

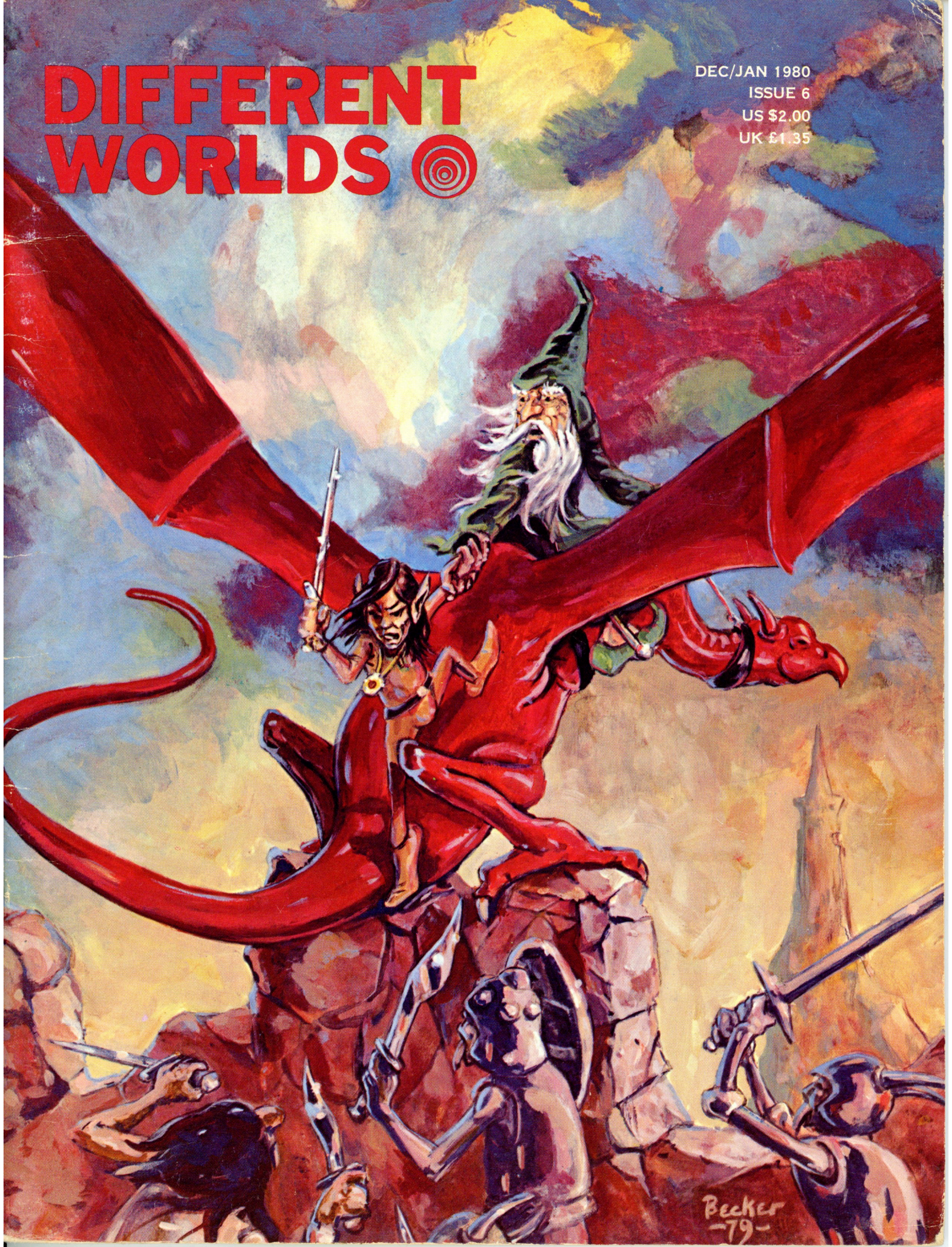
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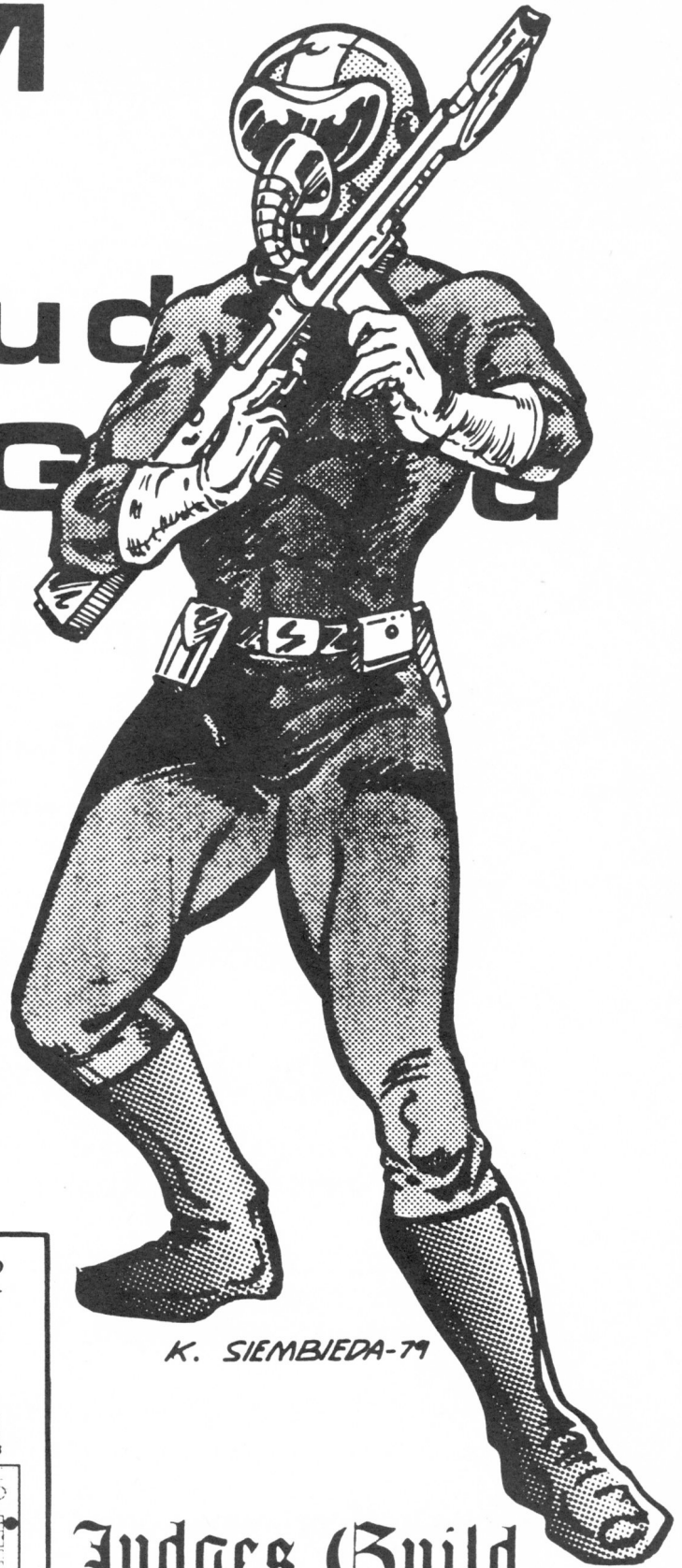
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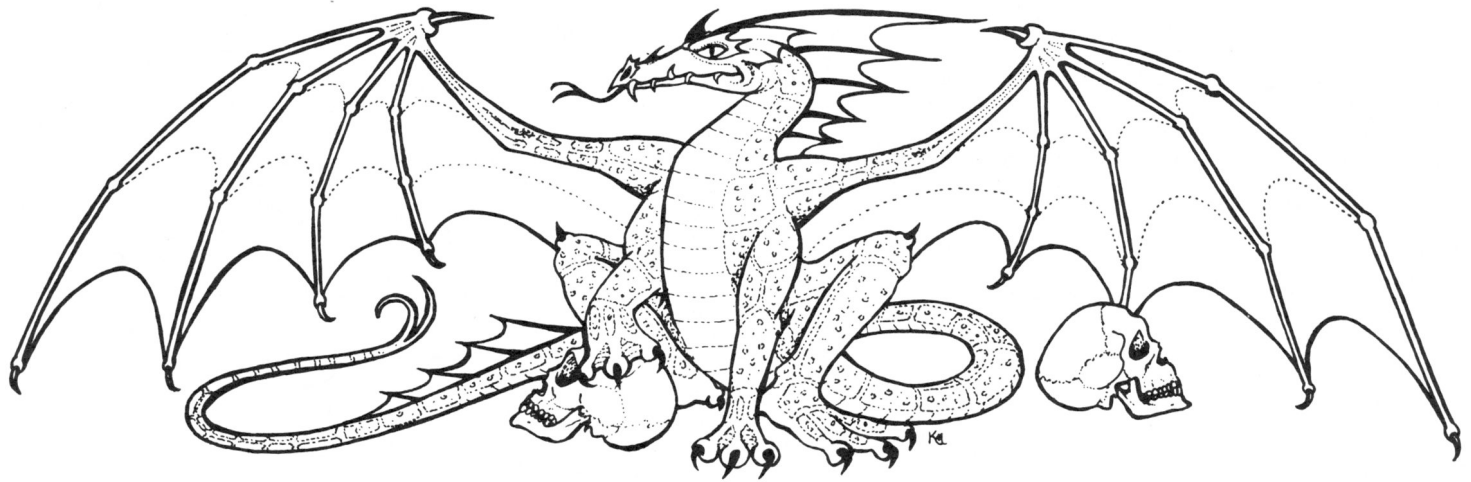
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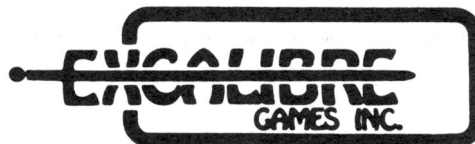
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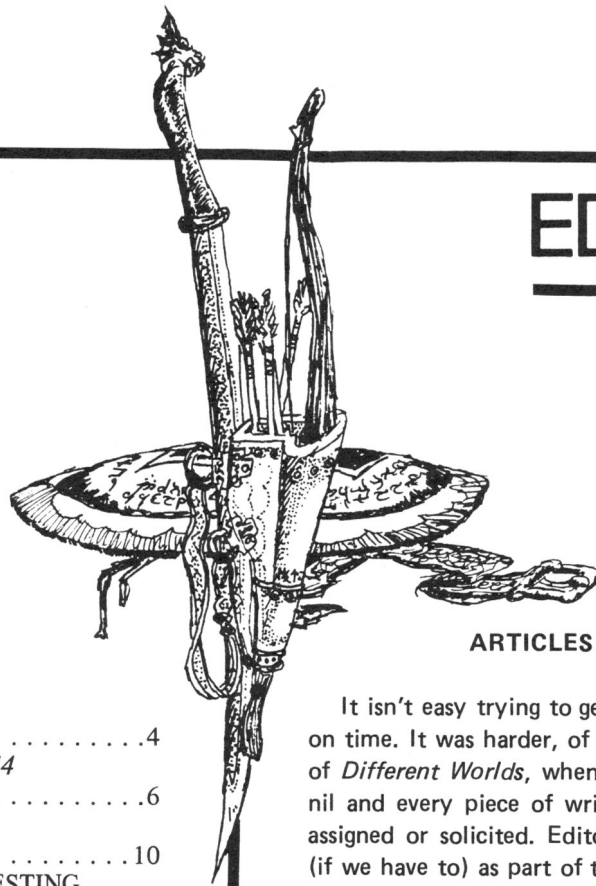
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ARTICLES ARTICLES

It isn't easy trying to get writers to turn in articles on time. It was harder, of course, in the earlier issues of *Different Worlds*, when outside submissions were nil and every piece of writing had to be specifically assigned or solicited. Editors nag, cajole, even bribe (if we have to) as part of the job, but if a writer does not write, there is nothing we can do. We try hard to bring interesting and timely articles to our readers, and for the most part *DW* has succeeded in that.

But there have been instances when I would have liked to have certain writing in certain issues, but the writing never appeared. I try for articles all the time — that's probably the prime function of editing. And though there is no shortage of submissions, we could use more reviews, reviews of new products, whether they be new RPG rules, supplements, aids or scenarios. One way you can contribute to the hobby is by writing up your ideas and opinions, whether for *DW* or for any other RPG journal. If you really want to see a certain type of article, try writing it yourself. If you need ideas, look at the requests in "Different Views" this issue.

Happy gaming,

Tadashi Ebara

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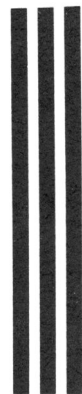
Gangster: An Overview; Super Rules for *Superhero: 2044*; Finding Level in *RuneQuest*; How to Make Monsters Interesting; Vardy Combat System Part 1; The World of *Crane*; Insanity Table; The Cult of Gestetner; A Letter from Gigi.

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GANGSTER!

AN OVERVIEW

By Leonard H. Kanterman, M.D.

As the field of role-playing gaming develops, games have begun to appear that expand the concept away from its initial milieu (the medieval/fantasy genre of *Dungeons & Dragons*) and into other subject areas. Recent additions have spanned subjects as diverse as feudal Japan (*Bushido*), the Wild West (*Boot Hill*), the far frontiers of space (my own *Starships and Spacemen*), and, the subject of this game review, organized crime.

Gangster, designed by Nick Marinacci and Pete Petrone for Fantasy Games Unlimited, attempts to apply the principles of role-play gaming to a situation more familiar to most gamers than the fantastic subjects mentioned above. Their attempt is largely successful, albeit with some reservations implicit in this type of subject.

The most impressive aspect of design in *Gangster* is its

aura of authenticity, largely imparted from the experience of one of the designers (Mr. Petrone) as a member of New York's finest for a number of years. The prospective game buyer is impressed by this from the moment he examines the game components. *Gangster* comes handsomely packaged in a 9"x 12" flat box, the cover made up to resemble the front page of a newspaper, with a stunning black-and-white photo of one of the designers (Mr. Marinacci) in a pinstripe suit with a fedora hat, toting a "rod," standing by an antique auto with his "moll." Inside this attractive presentation are the following components. Firstly, a 50-page slick-cover rulebook (whose cover duplicates the box art), which details the procedures of play. Secondly, a 16-page "Patrol Guide," which gives a synopsis of police procedures and a definition of criminal statutes, "The Law of the Land," with jail sentences as mandated by the State of New York. Additionally, there are two insert

GAME REVIEW

cards, one a character record sheet suitable for copying, the other a set of reference tables.

The essence of a role-play game is in its rulebook. The rules to *Gangster* are well-organized, and clearly written in everyday English, "flavored" with street terminology. The rules are not a comprehensive, all-inclusive (and thus restrict) tome, but more of a guide to the devising and resolving of encounters. Similar to almost all role-play games, players commence by developing a "character," with various attributes represented by numerical scores determined randomly, by die rolls. These attributes detail the various strengths and weaknesses of a particular character, and will govern his actions as well as the course of his development in the game. The designer suggests several alternative systems for random determination of attributes. Once a character's scores are determined, he can choose among the various areas of expertise if his scores are sufficiently high enough to satisfy certain given requisites for each skill. Unlike many other games, there are no "classes" of characters, and characters can be expert in several different areas. There are 10 criminal skills, ranging from picking pockets and forgery to "con games" and gambling, and including such useful, and nasty, abilities as street fighting. Since characters can also be members of law enforcement agencies, there are also 9 police specialties, more conventional in nature, to include ballistics, fingerprints, and explosives. The specialized skills allow player-characters favorable die-roll modifications when attempting to perform in the area of expertise. Each criminal can choose between 3 and 8 skills if qualified, each policeman between 3 and 5: this is the first example of subtle bias throughout the rules against the forces of law and order, and it is obvious where the designers' sympathies lie (after all, the game is called *Gangster*).

The next section of the rules details the procedures of combat, both close combat (hand-to-hand and non-projectile weaponry, such as knives), and ranged fire. Close combat is resolved by comparing the character's strength values, along with any relevant modifiers, and obtaining a differential which is modified by a die roll for the final result. More than minimal damage will result in a "stun," rendering the victim relatively helpless, at least temporarily. Ranged fire consists of rolling 1D20 against the attribute of dexterity to see if a hit occurs, with damage inflicted depending on weapon type. As with close combat, modifiers for ability, cover, and range may influence the outcome. The amount of damage a body can absorb is equal to its strength rating, which is unitary and not divided into body parts; there are no "critical hit" areas.

The final sections of the rules booklet include availability tables (for various criminal equipment) keyed by period of time, a section on the history and organization of law enforcement agencies, and a short history of organized crime, with the particular emphasis on the Prohibition era. The very last section is probably the most important: "Tips for Gamemasters," on how to devise various scenarios. This is nicely supplemented by the information in the Patrol Guide.

All in all, the rules are fairly simple and easy to learn, a distinct plus. Because the system is grounded in a familiar reality, there is not necessity for a prolonged rationale; it is intuitively obvious to players how guns, cars, etc., work, minimizing the Gamemaster's work of explanation (as would be necessary for fantasy and science fiction games).

Although simplicity by itself is no flaw, there are several

areas in the rulebook notable for their absence. While the possibility of arrest and trial are mentioned in the Patrol Guide, there is no mechanism defined for conducting hearings, setting bail, etc. In addition, with the exception of a very brief mention of escape, there are no details about the structures of jails and the possibilities of jailbreaks. The "car chase" pursuit/evasion rules are very sketchy, presented as part of the section on driving "getaway" skills.

The biggest flaw in *Gangster* is one common to most role-play games, and that is the burden placed on the Gamemaster to set up a believable and interesting situation. While tantalizing possibilities for scenarios are raised by the section for Gamemasters, a little more concrete information with specific examples on laying out a city and the design of buildings such as banks and jails would have been very helpful.

For the players, the flow of play appears too unstructured, again placing a large burden on the Gamemaster to keep things running smoothly. There is no well-defined time scale, or order of play. Since the objectives and routines of the criminal class are so nebulous, it would be my personal suggestion that a beginning group of players with a beginning referee should stick to a police scenario, in contrast to the recommendation of the rule book to the contrary. A scenario for the police can have much more well-defined objectives, and police procedure imposes a sense of order upon the proceedings. Once players become adept at the system, certainly playing the roles of the gangsters has the greater potential for entertainment. For large groups, or convention play, running two rival gangs, or a gang and the police, can be a challenging opportunity for all involved.

All in all, I feel that *Gangster* admirably fulfills the goals the designers have set. Namely, they have presented, in an attractive package, a simple, concise, and easy to learn system with great potential for variety and enjoyment by those involved. My major reservation, as mentioned above, is implicit in the situation depicted. It is my contention that the main reason why people enjoy RPGs is for its value as escapism. This is why fantasy gaming succeeds so well; the players are whisked away from the humdrum of everyday life into a realm where everyone is beautiful, or strong, or intelligent, where problems can, to a certain extent, be "wished away" by magical means. The exploits and attributes of the heroes of epic fantasy are easily emulated. This is not so in the world in *Gangster*; the game is too firmly rooted in reality. On closer scrutiny, there is not much in the average short, dirty life of a common criminal that many would find "glamorous" or "appealing." Al Capone and "Lucky" Luciano are not quite in the same category as Gandalf and Conan.

However, should a Gamemaster find that his group has fallen into a rut, and castle walls and twisting caverns have become so familiar a setting that there is boring repetition rather than fresh adventure, he would be well-advised to "check it out" with *Gangster*.

Gangster is available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY for \$10. Also available from them are four sets of miniature figures especially for *Gangster* at \$3.50 per set of six figures.





Super Rules for SUPERHERO: 44



by Brian Wagner



Superhero: 44, published in 1977, was at that time and still is one of the more original and unique role-playing games that fill the market today. For the uninitiated it is a game about superheros in the grand comic book tradition, set in the year 2044.

As enjoyable and interesting a game it is, it's not without its rough spots. The basic systems of the game work well but there are parts which need to be elaborated upon or outright changed. Also, there are several things which are apparently left for the the individual referee to work out, such as tuition cost for the Koln Institute which endeavors to create the perfect human. This writer will also give his answers to items of this sort.

THE KOLN INSTITUTE: As stated above, the goal of the Koln Institute is to develop the perfect human being, both physically and mentally. Its program of development is a rigorous and expensive one covering nearly two years. There are classes for eleven months, then students receive a much needed two month break after which classes resume for another eleven months before final graduation. Students attend classes for roughly two blocks (twelve hours) a day, five days a week. Tuition costs are 10,000 psuedo dollars, abbreviated PD, for one semester. This provides dorm space and meals if desired. Besides the benefits given to graduates outlined in the book, they will also have all their requisite scores raised 1/4 to 4/4 as determined by rolling 1D4, except for Ego and Charisma. The increase is rolled individually for each requisite and is an increase above the original requisite scores. Remember that a character's requisites may never be more than twice his original scores. All graduates may also fight as trained martial artists.

