to learn and assure players that they can start playing within 15 minutes. Easy-to-follow charts make it simple for players to decide on their moves and make them with a minimum of fuss. And since important information is contained in graphic displays, there are few rules to remember, so players can concentrate on the action from the beginning!

Altitude: The first edition of the game lacked altitude rules. Now this revised and updated second edition incorporates simple, easy-to-use rules for five altitude levels and spins.

Campaign in the Air: Included in **Blue Max** are instructions for a continuing campaign for any number of players. Each game lasts a week; each player participates in dogfights as he tries for that all-important ace status and the benefits it brings.

Once he's an ace, does he get cautious and lose his nerve?

Or does he risk everything for even more glory?

Find out in **Blue Max**, the exciting tactical game of biplane combat.

Games Magazine included this game on its Games 100 list.

Boxed World War I biplane combat game. Rules, map, counters, aircraft maneuver sheets, die. GDW: 0421. \$24.



Air Superiority

Modern Jet Air Combat

The projection of military force anywhere in the world by aircraft is one of the dominant themes of modern history.

Air superiority—control of the skies—is vital for air power. Since the appearance of jets in World War II, jet fighters have been designed, and their pilots trained, to achieve this overriding goal.

Air Superiority is the most realistic jet combat game on the market.

Learn the tactics of air-to-air combat as you step through the basic rules.

Advance to better aircraft and exciting tactics as you gain experience.

This modern jet air combat game presents 30 aircraft—American, European, or Soviet fighters—and 30 scenarios in which to use them.

Air Superiority is a realistic and playable game of jet fighter combat in the 1980s and 1990s for two or more players. Rules cover flight, gun combat, air-to-air missiles, radar, and electronic warfare.

Boxed tactical jet fighter game. 48-page rule and scenarios book, 30 aircraft data cards, 240 die-cut counters, four game maps, 10-sided die. GDW: 0430. \$24.

Air Strike

Modern Air/Ground Combat

This expansion game introduces bombing, strafing, and ground attack to the **Air Superiority** modern jet air combat system.

New data cards and counters, plus intricate surface air defenses and weapons of the modern battlefield make this game an enjoyable lesson in modern air support technology.

Air Superiority is required to play **Air Strike**.

Boxed **Air Superiority** series tactical jet fighter air-to-ground combat game. 48-page rule book, charts booklet, 480 die-cut counters, six game maps, 32 aircraft data cards. GDW: 0431. \$24.



Red Empire

The Card Game of Soviet Power Politics

You help rule Russia in this fascinating card game that duplicates the shifting alliances and dirty dealings of the Soviet hierarchy.

Each player controls a faction made up of party, military, and KGB leaders. Each faction tries to purge the emerging leaders of the opposition while building its own power base to win the all-important President of the Soviet Union card for itself.

But ambition is blunted by the random crisis cards (Lithuanian Independence! and others) that can bring the downfall of the current president, or even the downfall of the entire Soviet Union.

Red Empire is a game of diplomacy and double-dealing, but it is also a game of alliances—if events go too far wrong, everyone loses!

Boxed card game for 3 to 6 players. GDW: 0114. \$12.

A House Divided

The American Civil War, 1861-65

Players fight for control of a few key recruiting cities where new troops are mobilized nearly as quickly as others are lost in battle. True to history, the Confederates must strike quickly or be worn down by superior numbers. Unlike history, this game can be repeated several times in an evening.

A House Divided has no difficult rules and no tricky tactics. Instead, players think in purely strategic terms: where to bring in recruits, which cities to fortify, whether to attack in the East or West.

Boxed strategic wargame. Interlocking hard game map, 176 die-cut counters, 16-page rule book, eight-page advanced rule book, charts. GDW: 0101. \$22.

Imperium

Science-Fiction Wargame

Terra has reached the stars, only to find someone already there! The Grand Empire of Stars—the Imperium—already claims the stars vital to Terran expansion. Interstellar war is inevitable.

