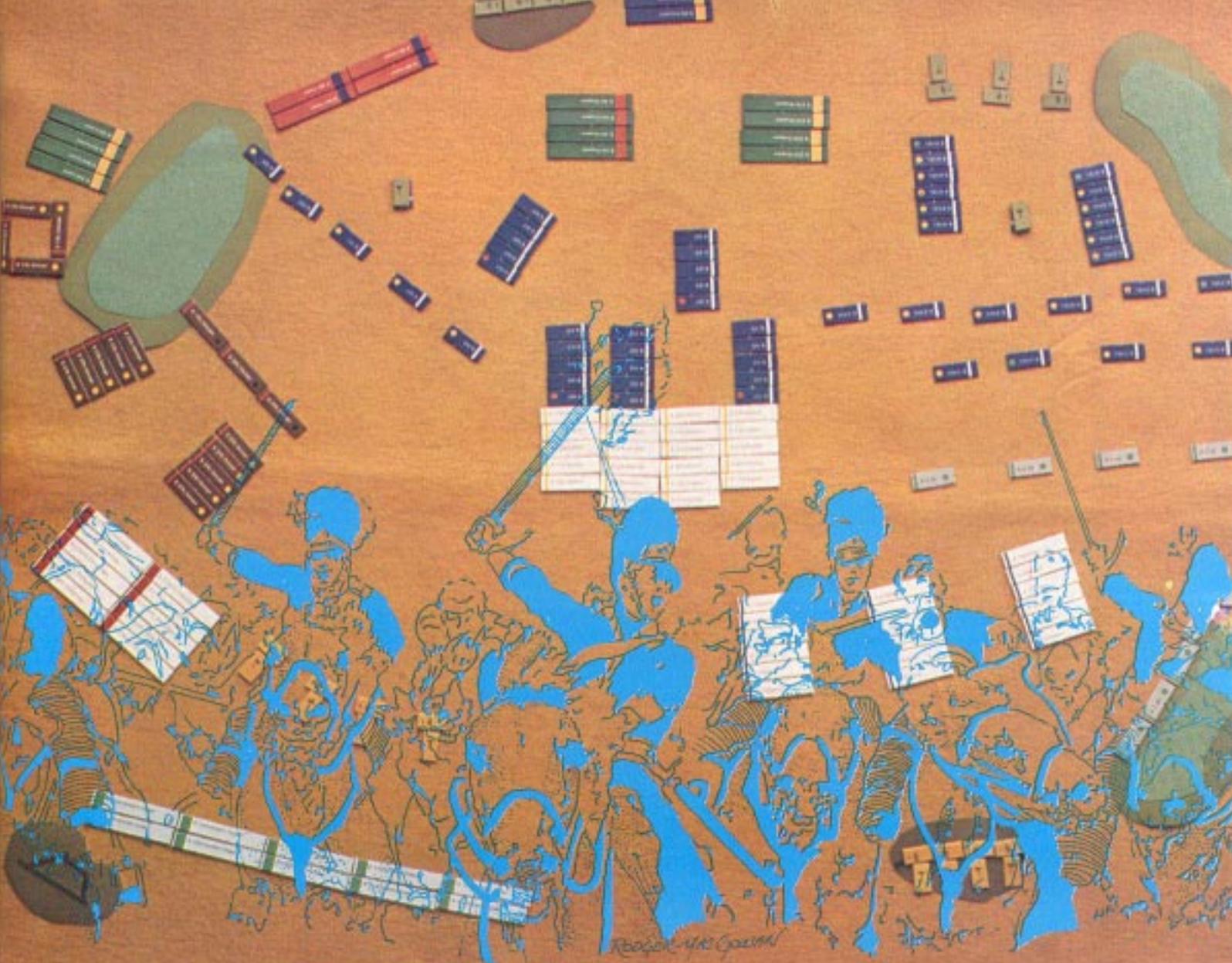


The Dragon

\$2.00
Vol. III No. 12
June, 1979



System 7 Napoleonics
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Mugger! - Tactical Inter-City Combat Game

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Vol. III, No. 12 June, 1979

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This issue marks the beginning of the new assistant editor's tenure, and his touch is already evident. I won't detail his innovations, nor will I detail which are mine; This new combined format is a combined effort. Other than various administrative duties, the only division of labor that we practice is that I tend to read and validate the historical pieces, as my background in history is more extensive than his.

At the end of this piece, I have asked Jake to write a little introductory bit to give you, the readers, an idea of both where he is coming from, and what you can expect from him. His joining the magazine has already been advantageous. As can be expected with any infusion of new ideas, we already have dozens of plots and schemes simmering away, all designed to improve the quality of the magazine and to sell more copies of it.

This issue marks the introduction, or re-introduction in some cases, of some different components of the magazine. We have returned the old *FEATURED CREATURE*, having renamed the column *THE DRAGON'S BESTIARY*. This will now become a regular monthly feature. If you note this month's entry carefully, you will note a new authenticity. *GIANTS IN THE EARTH* is another new entry, designed to add some spice to your *D&D* or *AD&D* campaign. Each month it will contain a few characters from legend and literature, with fighters leading off, to be followed by some magic users later in the summer. The series is co-authored by Lawrence Schick, newest member of TSR Hobbies Design Dept., and therefore fully compatible with the game. We will be starting another new column soon, when we have enough material for it, entitled *DASTARDLY DEEDS & DEVIIOUS DEVICES*. This will be for original tricks, traps and other nasty surprises. Readers wishing to submit material of this nature are invited to; send it to DD&DD, c/o THE DRAGON. Traps and such should be illustrated. Some time ago, someone submitted two or three nasty little traps, but I have since misplaced them. One was a nifty little device that chopped off feet at the ankle; if the author is reading this, PLEASE contact us, and send us more sketches.

We are also planning to start up another column similar to the old *MIGHTY MAGIC MISCELLANY*. This time, though, besides magical items, we want to get into new and original spells, as well as such exotica as research methods, recipes for magical inks, etc.

Titled "*Bazaar of the Bizarre*", it debuts this month with a recipe for a lich. Next month, we will present some new magical bags.

Last month's *RUMBLES* got fouled up by the typesetter, and the final paragraph made less sense than usual. As you will notice, there is no letters page this month. I have but one letter in hand, as I write this, and that requires a response from the publisher, and as he is in Canada as I'm writing this, the letter will have to wait. It is amazing; *TD* has amassed a stable of perfect writers. No one ever disagrees, so they must be perfect, right? Not only that, they write everything there is to know about their topics. If you feel that either of those statements is wrong, how can you back it up? We never get letters arguing points, nor do we get letters expanding upon articles. Generally, the only letters we get either deal with subscription matters, or are short notes enclosed with subscription renewals, neither of which are exactly what we want on a letters page. If you want to be heard, or disagree, or expand upon an article, this is your only shot. As I write this, next month's column will be the last, unless we get grist for the mill. I do not

cont. on pg. 39

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GENCON XII Status Report

It seems to be the nature of the business that when anybody in the Gaming Hobby makes a prediction on a release date, it always seems to be — shall we say — over-optimistic. Such has been the case with the GENCON XII Information Packet. We have been promising this eight page brochure since April, and it now looks like June will be here before the it gets out.

We have some good news for those of you awaiting the convention brochure. The Dragon (which has already donated much time and space to promoting GENCON XII) has agreed to include the brochure as an insert in the July issue of The Dragon. This, added to our mailing, will guarantee wide dissemination of important information about GENCON.

Talking about important information, the PAW, after lengthy research, has come across several inexpensive motels in the Parkside area that will provide accommodations for about the same price as a dorm room. These motels will be listed in the brochure, and will be connected to Parkside by special busses running to the convention in the morning and from the convention at night.

Important Announcement: GENCON XII posters are available NOW! These posters (drawn by Elrohir — who has done several The Dragon covers, and the box cover art of TSR's new release *Divine Right*) uses the same art as our full page GENCON XII ad appearing in The Dragon. Any person who would like to pick up a poster for himself need only send \$1.00 for postage and handling or promise to put up some extra posters at his local club or hobby store.

If you have any questions you would like to address to me personally, I will be at the following conventions taking pre-registration and passing out posters and brochures:

MICHICON VII (June 1-3)

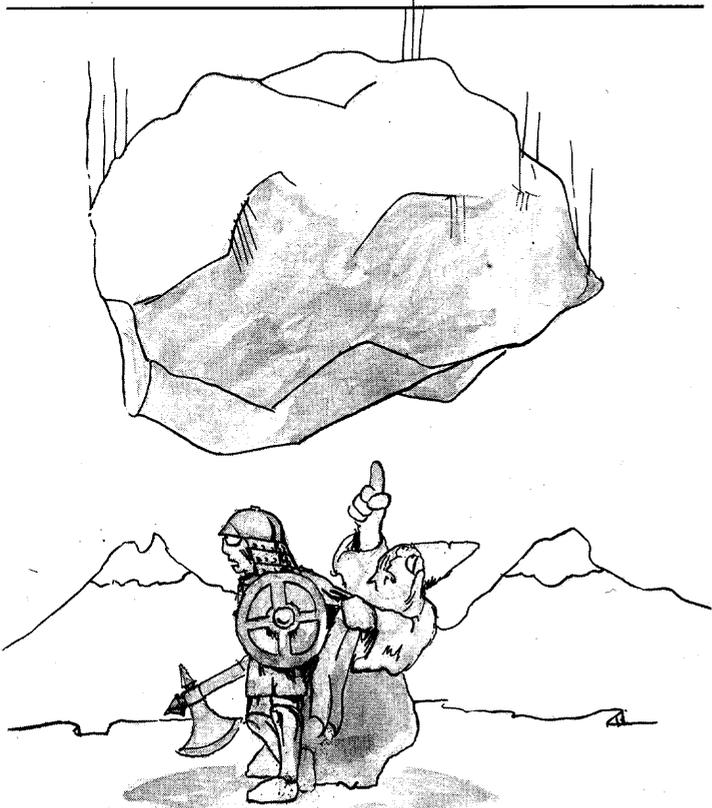
Origins '79 (June 22,23)

Chicago Wargamers Association Convention (July 21-22)

If I don't see you at these conventions I hope to —

See You At GENCON XII

Joseph G. Orłowski



McLEAV

A ROC? YEAH, YOU SEE A LOT OF THEM IN THE MOUNTAINS...

Judges/Events Wanted For GenCon XII

Many of you complained that there were not enough miniature games, boardgames, role-playing games, computer games et cetera et al at last year's GenCon. If you think GenCon needs more of *Something*, why don't you help make sure it's available in large quantities in GENCON XII. Small tournaments can be just as fun as large ones for the avid gaming crowd. Prizes can be arranged by us costing a potential judge little or nothing. So come on! Give your fellow gamers a break, and have a good time too! Contact us at:

GenCon XII -Tournaments,

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Judges get **FREE** admission to GENCON. See the entire convention for free! Recognized events only.

Convention Schedule

GLASCON IV (June 15-17) sponsored by CSUN Simulation Gamers Association. \$3.00 Pre-registration Fee. \$5.00 at the door. For more information write CSUN-SA 7133 Reseda Blvd. Reseda CA 91335.

NANCAON II -88 (June 30 - July 1) at luxurious Houston Marriott. Largest Dungeons and Dragons Tournament at the Southwest. Two Day Admission \$6.00. Dealers Room Seminars on Sunday. For information or early registration contact Nan's Toys and Games — 1385 Galleria Mall — 5015 Westheimer — Houston, Texas 77056 (713-622-0760) after 5:00 PM CST) Room reservations through Houston Marriott — 2100 S. Braeswood — Houston TX 77025 (mention NANCON for room in gaming area).

Origins '79 (June 22-24) at Widener College, Chester, PA. For more information write: Origins '79, P.O.B. 282, Radnor, PA 19087. See page 2 for further details.

1979 International Military Vehicle Collectors Club Convention (July 18-22) at the O'Hare Exposition Center, Rosemont IL (12 miles from downtown Chicago, 3 miles from O'Hare Airport). Members are encouraged to bring their vehicles to this all-indoor center. Contact: Tri-State Chapter/MVCC, 3745 W. Addison St., Chicago IL 60618.

Chicago Wargamer's Convention (July 21-22) at Loyola University, North Shore Campus, 6525 N. Sheridan Rd., Chicago (Rogers Park). Two day admission is \$3.00. One day admission is \$2.00. Dorm space is available if reserved before June 10. There will be a broad selection of boardgame, miniature, and role playing tournaments with over \$500.00 in prizes. A painting contest and Auction will also held. Exhibitors will also be on hand. For more information contact: CWA c/o Tony Adams, 3605 Bobolink Ln., Rolling Meadows, IL 60008 or call (312) 394-5618.

Bangor Area Wargamers 3rd Annual Convention (August 4-5) at the University of Maine at Orono in Memorial Union, Lown Rooms, Miniatures, Boardgames and D&D. Contact: Ed Steven, 395 Broadway, Bangor ME 04401 (207) 947-0280.

GENCON XII (August 16-19) at University of Wisconsin Parkside, Wood Rd. Kenosha WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments and tourneys. Not to mention Seminars, Open Gaming, and Work Shops. Pre-registration before July 25 — \$10.00. At door — \$15.00. Special GENCON XII Information Packet available. Contact Joe Orłowski, GENCON XII Coordinator, POB 756 Lake Geneva WI 53147.

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Some back issues of TD are still available. Only those listed below are in stock. Back issue price is \$2.10, postage and handling are included.

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Miniatures Meet Boards:

by T. J. Kask

Some years ago, while I was at the University, I was indoctrinated into miniatures play. I fast became addicted, and my armies of fantasy figures grew rapidly. Then, one fateful day, I was invited to participate in a Napoleonic battle. The entire club participated, and a rousing afternoon it was. A number of new Napoleonic converts were made that day, and we started mapping out the club's strategy for the next semester.

The problem with establishing a campaign in a college club, whether it be *D&D*, *TRAVELER*, or a Napoleonic, is one of continuity. Each semester, some of the stalwarts say goodbye and depart for "the real world." This can be especially traumatic if one of those departing owns the French Army, or what passed for it in terms of collective club figures. The job for new members was to find a now vacant nationality, and by filling it, become invaluable to the club. I asked around, and found out that "the Prussian" had left just before I arrived. I immediately opted to become a Prussian, much to the dismay of my Finnish, Irish and Swedish ancestors. I made the first mistake that so many neophyte figure collectors make: I got all the "wrong" units. It is much more fun to field all Guard units, and elite cavalry and artillery units, than to flood the battlefield with line troops and militia. Not only do elites have prettier uniforms, and hence, are more fun to paint, but they generally tend to last longer once engaged in battle. Nothing is quite so dismaying as spending two weeks painting up a regiment of cavalry, only to see it get blown away, or have it rout off of the board, in the first couple of rounds in the game. Twenty or thirty hours of painting are hardly recompensed when you have to pack them back into their boxes twenty minutes after the battle starts. Who knew when the next game would be, or whether your contingent would even be used or not?

I bought an entire battery of Hinchliffe cannon, and all the requisite crew figures. I had hussars, I had *schutzen*, I had *jagers*, and I had Foot

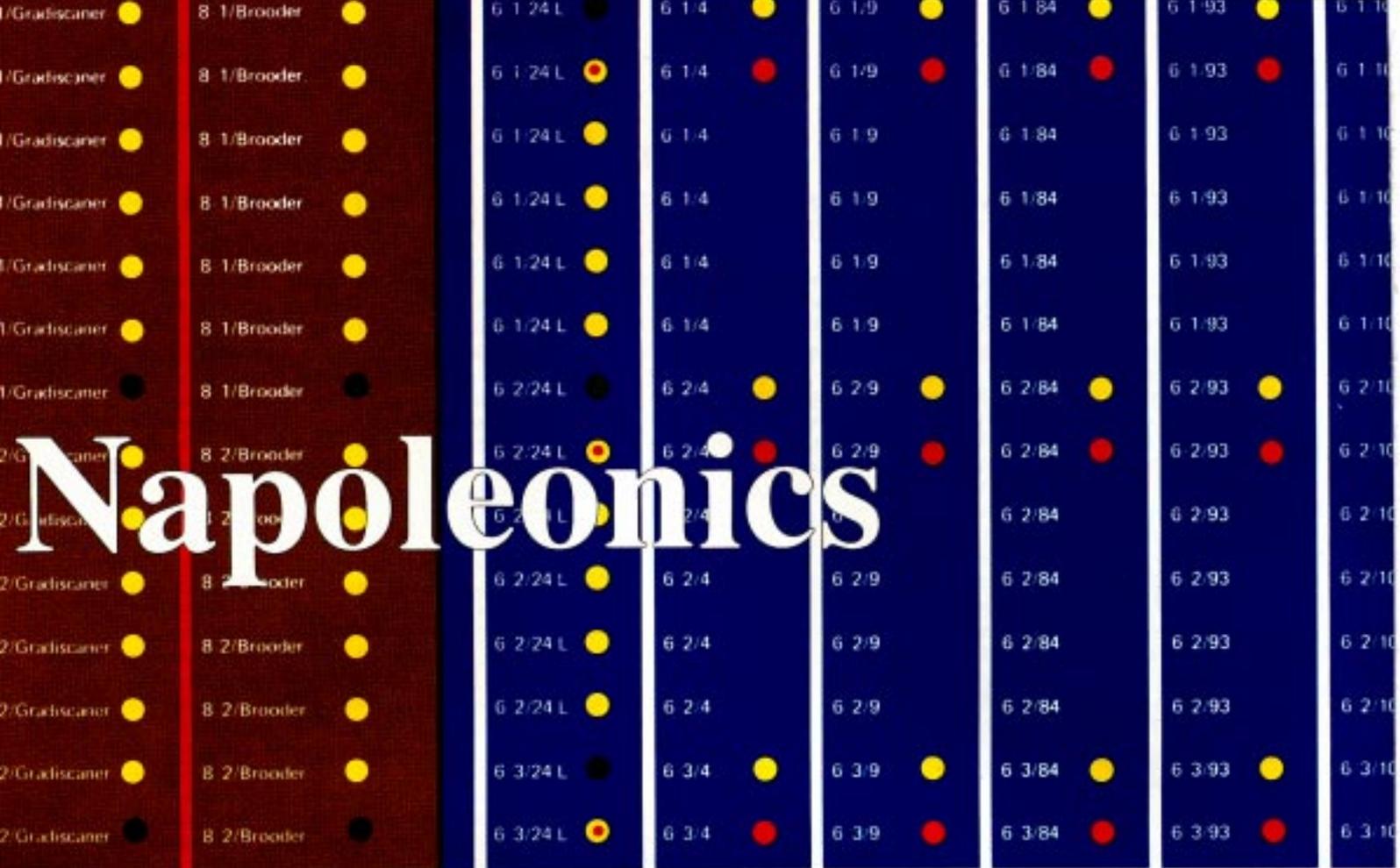
Guards; what I actually had was all of the wrong units for the force to be representative. I had also exhausted both my funds, and my wife's patience and understanding. As I was now getting close to graduation myself, I was in a quandary; what to do? At long last, I came to the sad conclusion that I could not afford to invest any more money. Further, my prospects were not good for finding another Napoleonic group with which to play. (At that time, I had no inkling that I would be working where I now find myself.)

I took the only course open to me, painful though it was; I sold my Prussians.

I gave up any thoughts of staying active in the period, as much as intrigued me, figuring that if I were lucky, I might get into a good game once a year at one of the conventions.

Thanks to GDW (thrice-blessed be they), almost anyone can now afford to get into what has to be one of the most colorful eras in gaming, as well as one of the most tactically challenging. *SYSTEM 7* is *CHEAP!* I mean nothing derogatory by that, but *inexpensive* hardly conveys the price difference between miniatures and *SYSTEM 7*. As Bill said in his review, the equivalent figures that would compose the units in just set *NI* would cost over \$1000, as opposed to its 7.95 price. The first four sets, which provide countless battle and nationality mix possibilities, sell for \$29.80. Compare that figure to over \$4000.

Price alone is not a sufficient comparison, as the figures quote cover *unpainted* figures. I happen to enjoy painting miniatures, and do it to relax, as well as to derive enjoyment and satisfaction. However, I have better things to do with the next few dozen months of my life than painting figures. Set *NI* would be the rough equivalent of 800 foot figures, well over 500 cavalry castings, at least 13 cannon, (possibly 26) and 52 artillery crew castings, based on an average scale used by the various rules already in existence. Figuring a fast average of 40 minute



What It Means For The Hobby

per casting painting time, you have over 900 hours of painting ahead of you to get the equivalent of set NI in playing shape. Now, I happen to think that my time is worth more than minimum wage; even at minimum wage rates, that painting time means an additional investment of over \$2600!!!

No set of cardboard counters, regardless of how well printed and colorful they are, can ever replace a meticulously painted battalion of lead figures completely. Figures provide depth and identification, and present a sweeping panorama when deployed upon the gaming table.

The grognards will never abandon their figures. But for the neophyte, or the gamer of limited means, or the experimenter, *SYSTEM 7* is THE answer. Think of how many other games you could be playing during those 900+ painting hours. Think of how many more games you could buy with just 10% of the savings of over \$3500. Think of the food on your table, the clothes on your back, etc., etc., etc. . . .

Aside from the not inconsiderable reasons already mentioned, there are more things to recommend *SYSTEM 7*. Storage and transportation are tough with hundreds of pounds of lead figures. The first eight sets of *SYSTEM 7* will fit into one average size attache case, even when bagged into battalions or regiments with little ziplocks.

One person can afford to invest in more than one nationality; the system is ideal for clubs. The space requirements are minimal when compared to a scale over three times larger; whole battles can be fought on the dining room table, instead of the entire living room floor.

The rules and the system itself, while not perfect, have a great deal going for them as well.

Any time you get down into a scale as small as that of *SYSTEM 7*, you get into tricky design ground. The point to reducing scale is generally simplification: Simplifying the rules, mechanics, space requirements, and time involvement. Some existing sets of miniatures rules for the Napoleonic Period are quite detailed; *SYSTEM 7* is not. This is not

an indictment of *SYSTEM 7*. To the contrary, *SYSTEM 7* maintains a great deal of the "feel" of the era, without getting into quagmires of minutiae.

SYSTEM 7 has all the mechanics of miniatures. Frontage is a function of the company size, and is differentiated between on the counters. The Hungarian regts. are the monsters of the first four sets, have nine strength points each, and are wider than the French six point companies or the Austrian eight point companies.

In miniatures, running casualties are noted by removing individual figures, casualty caps or some other device, or removing stands, depending upon the mounting system used. In *SYSTEM 7*, you have unit record sheets for the same purpose. Each strength point represents twenty actual men, in the cases of infantry and cavalry, or ten men in the case of artillery crews. As each strength point is lost, and recorded, firepower and/or effectiveness decreases proportionately.

All movement and range measurement is done in centimeters, similar to miniatures.

All things considered, I think that *SYSTEM 7* is the most significant release in recent wargaming history. If it catches on, or if it spawns a host of imitations in other periods, its effects could be far reaching. In some regards, I view the release of *SYSTEM 7* by GDW as potentially hobby-shaking and revolutionary as the release of *D&D* in 1974 was. Just as *D&D* opened virgin gaming territory, in this case fantasy and roleplaying, so too does the release of *SYSTEM 7* open new territory for all gamers. Now any gamer can easily afford to get into the Napoleonic period; no longer is it the exclusive preserve of the wealthy gamer, or those skilled in painting. Any small club or group of gamers can now collectively own enough troops to fight any battle they choose in the period. *SYSTEM 7* is colorful, inexpensive, accurate, and possesses the "feel" of the period; what more can I say, except that you ought to run right out and buy it?

Review

System 7

Napoleonic Miniatures No Longer Mean a Second Mortgage

Wm. Fawcett

Being a devoted (some say fanatical) Napoleonic gamer, I purchased a set of the *System 7* pieces with several serious reservations. To say that I was pleasantly surprised would be an understatement. Once more it seems that the boys in Bloomington have come up with an innovative and playable approach to a gaming area. A few attempts have been made earlier to simplify the accumulation of and playing with Napoleonic period, the Micro-Napoleonics system that appeared a few years ago being a distant cousin. Perhaps this System is the ultimate result of the trend towards smaller and smaller figures. Happily, within its own limitations, *System 7* accurately recreates even Corps level Napoleonic battles with surprising ease.

Though the cardboard battalions of *System 7* lack the aesthetic beauty of multitudes of minutely painted 25mm or 15mm figures, they also lack the expense. In the French set (# 1) there is included 47 line, 9 Light, and 3 Guard Infantry battalions plus a multitude of artillery batteries and nearly a dozen cavalry regiments. The unpainted equivalent of the \$7.98, (sets 3 and 4 are \$6.98), package in 25mm figures would probably cost nearly \$1,000. If you are a beginner or considering Napoleonic as an area into which you might expand your gaming, *System 7* can be an inexpensive way to enter the period.



Since the playing pieces are in scale as bases for 7mm figures, they are comparatively small. The artillery batteries are actually smaller than most boardgame pieces. This allows a fairly good-sized battle to be played on a manageably small surface, but also has a few inherent complications. To begin with, once you punch out the several hundred companies and squadrons, you are confronted with the difficulty of keeping the battalions and regiments together. Since they are clearly labeled, (and out of four sets only two pieces were typos, mislabeling some of the 2/33d French), your problem is to find several dozen small containers or envelopes. Be sure they seal tightly as the pieces are small enough to be lost easily.

Another problem caused by the size of the pieces is that they are as hard to handle as most boardgame pieces. (Fortunately there are no 10 high stacks.) Combine this with the small scale that exaggerates an error of even a few centimeters and you have to be very careful handling the pieces. Because of this, playing on flat, slick surfaces is advised to minimize handling and lifting pieces. Due to the small scale, I've seen one game where *Wooden Ships and Iron Men* ships were used in conjunction with *System 7* pieces. It makes you appreciate how much firepower even a frigate carried.

Since the only labeling on the back of the pieces is their nationality, moving units inverted can be a simple means to limit battlefield intelligence. The actual battalions can be moved and only when in sighting range will your opponent know if it is Landwehr or Guard. The actual

quality of the color and labeling of the units is excellent. Also accompanying each set is a listing of the units included and their correct organization and abilities. This is done in a clear and concise, if abbreviated, manner and will be of great assistance in familiarizing yourself with the units.

The large diversity of units included in each set is again a strength and a limitation. Most combinations and occurrences can be recreated, but this diversity means that some of the historic traits and abilities are not mentioned. A good example of this is the Austrian Schutzen, who are shadows of their historical selves, as are the versatile Hussars. Much of this is due to the fact that *System 7* is played with a modified version of the *Fire and Steel* rules. These are basically "fast" rules that sacrifice some detail for playability.

The rulebook, free copies of which are supplied with sets #1 and 2, (for a limited time only, Ed.) is surprisingly understandable. When the first three of us sat down to our first game none had ever played *Fire and Steel* and one had never played Napoleonic. We had little trouble following what was written and subsequent playings have shown that we made no significant errors in interpretation. Those of us who have played Napoleonic were distressed to find that there was no listing of National differences, but found enough in the enclosures with the sets to minimally satisfy our desires.

The game system does involve a lot of arithmetic. Calculations are needed to resolve virtually all combat situations, especially melees. Fortunately nothing more complicated than multiplication is involved. Most players will find it beneficial to have a calculator and lots of scrap paper handy. The procedures themselves are extremely well laid out in the text with copious examples to aid clarity. It is unfortunate that the basic equations were not included in the otherwise complete appendices along with their modifiers. Since they're not, you tend to find yourself paging through the rules with every melee and fire.

The worst flaw in the system seems to be the artificial imposition of one hour as the length of a turn. This is best ignored as it warps your perspective of the actions taken. The hour per turn has the result of creating two and three hour melees between cavalry regiments. (The horses would drop sooner than that.) It also creates a situation where a defeated cavalry unit will have blocked your artillery fire on a square for a full hour even if defeated and routed quickly or destroyed to a man. Arbitrarily all of those I game with have now changed the sequence so that cavalry actions involve two melee rounds, normally enough to bring a result.



A major plus in the historical accuracy of *System 7* is the rules on the gaps that must be maintained between units. These force them to be separated in column as was the practice of the period, (column of divisions excepted). This prevents the warp of having a massive line of columns packed shoulder to shoulder advancing at column rates. The artillery rules make this suicidal anyhow.

Continued on page 11

System 7

Necessity is the Mother of Innovation

by Rich Banner

Author's Note:

I'm sure that it will come as no surprise that I was pleased when the Editor informed me of the publication of a review of System 7 so soon after its initial release. Besides affording me the opportunity to comment on the System I am quite happy to respond to questions raised in the review.

It was a bit of an event at the Workshop when the first *System 7* counters became available in January. The Workshop has been, and still primarily is, a board game company. The publication of *Fire & Steel* Napoleonic rules in July of last year marked the first Workshop entry into the miniatures field, and with a great deal of assistance from Greg Novak and John Harshman, the designer and developer of *Fire & Steel*, the first real integration of miniatures and board game techniques was made considerably easier.

It was in the development of *Fire & Steel* that, as Workshop art director, I was faced with the problem of making a wide range of miniatures available for play without a great expenditure of time. The obvious solution was the notion of using counters instead of the actual lead figures, saving the effort required to paint large numbers of units. As an avid Napoleonic miniatures player, simple counters weren't enough. One of the attractions of the Napoleonic era has always been its unparalleled brilliance and color. In my mind, to play a Napoleonic game devoid of this color borders on the disgusting. Counters could not, by their very nature, equal miniatures in the detail of each individual soldier. There was nothing, however, to prevent them from equalling, or exceeding miniatures for sheer color. So, I set about to create a set of counters bright enough to satisfy the participants in the project, and yet with techniques simple enough to produce them in large quantities in short order. Once the format and art methods had been developed, draft counter production for testing *Fire & Steel* turned out to take little more time than cleaning flash from lead figures.

It was at this stage of game development that we began to explore the possibility of publishing these counters for the gaming community. After all, many gamers are faced with the same problems that we were. Some gamers enjoy miniatures play, but are not as engaged in it as they would like simply because of the large commitment of time and money required to field a respectable army. For my part, I like to paint once in a while, but could never bring myself to spend hours that could be spent gaming instead of painting battalion after battalion of Austrian (my specialty) line infantry. And at least with the Austrians, regimental facings come in a broad range of colors.

Then there is the question of the effort and space required to get a truly good miniatures game going. I found myself spending a great deal of time getting the players and location at the same time, and then setting up the game, than in actual play. With counters, four players could manage in a reasonable amount of space the kind of game that used to take hours to coordinate and set up. This and carrying the entire Austrian army of 1809 (plus about one-third of the French and Russians and more than enough of everyone else) in a single cardboard box indicated that counters were simply easier to manage.

