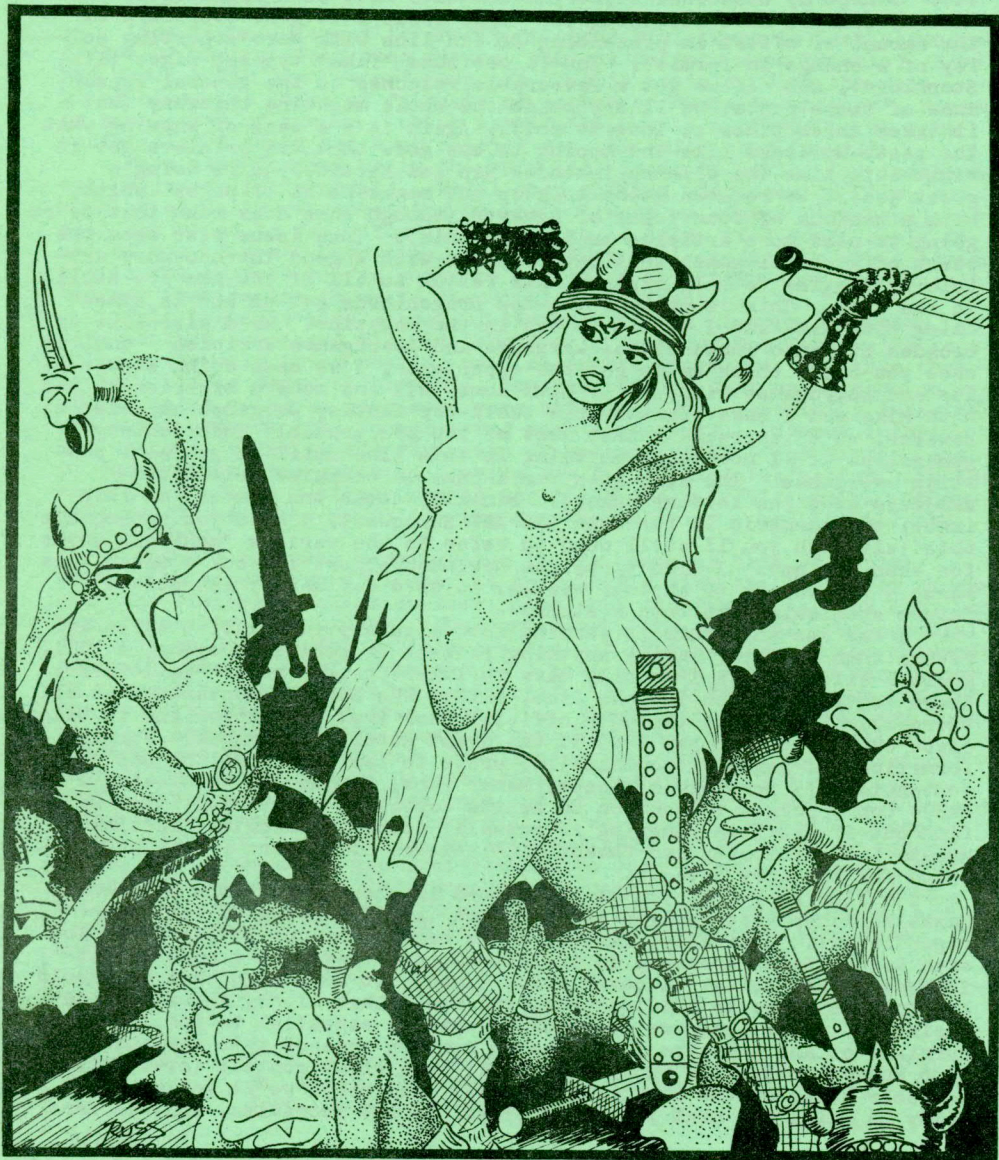


THE FANTASY & SCI-FI

DRAGONLORDS

Issue 15 55p

ROLEPLAYING MAGAZINE



Ho! Ho!

Having ditched one editor (well, magazines with 3 editors were becoming a little common - eg. Imagine, Doombook of Chaos, Tempestuous Orifice...), it's now my turn to write my last editorial. Fear not, though, I'm only going to relinquish the controls to Mike so I can do my finals without having the magazine round my neck. It's a pity 'cos I'd hoped to have lasted a year as "editor in charge". (Having started putting together DL from No. 11). I hope my editorial style and comments have been appreciated and that my changes have been noticed. This issue I've gone overboard on the amount of effort in presenting DL (in line with Marc's parting policy of a change in format). You'll see some "fake" typeset pages (like Stormlord), and, if we get a favourable response to the general appearance of these pages, we'll try to do the whole magazine this way (but it takes three times as long to do!). Again it's a case of knowing what the paste-up looks like and hoping to the gods that the printers get it right this time (no offence intended Rip and Martin, you're doing a great job). We're even going to keep the magazine at 32 pages length, with a maximum of four pages of adverts (though this does mean that we're going to need more articles to keep to this). This issue also sees the start of a postal games section, complete with a good introductory article by Biggles to help explain this fetish to all of you who are still in the dark. This is part of the new DragonLords set-up and is something both Mike and I wanted to see in the magazine. We'd also like to broaden out into conventional wargames and boardgames articles - and, in case you don't think we've got the experience, I've been doing Napoleonic and boardgames since 1973, plus some WWII and modern experience, and both Mike and I have considerable table-top fantasy wargames experience. However, we do appreciate that most of you are probably just fantasy gamers, so we'll not start anything in this line until we get some positive response. The same goes for a page on computer orientated subjects (see the letters pages). Finally, about the content of this issue, the scenario is for both D&D AND Runequest, I hope you appreciate this (although you'll still need to refer to the various "monster" books for each system). I didn't realise how much effort it took - until this issue - to convert to another system, so we'd definitely appreciate future submissions in both systems!

I can see that this is turning into a purely informative editorial rather than actually saying anything radical or soul-destroying, so I'll include all the bits I usually have to lump together under "Tail-Ends". There isn't that much in this line, in fact the SOL III convention is all there is! SOL III is the 15th official Star Trek Convention and it takes place over 27th-30th May 1983 at the Grand Hotel, Birmingham. For information and registration details, write to Lee Owers c/o The SOL III Convention, 39 Dersingham Avenue, Manor Park, London E12 (enclosing a SAE). Don't forget to mention DL as the source of your info! (then we'll find out if all this plugging is actually doing anything!). Special guests include Scotty and Chekov plus several SF authors - see last issue for the gory details.

I'm also sure that you're interested in knowing what the hell this Games Workshop distribution is all about (and I'm going to tell you regardless!). Basically, instead of us mailing DL out to the shops for each issue, Games Workshop do it instead, and they make a huge profit ~~instead of us~~. Whilst we cover costs (just), it does mean that we should get to more shops in the long run, and reach that highly important and desirable, wider audience - something that is essential to the long term survival of any magazine. We hope to convert some of this new audience into subscribers, with whom we'll still keep close contact (i.e. we'll scribble notes on the back of envelopes), and hence we'll get enough money to print the next issue. The deal is not lucrative, and, as Marc

said, is only possible due to Rip Gooch and RYODA doing the printing. As a change from earlier days, we can now say that DragonLords is: "available in good games shops everywhere - even including Games Workshop!". This deal will in no way affect our basic nature - there is no danger of DL becoming a Games Workshop mouthpiece or being taken over by said organisation. Whilst we may be a little less outspoken without Marc, you can be sure that we're still going to have to print the odd retraction!

Last issue I forgot to credit Citabout Miniatures to that scoundrel Fergus O'Connor. Well done Fergus, you got us into more trouble! I've had about a 75% "in-favour" response to this article, with the rest going along the lines of "a waste of space" or "totally unfunny". Depends on your sense of humour - which reminds me, we'll continue to be very satirical! I think the best reply I got was "sick, but funny!".

Marc also dropped us in the shit last issue by asking for independent reviewers for products. We'll keep all the addresses on file, and, when we actually get something to review (wake up, Games Workshop!), we will get round to you. You'll forgive me, I hope, if I don't reply to all of you, I don't have time. This issue's reviewer is the dread Adrian and is the nearest you're going to get to PB this time 'cos Mike hasn't had any inspiration to write the final installment.

This issue is also a sort of landmark in the history of fandom. We have at last surpassed The Old Beholder in terms of how long we've kept going - the only thing beating even us is The Stormlord, but then that looks a little dodgy at present! However, if you want us to keep on going, we're going to need some more contributions, especially interior and cover artwork (the former being most important). Without interior art we can't break up the regiments of massed print! Pete Martin, one of our artists, has given up drawing due to his dissatisfaction with the results he's been getting, and so our files are a little empty. Otherwise you'll get Mike and I drawing for the magazine - and it will not look pretty!

I think I can hear Marc turning in his grave as this editorial whinges to an end, so I'll jazz it up a little with the latest on Imagine and the Players Association News, plus that old favourite, TSR (UK) Ltd and its performing puppets. Unsurprisingly, the offer of a substantial discount on Imagine for PAN members did not appease anyone, the argument following the lines of: "Why should I have to fork out a lot more money on a magazine just to get my newsheet?". So what does generous TSR do? They kindly give away a free issue 1 of Imagine to PA members, and that is all. And, they've the cheek to brazenly label it "A new deal for Players Association members". Pah! You're too generous. Unsurprisingly there'll still be lots of dissatisfied PA members. All I can say is that the TSR staff had better look out at Games Fair, otherwise they are going to be lynched. Uncle Gary will be very cross, and will probably have to get out his Official and Approved AD&D™ R c ruler and rap Don's, Tom's, Graeme's and Paul's knuckles very soundly. Anyway, I'm going to take lots of film along just in case things get interesting. Games Fair is on the 25th-27th of March if you still didn't know, at Reading University. Come and join in the fun (and cadge some free breakfasts!).

see ya there, folks, Ian.

Addresses: Mike Lewis, 5 Yew Tree Close, Broadstairs, Kent, CT10 2LR
Ian Marsh, Guildford Court, University of Surrey, Guildford, Surrey, GU2 5XH.

Articles should be sent to Mike (only) at the above address. OK? - Ian.

YOU DON'T EXPECT ME TO EAT

What do your adventurers eat in campaigns before tinned food? Well, the rations from "Waldo's Superstore and Magical Hyperstore". So what are iron rations?

From Tolkien's "Lord of the Rings" come two types of special food; Lembas (an elven speciality - a sustaining honeycake) & cram (a type of hardtack). And as far as I can recall, there are no other references to special preserved foods in fantasy literature, so what about the real world?

This reveals three basic forms of food preservation:

- (a) Salted.
- (b) Dried or Smoked.
- (c) Specialty baking.