In this conflict, the Imperium is a ponderous giant; Terra is a small, quick opponent, anxious for a lightning victory before the enemy can bring all its tremendous resources to bear. Each game is a war, and each game begins with the positions from the end of the previous one. An entire game can be played in under two hours.

A background booklet details how this game fits into the galactic history which underlies **MegaTraveller**.

Boxed science-fiction wargame. Interlocking hard game map, die-cut counters, rules and charts. GDW: 0205. \$24.

Great Patriotic War

The Russian Front, 1941-45

Strategic game of the Eastern Front of World War II. Play a full invasion in about two hours. Use the introductory **Battle for Moscow** minigame to introduce a friend to games.

Boxed strategic wargame. Rule book, charts, 2 scenario books, 240 counters, 2 maps, dice. GDW: 0111. \$24.

Team Yankee

Game of World War III

Based on Harold Coyle's bestseller. Play through the eight scenarios, or build your own forces and fight out new battles. Rules cover artillery, FISTVs, ICM DP, morale, chemical warfare, mines, aircraft, Copperhead, and other aspects of modern land warfare.

Boxed tactical modern tank battles game. 32-page rule book, four game maps, 240 die-cut counters, dice. GDW: 0110. \$24.

Last Battle

WWII Combat Game

Man-to-man, tank-to-tank boardgame for resolving modern battles. **Last Battle** is a detailed stand-alone boardgame based on the award-winning **First Battle** tactical game system, and a support system for resolving combat in the **Twilight: 2000** roleplaying game.

Data cards provide the statistics and capabilities of modern fighting vehicles, while counters represent soldiers. Special rules for urban fighting, artillery, and morale.

Boxed boardgame. 16-page rule book, 16-page scenario book, 52 vehicle data cards, 6 game maps, 2 counter sheets, dice. GDW: 0551. \$24.

Star Cruiser

The definitive information source for space combat and starship construction for **2300 AD**, **Star Cruiser** is both a complete addition to the **2300 AD** rules and an exciting boardgame of futuristic space combat. Rules cover the power plant and stutterwarp drives, advanced weaponry of the age, and defensive countermeasures which will keep your ship alive. Winner of the RPGA Award.

Boxed. Ship status sheets, counters, *Naval Architect's Manual*, rule book, star map. GDW: 1050. \$20.

Sky Galleons of Mars

Sky Galleons of Mars places you in thrilling air battles high above the red deserts of **Space: 1889**. British aerial gunboats, armed with sophisticated naval guns, duel the finest cloudships the Martian princes can muster. Rules cover movement, firing, grappling, boarding actions, and more. Played with large plastic pieces depicting the gunboats and cloudships involved.

Boxed boardgame for 2 to 4 players. 40-page rule book, 16-page introduction to **Space: 1889**, 16-page ship form book, 2 reference folders, 15 plastic miniatures, 2 giant color maps, dice. GDW: 1890. \$28.

Temple of the Beastmen

Venture into the beastmen's lair in search of treasure and fame. But will you come out alive? **Temple of the Beastmen** is a stand-alone boardgame and an introduction into the Victorian science fiction of **Space: 1889**. Solitaire rules included.

Boxed boardgame for 1 to 6 players. 16-page rule book, 48 map tiles, 96 cards, 10 character sheets, 80 counters, 6 pawns, dice. GDW: 1892. \$28.

Battlefield: Europe

Conflicts That Will Shape the Europe of the 1990s

War in modern Europe is a certainty. Regional and ethnic rivalries are too firmly rooted to be ignored any longer.

While the superpower nuclear threat hung over Europe, no one dared risk a small war flaring into a larger one. But that threat is gone, and the nations of Europe no longer fear a holocaust. Regional ethnic or territorial rivalries can flare up at any time. The result will be war.

