

# WHITE DWARF

The Science Fiction & Fantasy  
Games and Miniatures Magazine

Issue No.16  
Dec/Jan 1979/80

60p

U.S.A. \$2.00  
Canada \$2.00  
Australia \$2.00



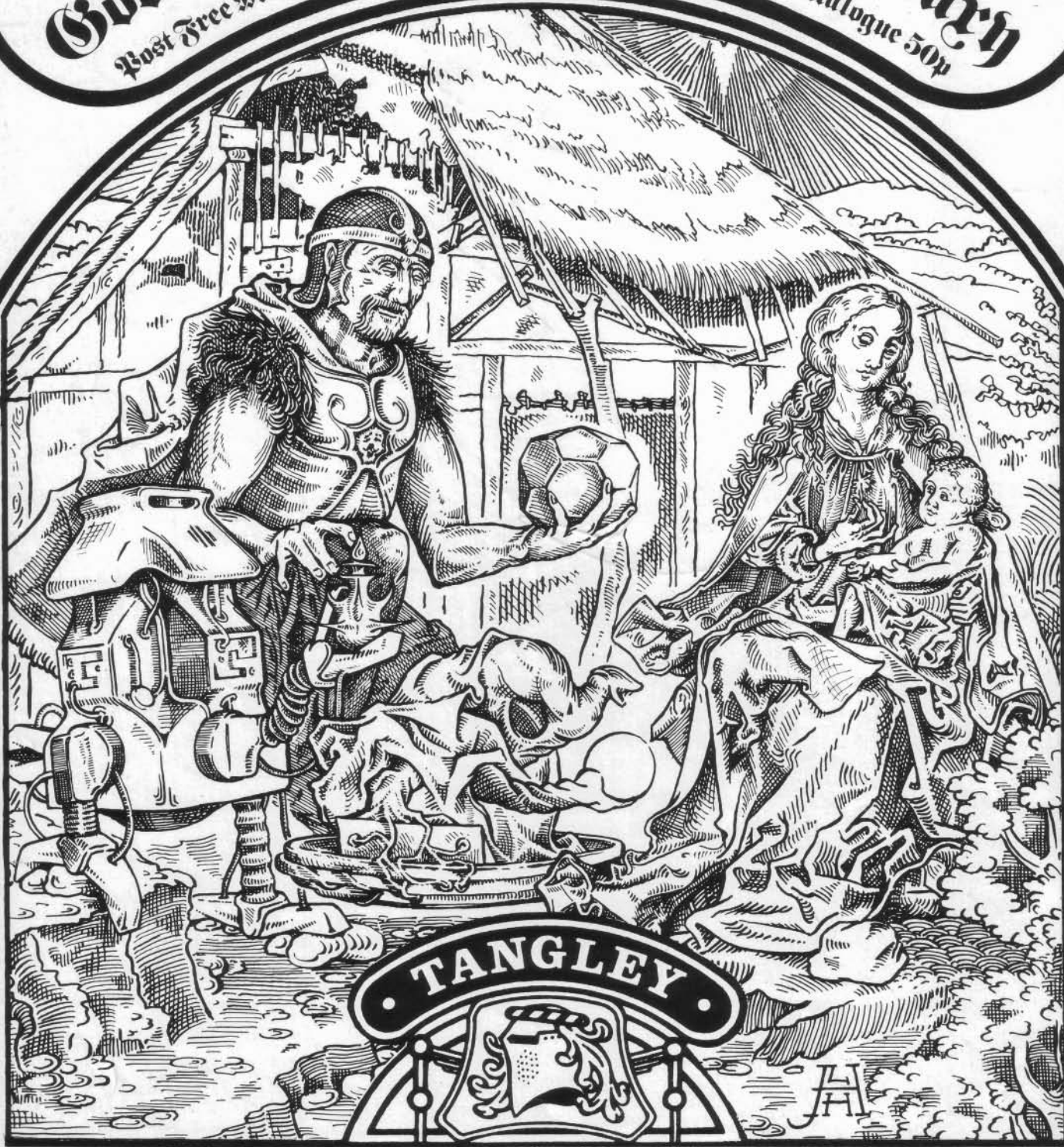
PATHS OF THE LIL  
Gamma World Scenario

CHRONICLE MONSTERS  
Thomas Covenant in D&D



# Peace On Earth Goodwill Throughout The Galaxy

Post Free Mail Order Throughout The UK & B.F.P. - Catalogue 50p



**MODEL WORKSHOP LTD**

89b/89c Woodbridge Road, Guildford, Surrey - Tel. (0483) 71786

# You can tell a good company by the monsters it keeps

Avalon Hill's range of Sci-Fi and Fantasy games are designed for hobbyist and casual player alike. Simple enough to be fun to play, but also challenging enough to keep the most experienced player on his toes. Use your imagination — enter our realm of Fantasy and Science Fiction.



**NEW**



## MAGIC REALM

The world where honour, valour and terrifying monsters walk hand in hand. Where the terrain can change in a flash. And where a keen eye will serve you well. You become one of the sixteen characters, Witch-King, Knight, Viking et al, and endeavour to survive and conquer. You will face other characters, mighty monsters, magic spells, in your challenge to defeat the Magic Realm.

£10.60 + £1.00 P&P

## DUNE

The strange planet in a future time where water is more valuable than anything else — except spice. Spice, the miracle drug which alone holds together the tenuous threads of intergalactic flight, communications, trade and conquest. And the only place it is found is on Dune. Who controls Dune controls the universe. For two to six players who each assume one of the leading characters attempting to control the planet. But beware the Sand Worm. The horrifying gigantic creature that devours anything that moves. You have never encountered anything like the planet Dune.

£10.60 + £1.00 P&P



**NEW**

## Wizard's Quest



**NEW**

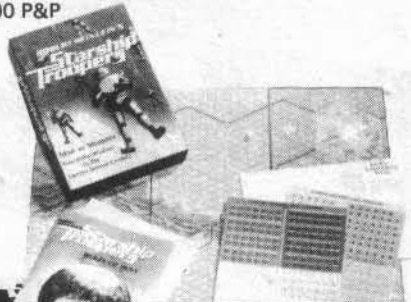
The challenge of a deadly treasure hunt. From 2 to 6 players become warlords of the forgotten land of Marnon. Each must fend off the Dragon, frenzied Orcs and other nasties in his quest for the secret treasures which will make him Master of Marnon.

£8.45 + £1.00 P&P

## STARSHIP TROOPERS

The future war where mankind must fight for survival against a race who resemble only a ghastly travesty of homo sapiens, and an even more terrifying enemy — the Arachnids. Anthropods whose appearance is like a madman's concept of a giant spider, but whose intelligence is highly developed and who organise themselves like ants or termites. Facing them is the Starship Trooper who, with his powered armour suit, has the speed, manoeuvrability and firepower of a whole platoon. A platoon of such men pack a punch like a panzer division. Winning will depend totally on skill and players will, using the programmed instruction technique, find themselves developing strategies to make optimum use of the features of each race. Even to making the best use of 'cell' and 'tunnel' complexes. Whether you play the 'Bugs', 'Skinies' or 'Terrans', you will never forget Starship Troopers.

£8.45 + £1.00 P&P



## THE BEST IN FANTASY AND SCIENCE FICTION from AVALON HILL

All these games are available from your local Avalon Hill games dealer, or direct from us by mail at:

Avalon Hill U.K. Ltd., 650 High Road, North Finchley, London N12 0NL. Tel: 01-445 3044

TRADE ENQUIRIES WELCOME OVERSEAS ORDERS WELCOME



Introducing 3 NEW

# FANTASTIC GREAT UNBELIEVABLE

games from FGU for 1979

## GANGSTER

By Nick (Crazy Nico) Marinacci & Peter Petrone.

"OK Baby Face, this is where you get yours"  
 "Freeze Nico - I'd hate to see your suit get spoiled"  
 "Wait a minute Copper - maybe we can do a deal."  
 "No deals Nico, I..."

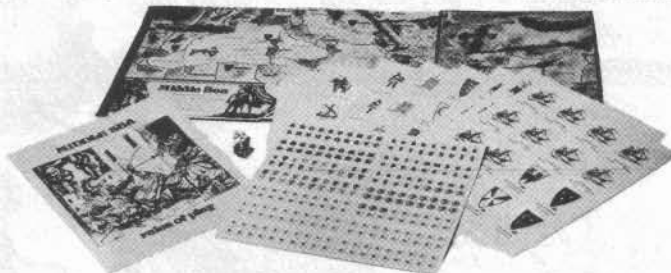
To find out what happens next play Ganster, the game where you become one of the many colourful characters, on both sides of the law, from history, or even in the present day. This role playing game covers syndicates, police and federal agencies, criminal activities, technology and detection techniques,

criminal skills, in fact, all the elements involved in the ever present battle for law enforcement. Relive the Prohibition, react to Terrorist attack, build criminal organisations. All the excitement is here in one box. UK £7.50

## MIDDLE SEA

By T. Donnelly and W.K. Backhaus

A multi-player game that recreates the growth and conflict between Christian and Moslem empires of the Middle Ages. Set in the Mediterranean world of roughly 1200 AD, here is a game which features economics, warfare and diplomacy. Components include a full colour, 2 piece playing board, 280 counters, over 380 cards and rules book. UK £13.95.