Once we realized that these problems were certainly not unique, and that most gamers were faced with one or more of them, we decided to publish *System 7*. Additional questions had to be resolved. First of all, how colorful was colorful? The more color, the higher the price of the finished product. We decided that above all the counters were to be printed to as high a standard as we are capable; that gamers would prefer the slight additional expense to a product inferior in its appearance. It is for this reason that we avoided 'process color,' which reproduces all colors using four basic ink colors. Although certainly cheaper in this instance, the colors often are not as brilliant or true. Instead, each sheet is printed in as many as seven different specially mixed colors, each individually mixed. Admittedly there are some limitations. First of

all, the human eye can detect differences only to a certain extent. Secondly, ink matching chemistry is a somewhat delicate art, and limitations do exist. Nonetheless, I think it safe to say that *System 7* counters are far and away the most colorful produced in gaming. There is a great deal of satisfaction in this.



Another question was the size and configuration of the counters. To a large extent, this was determined by the selected ground scale. A balance was struck at the current scale of 40 yards per inch, designed to make handling of the counters fairly easy, yet at the same time drastically cutting the area needed to play a game relative even to 15mm figures.

The third question revolved around developing a set of dies that would be efficient, maximizing the number of units included with each set but at the same time cutting the total number of dies to a manageable number. Invariably, there would be some wastage in the sets, as it was totally impractical to have a separate die for each, but through careful planning a high degree of efficiency could usually be maintained. This task was very much like assembling a very large, very complex jigsaw puzzle. Perhaps there was an elegant solution to this one somewhere, but in practice the answer turned out to be a lot of time designing and redesigning sets in an effort to get in that one more battalion.

Fourth, we had to decide what sets to produce and in what order. Selecting the period 1808-1813 seemed like the most practical, concentrating on the period 1808-1812 for the French, 1812 for the Russians, and 1809 for the Austrians. Then too, the peninsular campaigns were going strong during this period, so there seemed to be a bit of something for everyone. Generally speaking, we intend to provide in-depth coverage of nations for this Napoleonic period before extending back before 1808.

Specifically, this summer (hopefully at Origins) we will release three sets, one each British, Spanish, and Portuguese. At GenCon look for three more sets, including the French and Russian Imperial Guards and a set of Prussians. It is possible that the two guard sets may be delayed slightly because both require the use of gold and silver metallic inks to provide a second, thin facing stripe. Following that, look for sets including Saxony, the Grand Duchy of Warsaw, 1813 French (with smaller companies), Austrian Freikorps and Landwehr (1809), as well as reinforcements for the major nations at war.

System 7 players should know, however, that all sets may not be available at all times. Quite frankly, many dealers do not stock extensive lines of miniatures because of the incredible inventory that they must keep on hand to satisfy the demands of a diversified gaming community. Because of this load, we plan to keep the line at a manageable size. What this means to the gamer is that, for example, German States 1 (Set N4) might be withdrawn for a period of time to allow, say, German States 5 to be added. Doing this allows us to create coverage in sufficient depth to, I hope, satisfy Napoleonic gamers of all types.

Q, & A

System 7

The Designer Responds to First Volley

These questions are the result of a couple of phone conversations between myself and Bill Fawcett. Some of the original questions that we submitted have since been scrapped, either because they were stupid to begin with, or the answers were to be found right in the rules and we had missed them. While I don't necessarily agree with all of the answers and interpretations, I do feel that the data given here goes a long way towards perfecting the system. As with any game, if players agree beforehand to exceptions and/or modifications, they can alter anything they see fit if they too disagree with any of the interpretations. T. J. Kask

Concerning the time scale: the melees seem unbalanced in regard to time, for the turn/hour scale. It really breaks down on cavalry vs. cavalry engagements. Why?

This first question seems to me to be one of the most important, so I'll spend a little more time on it in explanation. In terms of the behavior of individual elements on the field, each turn is actually closer to ten minutes. The "hour" turn indicated in *System 7* is designed to allow a decision to be reached in a reasonable number of turns. This is due to a number of factors. First, the players, perched high above the battlefield, have the ability to see what our opponents are up to and immediately take steps to counteract his moves. Napoleonic commanders would have been ecstatic to have information anywhere this accurate. One solution, but only a partial one, would be to build in extensive delays that, to a gamer, would have little effect except to prolong a game by drawing out about the same amount of action and decision making to a much longer playing time. By limiting the number of turns in the game we are able to put some of the problems of command back onto the shoulders of the players without making the game a real drag. As well, we should keep in mind that movement, fire, casualties, and turn length are integrated into a closely interrelated system. If we tamper with the last element making, say, one hour actually equal one hour, we are really out of the realm of individual battalions exchanging fire. One approach could be to cut the time scale to a real-time length of, say, six minutes. A good six-hour historical-time battle would then take 60 turns, not the kind of game for people to play in a multi-player environment where we are not always able to leave a large battle set up for long periods of time needed to get any team of players together to finish it. In addition, casualties would be decreased radically, the frequency of other effects would be drastically reduced, etc., to the point that, in my mind enough simulation aspects would be brought into literal force as to make the game bog down into a highly complex, highly boring exercise. Keep in mind that an infantry column marching to a cadence of 100/minute will move somewhere in the neighborhood of 500 yards in one six-minute turn—well-through all small arms ranges, and about halfway through artillery ranges. I would prefer not to think of the bulk of rules that would take to control all battlefield contingencies in that kind of game. The figures for cavalry are ridiculous. The object, then, of the *System 7* rules, is to present to the gamer a means by which he may fight Napoleonic battles with many of the problems and circumstances that faced commanders in the field as well as retain a great deal of tactical feel for the period. It is not pure simulation, for even if we really wanted it the scale simply doesn't allow it if we are ever going to fight more than a skirmish.

The two and three rank distinctions are unclear. For example, Austrian Schutzen were always (historically) two ranks deep, but not in System 7.

One of the unfortunate errors that I made when laying out the pamphlet was omitting the indication that all troops in the first four sets are three-rank troops. Steps have been taken to correct this in reprints and all future sets. Of course veteran miniatures players know who forms into two ranks and who forms into three ranks, but we're finding

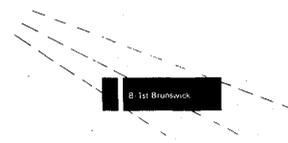
out that a relatively large number of non-miniatures players are playing *System 7*. To these people especially, my apologies. I repeat: all infantry in sets 1 through 4 are three-rank troops.

As to the Austrian Schutzen: I assume that you are referring to the rifle companies attached to the Grenz battalions. Frankly, I have no evidence that these units formed into two ranks except during the Archduke Charles Reform phase of Austrian attempts to tactically update the army. It should be noted that by and large these reforms were never totally adopted by the Austrians, and were abandoned by the time we get to the period covered by *System 7* (1808-1815). I could be wrong and would appreciate knowing about any primary evidence to the contrary.

Why is there no limit to the ranks of penetration a ball will have when striking a column at an oblique angle? There is no provision for such an occurrence in the rules.

What sort of gap is needed for artillery to fire through?

These questions both reflect back to the response to the first question: One firing round does not reflect one real round. Because units move in what appears to be great bursts of energy, then are frozen in place while they suffer the effects of incoming fire, we feel that to introduce this aspect of fire would greatly overemphasize these effects in context of the game. Not specifying a definite gap necessary for artillery to fire through is an extension of the same reasoning. These considerations clearly must be treated in a skirmish game, but I don't believe they belong in *System 7*.



Concerning the "charge if charged" order: no provision is made for cavalry to do so in protection of a nearby unit or battery.

One reason for the way these rules were designed was to prevent bizarre chains of subsequent triggering of charges through interlocking contingency orders. For my part, I think that judicious modification of this is in order. A referee is the best determiner of to what extent contingent orders may be written.

Does infantry forming square suffer the move modification on the firing die roll?

Yes, infantry does suffer the move modification on firing when forming square.

Who screens units on higher elevations? Can ball be fired over the heads of units?

Again, this question is covered in the rules. Rule 10 A and B detail the effects.

The facing shown for massed columns of divisions, as illustrated in the rules, disagrees with most sources, including Chandler. Could they possibly be advancing to the flank?

This is a case of the chart not being clear. The formation on page 12 would march off the left (not the top) of the page. In appearance, this formation is a succession of battalions, each in line, tightly packed together.

Continued on page 10

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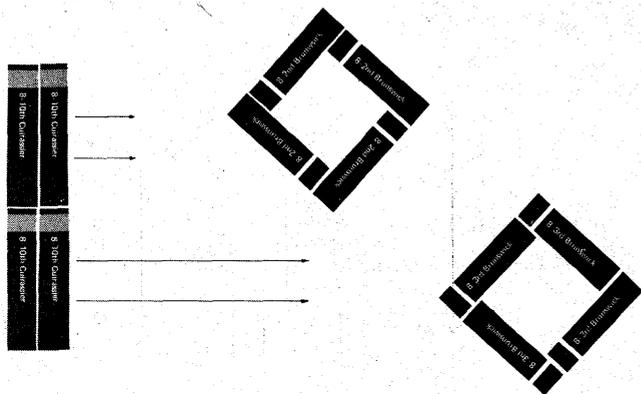
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Q. & A. Continued from page 8

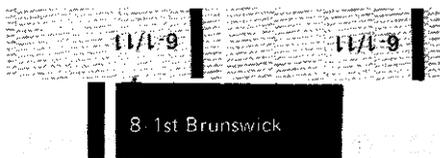
Can one regiment of horse break regimental integrity to engage multiple squares in sequence?

This is another question that a referee might be best used to resolve. Generally, my answer would be yes, cavalry can break regimental integrity in cases such as the one in your diagram.



Can you overlap the tips of two units to gain a greater edge in melee? How far on the flanks can you count points? How much overlap counts?

Who can hit in flank is governed by rule 20F. Measuring overlap may require the use of the frontage gauge if a casual glance is insufficient.



Shouldn't the Prussian musket (1705 model) range be shortened?

If we were dealing with an earlier period, I would look more closely at this one. It is very important for players to realize that these rules deal only with the period 1808-1815. As the Prussians had been extensively reequipped with British muskets, I see no reason for an adverse firing capability. It is easy indeed for us to tend to look at the Napoleonic wars as a whole. But with the amount of detail that we take into account in miniatures/ System 7 gaming, a great number of minor changes affect capabilities during the course of the period. After we're well along with 1808-1815, we'll certainly provide materials for earlier campaigns. In some instances, there will be virtually no changes, but in others the changes will be radical.

Can infantry charge cavalry, after breakthrough, if the cavalry is disordered after its earlier success? In the rules, nothing says it shouldn't.

There is absolutely nothing to prevent infantry from charging horse. If the cavalry commander has put himself in the position of making it practical for them to do so, then some interesting results may happen as did, for example, occur at Borodino. Generally, however, a charge-if-charged by the cavalry will put paid to such an assault. Of course, if the infantry is getting that close, they would probably be better used by blowing away the horse with small-arms fire. In my mind, a cavalry commander who gets himself in that kind of pickle deserves what he gets.

Can Carabiniers dismount and fire?

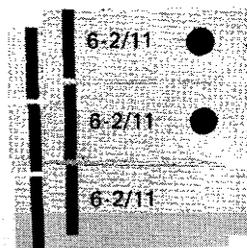
Carabiniers cannot dismount and fire. French carabiniers, by the time 1808 rolls around, are heavy cavalry, pure and simple. If anything, they are best described as elite Cuirassiers.

Do troops in open order have flanks? How about units in disorder?

Rule 14, paragraph A.9. states that units in disorder do not have flanks or rear. The same should apply to units in open order, but is not so indicated in the rule.

Do two stacked units count as one or two ranks depth in melee, i.e., in a column stacked two deep and three wide, are there two or four back ranks?

The handling of stacking is one of the most radical changes that a miniatures player will encounter when using System 7 for the first time, so new players are advised to read it carefully. The single most important advantage to the ability to stack is that formations bear closer resemblance to reality. The first paragraph of rule indicates that, in the example, the top counter of the leading stack is considered the front rank, with five ranks behind it.



Is there a minimum size of retreating unit that can cause a fear of disaster check or effect a unit by retreating through it (say, one gun section retreats through a fresh battalion)?

There is no minimum unit size necessary to trigger a morale check. This is for simplicity of play only. The notion of players or the referee setting a minimum seems quite reasonable to me. Setting a precise minimum that would be applicable to all situations, however, seems to me a tricky thing to handle without the possibility of abnormal results occurring, so some flexibility should be allowed the referee under these circumstances.

Can a cavalry unit interpenetrate another cavalry unit which has stopped to melee a square, as often occurred during Ney's attacks at Quatre Bras?

It may not on the same turn that the meleeing cavalry has entered melee. It may on subsequent melee rounds. This is not wholesale license to charge through other friendly troops, but under the specific circumstances I think it reasonable.

How far around a square does cavalry wrap after impact? Does it have to?

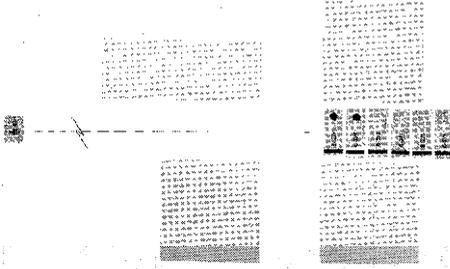
Cavalry does not wrap around the face of a square on the charging turn. It may, however, adjust to enable it to strike one face of the square fully, or, if charging obliquely, on two faces. Of course, if it hits two faces, both faces may return fire. Additional wrapping comes under the subsequent melee provisions of the rules.

Can a unit raise its morale while in reserve, if artillery is capable of firing on it, but does not, or if such fire causes no casualties?

No, a unit may not raise its morale if enemy artillery is capable of firing at it. Perception of safety is as important as real safety under these circumstances. As long as the enemy artillery remains a force-in-being, morale is not raised. Out of sight, out of mind.

As buildings are simulated to represent groups, can artillery fire on units down a roadway between groups. If so, are there any defensive cover adjustments?

Recall that 'building' cards in *System 7* each reflect groups of structures. In the diagram shown, we have four distinct clumps of buildings with a wide thoroughfare separating them. The artillery, in this instance could indeed fire at the advancing infantry. If the entire area were a single building complex, however, the artillery doesn't have a clear shot.



Can freed prisoners re-enter the battle? At what morale? Do they have any muskets? If they cannot re-enter the battle, why even escort them?

No, freed prisoners may not rejoin the battle. They must be escorted, however, because although in a game sense the escorting troops are better used other places, in an historical context it was impractical to allow prisoners loose to rejoin their parent army (muskets or no) and it was in inordinate bad taste to shoot them, which seems to be the only viable alternative. Referees should keep prisoners in mind when generating victory conditions for the game.

How do new units enter ongoing melee?

In a multiple unit melee, new troops entering the melee do so just as if there was no melee in progress.

Review Continued from page 6

Perhaps the most difficult activity for any system to simulate is the encounter of cavalry and infantry in a square. If there is any weakness in the modified rules it is here. There are no real errors, but due to their simplicity some needed information is lacking. Among these are how far a cavalry unit must wrap around a square it encounters; can a regiment break unit integrity to attack several squares simultaneously; and a few warps created by the application of the general rules to this special situation. It currently appears that any unit in square in melee with cavalry, and so, surrounded, that fails morale to any degree will automatically surrender. Another problem is that since there is no set time or portion of a turn that a melee takes, it seems possible for one regiment of cavalry to consecutively engage several infantry units and defeat them in detail if all started within half of the horses charge range, with none able to form square!

Another confusing area in the rules is the references to two and three rank units. This seems to have been a carry-over from the original *Fire and Steel* rules and makes little sense as it is listed. It seems that the distinction is irrelevant to the sets issued to date, anyhow. This surprised me since there are several Austrian, Prussian, and French units that did use two deep rather than three deep formations, (the British aren't out yet). Another area of initial concern to several of us was the provisions for stacking companies in some formations. This makes sense in that it simulates massing for an assault, but will not ring true to those of us conditioned to using miniatures. (I must admit my first impression was of trying to balance one stand of my 25mm figures on the muskets of another). After a few games the novelty passes and we all began using the tactic.

The morale rules are some of the best I have used. They include a provision for the deterioration of morale in units being constantly pressed back or taking casualties and even one for improving the morale of units by placing them in a safe reserve. The Russian morale does seem to be awfully good for the period. It seems that they automatically rally after one turn, even after a rout. Perhaps at Borodino, but questionable for the entire period on all soils. Terrain, buildings, and weather are all simply, but realistically covered.

Having the advantage of beginning with a widely played system in

Scenario: infantry advancing behind cavalry vs. a square. Can the infantry impact on the same turn if the cavalry bounces off?

Infantry advancing behind cavalry attacking a square can not impact on the same turn if the cavalry bounces off.

To what degree is unit integrity maintained? Can the excess/overlap continue to advance to engage a second unit?

(Basically covered in previous answers)

Scenario: three battalions in march order—all three within 1/2 chance move of cavalry. Can none form square? Are all three ridden down in detail? In other words, how much of the turn sequence does melee occupy? It seems unreasonable to prohibit a square from firing on a cavalry unit that breaks through—particularly if the unit formed square in case of a breakthrough; this is a logical move for infantry if they expect units in front to be charged.

The basic difficulty that we are encountering in this example is that of how extensive we wish the turn sequence to be. Some sacrifice must be made for the sake of playability or a game could become severely bogged down resolving the sequence extension conflicts that will certainly occur.

Shouldn't the Russian 18lb. Licorne do a greater damage? Say, one more casualty?

In our opinion, the Russian artillery is probably overrated as it is. For this reason, I don't believe that the Russian 18 lb. Licorne should have additional effect.

Fire and Steel, GDW has come up with what is basically an elegantly playable system. It is not miniatures or a boardgame, but an innovation that borrows many of the advantages of each. In over a dozen battles to date, nothing has come up that wasn't easily settled and often covered at least indirectly. Gamers have had no problems adding their own personal touches to the rules. In the introduction GDW suggests that a player can handle up to 12 units effectively. Most of us have found that we can handle more than this. It is a good idea to prepare some sheets for the written orders for your units as none are included.

Play is fast and the action moves quickly. Most battles have been fought to a resolution in four hours or less; order writing and the computations required being the most time consuming. In smaller games it was possible to get in as many as three turns an hour—a heady pace for a Napoleonic battle. The scale of *System 7* just begs a campaign game. Happily there is the possibility of a supplement on the subject being issued.

Along with being an effective game system in its own right, the simplicity of use and compactness of the playing pieces allows the gamer to have several other uses for them. Being divided by company, as are most miniatures in all scales, it is a matter of simple division to adapt your favorite rules to use with the pieces provided. Along with having a 'wargame' within a wargame in preparation for miniature battles, the pieces are easily used to playtest new rules or tactics without going through the bother of unpacking figures. This ease of use also makes solo gaming and planning to scale on a tabletop feasible.

To summarize, *System 7 Napoleonic* is a functional, and accurate Napoleonic gaming system not far removed in spirit from miniatures. It plays like miniatures with less bother (and aesthetic appeal) and on a smaller scale than is normally used. This allows for large battles to be resolved in a reasonable length of time. Like all "fast" rules some historical accuracy has been sacrificed, though not too much, for playability. As a Napoleonic system it plays well with good feel for the period. If you already are 'married' to a set of rules the pieces alone can be a valuable tool. *System 7 Napoleonic* is versatile, inexpensive, and enjoyable. Definitely a good investment for a Napoleonic gamer or for those interested in becoming one.

4TH DIMENSION

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GIANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE

INTRODUCTION

The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D & D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.

Note: For the game purposes of these heroes: *Dexterity* 18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters. *Constitution* 18 (00) gives fighters +4.5 per hit die bonus.

Jack Vance's CUGEL THE CLEVER

14th level thief
ARMOR CLASS: 3
MOVE: 9"
HIT POINTS: 53
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
1-6(+1), 1-4(+1)
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
ALIGNMENT: *Neutral*
STRENGTH: 15
INTELLIGENCE: 18 (56%)
WISDOM: 13
DEXTERITY: 18 (93%)
CONSTITUTION: 15
CHARISMA: 16
HIT BONUS: +2
PSIONIC ABILITY: *Nil*



Cugel would probably describe himself as an entrepreneur, a man who capitalizes on whatever opportunities the world has to offer. He follows such opportunities with utter disdain for such picayune concepts as ownership of property, conventional morality, and a total disregard for who or what he may be saving or ruining. He is really only interested in things that concern himself and in methods of satisfying his taste for luxuries.

Cugel has a sharp but merry face topped by black hair, a slim lithe body and dexterous, long-fingered hands. When he can afford them, he wears expensive, dandified clothes over +3 (stolen) leather armor. He fights Florentine style with a +2 rapier and a dagger, though he will not fight if he can avoid it or get someone else to do his fighting for him. He prefers to attack by surprise from behind.

Cugel is phenomenally lucky. In any adverse situation there is an 85% chance that some bizarre coincidence or happenstance will occur that Cugel can capitalize upon and thereby come out on top (or at least get away with his hide). He somehow always seems to be in the right place at the right time. DM's will have to use their imagination concerning this talent.

Cugel's presence in any group for more than two turns gives a 70% chance of causing arguments and discord of some sort, as he is a natural troublemaker. He is also such a smooth and influential talker that the consequences of such trouble almost always fall on somebody else. Cugel is completely untrustworthy, and though he may be able to lead a party to a guarded treasure, he will certainly attempt to get the whole hoard for himself once any guardians have been dispatched.

Cugel once had access to the notebooks of Iucunu, the Laughing Magician, and managed with great effort to memorize three spells. These are: Felojun's Second Hypnotic Spell (treat as a *hold person*), Phandaal's Mantle of Stealth (by which the caster can be neither seen, heard, nor smelled) and Thasdrubel's Laganetic Transfer (or The Agency of Far Despatch, which places a *hold person* on the target until a demon comes and carries him away to some specified far land). Unfortunately, Cugel doesn't always get the spells right and there is a 50% chance that any spell he uses will backfire and cause the opposite of the intended effect. Every time he blows the Laganetic Transfer he himself gets carried away somewhere else, which is probably how he came to the D&D universe in the first place.

REFERENCE: *The Eyes of the Overworld* (paperback, published by Ace Books) by Jack Vance.

Karl Edward Wagner's KANE

30th Level fighter/ 20th level
magic-user/ 14th level assassin
ARMOR CLASS: -4 (2 without
magic)
MOVE: 9"
HIT POINTS: 165
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+5)
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 70%
ALIGNMENT: *Chaotic-evil*
STRENGTH: 18 (96%)
INTELLIGENCE: 18 (20%)
WISDOM: 13
DEXTERITY: 17
CONSTITUTION: 19
CHARISMA: 15
HIT BONUS: +6 (+3 without
magic)
PSIONIC ABILITY: *Nil*



While Kane is not much above average height, his heavily-muscled, large-boned body exudes an aura of massiveness, of awesome and irresistible strength. Kane appears to be about 30 years old. Shaggy red hair covers his body. His shoulder-length hair and short beard are also fiery red. He is left-handed. His most striking feature is his eyes. The eyes of Kane are blue, and in them glows the mad gaze of a ruthless killer. These eyes are the mark of Kane. Characters of 5th level or below who meet his gaze must save versus fear. There is a 50% chance that anyone looking into his eyes will recognize Kane from legends even if they have never seen him before.

Kane's past is shrouded in mystery and legend. Occult lore contends that Kane is one of the first true men, damned to eternal wandering for some dark act of rebellion against mankind's creator. He is reputed to be the world's first murderer. Some legendary tomes claim that he accidentally offended an insane god who laid a curse upon him and marked Kane that all men may know him.

Legends of a man known as Kane exist in numerous worlds, spanning hundreds of centuries of time. The name and the description are always the same.

Kane likes to travel light but be well protected. He will be wearing clothing of whatever style is prevalent in the place and time where he is encountered. He wears bracers of defense = 2 and a +3 cloak of protection. In case his magical defenses are breached, he also wears a light mail shirt under his clothing. Kane wields a sword forged in long-ruined and lost Carsulyal. Without magic, the blade is still +1 and holds its edge and temper nearly indefinitely. Kane has magicked

the sword for an additional +3 (+4 total). The sword is worn in a sheath on his back. It has a swivel so that Kane may reach over his right shoulder and quickly draw the blade.

Kane does not like to be burdened with the necessary equipment to function as a wizard. He becomes a magic-user only when in residence in a city. Kane does wear a ring of spell-storing which he constantly recharges. He can cast the following spells: teleportation, death spell, anti-magic spell, Tenser's transformation, fireball, and cone of cold. He also has a ring of regeneration.

Kane may be disguised. If so, it will be some form of disguise which hides his eyes (for example, a cowed monk or a blind beggar). There is an 05% chance that when Kane encounters a party, he is out to assassinate one party member (at random). As Kane has 99% on all thieves abilities, so a party member may be assassinated and none of the party ever see the killer.

Kane is the eternal rebel. He is not even true to his alignment. At any given time there is a 10% chance he is acting out of character. If Kane is not acting chaotic-evil, number the remaining alignments 1-8 and roll an 8-sided die to determine how he is acting at present.

Kane's long life has made him whimsical. He may unaccountably befriend a player character (regardless of that character's alignment). Roll Kane's reaction to each party member. A 12, on two 6-sided dice, shows he has befriended the character for 1-100 turns. Kane will not assassinate a friend.

Kane has no scruples against wreaking havoc for the amusement it affords him, as a relief from boredom. There is an equal chance that he will hinder the party, attacking if his reaction is low enough, or lead the party to the nearest monster, helping them attack if his reaction is high enough. In any battle, if it looks as if Kane may be killed, he will teleport to safety.

REFERENCE: *Death Angel's Shadow, Bloodstone, Dark Crusade, Darkness Weaves, Night Winds.* (paperback, published by Warner Books) All by Karl Edward Wagner.

Talbot Mundy's TROS OF SAMOTHRACE

15th level paladin
 ARMOR CLASS: 0
 MOVE: 9"
 HIT POINTS: 104
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8 (+4)
 SPECIAL ATTACKS:
Clerical spells
 SPECIAL DEFENSES: *Paladin*
 MAGIC RESISTANCE: *Standard*
 ALIGNMENT: *Lawful-good*
 STRENGTH: 18 (76%)
 INTELLIGENCE: 16
 WISDOM: 18 (77%)
 DEXTERITY: 17
 CONSTITUTION: 18 (23%)
 CHARISMA: 18 (45%)
 HIT BONUS: +2
 PSIONIC ABILITY: Nil



PREFERRED SPELLS: Bless, command, detect intent, know alignment, detect lie.

Tros is a prince of the Mediterranean island of Samothrace, a mysterious place of ancient lore and hidden knowledge. The men of Samothrace are extraordinary sailors and navigators, and Tros is a sea-captain nonpareil, with an instinctive feel for wind and waves. The priests of Samothrace are dedicated to absolute lawful-good, and their patron is Athene, goddess of wisdom and war against evil. Tros was initiated into the outer circles of the cult, but chose the sea and freedom to roam in preference, though he is still very much committed to his religious ideals.

Tros stands over six feet tall, with the classic proportions of a muscular Greek god. He wears a purple cloak over his armor and uses a sword when he has to fight. He is a natural leader, and when he roars out a command men usually jump to obey. Freedom, truth, and honor are his watchwords. He has an uncanny ability for seeing through deception. He trusts those who are proven trustworthy, and keeps a close watch on the rest. Tros has no patience with chaotic and evil types, and damn little with neutrals. He scrupulously tries to be fair with everyone, most especially himself. He always keeps his word, so he is very careful about giving it.

The Goddess Athene sometimes sends Tros on missions to other spaces and times, though it is always for Tros to decide what that mission is when he arrives. If encountered by a party, there is a 50% chance he is looking for help to destroy an evil or right or wrong. If a party agrees to accompany him, he will expect to be in charge. Any who dare cross him are in for a very hard time.

REFERENCE: *Lud of Lunden, Avenging Liafail, The Praetor's Dungeon, Cleopatra.* (paperbacks, published by Zebra Books) *Lud of Lunden, Avenging Liafail, and The Praetor's Dungeon* are parts one, two, and three of the original hardback: *Tros of Samothrace.* All by Talbot Mundy.

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Variant

AND WHAT OF THE SKINNIES?

A Starship Troopers Variant

by John W.S. Marvin

Ed Note: The author play-tested the game in question for AH and so is eminently qualified to write this.

Starship Troopers (AH) is one of the most popular Science Fiction games on the market now, and with good reason. Good rules, great graphics, and a large uncertainty factor keep every game interesting and fun. The Arachnids and Humanoids (known as Skinnies to you Earth folks) present alien psychologies as well as alien names and shapes. In the game, as in the Robert Heinlein book of the same name, the major battles are between the Terrans and Arachnids, with the Humanoids being a pushover for an experienced Terran player. While this was the case in the overall strategic conflict, there must have been some cases where the Terrans got more than they bargained for on a Skinny planet. I dedicate this variant to all you eight foot tall yellow nudists living in the interstellar commune . . .

First, some additional Humanoid units, then rules to cover them in existing scenarios as well as a scenario designed just for them.

1. Heavy Weapon — Nuclear Missile Launcher (NML)
Attack: six missiles with a range of 10 and an effect of a Terran NUC rocket launcher
Defense: 6 Movement: 4
2. Ground Effects Troop Transport (GEV) — may carry three Humanoid Warriors or Workers. Loads and unloads as a Terran Air Car. (See New Rule # 1)
Attack: 0 Defense: 7 (May be attacked by DAPs and DARs)
Movement: 15
3. Scout Ship (SCT) — must start game on spaceport hex, and may not attack until after leaving spaceport.
Attacks: Beam (as in Humanoid Heavy Weapon) or ONE Nuclear Missile (range: 15, effect: as Arachnid Scale 3 NUC demo)
Defense: 17 Movement: 25
but not less than 10 PLUS a second movement of 12 and not less than 5 at the end of the turn as in Terran Extended Jump Phase. May carry one Warrior or Worker as GEV. Not subject to DAPs or DARs unless loading or unloading.
4. Warship (WRSP) — in spaceport hex only. Increases odds ratio by one for space defenses (New Rule #2).
Attack: 0 Defense: 41 Movement: 0
Each Warship contains 2 Scout Ships, 1 GEV, and 12 Warriors. Any or all of these units may be released at any time.
5. Transport Ship (TRSP) — in spaceport hex only.
Attack: 0 Defense: 34 Movement: 0
Each Transport Ship holds 1 Scout Ship, 8 Warriors, 16 Workers, 1 GEV, 1 NML, 1 Heavy Weapon — Beam, and 1 Heavy Weapon — Missile. They release as in the Warship.

Note: Spaceships take damage as Terran Retrieval Boats and are worth twice the victory points as heavy weapon units. GEVs are considered Heavy Weapons for victory points.

Transports and Warships may unload GEVs and/or Scout Ships loaded with Warriors or Workers. There is a 1 in 6 chance that they are holding only half the normal amount of Humanoids and equipment (if only one type of unit is called for, there is a 50% chance it is there). Roll separate die rolls for each ship.

NEW RULE #1: Humanoid Workers and Warriors may capture an immobilized MI and load the captured unit into a GEV. Only two Humanoids may be carried with the captive. The MI may be kept in the GEV or unloaded in any hex. If the GEV is eliminated in close combat, the MI is rescued on a roll of a 1 or a 2, otherwise it is destroyed with the GEV. Subtract 1 for each odds ratio over 6 to 1 (ex. 8 - 1: subtract 2).