SALTING: This is still quite a common technique, and one my family used until we purchased a deep freeze. Unfortunately only a limited selection of foodstuff is normally salted down. These include beans (in the vegetable line) & beef & pork with meats.

Pork can also be preserved in barrels of brine (or salt water) which was the old naval method of preserving food. Salt food will last well over a six month period but will naturally be rather salty to the taste!

DRIED & SMOKED: Smoking is a technique applied to meat & fish and is basically the exposure of the meat to smoke given off from wood fires. The wood has to be slightly green so that it will burn but give off lots of heat. It is disadvantageous in that it is a lengthy process.

The food does taste slightly smoked but it will last well over 6 months if kept dry. Water will however eventually turn it bad in several days.

Dried meat is only avail-

able in hot dry climates. The most famous is South African biltong. Basically, this is the thigh muscles of cattle, ostrich or kudu (a type of antelope). These are hung up in the sun to dry for several months, although nowadays they are dried using hot air blowers. Provided the meat is kept dry, it will last almost indefinitely

Having visited South Africa and sampled biltong, I can state that it is not unpleasant to eat - kudu & ostrich have a stronger flavour than beef. However, you need good teeth as it is rather chewy.

This, of course, is only available in countries which get several months of continuous sun



THAT...

DO YOU?

Elliott W James

and temperatures of over ninety degrees (plus low humidity).

SPECIALTY BAKING: Used by the Roman Army and called "bucella" ("a small mouthful"), these iron rations were used by the legions when on forced marches. The Byzantines knew it as hardtack, "bukellum", indeed, the regular army ended up being known as the bukellarii or hardtack eaters.

Hardtack (or ships biscuit, as we know it) is unleavened bread baked into large hard biscuits. This flour and water mix provides the ideal home for weevils - a useful source of extra protein! Again, hardtack will last almost indefinitely if it is kept dry but once wet, goes off rather quickly.

You could use the above information to tell the players what they're eating, but it's a lot more fun to be nasty and get the players good & wet and then informing them that their food has all gone off & they'll have to fend for themselves (ha ha!).

This of course brings in a whole new aspect to the campaign

- how good are the players at trapping? What wild life is available for them to catch? Remember that hunting can take up a great deal of the day - more so if you lack the skills.

Depending on the area, they could try stealing food from the locals, but that could get them into all sorts of trouble. They could try buying food from the locals, but why start being honest after years of pilfering out of dungeons?

Another item players could spend their ill gotten gains on is spice; which is used to hide the taste of rather dubious meats.

Spice as an expensive import could be used as a basis in starting scenarios. Helping out smugglers (to beat taxes); guard duty for spice convoys - or more usually, attacking one! A local wealthy spice merchant could be a patron or a potential target for a robbery. With a little thought, even food can provide an interesting series of scenarios.

VOP....

BY I. GIBBS.



The Lewis Interview: Greg Stafford

DL: Why did you start Chaosium Greg, and how?

GS: Chaosium was begun because I had a burning, overwhelming desire to publish my fantasy. It began as a do-it-yourself novel, wherein I supplied the characters and setting, and each play of the game was the plot. That was the conception of White Bear & Red Moon, now called Dragon Pass. I got a job, saved every penny, and financed the publication of the first edition of WB&RM.

DL: What were your aims in starting Chaosium?

GS: My primary aim was to rid myself of my creative obsession to do this. Only afterwards did I realize that I had also begun a game company.

DL: How did you get involved with Steve?

GS: Steve Perrin became involved with Chaosium some time after I'd begun. We moved in somewhat the same social circles and I met some friends of Steve's at a party, and then met Steve and the rest of his crew. They asked if there was a chance to do the peoples of WB&RM as D&D stats, but I said I didn't understand that game very much and I'd prefer to see a new game instead. Steve said he had some ideas kicking around, and hence we joined forces to make Runequest.

DL: The Runequest system was a major innovation with no character classes and experience points. Who originally designed this format? Did you think that RQ would achieve the success it has?

GS: It was my original demand that the RQ game have no character classes or experience points. Steve readily agreed. But we didn't have any idea how popular the game would become. I am still surprised and pleased by it.

DL: You have released a lot of good quality games over the years; RQ, Call of Cthulu etc. How do you set about designing a new game; do people come to you with ideas or do you develop the game yourselves?

GS: New games are done both in-house and by freelance designers. Even on the freelance designs we end up doing much rewriting and additional material in-house. Our corporate input is what makes the games of their high quality. We use just about all possible combinations of outside and inside design. Call of Cthulu for instance, was mostly out of house by Sandy Petersen, with much urging by us and some touching up of critical portions (like Sanity). Borderlands was almost all outside designed scenarios, but we strung them together into their plot. Ringworld was jobbed out to freelancers by us since we knew we needed outside help, but we will finish it.

DL: The background behind RQ, Dragon Pass, etc. is immense. I believe you've written some million words on Glorantha Greg. Have you ever considered writing novels in this setting? If you don't have any plans to do so, why not? Is it due to lack of time or motivation?

GS: Yes, I think I have a million or so words written on Glorantha. I began working on it in 1966 and have continued, intermittently since then. I originally began writing novels and short stories. They make up a big part of those million words. I never got any published before because they were not professionally written. My main problem was with characterization. Fortunately for me, most of what I have written for gaming does not require vivid characterization for great lengths of prose. Gaming publications like my Glorantha game modules are therefore perfect for my talents.

However, I'd still like to write a new novel, or finish one of the old ones, and get it published. Right now it is lack of time which prevents me. But I'm still working on it, and plan to do so in the future.

DL: Worlds of Wonder is an interesting system based on the Basic Role-Playing System. Have you any plans to extend the games available using this system - perhaps into historical games, or pirates, gangsters etc.?

GS: Glad you like Worlds of Wonder. We do plan to expand it. It will include historical games, legendary subjects, and so on. It will also begin to expand into covering worlds. Our second WOW package will probably contain Sea World, for instance. This will be compatible with all the BRP games. Thus if you have to go to the water, or underwater for your RQ, Call of Cthulu game, you can use the data in Sea World. We too believe the system has a lot of potential and we plan to explore them.

DL: The Basic Role-Playing System, RQ etc. are all fairly simple in nature but very powerful. Do you see role-playing games of the future becoming like this - aiming for more simplicity?

GS: Yes, although there will still be a place for complex games systems. The boardgame field has been torn by friendly arguments about playability versus realism. I think the dichotomy will become more apparent and grow in interpreting role-playing games too. Here at Chaosium we will be leaning towards simplicity and playability which gives the right flavour for the game.

DL: How do you see the fantasy games industry developing over the next 5 years or so? Do you think we'll reach a saturation level soon?

GS: Role-Playing games will continue to grow in popularity over the years. I think the saturation point is not yet reached, mostly because people are finding new subjects for the games and also finding new uses. Educational role-playing games are right around the corner. I am discussing role-playing games as we know them, as psychotherapy, and many doctors are listening interestedly. There will be other uses, unseen at this time, as well.

DL: TSR are currently the largest games company in the USA, in fact the world - made even larger due to their take over of SPI. Do you think they have any more plans to take over companies? Would Chaosium ever sell out?

GS: Chaosium does not feel threatened by TSR. We operate on completely different principles than they do. We consider ourselves in a different game altogether. We are not concerned with competition, but strive towards artistic expression as our major thrust, and then we trust the fans to recognise quality and support it. TSR seems intent on the normal course of growth and acquisition as their mainstay of economic stability. We are striving for quality, letting growth follow that naturally. We are not greatly ambitious, and we have small expectations. Thus we are content with what we have, able to continue on with a modicum of comfort, and can work without all the negative vibrations caused by money worries, commercial jealousy, and capitalist paranoia.

Chaosium might sell out some day, at the right time and to the right people. We have already sold some items which are of reduced value to us. Our boardgames, for instance, are sold to Avalon Hill. We would not mind being a design house, providing games for other companies and collecting a royalty.

DL: You have released several games based on literary references, Call of Cthulu and Elric for instance. I understand that you have plans to release a game based on Niven's "Ringworld" - what form will this take? Have you any other new games planned? Have you considered other books - such as Lankmar, Anne McCaffrey's dragonriders series etc.?

GS: Chaosium has always been entranced by the chances of participating in the famous worlds of literature and legend. Elric was an early favourite of mine and we have published games on it, plus Cthulu, plus Thieves World, all from literature. We will also be doing Ringworld as you said, and we have obtained the licence to do Lankmar, and also the comic, Elfquest. We have other projects in mind too, but don't like to discuss them until we have secured the rights from the authors.

Ringworld will be a BRP compatible system. It is being test played right now and should prove quite exciting. Imagine the Previous Experience for a 250 year old PC! Thus it is our first full SF game which is



compatible with Runequest.

DL: How large is Chaosium now, and how many people do you employ?

GS: Chaosium currently employs seven full time employees, plus varying numbers of part-time workers in the warehouse, depending on work load.

DL: Will any more of Chaosium's products be printed under licence by Games Workshop?

GS: We have licenced Games Workshop to publish RQ material in Great Britain. Thus they have done the basic game, plus Cults of Prax, and are busy doing the various solo scenarios as well. Their schedule includes others, as they find the time and money to do so. We are glad for them doing this, too, since they can bring the price down significantly by printing it over there, and get it to many more players.

DL: Moving onto magazines, Wyrms Footnotes was Chaosium's house magazine - why did it fold?

GS: Wyrms Footnotes was originally my private fanzine, much like Dragon Lords. As we grew it did too, changing its internal form often. But after a while we found that it was no longer either fun or profitable for us. It took up the editor's time in layout, and my time in contributions. We figured that it would be a better

allocation of our resources if we dropped it, transferred material to Different Worlds, and put our time on other projects.

DL: You have announced plans that DW will become more Chaosium orientated.

Will this affect its impartial nature? Will it mean it covers less games systems? What do you see as the aim of DW - what does it attempt to do?

GS: I hope that the inclusion of more Chaosium material in DW does not change its original intent. We have always viewed DW as being a source for intelligent and curious FRP'ers. Philosophy and theory, for instance, are important to us. We also try to keep articles for the beginner - it is easy to forget how confusing all this is to a beginner. We don't feel that we have to grind axes in DW, and we want to be fair to all systems. The publication by us sometimes seems a problem of bias, but we strive against that. We believe DW to be a historical document, chronicling the birth of a new art form of RPG.

DL: What is the circulation of DW?

GS: Current distributin of DW is about 3000 copies monthly.

DL: In the USA there have been attacks on FRP by the so called "Moral Majority". How has this affected Chaosium? What are your views on them?

GS: The so called Moral Majority has begun regular attacks on the FRP community. We get curses sent to us in the mail fairly regularly now. I don't really know how this has affected Chaosium specifically. However, it is amusing. There is a group near us here called Spiritual Counterfeits which is anti-D&D but pro-FRP, working on a Christian RPG. Thus their own ranks are not as unified as they would have us believe.