Based on the award-winning **First Battle** game system, **Battlefield: Europe** is a fast-playing wargame of modern European conflict. Not the conflict of the world-destroying World War III everyone once feared—but smaller wars that will be fought in a matter of weeks. Includes extensive analysis of regional conflicts and armed forces, plus scenarios.

Boxed game. Game maps, die-cut counters, game rules, *European Warfare Handbook*. GDW: 0115. \$26.



HARPOON

"Best naval simulation available to the public," according to Tom Clancy.

Modern naval warfare began on October 22, 1967—Egyptian missile boats launched three Soviet-made Styx surface-to-surface missiles and sank the Israeli destroyer *Elath* at a range of nearly 20 miles. The face of naval warfare was changed forever.

Twice Origins Award winner, **Harpoon** is the preeminent naval wargame of the modern era. It handles all aspects of maritime combat—surface, subsurface, and air—thoroughly, but with elegance. **Harpoon** is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of modern naval vessels, aircraft, submarines, and helicopters make it possible to achieve realistic results when simulating known situations; by extension, **Harpoon** also achieves realistic results with hypothetical scenarios.

Harpoon is a set of naval miniatures rules, but counters are provided so that play is possible right out of the box. The **1990-1991 Data Annex** is packaged in **Harpoon** boxed games shipped after June 1, 1990. Look for the yellow banner on the box!

Boxed. 48-page rule book, 136-page **Data Annex 1990-1991**, die-cut ship counters. GDW: 0710. \$24.

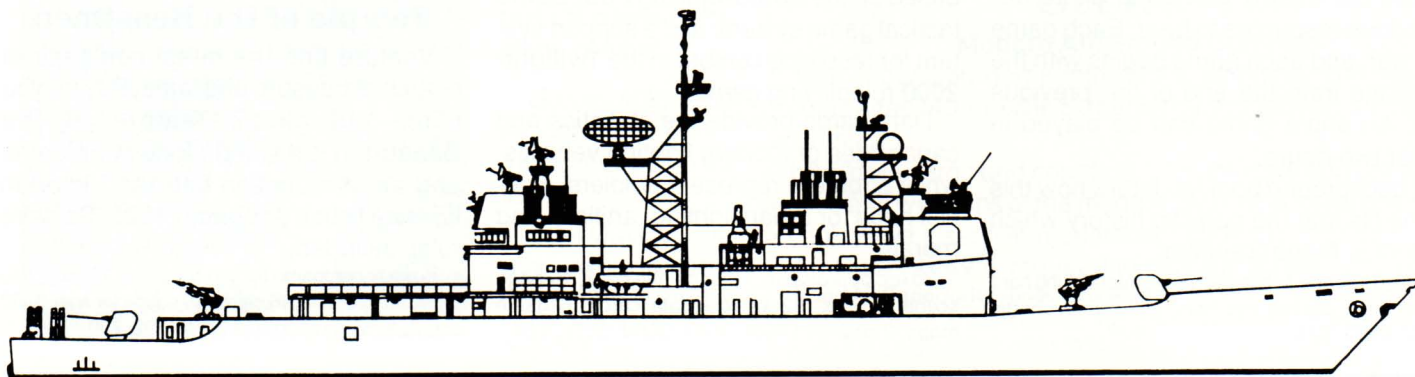
Captain's Edition Harpoon

Each ship is a card, with the numbers for attacks, defense, electronics, and movement immediately at hand. Each player has a task force of several ships. And when they meet, they fight out a modern naval battle using the same strategies, tactics, and procedures that the real ships use.

A game can be played in under an hour, with no special naval expertise necessary. Each game is different; each is a new insight into modern naval warfare.

If you are interested in modern naval warfare, **Captain's Edition** is the place to start. If you are an experienced player, this is the vehicle to introduce new players to your favorite game. Designed by best-selling author Larry Bond.

Boxed game for 2 or more players. Rule book, game map, data cards, stand-up ship counters. GDW: 0717. \$26.