## Colony Delta

By A.L. Gruen

The year is 2213AD. Man has expanded from his humble beginnings to colonise far flung star systems. The furthest such colony is Delta, the fourth planet of a sun barely visible from Earth. Man has this rich, fertile planet to himself. Until that is, the Sigma Draconians, a giant insect-like race of extremely intelligent beings decide to colonise the planet too. But there is only room for one... Colony Delta is an exciting, fast moving game of conflict in a science fiction setting. For two players, each depends upon exploitation of the planet's resources through farming and mining for survival, while keeping the enemy off balance with his military forces. Basic and Advanced game rules. Components include full colour 2 piece mounted board, over 350 counters, player aid charts and rules book. UK £11.50.

Available in the USA from  
**Fantasy Games Unlimited, Inc.**

P.O. Box 182, Roslyn, N.Y. 11576

Also available in U.K. from

Games Workshop,

1 Dalling Road, Hammersmith, London W6





# STAR TREK

THE MOTION PICTURE

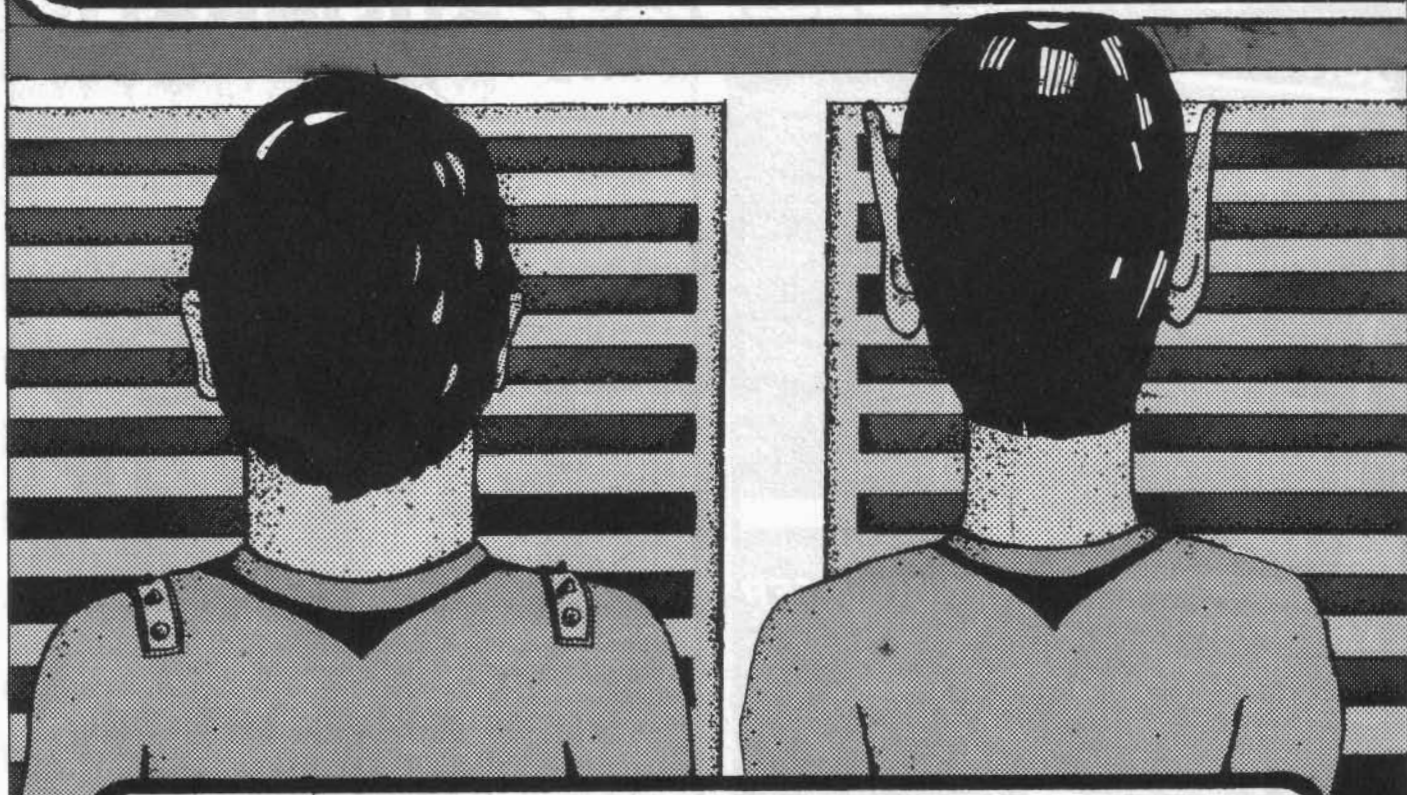
25mm Miniatures.

ST1	CAPTAIN KIRK	ST13	AAAMAZZARITES
ST2	MR. SPOCK	ST14	KAZARITES
ST3	DR. "BONES" McCOY	ST15	BETALGEUSIANS
ST4	SCOTTY & CHEKOV	ST16	ARCTURIANS
ST5	SULU & WILLARD DECKER	ST17	ZARANITES
ST6	UHURA & CHRISTINE CHAPEL	ST18	K'NORMIANS
ST7	ILIA & JANICE RAND	ST19	RIGELLIANS
ST8	ENTERPRISE CREW	ST20	RHAANDRITES
ST9	SECURITY GUARDS	ST21	SHAMIN PRIESTS
ST10	VULCANS	ST22	MEGARITES
ST11	DELTANS	ST23	SAURIANS
ST12	KLINGONS	ST24	ANDOREANS

Each pack costs 50p and contains two different figures. Space - the Final Frontier. These are the voyages of the Starship Enterprise, whose five year mission can now be carried out in your own homes and clubs thanks to Citadel Miniatures. All your favourite personalities and aliens from the new motion picture are now available

Star Trek the Motion Picture figures are manufactured under licence from Paramount Pictures Corporation.

(c) Paramount Pictures Corporation.



## CITADEL MINIATURES LTD.

Newark Folk Museum, 48 Millgate, Newark, Nottinghamshire

### MAIL ORDER CHARGES:

UK: Please add 10% p&p  
(Minimum 10p; Post Free over £10)  
OVERSEAS: Please add 33% p&p.

S.S.A.E. for full lists  
including Asgard Miniatures.  
S.S.A.E. + 25p in stamps  
for sample figure  
and full lists.

Tel: 0636 77495

TRADE ENQUIRIES WELCOME



# Galactic Aliens

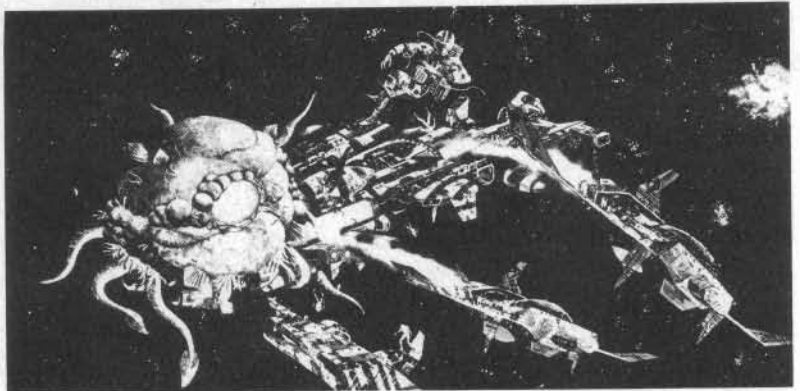
ALAN FRANK

Using full colour original illustrations, this manual reveals classified information on over forty hostile aliens with detailed descriptions of their environment, life-style, method of attack and what defence (if any) is likely to be effective against them.

This book is unique. It is probably the single most important work to be published on this planet since the Bible, and may well turn out to be even more vital to the survival of man as a species.

Alien Recognition and Control Centre  
£4.95

ANGUS AND ROBERTSON



## ORDER FORM

To: White Dwarf Ltd, 1 Dalling Road, London W6  
Please send me ..... copy/copies of Galactic Aliens at £4.95 per copy  
(Postage and Packing Free)  
I enclose my cheque/postal order for £.....

Name .....

Address .....

from EON Products . . .

## DARKOVER

The Ages of Chaos



a game of psychic conflict

In the fun-loving, action-packed tradition of EON Products, DARKOVER makes its debut! Capturing the essence of a unique, telepathic culture, the game will appeal to SF enthusiasts, fantasy and war gamers, and the thousands of loyal DARKOVER fans. FULL-COLOR board and pieces will delight the player, making a very challenging and even more exciting and FUN!

## 4th EXPANSION SET for COSMIC ENCOUNTER

Expansion Sets multiply the powers, the possibilities, and the unpredictability. The 4th Set adds an exciting new dimension to game play!

## COSMIC ENCOUNTER



the science fiction game for everyone

For prices and information, contact:  
EON PRODUCTS, INC.,  
96 Stockton Street Dept. WD  
Dorchester, MA 02124

or  
GAMES WORKSHOP  
1 Dalling Road  
Hammersmith, London W6 OJD

# THE DUNGEON!

## HOBBY SHOP

WE HAVE MINIFIGS latest....

## VALLEY of the FOUR WINDS



We also have

## MINIFIGS-DUNGEONS & DRAGONS LINE GRENADIER, RAL PARTHA and MARTIAN METALS

All of these are available through our  
MAIL ORDER DEPT.