If a character attends for one semester and does not return for the second when he should, but does decide to reenter

the Institute at a later time he must begin the program anew and he does not gain any benefits for attending a single semester.

Characters without 10,000 PD, or preferably 20,000 PD to make sure you can afford the second semester, may wish to apply for grants which will pay from 1/4 to all of a semester's tuition costs. There are four types of grants and a character may apply to all of them and combine their effects cumulatively to that semester's tuition. Grant money may not be retained for the second semester if a character should come up with more than he needs to cover tuition. Simply choose which of the grants listed below the character applies for and roll percentile dice to see if he is successful. Each grant may be applied to only once a semester.

Grant to Pay:	Chance to Receive Grant
1/4 of tuition	35%
1/2 of tuition	25%
3/4 of tuition	15%
All of tuition	10%

THE HUNTERS CLUB: This is an invitation-only fraternity which provides assorted services to those passing its dangerous entrance tests. The allowance it pays to members is 80 PD a week.

UNIQUEx: This organization will purchase Unique (one of the three classifications of superheros in the game) germ plasm of proven merit. To determine how much they will pay roll 1D12 on the table below. Referees should give positive or negative modifiers based on the value of the character's abilities. For instance, superstrength tends to be very common hence a -3 or more might be given to the die roll; however psychic talents would usually call for adds to the die roll.

Die Roll	Uniquex Payment
01	100 PD
02	200 PD
03	300 PD
04	500 PD
05	700 PD
06	900 PD
07	1000 PD
08	1500 PD
09	2000 PD
10	2500 PD
11	3000 PD
12	3500 PD

If a character's die roll minuses should take him below 01 on the table he is considered to have been refused. He may apply again in six months. A character whose die roll adds take him above 12 is treated as if he rolled a 12. As a rule once a character's germ plasm is accepted he will not be able to apply to Uniquex again.

THE SCIENCE POLICE: This is an organization devoted to maintaining world peace. Characters may join it but once completing their training programs they are expected to become operative of the organization and will have little time for free-lancing superheroics. More so, operatives are psychoconditioned to remain loyal which means a character will not likely be able to leave the Science Police.

Their training program is roughly equivalent to that of the Koln Institute but it also improves a character's Ego rating from 1/4 to 4/4. Characters joining the Science Police receive their training free and are given dorm space and meals and a 50

PD a week allowance. Only upon graduating is the loyalty-inducing psychoconditioning implemented. Anyone who completes the training program and then refuses to become an operative can expect to be billed for their training an amount equal to two years of Koln Institute tuition and may well be hit with assorted lawsuits and possible imprisonment.

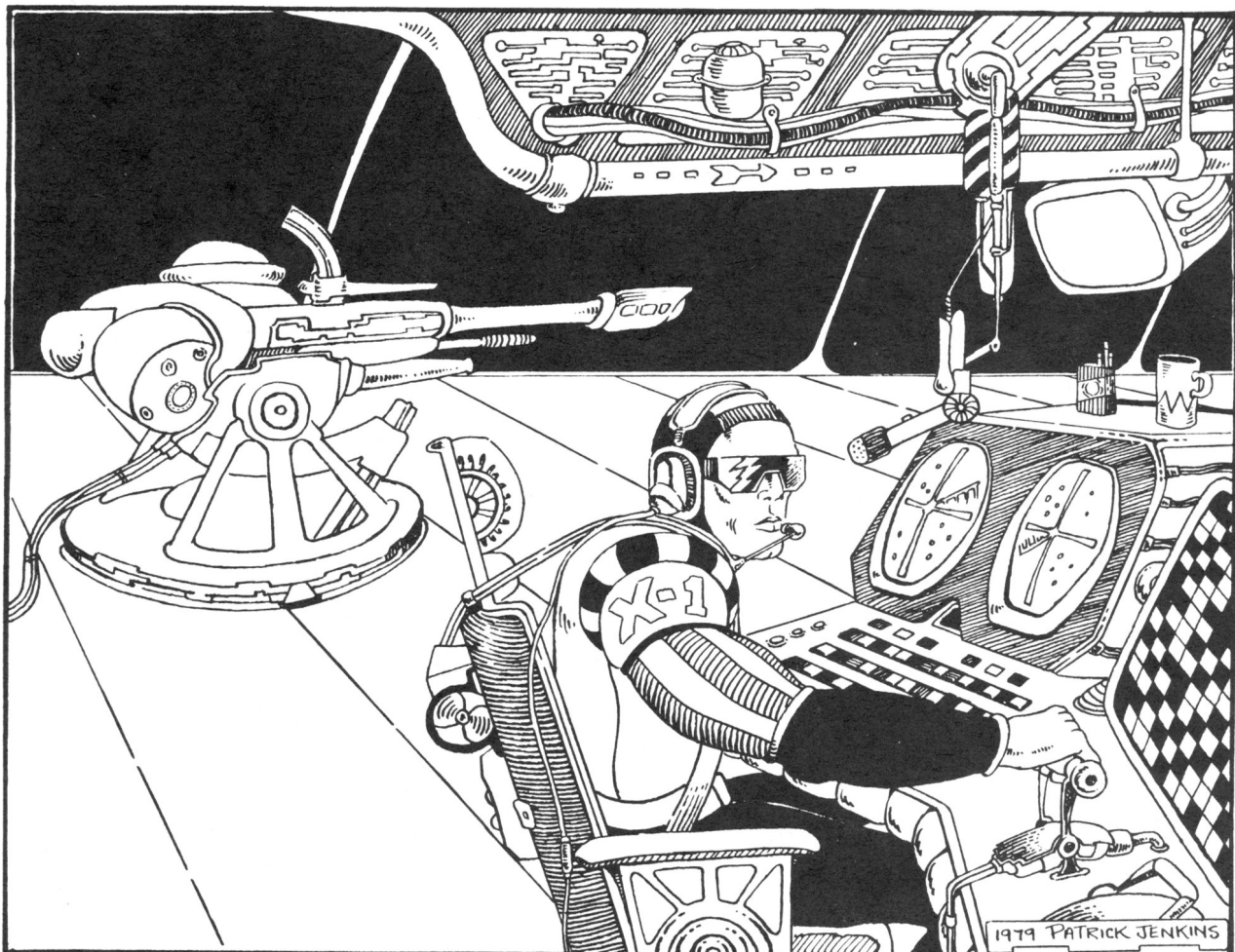
Operatives begin their jobs receiving a 600 PD a week salary. They are typically sent on missions lasting 1-6 weeks, during the course of which they are often subject to dangerous situations. Roll 1D6 on table below to find out how many dangerous encounters they have during a mission.

Die Roll	Dangerous Encounters
1-3	0
4	1
5	2
6	3

These encounters may be considered Deathtraps and may be resolved using the Quick Deathtrap Resolver described later in this article. After each mission there is a 20% chance for a character to go up a rank as an operative and thus obtain a 50 PD a week raise. After a mission operatives are usually given two weeks leave before the next mission and possibly more if it was an especially long and grueling one.

The Science Police provide free training facilities for operatives. While on a mission an operative will have time for no more than 1-6 blocks of training.

Referees may wish to provide actual scenarios for Science Police characters rather than the simple method of handling them shown above.



HOSPITAL COSTS: The superheros in this game are not quite as indestructible as their comic book counterparts usually are and often end up in the hospital. Characters required to spend only one or two blocks of time in a hospital are receiving emergency treatment but do not incur the cost of a room. A character spending three or more blocks of time in the hospital must pay the cost of a room. This amount is 80 PD for every four blocks (24 hours) spent in the hospital. A character who spends only three blocks in the hospital has this rounded up to a full day and must pay costs for a room. A character who has spent several four block periods in the hospital for which he must pay room costs for does not have to pay for an extra one or two blocks he might spend in the hospital over an even four block period.

Medical expenses vary according to the location of the wound. Damage to limbs would tend to be less serious and easier (and less expensive) to repair than damage given to abdomen or head. The table below shows the cost in PDs to repair one point of Vigor in a given area.

<i>Area Damaged</i>	<i>Cost Per Vigor Point Repaired</i>
Limbs	5 PD
Body	20 PD
Head	30 PD

DIRECT PHYSICAL ATTACK COMBAT: It should be required that hit location be checked in this type of combat, as it is in projectile attacks and, as in the form of combat, Vigor points should be accordingly distributed to different body areas and the same results when Vigor points in an area are exceeded should be applied.

On the Stamina Modification Table substitute the following armor type modifiers for those given:

Body Armor/Battle Armor/Powered Armor	+20
Bulletproof Suit	+15
Bulletproof Vest or Holding Shield (includes Bullet Shield)	+5

Some of the armor types on the projectile attacks table are not listed on the tables for Direct Physical Combat, but anything designed to stop bullets would be effective against melee weapons. I've reduced the shield's effectiveness to +5 since the original +10 seemed too great a modifier.

I also suggest the use of 1D20 to determine hit or miss instead of 3D6 on the Universal Combat Matrix. This helps those who need very low scores to hit and hinders those who need to roll very high to miss.

PROJECTILE ATTACKS: First a revised hit location chart using 1D20:

01-03	Right Leg
04-06	Left Leg
07-09	Right Arm
10-12	Left Arm
13-18	Body
19-20	Head

Each limb has 25% of the total Vigor points. The body has 50%, and the head has 25%.

On the Projectile Modification Table the modifiers for a moving target also apply the firer if he would attack while moving, such as a high dexterity might permit. If the target is half or more concealed there is a +2 modifier. If an area that was concealed is rolled as hit location the attack is discounted.

DAMAGE: Instead of a character taking flat blocks of damage from different weapons, the amounts of damage should be made variable.

Damage is expressed as both a loss of Vigor points (the actual hit points) and Endurance points (the ability to take physical punishment, poison resistance, and so forth). Loss of Vigor can kill you but loss of Endurance can only incapacitate.

Damage from all melee and projectile weapons should be a spread of points from one to the maximum for the weapon type. With some weapons Vigor loss and Endurance loss are equal—by the book a sword causes ten damage points to each but with variable damage this becomes 1-10. If weapons cause equal Vigor and Endurance losses by the rules just roll for the Vigor loss and the amount of Endurance lost is the same. Many of the weapons, however, cause different damage amounts, such as a steel capped bullet which does 30 to Vigor but only 20 to Endurance. In these cases roll variable damage for Vigor first, 1-30, then since 20 is 2/3 of 30 take 2/3 the Vigor points lost, rounding up, to find the Endurance loss. Other damage amounts having different Vigor and Endurance amounts are calculated similarly.

With explosives you may wish to alter the determination of damage by rolling several dice. An HE grenade causes a 40 Vigor loss and by variable damage this could become 2-40 or 4-40 or something else. This simulates the probability of explosives as for other attacks. Instead of rolling a specific hit location, damage is applied proportionately to all exposed surfaces. A figure taking a blast from a full front or back position would take 15% of damage in each limb, 30% in body and 10% in the head.

Because a figure's Vigor score is distributed in percentile amounts to different body areas shown above in the Projectile Attacks section, a character will actually have more Vigor points than what his real Vigor score is. Page 23 of the rules details how a character is affected when his Vigor score falls to ten or below. When calculating Vigor damage one must keep track not only of the amounts taken on different body areas but also keep tally of what his actual Vigor score is—damage taken is subtracted from both actual Vigor score and body area Vigor points. Hence a figure could take a substantial amount of damage throughout this body without suffering enough in any one area to impair it, but still have his actual Vigor score reduced low enough to incapacitate him. Having the actual Vigor score drop below 0 does not kil the figure; only damage to the head exceeding the Vigor allotment there will do that.

CRIMES: A new hero is run through a scenario designed by the referee and rated in eight areas which determine his effectiveness as a crimefighter when he later goes on patrols and encounters crimes. When this does occur the gamesmaster determines the crime's severity in six areas which correspond to six of the eight things the hero was rated in. The severity is determined by rolling 1D6 which is subject to modifiers ranging from 0 to -5. As players will have discovered some crimes have modifiers that are so high even the hero with high scores cannot affect them. Thus, I suggest that when the referee rolls for the severity of a crime which has a -4 or -5 modifier, he roll 1D8 instead of 1D6, to give at least the higher rated heros a chance at doing something about them.

THE QUICK DEATHTRAP RESOLVER: This is for everyone going bonkers trying to invent new deathtraps to subject hapless heros. It reduces it all down to a rather unromantic die roll but, like the name says, it is quick.

First, roll on the table below to determine which of a

hero's requisite apply to escaping the deathtrap, using 1D12.

- 01-02 Stamina
- 03-04 Dexterity
- 05-06 Mentality
- 07 Endurance
- 08 Vigor
- 09 Charisma
- 10 Ego
- 11 Reroll using D10 for 2 requisites and take the average of them.
- 12 Reroll using D10 for 3 requisites and take the average of them.

Take the final number and multiply it by 3/4 rounding up. This number must be rolled equal to or less using 1D20 or else the world is minus one hero.

Using 3/4 as a multiplier means any figure with a score

of 28 or more will automatically escape if the deathtrap pertains to that requisite. As long as a character does have requisites low enough for him to fail to escape a deathtrap you may wish to let go. However, if all the character's requisites exceed 27 you may wish to institute a roll of 20 being an automatic failure or some other system.

That pretty well does it. I hope some of you will find these suggestions, alterations and new rules useful in your games.

May you always catch your villain and keep out of death traps.

Superhero: 2044 is available from Gamescience, 01956 Pass Rd, Gulfport, MS 39501 for \$7.



Recent Arrivals from Judges Guild

This is a quick run down of eight recent products from Judges Guild. All the items can be ordered from them at 1165 N University Ave, Decatur, IL 62526, Illinois residents add 5% sales tax.

UNDER THE STORM GIANT'S CASTLE — by Thomas McCloud. A storm giant and his wife had their baby kidnapped by a giant worm that came through a hole beneath their castle. The hole is too small for the giant to enter so he calls upon the humans and elves for help. The reward is 10,000 GP and any treasure you find, they will also come to your call three times.

This is a very difficult adventure with six levels and from 5-15 encounters per level. There are special sections with nine new monster and eleven new magic item descriptions.

It is approved for use with *D&D*, 32 pages, and sells for \$3 (order item 93).

SURVIVAL OF THE FITTEST — by Michael Mayeau. This is a solo dungeon for a party of up to four first or second level characters of any class. There are special rules for running in this solo adventure. Among other things, it limits the spells and magic items you may bring. There is a special wandering monster table.

This adventure is a final exam for your character from the school he was training in. Failure means death. You may acquire gold or valuable magic items in the process.

It is approved for use with *D&D*, 32 pages, and sells for \$3.50 (order item 95).

THE CAVERNS OF THRACIA — by Paul Jaquays. This describes the caverns of a lost civilization that disappeared centuries before. They are now the holy places of the descendants of the Thracians and the once powerful reptile race. These caverns do not exist in any particular place and should be placed somewhere in the GM's existing campaign.

There are notes for the GMs to add color to the adventure and extensive random encounter tables. There are several entrances to the caverns. There are four levels with over a

hundred encounter descriptions. Many notes and maps are included.

Approved for use with *D&D*, 80 pages, and sells for \$6.50 (order item 102).

VILLAGE BOOK 2 — This is a game aid with 50 different maps of villages to choose from. There is also a long section on heraldry.

Approved for use with *D&D*, it is 64 pages and sells for \$3 (item 104).

DRA'K'NE STATION — by Bill Paley. This is an extensive description of an alien reptilian research station. Most of the inhabitants are in deep freeze and many of the systems are out of order as the station was launched 6000 years ago. There are twelve levels with 23 to 62 sections per level. The station is disguised as a three kilometer long asteroid. There are extensive notes for the GM.

Approved for use with *Traveller*, it is 64 pages and sells for \$4.95 (item 105).

VERBOSH — by Paul Nevins and Bill Faust. This is a long description of a fortress city. The Verbosh family lost it many generations ago and has gone through various owners. The fortress itself has 49 different interesting places to visit. Verbosh XXXI is still alive and makes a living selling meaningless titles of nobility. There is a special street encounter table and a description of the castle and the present owner of Verbosh. The village nearby has eight places that can be visited. The dungeons and sewers below have three levels with 9-25 rooms each. There is a description of a sunken ship in a river six miles from Verbosh. Swimmers can explore the 13 areas of it. The wilderness section has 49 places to visit and includes the city of Warrenburg with 29 places of interest; Haygaras the Dead City with six buildings, one of which is a temple with ten rooms and a chamber below; and Schuwang-Nau Tower with nine levels and 88 rooms, there is a special encounter table for some of the levels, and a description of the crypt below with 25 rooms.

It is approved for use with *D&D*, 80 pages, and sells for \$6.50 (item 108).

OPERATION OGRE — by Michael E. Mayeau. This is the tournament dungeon used at PACIFICON 1979. The elf princess was kidnapped by ice ogres and bugbears. The king hires eight elves and teleports them to the entrance of the ogres' lair. For the purpose of the tournament, the characters are pre-rolled and have the same characteristics for every team. There are special rules for collecting victory points. The lair itself has 22 sections with a long description of one of the rooms, the alchemist laboratory. There are two special monster descriptions, eight character sheets, and some game aids.

Uses *AD&D* rules and is approved for use with *D&D*, 32 pages, and \$3.25 (item 109).

THE MINES OF CUSTALCON — by Bryan Hinnen. This is the first in a series of village and wilderness descriptions which will cover the region of JG wilderlands. This project will cover the triangular area bounded by *Tege Manor*, *City-State of the Invincible Overlord*, and *Thunderhold Castle*.

There is a long encounter chart for the wilderness area. A description of the town of Byrny with a lot of background information follows. There are 16 places to visit there with various random events and encounters. A description of Trollslor, a town inhabited with goblins and humans, follows that. There are four places to visit there with various random events and encounters. Two of the places are for a mini-dungeon with three levels and 23 encounters. There are 24 hexagon system maps of the area covered in this book.

Approved for use with *D&D*, it is 48 pages and sells for \$3.95 (item 111).



Finding Level in *RuneQuest*

By Ray Turney

The major problem in converting characters from one of the popular class & level using system to *RuneQuest* (or vice versa) is that the extreme specialization found in some character classes (*Dungeons & Dragons* straight magic users for example) is an extremely dangerous way of playing RQ. In consequence, few RQ characters resemble the major character classes, and a 7th level D&D magic user who came over and used only a dagger could not be said to be the equivalent of 7th level in RQ.

In the following system, I have assumed that the gods of Glorantha (or whatever RQ world is being referred to) will totally naturalize the character into the RQ world, by providing him with knowledge of languages, spells, weapons he did not use earlier, etc., as appropriate. The gods pay some attention to the natural inclinations of the characters, so that D&D 7th level fighter will be better with weapons than a 7th level magic user. Even so, as RQ fighters cast spells, and RQ magicians use spears, the RQ equivalent needs to have a completely different assortment of abilities than the D&D character being transferred. Also, a RQ character going to a D&D world can expect to forget some valuable abilities. With this in mind I decided to attack the specifics of character conversion.

CONVERTING A CHARACTER TO RUNEQUEST

I attacked the conversion of class & level to RQ first, by creating three master types: fighters, spellcasters, and others, to which the present mass of character classes could be reduced. I decided that all characters should get to know a certain amount of battle magic, even though they may not have known any in their home world, so that they would not be hopelessly inferior to the RQ natives. This also justifies a separate table giving POW dice and pluses for being high level. No



wizard should come into the RQ world with a POW of 3!

Convert clerics by first deciding whether you play the character mostly as a spellcaster or as a fighter. If mostly as a spellcaster, take his experience points and find out what level magic user they would make, then convert him as if he were that level of magic user. If mostly as a fighter, find out what level he would be as a fighting man, and convert him to that level. Paladins, combination characters, etc., all should go through this process of conversion to one of the basic character classes before further conversion to RQ. Note that a paladin with a vorpal blade, for instance, has no real equivalent in RQ, and if an equivalent were invented it would probably unbalance the game. If you want to try, feel free, but you've been warned. The "others" type is for thieves, alchemists, etc.

To illustrate the process of conversion, I offer Daffyd the Daft. He is a 7th level D&D magician with the following characteristics: strength 9, intelligence 16, wisdom 5, constitution 11, dexterity 13, charisma 17. SIZ has not been rolled and wisdom is a surplus characteristic not used in RQ. Since I took him to 7th level without learning how big he was, what color hair he has, etc., I can justly roll 3D6. He attains the respectable SIZ of 13. I then refer to Table One.