Data Annex 1990-1991

This is the key to **Harpoon**! The latest intelligence on naval weaponry—statistics, data, and details that define the ships, subs, aircraft, electronics, and weapons of the world's modern navies. The **Data Annex** has *twice* the page count of the previous edition (now 136 pages!), plus new aircraft endurance rules and a beautiful full-color cover.

136-page sourcebook. GDW: 0715. \$10.

Battles of the Third World War

In the North Atlantic theater of a hypothetical Third World War the naval action will be fast and furious. This book of 15 naval warfare scenarios for **Harpoon** provides modern naval wargame players with ready-made encounters to test their own naval strategies in contemporary situations.

48-page scenario anthology. GDW: 0711. \$8.

GDW products available at your local hobby shop. Or for information write to GDW, PO Box 1646, Bloomington, IL 61702-1646.

ASW Forms

32 pregenerated **Harpoon** ship status sheets for ASW (antisubmarine warfare) vessels and planes. Plus a scenario generator for **Harpoon** naval battles from around the world.

48-page sourcebook. GDW: 0716. \$8.

Ship Forms

Forms for 12 American and 13 Soviet classes of ships, and eight American and four Soviet types of aircraft. Plus a scenario generator that sets up ship encounters in the North Atlantic in WWII.

48-page sourcebook. GDW: 0712. \$8.

Sub Forms

More than 30 modern submarines on pregenerated ship status sheets—ready for photocopying and use in any **Harpoon** game.

48-page sourcebook. GDW: 0713. \$8.

Command Decision

WWII Miniatures Wargame Rules

Ground-breaking miniatures rules set for World War II battles. A single sheet tells the players what to do, while the game moderator administers the rules in depth. Plus, the box includes two campaigns—*Stolberg Corridor* (Western Front), and *Barbarossa/25* (Eastern Front).

Command Decision is an operational/tactical level World War II miniatures game. It emphasizes two aspects of World War II warfare: rapidly changing tactical situations and combined arms operations. The organization charts cover a multitude of vehicles, weapons, and formations of Britain, Germany, Italy, the Soviet Union, and the U.S.

Use at any scale: 1/76, 25mm, 15mm, or MicroScale. Complexity is basic to intermediate.

Boxed. Rule book, data chart book, organization book, campaign book, rules folder, 4 game reference charts, counter sheet. GDW: 0730. \$24.

Combined Arms

Modern combat is fast, furious, and deadly. Both NATO and the Warsaw Pact emphasize the value of mobility and firepower, and this doctrine is expressed in a vast and technologically sophisticated array of weapons.

Laser range finders, thermal sights, radar-seeking missiles, and counterbattery radar all add to the accelerated pace which is the trademark of modern combat.

Combined Arms has been designed to portray the machines, speed, and confusion of the modern battlefield within a playable miniatures rules system.

152-page miniatures book GDW: 0732. \$12.

Over The Top

WWI Miniatures Wargame Rules

A complete miniatures wargame rule book and reference source for simulating World War I in a table-top environment.

Over the Top includes 10 WWI battle scenarios. All you provide are the miniatures to simulate this fascinating period at the dawn of modern warfare.

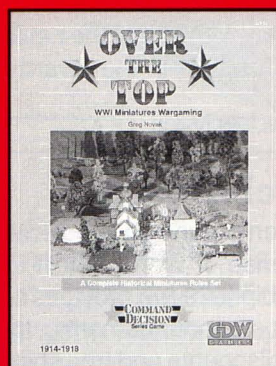
Special Rules Coverage:

Gas attacks, artillery barrages, complex trench systems, rudimentary armored

fighting vehicles, and the ever-present machinegun.

Exhaustive Troop Lists: All the world's forces: Austria-Hungary, Belgium, Britain (including the Commonwealth), Bulgaria, France, Germany, Italy, Montenegro, Romania, Russia, Serbia, Turkey, and the United States.