My personal feelings for that anti-game activity is sorrow. They seem deathly afraid of things they do not know, and are acting out of

pure negative feelings. I feel sorry for anyone who has such fears running their life. Life is tough enough already without making trouble for yourself that way. It is a shame the way people put words and deeds out to the community in the name of their God.

DL: What are Chaosium's plans for the future? Where are you heading?

GS: Chaosium's plans are to continue along the path we have begun. We will continue to publish games based on the popular works of literature. We will also publish games based on popular traditional works such as Greek Mythology and King Arthur's Legends. We will continue to experiment with the types of games, the way they are played, and alternative uses of the games. We will continue to develop RPG as an art.

DL: RQ figures in the UK made by Citadel are boxed - was this anything to do with you? There is a large anti-boxed figures lobby in FRP fandom in Britain. What are your opinions on this?

GS: We had nothing to do with the decision to box the Citadel RQ figures. We licence the figure manufacturers, but they determine their best policies. As a manufacturer I can appreciate boxing things since it raises potential sales about 1000%, but I can also appreciate the problems of fans who want the figures but resent paying for the boxes.

DL: Will you or Steve or anyone else from Chaosium be coming over to the UK at any time in the future?

GS: We have no hard plans for getting to Great Britain. Everyone here would love to do so, but it is expensive, time consuming, and generally beyond our meagre means. If the Runequest movie is getting going again there is a fine chance that I will visit Britain soon, since they will bring me there at their own expense as a film advisor.

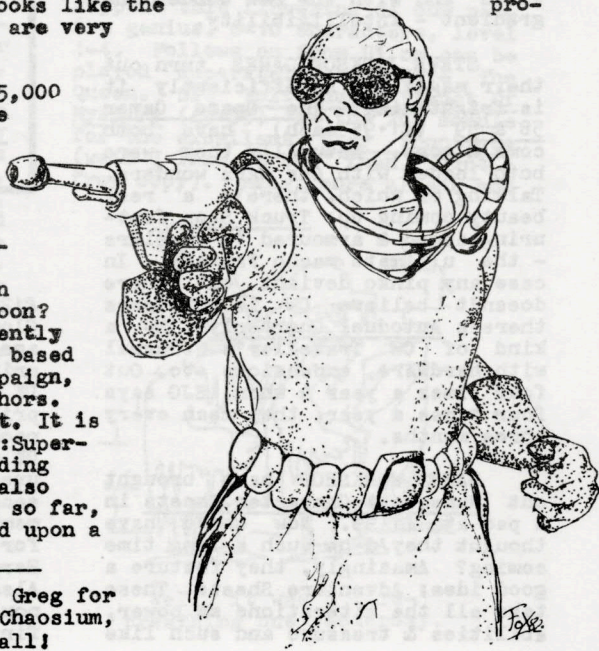
(Some time ago, Chaosium sold the rights to use Runequest in a movie to Chris Gore, who wrote the movie "Fame". There are always many problems in getting any movie done, and since Chris then sold his RPG movie to MGM who went bankrupt, there were even more than usual. Now, however, there is new management at MGM, including the president who used to be Chris Gore's co-producer. Thus it looks like the project may be in full swing. We are very hopeful).

DL: What are the sales of RQ?

GS: Runequest has sold about 35,000 copies or so throughout the world. I'm unsure of sales in other European countries since Games Workshop has pretty much taken over. It is sold in all English speaking countries though, and many non-English speaking lands.

DL: Finally, what products can we expect from Chaosium soon?

GS: The Pavis Campaign is currently under production. This is based on Steve Perrin's original campaign, but includes works by many authors. New Superworld will follow that. It is a rewrite and expansion of WOW:Superworld to be a full game, including many scenarios. Pendragon is also coming. This is mostly by me, so far, and is a King Arthur game based upon a new game system.



We'd like to close by thanking Greg for answering our questions about Chaosium, & well done Mike for doing it all!

Here's some help for those of you who may be tempted to neglect your duty. Your duty, that is, to consume. It is my privilege to reveal to you new and desirable products that a beneficent society has recently made available. To make your task easier...

FGU, that charming group of New York aesthetes (that's someone who affects an extravagant love of art, or so says my dictionary - Ian), brings us Star Explorer (£9.95), a SF role-playing board game with the ethos ripped mercilessly from Star Trek (but without the expensive use of names). Sole to four players with a good looking games system. For Aftermath is Operation Morpheus an adventure set in Australia! The scene is an experimental lab where locals are sharing brain transplants with 'roos (to improve the strain). Something on those lines anyway. Plenty of detail for post devastation entertainment. Round about now we can expect Chivalry & Sorcery 2nd Edition. Boxed, revised and with the new wonder ingredient - intelligibility.

STEVE JACKSON GAMES turn out their magazines so efficiently it is frightening! The Space Gamer 58 & 59 (£1.95 each) have both come & gone. Naturally they were both loaded with Car Wars wonders. Talking of which, there's a real beauty coming up; Truck Stop featuring armed & armoured 18 wheelers - the ultimate macho fantasy. In case any pinko deviant out there doesn't believe CW is a success there's Autoduel Quarterly - a kind of CW Traveller's Journal with hardware, expansions etc. Out four times a year & when SJG says four times a year, they mean every three months.

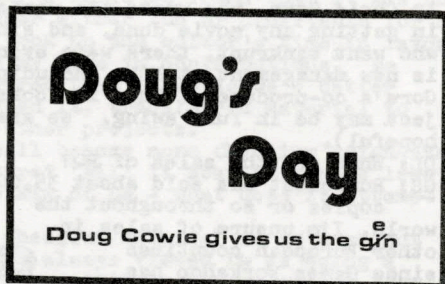
GAMES WORKSHOP have brought out Runequest Character Sheets in a pad at £1.99. Now who'd have thought they'd be such a long time coming? Amazingly, they feature a good idea; Adventure Sheets. These take all the alterations as power, abilities & treasure and such like

go shooting up and down during the course of the game. The character sheet proper can thus be kept nice & neat & tidy. Well done Games Workshop. Nice to see you middle class chaps come up with a good idea every so often. GW have also come up with pads of Wilderness Hex Sheets and Dungeon Mapping Sheets (£1.99 each) both available elsewhere without the fancy names and packaging - & much cheaper! Incidentally, my "All Comers Xmas Quote Award" was easily won by Peter Darvill-Evans, a Games Workshop Important Person...

Myself: "Thanks for the Christmas card. Sorry we didn't send you one, we're too mean."

P-DE: "That's OK. It's no trouble when you've got your own Art Department."

OOF!



CHAOSIUM have Questworld (at £12.95) available. It's a RQ non-Glorantha campaign monster package of high quality. GW hope to print nearly all RQ stuff in the UK eventually. Looking at the price of Questworld and other RQ packages, the sooner the better. UK printings of Traveller Adventure 8 & Double Adventure 6 (£2.50 each) are now available (can't remember the titles but if you ask for Pox On U and Scourge of the Herpes you can't go far wrong). Also Library Data N-Z (£2.50) is now out. The final 3 parts of the first Man, Myth & Magic adventure

(the one you get the first part of in the boxed set) are now released - they are; Newgrange Revisited, The Glastonbury Labyrinth & Ascent to Hell (£3.50 each). Promising little system is MM&M, but watch out for its humour. It's of the Sensible American genre and can produce serious squirming. GMs should on no account read it out loud to their players or they will certainly be instantly debugged (& quite right too).

Talking of debugging, the publishers of What is Dungeons and Dragons? (Penguin £1.50) are actually using the fact that 3 Eton schoolboys are the authors as a sales pitch! The implication seems to be that the peasantry (the rest of us) would benefit greatly from reading the musings of these toffs.

From Eton to Cambridge is but a small step and it is doubtless no coincidence that the centre of learning and excellence should be the home of Don & the lads; the UK representatives of "The Games Wizards". Rigorously pursuing their crusade to envelop us all in FUN, TSR have brought out 5 new modules - the titles of which are alone worth the money. Murder In Harmony (£2.95) is the second Gangbusters module. Real adult stuff this, with things like "romance" (gasp), handsome chaffeurs (oh!), wayward heiresses (shame) as well as the usual RP fare (killing people). Ballots & Bullets (£2.95) is the 3rd Boot Hill module. Well, I'm a sucker for a western game and even though I use FGU's Wild West, the recent Boot Hill modules are full of useful material. This one is particularly handy because I'm in the middle of an election in my campaign & TSR (have they been looking over my shoulder?) very decently bring out this little political gem with loads of ideas including a good town with map, details of businesses etc. Oh I'm so pleased...

Now, stand to attention please - ties will be worn because next

I'm going to mention module WG4 The Forgotten Temple Of Tharizdun (£4.50) which is designed by HIS IMMENSITY, THE GREAT AND GOOD.... GARY GYGAX. The maestro has set this adventure in Greyhaws world for character levels 5-10. He has provided outdoor and dungeon settings. We are deeply grateful for his condescension. OK, relax now everybody, Gary's gone. X3 Curse Of Xanathon (£3.95) is a combination of town and wilderness adventures presented in a series of "detective type scenarios". N1 Against the Cult of the Reptile God (£3.95), an early contender in 1983's Most Jolly Frightening Title competition, is for 4 to 7 characters of 1st to 3rd level. It has a detailed village, overland encounters & an underground finale (hooray!). U2 Danger at Dunwater (£3.95). The 'U' stands for the United Kingdom of Great Britain & Northern Ireland & this is the 2nd (that's what the '2' stands for) in the series of home designed D&D modules. It behoves us all to support this flowering of our native genius. 6-10 characters, level 1-4. Follows on from U1 or can be played separately. God Save The Queen. SF1 Voltornus, Planet Of Mystery (£3.95) is the 2nd module for the excellent Star Frontiers (well I like it but then, I got a free copy). Maps, more aliens and



Well, it was a fire-breathing one yesterday.

new creatures and background notes all helping to produce great steaming kilogrammes of palpable fun. Imagine is TSR's new glossy mag on 'adventure gaming'. I hope it at least gives White Dwarf one hell of a fright - we may yet get a British pro mag which displays some independence. WD has already introduced some cosmetic signs of a broader coverage although it has a long way to go before it is any more than a wretched house mag. Imagine shows early promise of being in every way splendid - having accepted a few of my modest jottings.

If you thought Call of Cthulu was pretty damn difficult to pronounce, try asking for it's new scenario Shadows Of Yog-sothoth (£7.95). It may be easier to keep to Thieves World for which you can now get Traitor, Spirit Stones and Dark Assassin (£5.50 each).

Red Giant fanzine has packed it in because of exam commitments of it's editor. A few minutes silence please (better make that 10 seconds).