TABLE ONE
Class & Level to RuneQuest POW Points

<i>Level</i>	<i>Fighter/Other</i>	<i>Spellcaster</i>
1	3D6	1D6+12
2	3D6+1	1D6+13
3	3D6+2	1D6+14
4	3D6+3	1D6+15
5	3D6+4	1D6+16
6	3D6+5	1D8+16
7	3D6+6	1D8+17
8	3D6+7	1D8+18
9	3D6+8	1D8+19
10	3D6+9	1D10+19
11	3D6+10	1D10+20
+1	+1	+1

Fighters/others should usually not become Rune Priests when going into a RQ world. Whether it should ever be possible is up to the Game Master of the campaign being entered (as is whether conversion should be possible, this system used, etc.). Spellcaster may become Rune Priests, if they have the necessary POW.

To return to Daffyd, I roll 1D8 and come up with a roll of 4, for a total POW of 21.

Daffyd now needs a cult. I choose that of Orlanth Adventurous (the Orlanth cult published in RQ). I could get Teleportation, hmmm.

At this point I revert to my role of game designer and GM and consider how much easier it is to get a 3 point spell this way than by playing RQ; a chain of thought concluding in an ad hoc rule: Rune Priests converted from outside characters cannot get 3 point spells. I don't like ad hoc rules very much, but bringing a Rune Priest in from another universe, rather than by working him up in RQ is ad hoc, so I decided to stick with it. Daffyd can't learn everything at once.

This leaves me my choice of 1 or 2 point spells for Daffyd. I choose Summon Small Fire Elemental from the Orlanth Rune spells, and 1 point each of Shield and Mind Link from the list of generally available Rune spells. I also get Daffyd a familiar, a process which is no different from obtaining a fa-

miliar for any other Rune Priest and has therefore been ignored in this article.

I now have a Rune Priest who knows no battle magic! Fortunately there's Table Two.

TABLE TWO
Class & Level to Lunars Worth of Battle Magic Spells Known

<i>Level</i>	<i>Fighter/Other</i>	<i>Spellcaster</i>
1	1600	2000
2	3200	4000
3	4800	6000
4	6400	8000
5	8000	10,000
6	9600	12,000
7	11,200	14,000
8	12,800	16,000
9	14,400	18,000
10	16,000	20,000
11	17,600	22,000
+1	+1600	+2000

I buy Daffyd the Befuddle spell, so that he can knock out enemies at a distance. Subtracting 1500 from my 14,000, I have 12,500 left. A point each of Light, Mind Speech, and Glue, give Daffyd some of the spells fighting types can never afford (and expect Rune Priests to provide). With his remaining 11,000 L, Daffyd needs at least 2 points of Healing to survive in RQ, reducing him to 9400 L. Protection has proved useful in the past, so I buy that for him, reducing him to 6900 L, etc. Further listing adds nothing to your knowledge and lengthens the article so I'll finish buying battle magic spells and look to that vital statistic, Daffyd's chance to hit.

Table Three can determine a character's chance to hit with his two favorite weapons, and parry with his shield if he carries one. If the character likes a two handed weapon, his chance of hitting is also his parry percentage using it. The character is less effective with five other weapons. To determine how much less effective, roll 1D6 for each weapon: 1-2, he is 5% less; 3-4, 10% less; 5-6, 15% less. Other weapons are known at the level of basic chance plus natural ability only. Skills, other than alchemical, may be substituted for any weapon.

TABLE THREE
Class & Level to Attack %

<i>Level</i>	<i>Fighter</i>	<i>Spellcaster/Other</i>
1	25%	25%
2	30%	25%
3	35%	30%
4	40%	30%
5	45%	35%
6	50%	35%
7	55%	40%
8	60%	40%
9	65%	45%
10	70%	45%
11	75%	50%
+1	+5%	+5% every 2 levels

Before writing the result down, compute the character's attack bonuses, parry bonuses, etc., and include them. It might

be a good idea to check to see whether basic chance plus natural ability bonus is higher than the percentage a character gets under this system. For example, a converting 2nd level mage often will be better with the dagger picking it up the first time than he is under these tables. I could solve this problem, but since fighters should have a better chance of hitting than spellcasters, I would have to either give fighters a truly appalling chance to hit with the great sword, or devise a much more complicated system that gave different chances to hit, varying with the weapons a character prefers. Both of these cures struck me as worse than the disease.

To return to Daffyd, calculation of his attack bonuses, etc., informs me that he has a 15% attack bonus. Adding this to his 40% ability with weapons he has a 55% chance to hit with his new favorite weapon, the two handed spear. Since Riding, my other selection for his top ability has no bonuses, he is 40% in that. On a roll of 1 on 1D6, Daffyd proves to be 5% less with his secondary weapon, the one handed spear, making him 50% with that. He gets a shield parry ability of 45% with that one handed spear, as his parry bonus is 5% less than his attack bonus. Daffyd has four more abilities to be worked up, but to describe all of them would be pointless repetition.

Thieves, and other similar character classes whose chief advantage lies in non-combat abilities like picking locks, hiding in cover, etc., should keep their abilities when they transfer to RQ.

CONVERTING A CHARACTER FROM RUNEQUEST

In converting a character from RQ to a class & level system, first look for a class that has all the RQ character's major abilities. A major ability is one in which the character is at least 15% above basic chance plus what natural ability adds in. If there is such a class, estimate the average of the RQ character's relevant abilities and make him equivalent level in the class he is transferring to. If no class has the RQ character's major abilities, or he is converting to be a straight fighting man or magic user, I recommend the following:

If aiming to become a fighting man, average the character's attack and parry chances with the weapons, shields, etc., he usually carries then subtract his attack bonus and read his level back from the appropriate percentage on the fighter table.

If aiming to become a magician, take his current POW plus POW held in Rune Magic, subtract 13, and look up what is left as a plus on Table One.

If aiming for a combination or an exotic class, I'd convert first to the appropriate level of fighter or spellcaster, find the number of experience points the character has, and apply them to the appropriate class.

EXAMPLE — Alzira the Expendable is to be converted from RQ to a D&D fighting man. She is 90% at Riding, 50% with each of her three favorite weapons, and owns a number of abilities the D&D class doesn't have. Ignore abilities the D&D class doesn't have. Her Riding and her weapons average about 60%. She has a 10% attack bonus, so she counts as 50% in consulting the table. Looking for this percentage, I find that a 6th level converting to RQ would get it. When she goes into a D&D universe to be run at a convention, she is therefore a 6th level fighter.

As you may have noticed, this system makes no provision for the character who simply wanders in through a gate between worlds, knowing little of the new one. Since both worlds are crawling with unscrupulous armed men (read adventurers, mercenaries, etc.) and a character just coming in without divine aid won't know the languages of the new world, has

no tribe or friends to protect him, etc. I assume the life expectancy of the entering character is short, and feel no need to devise a special system for handling his conversion. Having assumed divine aid for the entering character, I see no reason for the gods not to go the whole hog, which explains my devising a system where almost all a character keeps in the transfer is his characteristics.

Converting a character's magic equipment is, unfortunately, an individual thing. There is so much and such a wide variety of class & level magic in circulation, I would just leave it behind. Steve Perrin has come up with some guidelines, however, which I will pass on to you. First if it corresponds to a regular RQ battle magic spell, only is permanent, such as D&D +2 sword, it becomes a RQ battle magic spell matrix which takes the POW of the converted character to use. Intelligent swords become swords with a spirit trapping crystal set in them, and a spirit inside. If your character wins in the spirit combat when he brings it into the RQ world, he has a bound spirit, just as if he'd bound it in RQ. Other things become Rune Magic matrices, which either work only once, or take permanent POW away from the character when he uses them, just like Divine Intervention. The exception to this rule is that a priest of the appropriate god (i.e., a god who might grant his Rune Priests a spell equivalent to that of the magic item) is using it, a Rune Magic matrix becomes just like an ordinary, reusable, Rune Magic spell.

I developed this system from my experience as a co-author of RQ and in a D&D based campaign run by my brother. I believe it will work for other class & level using systems as well. I caution the reader that nothing in this article is official and that if you approach any other RQ GM wanting to run a character you converted under this system, he has no obligation to let your character run in their world. I wish to thank Steve Perrin for devising the guidelines for converting magic, and for his prior work on attack chances, etc., previously published in *ALARUMS & EXCURSIONS*.



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THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms... to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfalade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the TRIBES OF CRANE....



The **Tribes of Crane** is a unique correspondence game, allowing for interaction between players and the fantasy world of Crane and each other through a continuous game that may be entered at any time.

As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and King Lords.

The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a huge bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The game's objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The **Tribes of Crane** may be entered for \$10.00 which includes the first three turns, a rule booklet, and all necessary material (except return postage). Thereafter, turns are \$2.50 each. If dissatisfied after the first turn, you may return the materials for a full refund. A rule booklet may be purchased separately for \$3.50.

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T18

HOW TO MAKE MONSTERS INTERESTING



by Lee Gold



One of the lures of Fantasy Role Playing is that it allows both player and Gamemaster to live in a world of strangeness, a land in which one encounters legendary creatures whose powers have been sung by bards of yore (who probably oversimplified things considerably).

Creation of such monsters for the FRP game is originally the responsibility of the Game Writer, who sets down each monster's description: physical appearance, strength, powers, and weaknesses — and sometimes adds notes as to the creature's favored habitat and typical motivations.

Unfortunately, all these details, while invaluable to the mechanics of game playing, produce the very antithesis of the Fantasy World reaction to a monster. Such a well-known creation is all too apt to seem commonplace — despised if weak, feared if strong, but never able to excite that thrill of strangeness and uncertainty that one first adventured forth in search of.

Driven by a desire for the new and strange, GMs soon come to create their own monsters. Some are adaptations from folk mythology; others from comicbooks or works of science fiction or fantasy; still others are modifications of standard animals or monsters.

Searching folklore for monsters has given rise to such creations as the Sphinx, the Yeti, and the Hoopsnake. Searching literature has given rise to the Poul Anderson Cynthians, the Doc Smith Delgonian Overlords, and the Anne McCaffrey Pern Dragons. The third course in which the GM creates a creature on the basis of his own inspiration and knowledge of zoology and/or botany has resulted in all variety of unique species. Some are cobbled together from parts of diverse animals like butterfly-winged jaguar. Some are assembled out of the possibilities of magic like and animated snowflake sprite which freezes what it touches. Still others are lovingly handcrafted species, complete with ecological niche and individualized culture, the stuff of which later legends will be made.

But there is always the same paradox: the more the players have learned about a creature's capabilities and know for sure what it can and cannot do, then the more humdrum the creature becomes, and the less exciting the encounter with a chance-met representative of it. It may be terrifying to meet a *D&D* Stone Golem, but it is fear of the known dangers, not the unknown possibilities that animates the party.

There's the sound of soft footsteps coming down the dungeon corridor. Light from a lantern reveals a small humanoid shape. "Oh, it's just a Hobbit," says a party member. Yet in the days of Tolkien's Middle Earth, the folk of Rohan wondered to hear of Halflings, "a little people in old songs and

children's tales out of the North. Do we walk in legends or on the green earth in daylight?"

Part of the answer, of course, lies in skillful role-playing and GMing. A good GM announces not the approach of a Hellhound but of a dog, not of a man with transparent flesh but of a skeleton, not of a Weretiger but of a Tiger. A good player does not allow his character to be aware of things that the character has not learned — even though the player himself may be highly familiar with them. I may know what a firecracker looks like, but my characters certainly don't. The characters must learn during the course of its encounters just what the various monsters are like.

Still, I think another part of the answer lies in the idea



of creature descriptions as seen in most sets of rules. Only Humans are typically described as of variable abilities and natures. Most other creatures are highly limited in alignment and abilities. A *D&D* Dragon's breath weapon is telegraphed by its skin color (unless it camouflaged itself). A *C&S* type of Undead Being called the Death carries with it an emanation of Fear which has a constant 30' radius affecting all creatures under 8th level.

Instead of giving each creature specific abilities which are the same for each specimen encountered, I have created for each species, parameters of possible characteristics (e.g., STR=1D10+10) and a list of possible abilities. In some cases, there is an initial roll to see if a particular creature has a given capability. A certain Giant Snake might, for instance, have a CONx5% chance of being able to regenerate one point per turn. In other cases, there is ability shopping, with a monster able to buy one ability from a long list for each point of intelligence — or one spell level per two points of intelligence.

Thus, by specifying a list of possible abilities for each monster, I am able to keep them at one and the same time within character and individualized. The players will be able to check the rules and see what possible powers a Vengeful Ghost might have — from Entrancement to Possession, but an individual Vengeful Ghost's exact powers will be unique and unknown to all, save to the role-playing GM, who will hopefully bring more subtlety to such a one-of-a-kind spirit than to the more commonplace in other games' assembly line model of monsters.

As an example of what can be done with variable powers, let's take the Tolkien Ent. In *Lord of the Rings*, careful reading reveals that these creatures were able to:

- b) Tear apart stonework at touch; move earth at touch.
- c) Herd trees (properly if Ents are in a game, there should also be Huorn (living trees able to move on their own or when herded; consider them as like ogres in power but with multiple club (bough) attacks).
- d) Immunity to poison.
- e) Troll-like or greater armor class, hit points and other powers — probably including regeneration.

One could make stronger Ents by giving all of them all of these powers. Still, my suggestion would be to let them specialize a little. Make all of them immune to poison and able to cause growing things to light up. Then roll the Ent's intelligence as 1D10+10 and for each INT point, allow an Ent to do one of the following:

- a) Herd 1D4 Huorn of up to his level.
- b) Disrupt 50 lbs of stone or 100 lbs of earth or 25 lbs of metal at touch.
- c) Regenerate one point per round of non-critical damage.

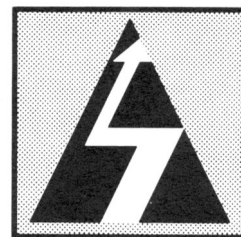
This approach makes each new species more variable and thus more interesting. By the same token, it allows the GM to give his world a more realistic number of monster species. He need not invent several hundred to give his players variety. Just a few dozen will do since each monster type has its own spectrum of variations.



- a) Create light from growing things.

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Vardy Combat System

Part 1

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This is a variant of the *Dungeons & Dragons* combat system, parts of which have appeared in substantially different form in various issues of *Alarums & Excursions* and *The Wild Hunt*. Because of its length, the system will be presented in two parts, the first in this issue and the last in the next issue of *Different Worlds*. The combat system is in three sections: The basic system is simple enough for beginners and fast enough to satisfy experienced players. The expanded system consists of optional modules to add extra realism and more interesting "feel" to combat. The D20 variant is for those who prefer to stay with a D20 system instead of shifting to using D100.

BASIC SYSTEM

The *D&D* system most widely used is the alternative combat system from *Men & Magic**. This system has a problem — it is not keyed directly to levels. Instead, a character becomes better skilled in combat by going up in groups of levels that I call "combat classes." Fighters hit better in groups of three levels, clerics and thieves in groups of four levels, and magic users in groups of five levels. This is bothersome when you compare the fighter's lot with that of the spellusers and thieves. Everybody but the fighter gets increases every level in the skills that characterize their occupations; magic users get new spells each level, clerics get new spells and get better vs. undead, and thieves get higher percentages on their skills. The poor fighter gets nothing but a new hit die (as does every other class).

The reason for this was the decision to use a D20 (20-sided die) attack system instead of a D100 (percentage dice, two D10s) system, since you cannot differentiate fine distinctions between character classes when you are stuck with the D20's increments of 5% per number. This is a pity, and it seems strange that *D&D* stuck with D20 combat after introducing D100 skills for thieves in *Greyhawk*. And so I propose a system of D100 combat, an idea that is far from original with me, although my numbers may be a bit different from other sys-

tems, as part of a comprehensive combat system revision.

This system provides an increase of a specified percentage in combat skill every level, depending in amount on the character class. Fighters as combat specialists get the highest increase, clerics and thieves are in the middle, and mages are at the bottom: fighters get +4% to hit per level achieved above the first, clerics and thieves get +3%, and mages +2%. This system is not directly comparable to the existing combat class system in terms of percentages to hit. Fighters, clerics, and thieves all hit a bit better here than under combat class progression, while mages are exactly the same at the break points. I suggest having the monsters fight as appropriate for their closest equivalent to a character class, that is, mages as mages, and so forth (with monsters fighting at level=hit dice on the fighter table in case of doubt).

To use this system, the character rolls D100 and consults the appropriate table. In order to hit, the die roll must equal or exceed the number given on the table at the intersection of the "level" and the "armor" lines. Any pluses to hit from a magic weapon translate directly as 5% increments. Thus, for every +1 to hit, move up one armor line on the table to see whether you hit (for example, when hitting with a +1 sword against an opponent in chainmail and small shield, you would look at the AC 5 line instead of the AC 4 line). Similarly, any pluses for magic armor or shield translate directly as 5% increments. So for every +1 in armor, move down one armor line on the table (for example, when wearing +1 chainmail and a small shield, your armor on the attack table would be AC 3 instead of AC 4).

You will notice that there is a limit of progression on the tables; no matter how high a level a character attains, the best base chance to hit is never better than 20%+, meaning that without a magic sword or other aid from high strength or dexterity or some other source, you always miss on a roll of 01-19. In addition, you always miss on a natural (unadjusted) attack roll of 01-05, regardless of your level and weaponry pluses (and see below for the optional rule on fumbles). On the other hand, although the tables call for very high base attack rolls against very good armor, some over 100% and thus attainable only through a good natural roll aided by pluses from some source (generally high level plus magic weapons), a natural attack roll of 96-00 always hits. These two exceptions to the mathematical exactness of the tables are designed to insure that even a very high level character has at least a chance of missing any target, and that even a very low level character has at least a chance of hitting any target.

* This article concerns the combat system used in the original *D&D* rules, which is also the basis of the combat system used in *Advanced D&D*. However, *AD&D* is a new game with sufficiently different rules as to be incompatible with existing *D&D* campaigns, as the designer discussed in issue 26 of *The Dragon*. While the combat system described in this article is adaptable to *AD&D*, it is primarily designed for use with the original *D&D* rules.

FIGHTER ATTACK TABLE

AC	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9	50	46	42	38	34	30	26	22	20	20	20	20	20	20	20	20	20	20	20	20
8	55	51	47	43	39	35	31	27	23	20	20	20	20	20	20	20	20	20	20	20
7	60	56	52	48	44	40	36	32	28	24	20	20	20	20	20	20	20	20	20	20
6	65	61	57	53	49	45	41	37	33	29	25	21	20	20	20	20	20	20	20	20
5	70	66	62	58	54	50	46	42	38	34	30	26	22	20	20	20	20	20	20	20
4	75	71	67	63	59	55	51	47	43	39	35	31	27	23	20	20	20	20	20	20
3	80	76	72	68	64	60	56	52	48	44	40	36	32	28	24	20	20	20	20	20
2	85	81	77	73	69	65	61	57	53	49	45	41	37	33	29	25	21	20	20	20
1	90	86	82	78	74	70	66	62	58	54	50	46	42	38	34	30	26	22	20	20
0	95	91	87	83	79	75	71	67	63	59	55	51	47	43	39	35	31	27	23	20
-1	100	96	92	88	84	80	76	72	68	64	60	56	52	48	44	40	36	32	28	24
-2	105	101	97	93	89	85	81	77	73	69	65	61	57	53	49	45	41	37	33	29
-3	110	106	102	98	94	90	86	82	78	74	70	66	62	58	54	50	46	42	38	34
-4	115	111	107	103	99	95	91	87	83	79	75	71	67	63	59	55	51	47	43	39
-5	120	116	112	108	104	100	96	92	88	84	80	76	72	68	64	60	56	52	48	44

CLERIC AND THIEF ATTACK TABLE

AC	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9	50	47	44	41	38	35	32	29	26	23	20	20	20	20	20	20	20	20	20	20
8	55	52	49	46	43	40	37	34	31	28	25	22	20	20	20	20	20	20	20	20
7	60	57	54	51	48	45	42	39	36	33	30	27	24	21	20	20	20	20	20	20
6	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	20	20	20	20
5	70	67	64	61	58	55	52	49	46	43	40	37	34	31	28	25	22	20	20	20
4	75	72	69	66	63	60	57	54	51	48	45	42	39	36	33	30	27	24	21	20
3	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23
2	85	82	79	76	73	70	67	64	61	58	55	52	49	46	43	40	37	34	31	28
1	90	87	84	81	78	75	72	69	66	63	60	57	54	51	48	45	42	39	36	33
0	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38
-1	100	97	94	91	88	85	82	79	76	73	70	67	64	61	58	55	52	49	46	43
-2	105	102	99	96	93	90	87	84	81	78	75	72	69	66	63	60	57	54	51	48
-3	110	107	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53
-4	115	112	109	106	103	100	97	94	91	88	85	82	79	76	73	70	67	64	61	58
-5	120	117	114	111	108	105	102	99	96	93	90	87	84	81	78	75	72	69	66	63

MAGIC USER ATTACK TABLE

AC	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9	50	48	46	44	42	40	38	36	34	32	30	28	26	24	22	20	20	20	20	20
8	55	53	51	49	47	45	43	41	39	37	35	33	31	29	27	25	23	21	20	20
7	60	58	56	54	52	50	48	46	44	42	40	38	36	34	32	30	28	26	24	22
6	65	63	61	59	57	55	53	51	49	47	45	43	41	39	37	35	33	31	29	27
5	70	68	66	64	62	60	58	56	54	52	50	48	46	44	42	40	38	36	34	32
4	75	73	71	69	67	65	63	61	59	57	55	53	51	49	47	45	43	41	39	37
3	80	78	76	74	72	70	68	66	64	62	60	58	56	54	52	50	48	46	44	42
2	85	83	81	79	77	75	73	71	69	67	65	63	61	59	57	55	53	51	49	47
1	90	88	86	84	82	80	78	76	74	72	70	68	66	64	62	60	58	56	54	52
0	95	93	91	89	87	85	83	81	79	77	75	73	71	69	67	65	63	61	59	57
-1	100	98	96	94	92	90	88	86	84	82	80	78	76	74	72	70	68	66	64	62
-2	105	103	101	99	97	95	93	91	89	87	85	83	81	79	77	75	73	71	69	67
-3	110	108	106	104	102	100	98	96	94	92	90	88	86	84	82	80	78	76	74	72
-4	115	113	111	109	107	105	103	101	99	97	95	93	91	89	87	85	83	81	79	77
-5	120	118	116	114	112	110	108	106	104	102	100	98	96	94	92	90	88	86	84	82

EXPANDED SYSTEM

This expanded combat system consists of a series of optional rules to be used to add new features to the basic system. These rules can be used individually or all together, at the Game Master's option.