96-page miniatures rule book. GDW: 0734. \$12. Available in December 1990.



Johnny Reb

Civil War Miniatures Rules

John Hill, award-winning designer of *Squad Leader*, created these American Civil War rules. Use at any scale: 25mm, 20mm, 15mm, 9/10mm. They do away with time-consuming bookkeeping. Includes six battle scenarios.

Johnny Reb is a set of miniatures rules for the American Civil War. The rules are well organized and indexed for ease of understanding. The game's procedures are simple and easily memorized, and are designed to encourage the use of historical tactics. The rule book is well illustrated with drawings and photographs which explain various aspects of play. Simple enough for a beginner, a challenge to the experts. **Johnny Reb** is arguably the finest set of Civil War miniatures rules in existence.

Boxed. Rule book, scenario book, 4 rules briefing handouts, game charts, 240 counters, dice. GDW: 0720. \$20.

To The Sound of the Guns

Fifteen scenarios for American Civil War miniatures battles using the **Johnny Reb** game system. Awarded Best Miniatures Rules by the Origins Wargaming Convention.

48-page **Johnny Reb** miniatures scenario book. GDW: 0721. \$8.

Ironclads and Ether Flyers

Ships sail the seas, submarines prowl its depths, and ether flyers cruise the skies in this fast-playing **Space: 1889** miniatures game of aeronaval combat over, on, and below the seas of 19th-century Earth.

108-page miniatures book. GDW: 1891. \$12.

Soldier's Companion

Miniatures rules for the 19th century, but with a twist: They include Mars and Venus! Includes siege, campaign, and naval rules, and much more.

180-page colonial/**Space: 1889** miniatures book. GDW: 1984. \$15.

Newsletters and Support

Ether Society

Join a growing band of individuals who really believe in the **Space: 1889** steampunk genre. Members receive:

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The Annual Adventure: Available only to members, this adventure is suitable for play at game conventions or game club meetings.

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Command Post

Articles, scenarios, and more on **Command Decision** World War II operations, plus coverage of **Combined Arms** modern gaming and **Over the Top** World War I gaming.

Edited by Greg Novak. First year is free!

Command Post, PO Box 1646, Bloomington, IL 61702-1646 U.S.A.

Air Power

The source for new material for GDW's **Air Superiority** jet combat games. New scenarios, data cards, rules, opponents wanted ads, and more!

Sample issue, \$2; one year (six issues), \$10; two years (12 issues), \$18.

Air Power Publications, PO Box 2582, LaGrange, GA 30241 U.S.A.

Harpoon SITREP

Articles, new intelligence, news, information, and support for the **Harpoon** system.

Edited by Larry Bond. Sample pilot issue is free on request. One year (four issues), \$8.

Harpoon SITREP, PO Box 1646, Bloomington, IL 61702-1646 U.S.A.

Digest Group Publications

Traveller Adventures and Support Materials

World Builder's Handbook, *Referee's Gaming Kit*, *Starship Operator's Manual*, *101 Vehicles*, *MegaTraveller Journal* (formerly *Travellers' Digest*), *Vilani & Vargr*, and much more!
Digest Group Publications, 8979 Mandan Ct., Boise ID 83709-5850 U.S.A.

Paragon Software

MegaTraveller: The Zhodani Conspiracy—a computer game that captures the sweep and grandeur of the **Traveller** game system. And the **Space: 1889** computer game is coming soon.

For the IBM PC. At computer stores or direct from Paragon.
Paragon Software, 600 Rugh St., Suite A, Greensburg, PA 15601 U.S.A.

Seeker

Detailed Starship Deck Plans in 25mm Scale

Available for **MegaTraveller** and **2300 AD**.

Each package includes a booklet with a complete description of the deck plans and a background story, deck plans for the ship on 11×17 sheets, 10 cardstock character figures in 25mm scale, and a plastic storage bag.