Wargames using the RPG approach are popping up everywhere. Behind Enemy Lines (£16.95) is the WWII system. It's immensely complex & as yet, full of holes. Supplements available include Guns Of Navarone and The British Commandoes (£4.95 each). Recon is Vietnam capers & forms part of the American rehabilitation of involvement in that spot of unpleasantness. Received wisdom these days is that they did not really lose it and if they did it wasn't their fault.....Peace!!!

Charles Vasey, still attempting to become A Very Controversial Dude, describes RPGs in Decembers Military Modelling as "The vacuous approach". So, now we've been told.

Could Gary Gygax be deliberately trying to reduce circulation of The Dragon by making it carry his indigestible pronouncements on the politics of the "Hobby Games

Industry"? If you want to know what he's on about without ploughing all the way through, here's a summary: Gygax = good. Other games producers = bad. Everyone else = deluded.



Some footnotes from Ian: I've just got WD38 which bravely heralds the fact that Citadel are revamping the RQ figure line. The Beastmen set is to be replaced with a whole box of Broos - a damned sensible change. Hopefully, Citadel will do other sensible things to the other boxes (eg. Scorpion Men sets and a selection of Trolls & Dragonwets - left-handed this time Citadel?). I would like to think this has resulted from the extensive campaign in amateur press, but then that's being a little cocky (and GW would never admit to it anyway!).

I would also like to point out that the RQ adventure sheets are near useless in actual play & I've reverted back to a sheet of lined paper!

Finally, I'd like to make an apology over layout of this news page (in typesetting) but then I'm just recovering from flu!

The Helm

Of Shalam.

By
Andrew Humphries

PLAYERS INFORMATION:

You are currently in the service of Shalam, a reputable merchant, who has agreed to pay you handsomely upon the completion of your task. Two days ago his caravan was attacked on the Plains by a horde of bandits. Fierce fighting ensued and heavy casualties were inflicted on both sides. Eventually the bandits were driven off, however, amidst the chaos it was discovered that Shalam's personal wagon had been broken into and many items were missing. It has been discovered that it was three thieves posing as travellers who stole the goods before heading north.

You are on their trail and are about ten hours behind them. It is known that the thieves will probably head for Downsend & proceed through the Great Forest. You have been given no specific instructions other than to recover a golden helm which he, Shalam, obviously regards as very valuable.

GM'S INFORMATION:

The players will have reached Downsend at 8 o'clock in the evening; they have been travelling on horseback for about 32 hours non-stop and are in need of a rest. If the players decide not to halt & sleep, it is suggested that they suffer some minus factor in combat say a 5% penalty every two hours over this time (so, for D&D, it is -1, -2, -3, etc. & for RQ, it is -5%, -10%, -15% and so on).

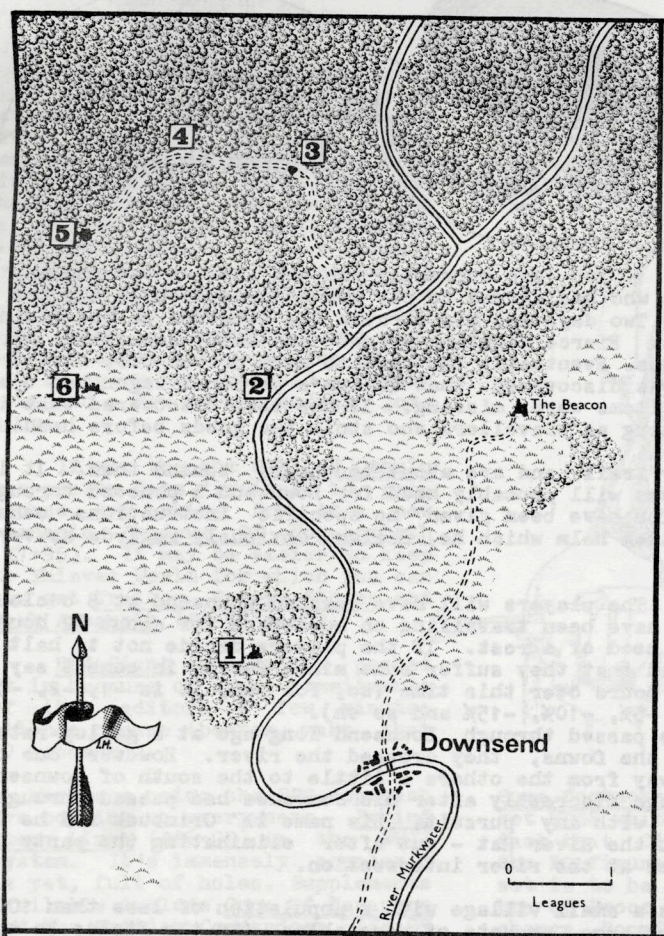
The thieves have passed through Downsend long ago at a gallop rate! Then, after entering the Downs, they crossed the river. However, one of their number split away from the others a little to the south of Downsend and entered the village discreetly after his comrades had passed through. His duty is to deal with any pursuit. His name is Grimluck and he is currently lodging at the River Rat - but after eliminating the party he will meet his comrades at the river intersection.

DOWNSEND:

This is a small village with a population of less than 100. It exists by growing large amounts of vegetables (in the fields to the east) and trading the surplus with towns to the south. The south flowing River Murkwater provides the means for transportation. Consequently the party will have no trouble in stocking up with food, and apart from this only common items (rope, lanterns etc.) can be bought - i.e. there are no "adventurer supply supermarkets". The only weapons available are knives, slings, short swords and rather unwieldy axes.

The village is advised by a council of five and is defended by the local militia. The council and militia have always had the support of all the villagers.

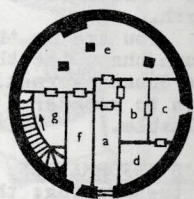
(1) The River Rat Tavern: The landlord, Fat Hormon, serves good ale at cheap prices and hence the inn is never far from full. The occasional band of travellers do pass through so Hormon has two six bed dormitories. Three beds in one room are currently occupied by a pilgrim (D&D a monk of LN alignment, for RQ, just a humble pilgrim), a visiting fisherman and Grimluck. Prices are 2 silvers per night and 1 silver for stabling of a horse.



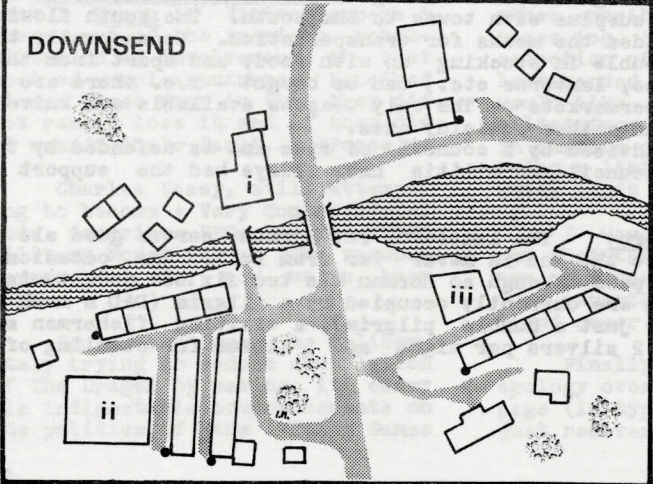
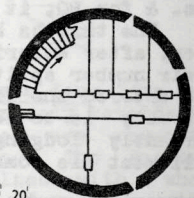
5: THE TOWER



GROUND LEVEL



FIRST FLOOR



KEY

- Woods
- Hills
- Rivers
- Roads
- Encounter
- Door
- Stairs, up

From listening to general conversation it can be gathered that early this morning, two riders passed through (shock, horror! In a dismal hole like Downsend?!). By actually conversing with and asking questions of villagers (plus a few pints, silver coins etc.), the adventurers will get all sorts of tales about a strange creature up the river (the Lurker) and of a slightly deranged old druid. It can also be found out that people rarely venture across west of the river, the land there being wild & full of vicious wolves.

(ii) Temple: This temple is dedicated to a fertility god/goddess - as you'd expect in an agricultural village. (Choose a suitable god for your games system, or have it as a multi-purpose shrine). All the villagers turn up to ceremonies when held (eg. every new moon). Eucayle is the name of the resident priest (use a shaman in RQ).

(iii) Council Hall: Once a week, the council of five meet here to discuss matters of importance to the village. The councillors are Eucayle, Hormon, Jon Daxor (militia leader), Wykehen (smith) and Mak (a retired ranger who organises the trading). The militia (a grand total of 10 men!) also meet at this hall with Daxor one other night of each week.

Notes: It may be noticed that there are 5 black dots on the map, all on the ends of rows of houses; these represent barrels (for collecting rain-water) which may be used for climbing onto rooves. A character using a barrel can clamber onto a roof in 2 melees rounds; the rooftops will only support a weight of 150lbs (68kg) in any one area.

THE WILDERNESS: At an average walking speed a person can cover, across the Downs, one league (3 miles) in an hour. Judge all other speeds from this. Encounters should be rolled for once per hour with a 1 in 8 chance of an encounter occurring. Consult the following tables depending on type of terrain:

Downs (i.e. pretty well everywhere!):

D4:	East of River	West of River
1	Villager looking for stray horse.	Six wolves.
2	One lost horse (wow!).	Two patrolling bandits.
3	Pilgrim (Inn) visiting Beacon.	Eight wolves.
4	Two bandits spying on village.	Werewolf/Wolfbrother.

Forest:

D4:	East of River	West of River
1	Two white deer grazing.	Wild Boar.
2	The Lurker, watching party.	Five wolves.
3	Five wolves.	Giant (Hill Giant), hunting.
4	Brown bear.	Owlbear.

SET ENCOUNTERS:

ONE: An old tower known as Barnak's Look stands on a small hill in the midst of a clearing. It has been here for many years (before the village was even founded) and used to be inhabited by an old hermit, Barnak. He died years ago and the building has long since fallen into disrepair. The lower floor is the only structurally safe part, this being inhabited by a group of bandits. Although there are 15 bandits, only 7 are currently in residence (2 are at SIX, 2 are at FIVE, 2 are patrolling & the others are spying). Earlier today they captured 2 riders (the thieves) whom they interrogated & tortured. Hygys (the bandit leader), believing the golden

helm to be valuable, has taken it and 3 guards north to try & sell it to the fighter who lives in the Great Forest. The seven remaining bandits are eating, playing cards or sleeping. The two captured thieves are lying bound & gagged in a corner, both being close to death. Their horses are tethered outside with nine others.

Notes: Treat the tower as a large square room, 40'x40' with one door (the entrance) and a collapsed staircase (preventing any further access).