WEAPONS VS. ARMOR ADJUSTMENTS. Many of the weapons in the *D&D* list do the same amount of damage on a hit, although I have added more variety in the list at the end of this part. The *Greyhawk* rules provide for a way of distinguishing among weapons by treating them as being less or more likely to score a hit against certain kinds of armor. Or you can use this simplified approach, in which the numbers in the Weapons vs. Armor Adjustment Table are adjustments to the effective armor class of the target. Note that there is no special rule for shields in this simplified system of weapons vs. armor; they just add directly to armor class. Remember that a "hit" in *D&D* is defined as a strike that does damage, not merely a glancing blow. The rationale for this system is that blunt weapons are minus against clothing because that tends to absorb the force of the blow, whereas blunt weapons transmit their force well through metal. Cutting weapons tend to cut through cloth well, but do poorly against metal. Thrusting weapons penetrate better through armor of either type than cutting or blunt weapons. Articulated weapons are treated as blunt weapons.

ARMOR AND SHIELD TYPES. The *D&D* armor system breaks the extremely complex types of armor used in history down into four basic categories: None, Leather, Chainmail, and Plate Armor. It also collapses the use of the shield of any type into a highly abstract, one-size category at a flat +1 in armor protection when used. Just for fun, I'd like to suggest a greater variety in types of armor and shields. The new armor types would be:

AC 9 Clothing	AC 6 Cuirboilli	AC 3 Full Plate
AC 8 Padding	AC 5 Chainmail	AC 2 Riding Plate
AC 7 Leather	AC 4 Half Plate	

Clothing includes everything from evening dress to a peasant's rags; I'd probably include a naked savage in this, although that could be AC 10 instead. Padding includes heavy cloth worn for protection (or light leather), and was usually worn under heavier armor (and is included in their armor values).

Leather armor is exactly what it says. Cuirboilli is leather hardened with boiling wax. It offers greater protection than leather, but is very rigid and heavy. Ringmail, leather armor with large rings of metal attached, and light scale would give equivalent protection. Chainmail is fine rings of metal fastened to four rings next to it, providing heavy but flexible metal armor. Heavy scalemail would give equivalent protection, but at a greater weight. Half Plate is a mixture of cuirass of plate with chainmail on the limbs, while Full Plate is plate armor all around (this often by fastening pieces to the limbs, such as vambraces and greaves, rather than a complete flexible metal suit). Riding Plate is extremely heavy plate armor, which while it provides great protection was never intended for walking around on foot. For those using my encumbrance system in *Different Worlds 5*, the weights for these armor types would be 15% of body weight for Padding, 20% for Leather, 25% for Cuirboilli or Ringmail, 30% for Chainmail or Light Scale, 35% for Half Plate or Heavy Scale, 40% for Full Plate, and 50% for Riding Plate. I realize the figures really aren't as neatly arranged that way in real life, but they're not far off.

Now for shields, which come in an incredible variety of sizes and shapes. For convenience, and to keep complexity to a minimum, I suggest three standard shield sizes, the usability of which and the amount of protection provided would depend upon the character's strength because that determines your ability to parry effectively with a heavy weight:

Shield	Strength					
	03-05	06-08	09-12	13-15	16-18	19+
Small	+1	+1	+1	+1	+1	+2
Medium	NA	+1	+1	+1	+2	+3
Large	NA	NA	+1	+2	+3	+4

The Small Shield, or Buckler, is a 30 cm circle used to parry in place of a parrying dagger, and weighs 5% of the user's body weight. The Medium Shield, or Heater, is a 60 cm circle, and weighs 10%. The Large Shield, or Kite, is a full body shield used mainly by heavy infantry, and weighs 15%. The values given are added to the character's total armor protection when using the particular type of shield, and are added like pluses for magic. Note that the shield sizes are all relative to the size of the creature for whom they were made; a Hobbit could not use a Human's Large Shield, but could use a Human's Medium Shield as if it were a Hobbit's Large Shield in terms of the protection received. Dwarf shields are similar in size to Human shields, but their Large Shields are usually round instead of kite-shaped.

An alternative form of defense exists for characters with a high dexterity, which is to use a parrying dagger in place of the

WEAPONS VS. ARMOR ADJUSTMENT TABLE

Weapon Type	Armor Type			
	Clothing/Padding	Leather/Cuirboilli	Chainmail/Half Plate	Full/Riding Plate
One-handed cutting	+2	+1	0	-1
Two-handed cutting	+3	+2	+1	0
One-handed blunt	-2	-1	0	+1
Two-handed blunt	-1	0	+1	+2
One-handed thrusting	+2	+1	+1	0
Two-handed thrusting	+3	+2	+1	+1

Small Shield. It is usable only with light main weapons, usually the longsword, and provides no defense against missiles. The parrying dagger provides protection according to the user's dexterity:

<i>Dexterity</i>	03-08	09-12	13-15	16-18	19+
Plus to AC	NA	+1	+2	+3	+4

ADJUSTMENTS FOR STRENGTH OR DEXTERITY. Characters whose strength or dexterity falls in the average range (09-12) fight as shown on the appropriate combat table for their character class. But those whose strength or dexterity is above or below average are subject to certain modifications of their to-hit and damage figures, as shown in the Combat Modifications Tables. Note that it is possible to have characteristics above 18 or below 03. A character who rolls an 18 or 03 then rolls D100, with the following results: 01-50% no change; 51-75% shift one point; 76-90% shift two points; 91-99% shift three points; 100% shift four points. This results in a range from -1 to 22.

This system, which appeared in *Greyhawk* in a different form, is only an approximation of a halving series of numbers, since it is not possible to produce such a range on D100. For those who prefer a more mathematically even method, if a character has an 18 or 3 in a personal characteristic, roll a D6. If you roll low (1-3), the answer is "no" and you stay at the 18 or 3. If you roll high (4-6), the answer is "yes" and you shift one number outward and roll again, continuing until you either reach the limit (22 or -1) or get a "no" result. This method gives you exactly even odds at each step, and is therefore an exactly halving series. (You can roll any size die, actually; a D20 will give the smoothest roll.)

In the tables, you *subtract* the number shown from the attack or damage roll (but the minimum damage is one point) if you are in the -1 to 8 range, and you *add* the number shown if you are in the 13 to 29+ range. Doing it this way allows us to save space by printing only half of each table, since the tables are symmetrical.

The Combat Modifications for Strength Table does not apply to missile weapons (bow, crossbow, sling) since the weapon supplies the force that sends the missile, not the user's strength.

This system is based on the theory that dexterity is more important than strength in landing a hit, while strength is more

important than dexterity in doing damage, but both are relevant to each category.

This system significantly reduces the bonuses in damage points for unusually high strength or dexterity, as compared with the *Greyhawk* strength table, for example. Instead of a steadily increasing number of points added to damage, these tables provide for a steadily increasing *range* of possible bonus points of damage. You start at +1 point of damage at strength 13-14, move up to a 1-2 range expressed as "D2" (½D4, roll a D4 and divide in half) at strength 15-16, move up to a 1-3 range expressed as "D3" (½D6) at strength 17-18, and so forth, with D4 being a regular D4, D5 being ½D10, and D6 being a regular D6. The reason for this change is twofold. First, it brings the average extra damage down to a more reasonable damage bonus when compared with the damage done by monsters. Second, it permits the monster damage scale to be



COMBAT MODIFICATIONS FOR STRENGTH

	8	7	6	5	4	3	2	1	0	-1	Monster Strength						
<i>Strength with Minus</i>	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29+
<i>Strength with Bonus</i>																	
To-Hit Factor	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%	11%	13%	15%	17%	19%	21%	+2%
Damage Points	1	1	D2	D2	D3	D3	D4	D4	D5	D6	2D4	2D6	3D6	4D6	5D6	6D6	+1D6

COMBAT MODIFICATIONS FOR DEXTERITY

	8	7	6	5	4	3	2	1	0	-1	Monster Dexterity						
<i>Dexterity with Minus</i>	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29+
<i>Dexterity with Bonus</i>																	
To-Hit Factor	2%	4%	6%	8%	10%	12%	14%	16%	18%	20%	22%	25%	28%	31%	34%	37%	+3%
Damage Points	-	-	-	1	1	1	D2	D2	D3	D3	D4	D4	D5	D6	2D4	2D6	+1D6

brought in line with the character's damage scale, and thus allows for a uniform standard of damage for a particular strength, regardless of the race of the creature doing the damage. The extension of the dexterity scale runs the same way.

Remember, however, that these extensions apply only to monsters, since the normal player-character races are limited to a maximum of 22 on their personal characteristics without magical assistance. Remember, also, that these figures are bonuses, and are in addition to weapon damage for claw, club, or other weapon used. And weapons are proportional to the monster's size and strength — a giant's club is not your ordinary D6 mace. This is significant in determining just what Gauntlets of Ogre Strength permit a character to do, for example. In general, characters or monsters of strength 20-22 can use weapons of one die size larger than normal (i.e., D8 instead of D6), those of strength 23-24 still another size larger, and so on for every two steps up. Thus, an Ogre using a Battlemace would do D12+D6 instead of a Human's plain D10. Odd size dice (i.e., D16) can be rolled by using a D20 and rerolling rolls above the permitted range. Sample monsters at given strengths:

<i>Strength</i>	<i>Monster</i>
22	Ogre, Troll
23	Small Ent
24	Medium Ent, Hill Giant
25	Large Ent, Stone Giant, Flesh Golem
26	Frost Giant, Stone Golem
27	Fire Giant, Iron Golem
28	Cloud Giant
29	Storm Giant, Titan

It is easy to deal with magical devices that give the user specific amounts of strength or dexterity, keyed either to a specific monster's ability or to a specific number on the scale. But it is not clear how you would handle a sword that doubles the user's effective strength, for example. Doubled strength does not double the strength number, since this is a geometrical and not a linear scale and doing so would produce exaggerated results. I recommend for doubled strength that you double the damage bonus (or divide a damage minus in half), going up the scale until you find the resulting damage bonus and reading the to-hit bonus for that damage bonus there. Where there is more than one possibility, pick the lower number. For example, a strength 16 fighter using that sword would get an effective strength 19 (instead of 20) by going from a D2 damage bonus to a D4 bonus; a strength 11 fighter would get an effective strength 13, up from no bonus to the lowest available bonus; and a strength 3 fighter (if such a thing is possible) would get an effective strength 7. A weapon that doubled effective dexterity would operate the same way, but on the dexterity table.

CRITICAL HITS AND FUMBLES. A critical hit is one that does extra damage, and requires a natural (unadjusted) attack roll of 96-00 followed by a second roll sufficient to hit. This double roll system works out mathematically to a 5% chance for any level character with any weapon against any armor, without the need for special tables. If a critical hit is made, the damage is the damage for that weapon, plus a bonus determined by a D6 roll: 1-3, +1D6; 4-5, +2D6; 6, +3D6 damage. Notice that this system is simple and easy to remember, and in addition has no guaranteed instant death results. Everything depends on points done, and is therefore consistent with the regular *D&D* damage system under which a character's staying

power is determined directly by his or her hit points; the same is true under this system of critical hits. This system is intentionally generalized as to what has actually happened, going directly to consequences, instead. This avoids arguments over whether a stated occurrence on a table is possible (such as "weapon impales in heart, instant death," when the weapon used was a mace). There is a class of weapon that is designed as point-impact weapons and is frequently referred to as "impaling" weapons. Their greater chance of penetrating armor can be simulated by increasing the probability of critical hits, by requiring of them a natural roll of 91-00 followed by a hit roll. See the notes to the Weapons Table.

A fumble is the opposite of a critical hit, since instead of being a particularly good hit, it is a disastrous attempt at one. A fumble is produced by a natural roll of 01-05 followed by a failure to roll within the character's dexterity on a D20 (that is, equal or below). The reason the second roll is against dexterity rather than a to-hit roll is that it represents the character's ability to recover from a slip, rather than the force of the blow that landed. (For high dexterity characters, note that a roll of 19-20 on the D20 dexterity roll is always a fumble, regardless of how high the character's dexterity may be.) If a fumble is made, roll 1D6 for the number of melee rounds in which the character is unable to attack, parry, or dodge: 1-3 one round, 4-5 two rounds, 6 three rounds. This system, like that for the critical hit, is deliberately designed to avoid arguments over whether a particular occurrence is possible under the circumstances by stating the result rather than the causes. Note that articulated weapons, although they do significant damage, are difficult to control. This can be simulated by doubling their fumble chances, by requiring the D20 dexterity roll to be within one-half the user's dexterity.

WEAPONS EXPERTISE. The *D&D* combat system is so abstract that it assumes a character is equally good with all weapons, by rating the character's combat ability solely by combat class instead of by how much actual experience the character has had with a given type of weapon. Thus, a character can readily exchange a +1 sword for a +2 axe acquired during an expedition, for example, at no penalty. This is all very fine in terms of simplicity, but it discourages a part of role-playing, which is the character's having favorite weapons. If there were definite benefits to using a particular weapon consistently, and corresponding disadvantages to switching weapons, the character would develop favorites and stick with them, and this would add further color to the personality of the character.

This can be easily provided for, although there is slightly more record keeping required. For each character, record EP (experience points) gained on expeditions in which a given type of weapon was actually used, keeping a total next to each weapon on the character sheet. The weapon types (not individual weapons) would be treated as if they were going up levels in terms of the to-hit figure on the attack table for the user's character class. The character would continue to keep a master life EP tally to record other factors that apply to the character's real experience level, such as hit dice. Under this system, a fighter who has used swords for five levels would use swords as a fifth level fighter. If the character then acquires a +2 axe and wants to use it, he or she would have to start using the axe as a first level fighter and begin accumulating experience as an axe fighter (but would get the +2 enchanted into the axe, of course). Note that EP earned on an expedition would not be divided among the weapon types used. The entire trip's EP would be added to the individual totals of EP for each weapon type used to a substantial degree on the adventure (meaning the duration of one fight, or a reasonable part of one, such as

shooting arrows while the orcs charge the party, then drawing sword as the orcs close on you). The GM, as usual, would make the decision in doubtful cases.

The GM will have to supervise the campaign to prevent the "sampling" problem, where a character keeps switching weapons during the trip solely to be able to claim usage of a wide variety of weapon types. This requires talking with your players and conveying to them the role-playing factor that this is supposed to provide to the game. Anyone who is really interested in role-playing should quickly become self-supervising when they understand the purpose of the rule. Character class roles can provide another limit, by allowing fighters to develop expertise in only four weapons (such as sword, javelin, lance, and crossbow, for example), clerics and thieves in three, and mages in two (dagger and throwing dagger). In addition, encumbrance rules help limit the number of weapons a character can carry, or absent that the GM could simply rule that no more than three main weapons plus a dagger (or other small throwing weapon) can be carried.

The weapons expertise rule does require that a certain amount of leeway be allowed for certain classes. Mages in particular should be given an exception from the "actual use" rule, since they seldom participate in melee with their daggers as this is not their function. Their +2% per level is set to give them a limited growth that goes by levels, not real combat, simply to allow them to keep up a reasonable degree of competence in keeping with their current station (level) in life. Think of it as coming from training. But the other classes (other than mage specialties, that is) all get into melee and thus have genuine opportunity to develop weapons skills through use.

WEAPONS TABLE. Weapons come in a variety of types and sizes, and are selected by a character according to the weapons that are customary to the character's native people, or are standard issue in the militia or army in which the character received weapons training. Weapons come in four kinds: One-

handed weapons, two-handed weapons, throwing weapons, and missile weapons. A character who is expert with light mace and who has the strength and dexterity required can start using a heavy mace at the same level of expertise, because both are one-handed maces. On the other hand, a character who has been using a battlemace two-handed and who acquires gauntlets of ogre strength cannot now use the battlemace one-handed at the same level of expertise, since he didn't learn it that way.

Weapons come in different sizes doing different damage, depending both on size and type. Note that axes do more damage than swords and spears, which in turn do more damage than maces. Some weapons are better than others, although some of this is offset by weapon vs. armor modifications (since maces do very nicely against plate armor, for example). STR/DEX requirements limit certain weapons to characters with high strength or dexterity, but if a character exceeds in one but lacks in the other characteristic, you may treat the lower characteristic as if it were higher by one point for every three points by which the other exceeds its requirement. (For example, if you have 12/14 and need 13/11 for a weapon, you can use that weapon because the 14 (+3=+1) offsets the 12 (-1) by enough to give you the specifications needed.)

Weapons with a † are throwing weapons, and the specifications given are those for STR/DEX requirements and damage done in this mode. Weapons when thrown lose speed in flight, and thus do slightly less damage than when used as hand weapons. For the same reason, I recommend giving only half the normal damage bonus from high strength or dexterity for throwing weapons. Remember that although these weapons are usually identical to their hand weapon counterparts in weight and cost (except for throwing daggers), the skill of throwing them is different from that of using them as hand weapons, and must be learned separately under the weapons expertise rule.

Certain weapons are designed as point-impact weapons and are frequently referred to as "impaling" weapons for their po-



WEAPONS TABLE

<i>Weapon Class</i>		<i>Specific Weapon</i>	<i>STR</i>	<i>DEX</i>	<i>Damage</i>	<i>Cost</i>	<i>Weight</i>
Articulated Weapons	One-Handed	Light Flail	9	7	1D6+1	3	1
		Heavy Flail	11	9	1D8+1	6	1
		Morningstar	15	11	1D10+1	9	1½
	Two-Handed	Morningstar	11	9	1D10+1	9	1½
		Military Flail	15	11	1D12+1	12	2
Axe	One-Handed	Light Axe †	10	11	1D6+1	4	1
		Light Axe	7	7	1D8	4	1
		Heavy Axe	11	9	1D10	7	1½
		Battleaxe	15	11	1D12	11	2
	Two-Handed	Heavy Axe	9	7	1D10	7	1½
		Battleaxe	11	9	1D12	11	2
Dagger		Greataxe	15	11	1D12+2	14	2½
		Dagger †	9	11	1D4	3	½
		Dagger	—	—	1D4+1	3	½
Mace	One-Handed	Parrying Dagger	—	7	1D6	5	½
		Hammer †	11	11	1D4+1	4	1½
		Light Mace/Hammer	9	7	1D6	4	1½
		Heavy Mace	12	7	1D8	7	2
	Two-Handed	Battlemace	16	9	1D10	10	2½
		Quarterstaff	7	7	1D6+1	1	1
		Heavy Mace	9	—	1D8	7	2
		Battlemace	12	9	1D10	10	2½
Pick	One-Handed	Maul	16	9	1D12	12	3
		Light Pick	7	7	1D6	4	1
		Heavy Pick	11	9	1D8	7	1½
	Two-Handed	Warhammer	15	11	1D10	11	2
		Warhammer	11	9	1D10	11	2
		Military Pick	15	11	1D12	14	2½
Pole Arms	Two-Handed	Any Pole Arm	15	11	1D12+2	14	3
Spear	One-Handed	Light Javelin †	11	9	1D6	4	1
		Heavy Javelin †	15	11	1D8	7	1½
		Short Spear	9	7	1D6+1	4	1
		Long Spear	12	9	1D8+1	7	1½
		Riding Lance	9	7	1D10+1	10	2
	Two-Handed	Short Spear	—	—	1D6+1	4	1
		Long Spear	9	7	1D8+1	7	1½
		Pike	11	9	1D10+1	10	2
Sword	One-Handed	Shortsword	—	—	1D6+1	7	1
		Longsword	9	11	1D6+1	10	1
		Broadsword	11	7	1D8+1	8	1½
		Bastardsword	15	11	1D10+1	13	2
	Two-Handed	Bastardsword	11	9	1D10+1	13	2
		Greatsword	15	11	1D12+1	15	3
Bow		Shortbow	9	9	1D6	25	1
		Longbow	14	13	1D6+1	40	1
		Horsebow	14	13	1D6+1	40	1
		Composite Bow	16	13	1D8	50	1
Crossbow		Crossbow	7	—	2D6+2	15	2
		Heavy Crossbow	9	7	2D8+3	25	2½
		Arbalest	11	7	2D10+4	40	3
Sling		Sling	—	9	1D8	2	½
		Staff Sling	—	13	1D10+1	5	1

Cost is in gold pieces. Weight is in kg.

tential of doing greater damage on a good hit. This can be simulated by increasing their chance of making a critical hit: They require a natural roll of 91-00 followed by a roll to hit (instead of the normal 96-00). Impaling weapons are dagger, short-sword, longsword, pick, spear, pike, arrow, and quarrel. Broad-sword, bastardsword, and greatsword are not principally thrusting weapons, and therefore do not come within this category. Pole arms are treated as being primarily variants on the greataxe, doing the same damage, and therefore are not impaling weapons. For those types of pole arm that are primarily thrusting weapons, treat them as pikes.