THE DUNGEON!  
HOBBY SHOP  
772 MAIN STREET  
LAKE GENEVA, WI 53147



Editor: Ian Livingstone  
 Feature Editors: Albie Fiore  
 Steve Jackson  
 Don Turnbull  
 Les Edwards  
 Cover by: Russ Nicholson, Robin Hill,  
 Artwork by: Chris Baker, Jack McArdle,  
 Polly Wilson, Alan Hunter.  
 Production Artist: Robert Owens  
 Published by: Games Workshop



# WHITE DWARF

issue No. 16

In *White Dwarf* 7 we printed our first questionnaire in an attempt to steer the magazine in the direction of its readers' wishes. Well, we must have done something right for *White Dwarf* to have been voted *Best Games Magazine* in the recent *Games Day Awards* (see page 20, but since the original questionnaire the readership has doubled and I'm sure our new readers will have a few things to say about the content of *White Dwarf*.

A new questionnaire can be found on page 25, and we hope readers will again respond enthusiastically. Also, don't forget to vote for the Top Five Monsters of *Fiend Factory* as mentioned last issue. A lot of votes are already in and already a few creatures are drawing away from the pack, but it would spoil the fun if we revealed who or what they were . . .

Finally, I hope you all have a *Wight* White Christmas, with lots of *Gyrfalcon* Festive Spirit and *Black* Christmas Pudding. In other words, Merry Christmas and a *Martyr* Happy New Year!

*Ian Livingstone*

## FEATURES

- 8 **Chronicle Monsters** *Lewis Pulsipher*  
The application of the Thomas Covenant Trilogy to D&D

---

- 11 **Expanding Universe** *Andy Slack*  
Suggested additions to Traveller — Part IV

---

- 13 **Boot Hill** *Dominic Beddow*  
Wild West encounters

---

- 16 **The Paths Of The Lil** *James Ward*  
A complete Gamma World mini-scenario

---

- 20 **Games Day**  
A pictorial report

---

- 25 **White Dwarf Questionnaire**  
A second chance to voice your opinions

## DEPARTMENTS

- 12 News

---

- 14 Open Box

---

- 18 Fiend Factory

---

- 22 Treasure Chest

---

- 23 Molten Magic

---

- 24 Letters

---

- 25 Clubs

---

- 26 Help!

All subject matter in *WHITE DWARF* is copyright of the publishers Games Workshop. All rights on the entire contents of this publication are reserved and nothing may be reproduced in whole or part without prior consent of the publishers. © Games Workshop 1979. The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers.

Display advertising rates and trade enquiries available on request.

Contributions: The Editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *WHITE DWARF*. Contributions should be typed, double-spaced, on one side of the paper only.

### Overseas Distributors:

N. America: TSR Periodicals, POB 110, Lake Geneva, WI 53147  
 E. Australia: Models & Figurines, 162a Willoughby Road, Crows Nest, N.S.W. 2065  
 W. Australia: Games Wholesale Co., GPO Box P1184, Perth 6001

### Subscriptions:

Remittances should be sent and made payable to *WHITE DWARF*, 1 Dalling Road, London W6 (Tel: 01-741 3445). *WHITE DWARF* is published bi-monthly and annual subscription rates are as follows:

UK — £4.00; Europe — £6.00; USA — \$16.00; Other — £8.00

Foreign subscription rates include airmail postage.

### Back Issues:

Back issues of *White Dwarf* 1-11 and 14 onwards are still available at a cost of 60p + 10p p&p each (\$3.00 each including airmail postage overseas).



# CHRONICLE MONSTERS



by Lewis Pulsipher

Stephen Donaldson's fantasy trilogy *The Chronicles of Thomas Covenant, Unbeliever* has been compared favourably with Tolkien's familiar *Lord of the Rings*. In scope, originality, and profusion of imagination it matches *LOTR*, but it is in no way derivative — certainly not in the abjectly imitative manner of Terry Brooks' *Sword of Shannara* — nor does it have the charm or (quite) the character identification of Tolkien's work. The protagonist of *Chronicles* is not even the hero — Lord Mhoram and the giant Saltheart Foamfollower admirably take up that burden — and it is difficult to identify with a man whose life must revolve around his illness, leprosy, and who doesn't even believe the fantasy world exists. Where Tolkien set out to create a modern mythology, Donaldson wrote a story about isolation and faith.

Whatever comparisons one makes, Donaldson's work is a fruitful setting for *Dungeons & Dragons* monster designers, and this article describes some adaptations from the novels. It would be confusing to try to duplicate the Lords' powers in *D&D* terms, nor is there space for it, but the other creatures are unusual and original, especially the ur-viles with their wedges and loremasters.

## RAVER

FREQUENCY: *Very rare*  
 NO. APPEARING: 1  
 ARMOUR CLASS: 2  
 MOVE: 12"  
 HIT DICE: 10  
 % IN LAIR: 05%  
 TREASURE TYPE: F  
 NO. OF ATTACKS: 1  
 DAMAGE ATTACK: 1-8 or by  
 weapon type  
 SPECIAL ATTACKS: *Possession*  
 SPECIAL DEFENCES: *See below*  
 MAGIC RESISTANCE: 20%  
 INTELLIGENCE: *Genius*  
 ALIGNMENT: *Neutral evil*  
 SIZE: *As body possessed*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defence Modes: *Nil*  
 LEVEL/X.P. VALUE: VII(min)/  
 2850 + 14 per hit point (min)



The ravers may once have been a race, but now only three exist. A raver is able to possess a humanoid body. While in possession of a body a raver may attempt to leave it and possess another body. The original personality of the abandoned body regains control if the raver successfully leaves. Generally, the raver has the physical characteristics — hit dice, attack, etc. — of the body it inhabits, but always at least the values listed above. When the host body is killed, the disembodied raver must return to its lair, where it remains until a suitable creature comes near enough to be possessed. In this non-corporeal and invisible form it can do nothing but wait. The only way to kill a raver is to destroy its host body while the centre of its lair is surrounded by a circle of *protections from evil* or *protection from magic*. The centre of the lair is a jet black star-shaped stone weighing about 50 pounds.

Powerful creatures may resist raver attempts to possess them. The table below gives the percentage chance of successful possession. Roll just once for each paired raver and victim; either the raver succeeds immediately or it can never succeed, though another may be able to do so. If the raver carries a fragment of the Illearth Stone, or a fragment is within 10 feet, add 25% to the percentage chance.

Possession Table

Number of dice or experience level:	less than										
	1	2	3	4	5	6	7-8	9-10	11+		
Percentage chance of possession:	100	90	75	50	40	30	20	10	-5	-25	

Modifications: Bloodguard -50%, magic-user -20, cleric -30, elf, dwarf, or druid -5, evil alignment +5, Illearth Stone +25. (Note that the dash above (-) is a *minus* sign.)

A raver may attempt to possess any humanoid creature within 1" (10 feet or yards) of it, or from the centre of its lair when it is there. A circle of *protection from evil* or *magic*, or one of the *globes of invulnerability*, protects those inside from possession attempts. A raver may be driven from a host body only by the body's death or by an *exorcise* spell — chance of success 10% plus 5% per experience level of the cleric above seventh, regardless of casting time.

When a raver carries a fragment of the Illearth Stone, and its host body is of at least 8 hit dice, it may perform the following two conjurations. Each requires a full day without interruption and may be performed outdoors only.



**Evil Wind:** The raver summons a whirlwind equal in size to that of a 16 dice air elemental but with an hour's duration and inflicting only one hit per round. Creatures of less than one hit die are swept away unless under cover. About this whirlwind are 10-100 evil cormorants (see below) which attack any creatures which are not part of the raver's party. The whirlwind approaches from a random direction until it is 1,000 yards from the raver; at that juncture the raver begins to direct it, but it stops whenever it is more than 1,000 yards from the summoner.

**Stone Dead:** 100-1000 sandstone analogs of dead animals rise from a ditch which must be dug in deep sandy soil, at least 20' by 5' by 5'. They attack anything in the direction ordered by the raver. To simplify matters, treat monsters as equals regardless of their appearance (horse, lion, wolf, pig, etc.). All are AC 3, 4 hit dice, attack for 1-8, and move 6". They are enchanted monsters; moreover, *sleep*, *charm*, *cold*, and *hold* spells have no effect on them, but *lightning* or *fireball* automatically disintegrate the target(s). When "killed" the monsters become piles of sand.

## EVIL CORMORANT

**FREQUENCY:** *Very rare*  
**NO. APPEARING:** 2–20  
**ARMOUR CLASS:** 7  
**MOVE:** 3"/18"  
**HIT DICE:** 1+1  
**% IN LAIR:** *Nil*  
**TREASURE TYPE:** *Nil*  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 1–4  
**SPECIAL ATTACKS:** *Nil*  
**SPECIAL DEFENCES:** *See below*  
**MAGIC RESISTANCE:** *Standard*  
**INTELLIGENCE:** *Animal*  
**ALIGNMENT:** *Neutral evil*  
**SIZE:** S  
**PSIONIC ABILITY:** *Nil*  
 Attack/Defence Modes: *Nil*  
**LEVEL/X.P. VALUE:** 11/36 + 2 per hit point



Evil cormorants are a cursed relative of the normal cormorant. Their blood is a weak (1–6 hp) acid. If a character hits a bird, 10% of the time the blood splashes on him; 50% if the striker is directly below the bird. These are enchanted monsters and are not subject to the *sleep* spell.