Seeker, PO Box 519, Mountain Home, ID 83647-0519 U.S.A.

Deseños Orbitales

Traveller is published in Spanish by Deseños Orbitales. More Spanish language adventures and supplements are now in production.

GDW, PO Box 1646, Bloomington, IL 61702-1646 U.S.A.

Three-Sixty Pacific

Harpoon is available as a computer game for the IBM PC (other versions will follow) published by Three-Sixty. At your local computer or hobby store.

360 Pacific, 2105 S. Bascom Ave., Suite 290, Campbell, CA 95008 U.S.A.

GHQ

Super detailed, easy-to-assemble **Harpoon** miniatures for wargaming and collecting. The most accurate, detailed line of modern wargame ship models ever made. Each box contains an important element in service today with one of the navies of the world. Specifically designed for use with the award-winning **Harpoon** game system.

GHQ, 2634 Bryant Ave. So., Minneapolis, MN 55408 U.S.A.

Games Research/Design

The **Europa** Association has been organized specifically to support players of the **Europa** series of World War II European wargames. Annual membership (\$29.95) provides six issues of *The Europa News*, advance announcements, three-ring binder, *Europa Almanac*, and discounts and free shipping on game and parts orders from GR/D. Also available from GR/D are *The Urals*, *Balkan Front*, and *For Whom the Bell Tolls*.

Games Research/Design, PO Box 591, Grinnell, IA 50112 U.S.A.

Weekend Warrior

For the collector and for the avid wargamer, **Weekend Warrior** maintains a large stock of out-of-print and hard-to-find GDW titles.

Weekend Warrior, 8116 Van Noord Ave., No. Hollywood, CA 91605 U.S.A.



In 2020, Earth was devastated by geological catastrophe, and billions died. The only survivors were the handfuls in the shelters. They came out 450 years later to a radically altered world—an impossible world populated by dinosaurs and the ruins of past civilizations.

This is the Xenozoic era. Here a few brave men and women struggle to reclaim the Earth. They explore the ruins of now-ancient 20th-century civilization, and like people since the beginning of

time, they fight among themselves.

Cadillacs & Dinosaurs, the roleplaying game, is based on *Xenozoic Tales*, the acclaimed comic series by Mark Schultz. Complete rules (based on GDW's award-winning **Twilight: 2000** game system) detail character generation, combat, exploration, equipment, and adventuring in this fascinating future world.

144-page trade paperback. Fully illustrated with Mark Schultz's art. Game rules by Frank Chadwick. GDW: 3000. \$18. Available in November 1990.

Sneak Preview: 1991 First Quarter Releases

Next year's schedule includes a wide variety of exciting releases. Those set for the first quarter include the following:

Bangkok

In 2000, Bangkok has become a free city, like Krakow in Poland or Mombassa in Africa. Villainous scum of half of Asia gather here to wheel, deal, and entertain themselves. Whatever you want, whatever you need—somebody has it in Bangkok.

104-page **Twilight: 2000** sourcebook. Available in March. GDW: 2006. \$12.

Tet

Tet depicts the situation in Vietnam during the 1968 Tet Offensive. A unique area movement system and combat resolution faithfully duplicate historical conditions, and the map covers the Indochina peninsula from the DMZ south.

Boxed Vietnam wargame. Available in March. GDW: 0117. \$30.

Dark Conspiracy

The EAAF nuked Melbourne a few days ago. Black, spiky things that only slightly resemble fish are attacking people in the Great Lakes. A Chicago radio station is broadcasting nothing but a high-pitched oscillating tone. Whole blocks of Mexico City are abandoned—by people, anyway. And I have this feeling I'm being followed....

208-page roleplaying game of modern horror. GDW: 2100. \$20. Available in February. Call or write for your free four-page brochure.

NATO Vehicle Handbook

Detailed examination of over 60 vehicles in service with France, Germany, Great Britain, the Netherlands, and other European countries of the NATO alliance. Usable with both **Twilight: 2000** and **Merc: 2000**.