NEW RULE #2: Spaceports have a ground to air defense and a ground to space defense. Any MI unit that drifts within 10 hexes of a spaceport hex is attacked at 3 to 1 odds at the start of the Humanoid turn by the space defense. Terran Retrieval Boats suffer a 2 to 1 attack. Any Air Car that flies within 3 hexes of a spaceport hex is attacked at 4 to 1 odds by the air defense.

Note: NUCed spaceport hexes do not count as spaceport hexes.

NEW RULE #3: In Scenario 1 and in all other scenarios where the Terran player gets -1 victory points for eliminating a worker, the Terran is awarded -3 points for each spaceport hex they NUC, and -10 points for each city hex they NUC.

How many of these new units should be used? There are two answers: number one and number two. The first adds Humanoid units to each scenario thusly:

SCENARIO ONE: 1 NML

SCENARIO THREE: 1 NML, 1 GEV, and 1 WRSP (full to capacity)

SCENARIO FOUR: 1 TRSP (halved capacity) and delay Terran entry one turn.

The Second Way: For each scenario with the Humanoids roll for extra units at the start of the 1st Humanoid turn after Initial Drop. Any space defense attacks are then rolled.

Die Roll	UNITS	Die Roll	SHIPS
1.	1 GEV & 3 Warriors	1.	Scout Ship
2.	1 NML	2.	scout
3.	1 NML & a GEV & 3 Warriors	3.	scout
4.	1 Ship	4.	Warship
5.	1 Ship	5.	Warship
6.	2 Ships (separate rolls)	6.	Transport

AND NOW "EAT DIRT EARTHMAN," THE NEW SCENARIO!
Terrans tried to forget the day when 1st Platoon, C Company, 1st Battalion, 2nd Regiment hit Skinny — 8 in the Terran offensive vs. the inner Humanoid systems. They were forever known as *The Lost Platoon*.

TERRAN FORCES: 1 Platoon of Mobile Infantry with 12 DAPs, 6 DARs, 12 HE launchers, and 4 NUC launchers

HUMANOID FORCES: Force A: 24 Warriors, 6 HW-beams, 6 HW-missiles, 2 NRLs, 9 Workers, 12 Strong Points, 8 Decoys, all six Critical Installations, and 3 GEVs

Force B: 1 Warship and 1 Transport (both full to capacity)

SET UP: Humanoid — first, Force A: anywhere on board Force B: spaceport, move second.

Terran — second via Initial Drop. Move First, must be retrieved by end of game.

GAME LENGTH: 14 Turns

VICTORY CONDITIONS: Terran: destroy all Critical Installations

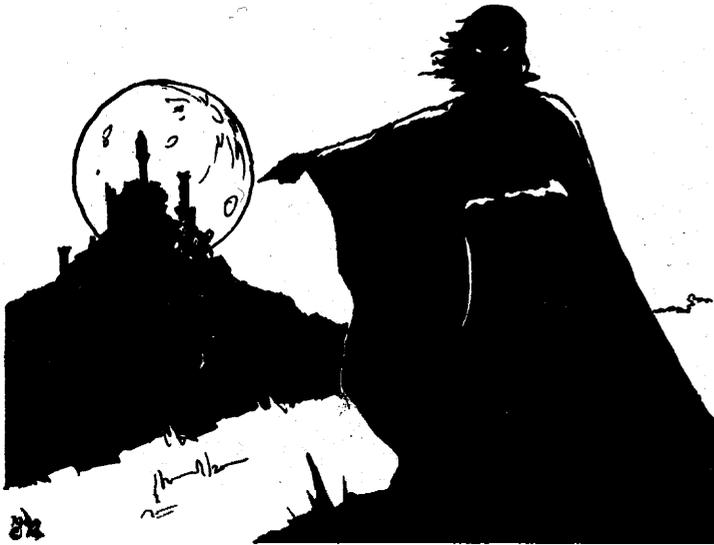
Humanoid: Prevent more than 10 Terran units from being retrieved

NOTE: If neither or both of these conditions are met victory is awarded to the player with the most points. Tie goes to the Terran.

	Humanoid Victory Points:	
	HVY Damage	WIA/KIA
Scout	1	2
Marauder	2	4
Commander	3	7
for each unit so damaged at the game's end.		
	Terran Victory Points:	
	Eliminated	Not Eliminated
Warriors	1	—
Heavy Weapon	3	—
Ship	6	—
Power Source	5	-5
Communications Center	7	-7
Water Supply	15	-15

GEV 0-7-15 Ground Effect Troop Transport	TRSP 0-34-0 Transport Ship	6* SCT 9*-17-25 Scout Ship	WRSP 0-41-0 Warship	10 NML *-6-4 Nuclear Missile Launcher
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LORDS AND WIZARDS



THE PLACEMENT OF CASTLES

by Edward C. Cooper

A common misconception felt among *Lord and Wizard* players is the false sense of security, or advantage, to be gained by building a castle in a city hex. On first observation, this practice would seem sound and admirable strategy. Yet an in-depth look into the other inter-related aspects of the rules concerning castles indicates otherwise. In fact, a city is the worst of possible places to construct a castle!

Castles represent heavy investments in time, Gold Talents, and mobility. (Once erected, they can hardly be moved!) Selection of a proper building site — the first time — is mandatory if the castle is to achieve its designed purpose. There can be no mistakes in building a castle if a player wishes to survive.

A knowledge of castle placement, and the advantages/disadvantages of one building site over another, gives a player the one *essential* tool needed in the attempt to carve out a successful venture in the realm of the Lords and Wizards.

A question frequently asked is, “60 GTs go a long way in fielding troops. Is an equal expenditure for the construction of a Castle really worth it?” The answer remains a simple, yes. A castle’s true worth reflects itself in terms greater than money alone. Many, many troops can be hired for the amount spent in constructing a castle, but remember, a vast army can be assembled up for naught if it has no secure base to operate from or retreat around should the need arise.

Time in *Lords and Wizards* will see the rise and fall of many men’s lives. Disease and attrition take heavy tolls. The bigger a regular army, the more units will be lost from any given percentage roll. Against this, weather, and more, a castle will stand undaunted.

No single empire can hope to defeat five others. In *Lords and Wizards*, creating and maintaining alliances is a necessary military calculation. The game is structured heavily toward diplomacy through the addition of the Neutrals, who constantly shift sides in order to preserve their own victory: neutrality. Yet diplomacy cannot do its work unless there is power to back it up, power to threaten or to help. Castles represent this undying source of power. Around their heights looms a forbidding aura of influence that can reach out and touch even the farthest corners of the world.

To better understand where a castle should be placed, and where this “power” spoken of comes from, the objective of castle placement must be defined. A castle exerts a sphere of influence over a particular area in terms of *effective* control. The Castle is not a complete defense in itself, but its presence forces an opponent to attack it first, before attempting to occupy the territory within range of the castle’s garrison. Should a foe bypass the castle, raids conducted out of the castle on the enemy positions’ weak points will ruin any plans of conquest.

If the castle does come under assault first, there exists the distinct possibility of not having enough units remaining (assuming the castle is successfully conquered) to occupy the surrounding territory or defend it from counterattack. The occupied territory must also be guarded in force if the castle is not attacked — a move ill afforded.

The loss of manpower either way systematically reduces the net gain of profit from the newly occupied lands. The conqueror is forced to replace and maintain a heavy defense. The area cannot self support itself, and as losses must be subtracted from new units before a gain in units can be determined, the area goes well into the red.

The paradox the castle represents toward an aggressor becomes evident. Takeover is economic suicide unless combat odds are overwhelming — and that feat isn’t easily accomplished with a castle present. A territory can be conquered and still not *effectively* controlled.

Players should note that placing a castle in a city hex does not give that city a heavier defensive strength. According to rule 9h, the attacker has the option of hitting just the city, or the city and castle together. The logical thing to do is take the city under control, gaining its tax value, and the following turn, hire units and place them all in the city to storm the castle!

There are other disadvantages in placing a Castle within the bounds of a city. Taxation of cities can often cause rebellion. And while ordinarily a player would not double or triple tax a city, especially one containing a castle, there may come a time when it is unavoidable in order to survive. With the castle constructed out of the city, this option rests a little more secure.

In addition, every city on the gameboard stands on a clear hex, giving no advantage to the defender through terrain, and providing quick strike capability to an enemy who uses the road to approach the town before splitting the attacking force to surround the city. (The astute defender will undoubtedly block the road at a strategic position by placing a small infantry unit on it.)

Compare a castle in a city hex under attack with a castle in a mountain hex under the same attack. Which location provides the better defensive strength? The Castle in the city gains + 1 DSP (Defensive Strength Points) for each unit within its walls (up to and including the maximum of five) plus two columns to the left on the CRT. A castle in a mountain hex does not get the + 1 DSP per unit, but it does receive the added bonus of terrain effects. The CRT (Combat Results Table) is shifted two columns to the left indicating the presence of the castle, plus *another column* to the left for terrain effect. Total, three columns to the left!

If a player wishes to gamble on the weather, another +3 DSP can further be gained in addition to a three column adjustment by building the castle in a swamp hex surrounded by rivers. This further advantage might be best employed when the optional weather rule is left out, since if it snows, a swamp hex is frozen over and becomes a clear hex for combat purposes.

Remember too, there are five units in the castle whose DSPs are compared to ASPs *before* the columns are shifted. Five heavy units represent a good number of DSPs. Invincible? Almost.

Terrain effects are cumulative. Rough terrain around a castle slows down an opponent in getting units into position for attack. This gives the defender the opportunity to head off the attack with units from other areas, if so desired. In storming a castle in a rough hex, more units must be committed for a longer period of time — meaning a player cannot use them elsewhere. A small bit of calculation to figure the number of units a player would need to overcome the five units’ DSPs plus a three column adjustment to the left raises a very interesting question. Can such a huge force be effectively fielded? And if it can, how long can a national treasury afford a standing army of this size?

Another advantageous aspect of building a castle in a terrain hex deals with special units. Special units can *only* be hired in terrain hexes, where they are found among their natural habitats. A fortress in a terrain hex gives a leader a secure base from which attempts may be made to hire special units turn after turn.

Some players may argue that a castle and a city, for attack purposes, are two different hexes, and a leader must be outside the castle in the terrain hex to hire. This is not the case. Only a castle in a city is considered to be an area of two different hexes. For suppose a castle was always considered separate from any hex it is placed in — even

when the castle has been built directly into the type of terrain that surrounds it. Surely any intelligent inhabitants wandering around this hex or through it, will display a curiosity — perhaps even an anger—toward this structure seated in their domain. What then, is to keep a leader from being able to negotiate with these inhabitants while sharing with them the hospitality of the Castle?

As was mentioned earlier, a maximum of five units are allowed inside a castle's walls. This brings up the question of what type of "heavy" units should be included in this force? There are several ideas to consider in making this selection. A castle serves as a strong point, so obviously it follows the units it contains should be strong as well, to make the castle as much of an impregnable fortress as possible. But this ideal approach presents problems in terms of conventional units.

Most conventional heavy units have low movement factors. And while terrain effectively limits an opponent's movement in getting to the castle, it is also going to affect your movement getting out . . . or is it? How can you achieve a one turn strike capability to all the cities in the Castle's area? Consider also, regular units are subject to death through attrition and disease. As a castle stands through time, its guard should have a dependable life span.

Enter special units. Special units are not affected by attrition or diseases. Yet again, Giants, Trolls, Ents, all have very small movement factors. It is important to note these units, because of a *very* small movement factor, cannot be utilized by themselves in the field. This makes them ideal as garrison forces. But how do they get out? Simple. They fly out. Rocs, Skorres, and Narques are not affected by terrain type, being creatures of the winds. And the rough terrain around the castle? No problem. Any city within seven hexes can be subjected to attack in one turn — the range of the giant birds. The small movement factor of ground special units makes this pairing relationship a handy combat tool, and a method of getting the best out of both type units — range *and* striking power.

For example, look at the forest hex by the city of Hell. From the middle of this forest, Hell (4 GTs), Lavdian (6), Gelken (5), Village A & B (2), Staberstar (4), Zestrade (3) and Pelendior (6) can all be reached in one turn. That's a total of 30 GTs income within the castle's range!

This example is just one of many strategic points to be found all over

the gameboard. The soundest strategy is to find a clump of rough terrain centrally located in the midst of a ring of cities and erect your castle there.

With what striking power can these cities be hit from the castle alone? (There will be other units in the area, no doubt.) Take a Castle of Order as an example. 2 Ent units (7-8-2) (attack, defense, movement) must be transported by two Rocs (5-5-16). This leaves one unit to be selected. A ground unit is out since it has no air transportation over the rough terrain, and a more powerful unit is desired than a Roc. Thus a Golden Dragon spreads wing (15-15-8) to guard the Rocs with their cargo and throw its might into the fray. This force totals 39 ASPs and 41 DSPs, a formidable force on its own. Combine this with units happening to be target area, plus the element of surprise, and the enemy will be hard pressed to survive. Note that even though the air units all have a movement factor greater than seven, when transporting a cargo, it is automatically reduced to seven by rule. Dragon maintenance is offset by the Ents who do not have to be maintained. (This is the case with Giants and Trolls of Chaos — a possible advantage for Order).

Recalling the earlier placement example and the 30 GTs the castle has influence over, the cost of the castle soon pays for itself and profits start rolling in. If you are the lucky player to inhabit this heavily cited area, it might be wise to consider two castles spaced a few hexes apart to give overlapping coverage for eighty percent of the territory and another twenty percent increased range. This area is highly sought after — need more be said? But a castle placed in a relatively secluded area, with only three or four cities surrounding it can be a better way to start. This strategy is meant to strengthen your treasury until sufficient wealth is gained to journey into the central area of the map traversed by all the players, and have the ability to sustain heavy combat financially. This also means less influence over income to start, but less losses to be replaced at the hands of someone's aggression.

Placing a castle within range of a city in no way guarantees you their income — they still must be occupied by your units. It does however keep them within your sphere of defense and let you actively contest control of the city should a foe be foolish enough to try and occupy it.

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COUPON MUST ACCOMPANY ORDER

35th Anniversary of D-Day Remembered

by Joe Curreri

June 6, 1944. A date that lives in the hearts of people all over the world. A day that changed the course of history and lives of men.

What a powerful thing it is to be a contributor to history and to the progress of mankind. If you were in the fighting or have been behind the lines, you received, as I did, an inkling of that feeling.

Thirty-five years ago on D-Day, three million men and countless tons of equipment, ships, tanks and planes, the mightiest invasion army the world has ever known, were flung across the beaches in a supreme attempt to crack Hitler's Fortress. The might and fury of the free world was unleashed at last.

D-Day was to be another monument to total war. Only historical perspective can clarify events of that cataclysmic day. Many years have passed and many wars, but D-Day stirs mixed feelings. A sense of pride, yes. But memories of faces missing in the mess also give a sudden sick feeling.

Wars, dreadful wars, always begin with cheers — tears come later. And on June 6, 1944, millions of people all over the world were cheering. It was the start of the long-awaited invasion of Hitler's impregnable Europe.

Why were the people cheering? Patriotism, perhaps. But more likely, it was the sudden snapping of the dreadful tension which had gripped the world as events moved to the inevitable. It was almost a relief.

The airborne attack led the assault. Paratroopers and gliders full of troops were dropped behind Utah Beach, carried by Douglas C-47s. Philadelphia Inquirer war correspondent, Cy Peterman, reporting on the invasion, wrote: "The Troop Carriers — those winged pack-mules of the air, derisively ignored when talk of glory is forthcoming — carried in such a formidable spearhead, that the rest of the invasion landings became rather easy . . ."

I was the crewchief of one of these C-47s. But nothing came easy. General Eisenhower was more worried about the airborne operation than any other phase of the assault. Some of his commanders were convinced that the airborne attack might result in upward of 75% casualties.

Keyed up by months of training and penned up for security reasons, we were anxious to go. Although the odds were frightful, physically and spiritually we had done everything to prepare ourselves. Services for all denominations had been held on the airfield. Boy, did I pray!

At the 8 p.m. briefing on June 5, we were told, "This is it. D-Day, June 6. Invasion point — Cherbourg." We were to fly across the Channel and drop the 101st and 82nd Airborne Divisions near Ste. Mere Englise.

After the briefing our four-man crew went straight to our aircraft to check it out. I remember talking to Harry Tinkcom, our radio operator. (Both of us were and still are from Philadelphia. He's now a retired

Temple professor.) We were saying with the profoundest awe that none of our lives would ever be the same and wondering how many of us would survive to see the end results.

We had great pride in our ship. I knew her like my right hand. Doggedly, on her nose I had painted her name, "Clay Pigeon," suggested by Harry. By thus publishing her indifference to catastrophe and her willingness to surmount it, we were defying our enemies.

Trucks bearing grease-painted, smudge-faced paratroopers of the 101st Airborne then arrived. They had strapped themselves into almost 100 pounds of gear. Milling around the plane, Harry and I joined them asking if any were from Philly. One was from Camden. We joked and laughed. One guy quipped, "Clay Pigeon? You sure this crate can fly?"

General Eisenhower was across the field and he had told them, "The eyes of the world are upon you tonight . . ."

At 2248 "Clay Pigeon" lumbered down the runway, lifted into the air and joined the formations heading for the Channel. Troop-laden C-47s seemingly stretched into infinity.

Across the Channel the night thundered with sounds of planes. Down below, the great bulk of the Allied invasion force plowed through the dark waters. Almost 3000 ships were headed for the Normandy beaches. I stood with awe and with a certain admiration for an army, navy and airforce which could launch an attack of such a majestic size.

With 30 minutes to go I left the cockpit and went to the back of the plane, putting on my intercom phone beside the open door. Partial moonlight revealed grim, determined faces of 17 paratroopers. A silent code of mutual respect only heightened my tension.

"Pilot to crew-chief," came over the intercom, "20-minute warning." I relayed the message to the jumpmaster.

Ten minutes to go. . . a lifetime. Minutes dwindled to six. . . to five . . . and there it was! The black coastline of France. The expected air-barrage made my stomach curl into knots. The "Screaming Eagles" were now standing, hooking their chutes to the static-line. The 101st was ready to write that rich complex tale of violence, adversity, valor and passion.

At low altitude, flying well inland, I was surprised the guns were silent. Had we caught them by complete surprise?

All eyes were on the red warning light, waiting for green. I was ready to release the para-racks. Sweat under my flak-helmet slowly trickled down my face. Then, all hell broke loose! Flak! Angry black puffs, then long, sloping streamers of tracer bullets. Closer and closer. Never wavering, we flew on.

Green light! "Geronimo!" One by one they tumbled into the calamitous sky. Silently, I wished each one of them luck. On them hung the fate of the whole Utah Beach operation.

"All troops are out," I yelled over the intercom. "Let's get the hell out o' here!"

Clay Pigeon had done her job and we sped for home. Everything was fine up in the cockpit. Our Pilot, Lt. Brassesco, though we were hit, but after checking everything, I reported, "Not a scratch." We smiled and shook hands — a clasp that only men whose lives depend on one another could understand.

We landed safely at our base in England. Others were not as lucky. But D-Day had just begun. Coming up, just hours later, towing gliders full of troops to re-inforce the 13,000 men we had just dropped!

The airborne armies had confused the enemy, disrupted communications and now, holding the flanks at either end of the Normandy invasion area, they had blocked the movement of enemy reinforcements. They had invaded the Continent and secured the initial foothold. Now they awaited the arrival of the seaborne forces with whom they would drive into Hitler's Europe.

Yes — there were cheers on that long day. And there were tears. And there were men who believed in such things as patriotism, God, personal integrity and national duty. And it was their convictions, their deeds that allowed us all to be contemporary.

And as I look back at D-Day, today, I remember Winston Churchill's words, uttered when he was in another war: "There's nothing more exhilarating than being shot at — and missed."

AFTERNOTE: Clay Pigeon was later shot down over Holland in the ill-fated Holland airborne invasion Sept. 17, 1944. Curreri and Tinkcom bailed out behind the lines and were saved by Dutch underground heroes.

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Design Forum

The Solo Berserker for William the Conqueror-1066

James McMillan

A berserker attack was one of the major military tactics used by the ancient Vikings. The term berserker comes from the Norse "berse-*rksgangr*," which translates into bearskinwearer. The *Yngjunga Saga* describes berserkers as men who "went into battle without armor, like mad dogs or wolves, biting their shields, strong like bears or bulls, mowing down everything in their path, immune to fire or iron." This style of fighting was partly for psychological warfare and partly temperament. It was particularly effective against untrained militia, who usually didn't want to be there in the first place. In the initial moments of a battle, berserker attack could demoralize an enemy and give the Vikings the impetus to carry them thru to victory. The disadvantage of a berserker attack was that it could not be sustained indefinitely, and always left the berserkers exhausted.

William the Conqueror — 1066 recreates both the battles of Stamford Bridge and Hastings. At Stamford Bridge, the Viking power in Northern Europe was forever broken. King Harald Hardrada of Norway, the greatest warrior of his day, was surprised by the English army at Stamford Bridge, and he was forced to fight a delaying battle until the rest of his troops, under Eystein Orre, could be brought up from Riccall. Hardrada personally led a berserker attack against the English. As the *Heimskringla* describes it, "he rushed far ahead of his men, hewing down everything in his way with both hands with such force that no helmet or armor withstood his weapons and all nearby fled before him." This attack left Hardrada exposed and he was dispatched by the archers of the English fyrd. Later, when Eystein (called the Gorcock) arrived, he and his men shed their shirts of mail and charged the English, not bothering to shield themselves so long as they could stand up. The fury of their attack was so great, that ever since the phrase "Gorcock's storm" has been used to mean great peril of men. The berserker attacks of Hardrada and Eystein can be incorporated into *William the Conqueror — 1066* by using the following:

Berserker Optional Rule: Hardrada and Eystein are the only commanders that can lead a berserker attack, and they are allowed only one berserker attack apiece during the course of the battle. To lead a berserker attack, it must be the Viking Player Turn, and the commander must be adjacent to an enemy unit. Any unrouted VIKING unit stacked with or adjacent to the commander leading the berserker attack, which are also adjacent to an enemy unit, may participate. ARCHER units may not participate in berserker attacks. During COMBAT MOVEMENT, all participating VIKING units (and commander) are moved into the hex opposite their hexside #1, and are faced toward their hexside #1.

Blank chits are placed face-up upon each participating unit to indicate that they are berserkers. (FIRED ONCE or FIRED TWICE chits may also be used to indicate berserkers.) COMBAT MOVEMENT is then resolved normally. During COMBAT RESOLUTION, each berserker is considered to have a 6 Combat Factor for attacks made, and a 3 Combat Factor for attacks received. The commander bonus is still included, i.e. a berserker stacked with Hardrada would have an attack factor of 9 and a defense factor of 6. A 2 to 1 attack against a berserker destroys the unit (and commander, if stacked with it). At the end of COMBAT RESOLUTION, each blank chit is replaced by a face-up Rout condition #1 chit. Play is then continued normally.

The Movement Resolution system used in *William the Conqueror - 1066* allows for many interesting and unexpected results. However, the system does not allow for solitaire play, as it is not hard to anticipate where a unit is moving, when you place the Combat Movement chits yourself. By using the following procedures and Combat Results Table, *William the Conqueror- 1066* can be played solitaire. (Less industrious players may want to use the solitaire CRT even when playing face to face.)

Solitaire Play Procedure

1. Resolve all desired fire attacks for the Attacking side using the CRT on the gameboard.
2. Move the Attacking side's units as desired.
3. Resolve all desired fire attacks for the defending side using the CRT of the gameboard.
4. Resolve all desired melee attacks for the Attacking side *only*, using the Solitaire CRT. Attacks are not mandatory. Ignore all facing adjustments. Use a 6 sided die, or draw Combat Movement chits from the box. Place all Combat Resolution chits face-down upon the appropriate units.
5. Replace all face-up Rout 2 chits with Rout 1 chits; remove all face-up Rout 1 chits; and flip over all face-down chits.
6. Repeat the above for the other side. Incorporate optional rules as desired.



SOLITAIRE COMBAT RESULTS TABLE FOR WILLIAM THE CONQUEROR — 1066

Die Roll	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1
1	DR1	DR1	DR1	DR2	DR2	DD	DD	DD	DD	DD
2	—	—	DR1	DR1	DR2	DR2	DD	DD	DD	DD
3	AR1	—	—	DR1	DR1	DR2	DR2	DD	DD	DD
4	AR2	AR1	AR1	—	DR1	DR1	DR2	DR2	DD	DD
5	AD	AR2	AR2	AR1	—	DR1	DR1	DR2	DR2	DD
6	AD	AD	AR2	AR2	AR1	—	DR1	DR1	DR2	DR2

Attacks less than 1 to 4 are not allowed.

Attacks greater than 7 to 1 are automatic DD.

DR1 - Defender Rout Condition 1

DR2 - Defender Rout Condition 2

DD - Defender Destroyed

AR1 - Attacker Rout Condition 1

AR2 - Attacker Rout Condition 2

AD - Attacker Destroyed

D&D® Variant

CHINESE UNDEAD

by David Sweet



	Number Appearing	AC	Move-	Hit Dice	% in Lair	Treasure
Lower Soul	1-6	2	9	7-9	20%	Type F
Lost Soul	1-6	5	12	4	0%	1-4 gems
Vampire-Spectre	1-2	1	18	10	20%	Type F X2
Sea Bonze	1-6	2	9	6	20%	Type F
Celestial Stag	2-12	3	12	3	0%	None
Goat Demon	2-24	3	9	2	20%	Type B

Introduction:

For simplicity's sake, all Chinese Undead are affected by all the same items as Western undead. They are all Psionic Class 6, immune to *Charm* or *Sleep*, and Chaotic/Evil, except Lower Souls and Celestial Stags, which are Neutral.

Lower Soul

The P'o is the traditional ordinary Chinese vampire, and should be treated as such, except that it cannot fly, or turn into a bat or mist. In their undisguised forms P'o have green hair, white face, claws, and body, and glowing eyes.

Lost Soul

The Pr'eta is the soul of a suicide who to go to his rest must kill a replacement. He has an attack of 1-10 plus drain two levels. When someone is killed by damage or drainage by a Pr'eta, both will then vanish — the victim of a Pr'eta does not himself become a Pr'eta. Clerics turn Pr'eta as Vampires, except that a Pr'eta can never be dissolved: if a Dissolve result is rolled, it will merely turn away.

Vampire-Spectre

The Ch'ang-Kuei are super-vampires. They have 2 claws 1-4 and 1 bite 2-12 plus drain two levels, and or, if the vampire wishes, it may also, up to five times a day, *Cause Disease* with its touch — a saving throw is permitted. Ch'ang-Kuei can turn into mist or fly but not into bats. Clerics turn them as vampires but must subtract 2 from the roll—if successful, the ordinary 2-12 then turn away. Ch'ang-Kuei *Charm* as other vampires but each victim must subtract 3 from his throw instead of 2. They can command rats or wolves.

Each Vampire-Spectre has a 10% chance of carrying a Magic Tiger Skin. This item may be thrown up to 1" away against a victim (or close in, if the caster wants to hang on) as against Armor Class 9. If the skin covers the target, the victim must make a saving throw versus magic. If he fails, he absorbs the skin and becomes a weretiger slave of the caster, or, after the caster is destroyed, simply a Chaotic/Evil weretiger. Someone under the influence of the skin is immune to charm-type spell psionics, music, etc. The skin may be removed only by someone else's completion of a harrowing Quest, at which point the skin will come off, or by the original caster's choice to remove the skin.

Sea Bonze

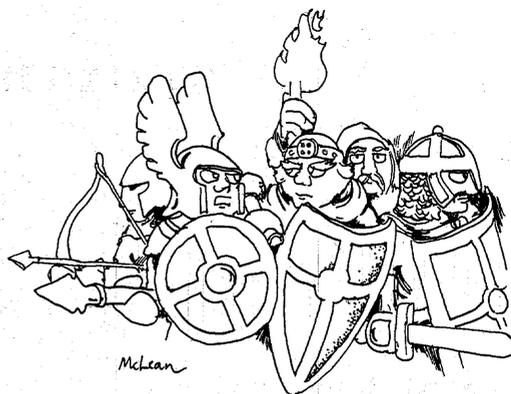
This creature lives underwater and looks like a black man with white lips and eye sockets. It has an ordinary attack of 2 claws 1-3 and bite 1-8, but it prefers to use, three times a day, its *Charm* breath in a 2 X 1 cone which is effective as soon as it leaves the creature's lips. Those who fail to save as if against dragon breath must jump over and swim to the Sea Bonze's lair, a course the *dead body* will complete if the unfortunate victim is an air breather. Destruction of the Sea Bonze removes the charm. Once at the lair, a still-living victim will wait passively to be eaten. Clerics turn Sea Bonzes as if they were vampires.

Celestial Stag

An appetizing name for an unappetizing creature, whose amoeba-like form normally looks like a green nightmare deer but can ooze through any nook or cranny and reform. The creature attacks with 2 hooves 1-4 and 2 1-6. Clerics turn them as for Wraiths. Celestial Stags live underground and light equivalent to full daylight will dissolve them.

Goat-Demon

These are ghouls in goat shape, with 1 butt 1-8 plus save versus paralysis. Otherwise treat as ordinary ghouls.



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Variant

Boot Hill Additions, Revisions, and Trivia

by Michael Crane

Boot Hill is an excellent game, but as all games, it has its faults. Some of these faults are due to lack of space while others are due to the state of the art at the time (as it was the first game of its kind). One of *Boot Hill's* main faults are its *Hit Location Charts*: the *Fast Hit Location Chart* is highly inaccurate and is devoid of much of the interest of the *Exact Hit Location Chart*, while the *Exact Hit Location Chart* takes much too *loooooong* in large combat situations. The answer is of course, to make up a *Fast Exact Hit Location Chart*—very fast to resolve but very accurate:

Fast Exact Hit Location Chart

Dice Roll	Result
01-04	LW, Left Leg
05-10	SW, Left Leg
11-14	LW, Right Leg
15-20	SW, Right Leg
21-24	LW, Left Arm/Hand
25	SW, Left Arm/Hand
26	LW, Right Arm/Hand
27-30	SW, Right Arm/Hand
31-34	LW, Right Shoulder
35-39	SW, Right Shoulder
40	MW, Right Shoulder
41-44	LW, Left Shoulder
45-49	SW, Left Shoulder
50	MW, Left Shoulder
51-58	LW, A/G
59-66	SW, A/G
67-70	MW, A/G
71-72	LW, Chest
73-79	SW, Chest
80-85	MW, Chest
86-87	LW, Head
89-92	SW, Head
93-100	MW, Head

LW = Light Wound MW = Mortal Wound
 SW = Serious Wound A/G = Abdomen/Groin

All rules can still be used with chart, including sharpshooting, and combats may now be carried out with much more speed. Note however, that this is not meant to replace the *Exact Hit Location Chart!* It is only meant to replace the *Exact Hit Location Chart* for large gunbattles where large numbers of die rolls would bog down the game. For small gun battles the *Exact Hit Location Chart* is the best chart to use.