## UR-VILE

**FREQUENCY:** *Rare*  
**NO. APPEARING:** 10–100 (5%  
*loremasters*)  
**ARMOUR CLASS:** 7  
**MOVE:** 9", 12" on all 4s, 6" in  
*wedge*  
**HIT DICE:** 2 (*loremasters* 4)  
**% IN LAIR:** 50%  
**TREASURE TYPE:** D  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 1–6 with  
*short sword (loremasters 1–8*  
*with staff)*  
**SPECIAL ATTACKS:** *See below*  
**SPECIAL DEFENCES:** *See below*  
**MAGIC RESISTANCE:** *See below*  
**INTELLIGENCE:** *Low*  
*(loremasters: average)*  
**ALIGNMENT:** *Neutral evil*  
**SIZE:** M  
**PSIONIC ABILITY:** *Nil*  
 Attack/Defence Modes: *Nil*  
**LEVEL/X.P. VALUE:**  
*Ur-vile: 1/20+2 per hit point*  
*Loremaster: 111/6 +4 per hit point*  
*Wedge: varies*



An ur-vile is a neutral evil form of devil or demon, that is, an enchanted monster. They are black-skinned and have no eyes, but their wide-nostrilled noses and other, unhuman senses enable them to "see" well in dark or light. They normally move very quietly on two legs, but drop down on all fours for greater speed. All limbs are of equal length, short compared to the long torso. Ur-viles bark when fighting, and use a barking language. They are apparently sexless, being spawned in vats.

Loormasters are able to render prisoners unable to communicate specified information after their release, either by spoken or written word. For example, the prisoner might be unable to warn his rescuers of a trap.

Individually ur-viles are not very dangerous, but when they form wedges their combined power is formidable. The ur-vile wedge may include anywhere from 10 to hundreds of individuals. A small, 10 creature wedge takes the same form as 10-pins in a bowling alley, or balls racked up on a pool table. In large wedges the symmetry of place is lost in the rear, which becomes a shapeless mass, but the apex (point) retains an orderly pattern.

While in a wedge the point loremaster may wield several forms of magic. The wedge form gives magic resistance to all

individuals in it, and armour class and attack values also increase; but remember that only the creatures on the edges of the wedge are able to attack, and the wedge formation must be maintained.

Number in wedge	Wedge Modifications			Armour class vs.:		
	Wedge "level"	Magic Resistance	Attack	Melee	Missile	
10–21	1	10%	1–6	3	4	
22–50	2	20	1–8	2	1	
51–200	3	40	1–8	1	–2	
over 200	4	60	1–8	0	–5	

Large wedges have high cohesiveness and momentum. A wedge of 21 individuals would break through a single line of fighters without difficulty. A wedge of 200 could break through 10 ranks of defenders. For such purposes the weight of the entire wedge is in effect transferred to the 10 individuals at the apex.

A wedge of ur-viles breaks up when one third of the individuals in it have been killed or incapacitated, when terrain or powerful enemies literally break the formation (as when a giant dives into a level 1 or 2 wedge), when there is no loremaster at the apex, or when any individual other than a loremaster voluntarily leaves the wedge.

Ur-viles form wedges only when battle is imminent. A wedge cannot be formed without a loremaster at the point. After the ur-viles are in the right places to form a wedge, one round per 20 creatures is required to effectively form a functional, movable wedge.

The loremaster at the apex of the wedge (only) gains additional powers, as follows:

Wedge Level	Additional Loremaster Powers		
	Armour Class	Attack (staff)	Hit Dice
1	2	2–12	6
2	0	3–18	8
3	–2	4–24	10
4	–4	5–30	15

Hit dice changes affect hit probability as well as hit points. If the wedge breaks, damage remains the same though the loremaster's hit points revert to normal, so it may die. If the wedge is voluntarily unformed, the damage is transferred as a percentage of total hit points — in other words, it is reduced proportionally as hit points are reduced.

### Magic Powers Gained by Loremaster at Apex of Wedge

**Acid:** The loremaster projects a strong acid from his staff. Range is 1" times the wedge level. Enough acid is produced each round to strike one individual only. The number needed to hit is listed in the table below. A miss may hit another individual depending on how closely packed the targets are. The victim attempts to save vs. poison, suffering half damage if successful. The damage depends on wedge level:

Wedge level:	Acid Damage			
	1	2	3	4
	Damage:	2–12	4–24	6–36
Number to hit:	10	8	6	4

The number needed to hit is unaffected by the target's armour class, but is modified by a target's high dexterity. If the loremaster is hit in a round then he cannot produce and project acid; unsuccessful attacks on him do not disturb acid production. Acid projections occurs at the end of a melee round.

Ur-vile acid eats away rock, but large quantities are required. In the trilogy, loremasters filled iron catapult cups so that the acid could be thrown against castle walls.

**Forbidding:** The loremaster establishes a field of force, a forbidding, which resists passage of material objects as well as energies. Whether a creature can break through the forbidding depends on its hit dice; if it has more than the level of the loremaster's wedge, the creature breaks through and the forbidding is dissolved. Similarly, a spell breaks through if its level is higher than the wedge level, but the forbidding itself is not broken.

A single loremaster and wedge can create a field with a surface area of 100 square feet, up to 50 feet away. The field must be a plane. If several loremasters and their wedges combine



## CHRONICLE MONSTERS

to form a field (strength equal to lowest wedge level) the area is 500 feet per wedge, but the loremasters must use their staves as poles for the forbidding so that it will be one long, more or less straight, line.

While a loremaster maintains a forbidding, he and his wedge cannot engage in other activity. Missile fire will not distract the wedge, but melee attack will. A forbidding lasts up to one turn. An hour's rest is required before the participating ur-viles can help form another forbidding.

### VILES

These smaller creatures have one hit dice and no loremasters. They form wedges to gain magic resistance and armour class advantages, however. Damage per attack is 1-4 (1-6 in level 2 or higher wedge), treasure type C. Otherwise they resemble ur-viles, though no one could mistake one for the other.

### WAYNHIM

**NORMAL CHARACTERISTICS:**

*½ hit die, attack for 1-3, armour class 7*

**CHARACTERISTICS IN WEDGE:**

*1 hit die, attack for 1-4, armour class 4*

A neutral type of enchanted monster related to viles and ur-viles, the waynhim also form wedges to fight, but more than one or two individuals will be found together only in dire emergencies. Waynhim normally stock and maintain travellers' shelters (waymeets) formed of living trees.

### CAVEWIGHTS

**FREQUENCY:** *Uncommon*

**NO. APPEARING:** *10-100*

**ARMOUR CLASS:** *5*

**MOVE:** *9"*

**HIT DICE:** *2 to 4*

**% IN LAIR:** *50%*

**TREASURE TYPE:** *D*

**NO. OF ATTACKS:** *1*

**DAMAGE/ATTACK:** *1-8 or 1-10*

**SPECIAL ATTACKS:** *Nil*

**SPECIAL DEFENCES:** *Nil*

**MAGIC RESISTANCE:** *Standard*

**INTELLIGENCE:** *Low*

**ALIGNMENT:** *Neutral evil*

**SIZE:** *L*

**PSIONIC ABILITY:** *Nil*

*Attack/Defence Modes: Nil*

**LEVEL/X.P. VALUE:**

*2HD: 1/20+2 per hit point*

*3HD: 11/35+3 per hit point*

*4HD: 111/60+4 per hit point*

Cavewights are large, humanoid, cave or tunnel dwelling creatures. They are extremely good stoneworkers. They can detect new construction, sloping passages, and shifting walls 60% of the time. Strong and in some ways agile, a cavewight can gain a climbing handhold by sinking its claws into stone, or it can run, jump and grab a partial handhold in rough stone, and vault higher, to a height of 20 feet or occasionally more depending on the size of the creature.

### KHRESH

These are yellow wolves, a few growing to dire wolf size; the latter can carry one ur-vile each. The khresh prey on the Ranyhyn.

### RANYHYN

These noble horses, ridden only by the bloodguard and the lords by choice of the ranyhyn themselves, equal heavy war horses but move 24". A ranyhyn appears immediately its chosen rider whistles for it, regardless of where he is, unless the horse has been killed en route. The horse magically knows where and when it will be called and starts for the place ahead of time! Ranyhyn have low intelligence, understanding what they are told even though they cannot talk.



### RAMEN

The ramen guard and tend the ranyhyn, but will never ride them. They are normal men except for those who patrol the plains looking for khresh. These "cords" move silently and out of sight outdoors 75% of the time. The lengths of rope they use for attack do 1-6 damage, and can (75%) break the neck of a running animal (such as a khresh) surprised by a hidden cord. Cords have 4 hit dice (d8). A manethrall, who commands 2-4 cords, has 8 hit dice (d8) and 100% chances in both cases above.

### BLOODGUARD

The sworn bodyguards of the Lords, now sleepless and immortal but once human, move 18" and can walk silently when indoors. They attack with hands twice for 3-18 damage, with stunning but not killing chances as for a ninth level monk. Though they know weapons well, they never use them in battle. A bloodguard can dodge or knock away any missile weapon directed toward him if he makes a saving throw of 6 or more. Although they wear no armour, bloodguard are armour class 2 owing to their monk-like combat prowess. They have 8 d8 hit dice.

### SEAREACH GIANTS

**FREQUENCY:** *Very rare*

**NO. APPEARING:** *1-4*

**ARMOUR CLASS:** *2*

**MOVE:** *12"*

**HIT DICE:** *10*

**% IN LAIR:** *50%*

**TREASURE TYPE:** *E*

**NO. OF ATTACKS:** *2*

**DAMAGE/ATTACK:** *3-18*

**SPECIAL ATTACKS:** *Nil*

**SPECIAL DEFENCES:** *See below*

**MAGIC RESISTANCE:** *20%*

**INTELLIGENCE:** *Very*

**ALIGNMENT:** *Neutral good*

**SIZE:** *L (12' + tall)*

**PSIONIC ABILITY:** *Nil*

*Attack/Defence Modes: Nil*

**LEVEL/X.P. VALUE:** *VII/2350 +14 per hit point*



These giants are both seafarers and stoneworkers. They rarely have more than two children per family. Non-magical fire does not damage them, but it causes pain as though there was damage.