TWO: At this point, a vague shape can be discerned sitting on a rock in the trees near the riverbank. Upon closer examination it is seen that the shape is a person or thing. It has long, thin, green coloured limbs and a frog-shaped mouth. It also has long untidy black hair and wears ragged clothes. The creature is a Lurker and calls itself Joe. If the party approaches, he will ignore them, muttering something about it being its 115th birthday. Joe is shy and may, if the party come too near, leap away - unless the party can prove they are friendly, in which case he will talk to them. However, much of his conversation is meaningless, although he will certainly mention the druid. Joe is totally harmless and will flee at the first sign of danger.

THREE: In a small clearing is a small, weatherbeaten, wooden shack. Inside is Kreteen, the Druid (treat as another Shaman, RQ'ers!), who has been driven insane by his loneliness & now holds conversations with beds, doors and clothes etc. No sense can be got out of him but he often mentions "the path over west". His shack contains nothing valuable and it is years since he used magic or any of his abilities; in fact he's forgotten how. Treat him as a slightly eccentric old man, therefore.

FOUR: At this point the path unnoticeably narrows a little and because of the dense foliage blocking the light it is a little darker. As the party pass through, two giant constrictor snakes (RQ, pythons) drop from above. Each will try to coil itself round a particular person and crush him. Maldagon & his retainers know of these snakes & so avoid this part of the path.

FIVE: The path now widens into a small clearing and, at the edge of the glade, surrounded by trees is a circular, tall stone building. A few slit windows are visible & the path leads straight to a heavy wooden door.

A retired fighter, Maldagon, had this tower constructed for him & he lives here with two henchmen. At the time the party reach here, Maldagon will be in deep discussion as to a suitable price for the helm. Although Maldagon knows of Hygys' occupation, he is not necessarily evil himself, just very self-centered. One of Hygys' bandits is also present, and Maldagon's henchmen are preparing food. Therefore, it is quite easy for the party to reach the outer door without being seen. The door is currently unlocked and so characters may enter the building undetected.

However, if players are found in the tower after entering sneakily, they will be assumed to be thieves, for this is someone's home, not a dungeon. Tower rooms are as follows:

(a) A simple 10' wide stone corridor. The walls are hung with shields of different sizes and designs - many badly damaged since they are those of Maldagon's vanquished foes.

(b) When in this room the characters can hear arguing from (e) though until they enter that room, nothing more. The door to (c) is slightly open and cooking smells waft through to the party. There is also an odd clattering and banging from this area. The room itself is unfurnished.

(c) The two henchmen, Gerth and Horc are busy preparing vegetables, but

if they see the party, or they are attacked, they will defend using carving knives and try to warn Maldagon.

(d) A dark storeroom stocked with food provisions for several months, all packed in crates & barrels. The majority consists of dried meat, salt meat, oat biscuits and wine.

(e) In front of a roaring fire are seated two tall muscular figures engrossed in conversation. They are Maldagon & Hygys. However, anyone who enters is more likely to be seen first by the bandit in the corner, Larack, Hygys' 2nd in command. Their reactions really depend on the actions of the characters. If the characters charge in, swords swinging then they'll attempt to grab shields from the wall (thus complementing their chainmail) & will retaliate in kind. On the other hand if Maldagon is reasoned with, he could be turned against Hygys; an added twist is the fact that Larack thinks Hygys is an imbecile, and wishes to take over.

(f) This is Maldagon's ego boosting room. It is filled with swords, shields, armour & other various combat orientated items. They are either mounted on a pedestal, or hung from the wall. Many are valuable, there is a total of 4500 gold worth - but many trips with horses are required to remove everything. The Helm of Shalam can be found on a shelf between two other helms, & can be distinguished since it is unadorned, & also it radiates magic.

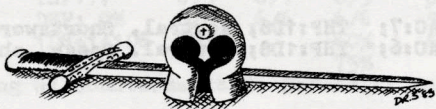
(g) A plain hall leading to ascending stairs. They lead to the first floor, which is purposely left undetailed. Referees should detail it as they see fit, depending on the amount of treasure & magic your campaign allows.

SIX: This is another ruined building. It offers little shelter as most of it is rubble. However, two of the bandits that accompanied Hygys have been left here to wait for his return (with their horses). They can spot anyone approaching within half a mile. If approached, they will fire at the party (with 75% cover) & try to hold the party off. If defeat seems likely, they will ride off to warn Hygys.

FINAL NOTES: The Beacon is really of very little significance. It is a low, roofless stone building on high ground & is used as a warning. This country is under constant threat of invasion from the north & should an invasion occur, the Beacon will be lit - followed by a succession of Beacons.

The helm is worth 800 gold but its magical properties are what makes it desirable. Any fighter, ranger, paladin or cleric who wears the helm (or any RQ cultist you feel suitable, eg. Storm Bull or Waha) when taken down to 0 hits may continue fighting until -10 is reached whereupon they fall unconscious. If not returned to Shalam within 2 weeks he will send another party to look for it.

Note that D&D money is effectively the same as RQ money. Hence, the helm is worth 800 gold in both systems, which is equivalent to 16000L for RQ. Similarly for other treasures and costs.



GRIMBUCK (River Rat Tavern):

STR:14	INT:10	POW:13	L	3/5	R	Hide In Cover :55%
CON:14	DEX:16	THP:14	3/4	3/6	3/4	Move Quietly :60%
SIZ:12	CHA: 8	DEF: 5%	3/5	3/5	3/5	Pick Locks :50%
Light Crossbow:60%	2D4+2	SR:1				Disguise :45%
Dagger RH :65%	2D4+2	SR:7			65%	

Bladesharp 2; Speedart; Healing 4; Invisibility.

Grimbuck: 4th level assassin; AC:6; THP:14; LE; Crossbow, dagger.

EUCAYLE (Temple):

STR: 9	INT:11	POW:14	L	3/4	R	
CON:11	DEX: 7	THP:11	3/3	3/5	3/3	
SIZ:12	CHA:13	DEF: 0%	3/4	3/4	3/4	
Mace :35%	1D6+2	SR:9			35%	
Medium Shield :					35%	

Healing 6; Harmonize (2); Bludgeon 2; Befuddle (1).
Fetch: INT:12 POW:17. Knows: Detect Life; Detect Spirit; Detect Magic.
Stored POW on spirit plane: 4

Eucayle: 6th level cleric; AC:6; THP:21; LG; Mace, Shield.

DAXOR (Militia Leader):

STR:13	INT:12	POW:15	L	6/7	R	
CON:18	DEX:17	THP:19	6/6	6/8	6/6	
SIZ:14	CHA:15	DEF:10%	6/7	6/7	6/7	
Broadsword RH :50%	1D8+1+1D4	SR:5			50%	
Medium Shield :					55%	

Bladesharp 3; Healing 2; Protection 2; Countermagic 2; Disruption (1).

Daxor: 4th level fighter; AC:4; THP:23; Neutral; Longsword, shield.

BANDITS/MILITIA STATS:

(1)				(2)					
STR:13	CHA: 8	L	3/4	R	STR:12	CHA:10	L	3/4	R
CON:12	POW:12	3/3	3/5	3/3	CON:10	POW:10	3/3	3/5	3/3
SIZ:11	THP:12	3/4	3/4	3/4	SIZ:10	THP:10	3/4	3/4	3/4
INT: 9	DEF: 0%				INT: 9	DEF: 0%			
DEX:10					DEX: 9				

(3)				(4)					
STR:12	CHA:12	L	3/4	R	STR:13	CHA:16	L	3/4	R
CON:11	POW: 9	3/3	3/5	3/3	CON:10	POW:12	3/3	3/5	3/3
SIZ:10	THP:11	3/4	3/4	3/4	SIZ:11	THP:10	3/4	3/4	3/4
INT:12	DEF: 0%				INT:10	DEF: 0%			
DEX:11					DEX:12				

Shortsword	:45%	1D6+1	SR:7	35%	
Small Shield :				45%	
Self Bow	:40%	1D6+1	SR:2		(Bandits only).
Short Spear	:40%	1D6+1	SR:6	30%	(Militia only).

Bladesharp 2; Countermagic 2 OR Protection 2; Speedart OR Multimissile 1.
(Choose spells for each bandit/militiaman required). Duplicate use of all statistics for these as required.

Bandits: Level 0; AC:7; THP:1D8; Neutral. Shortsword, shortbow, shield.
Militia: Level 0; AC:6; THP:1D8; Neutral. Spear, shield, shortsword.

OWLBEAR (Encounter): Treat as large bear plus beak attack as follows:
Beak: SR:7 Attack:50% Damage: 2D8+2D6. Replaces bite attack of the bear, p41, Gateway Bestiary.

WILD BOAR: Use a tusker, obviously!

KYLIK & KORIK (Trussed up thieves in ONE): Both are unarmed. For RQ use the stats. for Kylik but +10% on the skills for Korik.

KYLIK:

STR:14	INT:13	POW:12	L	3/5	R	Hide in Cover:	70%
CON:13	DEX:15	THP:13	3/4	3/6	3/4	Move Quietly :	65%
SIZ: 9	CHA: 7	DEF:10%	3/5	3/5	3/5	Pick Locks :	65%

Shortsword :70% 1D6+1 SR:7 70%

Sling :75% 1D8 SR:2

Speedart; Silence; Shimmer 3; Bladesharp 3; Healing 2.

Kylik: 3rd level thief; AC:8; THP:15; CN.

Korik: 4th level thief; AC:8; THP:17; CN.

JOE (The Lurker in TWO):

STR:10	INT:13	POW:10	L	-/4	R	Hide in Cover:	80%
CON:10	DEX:13	THP:10	-/3	-/5	-/3	Move Quietly :	80%
SIZ: 7	CHA:12	DEF:10%	-/4	-/4	-/4		

Joe: 4HD; AC:9; THP:21; CG. Unarmed, will never attack.

KRETEEN (the Druid in THREE):

STR: 5	INT:14	POW:15	L	-/3	R		
CON: 7	DEX: 6	THP: 8	-/2	-/4	-/2		
SIZ:13	CHA:15	DEF: 0%	-/3	-/3	-/3		

Weapons: None.

Magic :

Fetch : INT:14 POW:19 Knows: Healing 6; Detect Life (1), Befuddle (1).
The fetch will save Kreteen by Befuddling hostiles where possible, and, if necessary, by attacking in spirit combat. Kreteen can take no actions against the characters himself (which would cause damage).

Kreteen: 6th level Druid; AC:10; THP:22; Neutral. No spells. No weapons.

CONSTRUCTOR SNAKES (FOUR):

One:					Two:				
STR:28	Move: 6	2/7	2/8	2/7	STR:23	Move: 6	2/5	2/6	2/5
CON:18	THP :21				CON:12	THP :14			
SIZ:30	Bite :50%	SR:5	1D6+3D6		SIZ:18	Bite :40%	SR:7	1D6+2D6	
POW:10	Crush:65%	SR:5	2D6+3D6		POW:12	Crush:60%	SR:7	2D6+2D6	
DEX:17					DEX:11				

Reference: Pythons, p48, Gateway Bestiary.