Table 1:1:1 is for the benefit of those who are using my enchanted weapons article in *DW 4*. This expands the list of weapons to match the one here.

The articulated weapons operate on a leverage principle, and so I have put them at slightly higher damage than other blunt weapons (morningstars come in both spiked and unspiked versions). The light flail is a pair of light sticks about 50 cm each, connected by a few links of chain, the design derived from a grain flail. The heavy flail is much the same thing, but each piece is about 80 cm and thicker. The morningstar is a different variety of weapon, a mace head on about 50 cm of chain attached to a wooden handle, usable either one- or two-handed. The military flail is either a purely two-handed morningstar or a double-handed version of the heavy flail's design. Articulated weapons have the advantage of going around corners, and thus reduce the defender's armor class by two (+2 on AC number) by pivoting around shields or parrying weapons (if using the parry system in Part Two of this article, change this to reducing the parrying odds of the defender to half without affecting armor number). But these weapons are difficult to control, and therefore fumble more frequently: On a natural 01-05 followed by a failure to roll within half the user's dexterity on a D20.

The axe needs little introduction or description. Note that as this is a long-hafted weapon it is usable either one- or two-handed in more sizes than is true in most weapon classes. The

dagger is listed as a separate weapon class instead of in with the swords to emphasize that it is indeed a separate type of weapon, the learning of which does not qualify one as a sword user and vice versa. The parrying dagger is listed for damage in case it is ever used to attack, but those who have learned the sword-and-dagger style of fighting usually attack with sword only and parry with dagger.

The mace as a weapon class goes by several different names. Those who learn this as a weapon skill can use any variety of club of the appropriate weight at these specifications, whether the weapon is a bulky wooden mallet, a flanged or knobbed mace, or a sledgehammer. The hammer listed here is specifically balanced for throwing, but can also be learned as a melee weapon as a light mace by someone too weak to use a heavier weapon. Note that, like the axe, the mace is a naturally long-hafted weapon and this means that more members of this class are usable either one- or two-handed than average. The quarterstaff is listed here because it is basically a club, in this case a two-handed club usable with either end. Although it has a thrust option in use, this is of course not an impaling weapon. I suggest you try using the thrust option with quarterstaff as a knockback, pushing the opponent hit back 3 m, and knocked over if he or she fails to roll within dexterity on a D20, but at no damage.

The pick is basically a spiked instrument that depends upon its weight to penetrate armor, which is why it is an impaling weapon. It is often confusingly referred to as a "warhammer," but I have applied that name to only one size, calling the others picks. These do less average hit damage than sword or axe, but the chance of impaling makes this a weapon to respect. Based on the mining tool of the same name, the pick is a favorite weapon of the Dwarves.

The spears shown here come in basically three sizes, but are learned individually in each of the available modes. The three sizes are the short spear of about 3 m length, the long spear of about 4 m, and the pike of about 5 m. The first two can be learned as throwing weapons, and as melee weapons in either

TABLE 1:1. PHYSICAL DESCRIPTION OF WEAPON.

Table 1:1:1. Weapon Type, Size, Shape, and Damage Done. D1000:

001-040	Dagger, Straight Blade, 1D4+1	666-680	Morningstar, 1D10+1
041-060	Dagger, Curved Blade, 1D4+1	681-685	Military Flail, 1D12+1
061-070	Dagger, Wavy Blade, 1D4+1	686-720	Light Axe, 1D8
071-130	Shortsword, Straight Blade, 1D6+1	721-745	Heavy Axe, 1D10
131-170	Shortsword, Curved Blade, 1D6+1	746-760	Battleaxe, 1D12
171-190	Shortsword, Wavy Blade, 1D6+1	761-765	Greataxe, 1D12+2
191-250	Longsword, Straight Blade, 1D6+1	766-780	Quarterstaff, 1D6+1
251-280	Longsword, Curved Blade, 1D6+1	781-815	Light Mace/Hammer, 1D6
281-300	Parrying Dagger, 1D6	816-840	Heavy Mace, 1D8
301-420	Broadsword, Straight Blade, 1D8+1	841-855	Battlemace, 1D10
421-480	Broadsword, Curved Blade, 1D8+1	856-860	Maul, 1D12
481-500	Broadsword, Wavy Blade, 1D8+1	861-890	Light Pick, 1D6
501-530	Bastardsword, Straight Blade, 1D10+1	891-915	Heavy Pick, 1D8
531-550	Bastardsword, Curved Blade, 1D10+1	916-925	Warhammer, 1D10
551-560	Bastardsword, Wavy Blade, 1D10+1	926-930	Military Pick, 1D12
561-590	Greatsword, Straight Blade, 1D12+1	931-960	Short Spear, 1D6+1
591-610	Greatsword, Curved Blade, 1D12+1	961-985	Long Spear, 1D8+1
611-620	Greatsword, Wavy Blade, 1D12+1	986-995	Pike, 1D10+1
621-645	Light Flail, 1D6+1	996-000	Pole Arm, 1D12+2
646-665	Heavy Flail, 1D8+1		

one- or two-handed mode. The last can be learned only as a two-handed melee weapon, or one-handed as a riding lance with shield.

The shortsword is similar to the Roman gladius, a cut-and-thrust weapon capable of impaling. The longsword is really a thin broadsword, often used as a dress sword, and may be slightly curved. It is a long, light weapon usable either in straight fencing (with attack and parry done with the same piece) or in dagger and sword style. It is basically a thrusting weapon and thus can impale. The rest of the swords on this list are basically chopping weapons and cannot impale, even though they have points, because they are not learned in a thrusting style. The broadsword is a one-handed sword with a long broad blade. The bastard sword is a heavier version of the broadsword with a long grip making it usable either one- or two-handed, depending upon the strength of the user. The greatsword is a purely two-handed weapon.

All bows are fired twice a round, a level of skill learned by a character who has learned the bow at all in the period before the character entered the campaign. The high rate of fire and the fact that arrows are impaling weapons make the archer even more deadly on the average than the crossbow user, des-

pite the higher amount of damage an individual shot with a crossbow does. The reason why bow (and sling) fire faster than you can hit with hand weapons during melee is that you spend part of your time feinting and parrying during melee, which takes time while you try to get in a hit; the archer (or slinger) only has to load and fire, load and fire, without attempting anything else. The shortbow and longbow are simple wooden bows about 1½ m and 2 m long, respectively. The horsebow and composite bow are the traditional double curved bow of wood and horn or bone, about 1.2 m and 1.8 m long, respectively. The horsebow is the favored weapon of nomad riders, while the shortbow (in a slightly smaller size than normal) is the bow used by those hobbits that do not use the sling.

The sling is the biblical sling of David, a leather pouch on about ½ m of thong, firing twice a round. It does more damage than the average bow's shot, but does not impale. The staff sling is a sling on a short staff for greater leverage, firing once a round. The sling is the weapon of the poor, as it is cheap to make, and is sometimes favored by those who want to carry a missile weapon that can be carried compactly and unobtrusively.

The crossbow is a bow mounted on a stock and drawn by mechanical means. The light crossbow is not listed on the weapons list because it is generally regarded as being unsuitable for combat, and is used only by children for practice and for hunting. It does 2D4+1 damage. The exception to this attitude is the Dwarves, some tribes of which have devised a light repeating crossbow firing twice a round at that damage, with a clip of six rounds. It takes three melee rounds to reload the weapon after the clip is emptied. No other race has these weapons, and the Dwarves will kill to preserve its secret. The weapon listed in the weapons table as the crossbow is a wooden bow on a stock, drawn by either a belt hook or a lever, that shoots once every other round. The heavy crossbow is a composite bow on a stock, drawn by a lever, that shoots once every three rounds. The arbalest is a metal bow on a stock, drawn by a windlass, that shoots once every four rounds. Crossbow bolts (quarrels) are impaling weapons. All crossbows/stonebows fire at +2 to hit, reflecting how much easier this weapon is to learn than the handbow or sling. The stonebow is a mechanical heavy-duty rockthrower based on the same design as the crossbow. For characters who prefer a blunt missile weapon and are willing to put up with the slow rate of fire, these do the damage of a crossbow of the next smaller size (e.g., a heavy stonebow shoots once every three rounds but at 2D6+2 damage).

LIMITS ON MISSILE WEAPON USAGE. The original *D&D* rules distinguished between types of missile weapons by damage done and rate of fire, making the bow the weapon of choice because it fires faster than the crossbow and does more damage than the sling. This results in practically everybody wanting to carry a bow, and effectively excludes the other weapons from the game except in unusual circumstances (i.e., hobbits getting +3 with sling). This is unrealistic, in the sense that the crossbow is far easier to learn to use skillfully than the bow. It takes extensive training and experience to make a skilled archer. And I think it is undesirable to have people pick the most powerful weapon in wargaming terms, instead of asking whether their character came from a background in which certain weapons would have naturally be learned in preference to others because those were the accepted weapons of the people, time, and place.

Rather than attempt to create an instant background for a character here, since you can't anticipate the social structure of every GM's world, I suggest a die roll to select the missile weapon learned by a character during the prior experience pe-



riod (while the character was at "zero level" learning the skills that come at first level). Humans have a 15% chance of knowing the bow and a 20% chance of knowing the sling, the two rapid-fire missile weapons. Otherwise, you learned the crossbow. Elves automatically know the bow. Hobbits have a 30% chance of knowing the bow, otherwise they know the sling automatically. Dwarves have a 50% chance of knowing the bow, otherwise they learn the crossbow in preference to the sling because of the crossbow's flat trajectory, which is important underground. Note that this system eliminates any racial pluses to hit with bow or sling, since the ability to fire rapidly is a sufficient benefit in itself in a world in which most people envy the archer for his or her skill.

There is also the question of what type of handbow, sling, or crossbow the character will learn, even after the die roll for which general weapon class is available. In a completely filled in world, you can limit the learning of specific weapons classes or types within classes according to the typical weapons of the tribe or city that a given character came from, as an additional way of making the characters into people. But even in beginning campaigns, the GM can rule that certain weapons simply do not exist even though they are on the weapons list, such as the composite bows. Otherwise, I recommend letting players make their own choices from the list. The handbows are limited according to strength and dexterity, and will automatically limit the more powerful bows to small number of characters. (If a character with strength and dexterity below 9 rolls training with the handbow, I suggest allowing the user of a weaker-than-standard shortbow doing 1D4+1 damage.) The character with a roll for use of the sling gets a choice based on damage and rate of fire. Any character can choose to learn the crossbow, in any size desired based on damage and rate of fire.

ADJUSTMENTS TO RANGE. The system of adjustments for damage and to-hit odds for above or below average strength or dexterity did not provide for adjustment to the range of thrown or missile weapons. This is provided automatically by following system, which measures range directly in actual battleboard distances for convenience. One inch on the board equals one meter scale distance, and one hex on a hexboard (or one square on an alternating square board, which I prefer) also equals one square meter, which is a comfortable area for one character to occupy.

The farther a weapon has to travel, the less likely it is to hit. This is represented in this system by subtracting a factor from the hit odds for every distance unit traveled, the unit's length depending on the weapon used. The factor is -1 (-5%) per distance unit, beginning with the first unit, both to simplify the calculations and because I believe that it is harder to hit even at short range with a thrown weapon than in melee with a hand weapon. (I suggest as an optional rule for missile weapons, with their inherently higher speed from bow, crossbow, or sling, that at point-blank range (within three hexes) the -1 not be imposed.) This system, I feel, makes the ability to hit at different ranges easier to understand than the usual method of stating a standard range for a weapon, with it falling to half hit odds at twice normal range and to one-quarter hit odds at three times normal range. This system also provides shorter effective ranges than many systems, which seems to me to be more realistic. Note that under this system the effective range varies both with a character's level and strength and dexterity bonuses, which will make up for one or more unit's -1 to hit, and according to the armor of the target; you can score a hit on an opponent in leather armor at a greater distance than one in plate armor, which is reasonable.

Light throwing weapons (throwing dagger, etc.) are -1 to hit for every four hexes of range.

Heavy throwing weapons (javelins, axes, hammers) are -1 to hit for every three hexes of range.

Light missile weapons (shortbow, crossbow, sling) are -1 to hit for every six hexes of range.

Medium missile weapons (longbow, horsebow, heavy crossbow, staff sling) are -1 to hit for every nine hexes of range.

Heavy missile weapons (composite bow, arbalest) are -1 to hit for every twelve hexes of range.

The range adjustments of -5% per distance unit is subtracted from the attack roll when a throwing or missile weapon is used, just as the adjustments for unusual strength are made for thrown weapons (did it get there with enough force?) and the adjustments for unusual dexterity are made for both thrown weapons and missile weapons (was it aimed well?). For high strength or dexterity, the plus to hit automatically increases the effective range of the weapon by offsetting one or more distance unit's minus to hit. These range distinctions do make a difference, since rooms in which the range will exceed 15 hexes are not all that uncommon and at that distance a shortbow is noticeably more effective than a thrown axe (-3 vs. -5 at 15 m). And, of course, there are always corridor fights or outdoor battles in which the differences between different types of missile weapon will be equally significant.

THINGS TO COME

Part two of this article, in the next issue of *Different Worlds*, will complete the expanded combat system's optional modules, which include an extensive section on treating weapon or shield parries as an active part of combat (with its own set of attack tables), a new look at hit points, experience points, and the rationale for character class differences in the use of weapons and armor; and a revision of combat using D20 instead of D100 rolls for those who believe this is faster, with corresponding sections of the expanded combat system in D20 terms.



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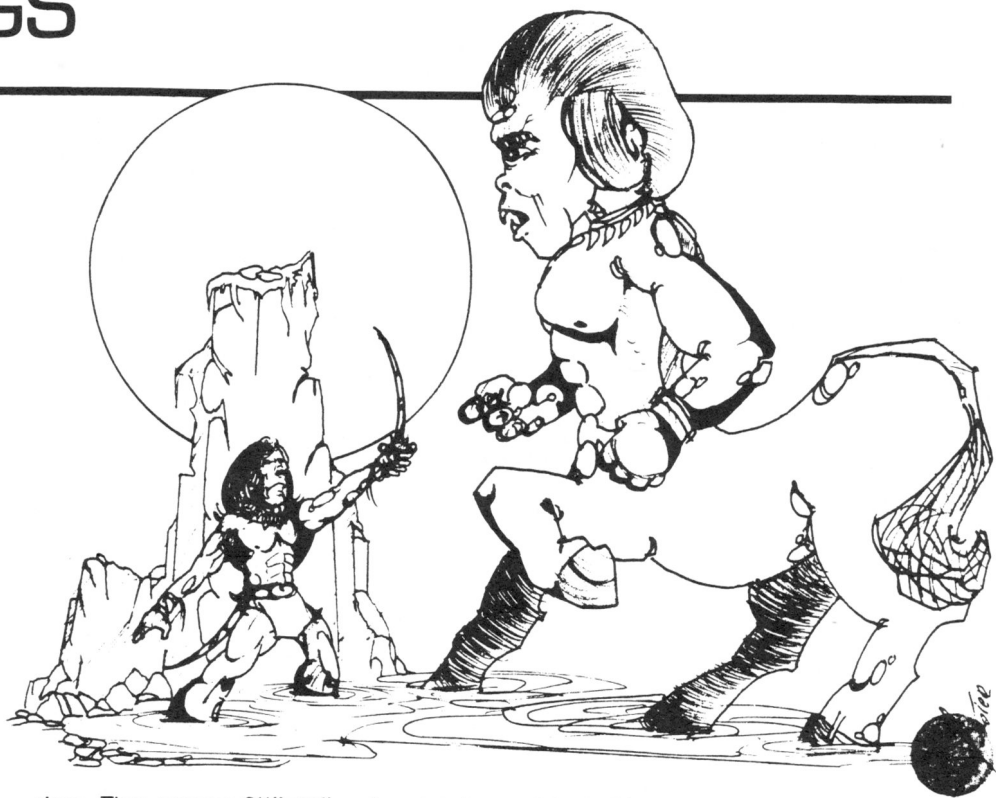
COMMANDO — The components of this game are: 48 page historical game rulebook; 24 page role-playing rulebook; twelve 11"x17" maps printed on both sides; two charts and tables book; two 20-sided dice; and four 6-sided dice; all in a box. Designed by Eric Goldberg, it is available from Simulations Publications, Inc., 257 Park Ave S, New York NY 10010, for \$19 postpaid, NY and NJ residents add appropriate sales tax.

QUESTKANIA 2 — This magazine is 20 pages long with articles on wargames, computer games, miniatures, and SF&F games. Edited by David Brockington and Doug Webb, subscription is \$2 for six issues from Doug Webb, 26594 112th Ave, Whonnock, BC, Canada V0M 1S0. A sample can be gotten by sending a self-addressed stamped envelope. It comes out irregularly.

HEART OF OAK — The first volume of *Tradition of Victory*, this one is on naval miniature warfare. The 60 page rulebook covers tacking, backing sail, grappling, critical hits, boarding, campaigning, etc., in the age of sail. **PROMOTIONS AND PRIZES** — This second volume of *Tradition of Victory* is on role-playing in the Royal Navy. The object of the game is to go up in social level and rank. The 76 pages of rules cover party allegiance, assignments and missions, scurvy and disease, prize money, combat actions, morale, imprisonment, ship's officers, honorary ranks, duels, marriage and morality, courts-martial, discipline, mutiny, and more. Both games designed by Walter Williams, they are available for \$5 each volume from Erisian Games, PO Box 14358, Albuquerque, NM 87191, postpaid.

ENCOUNTER CARDS — These come in four different sets: overland encounters first through fourth levels; fifth through eight levels; ninth level and above; and underground encounters first through fourth levels. Each set comes with thirty encounters, all are different. The cards measure 3"x5". They sell for \$3 each. **THE UNIVERSAL FANTASY SUPPLEMENT** — This is a set of rules that allow fantasy into miniature games — not fantasy miniatures to RPGs. It is a 32 page digest sized book. There are rules for magic user units, use of spells, special fantasy units, and use of monsters. Price is \$3.95. The above items were designed by Clint Bigglestone, and is available from the Fantasy Factory, 386 Alcatraz Ave, Oakland, CA 94618, postpaid, Calif. residents add appropriate 6% or 6½% sales tax.

CITY BUILDING — This is a 36 page digest sized book on creating cities for RPGs and wargaming campaigns. Written by Terry Jackson, it covers urban areas, defensive building, and examples of ancient and medieval construction. It sells for \$3.95. **REFEREE MAP MODULES: SET NO. 1** — Ten maps for use as underground or large structured layouts in RPGs. Comes with instructions and sugges-



tions. They measure 8½"x11" each, printed in light blue. The divisions are ten squares to the inch. Created by Clint Bigglestone, they are available for \$3. **ARTIFACT CARDS: SET NO. 1** — These cards measure about 3"x5" each with a picture of an artifact on one side. Drawn by Kate Wadey, the set comes with 30 different cards. Comes with instructions, it sells for \$3. All are published by Dun-DraCon, Inc., and are available through stores and mail order dealers.