A rule that has been missing for a long time is a rule governing if a character is left or right handed. I suggest using the following chart (swiped right out of *Dragon #10*):

Roll	Handedness
3	Ambidextrous
3-5	Left
6-12	Right

An ambidextrous may now fire two pistols with the following modifiers: one shot fired from each gun 0, two shots fired from each gun -10, three shots may never be fired from either gun while both are being shot.

If a character is left handed switch the positions of Left Arm/Hand and Right Arm/Hand with each other on the *Fast Exact Hit Location Chart* and the *Exact Hit Location Chart*. There is no change if a character is right handed.

Another large modifier left out of *Boot Hill* is the individual size of each character. Use the following chart to determine each characters size:

Roll	Size
1	Tiny
2	Small
3-4	Average
5	Tall
6	Very Tall

Tiny characters receive a -20 when rolling for their strength but all characters shooting at them receive a -10 on the *To Hit Chart*, due to their small size.

Small characters are similar, receiving a -10 when rolling for strength, and characters shooting at them receiving a -5 on the *To Hit Chart*.

Average characters receive no benefits or liabilities.

Tall characters receive a + 10 on their strength roll, Very Tall characters receiving a +20 on their strength rolls. Characters shooting at Tall characters receive a +5 on the *To Hit Chart*, and a + 10 on the *To Hit Chart* when shooting at Very Tall characters.

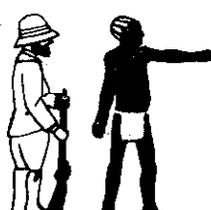
Another rule I would like to suggest is the "*Running the Horse to Death*" rule. This allows the player to ride his horse as if it had run one less turn than it really had; for every turn of this, roll a six-sided die; on a roll of 5 or 6 the horse dies, right then and there. This may only be used for three turns before the horse must rest at least one turn (Example; John the Bandit is trying to escape from a posse but unfortunately for him he is mounted on a fair horse which has been running for one hour, so he decides to run the horse to death. This turn his horse again runs 6 but sinks to third turn exhaustion, meaning that even if he runs his horse to death next turn if it survives, he will only move 4).

My last point concerns morale, which is mangled badly in *Boot Hill*. Morale should be adjusted as follows: never allow a character's morale to go up more than two levels due to modifiers, and -5 for every 50% that the character is outnumbered (if he is against three men and is alone his morale is -15). And never let a character's morale go down more than three levels.

I hope these ideas help your *Boot Hill* campaign as much as they helped mine and may your bullets always fly true.

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D&D Variant

Another View of the Nine-Point Alignment Scheme

by Carl Parlagreco

With the expansion of the *D&D* alignment system, there seems to be a bit of confusion as to who can do what, or can't do what, and more than a few expeditions have been bogged down in arguments over whether chaotics should be allowed in parties, or if neutral goods are compelled to kill neutral evils, or if its open season on neutrals by everybody else. Since I'm not too fond of this type of arguing, and am very fond of charts, I made one up which has a brief list of rules and guidelines which should be followed by each alignment. It needn't be followed any more strictly than the DM wishes, but I see it as a great aid to play. Now, a brief explanation on the items.

On the matter of keeping one's word, I would assume that Lawfuls would do this, as if people never did what they said they would do, things wouldn't be very orderly, now would they? Neutral and Chaotic Goods would only feel compelled to keep their words to persons who were basically good. For Neutrals and Chaotic Neutrals, giving one's word would probably be little different from not giving one's word. For Neutral and Chaotic Evils, their word would be next to useless.

The attacking of an unarmed foe seems to me to be a pretty nasty thing to do, and one which Evils would thrive upon. A Good would at least have the decency to allow the poor fellow to draw his sword, even if he weren't allowed to put on his armor. Neutrals, on the other hand; probably wouldn't be fool enough to let an angry 15th level Lord get hold of a sword, and then themselves, especially if they were of fairly low level.

Poison is another no-no for Goods. This restriction, however, is primarily directed towards its use against intelligent creatures. Wyverns and things of that sort I consider to be fair game for anyone with a little belladonna.

Helping those in need is, once again, something a Good would do. Neutrals would do it as the whim struck them, or if they were offered a reward. Evils would probably only do it if offered a sizeable reward, or if they thought they could use the services of the rescuee.

The major precept, at least in my mind, about Law and Chaos is the attitude towards *Organization*. Lawfuls inherently like organization, which means working together with others. Chaotics would shudder at the thought of co-operating with others. Dealing with Higher Authority is the same way. For a Lawful, one must follow the directives of those above, or the order of things would quickly crumble into chaos. This is precisely what Chaotics want, and they would tend to not like following orders in most cases.

Trusting in the inherent worth

Being trustful of organizations is another Lawful characteristic. The main effect of this is to have Lawfuls putting their money into banks or hotel safes, while Chaotics would rather do it themselves, like burying it, or hiding it in a hollow tree, or whatnot.

As I said, these aren't firm restrictions, but open to interpretation by the DM. You have probably also noticed that I didn't say too much about the neutrals in most of the explanations. This is due to the fact that they can usually go either way on a matter. Because of this, they, especially the True Neutrals, will take a lot of watching before you can pin them down.

LAWFUL GOOD

Will keep their word if they give it
Would not attack an unarmed foe
Will not use poison
Will help those in need
Prefers to work with others
Responds well to higher authority
Trustful of organizations



LAWFUL NEUTRAL

Will keep their word if they give it
May attack an unarmed foe
May use poison
May help those in need
Prefers to work with others
Responds well to higher authority
Trustful of organizations

LAWFUL EVIL

Will keep their word if they give it
Would attack an unarmed foe
Will use poison
Will not help those in need
Prefers to work with others
Responds well to higher authority
Trustful of organizations

NEUTRAL GOOD

Will keep their word to others of good alignment
Would not attack an unarmed foe
Will not use poison
Will help those in need
May work with others
Indifferent to higher authority
Indifferent to organizations

TRUE NEUTRAL

Will keep their word if in their best interest
May attack an unarmed foe
May use poison
May help those in need
May work with others
Indifferent to higher authority
Indifferent to organizations

NEUTRAL EVIL

Will not necessarily keep their word
Would attack an unarmed foe
Will use poison
Will not help those in need
May work with others
Indifferent to higher authority
Indifferent to organizations

CHAOTIC GOOD

Will keep their word to others of good alignment
Would not attack an unarmed foe
Will not use poison
Will help those in need
Prefers to work alone
Responds poorly to higher authority
Distrustful of organizations

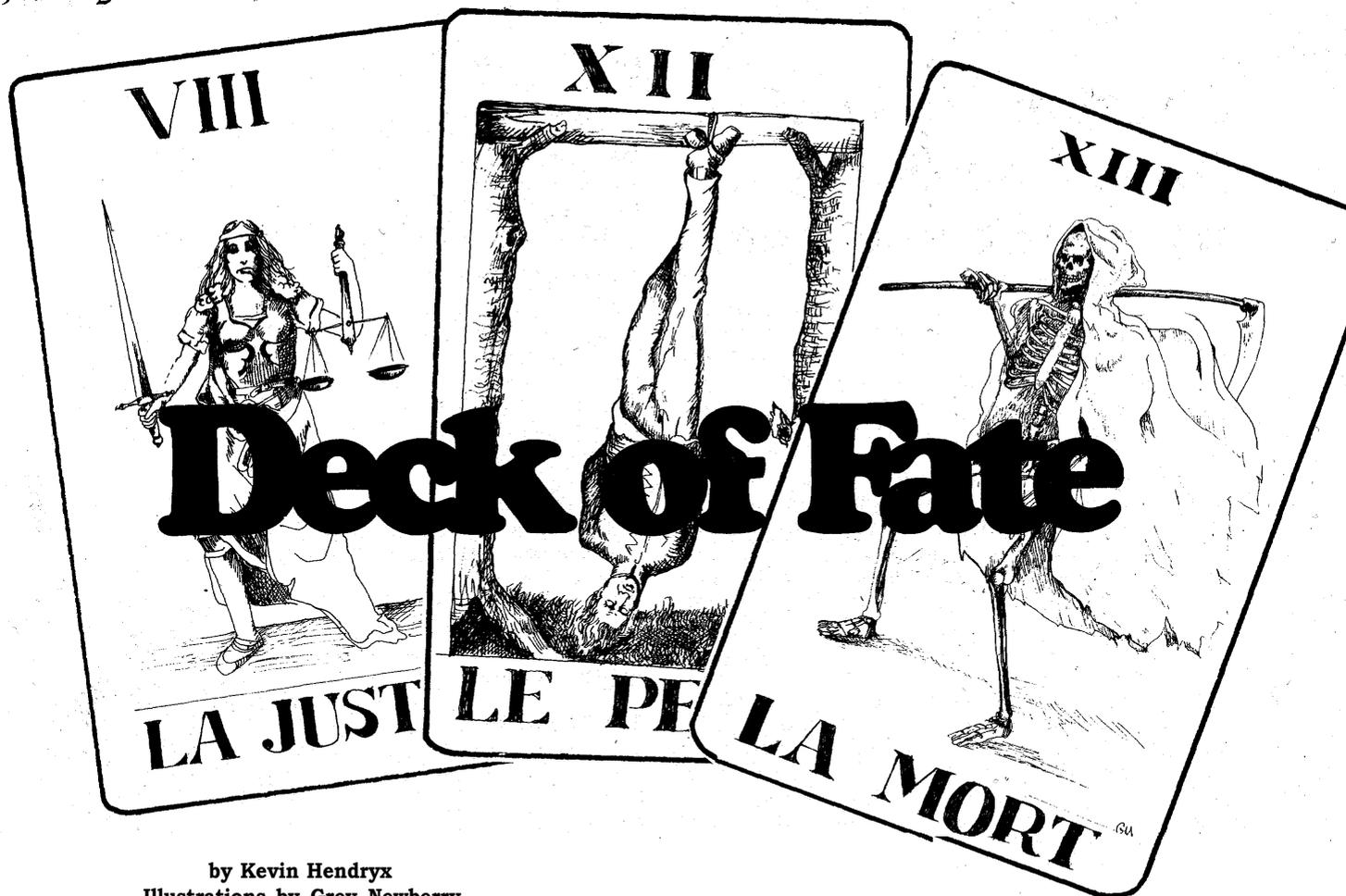
CHAOTIC NEUTRAL

Will keep their word if in their best interest
May attack an unarmed foe
May use poison
May help those in need
Prefers to work alone
Responds poorly to higher authority
Distrustful of organizations

CHAOTIC EVIL

Will not necessarily keep their word
Would attack an unarmed foe
Will use poison
Will not help those in need
Prefers to work alone
Responds poorly to higher authority
Distrustful of organizations





by Kevin Hendryx
Illustrations by Grey Newberry

Tarot cards have been used as a means of divining the future for at least six centuries in Europe, and some form of Tarot probably existed in India and the Middle East during even earlier periods. The exact origin of the ancient cards cannot be explained. When selected and displayed in a preordained arrangement, or "spread", each card represents or symbolizes an event, idea, or personal characteristic. Historically, the use of Tarot has been confined to personality interpretation and fortune telling. However, I have recently incorporated a magical set of Tarot cards into my dungeon, drawing on my own experience at reading Tarot and then adapting Tarot symbolism for D. & D. purposes. I have found it an interesting and enlivening item, a quasi-occult variant on the *Deck of Many Things* (see *Greyhawk*) but with many extra possibilities for adding intrigue, confusion, and a little healthy bloodshed to your dungeon expeditions.

Like the *Deck of Many Things*, the Tarot Deck of Unalterable Fate is a rare, extremely powerful magical artifact. Only one exists in the known Universe. It belongs to no individual, but tends to appear when least expected and is usually well-guarded and/or booby-trapped. When its true nature is revealed, each dungeon adventurer may assume the position of Questioner and invoke upon the power of the Tarot cards by saying aloud the name of his patron diety and drawing a card from the deck (a list of cards and explanatory notes are given below). The stated effect of the card drawn occurs immediately, with no saving throw allowed. Only one card per character may be chosen—taking a second card will inevitably arouse the wrath of the invoked diety (or, worse still, the D.M.), and usually brings about such undesirable consequences as permanent imprisonment inside the Tarot deck, the reversal of a previously-drawn "good" card, immediate teleportation to Muleshoe, Texas, etc. The Deck of Unalterable Fate is not to be abused.

The following are the 21 numbered and one unnumbered cards in the Greater Arcana of the basic Tarot deck, the cards most commonly utilized in reading Tarot. They are given in their ancient mystical sequence, and should be chosen randomly by the Questioner's roll at the time when he selects his card. (I recommend rolling the percentile dice until a number from 1-21 turns up, with 00 equalling LeMat - The Fool.)

Card Number	The Greater Arcana
----(00)	Le Mat (The Fool)
I	Le Bateleur (The Magician)
II	Junon (The Goddess)
III	L'Imperatrice (The Empress)
IV	L'Empereur (The Emperor)
V	Jupiter (The God, or Pope)
VI	L'Amoureux (The Lovers)
VII	Le Chariot (The Chariot)
VIII	La Justice (Justice)
IX	L'Ermite (The Hermit)
X	Le Roue de Fortune (The Wheel of Fortune)
XI	La Force (Strength)
XII	Le Pendu (The Hanged Man)
XIII	La Mort (Death)
XIV	Temperance (Temperance)
XV	Le Diable (The Devil)
XVI	La Maison de Dieu (The House of God, or The Lightning-Struck Tower)
XVII	L'Etoile (The Star)
XVIII	La Lune (The Moon)
XIX	Le Soleil (The Sun)
XX	Le Jugement (Judgment)
XXI	Le Monde (The World)

Le Mat-The Fool: Signifies folly, frivolity. Any character drawing The Fool gains a silly, worthless item from the table below (or create your own "zonks").

Roll	
1	A giant rabbit costume
2	A plate of hot potato salad
3	A "Learn-to-Speak-Magyar" record
4	A leopardskin loincloth
5	A plastic whirligig
6	A rubber duck
7	A hurdy-gurdy

Roll	
8	A pacifier
9	One pair of long, glow in the dark, violet and chartruse Argyle stockings
10	A bottle of Scope

Note to D.M.'s—Some ingenious players will actually find various bizarre uses for a few of these things. Do not discourag their creativity—the results are often highly entertaining.

I Le Bateleur - The Magician: Symbolizes mysticism, imagination, craft. This card is specifically directed at Magic-Users. A non-Magic-User drawing it merely gains a miscellaneous magic item from the *Greyhawk* tables. A Magic-User not only gains a miscellaneous magic item, but also gains the permanent use of one spell of the next highest level, i.e., a 2nd level Magic-User gains the use of a spell usable by a 3rd Level Magic-User. The D.M. should select the spell by a die roll rather than let the player choose.

II Junon - The Goddess: Represents wisdom, sagacity. This card has no effect on any player except Clerics. A Cleric taking this card has his wisdom boosted to 18 and gains permanent use of one spell of the next higher level.

III L'Imperatrice - The Empress: Symbolizes feminine progress, attainment. Has no effect unless drawn by a female character. A woman gains a sum of money from the following table:

Roll	Treasure
1-4	400 G.P.
5-7	600 G.P.
8-9	800 G.P.
10	1,000 G.P.

IV L'Empereur - The Emperor: Represents wealth, worldly power. The masculine equivalent of The Empress, this card affects only male characters. A man gains treasure on the same table as for a woman under The Empress, above.

V Jupiter- The God, or Pope: Symbolizes mercy, humility, spiritualism. Like its companion card, Junon, Jupiter only affects Clerics. It also raises a cleric's wisdom to 18, but grants *two* permanent spells of the next highest level.

VI L'Amoureux - The Lovers: Signifies romance, yearning. The character drawing this card will fall uncontrollably in love with the first character (player or non-player) of the opposite sex he/she encounters.

VII Le Chariot - The Chariot: Represents ordeal, turmoil, conquest war. The player gains one magic sword, misc. weapon, or piece of armor from the *Greyhawk* lists.

VIII La Justice - Justice: Signifies justice, trial, honor, fairness. This card brings about an immediate "Trial-by-Combat", in that a character of the same level, armament, and hit points but of opposite alignment will appear and engage the player in a fight to the death. If he kills the player, or is killed himself, he will instantly vanish. All other players in the room are frozen in suspended time and may not move, speak, or interfere; no wandering beasts will enter the room during the battle. Note: a player of neutral alignment will be matched against a neutral opponent, but the combat will be resolved in the same way as for a Good vs. an Evil. Magic-Users, Clerics, Druids, etc. will face opponents commanding the exact same spells, though they may not necessarily employ them

IX L'Ermite - The Hermit: Represents withdrawal, solitude, desertion. Drawing this card instantly transports the hapless player—and he alone—to another room of the dungeon, to be randomly chosen. As this is often tantamount to a death sentence in its own right (though not always), D.M.'s should be merciful and at least keep the poor beggar on the same dungeon level.

X La Roue de Fortune - The Wheel of Fortune: Signifies advancement (for better or possibly worse), luck, fate, destiny. Because this is such an all-encompassing card I recommend a roll on the table below to determine the area of concern:

Roll	Receive
01-20	Magic Sword
21-40	Misc. Magic Weapon
41-60	Magic Armor
61-70	Magic Potion
71-80	Magic Ring
81-90	Magic Wand, Stave, or Rod
91-00	Misc. Magic item

Roll again for the actual result on the appropriate table in *Greyhawk*.

XI La Force - Strength: Symbolizes fortitude, energy, physical strength, fervor. This card is specially tailored for the fighter character. All characters drawing La Force add one to their strength and have any lost hit points restored. But a fighter has his strength raised to 18, and may then roll for additional benefits and pluses-to-hit on the tables found in *Greyhawk* or *Advanced Dungeons & Dragons*.

XII Le Pendu - The Hanged Man: Suggests life in suspension, readjustment, transition, sacrifice. Player drops one level of experience, losing all affected spells, hit points, modifiers, etc. Naturally, a 1st level character will, (ahem) die.

XIII La Mort - Death: Symbolizes loss, ruin, disaster, death. Instant death. (Sorry, Charlie, It's a 1-22 chance you take)

XIV Temperance - Temperance: Suggests harmony, compatibility. This card raises the player's charisma 3 points.

XV Le Diable - The Devil: Represents violence, astral influence, bondage, black magic. Drawing this card summons a Bone Devil (See *Advanced D&D Monster Manual*) from the 5th plane of Hell who will attack the party and attempt to kill the characters or take them enslaved in Hell.

XVI La Maison de Dieu - The House of God, or The Lightning-Struck Tower: Suggests major catastrophe, misery, bankruptcy. The player unfortunate to draw this card loses all his material wealth (money, gems, valuable or magic weapons, armor, potions, artifacts, etc.) except for a simple tunic, basic dungeon supplies, one non-magic weapon, and 13 G.P.

XVII L'Etoile - The Star: Symbolizes good omen, hope, good luck. The drawer permanently gains a +3 modifier on all saving throws.

XVIII La Lune - The Moon: Implies deception, false pretense, trickery, dishonesty. The player's alignment changes to Chaotic Evil. If already Chaotic Evil, the player goes insane. (See *The Dragon* #18, Sept. 1978 for insanity chart and rules by Kevin Thompson.)

XIX Le Soleil - The Sun: Symbolizes success, triumph, achievement. The drawer gains 100 to 600 G.P. (roll one 6-sided die) and is automatically raised one level, with all benefits and modifiers taking immediate effect

XX Le Jugement - Judgment: Suggests rebirth, rejuvenation, readjustment. All lost hit points are restored at once to the drawer of this card.

XXI Le Monde - The World: Represents attainment, ultimate culmination, triumph in all undertakings. The player gains two miscellaneous magic items from the *Greyhawk* tables and gains 100 to 800 G.P. (roll one 8-side die).

The Tarot card system is, of course, wide-open to expansion and improvement within a *Dungeons & Dragons* context. Readers familiar with Tarot may wish to enlarge the scope by devising rules governing the Lesser Arcana, with its 56 cards and four suits (Epees, Batons, Coupes, and Pentacles), the forerunner of today's card deck.

D&D Meets the Electronic Age

Rick Krebs

While the subtitle to the original *Dungeons & Dragons* rules set states that it is a fantasy role playing game playable with paper and pencil and miniature figures, to many fanatics of the game and its genre, the equipment used has gone far beyond that point. Not that the D&D claim is false, far from it. It's in the nature of fanatics to take their interest seriously and to constantly seek new ways to expand their interest.

Over the years access to photocopiers and mimeograph machines have aided many *Dungeons & Dragons* Masters in copying maps, charts and even publishing their own zines, all to the expansion of their campaign. But, the recent electronics explosion has now brought another tool to those DMs fortunate to have access to them: the micro-computer.

We were one of those fortunate groups to gain the use of a 4K (4,000 bit) memory, BASIC speaking microcomputer. We mentioned to several fellow DMs and gamers of our plans to program it to handle role playing games (D&D, *Boot Hill*), and to my surprise there was a lot of concern about letting a machine become a part of role playing games. Well, either I did a lousy job of explaining the planned programming (possible as I am by no stretch of the imagination a computer scientist, merely a gamer looking for new ways to use technology in gaming) or the concern was unwarranted. As any of our group of gamers can testify, the SAFE has improved our handling of the mechanics of our campaign, at no expense to creativity.

An analysis of D&D reveals that movement around a dungeon (which way to go, which door to open, should we fight or run, how do we disarm the trap, etc.) is basic logic (sometimes good logic, sometimes bad) problem solving that can be broken into a mathematical or a computer flow chart. But, the contents of the rooms, how monsters react, what a chamber looks like is an art that a DM develops from experience and use of his/her imagination. So why not let the computer handle the mechanics and the DM handle the material. With the computer doing part of the job it leaves the DM more time to be creative and interact with the players.

What does the computer do in the Realm of the Celestial Wizard (our campaign)? At present with our limited memory, the SAGE is programmed for the hit charts and damage allocation, name generation (for the thousands of minor NPCs), creating requisites and levels of non-player characters, handling the bookkeeping details on player characters, and a basic *Dungeon* that runs itself.

The hit charts are easily programmed, though repetitiously dull to work on, but the knowledge that once done it never has to be done again is compensation. The program is based on simple if... then, as well as "logical AND" and "logical OR" statements. First you tell the computer to generate a random number (X) from 1 to 20. Now you INPUT the monster's hit dice (Y) and then foe's armor class (Z). A sample program entry shows what is done with the preceding information: If Y equals 1 and Z equals 9 and X is greater than or equal to 10, then go to 600.

The computer's dice rolls a 12, it goes to line #600 in the program, where it is told to print "hits." The computer tells you the monster has hit, but it now waits for further input. It needs to know what type of die to roll and how many in order to give damage. Since the monster in the example was an orc, we enter 6 for type of dice and 1 for how many. Had the computer rolled a 20, it would have informed us of double damage and the 6 would be rolled twice. Now the computer returns to the start of the program ready for more action.

Had the computer rolled less than 10 in the example, the SAGE would have gone back to the beginning of the program, indicating a miss. No need to have it print "Miss" as it takes up valuable space in the memory. Another important thing to remember is to include a "timer loop", when the damage is rolled, as it will disappear from the screen as rapidly as it appeared. Even the computer is eager to get back to battle.

Programming to generate names is accomplished by giving letter values to numbers and generating randomly a string of numbers (letters) according to certain pre-determined patterns. Professor Barker's article in the *Strategic Review* on names in the *Empire of the Petal Throne* provides a reference for these patterns which can be adapted to suit your own taste.

Our computer dungeon is based on a labyrinth, and the only limit to it is the size of SAGE's memory bank. But by using reoccurring rooms and passages, the size of the memory can be compensated for. As to try and explain the program for the *Dungeon* would take too much space, a few generalized patterns will be demonstrated, and if you have access to a micro computer try and expand on it yourself.

The computer dungeon is based on if... then statements such as, "You are standing in an east-west corridor. Which way?" If east, go to Room #1, which is empty but has 3 doors. If west, then go to Chamber #2, which contains a dagger trap and 2 doors. From here the computer can take you back to the initial corridor, or to a series of other rooms, which also leads to the initial corridor. By wording corridors and rooms similarly, it makes the trick of repeating rooms impossible to detect and this misdirection poses as much of a threat as the Minotaur and other creatures trapped within the labyrinth. To demonstrate how confusing a program can be, try navigating your way through it right after completing the program.

The computer in gaming has been around awhile, but now as technology takes steps forward, the next several years contain the possibility of general access to the more complete systems for the average consumer. However, the fear that the use of a micro computer will destroy the creativity of role playing games if used in them is groundless. Our experience in recent months has been very positive in SAGE's use in both D&D and *Boot Hill* (our program for *Gamma World* is not finished yet), and if anything, has helped this DM in handling his chores. We now are adding new ideas that previously couldn't be adopted, as we were busy enough rolling dice and trying to locate all the different charts.

The micro computer has its place in role playing gaming as long as its limitations are understood, and the human programmer remembers that his duty is in creativity, while the computer can and should only speed up the mechanics. The computer provides the skeleton for gaming, and the DM still creates the flesh of the campaign.

Design Forum

Hirelings Have Feelings Too

By Charles Sagui

One of the strange relationships of *D&D* is that between the Player Character and those he pays to accompany him into danger and possible death. A hireling is an extension of the will of the player but he has a will of his own expressed in morale and reaction rolls to determine how an NPC hireling will act in a given situation. What follows are some of my ideas on treatment of hired NPCs.

The hireling is not a slave, he is a free man who has made the choice to risk his life. This type of duty should not be confused with the hirelings who sit around the castle surrounded by an army of comrades ready to ride forth if the smallest band of Orcs happen to trespass on the holdings of their lord. The hireling who accompanies the player into the underworld is facing proven danger and acting as porter for heavy loads of gold and other treasures. They are a different sort of person and require a different pay structure.

A hireling should be offered at least two years normal salary in advance (72 GP for human heavy foot etc.) plus a share of the spoils. There are several ways to divide spoils. The first and easiest is to give a share of the treasure equally to all who participate; while many DMs like this idea, many players do not. Another way is to give a percentage of the treasure much as they are given a percentage of experience points, a 25-50% usually works fairly well. Finally I will list the way which I prefer; the principal employers and player characters receive a share and they in turn give a share to their NPC employees, usually 5-10% as a base. Very few people can be convinced to enter the *Dungeon* on a strict salary basis. Those who will go are not trustworthy and will ask at least the equivalent of five years salary in advance. In relatively safe encounters, such as a few Goblins or a Kobold or two, these purely mercenary hirelings will not act with outstanding courage; but when they face the dragon, or the Balor demon steps into the corridor, snaps his whip and ignites, these *warrriors-for-money* are going to question the wisdom of their decision to go along and in most cases they will take off, along with any treasure you were foolish enough to let him carry! Non-humans will

not hire on for salary alone, the major exception being Orcs, about which more later. In addition to paying the hiring, in many cases the employer must also supply the new hireling with weapons and equipment to go into the dungeon with. In this case, the employer may simply buy the hired man some cheap weapons and leather armor or he may fit him out in chain or even plate and loan them a magic item or two depending on the affluence of the employer and the level of the monsters likely to be encountered.

Most NPCs hired to go into the dungeon do so on a one-time deal. They are ready to risk their lives on the expedition but are unwilling to commit themselves to long term service with a Character. After a trip into the dungeon most NPC hirelings will retire to blow their hard earned gold on strong drink and their favorite vice. When the time comes to enter another dungeon, many of the hirelings will be broke and ready to go back into danger for a price. If the Character paid the NPC well at the end of the last trip and did not try to cheat them, they get a +1 on loyalty rating. The aforementioned prices for hirelings is for first level fighters, for each level the NPC gains he will ask double the salary of the level below and if they get their share from the Character rather than a regular share they will ask that this be doubled as well. If, therefore you hire a second level fighter it will cost twice as much as a first level, a third level NPC will cost four times as much as a first level. Magic users and clerics make special deals and few of these are strictly mercenary, most will not enter into dungeon service for less than a full share of all treasure found. NPCs as suggested in the *GREYHAWK* supplement should receive a half experience point count and if they acquire enough points in an expedition to reach the next level, they will finish out this trip at the rate agreed upon but if they are rehired they will ask the increased rate. Those hirelings that are not rehired are available to the DM as NPCs to interact with the players.

If the Player Character doing the hiring should die and not be raised there are several options. If the party allows it, the hirelings may divide the treasure gathered by the deceased and try to make their way out of the dungeon. If, as is more likely, the party wishes the hirelings to continue, one of the other characters may take them on as hirelings and divide their treasure with them; if the hireling is receiving a straight percentage this should continue. If the method of dividing the employer's treasure is used and none of the Principle Characters wish to take on the hirelings they should become NPCs and receive a straight percentage such as a 25% share of all treasure found. If a hireling is killed and not raised all new treasure goes to the employer, any treasure they took with them into the dungeon is distributed evenly between all other hirelings and the employer.

Non-humans present special problems with respect to hiring as NPC's and dividing treasures. Elves do not like to enter dungeons in the employ of others. They do not mind so much working in castles and fortresses because they can, on occasion, get out among the trees and fresh air. In the dungeon they feel that they lose the ability to control their own destiny. Most Elves care little for gold but are very fond of finely cut gems and ornate jewelry. Being raised with magic they also appreciate clever or powerful magical items. To entice an Elf to work for a Character requires a fine gem or a magic item plus at least a 15% share of gems, jewelry and magic; they will carry coins for their employer but in most cases do not keep more than a few for daily expenses. Elves increase their demands once for each level they advance as fighter and once as magic user. Because the experience points are split they stay first level a while longer than most human types.

Dwarves are at times quite greedy. They are fond of gold, gems and fine weaponry. Dwarves will not be tempted by less than four years salary (192 GP for heavy infantry, 240 GP for crossbowmen) and 15% of treasure gathered. Most of the magic items desired by Dwarves will be weapons and armor. The one thing that can make a difference when dealing with Dwarves is the legendary +3 hammer with "automatic return." These are treated as relics of their forefathers and if the hammer is given to any but another Dwarf there is a 65% chance that any given Dwarf in the party will try to take the hammer, either by stealth or by force, if necessary killing the rightful owner.

Orcs are at times more trouble than they are worth. They can be tempted to accompany a Character into the dungeon by a mere one year's salary in advance plus 2-5% of the acquired treasure. They will work only for chaotics. They will work for a set salary and no part of the

treasure; for this they ask only a salary of about five years regular work (90 GP for heavy foot). This causes a -1 on loyalty score. The drawbacks to hiring Orcs to accompany one into the dungeon include the fact that Orcs are prone to run away when confronted with a difficult fight. They will, if not watched closely, take the treasure they are carrying and take off. They also have a bad habit of killing their employer in his sleep and running away with all of the treasure. Orcs work cheap and know the underground but should never be trusted.

So treat those you hire well and maybe you will not wind up with a knife in your ribs.

Design Forum

Notes from a Very Successful D&D Moderator

by Michael Crane

In recent issues of *The Dragon* we moderators have had to listen to the cute tricks of various *D&D* players who were apparently successful. This is all fine, but I think that it's about time that we moderators share some of our good tricks with one another. Determined to right this wrong (if this is published, that is) I have decided to divulge some of my dark moderating secrets to all of you deprived moderators out there.