Move Quietly: 90%, Hide in Cover:75% (Both snakes).

Constrictor snakes: AC:5, THP:23/28. Bite 1-4, Constriction 2-8. MM p88.

HYGYS (FIVE (e)):

STR:16	INT:12	POW:11	L	6/6	R	Armour is chain, plus	
CON:15	DEX:14	THP:17	6/5	6/7	6/5	padding 1 all over.	
SIZ:17	CHA:13	DEF: 0%	6/6	6/6	6/6	Sword is +5% to hit	

Broadsword :70% 1D8+1+1D6 SR:5 60% & parry, +1 damage.

Large Shield : 75%
Bladesharp 2; Healing 6; Countermagic 2; Befuddle; Demoralize.

Hygys: 4th level fighter, AC:5; THP:27; Neutral. +1 Longsword.

MALDAGON (FIVE (e)):

STR:17	INT:14	POW:16	L	6/6	R	Armour is chain plus padding 1 all over. Sword is +10% to hit & parry, +2 damage.
CON:15	DEX:13	THP:17	6/5	6/7	6/5	
SIZ:18	CHA:13	DEF:25%	6/6	6/6	6/6	
Bastard sword :85%	1D10+1+1D6	SR:5			80%	

Large shield : 85%

Bladesharp 2; Healing 6; Countermagic 2; Disruption; Befuddle; Harmonize.
Bound Spirit (sword): INT:12 POW:17 Repair; Demoralize; Shimmer 4.

Maldagon: 6th level fighter; AC:5; THP:49; Neutral. +2 Bastard sword.

LARACK (FIVE (e)):

STR:14	INT:14	POW:16	L	6/5	R	Armour is chain plus padding 1 all over.
CON:14	DEX:12	THP:15	6/4	6/6	6/4	
SIZ:16	CHA:13	DEF:15%	6/5	6/5	6/5	
Broadsword :65%	1D8+1+1D4	SR:6			60%	

Large Shield : 75%

Bladesharp 2; Dullblade 2; Protection 2; Healing 6; Demoralize; Befuddle.

Larack: 3rd level fighter; AC:5; THP:16; Neutral. Longsword.

HENCHMEN (FIVE (e)):

<u>GERTH:</u>				<u>HORC:</u>					
STR:14	CHA: 8	L	2/6	R	STR:15	CHA:12	L	2/4	R
CON:16	POW:12	2/5	2/7	2/5	CON:12	POW: 9	2/3	2/5	2/3
SIZ:12	THP:16	2/6	2/6	2/6	SIZ:12	THP:12	2/4	2/4	2/4
INT:11	DEF: 0%				INT:12	DEF: 5%			
DEX: 9					DEX:16				
Dagger:60%	2D4+2	SR:9		60%	Dagger:70%	2D4+2	SR:7		70%
Bladesharp 1; Healing 2.					Bladesharp 2; Protection 2.				

Gerth: 3rd level fighter; AC:8; THP:26; CN. Knife.

Horc: 4th level fighter; AC:8; THP:28; CN. Knife.

Notes: For D&D stats, use RQ listing, ignoring SIZ, and counting POW as wisdom.



This role-playing game is set in the world of the thirties and could contain such heroes as Doc Savage, Dominic Fortunato or even our friend from "Raiders of the Lost Ark", which gives a good idea of the type of adventure that can be run on unsuspecting players.

The rule book is clearly presented and well set out and covers everything from rolling up a character to designing and running an adventure & is therefore the only book you'll need (though there'll be an outbreak of essential play-aids soon, no doubt. - Ian).

The designing of a player character is a somewhat lengthy business and one or two parts of the procedure are not too clear although in the end I succeeded. The player character has 6 attributes; 2 mental and 4 physical, and when creating a character you are given 75 points to divide between these attributes in almost any way you choose. These attributes determine what you are good at & so

moulds the path your hero takes in life. The skills available are many and varied, from practical skills to knowledge skills, & from culture skills to weapon skills.

The section on adventuring covers everything from the time & movement scales, through combat procedures, damage, the environment, firearms & vehicles.

The rule book also contains several additional sections which are designed for the more advanced and the campaign player - including careers, gimmickry and special powers such as Danger Sense. The design of NPCs & a few beasts are covered along with several bits about life in this period.

Daredevils is well set out & has the added bonus of coming complete with a GMs screen & separate character sheet for photocopying. On the whole, it seems like a good game, though slightly confusing in places. If you enjoy thirties escape fiction, you should enjoy the game of Daredevils.

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Dear Mike and Ian,

I might have expected the puerile & inaccurate remark from Gascoigne that Q&Q is a "tacky T&T zine", but your attacking review left me in surprise. The solo was presented that way so as to fit it into a small space but still keep it usable, and it could not by any stretch of the imagination be fitted into half the space - this simply is not true. As for the printing it is a hell of a lot more legible than DL14. To suggest that it is photocopied is ridiculous - offset litho if you honestly don't realise. Solid black does not come out very good for you as well judging from that "Citabout Miniatures" waste of space article. You might not have liked the idea of Pacboard, but a lot of other people did (yours being the only criticism). Whatever your personal views (and I personally wouldn't enjoy playing a board game of Pacman any more than playing the video game) the article was well written, and we have had a few requests for follow-ups on it. Don't assume that everyone shares your tastes. And you didn't note that Q&Q6 was available for the normal 60p if bought through us - & no mention of us getting 3rd place in the Games Day Awards.

After you'd finished with us, Q&Q sounded like a worse magazine than the 36 page, 80p, stencil zine SEWARS.....
.....If Q&Q6 was so bad why did it sell out?

Dave Hulks,
Quasits & Quasars

Dear Dave,

You can rest easy in your bed now Marc has retired into obscurity but I'd have thought you would have been used to his opinions by now not to get riled easily. The reviews for fanzines are in fact written jointly by Mike and myself - I add my own opinions/rewrite Mike's views as best suits my mood. I could not

comment on SEWARS since I have not seen it myself, but I did comment on CHO, DOC, TS and unfortunately for you, Q&Q. Hence, these reviews were largely my own opinions (since, with all deference to Mike, his opinions couldn't fight their way out of a wet paper bag, sometimes).

Unlike you however, I think reviews should reflect the individual opinions of the reviewer. I fully realise that my own views may not be those of the majority of people but then the majority is not always the best guide - I do not intend to become an unthinking sheep meekly accepting everything that is put my way. Goddammit man, if something appears that I don't think highly of, I'm going to say so & whilst I can I'm also going to let everyone else know precisely what I think too. Both Mike & I like your zine - but we're still going to keep you on your toes so you maintain a high standard.

The reason I criticised the scenario was purely on layout & general prettiness. When I say it looked photocopied, you can be sure I meant it. The blacks did not have the dense quality of black I am accustomed to see for Litho. I agree our Citabout ad. fell into much the same sort of finish but obviously I can't compare an issue I haven't seen the finished form of. I have a sneaking suspicion that it was due to the fact I used a felt pen as opposed to dense drawing ink that the black didn't come out as well as I had hoped.

As for fitting into half the space perhaps this is over optimistic on my part, but by my calculations (based on area comparisons) if you had printed the scenario normally you'd have got another 12 lines of 80 characters in, even on the most densely printed pages and could have cut down by 5-6 sides - or at least used some artwork to pretty it up better.

Pacboard is still daft in my honest opinion - I need real time situations - which is why

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I play video games for enjoyment & not paper simulations.

Regardless of whether Q&Q is 60p from you 75p is still the printed cover price for Q&Q6 and this is the price it's going to cost shop customers. I'm sorry we forgot this special rate for direct orders to you, it was a genuine oversight. I'm sure your stockists won't forget this as well - I mean, how do you expect them to compete? And finally, we did mention you were 3rd - just read Marc's editorial closely - it's in the bit that calls you a tacky T&T zine - or were you so blind with rage that you missed it? Providing you're old enough, we'll settle our differences in the bar at Games Fair and incidentally, the only reason why you, us or any other zine would have sold out when Q&Q6 came out is because of the special "out for Games Day" rush & the number of poor souls who bought these zines 'cos they had the money to spare!

Ian.

Dear Mike & Ian,

Glad to see DL going so strong, being the most frequent & reliable fanzines I get (about 9-12 depending on how many have folded recently). Congratulations on the best fanzine award, though I'm sure your ego's are large enough already. I just received DL14 - nice cover and the same quality in the zine itself. My biggest confusion is the repeated Runequest adventures, and lack of D&D material. Only being occupied with D&D I find this slightly upsetting, since the material seems quite good, but with so many other adventures to do I haven't got around to converting them to D&D. I was mucho pleased to see Marc's intro saying "all adventures to be in at least two systems", so I hope it will become a reality next time.

No P.B.!!! Shocks, horrors, the best thing in DL those many issues ago. But the last one was

not so good, so I may begrudgingly accept the disappearance of this column.

Colin Reay.

Dear Colin,

Yours was one of several letters which raised the points about scenarios and P.B.. Where possible (i.e. if we have time!) all scenario's will be done for D&D and RQ (but we're still left with Traveller for sci-fi unless Mike & I do some fancy juggling with the PO - in which case, all sci-fi will be for Space Opera too). Unfortunately we seem to have been branded as a Runequest fanzine - a situation we are not happy about, but then I'd rather we printed a good RQ article instead of an average D&D one. We are also, naturally, dependent on the system our contributors use & so we take things as they come. Last issue's scenario was intended for AD&D as well but I only had a day or two to type it up, so I dropped the idea.

As for P.B., as you point out the standard has dropped & as a result (& due to the fact that Mike no longer enjoys doing P.B.) the story is being discontinued (although Mike may write a few special P.B.s from time to time). P.B.'s absence leaves a large hole and I'd like to see it filled with some good fiction (not adventure write-ups or sub-Pythonesque humour, might I add for the record).

Ian.

Dear Mike & Ian,

I must say that the toilet paper you had DL printed on is a vast improvement on the pleasant clean white paper of past ones. Does this herald a new anti-aesthetic era for the country's "best" fanzine?

Also, do you have plans for a computer orientated article in your mag? I am 1 of the million or so microcomputer users in the

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LETTERS
country & have designed a couple of useful (?) programmes to help get rid of some of the tedium of bookkeeping in RQ. Any use?

Nick Spalding.