HIGH FANTASY — This full sized, 48 page book describes a new adventure game system. Basically a class and level system with mana points for spell use. There are four main classes and eight subclasses. The rest of the rules cover mechanics, spells, monsters, and world building. Seems to cover everything in a small package. Price is \$6. **FORTRESS ELLENDAR** — This is the first in the *High Fantasy Adventure Series*. The object of this scenario is to retake a fortress taken over by a demon prince. The fortress has eight levels with two to fifteen sections per level. The full sized, 16 page book comes with an 11"x17" map of the area. Sells for \$5. They are designed by Jeffrey C. Dillow and published by Fantasy Productions, Inc., and are available through stores and mail order dealers.

SIGMA OMEGA — This is basically a space tactical game played on a table top. It attempts to put Newtonian mechanics into a three dimension situation. There are rules on energy missiles, proximity bombs, cloud cover, collisions and ramming, gravity fields, combat maneuvers, and sighting. The campaign game covers production, communications, technology, and morale. Designed by Marshall Rose, it comes with a 24 page rulebook, 100 counters, baseship templates, and a set of acetate sighting templates. Available for \$9 from Game Technology, PO Box 375, Car-

michael, CA 95608, shipped postpaid, Calif. residents add 6% sales tax.

ALIEN SPACE BATTLE MANUAL — This is a tactical space combat table top game. This new and expanded edition has eight pages of rules, eight hit record sheets, several templates, eight 4½" square ship counters, and markers for fighters, torpedoes, mines, and pods. The game involves use of main and auxiliary engines, blazers, shields, sensors, life support systems, phasers, ship building, repair, designing, and many more. Sells for \$7. Designed by Lou Zocchi. **GEM COLORED POLYHEDRA DICE** — These 4, 8, 12, and 20 sided dice are now available in translucent high impact plastic. The colors newly available are diamond, ruby, emerald, and sapphire. A set of four (one each size) retail for \$5. The above items are available from Gamescience, 01956 Pass Rd, Gulfport, MS 39501, add \$1 per order for postage.

PAINTING FANTASY MINIATURES — This is an introductory guide to painting miniatures. There is a list of manufacturers from where you can get miniatures but not for paints, brushes, and other supplies. It is 78 pages, digest sized. Illustrated examples go into preparation of the figure, mounting, painting eyes, shadowing and highlighting, washing, finishing, and storage and display. By C. A. Hundertmark and Marjorie Jannotta, it is available from Morningstar Publishing Co., 223 Morningside NE, Albuquerque, NM 87108, for \$4.95.

THE ARDUIN GRIMOIRE VOLUME 1 — This is a new edition. The contents are the same as previous editions but this one has new covers and features a table of contents at the back. It is 94 digest sized pages and sells for \$9.50. **THE HOWLING TOWER: ARDUIN DUNGEON 2** — This is an adventure for char-

acter levels 1-4 and is compatible with most FRP systems. There are nine levels with from 2-10 encounters per level. In addition, there are 26 special trap descriptions. Full sized, 32 pages, plus eight magic artifact and eight monster cards, all for \$6.50. **THE CITADEL OF THUNDER: ARDUIN DUNGEON 3** — Compatible for use with most FRP systems, it is recommended for character levels 5-8. There are four levels with ten encounters per level. There are many random encounters plus 26 special trap descriptions. Comes with eight artifact and eight monster cards. It is full sized, 24 pages, and sells for \$6.50. All are designed by Dave Hargrave and available from Grimoire Games, PO Box 4363, Berkeley, CA 94704, add 50 cents for P&H per order, Calif. residents add 6% sales tax.

ANNIHILATOR/ONE WORLD — *MicroGame 14* comes with two games. The first pits human assault squads and demolition teams against a giant, planet killing, computer controlled spaceship and its security robots, repairbots, and automatic defenses. Designed by James E. Tucker, it comes with a 12½"x14" map of the Annihilator. The second game lets two players play gods and the one still alive at the end is the victor. Designed by W. G. Armintrout, it is humorous in nature. Comes with an 11"x14" map and 129 unit counters. Price is \$2.95. **HOT SPOT** — This is a tactical planetary game about a raid on a molten planet. There are floating platforms, hovercrafts, and engineer squads in the game. Designed by W. G. Armintrout, it comes with a 12"x14"

map and 82 counters. It sells for \$2.95. The above games are available from Metagaming, Box 15345, Austin, TX 78761, add 50 cents per order for P&H.

STARFLEET BATTLES — This is a tactical space game based on *Star Trek*. Boxed, the components include 216 counters, 27"x22" map, 48 page rulebook, two makers, two plastic page protectors, two zip lock bags, several ship status charts and other game aids. The game has extensive rules for ship systems. There are rules for sensors, scanners, probes, four types of phasers, photon torpedoes, disruptor bolts, plasma torpedoes, drones, warp and impulse engines, auxiliary power reactors, batteries, shields, many optional and advanced game rules, and over 20 scenarios. Designed by Stephen V. Cole for \$12.95. **SWORDQUEST** — This is a fantasy board game with a 16"x20" map, 16 pages of rules with play-aids, and 108 unit counters. For one, two, or three players, the object is to find a sword that is the key to power. There are rules for flying, hidden counters, guards and monsters, magic tokens, and sanctuaries. Designed by R. Vance Buck, it is available for \$4.95. Published by Task Force Games, the games are available at retail outlets and mail order dealers.

THE CREATURE THAT ATE SHEBOYGEN — First of the Space Capsule series, this game involves the destruction of a city by a creature of your choice. There are 100 counters, 11"x17" map of Sheboygan, four-page rule-

book, and a sheet of tables. The rules cover building destruction, police, firemen, monster record sheets, special abilities, and "historical notes." Designed by Greg Costikyan, available for \$3.95. **STARGATE** — Tactical space combat game simulating "the final space battle for galactic freedom." The components are similar to those in *The Creature that Ate Sheboygen*. The rules for movement are interesting, they include skimming, teleportation, wobbling, transports, among others. Designed by John Butterfield, it sells for \$3.95. **TITAN STRIKE!** — With similar components as the previous two, this is a game of tactical land/air combat on the moon of Saturn. There is electronic warfare, ranged combat, line of fire rules, ammonia flooding, ambush, and more. Designed by Phil Kosnett, it retails for \$3.95. **VECTOR 3** — This game uses the *BattleFleet Mars* tactical system. The game comes with two 8½"x11" boards, one for the X-Y coordinates and the other for the X-Z location, four pages of rules, 100 counters, a sheet of tables, and two 8½"x11" ship status logs. Combat involves use of lasers, torpedoes, mines, tractor-pressor beams, and defensive screens. Designed by Greg Costikyan, the price is \$3.95. All are published by Simulations Publications, Inc., 257 Park Ave S, New York, NY 10010, shipped postpaid, NY and NJ residents add appropriate sales tax.



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The World of **CRANE**

By George V. Schubel



The *Tribes of Crane* is a play-by-mail game set in the world of Crane. Each player begins as the chief of a mighty tribe. To begin, a player picks the tribe type: Wandering Tribe, War Tribe, Caravan Merchant, or Sea People. A player also picks the name of the tribe and the climatic area the tribe will start in. A climatic area can be: Polar and Semi-polar, Temperate, or Desert and Semi-desert. A new player will then receive a turn sheet which shows the tribe's possessions, the size of the herds, and the number of warriors and non-warriors.

To make a move in the game, a player completes and returns a turn sheet which indicates the direction the tribe will move, which direction the scouts will be sent, and the combat tactics the tribe will use. There are nine combat tactics, ranging from Frontal Assault to Enfilade Right to Withdraw. Warriors may be trained, goods bought and sold, and by the use of special action sheets, the possible actions are virtually unlimited.

Combat is fairly complex, it involves

taking into account many factors: the combat tactics of the two forces, terrain, types and quantities of warriors involved, whether or not a Shaman or a Kinglord is present, and any other special cases involved such as use of siege weapons. Sea battles are handled similarly but with different factors.

Each month, tribes will grow or shrink, depending on the terrain the tribe occupies and the size and type of the herd. Tribes move one sector per turn. There are presently two games of *Tribes of Crane* running concurrently. Game I has about 1100 players, II about 400. A game can accommodate up to 1200 tribes. The map is large enough (over 11 million square miles) that no one can ever explore all of it. Over 100 cities dot the continent. There are over 1000 named characters that can aid a player in political and financial dealings. There are many barbarian races and many exotic creatures and plants. Crane has ancient ruins, mines, and ship wrecks that can be explored.

There are 37 special information sheets (with more planned), each deal-

ing with an element of Crane (medicine, languages, etc.). The *Tribes of Crane* has its own monthly newsletter to keep players informed of happenings all over Crane. The game costs \$2.50 for set-up and rules, and \$2.50 per turn. New players should send \$10 for set-up and the first three turns to Schubel & Son, PO Box 214848, Sacramento, CA 95821. Turns are usually processed in four days or less.

Tribes of Crane is a full time business. There are presently six full time Game Masters or about 240 man-hours per week. We process almost 4000 turns per month.

The following is an account of a siege reprinted from the *Tribes of Crane Newsletter 3*. It should be helpful in describing some of the mechanics used in the game. Please note that it is written from the Dark Union point of view. Unfortunately, an overall map of Crane cannot be presented, as an important element of the game is search and discovery. The map would ruin this element of play.

THE SIEGE OF GWADAR

PRELIMINARIES

It was December, 1978. The campaign for the siege of the Grand Union city of Gwadar began when the Emperor of the Dark Union, the Kinglord of Woll, ordered the Gull and Penguin Peoples to move to Gwadar and begin the siege. This force was joined by the 1st Dark Union Regulars on the march to Gwadar. The chief of the Gull People was made commander of the siege forces. It was about this time that the commander entered into communication with the Seal People.

The Seal People offered to assist the Dark Union assault on Gwadar in return

for a share of the loot. This was viewed with some suspicion since the Seal People were known to have been in Gwadar more than once. To quell the suspicion, the Seal People gave the Gull commander the exact position of the Hawk People, a known Grand Union tribe, who were on their way to relieve and supply the city.

The Gull People and the 1st Dark Union Regulars intercepted and attacked the Hawk People, winning an easy victory. Then the Penguin People attacked, again scoring a victory for the Dark Union. The remainder of the Hawk People finally entered Gwadar.

At this point, the Dark Union commander became convinced that the Seal People could be trusted. He felt that no tribe could be so cold-blooded as to sell out their friends in the manner they had the Hawk People.

THE SIEGE

Gwadar was brought under siege with the added reinforcement of the Tusk People and three northland barbarian tribes.

It was about this time that a powerful fleet under the command of the Sailfish People was ordered by the Dark Union to sail to support the siege. The naval commander was overly cautious and moved his fleet very slowly as he crept along the western coast of the White Sea.

At this point, the Shaman Otis, City Leader of Gwadar, was assassinated and the chief of the Hawk People was promoted to take his place.

THE BATTLES

On April 17, 1979, the Gull People began attacking the west wall of Gwadar with heavy catapults.

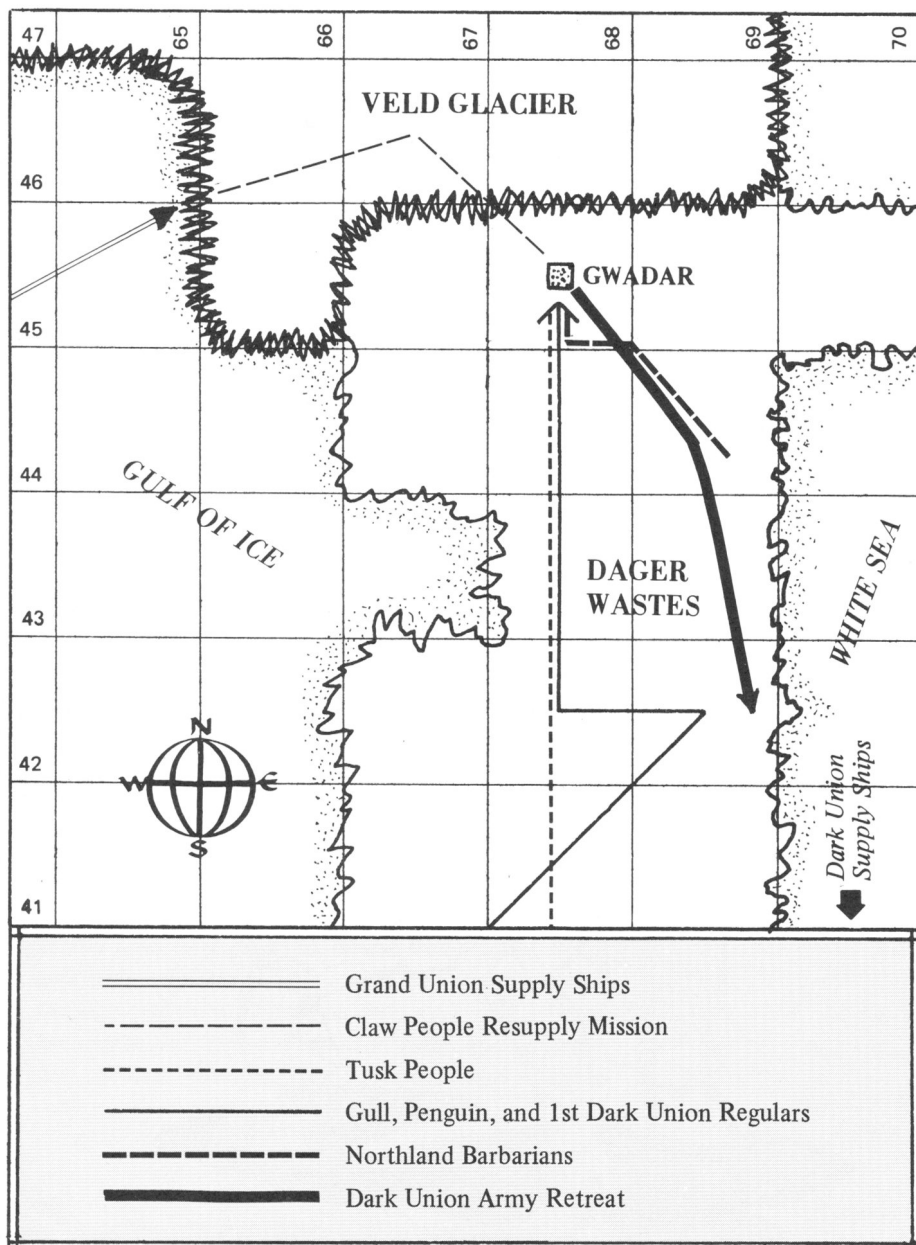
On April 27, the Hawk People and the new Shaman's warhawk bodyguards made a raid from the city with a payload of 200 lbs. of rock each, supported by the city catapults. This bombardment was aimed at the Gull People and the 1st Dark Union Regulars. The Dark Union was able to repulse the attackers and won yet another victory, but the casualties on both sides were high.

On May 4, the Claw People broke out of the city and fought their way to the Dark Union siege line. Yet again, the Dark Union won the battle, inflicting more damage than it received.

On May 11, Gwadar was attacked by the full force of the Dark Union siege army. The 300 northland barbarians moved to the east wall, just out of bow range, and apparently began some construction.

The main battle opened with the forces of the Dark Union — the Tusk People's 170 warriors, the 1st Dark Union Regulars' 361, and the Penguin People's 218 — moving toward the south wall with hundreds of ladders, expecting help and support from the Seal People. Encouraged by the obvious fighting on the walls by the Seal People against city warriors, the Dark Union forces raised the ladders and began their climb. Suddenly, hundreds of gallons of flaming petroleum in clay jars with wicks were thrown on the attackers and behind them, making retreat impossible until the flames died down. The attack continued, but it was impossible to seize a portion of the wall because they were heavily outnumbered, and as they had been set-up by the Seal People!

At this time, there was a tremendous rumble as tons of stone from the city's west wall suddenly collapsed, due to the



THE ATTACK ON GWADAR, MAY 11, 1979

Wall	Total Warriors		Advantage	Adjusted Strength	
	Dark U.	Grand U.		Dark U.	Grand U.
North		100	Grand U. +400%		500
South	749	899	Grand U. +420%	749	4674
East	300	200	Grand U. +300%	300	800
West	271	885	Dark U. + 20%	324	885
Total	1320	2084		1374	6859

LOSSES

Grand Union	Warriors	Dark Union	Warriors
City Warriors	104	Gull People	115
Hawk People	2	Barbarians	164
Shaman's Bodyguard	6	Penguin People	116
Seal People	23	Tusk People	89
		1st Dark Union Regulars	198
Total Warriors Lost	135	Total Warriors Lost	682
<i>Other Losses</i>		<i>Other Losses</i>	
2 Catapults		2 Catapults	
6 Warhawks			

AFTERMATH

A few days later, the Claw People, burdened by a large train of supplies for Gwadar from the Grand Union supply ships to the west at the coast of the Gulf of Ice, were struck by the entire remaining force of the Dark Union. The Claw People were badly mauled and lost much of the supply before gaining entrance into the city.

With their support from the sea still some 100 miles away, a decision was made by the Dark Union commander to temporarily abandon the siege and fall back to the coast of the White Sea to await reinforcements. Within a day of this order, huge fires could be seen near Gwadar's walls. The Dark Union had set fire to all the attacker's siege towers, ladders, and other equipment.

A counterattack was mounted by the Grand Union forces from the city but were too late to overtake the fast moving Dark Union army.

Despite the terrible defeat, the Dark Union forces remained in excellent discipline, cooperation and coordination between tribal chiefs were high. The Grand Union demonstrated the strength of the wall of Gwadar and the determination of its defenders.



fired tunnels built by the Gull People. With a ferocious rush, the Gull warriors, equipped with ladders, small catapults, and siege towers, attacked the breach. Creating great confusion, the Gull warriors gained a brief entrance to the city. The Shaman answered the attack with a force that included his bodyguard of 100 warhawk-mounted warriors and repulsed the Gull warriors.

As prearranged, the northland barbarians attacked the east wall. But like the other forces, they were unable to secure control of their section of the wall.

As the flames to the south of the city died down, it became obvious to the Dark Union chiefs that they must retreat immediately if their forces were to survive the deception of the Seal People. The south wall forces began their retreat after paying a terrible price for their attack.

The Gull commander, receiving word of the defeat on the south wall, realized that, with additional defenders moving to his position, further attack would be fruitless and ordered his forces to pull back. The northland barbarians followed suit and pulled back from their position on the east wall. The first major battle for Gwadar was over, the Grand Union victorious!



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Insanity Table

By Lewis Pulsipher

In several situations in role-playing games a character may go insane — cursed, two charms on the same person, drugged, etc. This table was designed for *Dungeons & Dragons*, but it should help any Game Master to decide what behavior the insane victim displays. Of course, several conditions may be combined in one case of insanity.