### JHEHERRIN

1 hit point, no attack, Neutral. These small, mud or clay-like creatures live in wet underground tunnels. Sunlight turns them to dust. They are extremely wary if not cowardly, with reason since they cannot attack. The only way they may harm anyone is to pull someone floating in quicksand under the surface, for they are excellent swimmers in such quagmires. (Remember, people normally float in quicksand unless they struggle.)

### UNFETTERED ONES

These humans have chosen to go into the wilderness to study one aspect of the world, rather than become Lords. Each has unique powers. For example, one is equal in fighting ability to a bloodguard, and can summon "harmless" forest animals in large numbers, for they are his subject of study. Another studies history as mystically revealed in rock strata, but has few powers beyond great stamina.

A few physical aspects of Donaldson's world can also be translated into *D&D* terms:

Arrows made of *lor-liarill wood* explode on impact, causing 2-12 damage plus starting a fire in inflammable material 50% of the time.

*Diamondraught* is the giants' drink. It increases endurance and restores strength but when its effects wear off (in 6-24 hours) the user falls into deep sleep.

*Hurtloam* is a healing clay or soil, applied when moist. An application of hurtloam has the effect of the "laying on of hands" of a third level paladin. Hurtloam is quite rare, of course, and won't be found at all in areas frequented by evil creatures.



# EXPANDING UNIVERSE

by Andy Slack

## SUGGESTED ADDITIONS TO TRAVELLER RULES PART IV

### SOCIAL STATUS

#### Income

The social status score determines the character's net income in long-term situations. Thus a player getting a job as say a clerk, or any non-player in a civilian job, would have this much money left after living expenses were deducted:

Social Status	Net Income p.a.	Social Status	Net Income p.a.
less than 0	0	9	19,683
0	1	10	59,049
1	3	11	177,047
2	9	12	531,441
3	27	13	1,594,323
4	81	14	4,782,969
5	243	15	14,348,907
6	729	16	43,046,721
7	2,187	17	129,140,160
8	6,561	18	387,420,480

This may also be used to indicate the amount offered by a patron initially — perhaps 2-12% or 20-120% of the patron's annual income, depending on the danger involved. Also it may represent the income accruing to a noble player due to his ancestral fief.

#### Special Levels of Social Status

Social Status	Situation
-5 or less	Condemned to death
-2 to -4	Slave
-1	Imprisoned
0	Wanted criminal
1	Suspected criminal
2-10	Normal
11-15	Nobles
16	Prince — next-in-line to rule a planet.
17	King — ruler of a planet
18	Emperor — ruler of more than one planet.

Ancestral estates may be portions of large worlds, or small worlds in their own right. The population level of an ancestral fief is equal to the controlling noble's social status less 9, so perhaps the player has a small world waiting for him when his eight older brothers drop dead!

#### Social Status and Crime

When infringing the law, roll over the law level on 2D6 to avoid arrest, DM: + social status -7 (you can get away with it, you just have to be rich! This gives some meaning to law levels over 12.

If arrested, throw law level or under to be convicted, DMs: subtract the prosecution's law expertise, add the defence's law

expertise. Forged papers, etc., give additional DMs at umpire's discretion.

If convicted, penalties are in the form of losses of status. One status level will be lost for minor offences; 1D6 status levels are lost for such things as theft, fraud, forgery etc; 2D6 levels are lost for mugging, burglary and assault; and 3D6 levels for murder, treason etc.

These penalties are most effective in reducing income and seldom result in jail unless something really nasty is done. (A player in jail is an unhappy player.)

Lawyers may be hired at the following costs per case:

Lawyer-1	3,000 Cr	Lawyer-4	81,000 Cr.
Lawyer-2	9,000 Cr	Lawyer-5	243,000 Cr.
Lawyer-3	27,000 Cr	Lawyer-6	729,000 Cr.

#### Incrementing Social Status Level

It is recommended that players retire characters of social status 16+, though they may still participate by being burgled, generating commissions, etc.

Adventurers may increase their family's status by accumulating Status Experience Points or SEP. When a character accumulates a number of SEP equal to his current status level, his status level is increased by one and he loses all SEP so far gained.

SEP may be gained as follows:

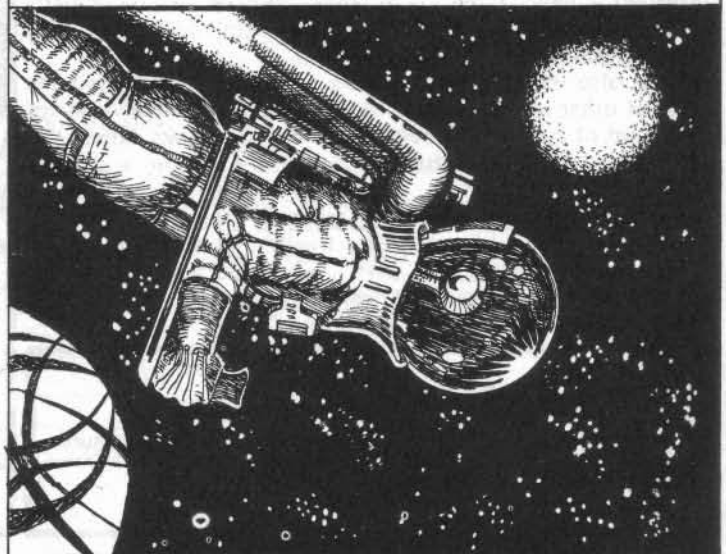
- 1 SEP per 1,000,000 credits amassed
- 2 SEP per 1,000,000 credits wasted
- 1 SEP per level of glamorous skill acquired, e.g. Pilot, Leader.
- 1 SEP per promotion.
- 1 SEP per year served as a slave or prisoner.

### PSIONIC SPECIAL TALENTS

It is rare for someone to acquire only a special talent, so it is suggested that special talents enhance the other ones. Below are given some examples of additional tricks a psionic can perform if he has the stated talent and a special talent. These extras can only be used when the talisman is to hand; the talisman also confers 1D6 extra psionic strength points, but these do not in any way affect the maximum level attainable.

#### Clairvoyance and Special Talents

Persons with this combination may use their clairvoyant abilities through time as well as space; count one second forwards or





## EXPANDING UNIVERSE

backwards as equivalent to one metre of range. In game terms, the player may ask the umpire a number of questions equal to his clairvoyance level, which the umpire must answer truthfully "yes" or "no". (See Frank Herbert's *Dune* trilogy for a well-handled account of such abilities.) Due to the mechanism of the hyperspace Jump, persons with this combination, whether or not they have their talisman are likely to feel nauseous and confused for 1-6 days after such a Jump. Roll 2D6, DM -7, + endurance. If the score is lower than or equal to the psionic's clairvoyance level, he has fallen ill.

### Telepathy and Special Talents

This combination enables the psionic to affect reaction tests. One creature or person per level can be affected, and a DM equal in size to the number of strength points expended is added or subtracted to the reaction test at the psionic's discretion. (This is from an idea in Larry Niven's *A Gift from Earth*.) Further, such combined talents may be used to penetrate telepathic Shields; when penetrating a Shield, count psionic strength and level as half normal, rounded down.

### Telekinesis and Special Talents

This combination gains the ability to affect temperature. Instead of telekinesis on an object in the normal manner, they may choose to raise or lower its temperature by one degree centigrade per telekinetic level per strength point expended. This can be used as a lethal weapon by raising the temperature of the brain by a few degrees - ten should be enough for death. The brain weighs one to two kilos.

### Teleportation and Special Talents

This combination gives the power to do two new tricks: First, to teleport another being or object instead of oneself; and second, to teleport forwards or backwards in time. Count one second as equivalent to one metre for range costs. As with normal teleportation, it is up to the player to specify possible hazards and how he will avoid them. This is the hardest talent to umpire, so it's just as well it's the rarest. (The idea comes from Poul Anderson's *There Will Be Time*, and reading that will show the best way to handle the talent).

These persons suffer from Jumps in the same way as *Clairvoyance and Special Talents*.

### Awareness and Special Talents

Such persons may enhance dexterity on the same terms as strength. Further - and I like to think this is part of the reason for anti-psionic prejudice - instead of expending a psionic strength point to enhance one of their own physical characteristics, they may "drain" points from another intelligent being's strength, dexterity or endurance in order to gain an equal number of psionic strength points. However, the range cost must still be paid so this works best at close range.

And there you have it. Since starting this series, there have been new rules sets - notably *Traveller 4: Mercenary* and *Starquest* - which duplicate or render obsolete, in a sense, parts of these suggested rules however, I have lethargically not done anything about it.

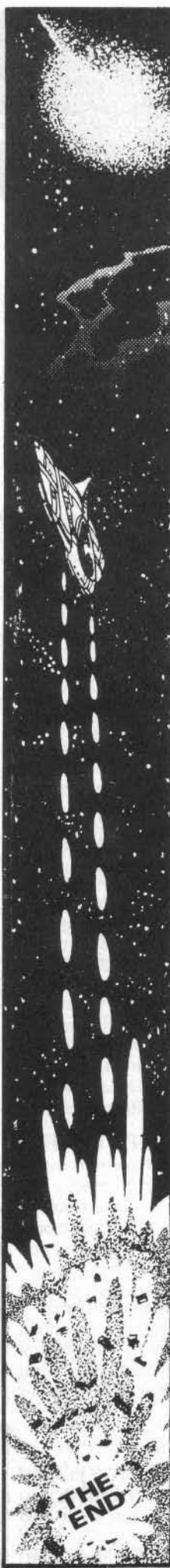
It is also inevitable that I have unwittingly plagiarised the work of other umpires and rules sets; I apologise in advance for this. A lot of material has been taken from SF books. Where this has been done I have tried to credit the author and book concerned.