Dear Nick,

DL14 was the first issue to be printed by RYODA as a result of a cost cutting exercise. If we hadn't have done this, not only would DL have gone up to 70 pence per copy, but we'd also have had to give up any idea of Games Workshop distribution. Now you may like forking out lots of money on zines but I don't think you or anyone else is really going to pay this much for a mag no matter how much they enjoy it (I refer to amateur mags, naturally!). DL14 was as good - if not better than some of our older issues!

If we had a microcomputer page in DL it would have to be done by an outside contributor since we don't own micros! I can also think of problems with programme listings - needle type comes out badly in print and retyping can only add to listing errors. I don't think such a column can become a regular feature - not with WD doing it as well, but if anyone wants such a column, let us know.

Ian.

Dear Mike & Ian,

To think I will be writing for a zine distributed by Games Workshop - Oi!

Doug Cowie.

-Doug is top bwana of Games of Liverpool and should be keeping us amused & up to date with news, new releases, etc. along the lines of "Dear Doug" in last issue. Now perhaps people will stop asking: "Doug, who...?!"

Ian.

Dear Mike & Ian,

I have just read issue 14. Very good, & up to your usual standard, etc., but the Citabot Miniatures ad. just won't do.

I agree that it's wonderfully distasteful & jolly amusing, & I wouldn't for one moment suggest that you should eliminate such material; nor do I want to hamper your satirical bent or your editorial independence.

However, the fake ad. follows four pages of real ones, & contains unchanged, the Citadel logo. Readers of a low mental age might not realise a joke was being perpetrated; & this might damage the reputation of Citadel Miniatures. I would therefore be very grateful if you would make an announcement in your next issue - in BIG letters and in a prominent position - that the ad. is a fake, has no connection with Citadel, and is the responsibility of the diseased minds of the DL editorial team.

Peter Darvill-Evans,
Games Workshop Ltd.

Dear GW,

If it had not been for John and Carol Benney of "The Gameskeeper" writing to say how the first person they showed the ad. to said "Have you got any of them?", this is one retraction you'd never get. We'd like to think severely retarded amoeba didn't read DL, but obviously this can't always be the case. Your apology is printed in large white Letraset at the foot of the page. In fact, the ad. was the responsibility of Fergus O'Connor - I just pasted the article up.

You'll be glad to hear that we'll continue to snipe at TSR (USA), GW, TSR (UK), Citadel and KOZM without prejudice until all parties start to look like FTSR4 - or even worse, FTSR2!

Ian.

How do I fill up this last line?

A Gentle Intro. To Postal Gaming

- Simon Billeness

How the hell did I get into this?

At the age of eleven I started subscribing to Strategy & Tactics, but I gradually lost my interest in board wargaming and stopped taking it in order to reduce the backlog of unplayed games. At thirteen I discovered D&D, but I soon tired of that and by fifteen, after a request, a sample issue of Howay the Lads (a Geordie postal gaming zine) arrived on my doormat and introduced me to the hobby. Since then I've played piles of games & written lots of letters, received stacks of zines, as well as editing my own - Twenty Years On. What's kept me interested in postal gaming which didn't for boardgaming and roleplaying?

Anarchy Rules...

To answer this question, you have to analyse how the postal gaming hobby works. It's an anarchy, with no official organisation, but a benevolent anarchy which makes sure that conventions are held and new players are constantly recruited.

Zines to be believed.

The hobby depends solely on the many and varied small circulation zines, where virtually all games are run, for its continuation, unlike the FRP zine scene which exists just to help and discuss. There are no professional postal zines which overshadow the amateur ones with their typeset glossiness, as White Dwarf tends to do among FRP zines; all postal zine editors run games and write articles because they like doing so. Profit never creeps into it and I don't know any editor who makes money from his zine. Postal editors tend to be older and maturer than their FRP counterparts and as a result their zines tend to be more frequent, usually four to five weekly, and more reliable - in a recent survey the median number of issues throughout the hobby was eighteen. This regularity is achieved at the cost of quality and the vast majority of British zines are mimeo printed, but this does make them cheaper in comparison to the FRP ones.

Defining the undefinable.

In the Novice Package - an introductory booklet for new Diplomacy players, the hobby is described as "almost impossible to define". This is probably due to the wide range of games and general material you'll find in zines. When postal gaming first started many years ago, zines weren't so diverse and you were lucky to find much more than Diplomacy game reports. Fortunately this has changed as the hobby has matured and although Diplomacy is the most popular game with over one hundred games started last year, many other games are available. These include such popular face-to-face games like Kingmaker, Nuclear War, 1829, Civilisation, Machiavelli, Circus Maximus, Game of Nations and Snits Revenge - as well as Sopwith; a unique diceless game of WWI aerial combat, now no longer available in the shops, but photocopied free of charge by generous GMs for prospective players.

What's in it for role-players?

The role-playing boom has also made its mark on the postal gaming hobby with games like Mystic Wood and Sorcerer's Cave available, catering for players who can't find the sufficient numbers to play these games properly. However, there are several proper postal FRP campaigns, usually open to both face-to-face and postal players. These tend to feature heretical games systems, designed to suit the character of the campaign & GM, but which have scared off conventional D&Ders who don't play any-

thing else, forcing the GM to find new and open-minded participants for his perversions. Campaigns such as these, although admittedly not as reliable, are a lot cheaper and can spare more time on individual players than professional computerised postal games, whose aim is to rake in the dough. As a contrast, Albion, a campaign run by Kim Dent in the zine Denver Glont would charge you the initial photocopying costs of rules and background material and from then on 35p a month to receive the zine. This compares very favourably to Flying Buffalo's latest Universe game which charges a £1 gamefee and £1.75 each turn. One drawback with the amateur campaigns is that there are relatively few of them in existence compared to the other role-playing games, though if you want to play, you'll find one.

Cut & thrust beats hack and slay.

Among the other role-playing games, En Garde is the only one that most people will have heard of, because it is based on a commercial set of rules. Although it is rumoured to be a flop when played face-to-face, postal campaigns have proven to be very popular - the largest one running was Acolyte's (the game has recently finished) with over 40 commoners, gentlemen and nobles.

Two other games of this ilk are Soccerleague and Cricketboss, even though they're not played face-to-face, because they simply don't exist as a laid down set of rules you can buy from the shops. Soccerleague is the generic term given to various leagues, where players take the role of soccer managers and make all the decisions concerning team selection, buying players, planning match tactics and initiating pitch invasions in some of the sillier versions. The rules vary from league to league and they are constantly being revised and altered. This lack of uniformity gives each game of Soccerleague, and its companion, Cricketboss, its own character as well as giving potential players a rich choice of varying systems.

What you give is what you get.

This is probably one of the reasons for the leagues' popularity but I reckon the main one is that Cricketboss and Soccerleagues (and incidentally, En Garde campaigns) don't demand large amounts of time and effort - you can get away with one side of scribbled orders every month, but if you're prepared, like some players are, to really devote yourself to the game by writing dozens of letters to other players and taking hours of painstaking care over your personal records, you're quite free to do so & reap the extra rewards. It's up to you.

Games? Don't talk to me about games.

After you've started subscribing to several zines, you'll soon realise that many of them contain more than just reports of the games they run and articles on games. Some editors even dare to review books, films, records and even plays with the result that their zines tend to have lively and large letters columns and a long editorial on anything like sport or current affairs - or sometimes both during South Africa tours and tournament boycotts. Sometimes all the editors talk about are themselves and what they've been doing since the last issue. Sometimes this can be very amusing as I found in an old copy of Greatest Hits, during the typing of which, the editor, Pete Birks, was slowly running out of fags on a Sunday night with no hope of buying more. This left him with a problem as he wrote: "only choices, go to bed or go slowly mad". Life isn't easy for today's degenerate zine editor! Quite a few editorials are spent commenting on or attacking what has appeared in other editorials, or just simply publicising what's happening in the hobby. Because of this publicity and the tradition of sending zines free to fellow editors in exchange for them sending you yours - known as "trading" - there is far

more contact than there is among FRP fanzines. This contact is further strengthened by the numerous "hobbymeets" which take place in pubs all over the country. These are held in such far flung places as Newcastle, Liverpool, Coventry, Devon, Cambridge, and soon Birmingham, as well as in more civilised parts as Staines, and the Lamb in Lamb's Conduit Street, London, where the practise originated. It's these meets that make the hobby for me, as they give me the chance to meet in person a lot of people I've either written to or read about. Because the meets attract people from a regional area, and not a specialised group, like just Diplomacy players, from the whole country, you'll find a wide variety of people including Diplomacy fans, games fanatics and fantasy freaks. It's this kind of melange of people combined with their mixture of interests which has allowed the postal hobby to absorb quite happily gamers of all sorts.

What is the Acolyte?

Recently the fantasy boom has gradually made it's mark on the hobby largely due to the efforts of Pete Tamlyn who has regularly published his own zine, the Acolyte, and attended the Lamb meet. So that he doesn't have to fork out so much of his hard-earned cash on travelling, the Acolyte trades with both FRP and traditional postal zines, and carrying material on both - thus helping to bridge the gap between the two hobbies. This has, however, caused it to be called a "fairy" zine by purist postal gamers and "a jolly little Diplomacy fanzine" in these hallowed pages, when evidently it is neither (or both). Despite initial reservations, Pete has carved himself a niche in the hobby, The Acolyte has won the hobby award for the "best zine for gamesplaying".

So how do you join?

Easy, just send me £1.00. You knew there had to be a catch somewhere. As I said, I edit Twenty Years On, an infozine which lists every British postal gaming fanzine complete with address, details on price, frequency, size, games run and a few general comments about what it contains and its own individual slant. It also gives details of some American, Continental and even an Australian zine as well as a list of services which will help you find out more about the hobby - by sending you samples of zines or whatever. Hobbymeets are covered in detail and I'm endeavouring to start a listing of zines from the turbulent world of FRP fandom, with the trusty and informed Nick Clifton. You can settle for a single copy for 35p, but £1 notes slip into envelopes a lot easier!

Addresses:

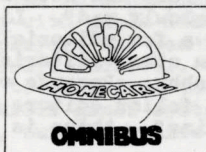
Twenty Years On: Simon Billeney (Biggles to everyone else), 20 Winifred Rd, Coulsdon, Surrey, CR3 3JA.

The Acolyte: Pete Tamlyn, 6 Broughton Close, Bierton, Aylesbury, Bucks, HP22 5DJ.

Greatest Hits: Pete Birks, 39 Handforth Rd, London, SW9 0LL.

Denver Glont: Glover Rogerson (& Kim Dent), 42 Steps, 54 St Pauls Rd, Clifton, Bristol, BS8 1LP.

Addresses etc. all correct as far as I know at present, but then I'm going on the fact that Simon's article is correct too! - Ian. Next issues running commercial will be...



THE CELESTIAL HOMECARE OMNIBUS, ISSUE TWO

MIKE LEWIS: A RECOMMENDED READ!