INSANITY TABLE

D100

Condition and Reaction

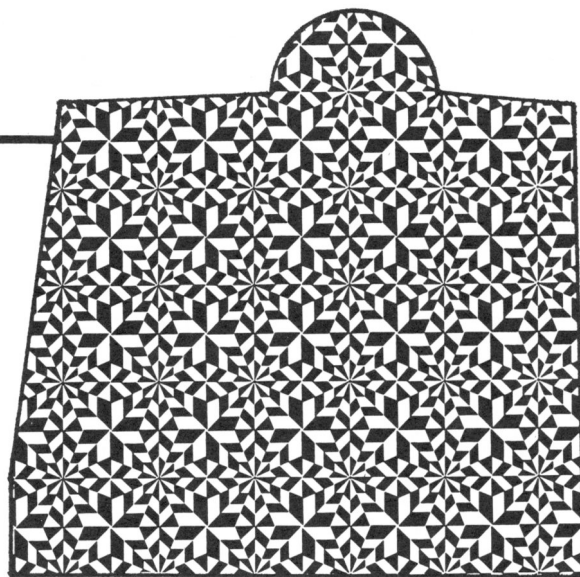
- 01-02 CATATONIA. Assumes foetal position (legs and arms curled up and about oneself, into a sort of ball). Victim is oblivious to events and won't resist being moved, but will resume foetal position whenever he has a chance. He will not walk or stand.
- 03-06 STUPEFACTION. Stands with no will or interest; may be led, fed, forced to sit or lie down, etc.
- 07-08 MUTISM. Won't talk or otherwise communicate.
- 09-13 AMNESIA. Can't remember important events/circumstances, even who he is. The severity can vary greatly. Everyday facts, such as how one eats, what a color is, and so on, are not forgotten. Spells and special skills would almost certainly be forgotten, but general skills (how to use a sword, for example) usually are remembered.
- 14-19 HALLUCINATIONS. Sees or hears things that aren't actually happening, and cannot be convinced that he is hallucinating — he is right, everyone else is wrong.
- 20-23 DELIRIUM. Believes things have happened, or will happen, which haven't or won't, and can't be convinced otherwise.
- 24-27 DELUSIONS OF GRANDEUR. Believes he is some powerful or famous person — a king or Pope/Napoleon equivalent or "Emperor of the Ocean," for example, and rejects or ignores all evidence to the contrary.
- 28-32 SEVERE MANIC-DEPRESSION. Alternates between a hyperactive, almost violent state and a lethargic, melancholy condition, length of each phase up to the referee but depression generally one third longer than manic phase. When manic, victim is +1 for morale, hit probability, damage inflicted, dexterity, and hit points; when depressed, -2 in each of the five categories.
- 33-37 DEPRESSION. -3 morale, hit probability, damage inflicted, dexterity, and hit points. Victim either blames self for being a failure, incompetent, etc., or has symptoms presented in such a way as to always claim help from others (especially hypochondria). 10% of the cases may inflict self-damage.
- 38-47 MULTIPLE PERSONALITY. Reverses alignment (good-evil, law-chaos; neutral shifts one way or the other). Spends 4D6 hours in each personality that was contrary to his "real" personality.
- 48-55 CONVULSIONS/SEIZURES. 25% chance each turn that the victim will have spasms with loud cries. May attempt to do 1D4 damage to self by running into walls, etc.
- 56-60 EXTREME PARANOIA. Attacks "friends," either feebly with -1 hit probability, damage inflicted, and dexterity, or with insane strength, +2 in each category.
- 61-70 THE HORRORS. Flees in random direction, +1 on door opening, until exhausted.
- 71-80 STEREOTYPED BEHAVIOR. Repeats the same simple act, often the one he was doing when struck insane, or just before.
- 81 IMPULSIVE BEHAVIOR. Unpredictable, usually silly behavior. Will say $3+3=7$, snow is green, I am a dog (though probably won't act like a dog), etc.
- 82 CAPGRAS' SYNDROME. Claims upon meeting someone that that person is actually a double of the real person, and will act accordingly! The person may be friend, acquaintance, or stranger.
- 83 LATAH SYNDROME. Repeats words and sentences of others, and pantomimes their actions, especially of people in authority.
- 84 FLIGHT OF IDEAS. Rapid random statements and ideas flow from the victim.
- 85 ABNORMAL BODILY PERCEPTIONS. For example, victim thinks his arm is not his own. It feels separate from him.
- 86-94 PARANOIA. Systematic persecution complex dominates victim's mind; once the false premises are accepted the beliefs are logical and plausible.
- 95-96 PARANOIAC CUNNING. As Paranoia, but the victim will not say anything about his fears and beliefs, he'll just take an opportunity to do away with, or at least harm, his persecutor(s).
- 97 SPEAK IN TONGUES. Speaks in languages unknown to him (and often unknown to his auditors) with no control over what he is saying — he usually doesn't know himself what the words mean.
- 98-00 PARANOID SCHIZOPHRENIA. As Paranoia but victim withdraws from the world — attempts to get away or hide from his persecutor(s). Sometimes combined with delusions of grandeur.

RQ/GATEWAY CULT

*"In elder days, no rags were offset,
and Lord Mimeo reigned supreme.
Prozine was then a dirty word;
Urf Durfal . . . still a pleasant dream.*

*"Yet abysmal worlds spawned forth a horror!
OFFSET, challenging mimeo's rule.
Clear printing yes, but what price glory?
Dare we abandon our god-sent tool?"*

*"Arise ye men of mildewed minds!
Destroy yon evil process offset.
There is no god but GREAT GESTETNER,
and Costikyan is his only prophet."*



— from THE NEOPUBLICON, by the mad Armenian Unamit Ahazredit

THE CULT OF GESTETNER

by Greg Costikyan

Since the inception of publication, the worshippers of Gestetner, the god of Dark Duplication, have lurked in the crannies and nooks of the world, engaging in bizarre and horrible rites to show their devotion to that god. Temples to Gestetner tend to exist on the peaks of mountains, in the ruins of ancient cities and other such desolate places. They can usually be told by the empty lead tubes of mimeo ink and mountains of discarded mis-printed paper which surround them. Temples are invariably built in the image of Gestetner — i.e., as a four-sided, round-topped monolith with raisable paper-trays and collection tray.

Members of the cult usually wear black, so that ink-smears do not show on their robes. Although they may use weapons such as words, etc., they most usually use maces in the shape of a mimeo with elongated handle. They are often to be found in the company of terrier-shaped familiars, who are actually children dipped in vats of mimeo ink at an early age, their growth and nature warped by the experience.

Membership in the cult is open to all, but a prospective member must bring a ream of paper to a temple of Gestetner to show his devotion. Most of the membership is human, although dragonewts and ducks are also common; others may be required to sacrifice as much as a square foot of their skin (flayed off of them without the benefit of anesthesia), to be used in the publication of especially holy works. Members are not permitted to purchase any book published by a non-mimeograph process (special dispensation may be granted to ditto-process works). Members are also expected to destroy offset presses whenever they encounter them.

Gestetner is highly aligned with Order, for the temple hierarchy is rigid and bureaucratic.

The cult generally supports the status quo with rigidity, except when it directly threatens the cult. The cult stands for monopolistic business practices, autocracy, and public education — in other words, all the things which tend to destroy individual freedom and initiative in the name of Order. Sworn enemies of Gestetner are the followers of Offset, the goddess Eris, and the Green Flame. Friendly cults are Cacodemon (despite its alignment with Chaos), the Illuminati, and the Red Flame.

Because of their willingness to obey the laws and statutes of temporal powers, devotees of Great Gestetner are often welcome in many areas of the world; despite their nefarious dealings and their evil nature, they can mass-produce large numbers of books and pamphlets at low cost. Thus, their business is welcome even if their beliefs are not, and they are consequently tolerated.

INITIATE STATUS

Those who wish to progress in the temple hierarchy may desire to become Initiates of the First Page. (Depending on the size of the temple, their may be 6, 12, 24, or 36 pages, roughly corresponding to Masonic Degrees. Note that 12 pages corresponds to one postal ounce, and thus small temples can be mailed for 15 cents, medium-sized temples for 28 cents, and large temples for 41 cents.) Initiates must sacrifice 1 point of POW each week (temporarily), and must also sacrifice one square foot of skin (unless they already did so when joining the cult). Initiates gain the use of two "battle" magic spells.

1. *Operate Mimeograph*: Causes a mimeograph to turn without recourse to the handle — it will turn for up to 2 hours. It will also ink itself, and thus the printed product need not be constantly examined for faint printing.

2. *Strain Ditto Fluid*: Allows the caster to strain up to 1 pint of ditto fluid. Strained ditto fluid is a powerful intoxicant and healing elixir. One pint of fluid, when ingested, will restore 1D10 fatigue points, or 1D6 body points. A sheet of mimeograph paper is necessary to strain the fluid, and the process takes 1 hour. (Ditto fluid is available at temples and better stationary stores at a modest cost.)

Initiates may progress from one Page to the next by making some large offering or sacrifice to the temple hierarchy — either in the form of money, human (or other intelligent) skins, the fulfillment of a quest, etc. Only Rune Lords and Priests may progress beyond the Third Page.

RUNE LORDS

Members of the Third Page who have the necessary skills and qualifications to become Rune Lords may do so according to the usual procedures for such. Rune Lords may acquire iron or Rune metal maces in the shape of mimeographs, as described above; they may also be initiated in the use of other cult-related battle magic spells, at the discretion of the gamemaster.

Rune Lords may also apply to membership in the fighting wing of the cult, known as the Knights of the Mimeograph. Knights are instructed in a form of the martial arts peculiar to their order. The philosophical principle on which this form of the martial arts is based is that the best way to dispose of an opponent is not to inflict damage on him, but to hit him in such a way as to inflict the maximum possible pain. Consequently, blows to the genitals, eyes, and other sensitive areas are encouraged. Members of the Knights will, after a two-month period of training, receive the use of Fists and Kicks at 50%, and may be trained

by the cult at the usual cost in time and money beyond that percentage.

RUNE PRIESTS

Members of the Third Page with the necessary skills and POW may become Rune Priests according to the usual procedure. Rune Priests are anointed in mimeograph ink, and consequently their skin becomes a permanent black — not a negroid black, but an inky and pure black which covers every part of their body, including the palms of their hands, etc. As a Rune Priest progresses from one Page to the next, his blood will become darker and darker, until, at the 36th Page, a Rune Priest's blood has been completely replaced by mimeograph ink, and he will bleed black if cut. At the Seventh Page, a Rune Priest will gain a familiar who will be able to cast simple battle magic spells (roll 2D6 for all characteristics of the familiar).

Rune Priests gain the following Rune spells at the indicated Page:

THIRD PAGE (1 point spell):

Flay Body: Immediately strips all the skin off of a dead body and organizes it into a neat stack of vellum, each sheet being 8½"x11". Five sheets will be created per point of SIZ of the body being flayed.

FOURTH PAGE (1 point spell):

Create Blotch: The Rune Priest squeezes a tube of mimeo ink (available from the cult at a reasonable fee) empty, and casts this spell at the pile of ink. The ink is immediately animated, and will have 1D6 for all characteristics. The blotch will remain animated for 1D3 hours, and will move (at 8) and attack at its

creator's command. When a blotch attacks, it will fly through the air and attempt to wrap itself around the mouth and nose of the entity it attacks (40% is able to do so); it will deliver one attack in the fourth strike rank of each melee turn. If it succeeds in doing so, it will maintain its position and inflict 1 hit point each melee turn (a combination of damage done by secretion of acid and asphyxiation). Someone attempting to scrape the blotch off his face (not attacking in the same turn) has a base 20% chance of doing so. Any damage inflicted on a blotch when it has wrapped itself around someone's mouth and nose is also inflicted on the person wearing (as it were) the blotch — thus, a blotch can only, effectively, be attacked when it is not on someone's face. A blotch has no armor protection and no chance of parry.

FIFTH PAGE (2 point spell):

Make Duplicate: Allows the Rune Priest to make a duplicate of any entity, living or inanimate. The duplicate will be entirely in black and white, and a bit fuzzy — anything with INT 4 or greater should be able to differentiate it from the real thing. Duplicates of living entities will have 1/3 of the characteristics of the entity they duplicate (but will not be able to cast spells of any kind). Duplicates of an entity must obey the commands of their original. Duplicates will be destroyed if they get wet, and will slowly fade out (in 2D6 hours) if left in the sun.

Other spells may be available at higher Pages; their nature is left to the discretion of the GM. Consult your local temple.

ACTIVITIES OF THE CULT, WORSHIP, ETC.

The cult gains most of its cash by selling printed material. Members of the cult may wish to make a bit of cash on the side by retailing cult-related material. Almost every temple has at least one mimeograph, and probably an electrostencil machine as well.

The cult holds a worship meeting at midnight on Wednesdays. At these meetings, sacrifices occur — human sacrifice, unless banned by the laws of the state, animal sacrifice otherwise. The sacrificed beings are inserted in the mimeograph, where they are miraculously transformed to high-quality paper (their POW stolen by the god), and published with messages from Gestetner printed on them. Worshipers may file questions and prayers with the temple hierarchy on Tuesdays, to be tattooed on the sacrifices; sometimes, Gestetner will deign to answer these questions or prayers on the material printed at the sacrifice. Copies of the words of the god printed during the sacrifice are available to all attendees.

The great High Holy Day of the Devotees of Gestetner occurs on June 15th of each year. At this time, the temple opens its doors to all who dare enter, and holds a great bacchanal at which ditto fluid flows like water and Rune Priests are available to answer questions to prospective members of the cult. Much printing is done on this day, and the mimeo machines operate continuously. Members of the cult are asked to contribute a page or so of material to a one-shot magazine which is printed during the festivities and distributed to the membership. Those who come to the festivities will leave either as converts or pieces of paper. ●●

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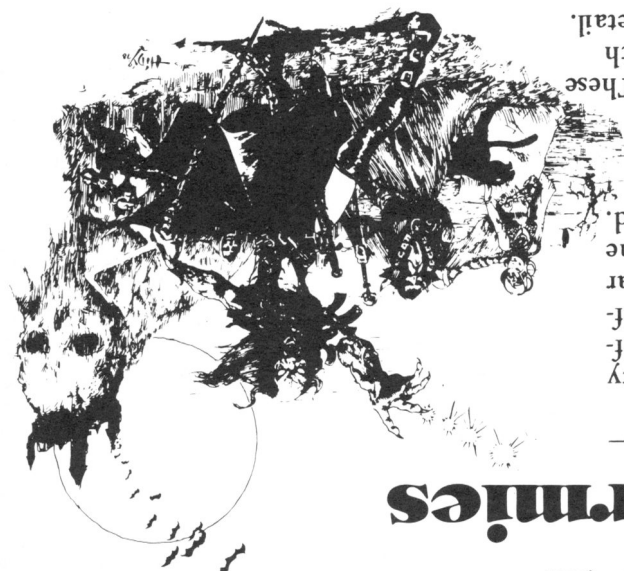
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DIFFERENT VIEWS

COMMENTS ON ISSUE 4

Dear Tadashi,

After reading the first four issues of *Different Worlds* I have found myself disappointed. I guess it's because only two or three of the articles in each issue interest me. For example, John Sapienza's article, "Enchanted Weapons Table," was 13½ pages long. You devoted 1/3 of the entire magazine to *D&D* weapons tables?! What for? It might be really nice to have it if you're a *D&D* GM (and they have *The Dragon*, *The Dungeoneer*, and *The Judges Guild Journal* — which is where the article belongs) and I realize that you want *D&D* players to buy your magazine too, but why do the rest of us need 13½ pages of *D&D* weapons tables that are unsuitable for any other RPGs? Also, if you were designing a *D&D* campaign, just how many magic or unusual weapons do you really need? If the GM has any creativity at all, he'd design his own weapons. Also by publishing this table you invite new GMs to put special weapons at every corner of every room and corridor of every level of every dungeon in their world. Have you ever played in a *D&D* dungeon that has a factory producing magic weapons?

"A Perspective on Role-Play" was a real waste of space. After reading the entire article (I'm very surprised I even got through it), I just sat there wondering why I bothered reading it. "So what" and "who cares?" are the two phrases that sum up my opinion of the article. Please don't publish any more boring articles like that.

"Games to Gold" was worth printing for some reason (which doesn't spring to mind). "Waha's Quest" surprised me, as I did not picture the contents of *HeroQuest* to be like that. "Different Views" I enjoyed, especially Tim Walters' and Greg Costikyan's letters.

Jack Everitt
Greenlawn, NY

Dear Greg and Tadashi,

The readers of *DW* seem somewhat turned off by Steve Lortz's stuff. While I won't go far as to say his material is worthless, I do have to agree that it is not among the most interesting articles in any given issue. The "Games to Gold" piece was good, and is of the sort of thing almost never seen, making it extra welcome. Sapienza's enchanted weapon stuff was also okay, but far too much space had to be devoted to it. Things of this nature are better given in small increments, both to leave space for other things each issue and to improve the digestibility of the material. "Waha's Quest" was nice, as it gives some more background to Glorantha. But tell me, just who is Gigi D'Arn?

Steve List
Levittown, PA

About *DW* 4:

It was DULL, DULL, DULL!

I hate to say this, because 1-3 have all been masterpieces. But 4 — let's face it — lacked five things that give *DW* its genius: "My Life and Role-Playing," the *RQ* cult, the

"feature world," "Specialty Mages," and the *RQ/D&D* character conversion article.

1) "My Life and Role-Playing" used to be the most boring article in the magazine, as I never cared about "personalities" in the RPG world. In those days, I only bought *DW* for the "Specialty Mages" column. Idiot! *DW* as a magazine soon came into its own, and "ML&RP" became one of my favorite articles. (Actually, I loved them all!)

2) The cult feature was the first thing I noticed about in *DW* when I really noticed it. Now *RQ* is my favorite game, along with *D&D*, and the cults are so detailed (and juicy) that, well, they completely fascinate me. Please bring them back, and keep them coming. But no more disasters like *Geo*, that was worse than all of 4.

3) The famous *DW* worlds are rapidly becoming legends to me — the "feel" of them is invaluable in creating my own worlds, and I enjoy waiting and wondering "What's the next world from *DW* going to be like?" It's one of your most characteristic articles; your inside cover trademark. I never thought you could have cut it even for one page.

4) As I have said, I once got *DW* only for Mike's "Specialty Mages" column, and I still have a healthy respect for the specialist! I can hardly believe that they were conquered. Of course, I knew issue 4 wouldn't have the article, but it was a great shock to me to actually see a *DW* without the fiendishness of Mike and his Eating Puddle or his devastating Excellent Guardian.

5) I saved this one for last because it's been on mind for three issues: why can't you get that *D&D* to *RQ* conversion article out?? Is it true that the man you put on the job killed

himself after studying the rules? (Now there's a bit of gossip for Gigi.) For three issues you have kept us on edge, now GET ON THE BALL!!!

I hope I'm not hurting anybody's feelings; *DW* is still top on my priorities.

Happy gaming, and may your 1,000,000 circulation never be too much for you.

Ken Hughes
Ann Arbor, MI

REQUESTS OF THE MONTH

Greetings:

I live in a fantasy world that is very real. The only RPG which ever appeared in a local store was *D&D*. I bought it; we've played it for three months — actual time; and while adding our protests to those of many others that the rules are confusing, opaque, ambiguous, and impenetrable, we thought it the best because it was the onliest.

Recently, *Games* magazine, which has nothing to do with RPGs in any way, carried ads from TSR, Flying Buffalo, and Chaosium offering catalogues of their games and products. These were duly sent for and received. Life will never be simple again.

In magazines, I find tables, charts, and ideas for GMs most useful, spells, weapons, name generation, gifts — or any other generally applicable, but specific ideas used by others. Keep covering new developments, especially reviews of new games. The review of *Bushido* (in *DW* 3) is much better than those in "Quick Plugs."

Blessings, and may your charisma increase!

William P. Honeywell
Cleric by vocation; but off-duty adventurer!
Fairview, PA

Greetings Fellow FRPers,

I am writing to say that I think your magazine is excellent! It is refreshingly different. I would like to mention some things that I would like to see in upcoming issues:

1) Some kind of adult comic strip such as "Wormy" or "Finieous Fingers."

2) New monsters for *AD&D*, *RQ*, and *Arduin Grimoire*. Hopefully not "Death Machines" please.

3) More tables such as John Sapienza's "Enchanted Weapons Table."

4) More specialty classes such as fighters, clerics, and others.

5) Some cults usable in *AD&D* and *Arduin Grimoire*.

6) An explanation of *RQ* for beginners. (It looks like fun!)

7) Some new and original magic items.

8) More "Beginner's Brew," letters from Gigi, "My Life & Role-Playing," reviews of movies, reviews of books, reviews of games, and everything else in the magazine.

The one thing that I dislike is the fact that it is bi-monthly. Is there any chance of it turning into a monthly?

Jeffrey J. Hoover
Stanford, CA

P.S. — Please don't start printing gods and heroes of various mythos!



ON DESIGNING RPGS

Dear Tadashi,

In your editorial in *DW 4* you asked "Why are there so few new RPG designs?" In part it is because the scope of a RPG is, hopfully, so vast that it covers an entire culture/milieu. Furthermore, a good, flexible RPG will be adaptable to a number of situations: viz. Nicolai Shapero's *Runes in Space*, and to a lesser extent, *Space Quest* (Tyr Games), which owes a heavy conceptual debt to *D&D*.

When I first began to seriously consider what sort of RPG I would design if I had the chance (when Eric Goldberg of SPI first indicated that I might have the chance, at least in part), I bounced some ideas back and forth with Eric and then tried to break the problem into its fundamental components. In this case I broke F&SF RPGs down by their structural components:

- (1) Character Generation
- (2) Combat Systems
- (3) Magic Systems
- (4) Other Abilities
- (5) Ability Advancement
- (6) Social Systems
- (7) World Design

Since there were an average of four reasonably distinct options that a designer could take for a game with a given scope and some of the options could be combined, there are clearly over 20,000 potential F&SF RPGs. Obviously most of these will be questionable and more than five or ten distinct games will likely saturate the market. Amazingly I found that there was at least one viable option for each area which has not yet been tried, but more important, no RPG published in standard English has tried to present a generalized and flexible system, nor has any RPG yet published a justified system, where the choices of the designers are explained to the prospective GM. This last point is probably the most important since I know of very few good GMs who are using a system that someone else designed without making at least a few modifications. Most of those few GMs have been devoting their efforts to developing areas which the rules they are using did not cover. Thus in a pure sense the *High Fantasy* RPG is not going to advance the State of the Art in the same sense as *Zones of Control* advanced the state of boardgaming. But it will be the first full scale RPG (which *RQ* is not) designed at the State of the Art, and it will be the first publication (at least as of the date I am writing this letter) of several approaches to game mechanics currently in use in the NY /Princeton RPG community.