One of my favorite devices is the pit. However, my players, after having several promising players impaled at the bottom of one, got together and brainstormed on a solution to the problem. Their solution: tie everyone together in mountain climber fashion so that when a player fell into a pit he would be saved by a safety line. My countermove: I decided to have a weight (1 ton) drop from above the pit when it was sprung, which would carry the player and all his confederates into the pit, crushing or impaling (take your pick) them all.

But never underestimate the player! They again brainstormed on a solution and came up with another award winning idea: since my traps were sprung by weights they would take a small cart with them, loaded with lead, which they would push in front of them. They also would bring several pairs of wheels and a carpenter, so they could continually reuse the same cart. My countermove: I decided that when a player reached a trap it would not only activate but would also activate several *other* previously-unactivated traps that would lie along the player's approach paths. Not only did this prevent the players from using their cart idea, it also deterred them from ever trying to weasel around my pits again!

Another of my favorite devices is making things appear to be something that they really aren't. One good example of this is the Gelatinous Cube. In my initial dungeon the players were treated to several encounters with them and thereafter stayed away from any large meetings with the cubes. Knowing this, one of the evil magicians made several large jello molds and made about 10 large cubes of jello in his main treasure room. When my players blundered into this room one day they asked what they saw-to which I replied that they saw 10 large jello-like cubes. Needless to say, the magician's treasure room is still unsacked!

Another method which I find works to good advantage is the reward method: for every adventure in which a player survives and goes up a level, he is allowed to start an additional character. The player is allowed to take as many of his characters on an adventure, but regardless of how many he takes, he can only gain 1 additional character (to a maximum of 15 characters, which is seldom reached). This means that a player will not have to start out at the bottom, but also prompts the player to be careful with his characters-too many dead characters and the player will be starting out at Level 1.

And for one last note I would like to talk about the poison-freak players who always have a liberal supply of poison on hand to do the job. To combat this I have two solutions: 1) every time that a player uses poison he has a chance of nicking himself and the more effective his poison is the worse effects it has on him-obviously (this keeps down the effectiveness of the poison and also limits its use to the really dangerous monsters). 2) I also have many monsters which have been engaged by the players before, received light wounds, and have built up a tolerance to the poison(s). The players, never expecting this (sometimes players can be dumb), go right on stabbing with their puny daggers and swords while the monsters chew them right up.

Here's wishing the players-8 on their next saving throw.



D&D®, AD&D® AND GAMING

by ©Gary Gygax

Adventures of the cerebral type have been with us for as long as mankind has told tales around campfires. Role playing is at least as old as this too, if one considers early religious or quasi-religious rites. Both advanced in form during the Golden Age of Greece, assuming forms which are close to those of today. How modern-era adventure games came into being is connected to all of this, for they owe their existence to *D&D*, a fact which cannot be disputed. Fantasy wargaming began before adventure gaming. In fact it began before *CHAINMAIL*. Tony Bath of England was conducting table top battles roughly based on the "Hyborean Age" of Robert E. Howard's *Conan* years before the "Fantasy Supplement" of *CHAINMAIL* was published. Similarly, role playing has been common in wargaming for years—decades, I suspect, when one considers the length of time that hobby has been pursued in England. I can personally recall being part of the nationwide game which was conceived by "The AdHoc Committee for the Re-Institution of WWII". The group was based in Stanford University, and this writer was given the role of the Chinese Communist commander, while my friend, Don Kaye, was the Chinese Nationalist leader, and our associate, Terry Stafford of Chicago, was the British Far East Squadron Commander. Interesting and differing roles, but all involving thousands, or millions, of men to be commanded.

Our own local group, the Lake Geneva Tactical Studies Association, became involved in one-to-one gaming about 1970. Mike Reese and Leon Tucker, both strong proponents of WWII miniatures gaming, and Jeff Perren and I with our medieval miniatures, provided the group with many hours of enjoyment around the large sand table which reposed in the basement of my home. At various times our number commanded a squad or more infantry, bands of marauding Vikings, a key bunker, a troop of Mongolian light horse, a platoon of AFVs, and so on. Some of these roles lasted for a single game or two, some included large scale map movement and the many engagements which constitute a campaign. Late in 1972 these roles were extended to include superheroes and wizards, as the special fantasy section of what was to become *CHAINMAIL* was play-tested. Magic-users defended their strongholds from invading armies, heroes met trolls, and magic items of great power were sought for on the same sand table which had formerly hosted Normans, Britain English and tanks in Normandy. These games were certainly adventures, and role playing was involved, yet what was played could by no means be called either *D&D* or adventure gaming.

When Dave Ameson, already a member of the *International Federation of Wargaming*, joined the *Castle & Crusade Society*, he began playing in our loosely organized campaign game. Now most of the action therein was conducted by the LGTSA, using my sand table, other members of the society coming for visits to my place to join in from time to time. Dave had a large group in the Twin Cities, and they desired to do their own thing. Dave, an expert at running campaign games, began to develop his own "Fief" as a setting for medieval fantasy campaign gaming, reporting these games to the head of the *C&C Society*. Using *CHAINMAIL's* "Fantasy Supplement" and the "Man-To-Man" rules of the same work, Dave made some interesting innovations: First, he gave his fellows more or less individual roles to play—after all, "Blackmoor"

Over \$500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's GenCon, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over \$500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular*. *Micro Scale* is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts*, Valiant *Fighting Sail*, *Superior*, Waterline, etc. i.e., any scale smaller than 1/200, inclusive) and airplanes. The *Micro Scale* class is further divided into two categories: *Unit* and *diorama*. *Unit* is defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

Dioramas are limited only in base size—15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The *Historical* category is further divided into two sub-classes—*Unit* and *Diorama*. The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit*, *Diorama* and *Monster*. *Unit* is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both *Unit* and *Monster*, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a \$1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in *your packing*. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: *Micro-Scale Unit*; *Micro-Scale Diorama*, *Historical Unit*, *Historical Diorama*, *Fantasy & SF Unit*, *Fantasy & SF Diorama* and *Fantasy Monster*. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award*. *Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with \$250 in gift certificates. *Best of Show* will receive a \$150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes Award* merits a \$100 G.C. from The Dungeon. The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

was just a small section bordering on the "Great Kingdom", and there weren't all that many heroes and wizards and men-at-arms to parcel out. Then, Dave decided that he would allow progression of expertise for his players, success in games meaning that the hero would gain the ability of five, rather than but four men, eventually gaining the exalted status of superhero; similarly, wizards would gain more spells if they proved successful in their endeavors. Lastly, following *CHAINMAIL's* advice to use paper and pencil for underground activity such as mining during campaign game sieges, and taking a page out of the works of Howard and Burroughs *et al*, he brought the focus of fantasy miniatures play to the dungeon setting.

CHAINMAIL had proved to be highly successful primarily due to its pioneering concepts in fantasy and individual gaming concepts—the tail end of the work which wagged the rest. Dave Arneson expanded upon these areas, and when he and I got together, the ideas necessary to create *D&D* were engendered. After a brief visit, Dave returned home, and within a few days I had a copy of his campaign notes. A few weeks of play-testing swelled the ranks of the LGTSA to a score or more of avid players, and the form of *D&D* began to take shape. If you ever meet someone who claims to have played the game since 1973, you can believe him or her, for by the spring of that year I had completed the manuscript for the "Original" version of *D&D*, and copies were handed out but in order to stop the late night and early morning phone calls asking weird questions about clerics or monsters or whatever.

By the time *DUNGEONS & DRAGONS* was published (January, 1974) there were already hundreds of players, and the major parts of what was to become *GREYHAWK* were written and in use too. Adventures, role playing, games, and fantasy all reach back into the dawn of history. Adventure gaming dates only to 1973-74 and *D&D*. In 1974 only slightly more than 1,000 copies of the game had been sold. Today far more than that are sold each month. *D&D* has many competitors, and every manufacturer of miniature figures offers a wide range of fantasy figures. Ads in gaming and hobby trade publications stress fantasy games and figures more often than any other subject Adventure gaming has come a long way, and *D&D* began it all.

D&D is the leading adventure game, it is the most influential, and the most imitated. Since its inception it has been added to through special supplemental works (*GREYHAWK*, *BLACKMOOR*, *ELDRITCH WIZARDRY*, and *GODS, DEMI-GODS & HEROES*), augmented by miniatures rules (*SWORDS & SPELLS*), and complimented by a host of specially approved and licensed products from firms such as Judges Guild and Miniature Figurines. *D&D* has been edited (by the eminent J. Eric Holmes) to provide an introductory package, and the contents of that offering have recently been expanded to include a beginning module. Despite all of this activity, the game has remained pretty much as it was when it was first introduced in 1974, although there is now far more to it

ADVANCED DUNGEONS & DRAGONS is a different game. Readers please take note! It is neither an expansion nor a revision of the old game, it is a new game. A number of letters have come to me, the writers expressing their surprise at or voicing their disapproval of this fact. John Mansfield, in *SIGNAL*, cautions his readers to be aware that an ongoing *D&D* campaign cannot be switched to *AD&D* without major work or actual scrapping of the old game and beginning a fresh effort. To prevent any further misunderstandings, it is necessary that all adventure gaming fans be absolutely aware that there is no similarity (perhaps even less) between *D&D* and *AD&D* than there is between *D&D* and its various imitators produced by competing publishers.

Just as *D&D* was the instrument which made adventure gaming what it is today, it is envisioned that *AD&D* will shape the future of fantasy adventure gaming. Where *D&D* is a very loose, open framework around which highly imaginative Dungeon Masters can construct what amounts to a set of rules and game of their own choosing, *AD&D* is a much tighter and more structured game system. The target audience to which we thought *D&D* would appeal was principally the same as that of historical wargames in general and military miniatures in particular. *D&D* was hurriedly compiled, assuming that readers would be familiar with medieval and ancient history, wargaming, military miniatures, etc. It was aimed at males. Within a few months it became apparent to us that our basic assumptions might be a bit off target. In another year it became

Fifth Annual Strategists Club Awards for "Creativity in Wargaming"

1 Outstanding Game of 1978

Assault on Crete (AH)
Cross of Iron (AH)
Gamma World (TSR)
The Next War (SPI)
Source of the Nile (DG) Discovery Games

2 Outstanding Game Design of 1978

Assault on Crete (AH) von Borries & Reed
Cross of Iron (AH) Greenwood & Hill
The Next War (SPI) Dunnigan & Herman
Operation Crusader (GDW) Chadwick
Source of the Nile (DG) Wesely & Maker

3 Outstanding Miniatures Rules of 1978

Bireme & Galley (FGU)
Fire & Steel (GDW)
Gamma World (TSR)
Runequest (Chaosium)

4 Outstanding Miniature Figure Line of 1978

Ancient 15's - Grenadier
Fantasy & Collectors Series 25mm - Ral Partha
Lord of the Rings - Heritage
Modern Micro Fleet 1/2400 - Cin C
Space Squadrons - Grenadier
World of Fantasy - Martian Metals
Valley of the Four Winds - Mini Figs

5 Outstanding Professional Wargaming Publication of 1978

The Dragon (TSR Periodicals)
Fire & Movement (Baron Publ.)
The General (AH)
Strategy & Tactics (SPI)
White Dwarf (Games Workshop)

How to, and Who May Vote:

Anyone reading this in any of the fine magazines running it is eligible to vote, but only once. To that end, you must include your name and address somewhere on the ballot. This must be done, as it is our only method of preventing ballot stuffing; failure to do so will invalidate the ballot. **DO NOT SEND IN THIS BALLOT! DO NOT PHOTOCOPY THIS FORM!** All votes must be cast on a postcard. Simply list your choices in numerical order. **ONLY ONE CHOICE IN EACH CATEGORY.** Ballots must not accompany any order or other correspondence with TSR Hobbies or TSR Periodicals; they must be sent separately.

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abundantly clear to us that we were so far off as to be laughable. At least we had the right subject material and the right general approach, so two out of three and all that. . .

Because *D&D* allowed such freedom, because the work itself said so, because the initial batch of DMs were so imaginative and creative, because the rules wre incomplete, vague and often ambiguous, *D&D* has turned into a non-game. That is, there is so much variation between the way the game is played from region to region, state to state, area to area, and even from group to group within a metropolitan district, there is no continuity and little agreement as to just what the game is and how best to play it. Without destroying the imagination and individual creativity which go into a campaign, *AD&D* rectifies the shortcomings of *D&D*. There are few grey areas in *AD&D*, and there will be no question in the mind of participants as to what the game is and is all about. There is form and structure to *AD&D*, and any variation of these integral portions of the game will obviously make it something else. The work addresses itself to a broad audience of hundreds of thousands of people—wargamers, game hobbyists, science fiction and fantasy fans, those who have never read fantasy fiction or played strategy games, young and old, male and female.

AD&D will eventually consist of *DUNGEON MASTERS GUIDE*, *PLAYERS HANDBOOK*, *GODS, DEMI-GODS & HEROES*, and *MONSTER MANUAL* and undoubtedly one or two additional volumes of creatures with which to fill fantasy worlds. These books, together with a broad range of modules and various playing aids, will provide enthusiasts with everything they need to create and maintain an enjoyable, exciting, fresh, and ever-challenging campaign. Readers are encouraged to differentiate their campaigns, calling them *AD&D* if they are so. While *D&D* campaigns can be those which feature comic book spells, 43rd level balrogs as player characters, and include a plethora of trash from various and sundry sources, *AD&D* cannot be so composed. Either a DM runs an *AD&D* campaign, or else it is something else. This is clearly stated within the work, and it is a mandate which will be unchanging, even if *AD&D* undergoes change at some future date. While DMs are free to allow many unique features to become a part of their campaign—special magic items, new monsters, different spells, unusual settings—and while they can have free rein in devising the features and facts pertaining to the various planes which surround the Prime Material, it is understood they must adhere to the form of *AD&D*. Otherwise what they referee is a variant adventure game. DMs still create an entire milieu, populate it and give it history and meaning. Players still develop personae and adventure in realms of the strange and fantastic, performing deeds of derring-do, but this all follows a master plan.

The advantages of such a game are obvious. Because the integral features are known and immutable, there can be no debate as to what is correct. A meaningful dialog can be carried on between DMs, regardless of what region they play in. Players can move from one *AD&D* campaign to another and know at the very least the basic precepts of the game—that magic-users will not wield swords, that fighters don't have instant death to give or take with critical hits or double damage, that strange classes of characters do not rule the campaign, that the various deities will not be constantly popping in and out of the game at the beck and call of player characters, etc. *AD&D* will suffer no such abuses, and DMs who allow them must realize this up front. The best feature of a game which offers real form, however, is that it will more readily lend itself to actual improvement—not change, but true improvement. Once everybody is actually playing a game which is basically the same from campaign to campaign, any flaws or shortcomings of the basic systems and/or rules will become apparent. With *D&D*, arguments regarding some rule are lost due to the differences in play and the wide variety of solutions proposed—most of which reflect the propensities of local groups reacting to some variant system which their DM uses in his or her campaign in the first place. With *AD&D*, such aberrations will be excluded, and a broad base can be used to determine what is actually needed and desired.

Obtaining the opinions of the majority of *AD&D* players will be a difficult task. This is a certainty. If there are now more than a quarter million *D&D/AD&D* players (and this is likely a conservative estimate) less than 10% are actively in touch with the "hard core" of hobby gaming. Most of these players are only vaguely aware that Gary Gyax

had anything to do with *D&D*. Only a relative handful read *THE DRAGON*, and fewer still have any idea that there are other magazines which deal with the game. Frankly speaking, they don't care, either. They play *D&D* or *AD&D* as leisure recreation. These are games to fill spare time, more or less avidly pursued according to the individual temperament of the individuals involved. To this majority, games are a diversion, not a way of life. A pastime, not something to be taken seriously.

D&D initiated a tradition of fun and enjoyment in hobby gaming. It was never meant to be taken seriously. *AD&D* is done in the same mold. It is not serious. It simulates absolutely nothing. It does not pretend to offer any realism. Games are for fun, and *AD&D* is a game. It certainly provides a vehicle which can be captivating, and a pastime in which one can easily become immersed, but is nonetheless **only a game**. The bulk of participants echo this attitude. TSR will be hard put to obtain meaningful random survey data from these individuals simply because they are involved in playing the game, not in writing about it or reading about it outside the playing materials proper. There are, of course, a number of ways to surmount the problem, and you can count that steps will be taken to do so—the first is actually in progress now, involving an increase in readership of this magazine, for *DRAGON* has always been the major vehicle for *D&D* and *AD&D*, and it will remain so in the foreseeable future.

Conformity to a more rigid set of rules also provides a better platform from which to launch major tournaments as well. Brian Blume recently established a regular invitational meet for *AD&D* "master players" (in which this writer placed a rather abysmal 10th out of 18 entries, but what the hell, it was good while it lasted-). The "Invitational" will certainly grow, and TSR is now considering how best to establish an annual or semi-annual "Open" tournament for *AD&D* players to compete for enjoyment, considerable prize awards, recognition, and a chance to play in the "Masters" event. There is no reason not to expect these events, and any others of similar nature sponsored by TSR, to grow and become truly exceptional opportunities in the years to come. Good things are certainly in store for *AD&D* players everywhere! Not only will *AD&D* retain its pre-eminent position in adventure gaming, but it will advance it considerably in the future. More variety, more approaches to play, more forms of the game, and more fun are in store.

D&D will always be with us, and that is a good thing. The *D&D* system allows the highly talented, individualistic, and imaginative hobbyist a vehicle for devising an adventure game form which is tailored to him or her and his or her group. One can take great liberties with the game and not be questioned. Likewise, the complicated and "realistic" imitators of the *D&D* system will always find a following amongst hobby gamers, for there will be those who seek to make adventure gaming a serious undertaking, a way of life, to which all of their thought and energy is directed with fanatical devotion. *ADVANCE DUNGEONS & DRAGONS*, with its clearer and easier approach, is bound to gain more support, for most people *play* games, not *live* them—and if they can live them while enjoying play, so much the better. This is, of course, what *AD&D* aims to provide. So far it seems we have done it

* * * * *

Judges Guild has been invited to use this column to comment on their own unique contributions to *D&D* and soon to *AD&D* also). I hope that next issue you will be able to see what Bob Bledsaw, Chuck Anshell, and company have to say. Meantime, all of you who have in the past made contributions to the game, or would like to have input in the future, are reminded that you have a standing invitation to submit material for publication in this column. Articles must be in manuscript form, of course. Be certain to send them to me directly, c/o *THE DRAGON*.

* * * * *

For those of you who wondered why I took certain amateur publishing efforts to task, it was because they were highly insulting to *TSR*, *D&D*, this magazine, and myself. That sort of invitation is not likely to go unanswered by me. It does not seem reasonable that returning the same sorts of compliments they bestowed upon *TSR et al.*, should give rise to

Continued on page 39

Variant Game

MUGGER!

By Kevin Hendryx

The last decade has spawned a plethora of role-playing simulation games. *Dungeons and Dragons*, of course, is the eldest and foremost, the "classic" fantasy game. As such, it has opened the doors to at least a dozen imitations, hybrids, and bastardizations, some good, some fair, and some unmentionable.

But lately there has been a distressing swing toward role-playing games of a more, uh, *bizarre* nature. There is one in which the players assume the role of *monsters* and gain points by killing *dungeon travelers* (is turnabout really fair play?). There is *Boot Hill*, which offers the pleasures of being gunned down by your favorite TV or movie western hero, or tied in knots by a saloon girl who's tougher than you are. And at the extreme end of the spectrum must be *Bunnies and Burrows*. Readers of the *Dragon* will no doubt remember this as the game of intelligent rabbits. This is one game that is entirely lost on me. The thrill of being a killer bunny cannot hope to match the satisfaction of a well-hurled Meteor Swarm.

But putting all this merry banter behind, I at last approach the point of this inspired polemic, and that is, that most role-playing games today focus on a fantasy universe, such as *D&D*, or are set in a past historical period a la *En Garde*, *Gladiator*, etc. But there is not a single role-playing game that I know of set in the modern world, or that reflects real-life conditions. This is indeed a shame, for the 20th Century holds many simulation possibilities every bit as intriguing as a locked chest on the ninth level, and just as much fun as pulping kobolds with a morning-star. Not only that, but through a true-to-life simulation we can learn crucial survival skills necessary for self-preservation in today's world. Therefore, in all humbleness, I offer the following groundwork of a new role-playing game, firmly based on reality and at the same time giving free rein to the players' suppressed pathological desires. The time is 3 A.M., the Bronx, 1978. . .

Mugger!

The Game of Tactical Inter-City Combat, 1979

Each player will assume the role of one "mugger" (hereafter referred to as mugger), the basic unit of play. The mugger gains experience points through completing successful muggings and grabbing loot, which is also translatable into experience points. The game objective is to amass as large a horde of experience points as possible while carrying out one's crimes and eventually gain a seat in the U.S. Congress, while at the same time avoiding the dangers of being jailed, severely beaten up, or killed.

The game is run by an M.M., or Mugger-Master, who lays out the game-map and rolls the dice to determine events and outcomes. A good *Mugger!* map will incorporate such typical urban features as alleys, shadowy doorways, parks, large hedges, trashcans, honky-tanks, blue movie houses, and streetlights (both working and non-working models).

The game is played on a one-to-one system, i.e., one M.M. and one mugger. The mugger is assumed to start as Armor Class 7 (leather) and should be equipped with any or all of the following weapons:

Mugger's Weapons & Damage Table

*denotes special clause (see below)

*switchblade	1-4
*kitchen knife	1-4
*nylon cord, 3'	1-6
length of chain	1-8
blackjack	1-8
brass knuckles	+4 to Bare Hands, below
lead pipe	1-8
tire iron	1-10
*broken bottle	1-6
hurled bottle	1-2
hurled brick/rock	1-3
*two-by-four	1-8
*Saturday Night Special	12-48
*bare hands	1-2

*switchblade — 1/6 chance of being rusted and not opening

*knife — 1/3 chance of being rusted and giving tetanus to whoever is struck with it.

*nylon cord — must first be wrapped around victim's neck before doing the indicated damage.

*broken bottle — 1/6 chance of shattering in hand when used.

*two-by-four — 1/3 chance of breaking over victim's head when used.

*Saturday night special — if mugger has less than 500 experience points he is considered a novice, or amateur mugger, and as such, there is a 1/3 chance that he will forget to load his gun whenever he goes out mugging. There is also a 1/3 chance of the Saturday Night Special blowing up in the mugger's face when fired, doing full damage to the mugger.

*bare hands — recommended only for muggers of exceptional strength, or for those of gorilla ancestry no farther back than two generations.

Variable Encounters of the Undesirable Kind

These are the "wandering beasts" of this game, appearing only on a roll of six (six-sided die) with a roll being made every other game-turn. Roll the exact situation below. The mugger should obviously try at all costs to avoid these dangers.

Encounters	No. appearing
1 Cop on his beat	1-2
2 Roving squad cars	1-3
3 Tougher mugger	1-6
4 Street gangs	1-8 gangs
5 Hare Krishna cult	1-20 fanatics
6 Stray dogs	4-24

Mugger! operates on a man-to-mugger combat system with the player-mugger encountering one of two classes of non-player characters, (henceforth called victims), the Pushovers and the Invincibles. The qualities and restrictions of these two classes are given below. The mugger must first subdue — or kill — his victim, and then loot him. A roll of 6 on a 6-sided die indicates the victim is penniless. The mugger curses and gets zero experience points. If loot is found, the following table is consulted to determine the type and the number of experience points it is worth:

Loot	Ex. Points
1 Full hip flask	5
2 Expensive clothes	10
3 Paycheck/checkbook	20
4 Credit cards	30
5 Jewelry, watch	40
6 Ready cash	50
7 Season tickets for the Dallas Cowboys games	100
8 Classified Dept. of Defense material	200
9 An authentic Van Gough original	500
10 Ten kilograms of Plutonium	1,000

The mugger normally receives 40 experience points for pulling off

NEXT ISSUE. . .

SPI's *Agincourt*

Make-it-yourself Philosophers' Stone
Fighting the Cavalry Plain at Austerlitz
Imperium Variant

Guest Writer in Sorcerer's Scroll —
Bob Bledshaw of TJG

Giants in the Earth — part II

Sixguns & Sorcery — *Boot Hill* meets *AD&D*

a successful mugging, plus whatever points are acquired in the form of loot. By building up experience points, the mugger slowly rises in level and professionalism (below).

Ex. Points	Level	Classification
0-300	1	Clod
301-500	2	Creep
501-700	3	Punk
701-900	4	Crumb
901-1100	5	Tough
1101-1300	6	Hood
1301-1500	7	Thug
1501-1700	8	Crook
1701-1900	9	Criminal
1901-2100	10	Arch-Criminal
2101-2300	11	Master Criminal
5,000+	12	Congressman

The two classes of victims which the mugger is likely to run into, the Pushovers and the Invincibles, are outlined below:

Pushovers (normal victims)

1 *Old Man/Old Woman*. Move at only 1/2 mugger's movement allowance. There is a 50% chance that the mugger finds no loot on them except a Social Security check.

2 *Young Lovers*. One male and one female, encountered only in parked cars or under bushes in park areas. They are never armed and only sometimes (50%) clothed. Mugger gains automatic surprise (and are they ever surprised!). If they are determined to be unclothed, mugger may immediately steal clothes.

3 *Good Humor Man*. Only encountered in suburban areas. Identified by his blazing white uniform and blazing white smile. Will cheerfully surrender to mugger. His loot, however, consists only of popsicles and small change.

4 *Drunken Serviceman*. Commonly are found tottering around the red-light district. 50% of the time they will be in a stupor and lying in the gutter. The mugger always has a +4 modification to his hit probability

as the serviceman is always too paralytic to fight back. However, there is a 75% chance that all his pay has been already spent on booze.

5 *Blind Man*. Movement allowance is 1/3 that of mugger. Will be armed with pencils, fruit, a cane, and possibly a non-violent seeing eye dog. His hit probability is extremely low (-10); mugger shouldn't blow this one.

6 *Stranded Motorist*. A real bonanza for any mugger, This sort of victim is worth double experience points, since it indicates that the gods are smiling upon the mugger. This victim can be identified by both his dazed, lost expression and the empty gasoline can in his hand. Frequently approaches the mugger to ask for directions.

Optional Rule

To reflect the growing security-consciousness of urban-dwelling senior citizens, the M.M. may wish to roll the die on the following table to determine if an *Old Man/Old Woman* is carrying any sort of concealed protective device.

Die roll	Armament
1-4	No devices carried
5	Police whistle (75% chance of attracting 1-4 policemen)
6	Hat pin
7	Mace
8	Has completed self-defense course in Tokyo
9	Tear gas
10	Smith & Wesson .38

Invincibles (abnormal victims)

1 *Other Mugger* Player-mugger must make saving-throw vs. panic/demoralization (16 or better on 20-sided die). If he makes his ST, treat other mugger as normal victim while arming him from the mugger weapons list (above). If player-mugger fails to make his ST he runs away. The other mugger, on a roll of 1-3, will become angry and pursue.

2 *Man with Guard Dog* Upon the order, "Attack! Kill!" the dog will charge at the mugger,

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Variant**BIRTH TABLES AND SOCIAL STATUS**
Empire of the Petal Throne

by G. Arthur Rahman

TSR's *Empire of the Petal Throne* is undoubtedly one of the finest and most detailed role-playing games in print. But its very richness challenges players to add extra dimensions to those points of special interest to them. In our area of the country, EPT players like to have fully fleshed-out backgrounds for player and non-player characters alike. The standard rules of EPT start each character off at the same social level. But is life really like that? Doesn't the favorite son of a great nobleman have opportunities for training and education far surpassing those of a laborer's offspring? With this in mind, I present the following Birth Tables for the *Empire of the Petal Throne*.

#1 *Father's Social Caste*

1. Noble
2. Priest
3. Magic User
4. Merchant
5. Warrior
6. Commoner

#3 *Father's Interest*

1. Neglectful +1-4
2. Neglectful + 1-4
3. Average +0
4. Average +0
5. Favoring -1-4
6. Favoring -1-4

#5 *Priestly Title*

1. Holy Adept
2. Bishop
3. High Priest
4. Temple Priest
5. Parish Priest
6. Acolyte

#7 *Merchant Title*

1. Merchant Prince
2. Tycoon
3. Rich Merchant
4. Prosperous Merchant
5. Common trader
6. Shopkeeper

#9 *Commoner Title*

1. Slave
2. Criminal
3. Laborer
4. Tradesman
5. Craftsman
6. Professional

LEGACY TABLES

#10 *Noble's Legacy*

1. Two professional skills, two Group I spells, two Group II spells, three aristocratic skills, 25,000 Kaitars.
2. Two professional skills, two Group I spells, one Group II spells, three aristocratic skills, 20,000 Kaitars.
3. Two professional skills, two Group I spells, three aristocratic skills, 15,000 Kaitars.
4. Two professional skills, one Group I spell, three aristocratic skills, 10,000 Kaitars.
5. One professional skill, three aristocratic skills, two modern languages, 5,000 Kaitars.
6. Three aristocratic skills, two modern languages, 3,000 Kaitars.
7. Two aristocratic skills, one modern language, 2,000 Kaitars.
8. One aristocratic skill, one modern language, 1,000 Kaitars.
9. One aristocratic skill, 500 Kaitars.
- 10+. Nothing.

#2 *Character's Sibling Rank*

1. First born
2. Second child
3. Third child
4. Fourth child
5. Fifth child
6. Bastard

#4 *Noble Title*

1. Archduke
2. Marquis
3. Count
4. Baron
5. Knight
6. Squire

#6 *Magic User Title*

1. Master Sorcerer
2. Wizard
3. Enchanter
4. Seer
5. Magician
6. Novice

#8 *Warrior Title*

1. General
2. Cohort Commander
3. Commandant
4. Captain
5. Sergeant
6. Recruit

#11 *Aristocratic Skills*

- | | |
|-----------------|----------------------|
| Alchemist | Assassin/spy/tracker |
| Artist/sculptor | Astronomer/navigator |
| Author | Orator |
| Hunter | Poet |
| Interpreter | Scholar |
| Mathematician | Ship captain |
| Mountaineer | Slaver |
| Musician | Swimmer/diver |

#12 *Priest's Legacy*

1. Two priestly skills, two Group I spells, one Group II spells, two noble skills, 10,000 Kaitars.
2. Two priestly skills, two Group I spells, two noble skills, 8,000 Kaitars.
3. Two priestly skills, one Group I spell, two noble skills, 6,000 Kaitars.
5. Two priestly skills, two noble skills, 4,000 Kaitars
Two noble skills, one modern language, one ancient language, 2,000 Kaitars.
6. One noble skill, one modern language, one ancient language, 1,000 Kaitars.
7. One noble skill, one modern language, 500 Kaitars
8. One noble skill, 100 Kaitars
9. One noble skill.
- 10+. Nothing

#13 *Magic User Legacy*

1. Two magic user skills, two Group I spells, two Group II spells, two Group III spells, two noble skills.
2. Two magic user skills, two Group I spells, two Group II spells, one Group III spell, two noble skills.
3. Two magic user skills, two Group I spells, two Group II spells, two noble skills.
4. Two magic user skills, two Group I spells, one Group II spell, two noble skills.
5. Two magic user skills, two Group I spells, two noble skills.
6. Two magic user skills, one Group I spell, two noble skills.
7. Two magic user skills, two noble skills.
8. One magic user skill, two noble skills.
9. Two noble skills
- 10+ Nothing.