IAN MARSH: NOT THAT MUCH MONEY TO WASTE!!

FOR SCI-FI, GAMES AND ATTEMPTED HUMOUR SEND
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DIPLMOMACY:

OK lads, this is it! The "fairy" market makes a determined bid to oust the established from their seats of power! Ha! Ha! Ha! Now's your chance to make new enemies of people you probably didn't even know! It also means that I've got to get rid of all the dust that's accumulated on my Diplomacy box over the last term and a half. This issue, as stated in the editorial, we're starting up a postal gaming section initially devoted to Diplomacy, but it'll probably progress to include Nuclear War. I personally regard fantasy/sci fi adventures as impractical to run through a magazine (although I'm happily running a fantasy postal at the present), this is why we're starting with the "easier" games. However, let's face it, the idea of running a postal game is new to us (within DL) and we'd appreciate any advice the "old lags" care to give us (over to you, Acolyte, Ripping Yarns et.al.). If you're totally new to the idea of postal gaming yourself, read Biggles' article, get 20Y0 and some sample zines. You can also blow a few quid and get a Dippy set too (you see, you can do something with all that excess money...).

Our games are, by the nature of the magazine, going to be of a slower turnround than the bulk of the postal gaming hobby, perhaps even infuriatingly slow, but there should be no excuses for not getting moves in on time. There will be an initial game fee of £1.00 (damn, the ribbon's just come off my typewriter - excuse the mess!), the only requirement after this is that you have a current subscription to DragonLords. The gamefee is an insurance against drop outs and will be refunded at the end of a game. When your sub. credit gets down to one issue, you'll get a reminder from me! Players will get no sympathy from me if they NMR more than once per game (unless it is due to the GPO, me, or some other perfectly plausible reason).

Like Simon in his accompanying article, I'd like to stress the importance of putting some sort of effort into the games (on the part of the players). Write to your fellow enemies/allies, it is essential (more essential, however, is the need to send your orders to me!). I also hope to see an active press, it'll help keep the casual bystander interested!

Right then, here we go with the announcements:

Diplomacy

Fairy

Game Start

There are three players currently on the waiting list (it's amazing how efficient the grape-vine can be at times!). If there is an overwhelming response, I'll start a second game as well!

Waiting: Pete Tamlyn, Matt Quartermain, Simon Billeness. (can I have your addresses please?!). 4 players needed.

GM: Ian Marsh, Room 4, Friary House, Guildford Court, University of Surrey, Guildford, Surrey, GU2 5XH. Phone: 0483 577803, ask for Ian, room 4 (I'll probably be out anyway!).

Deadlines: Well, until this gets going, it's a bit difficult to start printing deadlines, but assuming I get a fast response and I get round to sending out the details to the first players, April 1st (!) seems like a good date.

Next issue out: Start of the 3rd week of April. (Gods! We've got to tie ourselves down to regularity now!).

Anticipated: A deluge of complaints from various editors saying we can't seriously be considering postal gaming and that we're going about it the wrong way anyhow...

Gone With The Zine...

MIKE LEWIS ESQ

Right, I'll make it clear this time, the reviews are mostly by Mike, I've hardly added anything this time! Ian.

HOUNDS OF AVATAR 2: A5, 32pp, 50p. James McDermott, 18 Hedgerows, Cown Park, Whitworth, Lancs. (Bi-monthly).

After a fanzine's initial try out issue, the magazine tends to improve tremendously, mistakes and problems encountered during the production of issue one are ironed out, etc. Sadly, with HOA2 this is not the case. It's still early days yet, and the editors will hopefully re-think some of their ideas, and, in the end produce a good quality fanzine. However, as they are young and inexperienced, HOA may well fold before they have time to improve it, and to get the experience necessary.

The editors have learnt something from issue one; the columns of monsters and magic items are absent, but the layout is still very scrappy, and blank half-pages abound. (This is more serious in a magazine which isn't reduced down to A5 as DragonLords and most others are, however). The contents in this issue contain communications, lycanthropy, water combat and submarines (all for T&T). There is also a column for Traveller called 'Travelogue', which this issue contains a few comments on fanzines (and very little else). After the promise of issue one, HOA2 is a great disappointment, the magazine needs better contributions urgently.

WYRMS CLAW 13: A5, 20pp, 60p/£4 for 6. Original Thought, 93 Norris Road, Brooklands, Sale, Cheshire, M33 3GS. (Bi-monthly).

Wyrrms Claw is a strange fanzine, despite it having been in existence for three years (or thereabouts), the editors seem very shy of the rest of fandom, and little seems to be known about it or them. Hopefully this will change and they will come out of the closet - this could gain them a few more contributors to add a little weight to their article content.

The first thing that struck me about issue 13 is that 60p is a lot to pay for 20 pages, even if the cover is glossy(ish), and the magazine is well printed. This issue contains a RQ (erm...) dungeon(?), an article on clerics in AD&D, weapons for AD&D (yes! even more!!), a couple of columns of comments and lots of reviews (including two of Bushido - one of which puts Bushido down because it doesn't live up to 'SHOGUN'!).

I can't tell if this issue is average for content, but it seemed to me less like a connected magazine, and more like a series of articles collected together. The contents are a little too lightweight for my liking, and lack any real meat in their contents. I also dislike the use of pseudonyms for the editor(s) as it makes the magazine a lot less friendly and rather faceless. Worth looking at but I can't really recommend WC (!) as a good buy.

SEWARS 10: A4, 30pp, 80p/6 issues for £4. Chris Baylis, 12 The Fryth, Basildon, Essex. (Bi-monthly).

As from this issue, SEWARS will be bi-monthly instead of quarterly. They are trying this as an experiment, alternating a normal issue with an issue containing a large scenario, rules system or whatever. SEWARS 10 contains a lot of reviews and adverts (even we reviewed some of the games ages ago!), a "non approved AD&D tm scenario" (Oh, they're trying to be trendy are they? - Ian) which is OK, but very much of the random monsters and magic type and very little else. Hopefully the practice of putting scenarios etc. in alternate issues will enable SEWARS to publish a few chattier articles, instead of instant hardware, but the magazine is good for instant use items, if that is really what you want.

DRUNK & DISORDERLY 12: A4, varies, varies. Pete Lindsay, Pitmilly Lodge West, Boarshill, Nr. St. Andrews, Fife, KY16 8PP. (Occasional).

This is the latest issue of this APA, and is well worth looking at for campaign ideas, chat, and good old mudslinging! This issue contains a particularly interesting piece by Nick Crouch on a Saturday children's drama group he is involved with that uses FRP ideas and situations - it's worth the cost of the magazine alone, and amply supports my views of the educational uses FRP has.

Other contributors include Steve Bailey, Nick Clifton, Pete Lindsay, Andy Gilmour, Brian Dolton, Pavlov B Moskovitch, Rich Fox, etc. (though not all in this issue! Even I've been known to make an appearance occasionally!). Price is \pounds a page plus postage. Send Pete a couple of quid for a sub., you won't regret it!

SAGA 2: A5, 20pp, 20p plus postage. Kim Dent, 19 Long Ridge, Mayhill, Swansea, SA1 6UU. (Quarterly). (Reviewed by Ian).

SAGA is the magazine of the Swansea Adventure Gaming Association. It is nicely printed (by RYODA) and, what is more, cheap! It has an assortment of "first issue" style articles, and has a definite club feel to it. Likewise it follows the monsters, magic items, scenario, trivia format of the run of the mill magazines currently available. It contains some nice artwork from various fantasy works (eg. the Narnia books) but the home-drawn monsters detract, as always, from the general appearance. Possibly the best buy out of the zines reviewed here.

MINNESOTA SCIENCE FICTION READER 1: Vaguely A5, Considering going up to 24pp, \$8.00 a year surface mail (\$12.00 air mail). Matt Tabery, 3339 Noble Avenue North, Golden Valley, Minnesota 55422. (Unknown).

Matt sent me issue 1 of MSFR and got a whole pile of abuse back! No.1 was not fantastic, but is the trial issue of a SF story magazine for aspiring authors. I've been promised issue two will be a vast improvement and, if they haven't given up on the idea, I hope to review this next issue. I think we'd better wait and see how it develops. (sorry, this is Ian again). Matt has a lovely attitude towards us English!

(Back to Mike again...) There seems to be a slight slump in the fanzine market at present, as there is a delay in the production of a lot of zines because of Christmas, hopefully there'll be a wider selection to review next issue. I'll close this time with a couple of snippets of news in the zine world:

Pete Tamlyn, editor of that excellent postal games zine *The Acolyte*, has been appointed to write a column of news/gossip about the hobby for *Imagine*. If you've got anything planned, let him know, in return you'll get some good publicity for it. His address is somewhere in this issue.

The Secrets Of The Koan seems to have finally died - although there are rumours that our very own Perdita B Marx may be taking over. The editor, Trevor Mandham has launched a new postal games/chat zine called *ATU XVII*, the first issue will be out shortly. It sounds good - details from Trevor at REDFERN 53E, University of Warwick, Coventry, CV4 7AL.

Ian and I have both picked up a copy of *WORDPLAY*, a new quarterly FRP zine, nicely printed, mainly scenarios, rules etc. However, the editor (whoever he is) managed to forget to print his address! If he writes and tells us who and where he is, we'll review *Wordplay* next issue. (Actually, this is getting to be a common occurrence, *Trollcrusher* 24 begged for more articles but didn't print an address to send them to!).

I suppose we should also mention Brian Dolton's new chat zine, *Loka-senna*. Unfortunately, I lent my (Ian) copy to a friend and can't review it! It was pretty, though, and quite an interesting read.

ADVERTISING: For camera ready copy each quarter page costs £2. If art is unsupplied, double costs are charged for design & paste-up. No needle-print (from computers) is accepted. If copy fails to meet our standards it will be rejected without any reason being given. Receipts are sent out with a copy in which the advert appears. Personal ads up to 30 words are free, & 2p per word over this.

SUBSCRIPTIONS: Send 60p per issue required. Postal Orders & cheques should be made payable to Mike Lewis. US costs are \$2 per issue. Please limit subs to £3.60 max. Ian is handling all subs until after Games Fair after which all subs should go to Mike.

BACK ISSUES: Issues 6, 7, 13 & 14 are available at 60p each. Try Tangle Model Workshops, Guildford for others.

CONTRIBUTIONS: We badly need some interior artwork for DragonLords. Remember we are A4 reduced to A5 & artwork should be drawn accordingly. Articles should be written legibly, and if possible typed (so we can avoid more spelling errors etc.).

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Trade enquiries should be directed to:

Games Workshop Ltd.
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These "angels" are our UK distributors. Ho! Ho!

Thanx to Games of Liverpool for the review copy of Daredevils.

Until issue 16, chaps, goodbye!!!