Best to Gigi.

Stephen Tihor
New York, NY

ENCHANTED RQ WEAPONS

Dear Tadashi,

Thanks for the Sapienza "Enchanted Weapons Table." I found it useful in putting together the contents of the Swordshop of Master Craftsman Ingnew Bonesmithson. Ingnew

is a subcult of the Sartarite Smith God and he was visited by a band of Humakti setting off on a *HeroQuest*. Their first stop on their spiritual quest was at the sword shop, as is typical for worshippers of Humakt, the Sword God. I used John's tables to construct the available weapons beforehand.

I didn't use all of his tables. Many are not applicable to *RQ* or *HeroQuest*, but in some cases I just fudged the results and made them fit. Like changing Large Water Animal into Triolini, or turning Orc into Dark Troll. Specifically, I did use his 1:1:2 and 1:1:3 to determine color and distinguishing features. Because this was a *HeroQuest*, and the expedition was led by three Rune Lords, I left the iron and steel references in.

I also used 1:4:2 to find special powers, but felt compelled to add "crook" possibilities too. I made two versions of this: one determined how many uses the sword had left, the other was to make it cost POW (2 points) to activate the special abilities.

When figuring the special powers I also interpreted Slay to mean Good Against and then rolled 1D6x5% to find out its additional bonus for that foe. Thus I got a sword that cost 2 points of POW to activate but was +10% vs zombies.

Finally, I used 1:5:2 to find any intelligent swords. I did not use the languages as all intelligent Humakti swords would know Spirit Speech and Sword Speech. Some of these required fudging too. One interpretation I like which came up was turning Protection/Poison which I turned into Blade Venom Destroyer, which will destroy blade venom on a weapon if the sword parries that weapon.

Then I used 1:3:2 to figure if the sword was enchanted against specific enemies, occasionally having to fudge, as mentioned. Each +1 in this chart became an additional 5% bonus to attack and parry, so that a +2 vs. Orcs became +10% vs. Dark Trolls.

Greg Stafford
Albany, CA

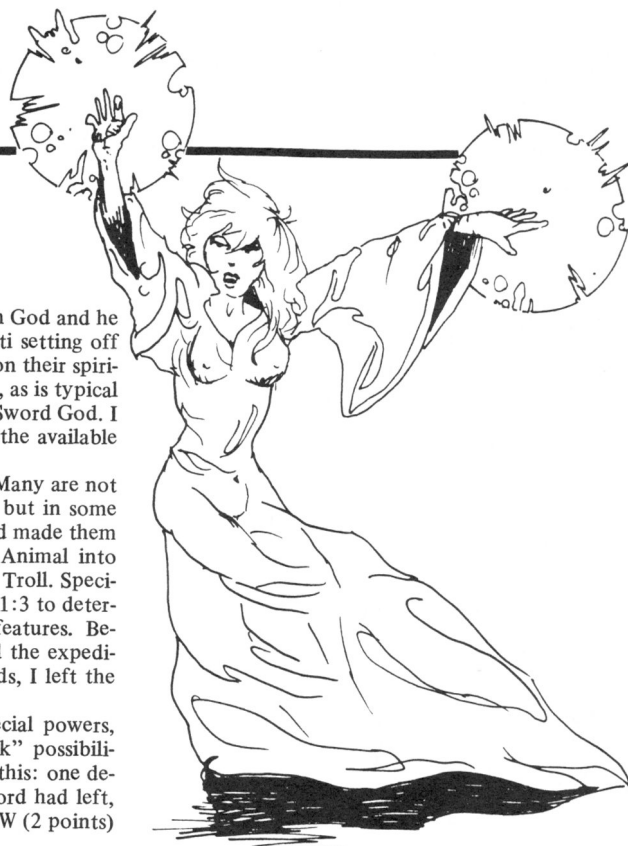
ON GAMES TO GOLD

Dear Tadashi,

I read Rudy Kraft's article, "Games to Gold," (*DW 4*) with interest. I note he missed mentioning that Metagaming pays \$750 for the second and \$1000 for the third Microgame we publish by the same author.

The "anonymous" gamer also misunderstands why publishers such as Metagaming want to hold all rights. Unlike novels, game publishers are far more crucial in producing a game. Novel editing is a much less intense and involved procedure. A game publisher playtests, usually over several drafts, and has significant input into the final design. The designer, while seminal, can't be regarded as the sole creative effort.

Metagaming will put in at least as many hours as the designer in developing a game to



our standard. The final product can only be regarded as a joint effort of the designer, playtesters and editor(s).

Original TV scripts are copyrighted by the producing firm. Computer programs can't have a copyright. Reports generated by businesses for a variety of uses are copyrighted by the firm. Metagaming conducts game design on a "for hire," "to specification" basis. A designer may submit original rough draft. The final product must meet our criteria as specified and will significantly reflect our staff's effort. With outside designs that usually includes a total re-write of the last draft submitted.

Getting a lawyer's advice can be a help. However, having a lawyer represent you is different from advice. If a lawyer wrote me on behalf of a designer I'd feel like he expected to eventually be in court.

Rudy is just flat wrong when he says there is more company buying potential than good games. The bottle neck isn't a supply of potentially good games but a shortage of good editors working for companies to develop publishable games. Metagaming can pretty much pick and choose from outside submissions. We could publish everything we need using only Austin designers. The decision to go outside is for new blood and new ideas to avoid inbred thinking.

Compensation is another confusing issue. A 10% royalty on retail price from a small publisher can be a lot less dollars than a \$500 flat fee. A 10% fee on the dollar sales to the publisher is about the same as 5% on retail price. It is no accident that the smaller firms tend to pay a higher percentage. They haven't yet learned that their profitability will never support that percentage.

Rudy is right that free-lance game design won't make you a living in this market. There just isn't enough volume to the publisher. The only ones making a living are the handful as-

sociated with firms in established relations. Most of those could make more in other jobs.

Game designers do it mostly for fun, not for money. Science fiction used to be that way before authors were subjected to the current incredible flood of dollars. More money hasn't meant more good science fiction. It won't mean more good games either. Quality in imagination simply can't be increased by dollars. Internal joy in creation is all that counts.

Howard Thompson
Austin, TX

Kind Sirs;

I noted that, in "Games to Gold" section (*DW 4*) by Rudy Kraft that most of the New York game companies are totally ignored. This is a natural function of the arrogance of you Americans, who fail to realize that civilization in the North American continent stops at the city boundaries. New York game companies, other than SPI and FGU, are:

OPERATIONAL STUDIES GROUP is interested in outside designs, but is currently in financial trouble (so you might have trouble getting your money out of them). They generally pay a 5% royalty. 1261 Broadway, New York, NY 10001.

NIMROD GAMES is definitely interested in free-lance designs; games on fantasy or science fiction topics are welcome, but Nimrod is probably not interested in RPGs at the moment. Designers can expect a royalty between 2½% and 5% depending on how much work Nimrod has to do to whip the game into shape, and on the reputation (if any) of the designer. 556 Green Pl, Woodmere, NY 11598.

WEST END GAMES is also interested in free-lance designs. They are currently producing a role-playing booklet (not a game, but supplemental material), and might be interested in such things. West End pays 4% to unknown or previously unpublished designers, and 5% (usually) to established designers. PO Box 156, Cedarhurst, NY 11516.

CREATIVE WARGAMES WORKSHOP's games have, to date, all been done by members of the company. However, they might be interested in outside designs. CWW pays 10% royalties on a "money-to-us" basis — that is, 10% of the amount CWW sells the game for, rather than the cover price. (This is equivalent to 5% royalties on wholesale sales and 10% royalties on direct-mail sales.) CWW has published a role-playing supplement — *The Emerald Tablet* — and might be interested in more such material. 330 E Sixth St (1E), New York, NY 10003.

Greg Costikyan
New York, NY

LETTER FROM JOHN

Dear Readers,

Two of the letters in *DW 4* are aggressive attacks, and thus are likely to stir up discussion



and possibly make some enemies; they took courage to print. Greg Cosikyan did a strongly negative review of *Legacy* in reply to Steve Lortz's favorable review of the game in *DW 2*. I think this provided a useful service to *DW* readers, since *Legacy* has had a very mixed reception; a friend of mine whose opinion I respect loved it, while I found it unreadable. At least *DW* has printed examples of both reactions. Tim Walters shows an approach similar to Greg's of stating his mind clearly with no softening the comments out of tact for the feelings of the persons being condemned. I mentioned Tim's letter both as an example of clearly giving opinions and the reasons for them and as a sample for a discussion of editing policy. It should come as no surprise to readers of magazines that letters are subject to editing. This is the magazine's way of deleting those parts of a letter that are excessively long, libelous, or otherwise objectionable, while printing the essential part of the letter. I'm not sure whether Tadashi has exercised his prerogative on many letters, but in his position I would have deleted the numbers on the paragraphs so as to disguise the editing and deleted the sections that attacked TSR. The problem on this kind of thing is that while the ideas expressed were Tim's, the folks at TSR will quite naturally be wondering whether *DW* was endeavoring to use the letter as an indirect swipe in TSR's direction. This is a sensitive point, after Gigi's embarrassment over a previous comment on Tim Kask. In case it is not clear to the readers, the Chaosium has no feud with TSR and no desire to start one, to the best of my knowledge.

This is not to defend TSR, whose recent snide comments in *The Dragon* on *DW 1* were tactless, to say the least, but they do not justify starting a war of words between the two magazines. *TD* has published letters critical of

TSR before and probably will do so in the future, so it is unfair to accuse them of not printing criticism. The reason their letter column seems to have started with difficulty finding letters may have more to do with TSR's hostility to amateur writers as expressed in several editorials, as any other single factor. They could stand better public relations.

And I feel Tim's attack on Gary Gygax as an incompetent writer was totally unfair, as much so as Gary's similar attack on amateur writers. Regardless of the problems in the original *D&D* rules, they were the basis of our favorite hobby, which wouldn't exist without Gary's efforts. And his latest work, including his recent articles on pole arms and on the use of social class in campaigns, are as well done in their own ways as anything else in the field. I very much doubt that Tadashi plans to print articles by Gary, but that is purely from the practical reason that Gary, as the publisher of his own magazine, will quite naturally give *TD* priority on who sends his work to, instead of sending it off to a competitor's magazine. In any case, I would like to see a higher standard of criticism in the magazines than Tim's denunciation of Gary. There is nothing lower than attacking a writer as a person, and while Tim's objection was backed up with reasons they were brief and generalized, and therefore suspect. Pick an article and demolish it word for word, if you must. But let's try to set a good example in *DW*, and criticize the work and not the person.

John T. Sapienza, Jr.
Washington, DC





Dear Tadashi,

I like the new picture you have for my column in *DW 4*, really makes it stand out. Many thanks!

Heard you guys at Chaosium got the rights to do an H. P. Lovecraft FRP, to be titled *Dark Worlds*. It's going to be designed by KURT LORTZ, the younger brother to STEVE "Way of the Gamer" LORTZ.

Congrats to Archive Miniatures' NEVILLE and BARBARA STOCKEN on the birth of their latest offspring. Now maybe they can get down to business and get *Star Rovers* out . . . Rumour reports an impending game cartel between Archive, DAVE HARGRAVE's Multiversal Trading Co., and Grimoire Games. More on developments later, if any.

STEVE JACKSON reports that he has bought the *Space Gamer* from Metagaming. He will take over the magazine as of the Mar/Apr '80 issue. He won't reveal how much he paid for it (he says "an arm, a leg, and certain other things of value"), but I'm sure it wasn't the 30 grand Metagaming was asking for . . . Rumour reports that Metagaming is going to cut Steve's *The Fantasy Trip* into a series of four booklets priced at \$5 each. The first will be *Gamemastering* to come out around Feb . . . The *Space Gamer* may possibly be hiring, prospective editors can write them at their new address at Box 18805, Austin, TX 78760. Experience required!

Judges Guild should change their name to the Hiring Hall. They've just hired Rudy Kraft into their design and development staff. Hope Rudy's editing job for *Gryphon* doesn't create any conflicts of interest . . . JG has Judges Screens for *RQ* and *C&S* in their production schedule.

Rumors about a merger between Heritage Models and Martian Metals are untrue! There were talks, but negotiations have reportedly collapsed. A first for Gigi! I dispelled a rumor instead of starting one! . . . And congrats to FORREST and CAROL BROWN on their new baby MIRI . . . MM in the meantime is working hard to bring out a line of boxed sets of 15mm armies of from 60-70 figures each with instructions for their use. They also have 25mm knights and samurais in productions, as well as figures for *Traveller*.

Pat on the back to DAVID FELDT and SHANNON BERGER of Legacy Press. They built a new house and got married! At least that was the order it was given to me.

Bellew & Higon, a British book publisher, will be publishing sometime in '80 or '81, *Wargames and Fantasy Games* by CHARLES

"*Perfidious Albion*" VASEY. It will include an introductory FRP game from you guys at Chaosium.

Did you see GARY GYGAX on the *Tomorrow Show*? He was interviewed by TOM SNYDER about *D&D*. Predictably he didn't mention DAVE ARNESON, but unpredictably he didn't mention TOLKIEN as one of the sources of inspiration. Watching the interview, I got the impression that EGG wasn't much of a GM. Too bad, Tom looked like he was interested in playing. Good publicity! . . . News from TSR (or perhaps olds by the time you read this): their RPG on spys and espionage, *Top Secret*, should be out soon, as will *World of Greyhawk* . . . They've reached agreement with Random House for the distribution of *D&D* and *AD&D* to the book trade . . . TSR sold about 50,000 *D&D Basic Sets* in Nov. '79 alone and did over \$2 million in fiscal '78-79. Happy holidays! . . . Later in 1980, they will publish *Gods, Demigods, and Heroes* for *AD&D* and possibly a second volume of monsters.

Boy's Life had an article titled "War Games" by JON C. HALTER in their Nov. '79 issue. Under RPGs, he only mentioned *D&D, RQ, Gladiators, and Cosmic Encounters*. Another incomplete review.

I finally saw *High Fantasy* by JEFF DILLOW. It's got a full color cover and it's in its third printing. They've plans to translate it into several different languages. High hopes.

ERIC GOLDBERG has started design on SPI's FRP game, *Dragonflayer* (probably a tentative title). They hope to have it out by ORIGINS 80. Good luck. It's going to be 60-90 pages long, illustrated, in a box, and will sell in the \$10-15 range.

GDW, among other things, will publish *High Guard*, Book 5 for *Traveller* on space navies; *The Spinward Marches*, Supplement 3 on the frontier regions of the Imperium; and *Citizens*, Supplement 4 on new character types. All should be out by the time you read this. They should also have out the long-awaited (by LYNN WILLIS, the designer, anyway) *Bloodtree Rebellion*, a planetary SF boardgame with box art by STEVE FABIAN.

Game Day Awards - 1979 results have *White Dwarf* beating out *S&T* and *F&M* for best magazine and Citadel Miniatures over Minifigs and Ral Partha for best figures manufacturer. Is it true that this British con was sponsored by Games Workshop, who's affiliated with *WD* and Citadel? Probably it's just British pride. After all, best miniatures rules

went to *WRG Ancient Rules*, best boardgame was *Kingmaker*, and best games personality was CHARLES VASEY, beating out GARY GYGAX!

Over at Heritage Models, Rumour reports that things aren't going very well between DUKE SIEGFRIED and that Texas millionaire. If you want to help, and have a lot of \$\$, tell Duke for me that Gigi sends her best wishes . . . Heritage, between volleys, is working on a series of kits with paints, figures, and instructions, for people new to miniatures and gaming.

More trade news: LOU ZOCCHI's Game-science is having trouble getting *EPT* from TSR. Lou already paid for all rights and hopes to get TSR's remaining stock soon . . . In the meantime, *Superhero 2044* is being revised . . . And a game called *Nuclear Survivors* may be out soon.

Grenadier Miniatures is gearing up for the 80's. They will be doing official *AD&D* miniatures (not Heritage, as someone else's rumor wags) of all the smaller critters in the *Monster Manual* . . . They will have a line of games that, for some reason, won't include their miniatures . . . And I'm looking forward to seeing their 77mm miniatures of BORIS VALLEJO figures . . . They're also planning to market their boxed miniatures through regular retail outlets like K-Mart.

Miniature manufacturers are getting into the gaming market in full force (what else can they do with those profits?), with Ral Partha coming out with adventure games that come complete with miniatures and accessories.

This one's gotta a rumor, is Flying Buffalo going bankrupt? I doubt it.

Press releases: Automated Simulations announces the release of *The Datestone of Ryn*, another in their series of microcomputer FRP games. They've also come out with *Morloc's Tower*, which sounds like it's similar to one of SCOTT ADAMS' *Adventure* games . . . Minifigs will be doing the official *World of Greyhawk* miniatures . . . RANDY REED left Avalon Hill to work for the US Marine Corps to develop a family of manual simulation games. He will, however, continue to serve as the president the Game Designers Guild.

What east coast game designer has been closing his letters with "Nuke the gay whales"?

Happy new decade!

Love,

Gigi



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P9

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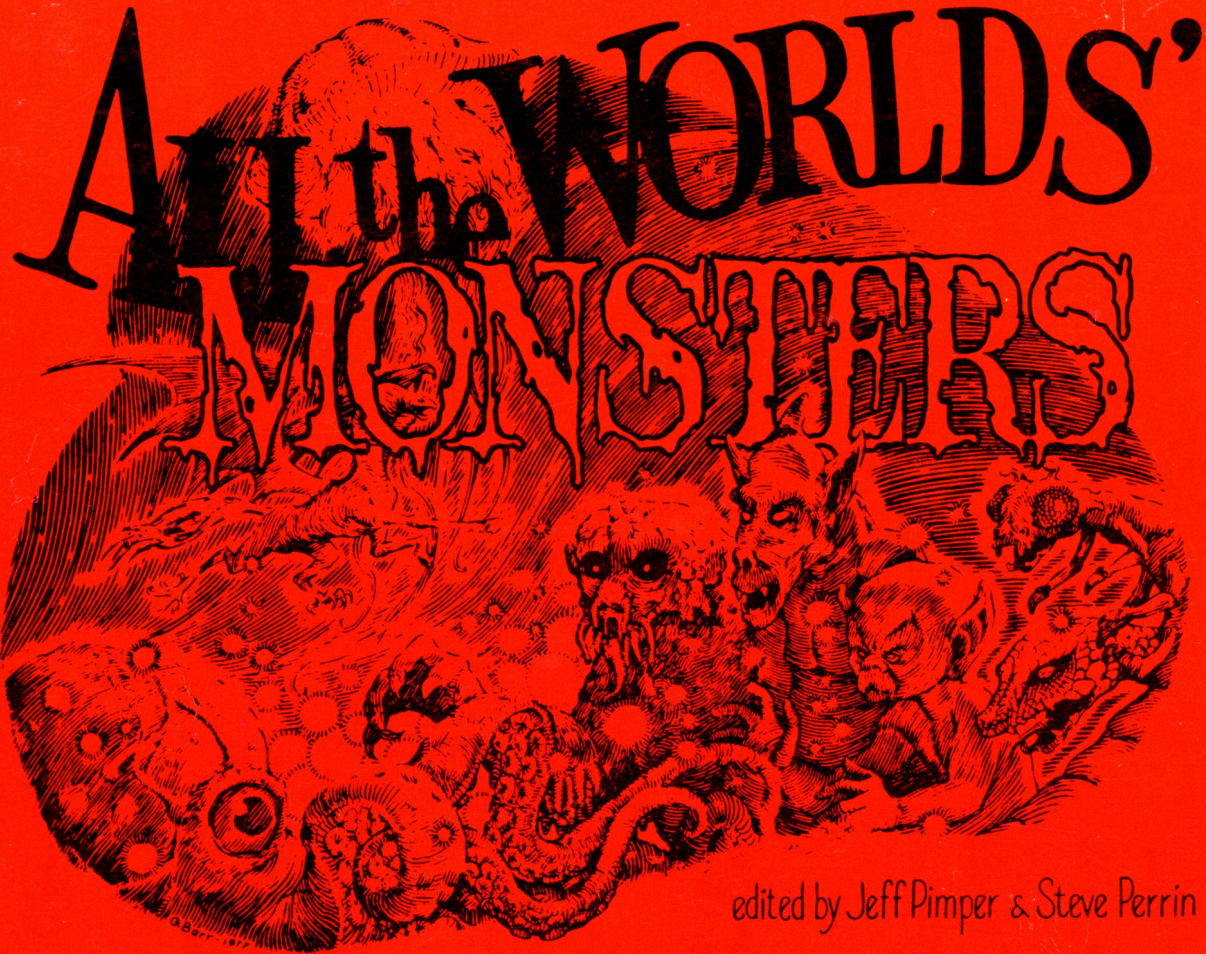
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