104-page **Twilight: 2000** sourcebook. Available in May. GDW: 2007. \$12.

Challenge 49

You'll love this special locations issue.

96-page science-fiction magazine. Available in March. GDW: 0049. \$3.50.

Gazetteer

The **Gazetteer** is an atlas of world conflict in the year 2000—sort of a bound collection of want ads for mercenaries. **Gazetteer** details each hot-spot, with a situation map, a rundown on opposing force compositions, adventure scenario ideas, and answers to important questions like, "Do the Burkino Fasans have T-72s?"

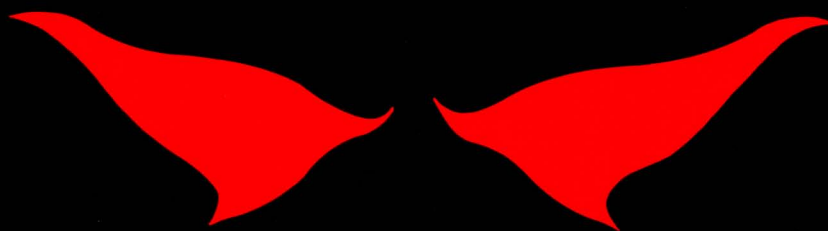
104-page **Merc: 2000** sourcebook. Available in April. GDW: 2008. \$12.

On the Edge

Seek fortune in the Spinward Marches, join a border guard patrol, or sneak into an interdicted world. Written for the Spinward Marches, but playable in any location in the Imperium. Written by Mike Stackpole.

96-page **MegaTraveller** adventure anthology. Available in April. GDW: 0220. \$10.

D-A-R-K CONSPIRACY



**An Ancient Horror
Grips the Earth**

Coming in February 1991 from GDW.

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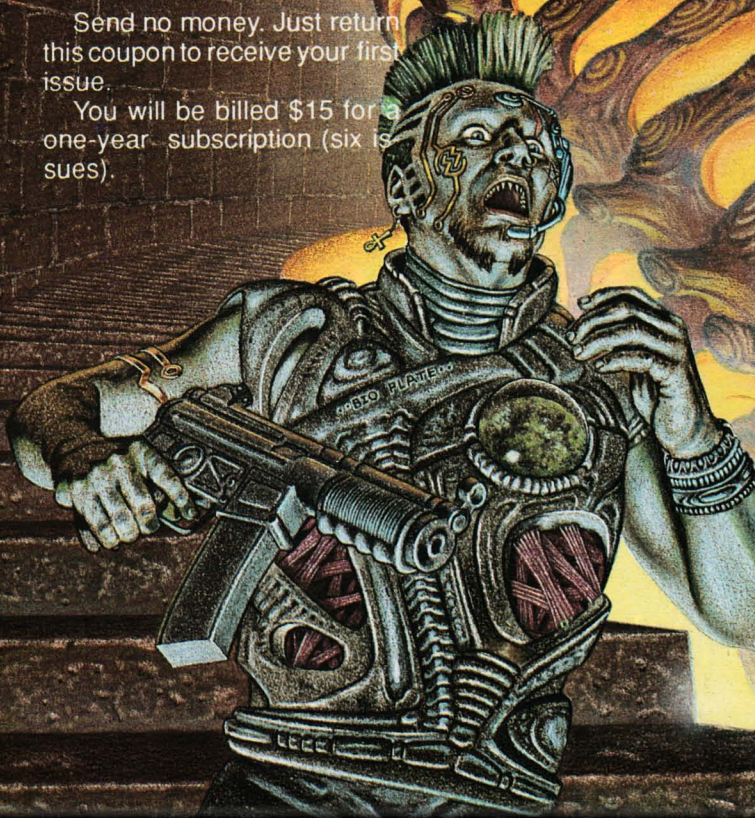
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