#14 *Merchant's Legacy*

1. Five merchant skills, four modern languages, 25,000 Kaitars.
2. Four merchant skills, four modern languages, 20,000 Kaitars.
3. Four merchant skills, three modern languages, 15,000 Kaitars.
4. Three merchant skills, three modern languages, 10,000 Kaitars.
5. Three merchant skills, two modern languages, 5,000 Kaitars.
6. Two merchant skills, two modern languages, 3,000 Kaitars.
7. Two merchant skills, one modern language, 2,000 Kaitars
8. One merchant skill, one modern language, 1,000 Kaitars
9. One merchant skill, 500 Kaitars.
- 10+. Nothing.

#15 *Merchant skills*

- | | |
|---------------------|----------------------|
| Animal breeder | Astronomer/navigator |
| Apothecary | Auctioneer |
| Baker | Jeweler-goldsmith |
| Bawdyhouse operator | Locksmith |
| Blacksmith | Perfumer |
| Bootmaker | Ship captain |
| Botanist | Slaver |
| Fisherman | Smith-armourer |
| Geologist | Tailor |
| Grocer | Tanner |
| Innkeeper | Wheelwright |
| Interpreter | Wine-maker |

#16 *Warrior's Legacy*

1. Four warrior skills, four military skills.
2. Three warrior skills, four military skills.
3. Three warrior skills, three military skills.
4. Two warrior skills, three military skills.
5. Two warrior skills, two military skills.
6. One warrior skill, two military skills.

- 7. One warrior skill, one military skill.
- 8. One warrior skill.
- 9. One military skill.

10+. Nothing

#17 Military Skills

Assassin/spy/tracker	Bootmaker
Astronomer/navigator	Chlen driver
Blacksmith	Cook
Cryptographer	Rope/net maker
Engineer/architect	Sail-maker
Fletcher	Sailor
Hunter	Ship captain
Interpreter	Slaver
Mason	Smith-armourer
Mountaineer	Swimmer/diver
Orator	Tailor
Physician	Wheelwright

#18 Slave's Legacy

- 1. Nothing
- 2. Nothing
- 3. Chlen driver
- 4. Cook
- 5. House servant
- 6. Overseer

#20 Tradesman's Legacy

1-3 Plebeian skills

#22 Professional's Legacy

1-3 Noble skills

#23 Criminal's Legacy

- 1. Sneak thief (Dexterity 41+)
- 2. Pick pocket (Dexterity 61+)
- 3. Mugger (Strength 41+)
- 4. Pimp
- 5. Pusher
- 6. Grifter (IQ 41+)
- 7. Burglar (Dexterity 41+)
- 8. Gambling cheat (Dexterity 41+)
- 9. Strong arm man/assassin
- 10. Kidnapper/slaver

#19 Laborer's Legacy

- 1. Nothing
- 2. Chlen driver
- 3. Sailor
- 4. Hunter
- 5. Farmer
- 6. One plebeian skill

#21 Craftsman's Legacy

1-3 Skilled skills

- 11. Smuggler
- 12. Extortionist
- 13. Forger (Dexterity 81+)
- 14. Usurer
- 15. Counterfeiter (Dexterity 81+)
- 16. Protection racketeer
- 17. Gambling racketeer
- 18. Political racketeer
- 19. Racket organizer (IQ 61+)
- 20. Kingpin of Crime (IQ 81+)

HOW TO USE THE BIRTH TABLES

- 1) Construct the characters Basic Talents via EPT section 410.
- 2) Roll a six-sided die and consult the "Father's Social Caste" table (#1) to find the character's social status.
- 3) Roll a six-sided die and consult the "Character's Sibling Rank" table (#2) to determine the character's rank in his own family.
- 4) Having found the social caste of the character's father in step 1, now roll a six-sided die and consult title table (numbers 4 through 9) appropriate to the case to find what title the father held in his caste.
- 5) Finally, to discover what interest the character's father showed in improving his son's training, roll a die and discover if he was neglectful, average, or favoring in respect to the child. If he was neglectful, roll a four-sided die and consider the result a positive number. If favoring, roll a four-sided die and consider the result a negative number.
- 6) Add the number reflecting the character's sibling rank (step 3) the number representing the father's title (step 4) and the positive or negative number corresponding to the father's neglect or favoritism. This sum derives the legacy the son receives before beginning play, as per tables 10 through 23.

For example, a character who is the second son (+2) of a noble count (+3), fondly looked on by his parent (-2), would acquire Legacy #3 on the list of the "Noble's Legacy," Table #10. In other words he falls heir to two professional skills, two Group I spells, three aristocratic skills and 10,000 Kaitars.

After the character has been granted all the terms of his inheritance and early education, the player proceeds to section 420 and 430 in the standard rules. This action represents what the character has learned on his own. He should, however, subtract 15% from his percentile die roll for both original and professional skills. A character who, by this calculation, gets a percentile score of less than 01 should treat the result as 01.

When the players acquire original or professional skills by percen-

tile die roll, they acquire talents other and in addition to those learned "at home." For example, a character who has learned one Professional skill at home rolls a percentile result of 51-80: "Choose 4 from the first 5." He may instead choose 4 skills from the *second* through the *sixth* on the list; he has learned the first before leaving home. Remember, always take professional skills learned at home in order, from the top of the lists in sec. 430.

TERMINOLOGY

Group I, II and III spells refer to the spell lists in PT sec. 510.

Professional skills refer to the talents of a Warrior, Priest and Magic User (PT sec. 430). A noble's offspring may choose his skills from any *one* of the three lists, reflecting special tutoring according to the child's ambitions. Warriors, Priests and Magic Users may only teach their children their own professional skills.

Aristocratic, military and merchant skills represent opportunities for education or vocational training in the different castes. Lists of these skills follow the appropriate legacy tables (see #11,15,17).

Plebeian, skilled or noble skills are selected from the three lists in the original skills section of the rule book (EPT sec. 420).

THE HOME TRAINING OF COMMONERS

The legacies of commoner-born characters are determined by simple die rolls. A slave's or Laborer's heir may acquire only one skill (or none) — determined by rolling once on tables #18 or 19 respectively. The sibling rank of the character is ignored.

The heirs of Tradesmen, Craftsmen or Professionals are selected from the respective Plebeian, Skilled and Noble skill list in section 420. One to three skills are selected, the number determined by a die roll.

The heirs of Criminals determine their skills by rolling a twenty-sided die. The number rolled is the most advanced criminal trade they can learn. But the number divided by two (round up) represents the number of skills that can be learned at home. For example, a criminal's son rolls a 15 on the die. He may choose any skill from sneak thief (# 1) to counterfeiter (#15). But he may only choose 8 of them (15/2). He may not choose any skill for which he does not have the aptitude. That is, a character with a dexterity of only 55 could not be a pick pocket, gambling cheat, forger or counterfeiter.

CHOOSING ONE'S OCCUPATION

One can benefit most from a father's training by following his occupation. For example, an heir to Priest's legacy #3 could enjoy it fully if he was a priest himself. If a magic user, he could not benefit from the priestly skills. If a warrior, he could benefit from neither the priestly skills nor the Group I spell. Naturally, a character with a psychic ability of, say, 03 could not learn a spell even if he was a priest or magic user.

BORROWING MONEY ACCORDING TO SOCIAL RANK

Characters of high social rank find it easier to borrow money. Money may be borrowed from either legal moneylenders or illegal usurers. Characters borrow money up to one hundred times their social point total. That is, 100 Kaitars for each social point.

Moneylenders' loans run at 20% interest per month, compounded. If not paid back in time, the law permits the arrest of the debtor and the seizure of twice the amount of the debt for damages. If the debtor's property is insufficient, the debtor may be taken as a slave or thrown into prison, as the creditor prefers. Moneylenders keep in touch with one another and prevent characters from borrowing from them more than their due.

If a character goes to an illegal usurer, he may borrow up to his permitted loan level once again, even if fully indebted to legal moneylenders. Usurers' rates are 10% per week, compounded. If the loan is not repaid in time, usurers command many strong arm men and have long memories. A captured debtor is robbed of all he possesses — and if that is not at least twice the owed amount, he will be slain in vengeance.

SOCIAL POINT AWARDS

Noble antecedents: 10 social points	
Priestly antecedents: 8	Second born rank: 4
Magic User antecedents: 6	Third born rank: 3
Merchant antecedents: 4	Fourth born rank: 2
Warrior antecedents: 2	Fifth born rank: 1
Commoner antecedents: 0	Bastard: 0
First born rank: 5	For each level of experience: 2

Continued on page 47

GAMMA WORLD*

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Blueprint For A Lich

Vampire's Blood, Belladonna & A Virgin's Heart Well Simmered

by Len Lakofka

Liches are high level clerics or magic users who have become very special undead. Before becoming a Lich, the cleric or magic user must have been at least 14th level in life, although 18th level is most common. Once a lich is created, it might drop in level, but below 10th level, one can not exist.

Preparation for Lichdom occurs while the figure is still alive and must be completed before his first "death." If he dies somewhere along the line and is resurrected, then he must start all over again. The lich needs these spells. *Magic Jar*, *Trap the Soul*, and *Enchant an Item*, plus a special potion and something to "jar" into.

The item into which the lich will "jar" is prepared by having *Enchant an Item* cast upon it. The item cannot be of the common variety, but must be of high quality, solid, and of at least 2,000 g.p. in value. The item must make a saving throw as if it were the person casting the spell. (A cleric would have to have the spell *Enchant an Item* and *Magic Jar* thrown for him and it is the contracted magic user's level that would be used for the saving throw.) The item can contain prior magics, but wooden items are not acceptable.

If the item accepts the *Enchant an Item* spell (this requires 18+ (Z-O) hours), then *Trap the Soul* is cast on the item. *Trap the Soul* has a chance to work equal to 50% + 6%/level of the magic user/cleric over 11th level. (A roll of 00 is always failure.) If the item is then soul receptive, the prepared candidate for Lichdom will cast *Magic Jar* on it and enter the item. As soon as he enters the jar he will lose a level at once and the corresponding hit points. The hit points and his soul are now stored in the jar. He then must return to his own body and must rest for 2-7 days. The ordeal is so demanding that his top three levels of spells are erased and will not come back (through reading/prayer) until the rest period is up.

The next time the character dies, regardless of circumstances, he will go into the jar, no matter how far away and no matter what the obstacles (including *Cubes of Force*, *Prismatic Spheres*, lead boxes, etc.). To get out again, the MU/Cleric must have his (or another's) recently dead body within 90 feet of the jar. The body can be that of *any* recently killed creature, from a mouse to a kirin. The corpse must *fail* its saving throw versus magic to be possessed. The saving throw is that of a one-half hit die figure for a normal man, animal, small monster, etc., regardless of alignment, if the figure had three or fewer hit dice in life. If it had four or more hit dice, it gains one of the following saving throws, according to alignment: Good Lawful, Good Chaotic, Good Neutral — normal saving throw as in life; Neutral Lawful, Neutral Chaotic, Pure Neutral — normal saving throw as in life -3; Evil Lawful — saving throw -4; Evil Neutral — saving throw -5; Evil Chaotic — saving throw -6. The corpse can be dead no longer than 30 days. If it makes its saving throw, it will never receive the lich. The MU's/Cleric's own corpse can be dead any length of time and is at -10 to receive him. He may attempt to enter his own corpse once each week until he succeeds.

If the lich enters another's corpse, he will have the limited abilities of the corpse when it comes to physical strength. Intelligence and wisdom will be his own, regardless of what the corpse had. It can have no more than four hit dice, and will behave as a wight, but has no energy draining ability. If the corpse could cast spells in life, then the possessed corpse may cast up to, but not beyond, the 4th level of spell ability. The wightish body will be telepathic if the corpse could speak in life.

In the wightish body, the lich will seek his own body and transport it to the location of the jar. Destruction of his own body is possible only via the spell *Disintegrate* and the body gets a normal saving throw versus the spell. Dismemberment or burning the body will not totally destroy it, as the pieces of the corpse will radiate an unlimited range *Locate Object* spell. Naturally it may be difficult for the lich to obtain these pieces/

ashes, but that is another story. If and when the wightish body finds the remains of the lich's original body, it will eat them and after one week will metamorphosis into a humanoid body similar to that of the lich's original body. Once the lich is back in his own body he will have the spell he had in life and never has to read/pray for them again. In fact he *can not*, except once to "fill up" his spell levels. As a lich, he can *never* gain levels, use scrolls, or use magic items that require the touch of a living being.

Each time the lich returns his life force to the jar, it always costs him a level. When he drops to 10th level, any subsequent return to the jar destroys the lich. The lich will try to teleport back to the jar, however, before he is "killed" (that is, before he goes to zero hit points). If he does go to zero points, he is destroyed forever! If he has the spell *Teleport*, the lich can transport his body, also, but just his "life force" goes back into the jar. (He does *not*, however, need the spell *Teleport* to get just his life force back to the jar, although if he loses his body in this manner, he must start the search for it all over again.

If his body is disintegrated then the lich can only be a Wightish body unless he can find someone to cast a WISH for him to get the body back together again. The jar must be on the *prime material*, the *negative material* or the *positive material plane* and of course he must have a means of gaining access to the appropriate plane in the first place.

A living person will never radiate anything that will indicate he is prepared for Lichdom. No *Charm* will ever make him tell this fact or where his jar is hidden! However a Charm can make him tell *what* the jar is. In like manner, *Locate an Object* will not find a Lich's Jar unless a God ranked figure is willing to cast the spell and its range is limited to 100 miles in only one plane!

The Lich must find a means of continual access if he places his Jar on another plane. Hirelings can be charmed (paid) to keep a supply of dead bodies (under 30 days) at his disposal but that is risky. A Jar hidden too well may never offer a corpse for him to enter. A Lich may elect to commit suicide to save himself a lot of trouble later on.

Preparing the body of the living figure is done via a potion. The potion is difficult to make and time consuming. It requires these items;

- A. 2 pinches of pure arsenic
- B. 1 pinch of belladonna
- C. 1 measure of fresh phase spider venom (under 30 days old)
- D. 1 measure of fresh wyvern venom (under 60 days old)
- E. The blood of a dead humanoid infant killed by a phase spider
- F. The blood of a dead humanoid infant killed by a mixture of arsenic and belladonna
- G. The heart of a virgin humanoid killed by wyvern venom
- H. 1 quart of blood from a vampire or a person infected with vampirism
- I. The ground reproductive glands of 7 giant moths (head for less than 60 days)

The items are mixed in the order given by the light of a full moon. When he drinks the potion (all of it) the following will occur;

- | | |
|-------|---|
| 1-10 | No effect whatsoever other than <i>all</i> body hair falling out — start over! |
| 11-40 | Coma for 2-7 days — the potion works! |
| 41-70 | Feebleminded until dispelled by <i>Dispel Magic</i> . Each attempt to remove the feeblemind has a 10% chance to kill him instead if it fails. The potion works! |
| 71-90 | Paralyzed for 4-14 days. 30% chance that permanent loss of 1-6 dexterity points will result. The potion works! |
| 91-96 | Permanently deaf, dumb or blind. Only a full wish can regain the sense. The potion works! |
| 97-00 | DEAD — start over . . . if you can be resurrected. |

PUTTING TOGETHER A PARTY ON THE SPUR OF THE MOMENT

©by Gary Gygax

There are times — often if you attend many conventions — when you will have a group of players desiring to adventure in your campaign who have no suitable characters with which to do so. You might want only low, medium, or high level characters for the particular scenario you have in mind, and regardless of level it is certain that you will not wish to have ultra-powerful (considering character level) or strange magic items in the group. It therefore becomes necessary to have the party generate special characters on the spot, and this takes up valuable playing time. In order to reduce this to a minimum, the following system, one which I have developed perforce from DMing conventions, is suggested:

Abilities: Players roll 4d4, discarding the low die, for abilities, arranging scores as they like.

Race & Class: After generating ability stats, each player selects the race and class of his or her character as desired, making adjustments accordingly.

Alignment: Make certain that the alignments allowed to participants are not so diverse so as to cause a breakdown in the game due to player quarrels. You may require players to select from two or three compatible alignment types if you think best — such as neutral, neutral good, and lawful neutral, for example.

Level: For low level, you might use random dice to find if players are levels 1-2, 1-3, 2-4; medium range might be 5-7, 5-8, or 7-9; upper range is typically 8-10, 8-11, or 9-12. *Multi-class* races are best handled by adding 1 level per profession to the level generated, and then dividing the total by the number of classes involved, counting all fractions as whole numbers.

Standard Equipment: Assuming that these are not 1st level characters, you will probably find it best to allow them to take whatever is desired, reminding them that they can only carry so much, and then quickly checking the character sheets before the start of the adventure. Whatever restrictions you decide to place upon standard items is, of course, your own business. Technologically impossible items, and items that you deem unlikely to be used can always be refused to the party.

Magic Items: If the party is assumed to have been adventuring for some time, however brief, then it is probable that one or more of their number would have acquired certain magic items. In order to reflect this likelihood, use the following tables for the various classes of adventurers, as applicable to your group:

PROTECTIVE ITEMS TABLE

Character Class	Per Level Chance For Shield, Armor, Etc. (Typically + 1)						
	Shield	Plate	Banded	Chain	Leather	R. of Pr.	Bracers*
CLERIC	10%	5%**	6%**	8%**	—	2%	—
Druid	—	—	—	—	8%	5%	—
FIGHTER	10%	6%**	8%**	10%*	—	—	—
Paladin	10%	6%**	8%**	10%**	—	—	—
Ranger	8%	5%**	7%**	15%**	—	—	—
MAGIC-USER	—	—	—	—	—	15%	4%
Illusionist	—	—	—	—	—	15%	4%
THIEF	—	—	—	10%	10%	4%	—
Assassin	8%	—	—	—	10%	3%	—

*Bracers of AC 6 value.

**Only one sort of armor may be gained, so the character must have a decision as to what type before the odds are computed and the percentile dice are rolled.

Multiply level by percentage chance to determine odds; then roll percentile dice, and if the score is equal to or less than the percentage chance, the character has the item. There is a 1% chance per level of experience of the character that any item will be above average — +2 or bracers of AC 5. If the chance for having the item was greater than 90%, add the percentage above 90% to the chance for the item to be above average. If the resulting roll indicates an above average item, then see if it goes up to + 3, or bracers of AC 4, on a straight 1% per level of experience chance. *Example:* Gonzo the 9th level ranger discovers that he has magic chain mail, having opted to take a sure thing with a 135% chance. Gonzo's level (9) plus the percentage chance above 90% (45%) are added together to find the chance for +2 chain — 9% +

45% = 54%. Percentile dice are rolled, and the result is 51, so Gonzo now has at least +2 chain. A third check is made, and it is discovered that he has just +2 as the dice roll was 99.

WEAPONS TABLE

Character Class	Per Level Chance For Weapon (Typically + 1)						
	Dagger	Sword*	Mace	Battle Axe	Spear	Bow	15 Bolts +2
CLERIC	—	—	12%	—	—	—	—
Druid	10%	—	7%	—	10%	—	—
FIGHTER	10%	7%**	—	10%**	8%**	1%	10%**
Paladin	10*	10%**	—	10%**	10%**	—	—
Ranger	10%	9%**	8	9%**	8%**	5%	10%**
MAGIC-USER	15%	—	—	—	—	—	—
Illusionist	15%	—	—	—	—	—	—
THIEF	12%	11%	—	—	—	—	—
Assassin	10%	5%**	5%**	5%**	5%**	—	1%
Monk	1%	—	—	—	2%	—	—

* Scimitar in the case of druids, short swords for characters less than 5' tall, long swords in all other cases, except the character may opt for a short sword if desired.

** As with protective items, only one category of weapon of this type may be had, so before finding odds the player must state which his or her character wishes to go for.

Chances for +2 or +3 weapons are the same as for protective items. You may alternately give special features instead, to swords, i.e. +1 sword Flame Tongue, or +2 sword, Giant Slayer. Add a *crossbow of speed* to +2 bolts if a +3 is indicated, otherwise double their number only.

POTIONS TABLE

Character Class	Per Level Chance For Having Potion	Maximum No. Of Potions	Possible Potion Types
Druid	11%	2	2. Diminuation
FIGHTER	8%	1	3. Extra-healing
Paladin	6%	1	4. Fire Resistance
Ranger	7%	1	5. Flying
MAGIC-USER	10%	1	6. Gaseous Form
Illusionist	10%	2	7. Growth
THIEF	9%	2	8. Healing
Assassin	5%	1	9. Invisibility
Monk	4%	1	10. Polymorph Serf

You may allow characters to have whatever potion(s) suit them, or you can dice to find them at random. Any score of 100% or more for having a potion MUST be allowed to select their own, as this reflects the fact that such characters would have supplies of them available to choose from.

SCROLLS TABLE

Character Class	Per Level Chance For Having Scroll	Type of Scroll (And Level)		
		Protection	1 Spell*	3 spells**
CLERIC	8%	no	1-3	1-4
Druid	7%	yes	1-3	1-4
FIGHTER	9%	yes	—	—
Paladin	4%	yes	—	—
Ranger	5%	yes	—	—
MAGIC-USER	15%	no	1-4	1-6
Illusionist	12%	no	1-3	1-4
THIEF***	6%	yes	1-3	1-4
Assassin***	3%	yes	1-3	—

* Determine randomly, but only normally useful spells for the sort of adventure undertaken.

** Normally given only if no other types of scrolls are in the possession of the character, otherwise as above.

*** Only one scroll type available. If spell scroll, they will be magic-user spells, otherwise as above.

MISCELLANEOUS ITEMS

If the party is generally above 5th level and going into a hazardous area, or if the party is generally above 8th level, then you might determine it advantageous to award from one to four miscellaneous items according to the following list. Large groups are less likely to need such items. Higher level characters are more likely to have them despite numbers. Selection can be by you or by the party, as you deem best. You may

Continued on page 39

STRENGTH COMPARISON TABLE

Thomas Holsinger

The strength requisite of D&D characters is often increased, and sometimes decreased, due to magic items, potions, the touch of monsters such as Shadows, etc. There is a need for a table to show players and referees what happens when strength goes above 18/100 and below 3. Some of us refs also hand out girdles of kobold strength and gauntlets of pixie power, and we need monster equivalent strengths for those. In addition, some monsters often use weapons and there is a need to add strength bonuses to their basic weapons damage in a systematic way.

The table presented here is an attempt to meet those needs. Natural strength can never exceed the racial maximums given in the *Player's Handbook*, though magic can temporarily and sometimes permanently (wishes) increase strength beyond that. All hit probability and damage bonuses are cumulative.

This table is to be used in two ways. First, when monsters use weapons, one should simply add the monster's average racial strength bonuses from this table to the damage done according to the *Player's Handbook Weapon Table*, PROVIDED the monster is man-sized or larger. If the monster is smaller than man-sized, use the accompanying *Smaller than Man-sized Weapons Table* and do not add the average racial strength bonuses given here.

The other method is to roll 3d6 as usual and add the strength bonuses from that to the average racial strength of the monster (including percentile rolls for 18/? strength). Thus you can have an exceptionally strong or weak ogre. This can be especially important when player-characters are polymorphed into monsters; their personal strength bonuses carry over to their monster forms. This second method should chiefly be used to add a little individuality to your monsters.

When monsters are being run as player characters, they do not start using the *Monsters Attacking Table*, rather they use the *Men Attacking Table*, with bonuses for racial strength and personal strength, and increase hit probability as they go up in experience as fighters.

Some changes have been made from the *Players' Handbook Strength Table*. Magic items in the *Dungeon Masters' Guide* should be modified to fit this table; i.e., Gauntlets of Ogre Power would be plus 3 to hit and plus d6 in damage rather than plus 2 to hit and plus d8 in damage. Demons and devils should have strengths of 20-25 depending upon type, at the referee's discretion.

The inspiration for this came from the strength table in Dave Hargrave's *Arduin Grimoire II*.

Arduin Grimoire II.

STRENGTH DIE ROLL	EQUIVALENT MONSTER	STRENGTH	HIT PROBABILITY	DAMAGE
0	0 none			
1	1 Brownies		-4	-d6
2	2 Leprechauns		-3	-d4
3	3 Pixies		-2	-1-3
4	4 Gnomes, Halflings, Kobolds		-2	-1-2
5	5 none		-1	-1-2
6-7	6-7 Goblins, Nixies		-1	-1
8	8 none		-1	normal
9-12	9-12 Elves, Humans, Orcs		normal	normal
13-14	13-14 Dwarves		+1	normal
15-16	15-16 Hobgoblins		+1	+1
17-18/01-75	17-18 Lizard Men		+2	+1-2
18/76-90	19 Gnolls		+2	+1-3
18/90-99	20 Bugbears		+2	+d4
18/100	21 Ogres, Trolls		+3	+d6
	22 Hill Giants, Ogre Magi		+4	+2-9
	23 Stone Giants		+4	+2d6
	24 Frost Giants		+5	+3d6
	25 Fire Giants		+5	+4d6
	26 Cloud Giants		+6	+5d6
	27 Storm Giants, Titans		+6	+6d6

There are a lot of aspects of strength which should be left to the discretion of the referee. Flesh and bone are not increased in their load-bearing properties by magic, so there is a fairly good chance that tendons would be ripped, cartilage tom and bones fractured when using magically increased strength for purposes besides melee. A character might have the strength to pick up and throw a boulder like a

giant, but his joints would probably fail messily if he tried. Not to mention such details as whether or not his arms and hands are broad enough to get a grip, if he has the leverage and balance to get under it and not fall on his nose, etc.

This table is meant to be used in conjunction with *Smaller than Man-Sized Weapons Table* for smaller than man-sized characters and monsters. Example: a hobbit with 16 strength attacks with a hobbit-sized Battle Axe. His 16 strength from this table is one lower than the maximum possible allowed for hobbits from the *Players' Handbook* strength table and is permissible (though not if he suffers a sex change from magic, in which case it would be reduced to 14) so he is plus 1 to hit and plus 1 in damage. The hobbit equivalent of Battle Axe does one d4 of damage, so this hobbit's damage is 2-5.

A human cursed with a Girdle of Hobbit Strength would be minus 2 to hit and minus 1-2 points in damage with a man-sized battle axe, modified by a strength of say 16, to minus 1 to hit and minus 1 to damage, for potential damage of 1-7 points. The difference is that the human is using a man-sized axe, which with his reduced strength is rather unwieldy, but it is heavier and has the potential to do greater damage than the hobbit axe wielded by a strong hobbit.

Damage can never be reduced below one point no matter how many reductions there are.

WINNERS



Cartoon by JD

winning entry:

So I said, "Stop or I'll shoot . . . Stop or I'll shoot. . . Stop or I'll shoot. . ."

Martin Connell, Mendham, NJ

2nd place:

"I would like to speak with the DM privately for a moment."

Michael J. SeStefano, Springfield, MO

3rd place:

"Stoicism at its best."

Larry Yang, Rancho Palos Verdes, CA

honorable mention:

"He keeps muttering something about 'pain' and 'all in the mind' . . ."

W. Morris, Canada

"You may think I'm worried, but the fact that he didn't dodge the arrows proves he can't be very good."

E. Metheny, CA

"You sure are a pain in the neck . . . and the back, and the stomach, and the arms, and the legs. . ."

T. McQueen, MI

"Could you move this one arrow, it hurts."

J. Ward, WI

"Fred, Flower says there's an ambush ahead."

G. Graves, WA

"We better advertise for a new arrow catcher."

L. Swedis, MA

"So much for the Quivering Palm!"

K. Thompson, NY

"I hate people who yell when I've got a headache."

W. Morris, Canada

"Don't tell me. He made his saving throw."

R. Dushay, NY

"Faster than a speeding arrow, be's not."

W. Morris, Canada

"Wait till I find the guy who sold me these magic arrows."

C. Cottle, CT

We wish to thank those (over 200) others who submitted entries. Judging them was a task of hilarity. We regret only that space limitations do not allow us to print the many other amusing entries. Watch for the 2nd semi-regular TD caption contest. . .

Rumbles, cont. from pg. 1

guarantee that every letter sent will be published; the one letter I mentioned is the only printable one out of the grand total of five that we received.

Joe Orlovski is no longer with TSR Periodicals, much to our regret. He has transferred to TSR Hobbies, Inc., to become fulltime GenCon Coordinator and Convention Director. I would like to thank Joe publicly for the fine job he has done in the past, particularly while I was recovering from my surgery last winter. Had it not been for his yeoman efforts, Periodicals might well have floundered. We wish him well in his new position.



Editor

AND NOW, A FEW WORDS FROM THE NEW KID ON THE BLOCK. . .

"Gee, three weeks ago I couldn't even spell ~~editor~~ editor, and now I am one!"

Well, my first half-a-rumble. As the Kindly Editor (my boss) said earlier, I'm Gary Jaquet (henceforth to be known as "Jake" — we already have one Gary around here). Some of you already know me, as I've been hanging around the game world for some years now. Actually, I got into board games in high school back in the '60's, but when D&D appeared in '74, I was hooked for good. Oddly enough, it was that period in my life that has put me where I am today, here in *The Dragon* offices.

I was minding my own business, attending Southern Illinois University at Carbondale, Illinois, majoring in journalism. One day I stopped in at one of my regular haunts, the Downstairs Arcade pinball arcade. There behind the counter was a bearded, slightly balding man rolling strangely shaped dice and making notations on graph paper. Being the curious being that I am, I asked what he was doing. That was it! I had to have a set of D&D rule books right away. And, if you haven't guessed by now, the man behind the counter was none other than Tim Kask. Tim and I developed a fast friendship and from then on, most any evening you could find us both, along with a few other crazies, at Tim's house, exploring dungeons.

Tim graduated in '75 and went straight to Lake Geneva to be editor of the old Strategic Review, and eventually *The Dragon*. I graduated in '76, and with the extreme lack of jobs in the journalism field at the time, started working construction. In the past three years, however, my interest in gaming has, if anything, increased. I free-lanced a few articles for *The Dragon*, started attending all the cons in Lake Geneva, wound up co-authoring TSR's *Gamma World*, and, surprise, surprise, got offered the job of assistant editor of *The Dragon*.

It took me about three seconds to make the decision.