Finally, there are inevitably going to be mistakes in my assumptions or working out; and I will be glad to hear from anyone spotting one, but I leave you with this thought: *If I knew how starships really worked, I'd be writing to the Patents Office, not White Dwarf.*



## Next Issue:

- \* The Sable Rose Affair - a complete Traveller mini adventure
- \* The Magic Brush - fantasy figure painting as an art
- \* Fiend Factory - monster monsters
- \* Treasure Chest - artifacts and relics



... hopefully by the time this *White Dwarf* is published the long-awaited *Advanced Dungeons & Dragons Dungeon Masters Guide* will be readily available. After its initial release at GenCon in August and incredible demand which sold out the first print run in a few weeks, disaster struck. The second print run was ruined by the printers who managed to collate some *Monster Manual* pages into the *DM's Guide*! Let's hope the *Fiend Folio* does not suffer the same fate ...

... *Game Designers' Workshop* continue to expand *Traveller*. During the next six months, seven new titles are scheduled for release, although these are subject to name change or delay: *High Guard* (Book 5) sets forth complete rules for space navies; *The Spinward Marches* (Supplement 3) charts the rough-and-tumble frontier regions of the Imperium; *Citizens* (Supplement 4) is a book of information for players and referees, and also includes twelve new character types; *76 Patrons* (Supplement 5) gives seventy-six patron encounters, supplying scenarios for adventures; *Azhanti High Lightning* (Game 3) is a boxed game containing multiple deck plans, scenarios, rules and counters; *Planetfall Liberty* (Adventure 2) is a solo adventure; *Research Station Gamma* (Adventure 3) no information available. GDW also have a new science fiction game coming out entitled *Bloodtree Rebellion* which concerns guerilla war on the Planet Somber with clone regiments, colonist rebels and natives ...

... *Judges Guild* continue to expand their range of playing aids with *Operation Ogre*, a D&D adventure structured around the classic Princess-as-hostage-of-Monster theme, *Broken Tree Inn* concerns the struggle between the Elves of Tall Seed Forest and encroaching humanity set in the *Runequest* universe, and *Drakne Station* is a *Traveller* scenario set aboard an alien vessel ...

... at long last *Runequest* is back in print with some sections substantially rewritten, and some parts expanded. *Cults of Prax* is also available ...

... some alarming news from *Miniature Figurines* is that they have withdrawn their *Dungeons & Dragons* line of figures ...

... *Citadel Miniatures* have been granted the UK licence to produce official figures for *FGU's Gangster!* game. They have also been granted the UK licence to produce the official figures for *Star Trek The Motion Picture* by *Paramount Pictures Corporation* ...

... *Fantasy Games Unlimited* have released additional *Chivalry & Sorcery* material. *Arden* is a complete kingdom scenario and includes a book and maps. *Saurians* is a supplemental book of dinosaurs and intelligent saurian races ...

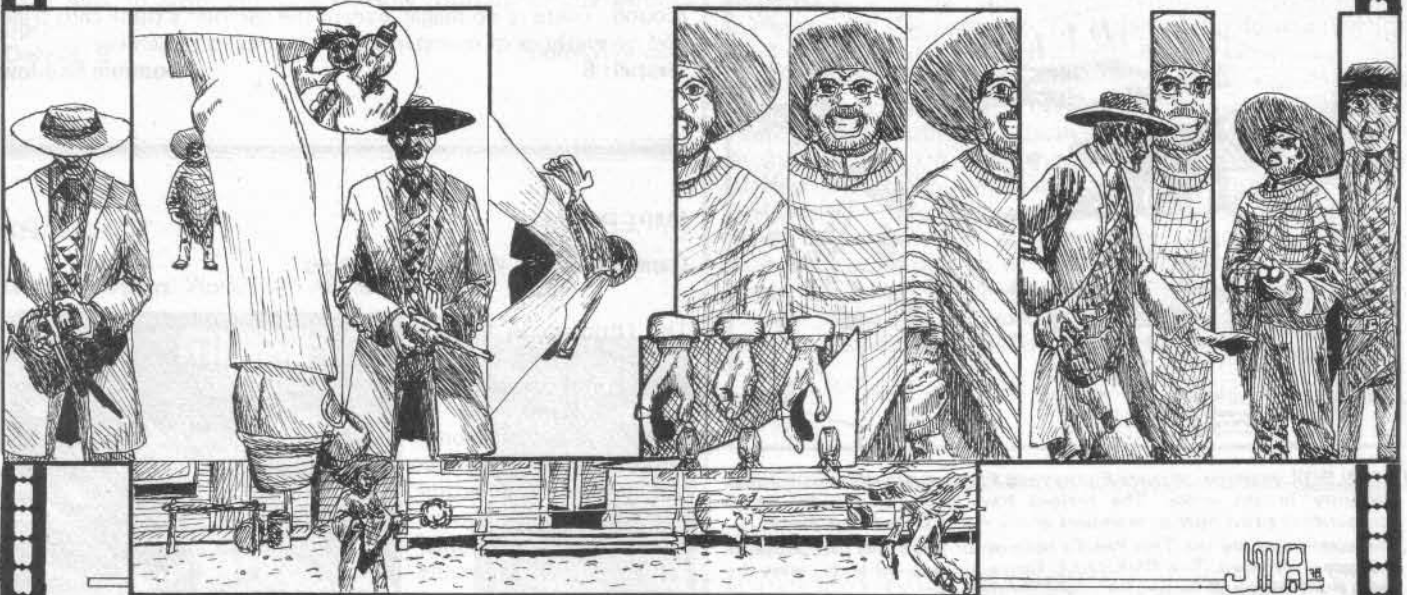
... *Task Force Games* announce four new pocket games - *Prochorovka*, *Intruder*, *Swordquest*, *Operation Pegasus* and *Valkenburg Castle*. And *Star Fleet Battles* goes boxed ...

THE  
END

# BOOT HILL

## ENCOUNTERS by Dominic Beddow

The suggested time and place for these encounter tables is 1870-5 in the area where Texas, New Mexico and Mexico meet. Remember that in many cases, the type of person encountered would not be obvious. (e.g. a *Bounty Hunter* could look the same as a *Gunfighter*). Note also that this is the romantic West, and so total accuracy is not guaranteed.



- The procedure for determining encounters is:  
 1: Find out the number of encounters by rolling on the *Chance for Encounter Table*.  
 2: Roll on *Encounter Category Table*.  
 3: Determine exact details.  
 4: Determine nationality by rolling on *Nationality Table*.

### CHANCE FOR ENCOUNTER

Roll every hour. To determine time within the hour of the encounter(s) roll a d6 and a d10 for each encounter. The d6 determines tens (6=0) and the d10, units. Thus a 2 on the d6 and an 8 on the d10 represents 28 minutes past the hour.

US off road	US on road	MEXICO	No. of Encounters
01-02	01-05	01-03	1-6
03-05	06-10	04-07	1-3
06-10	11-20	08-15	1
11-00	21-00	16-00	0

### ENCOUNTER CATEGORY TABLE

US off road	US on road	MEXICO
01-06 A	01-07 A	01-07 B
07-31 B	08-15 B	08-09 D
32-35 D	16-40 C	10-19 E
36-44 E	41-47 D	20-27 G
45-50 F	48-50 E	28-31 H
51-60 G	51-54 F	32 K
61-65 H	55-61 G	33-49 M
66-73 I	62-65 H	50-71 N
74 J	66-70 I	72-73 O
75 K	71-72 K	74 P
76-87 L	73-83 L	75 Q
88-91 N	84 N	76 S
92 O	85-86 O	77-79 T
93 P	87 P	80 U
94-95 Q	88-91 Q	81 V
96 S	92 R	82 W
97 T	93 S	83-85 X
98-99 X	94 U	86-97 Y
00 ?	95-96 V	98-99 Z
	97 W	00 ?
	98-99 X	
	00 ?	

Where unspecified men are stated (e.g. with Lawmen, Doctors, Patients, etc.), roll again on Encounter Category Table for them, using discretion e.g. Bandits with Lawmen would be prisoners etc.

#### A: US Lawmen

- 01-20 1 Deputy US Marshal
- 21-40 1 Deputy US Marshal + 1-6 men
- 41-43 1 US Marshal + 1-10 men
- 44-60 Posse of 11-30 men
- 61-70 Town Marshal + 1-6 men
- 71-80 1-3 Deputies
- 81-00 County Sheriff + 1-10 men

#### B: Cowboys (all on Horseback)

- 01-10 1-3
- 11-60 1-6 (50% chance + Rancher)
- 61-80 1-20 (50% + Rancher)
- 81-90 2 on Wagon + 1-6
- 91-00 1-20 + 20-100 Cattle (50% + Rancher)

#### C: Stagecoach

1-6 Passengers + Driver and Guard  
 Roll again on 'US on Road' Table for each passenger, using discretion (e.g. US Trooper would be retired; if Lawmen and Bandit present, Bandit would be prisoner; Senators etc. would have own coach so ignore; etc.). Ignore, or think up good reasons, for inappropriate results (e.g. Mexican Peasant).