After three years of working in the elements, carrying things that weigh more than I do, and just generally wasting away in Peoria, Illinois, it almost seems immoral to be paid for sitting in my own office, working at a trade I spent seven years preparing for in college, and dealing with a subject I enjoy as recreation. From watching a clock to see how much longer it would be till I got to go home, I

Sorcerer's Scroll, cont. from pg. 30

any comment at all—save perhaps from those on the receiving end. There are also a couple of other points which should be mentioned. Those who read what was said noted that I mentioned two offerings by name. This in itself, and despite the generally bad things said, was actually a favor, the old axiom about the superiority of being attacked rather than being ignored coming into play. It is true. Coupled with the comparison to early amateur press efforts in wargaming, it offers these publications, and all the other amateur efforts, a chance to show the whole hobby just how wrong and stupid I am by publishing material of superior quality which does not resort to invective, character assassination, libel, slander, or various and sundry cheap shots, relying rather on honest efforts at quality contents to interest readers. *DUNGEONEER* took this approach in the first place, and it has done well. Perhaps other publishers will take a page from their journal and turn things around in the amateur adventure gaming press. If so, I'll be among the first to give congratulations, in print! Meanwhile, I have had the misfortune to view a so-called professional fantasy gaming oriented magazine's first issue; this contained mostly numerous boring commentaries by some folks who are trying hard to make a name for themselves in gaming, principally by insulting the leaders in the hobby. This is regrettable but understandable when one is dealing with amateurs; it is deplorable in a professional magazine. Even though it is the house organ of an aspiring publisher, such journalism cannot succeed for long. That sort of work will have to change quickly or the magazine won't see many issues.

So much for this issue's SORCERER'S SCROLL. Here's to the fun of gaming, win or lose!

now find myself worrying that I don't have enough time each day to do all the things I want to see in the next issue of the magazine. Quite a change.

At any rate (how 'bout 18½%), I find myself filling Joe Orlovski's shoes (or at least one of them) as he moves on to become GenCon Co-ordinator full time. My duties as assistant editor, in addition to all the editorial/lay-out/paste-up/production responsibilities Tim and I share together, will include subscriptions and circulation. With this transfer, unfortunately, there are bound to be a few delays/foul-ups. Joe is doing his best to touch all the bases with me before he leaves the magazine entirely, but, if he forgets to tell me there are two address change cards back in the bottom of the left hand filing cabinet, I may not find them for a few days. So please bear with me. Full and fair restitution will be given to any problems incurred during this transition period. The impossible just takes a little longer.

You'll start seeing a few changes in *The Dragon* with this issue, new features, columns, etc., and as the summer progresses, there will be more. Tim and I have been talking about the magazine for the last three years, and now we have the opportunity to work on it together. We both have great expectations.

Keep those cards and letters comin' folks. See you next month.



Assistant Editor

Party Formation, cont. from pg. 37

add or delete items as desired, but remember that those shown are chosen to maintain a low key of power.

1. Feather falling ring
2. Warmth ring
3. Water walking ring
4. Wand of Negation
5. Wand of Wonder
6. Bag of holding (500 pound capacity)
7. Boat, folding (small rowboat)
8. Brooch of shielding
9. Cloak and boots of Elvenkind
10. Javelin of lightning, pair
11. Javelin of wounding, pair
12. Necklace of adaptation
13. Robe of useful items — SEE BELOW
14. Rope of climbing
15. Trident of warning
16. Wings of flying or boots of levitation

Items On A Robe Of Useful Items (Select 7-12)

BONFIRE, small
 CASK, 1-3 = water, 4-5 = wine, 6 = brandy (3 gallon capacity)
 CALTROP, six
 CROWBAR, 4' tempered iron
 DAGGER, silver
 DOG, WAR
 DOOR, standard size, oak with iron bindings and bar
 GEM, 100 gold piece value
 LADDER, 12' long
 LANTERN, bullseye
 MALLET & STAKES
 MEAT, haunch of roast mutton, venison, etc.
 MONEY, stack of 50 silver coins
 MULE, pack
 OAK TREE, 30' high, large
 OWL, GIANT
 PICK, standard digging
 POLE, 10'
 ROOSTER
 ROPE, 50' coil
 SHOVEL
 TORCH, flaming
 WASP NEST, normal, about 200 wasps

When you are thoroughly familiar with this system, you will be able to ready a party of players for an adventure with a minimum amount of time and effort on your part, and do so with relative assurance that they will be about right for the area they will adventure in. Your comments on this system will be appreciated.

Tribes of Crane

Jeff Neufeld

Tribes of Tome (T of C) is one of the several new plays by mail games to appear on the market. It was started around June, 77 and has been growing ever since. *T of C* cannot be compared to any other game I know, but its roots can be seen in several books, most noticeably *Gor*, at least to me.

The game is set on the planet of Crane and each player represents a tribe. To start off the game you pick: your tribe type (wandering [herdsman], war, merchant, or sea people [floating merchants]) which effects your initial belongings; the climate you wish to start in; the terrain you wish to start in. Once this is done you are sent a sheet which has the manpower of your tribe, the size of your herds, and your score. You send back your turn, which will consist of a move or stand order, a combat order, a transaction order, and any special orders you wish to include. The move order merely states which way you want to move, while a stand order means you don't want to move at all. In addition, you can scout one adjacent sector each turn. The combat command consists of choosing one of several tactics which can have an advantage or disadvantage depending on what tactic your opponent chooses.

The transaction section deals with training warriors, buying and selling of goods or herds in a city, or trading between players. Your herds are the major source of income to your tribe. By selling off their growth, you gain gold with which to buy other articles or train warriors. Other sources of income are the artifacts you find in your travels which can be sold in cities. You yourself can develop other sources of income through the use of the special orders section. Upon questioning I found that no slave trade existed on the planet, yet . . .

Your score in *T of C* is based on a system where each turn you gain points depending on your possessions, which is added to the points you received on previous turns, and then divided by the number of turns you have played, giving an average score. This allows new players to have scores comparable to older players.

The last section of your turn is the special orders section. Properly utilized, this is the best part of the game. One of the advantages of the game being run by people; and not computers, is that you can send in original orders, or complicated ones and the gamesmaster can implement them. What can be done here is virtually unlimited. For instance, you can push development of a better crossbow, or breed faster horses. The big advantage of having a gamesmaster is that he can decide on the feasibility of new ideas.

Another advantage is felt in combat. You can list several options for your tribe, depending on what happens that turn. You can say you will attack anyone you outnumber by 3-1 using a frontal attack option, if the opponent is greater than 1/3 your strength but outnumbers you by less than 2-1 you won't attack, but if attacked you will use a stand and defend option, and if he outnumbers you by more than 2-1 you will use the panicked rout option.

At the beginning of each month your tribe will grow, with the amount of growth depending on the terrain you're in at the time. It follows a logical system, so your cattle herd will grow faster on temperate grasslands than on arctic glaciers. Your people will grow, depending on how large your herds are.

One of the advantages of moving around is that you can find things like wild cattle, artifacts, miscellaneous creatures that attack your herds (not so good) and information tokens. Information tokens can range from the mundane to the priceless, and into the unknown. I have one token which resembles a collection of Chinese highway signs. I have no idea what it means but that doesn't make it less

interesting. I find it more fun to play if you don't know everything.

There is a lot to *T of C* which makes it a great game to play. There are up to 1200 players in one game, and the map is so large that you can never explore all of it. There is also a system of character promotion if you have been unusually successful.

The history of Crane is that at one point in time the people grew very wise and powerful and began to settle in cities. Then plagues struck and wiped out most of the population, while what was left wandered in desolation. By now the tribes have recovered somewhat, and in addition to founding new cities, they are now able to afford politics again. There is the traditional government known as the Grand Union and then there is the 'rebel alliance' consisting of the Dark Union, the Blood Thrust, and the Cult. They are dedicated to the overthrow of the Grand Union, though not necessarily together. If you wish you may remain neutral or become involved, to your advantage or downfall, as circumstance dictates.

Here is some information that will interest people already involved in the game or plan to be. Crane has approximately 100 cities, over a thousand named characters (knowing someone's name will give you some influence over him, and named people are usually powerful), 300 barbarian tribes, and at least 25 special information sheets, with more coming. Eventually, and infrequently, a newsletter will be published (free) containing general information and playing hints.

Some other nice things about *T of C* is their habit of sending a return addressed envelope with each turn and their ability to get turns out promptly, not like a certain unnamed computerized play by mail company who take forever and a day to get a *Star Web* turn out. The one disadvantage I find with *T of C* is the lack of player interaction. However, overall I would say that *Tribes of Crane* is an excellent game and worth every penny it costs to play. Should you play I hope you will enjoy it as much as I have. May all your victories be glorious, your defeats unknown.

Tribes of Crane is available from Schubel & Son. It costs \$1 to set up and each turn costs \$1.50. . .

Schubel & Son
P.O. Box 214848
Sacramento, Ca. 95821

War in the Frozen North: A Review of Ice War

Tony Watson

With its emphasis on Soviet/US confrontation and the dwindling supply of energy resources available to America, Metagaming's new Micro-Game, ICE WAR is a SF game that is all too plausible. The year is 2007 and the Eurasian Socialist Alliance (just about every nation in the world but the US) is planning a daring raid across the arctic ice to destroy the United States' last reserve of petroleum at Prudhoe Bay, and hopefully, by such action, bring to an end the conflict that has gone on too long. ICE WAR comes in the now familiar Micro-Gram format: a package consisting of a twenty-four page rules booklet with a full color cover, an 8" x 14" two color paper map, and a counter sheet of 135 thinboard counters. The USA units are chocolate brown silhouettes and numbers on white, with their communist enemies just the inverse.

The rules to ICE WAR are fairly standard, but enough attention has been paid to the unique setting of the game to include points that add considerably to the game's flavor. Rather than just basic movement factors, there are five modes of movement: tank, infantry, sled-mobile, hovercraft and vertol. These interact with the four types of possible terrain: tundra/mud and ice/water, to make for an interesting situation, especially since terrain can change in the course of a game via combat. Tanks

may enter only tundra and mud hexes, infantry may traverse all but water, sled-mobile units may be used only on tundra and ice, and the versatile hovercraft and vertol units can move on all types of terrain.

The game map is almost entirely ice, representing the frozen surface of Prudhoe Bay. Only the few bottom rows of hexes and three single hex islands are tundra. The nine oilfield hexes are located in a group on tundra and coastal ice hexes. There is only one town hex on the map, the small settlement of Deadhorse.

One of the most interesting points in the game is the fact that terrain can change in mid-game. At gamestart all hexes are either ice or tundra. However, each time an attack is made, a second die roll (separate from the combat roll) is made to see if the terrain converts. The greater the number of attack factors applied, the more likely the conversion. Tundra becomes mud and ice turns to water. Conversion can take place independent of the outcome of the attack, with subsequent embarrassing results for the survivor of an attack who finds the terrain beneath it to change into a type forbidden to it. The unit is then eliminated. Conversion of terrain is a major consideration in the game, not only for its effect on units, but also because it is the only way that an oilfield hex can be destroyed.

The game begins with the selection of units. Each player has thirty points to expend. Of the two sides, the US choices are more limited. He may buy outposts, recon sleds, hovercrafts, infantry tanks and transport VERTOLS. The ESA may select from four kinds of sleds, three kinds of hovercraft, tanks and infantry. Unit costs run from one point to four. In choosing a force, the strength of a given unit is an important consideration but so is the mode of movement. Because of their all terrain usefulness, hovercraft are often selected even if it means turning down a more heavily armed unit for the same point cost. It should also be remembered (for the ESA player) that the purchase of tanks and infantry requires corresponding sled or hovercraft transport. Transport is not as crucial for the US side, but any need is amply filled by the VERTOL units which, while having no combat value have a movement rate of thirty. US hovercraft may also transport units.

In addition to ground units, both sides may purchase missiles; the US has the advantage here as his cost 1/3 point while ESA missiles are 1/2 point each. US missiles can only be carried by the expensive (4 points) Orbital Weapons Platforms which have no counters to represent them. For surveillance needs the Americans can also buy recon satellites, which again, have no counters to represent them.

The US player has the unique opportunity to greatly increase his force by taking them as *reinforcements*, the cost of all such units being cut in half. Reinforcements enter the game only after three ESA units have been spotted; then a die must be rolled for each reinforcement unit. About half the time the unit will arrive that turn, the other half resulting in a delay or even (on a "6") destruction. While selecting reinforcement units effectively doubles the points thus spent, considerable delays in deployment could jeopardize the US player's position if the ESA breaks through quickly or is able to convert the Deadhorse hex (the only place reinforcements may arrive).

In an effort to give the ESA a chance of penetrating the US defense, that side has a command sled. Through the use of infrared jamming equipment, the command sled and all the units stacked with it (the entire ESA assault force usually, since there is no stacking limitation) are allowed to use hidden movement, kept track of on paper, until spotted. Spotting takes place when ever an ESA unit moves

Continued on page 47



MERCENARY: A Review

Mark S. Day

Mercenary is billed as book 4 of the three-book game *Traveller*, since GDW uses the term 'supplement' only for its books packed full of "pre-rolled" characters. However, this is definitely a supplement, which sets out to correct, clarify, and expand *Traveller*.

The physical quality and layout are excellent, as they have been for the entire *Traveller* series. Rules are logically grouped and divided, and given headings to help the player to find that rule that "I know I've read in here somewhere." The game begins with an introduction that logically explains why the field of mercenary in *Traveller* is one of the best to get your character into. Remembering that *Traveller* is almost a futuristic return to the 17th and 18th century, where news travels with ships and colonialism runs wild; the man who gets ahead is the daring, headstrong man willing to take a chance — well, you can see the number of likely situations for a "soldier-for-hire."

All mercenaries come from either the Army or the Marines, and after enlisting in one of those services, the player may declare his desire to become a mercenary, and thereafter follows a specialized training procedure. The player may choose the arm of service that he wishes to serve with: Artillery, Cavalry, Infantry, Support (for army men) or Marines or Support (for marines). There is also a commando arm, into which members of the armed forces are inducted, primarily by fate (i.e. that little cube with spots on it.)

Each arm gives its men special training — for instance, the only way to gain expertise in zero-gravity combat is by becoming a marine — but at the same time, there is some limited room for cross-training to obtain what you might think is the ideal match. Training taken care of, there are assignments to survive — individual, specified ones, as opposed to rolling per term of service for survival. For those who survive, there can be promotions, new skills obtained, even medals and decoration. After leaving the service, the player writes his character's resume.

In much the same way as the procedure for finding a patron in *Traveler*, the mercenary must attempt to contract his service to an individual, government, or corporation (yes, corporations — industrial espionage has become a very dangerous business). This is done by means of a "ticket" in which the pay given for services rendered is written and signed by both parties.

Except for a section on how to "recruit" people for your missions, the remainder of the book is concerned with modifications of the *Traveller* weapons and combat system, and a short supplement of

even more paraphernalia for your characters to buy and use.

Over-all quality of *Mercenary* is fairly good, but there were several things left out. Personally, I would have liked to have seen rules for mercenaries from the navy and Scouts as well as Army and Marines. Laser pistols were missing from hardware, even though such bizarre monstrosities as plasma rifles were represented. The price (\$5.98) worked out to more than 10c a page. Finally, I would like it a great deal if the folks at GDW would put out a correction for their earlier rules, where it is stated that the only effect of a vacuum on combat with conventional explosive weapons is that they are silent. Even my limited recall of chemistry suggests that it is impossible to sustain an explosion without oxygen, so that without using expensive cartridges containing a built-in oxidizer, combat with "conventional" weapons in outer space is impossible.

For the 'advanced' *Traveller* player, *Mercenary* is available from Game Designer's Workshop, 203 North Street, Normal, Illinois, 61761, for \$5.98.

The Battle of Monmouth

Dave Minch

THE BATTLE OF MONMOUTH is one of the best "third world" games I've seen this year. It's a simulation of a battle of the American Revolution little-known except for the exploits of Molly Pitcher.

Games of the American Revolution have not been notoriously successful. Partly, this must be due to a lack of interest. It hardly fits with pre-Napoleonic and the only interest amongst gamers in the era before the repeating rifle is in Napoleonic battles and tactics. I guess it's our fault for not knowing anything about the period, since it's one of the most fascinating in the history of warfare.

Another problem with games of the Revolution must be that they are dull. There haven't been too many and I haven't played any of them in so long that I don't, really, remember. Maybe this game will turn some things around.

THE BATTLE OF MONMOUTH covers a battle that is interesting despite the conventionality of the tactical situation. It's a "race" between time and combat effectiveness. The American player has time on his side and can afford to make a slow advance and to divert forces to harrass the British supply train, off-board. The American tactical problem is slightly more complex, though. The British player has a more direct problem, but he gets the shorter end of the stick.

The British must make an orderly withdrawal while delaying the American advance. Anyone with a little gaming experience can do that. However, the British must collect more victory points,

which means frustrating the American in his efforts to do so. The American player has an easier time collecting the conditions of victory, through more options.

What this all means is that the British player must act quickly and take decisive action, if he hopes to win the game. Unfortunately, most of the British infantry units are slower than the American counterparts. The game systems provide a rather neat out for the British dilemma.

Both players may force-march their units at a cost in *fatigue*. This expands the movement radius at a price to be paid later. For infantry and cavalry, this cost is movement points. For artillery, the cost is in firepower. Fatigue points are tracked with a numerical counter, concealed under the unit. In the absence of stacking, this works well. When a unit accumulates enough fatigue, it is eliminated.

Since the day of the battle was exceptionally hot, fatigue was a great problem for both forces. The heat was really the only winner that day. To include this into the game, the results of the differential CRT include disruption, elimination or fatigue points, besides some possible movement after combat. This imposes some constraints on players. You must protect fatigued units from attack and you must husband the abilities of fresh units. The game can turn on one wasted force-march.

There are faults in the game but not enough to damage either the situation or playability. It can be "improved" through modification by anyone with more than a little experience. To the benefit of novice gamers, the rules are well-written and indexed. This makes them easy to absorb. If you've played wargames for a year or so, you should have encountered most of the modules that make up the movement and combat systems. The systems all work and the emphasis in design has been towards simplicity but with no great sacrifice in realism. —

The game sells for \$7.00 and is available from the publisher, Denron Amusements, 13 MacFarlan Avenue, Hawthorne, New Jersey, 07506, or from Lou Zocchi and Associates.

Grenadier Figure Packs

R. Forster

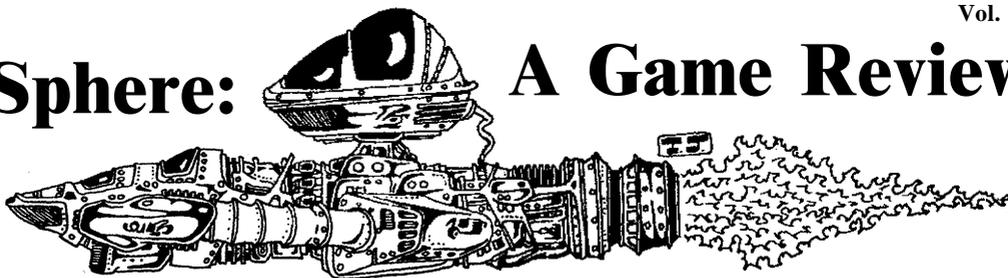
Grenadier's new WW figure packs are great! They cost \$9.95, but are worth it. Four sets are available: WW01 The Dungeon Explorers, WW02 Monsters, WW03 Western Gunfighters, and WW04 Space Squadrons. Each set comes in a colorful travel and storage box. I purchased sets WW01 and WW02.

The dungeon adventurer's set came with 20 figures, representing all D & D character classes but two (monks and druids). However, there were more than enough figures to stock two parties and more (for NPCs). The figures themselves were finely cast and looked great. A few did have lumps on the bottom of their bases, but caused no real problems. The set contains 3 magic users (one female), 2 clerics, 1 assassin, 3 thieves (human, dwarf and hobbit), 1 bard, 1 paladin, and 9 other fighters (1 female, 1 elf, 1 dwarf, 1 ranger). This set is ideal for any group just starting in miniatures.

WW02 is just as finely cast, but the DM who thinks the set has everything he needs is wrong. The set contains a large number of figures (20), yet, except for orcs and goblins, has only one of each monster type. This makes it extremely difficult to use by itself (after all, when does a party run into only 1 skeleton?). The set is good, though, to add to a present collection or it makes an excellent starter set.

Both sets were extremely well packed. The box each came in had foam padding which acted as a protective cushion and kept the figures from sliding about. The figures for both sets were 25mm and came from Grenadier's "Wizards & Warriors" line. All in all, the sets are well worth the money.

Battle Sphere: A Game Review



Tony Watson

ED. Note: since this was written, the author managed to get the address of the publishers: Sten Productions, 8205 El Paseo Grande, LaJolla, CA 92037. Tell 'em you saw it in THE DRAGON

There was no way around it. The commander of the Imperial Battle-sphere *Kilgor* was faced with the fact that his vessel was in trouble. The prime source of the *Kilgor's* motive and offensive power, the vital Alpha crystal, was cracked, it's precious power dissipating away while a helpless engineering crew stood by, unable to near the outpouring of raw energy and effect repairs. The commander's time with the remaining power was limited, so accepting the situation as it stood, he began to formulate a hasty plan. The problem was complicated by the fact that the *Kilgor*, before the inopportune rupture of the power crystal, had been on peripheral patrol of a sector known to harbor considerable Rebel forces. A Rebel attack now, with the *Kilgor's* power waning fast, could be disastrous.

The commander checked the long range scanner readouts; the *Kilgor* was not far from the Zoban Eshamali system. That particular system was dotted with patches of dark nebula, ideal cover in which to lay a covey of remote controlled spacemines. He ordered the helmsman to lay a course for the star.

A few time periods later, the Imperial commander was able to take an uneasy rest. Her complement of twenty-one mines sprinkled throughout the nebula clouds, the *Kilgor* had expended the last of her fading energy to enter a parking orbit around Zoban Eshamali. All he had do now was wait, a distress call was bringing a nearby Imperial fleet of three cruisers, one with a precious replacement alpha crystal, to his aid.

But others, than just the Imperial cruisers had monitored the *Kilgor's* transmissions, and were, with considerably different intents, also rushing to Zoban Eshamali . . .



Once in a great while, a new game from a less than well-known company appears, with little or no notice in any hobby magazines or other advertising media. Such is the case with a new spacer, BATTLESPHERE, offered by Sten Productions. It is rare that a new SF game appears on the market without this reviewer having at least heard some mention of it. BATTLESPHERE took me by surprise as I was browsing the shelves of a new gamestore.

Not to be easily missed, BATTLESPHERE comes shrink wrapped in plastic, the 18" x 14" metallic silver and black map backed by a similar size piece of cardboard. An 8" x 11" full color insert, very nicely done, depicting the battle the game deals with, appears in one corner, while the game rules, the first page and the fictional explanatory notes showing, are tucked in another. This style of packaging is nice in that the map doesn't have to be folded as is the case with many games, but has the disadvantage of having no place, such as a box or ziplock bag, in which to store the components.

* * *

"Scanners picking up three targets, sir," the scanner operator reported. The *Kilgor's* commander was both relieved and a bit surprised at the crewman's report. The cruisers had arrived fast, perhaps a bit *too* fast.

"From which direction are they approaching, Operator?"

"Sextans one and three, sir."

The commander stroked his faintly olive face with a sixfingered hand. The cruisers should have been coming from the opposite direction. He swiveled his command chair to face the communications officer. "Try and raise them on the sub-space com unit." The communications officer, a slender reptiloid from one of the still loyal Imperial outworlds, attempted to contact the approaching ships, but received no response.

Then the scanner operator, his voice edged with disbelief, spoke again.

"Sir! I'm picking up three *more* targets!"



The introductory material included in the rules set, describing the plight of the Imperial battlesphere due to a cracked Alpha crystal, the rescue efforts of a fleet of three cruisers, and the appearance of a Rebel task force bent on the battlesphere's destruction, does much to establish a certain flavor for the game.

The playing pieces are punch-out counters, black for the Imperial forces and red for the Rebels. Ship classes are denoted by the shape of the counter itself: isosceles triangles for cruisers, a larger, blunted triangle for the Rebel dread-

nought, a large circle for the battlesphere, and squares for the spacemines. Specific ships are labeled by placing black embossing tape with either a number (in the case of the cruisers) or initials (in the case of the two capital ships) on the counters.

The map has a faintly metallic sheen to it, with the features done in glossy black. The playing field is a hex grid and in turn is arranged in the shape of a larger hexagon. The outer hexes are numbered so that during the initial setup, the Imperial player may secretly note those hexes on which his cruisers will enter the game. Rebel ships are placed anywhere within two hexes of the perimeter, before the Imperial player reveals his deployments.

The exact center of the map is the star Zoban Eshamali. The six surrounding hexes are numbered one to six. A die is rolled for the battlesphere's initial position. Hexes with black dots are dark nebula hexes, and those nebula hexes with black crosses are the starting points for spacemines. Nebula hexes also afford some protection in combat.

* * *

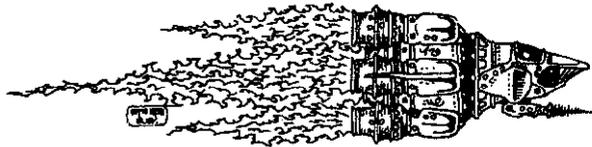
The Rebel dreadnought *Hadjidakis* moved across the starfield, the pattern of lights behind it moving ever so slightly, belying the speed at which the warship's throbbing ion engines were propelling her. Her long, lean lines, bristling now and then with a weapons blister or a shield generator bubble, imparted a certain pride to her. And for good reason. The *Hadjidakis* was one of the finest vessels fighting for the Rebellion, and her commander one of the most brilliant fighting for the Outworld Cause.

Indeed, the massive warship and her escort of two cruisers were only now returning from a minor skirmish with an Imperial squadron at one of the Empire's dreaded monitor bases among the Outworld systems. Minor only in combat action; a Rebel drone ship loaded with highly sensitive scanning equipment had been launched from the dreadnought's bays and managed to skim the planetary surface. A space defense battery had finally brought the probe down, but not before valuable information concerning base's layout and defenses had been transmitted to the *Hadjidakis*. Armed with such knowledge, a Rebel force could launch a devastating attack on the base.

Wisely, the dreadnought captain had shunned transmitting such important information via subspace communication, liable (as *the battlesphere's commander would soon find out*, he thought with a smile) to eavesdropping by enemies within range and on that frequency. Instead, he had the material coded into his personal computer and planned on delivering it to the Rebel HQ personally.

Or so he had planned. The chance interception of the *Kilgor's* distress call had offered an opportunity too rich to pass up: a chance to destroy one of the Empire's mammoth battlespheres, deemed practically invincible under normal combat conditions. Coupled with the precious information he was carrying. . . well, he saw it as worth no less than a fleet command, and maybe a governorship when the war was over.

He was contemplating the pleasures of such rewards when his scanner crews reported the approach of the Imperial relief force.



The ships in BATTLESPHERE have their strengths expressed in terms relative to one another, not by factor. Cruisers may move two hexes per turn and fire twice. The dreadnought may move three hexes and fire three times. The inoperative battlesphere may only orbit Zoban Eshamali clockwise; when and if it become operational it may move four hexes and fire an impressive four times. Not only do the larger ships fire more often, they do more damage when they hit. To destroy a ship, a given number of hits must be effected against it in a single turn. No partial damage is accrued, and only in one instance is damage carried over from turn to turn. For example, cruisers are destroyed by two cruiser hits, or a single dreadnought or battlesphere hit. Dreadnoughts are destroyed by four cruiser hits, two battlesphere hits, or an adjacent mine blast followed by two cruiser hits or a battlesphere hit. The well protected battlesphere must receive three dreadnought hits or any combination of dreadnought and cruiser hits equalling that, with two cruiser hits equating to one dreadnought hit. In addition, six cruiser hits, taken over two turns, will destroy the battlesphere.

"Positive identification made, sir." The scanner operator turned a slightly ashen face to his commander.

"Well?"

"Two cruisers and a dreadnought, sir. There's no doubt but that they are Rebels and their present course will intercept our orbit in about eight time units."

The *Kilgor's* commander remained calm. The Empire was composed of a number of races and his, tall, thin and imperturbable, was often selected for command positions. His worst fears had been confirmed. The Rebels had somehow located his stricken ship and were now closing to attack. He felt no anger; if the situation were reversed he would have no second thoughts about following such a course.

With the *Kilgor* inoperative, the Rebels had the advantage in firepower, an advantage magnified by the fact that the relief force had to be careful to protect the cruiser with the replacement Alpha crystal. Loss of that ship would spell almost certain doom for the *Kilgor*.

But the commander's race was noted for its resourcefulness as well, and he still saw some options he could employ. All he needed to do was keep the Rebel fleet away long enough for the crystal transfer to take place. He turned to his chief ordnance officer. "Put a display of the positions of mines on the main screen." He allowed himself a small smile; the *Kilgor* had some teeth yet.

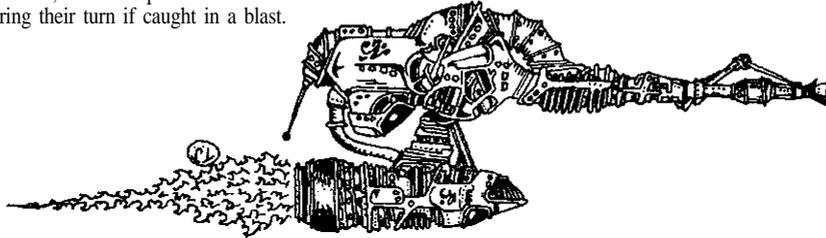
In addition to his ships, the Imperial player has twenty-one spacemines placed in various nebula hexes throughout the map. Because the rescue fleet, without the fully operative battlesphere, is inferior to the Rebel force, the spacemines form a valuable part of the Imperial defense, especially in the first half dozen turns or so.

At the beginning of his turn, the Imperial player may move one mine one hex and then detonate any mines he wishes. Any ship adjacent to detonated mine is pushed away from the mine two hexes. If this new position places it adjacent to another, just detonated mine, it is pushed away again in the new direction, pin-ball fashion. If such a pattern results in the ship being bounced from blast to blast ad infinitum, or a ship is simultaneously adjacent to two mines when they detonate, it is destroyed.

Used wisely, the mines can serve to keep the Rebel ships pushed back for a few turns or to close off approaches to the battlesphere. If the Rebel player is not cautious, he may find one of his ships stumbling into a trap in which the detonation of several mines results in the destruction of one of his ships.

Mines are vulnerable to rebel fire and destroyed with a single hit, though their initial placement in nebula hexes gives some protection.

Mines are democratic in their efforts, in that Imperial vessels suffer as do Rebel ships and may not be moved during their turn if caught in a blast.



In the dim lights of the *Kilgor's* bridge, the illuminated battle display dominated the tableau. The Rebel ships showed as three rapidly approaching red target symbols, one larger than the other. The relief force showed black and somehow vulnerable. Two of the Rebel ships were changing course, making to intercept the Imperial cruisers. The interceptors were cruisers themselves; the ominous shape of the dreadnought continued to strive for the *Kilgor*.

But the Rebels were in for some surprises. As one of the cruisers passed near a nebula cloud, the *Kilgor's* commander raised a finger and nodded silently to his ordnance officer. The nebula cloud lit brightly for a minute as the mine exploded. The symbolic representation of the cruiser was sent reeling. As it entered the blast zone of a second mine, the commander ordered that detonated as well. The Rebel cruiser, beset now with all sorts of minor damage, finally came to rest four standard distance units from its original position.

"Put a track on the enemy dreadnought," the commander ordered as the opposing ship passed near a mine-bearing cloud. The mine slipped out of its cloud cover, heading for the dreadnought. As it closed, he ordered its detonation. The target veered sharply, rolling with the blast, but as the glow of the explosion faded away the dreadnought was still headed full speed for the stricken battlesphere. A second mine sent to track the Rebel ship was destroyed by its massive energy guns before it reached effective range.

The mines had won the *Kilgor* some valuable time, but now, with gaps in the minefield from the detonations, the remainder were of little use.

Not that it mattered much anymore. The Rebel cruisers were in range of the relief fleet.

* * *

Combat in Battlesphere is handled in a very simplified manner. Ships may fire a given number of times, depending on type. Only adjacent ships may be fired on. Hits are determined by coinflip (euphemistically called the "Blast coin"),

with heads denoting hits. If the required number of hits are obtained, the target is destroyed. Nebula affect combat in that ships firing at targets in nebula hexes have their offensive power reduced by one shot. A ship may choose to fire before moving, and thus get in its licks and run, or fire after movement, but not both.

The bridge of the *Kilgor* was quiet, deathly quiet, as the crew watched the engagement between the two cruiser forces. The Rebels got off the first shot, but the shields of the Imperials held. Rather than close, the Imperial cruisers continued ahead, their propulsion units on maximum. One cruiser, obviously the crystal bearing ship, was held back while the others met the enemy. The Rebels continued their pursuit, following closely. Suddenly in a burst that caused the *Kilgor's* commander to turn away from the brightly lit screen, the shields of one of the Imperial cruisers collapsed and the energy beams of the Rebel ship tore her into a thousand fragments.

The two remaining cruisers hurried on, the Rebels maintaining a close distance. Another exchange of fire followed quickly, twice as bright on the display as the first, as the guns of both the covering Imperial and a trailing Rebel, found their marks and both became vapor and debris.

The course of a BATTLESPHERE game usually enters two or three phases. The initial positioning of the two fleets determines the nature of the first phase. If the ships enter the map far apart, the Rebel player usually heads straight for the battlesphere and the Imperial player must rely on the cagey use of his mines to keep the enemy away. If the ships enter close together, the Rebel player may choose a strategy of defeating the battlesphere indirectly, by destroying the cruiser carrying the Alpha crystal. This is not too difficult, especially if the dreadnought can be brought to bear.

The second phase occurs when both fleets are near the battlesphere's orbit and jockeying for position; one to transfer the crystal and the other to fire at the battlesphere while it can't fire back. By this time, mines play a minor role, since most will be too distant or already detonated.

If the Imperial player has lost his cruiser with the crystal, he is indeed in dire straits. His only hope is concentrating what cruiser fire he has on the enemy dreadnought.

The third phase of the game comes about if and when the crystal is transferred. If the *Kilgor* is not destroyed before becoming fully operational, the Rebel is in serious trouble, as the preponderance of the battlesphere's fire power usually sweeps the field.

It is the second phase of the game, then, that often proves the most interesting.

Aboard the *Hadjidakis* there was elation. Two of the enemy's cruisers had been destroyed, at the loss of only one of their own. And soon, very soon, the dreadnought's energy projectors would be brought to bear on the *Kilgor*.

The image of the remaining Imperial cruiser, dancing from nebula to nebula tugged at the back of the captain's mind. This cruiser had stayed clear of the battle. In fact, the other two cruisers had been destroyed defending it. Why? If the Imperials were rushing a replacement crystal to the *Kilgor*, he could have let himself in for more of a scrap than he intended.

"*Kilgor* in range, captain."

Well, he'd have to worry about the cruiser's cargo a bit later.

"All turrets: commence firing."

The big projectors of the dreadnought unleashed their powerful bursts of energy. The shields of the *Kilgor* flared but held. A second barrage strained the enemy's defenses even more, but the shields still managed to maintain their shimmering defense.

On the opposite side of Zoben Eshamali the two remaining cruisers continued their battle, both too evenly matched to gain any advantage on the other. Then, slipping out of a nearby cloud of nebula, one of the *Kilgor's* mines headed for the Rebel cruiser. Hastily the Rebel fired at the mine, but to no avail, and the resulting blast sent the cruiser hurtling back in the direction it had come.

"The remaining Imperial cruiser is making an intercept course for the battlesphere, captain. Estimated time to rendezvous is one time unit."

The captain of the *Hadjidakis* didn't even need his helmsman's consultation to see that there was no way the dreadnought could reach the rendezvous point, on the far side of the star, before the cruiser. The thought of the awesome power of the operative battlesphere (if needed the cruiser was carrying a replacement crystal) had him worried. For the first time, he began to doubt the wisdom of choosing to attack the stricken *Kilgor* . . .

Continued on page 46

ANNOUNCING THE RETURN OF AN OLD
AND MUCH-REQUESTED COLUMN. . .

Dragon's Bestiary

(formerly Featured Creature)

BARGHEST

FREQUENCY: *Very rare*
NO. APPEARING: 1-2 (1)
ARMOR CLASS: 2 to -4
MOVE: 15"
HIT DICE: 6 +6 to 12 +12
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 + *no. of HD as h.p.*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 5%/HD (*ignore plusses*)
INTELLIGENCE: *High to genius*
ALIGNMENT: *Evil (lawful)*
SIZE: *M to L*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *See below*

Of the various members of the *deodands* inhabiting the rifts of the Planes of Gehenna, the barghest is certainly the most common and one of the worst. These beings tend to live in isolation from one another, each having its own stronghold and force of servitors, ruling a smoking rift despotically. At times, however, a barghest will spawn, and its litter of six will be sent to the Prime Material Plane to feed and grow. Those which survive will eventually return to Gehenna, but while they are yet young they must needs feed upon the lives of men. Barghest whelps will be found singly or in pairs on the Prime Material Plane, generally living near isolated communities of humans or with bands of goblins.

Barghests are able to assume the form of a large (war or wild) dog at will (thus they are at times known as devil-dogs, a misnomer). Their natural shape is very much the same as that of a large goblin, and when barghests dwell amongst goblins, they will retain their normal form. While goblins recognize and worship barghests, other races find them to be virtually indistinguishable from these humanoids. Their hosts fear and serve these monsters when they dwell in a goblin community, going to great lengths to bring human sacrifices to the barghests. The barghests, in turn, slay the powerful enemies of the goblins and generally enrich the treasure possessed by their hosts.

When barghest whelps first come to the Prime Material Plane they are relatively weak, having but 6 (d8) + 6 hit dice. For each energy level of human life they slay and devour, they gain 1 hit point; 8 such levels effectively giving them another hit die and additional hit point per die. (0 level humans gain them only one-half an energy level, so they are less desirable prey than are exceptional persons.) Likewise, as hit dice are gained, the barghest also becomes more powerful, armor class increasing by one place with each additional hit die, and strength growing from an initial 18/00 to eventually become equal to that of a storm giant — and damage increasing accordingly also. In like manner, so too does the magic resistance and intelligence of these monsters increase by the unholy vampirism attendant upon the slaughter of humanity. When a barghest eventually attains full growth and power, it is able to *shift* itself

to the Planes of Gehenna, where it will search out its own reeking valley rift.

What treasure barghests gather into their own strongholds upon the Planes of Gehenna is not known, although it is rumored to be great. Whilst dwelling here, however, they possess none personally.

Barghests are able to perform the following spell-like magic, one operation per round, at will: *shapechange* to canine/goblin-like form, *change self*, *levitation*, *mis-direction*, *projected image*. Once per day the following spell like powers can be employed: *charm*, (*person or monster*), *dimension door*, *emotion*.

When in its canine form, a barghest is able to move at double its normal movement rate (30" maximum), *pass without trace*, and can become 75% likely to be unnoticed when motionless, so that it can surprise opponents 50% of the time (3 in 6).

These creatures are hit only by +1 or better magic weapons. Barghests are not particularly vulnerable to any attack form, but if in their canine shape they do take the risk of failing to save versus a magical fire attack such as a *fireball*, *flame strike*, or *meteor* swarm. Fire does absolutely no damage to barghests, but if they fail to save against such an attack while in canine form they are hurled back to their own plane. Weaker barghests returning thus are most likely to be slain or enslaved by their more powerful fellows. Even if they are not so treated, they cannot return to the Prime Material Plane without some form of outside assistance.

Description: As already noted, the barghest in its whelp stages appears much the same as a goblin of large size, although as they grow larger and stronger, there is a darkening of skin from yellow towards a bluish red, eventually terminating in a deep blue skin color in adult form. The eyes of the barghest are glowing orange when excited, otherwise indistinguishable from those of a goblin. The canine form can be of any typical large dog, and in this form it is almost (95%) impossible to tell from a normal dog, except that other dogs will fear and hate it, attacking at every opportunity.

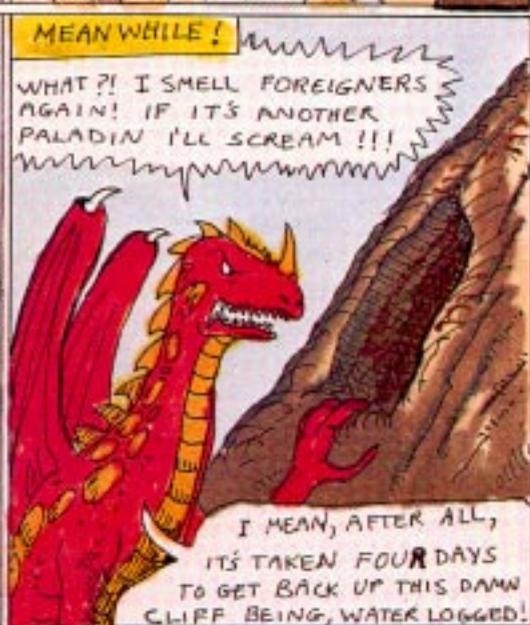
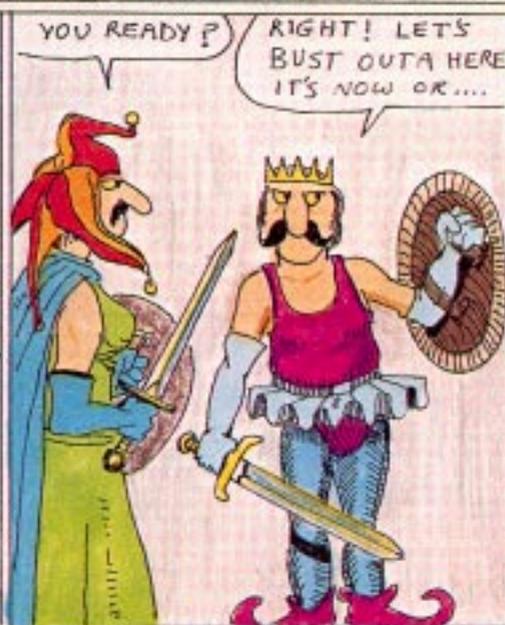
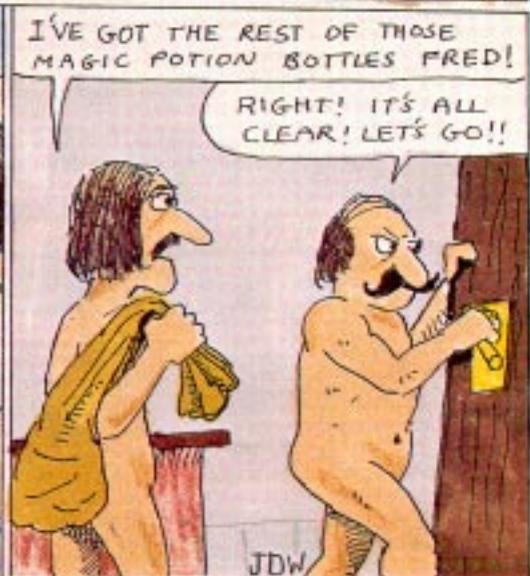
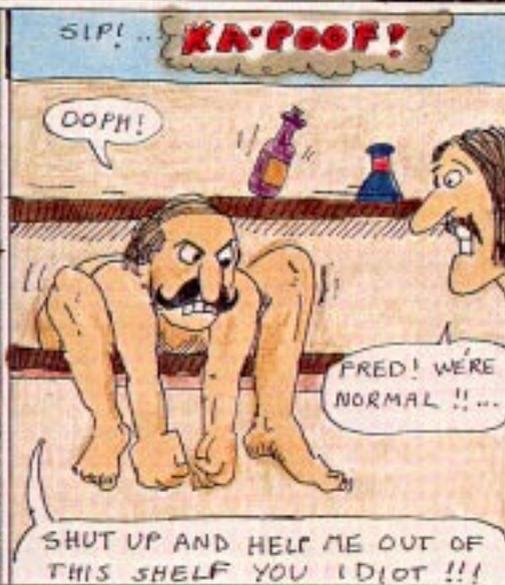
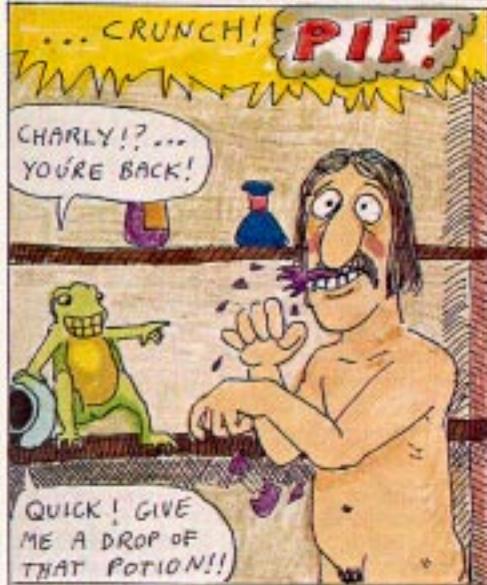
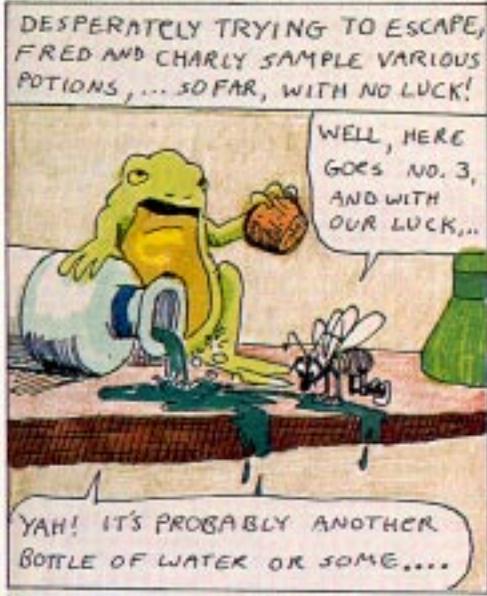
Level and Experience Points: Each stage of a barghest is shown below:

Hit Dice	Level	Experience Point Value
6 + 6	VII	1,275 + 10/h.p.
7 + 7	VII	2,000 + 12/h.p.
8 + 8	VIII	3,450 + 14/h.p.
9 + 9	VIII	3,600 + 14/h.p.
10 + 10	IX	6,100 + 16/h.p.
11 + 11	IX	6,250 + 16/h.p.
12 + 12	IX	7,300 + 18/h.p.

By gracious arrangement with the author of AD&D, Gary Gygax, monsters appearing in this column are to be considered OFFICIAL AD&D MONSTERS. As such, they are as official and authentic as any included in the AD&D MONSTER MANUAL, or any other book bearing the imprimatur AD&D. All submissions to this column must be in the format presented. They should be well thought out, and fill a viable niche in the AD&D ecological scheme.

To that end, we should warn you that we do not intend the column to become a Who's Who of super-powerful or unreasonable creatures. Every creature can be defeated, in one way or another, just as every creature has a peculiar vulnerability. Keep this in mind when submitting to this column. Submissions MUST be accompanied by SASE if you want them returned in the event that they are not accepted. Submissions that ARE accepted become the property of TSR Periodicals, just as regular articles do. Payment for monsters accepted will be \$20. better than the usual payment rate. Monsters must be well developed and fully explained — illustrated monsters are most desirable, but illustration is not a prerequisite.

The Adventures of Finieous Fingers, Fred & Charly in: "The Great Escape: Pt. II," or, Fred & Charly Visit the Apothecary — by J.D.



TO BE CONTINUED... OF COURSE! CAN'T LEAVE IT HANGING LIKE THIS... I MEAN, WHAT IF SOMETH...

The Alpha crystal is transferred from the carrying cruiser by moving adjacent to the battlesphere while it is in orbit. A die is rolled, and when the battlesphere reaches the hex in its orbit with the corresponding number, the battlesphere is operational and can move and fire. Thus the time between crystal transfer and full capabilities for the ship can be from one to five turns. Ruses are allowed, in that the Imperial may receive a false die roll when a non-carrying cruiser moves adjacent to the battlesphere.



The transfer bays of the *Kilgor* were alive with activity as the business of taking on the replacement crystal commenced. It was only a question of time until the enemy dreadnought overloaded the *Kilgor's* shields. Already, the power cells powering the defense were flagging.

On the *Kilgor's* bridge, the commander turned to his chief engineer. "How soon can we be operational?"

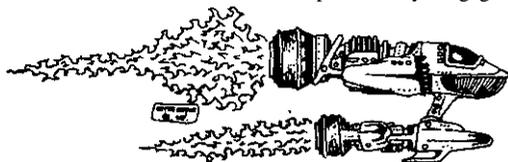
The engineer looked as if he wanted smile, but thought the gesture premature. "Operations are going smoothly, sir. The ruptured crystal has already been jettisoned and I believe the crew can have the replacement installed and functional within two time units."

The commander nodded, deep in thought. He needed only to buy a little more time. Reluctantly, he had the communications officer raise the captain of the relief cruiser. He needed to ask more of a ship that have already given much. The cruiser commander's voice belied only a hint of hesitation as he agreed to the wisdom of the plan the *Kilgor* commander outlined. He too recognized the relative importance of saving the battlesphere.

A few moments later, the cruiser swung around behind the *Kilgor* and headed straight into the pursuing Rebel ships. The enemy ships were forced to slow up by the cruiser's bold action. A brief fire fight ensued; but the lone cruiser was outmatched. Simultaneously, the weapons of both of the Rebel ships struck the cruiser's shields, collapsing them and exploding the craft in a brilliant display of pyrotechnics.

"All systems fully operational, sir," the chief engineer reported, even as the flow of what had once been the relief cruiser faded from the display screen. The *Kilgor* was on her own.

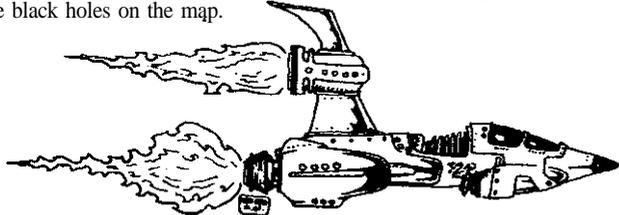
"Full combat alert, the commander spoke evenly. Engage enemy vessels."



Once the *Kilgor* is operational, the Rebel player's chance of winning the game are very slight. In head to head combat, the battlesphere destroys the dreadnought with just two hits of its four shots, while the dreadnought must hit with all its three shots. The cruisers are at even more of a disadvantage against the battlesphere.

The game is won by points. If the battlesphere is destroyed and the Rebel commander survives, the Rebel gets ten points and the Imperial gets none. If both are lost, the points go seven and three respectively and if both survive (through the Rebel commander's successful escape) the points are distributed three and seven. The survival of the battlesphere and the death of the Rebel captain gives the Imperial player all ten points. The point system is especially valuable if a series of games is played, with players alternating sides. This is very practical, since BATTLESPHERE has a short playing time (about 45 minutes).

The Rebel ships can escape by passing of the periphery through dark nebula hexes or moving through two adjacent hexes that are in turn adjacent to one of the three black holes on the map.



The symbol of the now-operational battlesphere looked harmless enough on the display in the bridge of the *Hadjidakis*, but the dreadnought's commander knew that it represented a huge globe of powerful destructive capability. It swung around the star, falling upon the Rebel cruiser. The cruiser flailed away ineffectively at the battlesphere's shields, before the energy projectors of the battlesphere turned the Outworlder vessel into a cloud of disassociated atoms.

"Disengage! Disengage!" the captain of the *Hadjidakis* barked to the helmsman. "Set course for the nearest black hole and warp away from here."

Dutifully, the helmsman did as ordered, applying full power to the ion engines.

But across the dark expanse of space, the *Kilgor* accelerated as well. The output of its engines surpassed that of the *Hadjidakis*, and despite its greater bulk, the *Kilgor* was gaining.

"The *Kilgor* will gain range before we reach the black hole," the helmsman reported, his voice staccatoed by fear. Reluctantly, the dreadnought commander ordered the *Hadjidakis* to turn and meet the looming battlesphere, knowing with a precognitive certainty that his ship, and the vital information it carried, would be destroyed, taking along with it the Rebels' best chance for victory and freedom for the Outworld cause. . . .



BATTLESPHERE is a fairly clever, if simple, game. It is ideal for an evening of easy gaming, but still requires enough thought to make it all interesting. As far as I can ascertain (there was no direct mail address anywhere in the game) the game is available only by retail and goes for \$4.50. — Tony Watson

Design Forum

THE THIEF: A Deadly Annoyance

by Rod Stephens

Thieves are quite possibly the most misused class in D&D. Many players seem to think that all thieves are good for is picking pockets and climbing walls in dungeons to hang from the ceiling by their toes while shooting crossbows and dodging sword strokes right and left. Thieves belong in the city!

In a dungeon, thieves have a rather useful dodge, but they can wear only leather armor. They can climb walls, but the ceiling is usually only about ten feet high. They can pick pockets, but there is nobody around to rob. In the city, however, thieves have several advantages. They are still usually suspected of everything in sight, but if the thief uses a clever disguise (he pretends to be a lawful/good cleric, for example) people will find it hard to suspect him. Thieves also climb walls, a handy method of evading unwanted visitors. When traveling by roof tops, encounters are rare, blockage is impossible, and falling objects have nowhere to fall from. Hiding in shadows is another good way to avoid pursuit and is ideal for ambushing rich merchants. For a little variety, the thief can always fall back on the simple pleasures of pocket picking, purse snatching and brawl starting.

Robberies and other major crimes are where thieves really clean up. The thief must pick a victim that is wealthy enough to be worth the effort, but unimportant enough to be unable to cause a lot of trouble. Jewelers, coin changers, and loan sharks are ideal victims (although they know this too, so they will quite likely have guards or magic protections. A little research on prospective victims won't hurt and could prevent embarrassing situations, such as discovering the rich spice merchant is a 27th level magic user in his spare time.

After the crime is attempted, (successfully or unsuccessfully!) a good thief will always leave several clues behind, incriminating someone else. Picking a good scapegoat is almost as important as picking a good victim. He should be smart enough to be believed responsible for the crime, but he should be dumb enough to not catch the real thief. The scapegoat should appear to be an amateur so there won't be a general panic. It is also best if the scapegoat is a group of characters rather than a specific one (i.e., leave an orcish sword to incriminate a group of orcs, leave a foppish hat to incriminate constables, etc.). If the thief is spotted, a quick trip through the sewer, over a building or two, or a short run through a large crowd will usually take care of any pursuit. The thief should then stash his loot and disguise in two, separate, predetermined places and go to a tavern or inn to establish an alibi.

The richest and least prepared people around are often other players and they should not escape an enterprising thief's attentions. Why not "borrow" your cleric's money, just for safekeeping. A good job of acting on the part of the thief player should fool, or at least partially confuse the other players. Telling the other players that the thief is a lawful/good magic user should postpone suspicions for awhile, but any chaotic acts could arouse suspicions and good excuses would be needed to explain the thief's reluctance to use spells.

When played correctly, the thief probably won't become the most powerful character, but he may be the richest. And the suspense involved in avoiding detection and capture makes the thief one of the most fun and exciting characters to play.

Augury, cont. from pg. 41

adjacent to a US unit, or within two hexes of an outpost, or participates in combat or falls within the seven hex area of a US recon satellite. Searching for the command sled is the sole function of these satellites, and once it is found they become worthless.

Combat takes place when units are in adjacent hexes. Defending stacks do not have to be treated as unitary defense strengths, but each unit in the stack must be attacked. Odds are computed and the CRT consulted. The table is very bloody, with results being AE, DE, AX, DX, and no result. Exchanges are fairly common, especially at median odds (1-2 to 2-1) and one should figure this in when making an attack.

A second type of combat is via missiles. The US player may purchase Orbital Weapons Platforms to mount missiles on; the ESA carries his on missile sleds. Both of these units are the most costly in points to procure for either side. The OWP have special advantages in that they are completely im-

mune from attack while being completely capable of striking any hex on the map. This insures that each US missile can be fired. ESA sleds are both vulnerable fire platforms and have their range effectively limited to fives hexes. The US also benefits from cheaper missiles, 1/3 a point each while ESA missiles are 1/2 a point each. Missiles hit after a defensive anti-missile roll. When a US missile is targeted to a hex occupied or adjacent to a non-infantry ESA unit, the ESA player may stop the attack with a roll of 1-4. The US intercepts a little differently; the die roll to intercept must be equal to or less than the range from missile sled to target. Thus, intercepts are automatic at ranges of 6 or more. Missiles that do hit are nasty. They destroy all units in the target (this discourages stacking) and cause immediate conversion of the hex.

ICE WAR plays fast and clean, in the tradition established by OGRE. Play is simple but challenging, especially if the players take the time to examine the problems and possibilities that face

them. The ESA is faced with the formidable task of getting across the ice covered bay and destroying at least five of the nine oilfields to attain a marginal victory. Force selection is a prime consideration. The ESA must choose units with sufficient mobility to get across the ice and still have the heavy firepower needed to defeat the US militarily and convert the oilfield hexes. The US player must choose the mix of units that will allow him to spot the ESA task force quickly so he can begin bringing reinforcements and firing his missiles. A careful balance must be struck between initially placed units and the cheaper reinforcements. Giving into greed could well mean handing the ESA an easy victory.

ICE WAR is fast, fun and challenging. It offers interesting tactical play about a situation that is not all that implausible. Designed by Keith Gross and illustrated very nicely by Elrohir, ICE WAR (Micro-Game #9) is available from Metagaming or at many game stores for \$2.95.

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"NICE DICE"

Mugger, cont. from pg. 32

	Dog breed:
1-2	Mastiff
3-4	German Shepherd
5-6	Doberman

The dog runs at twice mugger's speed and attacks with +3 berserker ferocity. If bitten, mugger has 1/3 chance of contracting rabies.

3 *Ex-Prize Fighter* If approached by mugger, will assume a boxing stance and engage mugger in hand-to-hand combat. Does 1-4 damage with each fist.

4 *Karate Freak* When approached by mugger, flings off his street clothes to reveal his white pajamas and black belt. Mugger must immediately make ST vs. panic/demoralization. Karate freaks do 1-8 damage with each hand and foot, being allowed two such attacks per melee round, and 1-4 points of damage with their heads. They attack at +4 "screaming ferocity."

5 *Gays* "Mugger meets Bugger" scenario. Mugger automatically is demoralized and flees. Loses 50 experience points.

6 *Off-duty Cop* When approached, he whips out his badge and his colt .38 police special. He gains instant surprise, and the mugger must make a ST vs. demoralization or he surrenders, and remains out of play for 5 to 10 years. Cop may attempt to shoot mugger if he flees.

7 *Charlie's Angel* Treat as karate freak except for the following special clauses. Muggers have a 20% greater demoralization probability due to atrocious acting, asinine dialogue, excessive cuteness, etc. On a roll of 1-3 on a 6-sided die, mugger is blinded by fflb fllaefafyflaf flaa in teeth.

8 *Escaped Homocidal Maniac* Automatically attacks mugger as a berserker with hands and teeth. Mugger immediately demoralizes.

9 *Political Candidate* Mugger has a 50% chance of being gunned down by Secret Service agents when attempting to mug this victim. Has a 30% greater demoralization probability if political candidate begins a campaign speech (a roll of 2 or better on a 20-sided die).

10 *Superhero in Secret Identity* Mugger instantly destroyed.

I sincerely hope that this game-system appeals to a large segment of the fantasy-gaming population. Naturally, I feel that *Mugger!* fills a long-standing need for relevance and reality in role-playing simulations. Keeping with this concept, I hope to bring out a line of additional "real-life" games in the future. Are you ready for *Con Man*, *Arsonist*, and *Terrorist!*

NEXT ISSUE . . .

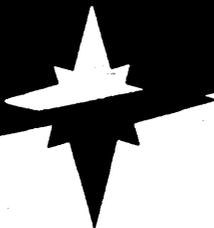
Divine Right TSR's Newest Fantasy Board Game —
 Designers' Notes & Comments

EPT Birth, cont. from pg. 34

EXAMPLE: At 1st level, the first born son of a merchant could borrow 1000 Kaitars: (1 + 5 + 4 = 10) x 100 Kaitars.

Characters of high social rank May become citizens sooner than low-born types. Upon reaching 4th level, the character's social point award for his antecedents is added to the result of a 20-sided die. If the result is 20 or more, the character becomes a citizen at once. If he fails, he may try again upon reaching 5th level. Upon reaching 6th level, citizenship is automatic.

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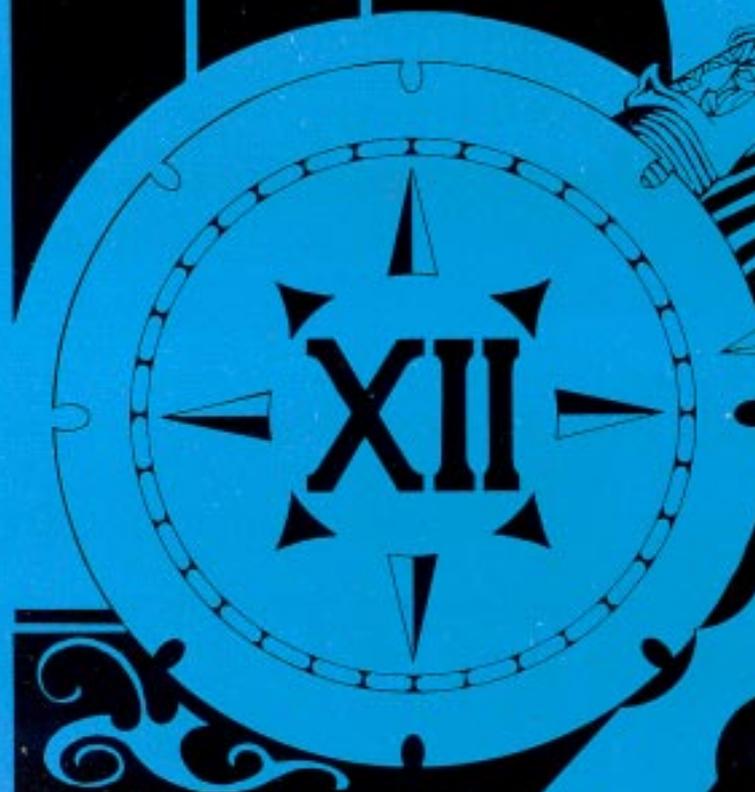
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