#### D: Homesteaders

- 01-10 1-6 on Foot + 1 Mule
- 11-60 1-4 + Wagon (1 Driver, max. 3 on Horseback)
- 61-70 2-8 + 2 Wagons (2 Drivers, Rest on Horseback)
- 71-00 3-8 Wagons and Drivers + 1-20 Others (1/4 in Wagons, 1/2 on Horseback)

#### E: Drifter

- 01-15 1 on Foot
- 16-35 1 on Mule
- 36-00 1 on Horse

#### F: US Troops

- 01-30 1-6 + Sergeant (80% chance Cavalry)
- 31-60 1-20 + Ltnt. (80% chance Cavalry)
- 61-80 1-20 + Capt. (80% chance Cavalry)
- 81-85 20-120 + Capt. (80% chance Cavalry)
- 86-90 1-20 + Colonel (80% chance Cavalry)
- 91-95 50-500 + Colonel (50% chance Cavalry)
- 96-98 1-20 + General (80% chance Cavalry)
- 99 Wagon + 11-30 Troops (50% chance Cavalry)
- 00 Field Ambulance

#### G: Gunfighters

Each party has 90% chance of having horses.

- 01-30 1
- 31-50 1-6
- 51-80 2-12 (normal dice)
- 81-00 1-20

#### H: Bounty Hunters

- 01-85 1-3 on Horseback
- 86-00 1-3 on Foot

#### I: Indians

- 01-40 1-6
- 41-50 1-6 + Warrior Leader
- 51-70 1-20 + Warrior Leader
- 71-90 1-100 + Warrior Leader
- 91-00 1-20 Women, Elderly & Children

#### J: Army Scout (all on Horseback)

- 01-80 1
- 81-00 1-3

#### K: Despatch Rider

- 1 on Horse

#### L: US Civilians

- 01-10 1-20 Chinese Railway Workers
- 11-30 1-20 American Farmhands (not Cowboys)
- 31-50 1-6 Hill-billy Types on Foot
- 51-60 3-10 Builders on Wagon
- 61-70 1-20 Mexican Peasant Refugees
- 71-80 6-15 Workmen (fences etc.) on Foot + Foreman
- 81-85 1-6 Repairmen + Wagon (Telegraph)
- 86-90 Teacher + Wagon + 1-10 Children (50% chance Teacher is Cleric)
- 91-95 Urban Type + Wife in 1-Horse Trap
- 96-97 Rancher's Wife on Horse & Trap
- 98-00 Other

#### M: Mexican Civilians

- 1-10 Poor Peasants on Foot; all Ages; either Sex.

#### N: Bandits

- In US: 50% chance of being Mexican.
- In Mexico: 90% chance of being Mexican.
- 1-50 (75% chance on Horses)

#### O: Travelling Salesman

50% chance has Wagon. Invariably sells ridiculous products.

#### P: Pinkertons (always on Horses)

- 01-30 1
- 31-80 2
- 81-00 1-6

#### Q: Businessmen

- 01-10 Banker + 1-6 Guards on Horseback
- 11-20 Insurance Salesman on Horse
- 21-30 1-6 Surveyors on Horses
- 31-40 Trader + Wagon (Timber, Metal etc.)
- 41-45 1-6 Railroad Engineers on Horses
- 46-50 Glass Merchant + Assistant on Wagon
- 51-60 Grain Trader + Assistant on Wagon
- 61-70 Mechanic + Assistant on Wagon
- 71-75 Carpenter + Assistant on Wagon
- 76-80 Wheelwright + Assistant on Wagon
- 81-90 Doctor with Horse and Trap (10% chance transporting Patient)

#### R: Local Officials

- 01-40 Mayor of nearest Town + 1-6 Men (50% chance Lawmen), all on Horses
- 41-70 Official from Governor's Office in Coach + 3 Guards
- 71-80 Judge in Coach with Secretary + 4 Guards
- 81-90 State Revenue Officer in Coach + 4 Guards
- 91-95 Landowner in Coach + 2 Guards + 1-3 Horsemen

#### S: Clergyman

One in Trap. 30% chance other Passenger

- T: Down and Out U: Con-men
- One on Foot 1-3 on Horses
- V: Entertainers
- 01-40 Troupe of 5-10 Saloon Girls + Manageress & Pianist in 2 Wagons
- 41-55 Opera Singer in Wagon with Manager/Guard/Wagon Driver
- 56-75 5-10 Actors + 2 Driver/Guards in 2 Wagons
- 76-85 Journalist on Horse
- 86-90 Photo-journalist on Pony and Trap
- 91-00 Guitarist on Horse

#### W: Gambler (all on Horseback)

- 01-75 1
- 76-00 1-3

#### X: Miners

- 01-55 1-10 Men on Horses
- 56-90 1-10 Men on Foot
- 91-00 1-10 Men, 1 on Wagon, rest on Horses

#### Y: Federals

As for 'F' but if 90+ thrown, roll again.

#### Z: US Lawmen/Troops South of the Border (Incognito)

- 01-25 Ltnt. + 1-10 Men on Horses
- 26-40 Capt. + 1-20 Men on Horses
- 41-75 Deputy US Marshal on Horse
- 76-90 Deputy US Marshal with 1-10 Lawmen on Horses
- 91-00 Federal Agent on Horse

#### ?: Referee's Choice

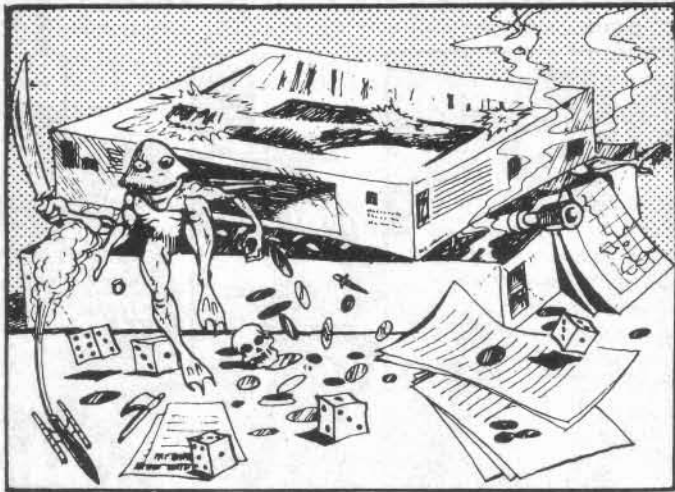
### NATIONALITY

Individual notes above take precedence. Those in A, F, P, R and Z are always US citizens. Those in J, O, Q, V and W always roll on "In US" Table. M and Y are always Mexicans. Be prepared to make exceptions either way.

Dice Roll	In US	In Mexico
01-90	US Citizen	Mexican
91-99	Mexican	US Citizen
00	Other	Other



# OPEN BOX



**OPEN BOX** examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel. The summaries are the Test Panel's opinion of good and bad points of the game reviewed. The **OVERALL** figure, on a 1-10 scale, rates the game itself taking all factors into consideration.

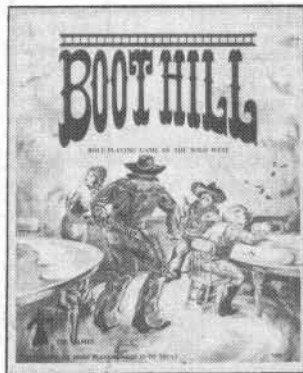
Please note that reviews carried out by people not on the Test Panel do not receive a rating.

## BOOT HILL

TSR (Hobbies) Inc. — £7.50

*Boot Hill*, especially in the diminutive form of its first edition, which appeared in 1975, might be seen as an attempt to produce a cheap, light-hearted diversion from the more 'serious' medieval fantasy gaming. Messrs. Blume and Gygax are, however, now clearly taking advantage of the many qualities and attractions which a Wild West role-playing game has in its own right. This new second edition is housed in a colourful box, for which the consumer pays heavily, but which is useful for keeping all those bits of paper which invariably spread themselves around and get trodden on/lost/used for testing old bios. The enlarged (11" x 8½") 34 page rule book actually contains little which is very different from the first edition — the same character, combat, movement and morale systems.

Having said that I will go right back on it by noting that the appendices have been greatly expanded; so much so that they take up more than half the book! A great amount of space is filled by a list of over 100 'Fastest Guns That Ever Lived' (not to be used as typical characters). The rest is split between handy beginners' scenarios, a guide to the new game map, and an innovative and imaginative system for 'time-warping' *D&D*, *Metamorphosis Alpha* and *Gamma World* characters to the *Boot Hill* world (or the reverse). While the general standard of printing is very high, the separate campaign map is, by TSR standards, extremely shabby and unprofessional. The large scale ground plan of a town on the reverse is, however, quite commendable. The game also includes a set of decimal dice and a set of anonymous counters picturing different fighters doing various things, which can be used if no figures are available.



Thus once the rules are read and the map set out you are just about ready to go. There are no complexities to be designed or supplements to be bought before you start, although in keeping with their generally lazy attitude towards the map TSR asks you to fill in numerous details, claiming that this "creates flexibility."

Why *Boot Hill* is such an easy yet effective game to play rests on the knowledge of, and feeling for, the Wild West which is within us all. It is fantasy and yet one still has one's feet on the ground. There is no magic, except the gambler's three card trick and no plethora of monster characteristics to remember.

**Overall: 8**

**Dominic Beddow**

## IMPERIUM

Game Designers' Workshop — £8.50

The Ultimate in Science Fiction Space Wargames!! (This is not an advertisement.) Combining a simple system of economics with fast and effective movement and combat principles, *Imperium* is a thoroughly enjoyable, playable and believable game.



The *Imperium* itself is a vast globe of space centred roughly about Capella, and in fact the action takes place only in the environs of our system. It is a conflict between a race new to the colonisation business, the Terrans, and a well-founded Imperial province, whose governor, based at Gashidda, is answerable to the Emperor if he doesn't make good in the campaign to eradicate the haughty barbaric Terrans.

At the outset the *Imperium* allocates the Province a budget which may be affected by Civil wars, fluctuations in Imperial economy and even by appeals to the Emperor for aid. The Terrans, on the other hand, gain income directly from worlds and outposts controlled, which means the start of the game is fraught with a massive expansion policy on the part of the Terrans, and attempts to suppress this by the *Imperium*. Income may be spent on various different types of ships with different offensive and defensive capabilities, outposts to be transported to newly-discovered systems, planetary defenses and ground-based troops.

Movement is simple but effective: between various star systems on the map are printed green lines representing hyper-space lanes; certain colour-coded units may move along these as far as desired during a movement phase provided that no enemy-occupied systems are entered, such an event requiring immediate battle preparations. Other units use the conventional hex-by-hex movement or must be transported by larger craft.

Combat is unusual in that it is carried out off-map, but whilst it is an abstract form it imparts the 'feel' of massive starship manoeuvres in space and the hit and run tactics on the surface. Actual conflicts are resolved in three stages: units entering an enemy occupied system are removed from the map, as are the opponents', and each ship is allocated a target. When the debris has cleared the same process is repeated until one side flees or is destroyed, whereupon successful attacking craft may elect to conduct planetary assault, a sweep of the planet's surface with missile bombardment in an attempt to destroy the land-based defenses and pave the way for the transports to land and disembark troops to take and hold the surface.

The game may be played in two forms: a 'war' which involves a short (1½-2 hours) battle for one or more planets or outposts, or a campaign which, simply described is a concatenation of wars and peace, lasting many years (game-time — and perhaps real-time!). During peacetime, armies are disbanded, fleets fall into disrepair and are scrapped, and the economy recovers preparatory to the next war, in which the loser of the

previous war becomes the instigator of the new one, backed by a strong economy whereas the winner paradoxically begins with less funds (due no doubt to complacency').

The whole is extremely well produced, boxed, with a colourful map and large, clear counters and simple, clear-cut rules.

*Imperium* is, without exception, the best game of its kind I have seen to date, and is a valuable addition to any gamer's library.

Overall: 9

Colin Reynolds

---

## SNAPSHOT

Game Designers' Workshop — £5.95

Not a game about amateur photography: the title *Snapshot* refers to a quick, unaimed blast from a futuristic anti-personnel weapon, and it is a game for two (or more) players, simulating man-to-man and man-to-monster combat on board small spacecraft. Like GDW's *Mayday*, which simulates ship-to-ship combat in space, *Snapshot* is completely compatible with *Traveller*, a noteworthy role-playing game which by now needs no further introduction.

Unlike *Mayday*, which is produced in a folio format similar to GDW's *Series 120* wargames, *Snapshot* has a distinctly superior presentation. It is packed in a small "bookcase game" box, and consists of a rulebook, a mapsheet depicting floor plans of two different spacecraft, a reference card showing the combat tables, a set of die-cut counters, and two six-sided dice. The artwork and printing are excellent throughout, and, as is to be expected in a recent GDW product, the rules are logically presented, concise, and easily understood. In sum, good value for money as far as appearance and components are concerned, and an attractive addition to the *Traveller* box sitting on your mantelpiece.

The combat system itself has been extracted whole from the *Traveller* rulebook, and then had extra bits bolted on. Characters are generated in exactly the same way, although only Strength, Dexterity and Endurance are used in *Snapshot*, plus of course the various skills that characters may acquire. The concept of each weapon needing a basic throw on two six-sided dice to hit a target, the basic throw itself depending on the distance to the target and the amount of protection worn by the target, and the idea of adding to or subtracting from the basic throw depending on the skills of the attacker, are taken directly from *Traveller*. However, *Snapshot* also introduces a squared grid to regularise the movement of the combatants, the use of counters or 15mm. figures, and the concept of "Action Points" (calculated by adding Dexterity and Endurance) which determine the characters' order of movement and the number of actions that each character may undertake in his turn.

In practice, the system works very well indeed. It is easy to learn, requires only a little book-keeping, and produces some very tense shipboard battles. Not surprisingly, there are some criticisms that can be made. For one thing, an abundance of weapon types is all very well, but I wish they were more easily identifiable: if you're the type who has difficulty telling a revolver from a rifle in real life, it's not easy to decide whether your character should be equipped with a "Snub Pistol HEAP" or an "LAG Discard Sabot", or even a "4cm. RAM HE, FA"; and on top of it all there's the continuing absurdity of all those technologically-trained spacefarers toting an armoury of medieval ironmongery: apart from the fact that they would all



look like complete idiots carrying crossbows and pikes while on duty in the computer room or the Avionics section, several of my characters could come back from their interstellar graves to vouch for the fact that a spaceman wielding a cutlass is simply not in the same league as a spaceman with a laser carbine.

In other ways, too, *Snapshot* stretches one's credibility. Realism is not necessarily a high priority, even in a game that is supposed to simulate "real" events; but the system of Action Points enables a character to, for instance, run down a flight of stairs, fire a snapshot through a doorway, and move out of sight again, while all the other characters stand around stationary and defenceless, like robots with overloaded circuits. If a character is wounded, even nigh unto death, as we swashbuckling spacers say, his Action Point total, and hence his fighting ability, is not affected in any way — which is also fairly hard to believe.

However, it would be misleading to dwell on the inadequate realism of *Snapshot*: it is an invaluable adjunct to *Traveller*, allowing close combat to be resolved in detail, yet quickly and simply; as a game in itself it is perhaps less satisfactory, although still one of the best man-to-man combat systems on the market; and the presentation is in every way excellent.

Overall: 8

Peter Darvill-Evans.

---

## DUNGEON MASTERS GUIDE

T.S.R. Hobbies Inc — Hardback edition £9.95

To review a product — book, game, module — properly, the reviewer should be intimately familiar with it. Such cannot be the case here — if I were to postpone writing a review of the *DMG* until I had read every word and become familiar with everything, you would be waiting some time.

So this must be a 'first impression'.

This long-awaited TSR product is physically excellent — well over 200 pages of fine, but legible, print; good (though hardly exceptional) artwork; a hardback format which will stand the test of many years of thumbing.

As for its contents — where do I begin? Off-hand, I would say that only the most severe critic could point at a minor omission, let alone a serious one. (Though, as I said before, my study can hardly be regarded as exhaustive). As for compatibility with earlier *AD&D* works, again I cannot find any problem, and again must add the same caution.

There is one curiosity which relates to the combat tables and to the 'sneak preview' of those tables which has appeared both in *Dragon* and in *White Dwarf*. In the previews, monks used the same combat matrix as thieves and assassins; in the *DMG* proper, monks use the same combat matrix as clerics and druids. I wouldn't argue about the result — low-level monks in particular need all the help they can get — but it's strange, to say the least, that the change took place so late as to be omitted from the preview; after all, the preview appeared only a couple of months or so before the *DMG* itself.

Some of the contents will no doubt be regarded as spurious by some *AD&D* fans; in my own case I won't be using the sections about outdoor adventures, for instance. But the contents which are regarded as discardable will vary from reader to reader and from DM to DM, so it's quite hopeless for me to try to guess.

In the end, set the task of reviewing something to which I know I cannot do justice, all I can say is — can you afford to be without it??

Overall: Not applicable

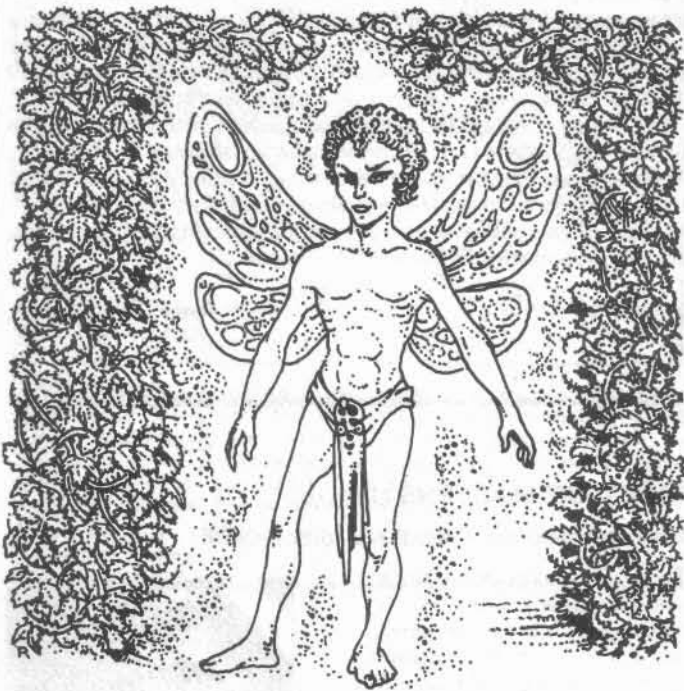
Don Turnbull





# paths of the lil

by James Ward



James Ward is the co-inventor of Gamma World, and who better person to design a mini-scenario.

The Lil had to survive, it was as simple as that. These creatures had evolved as diminutive beings constantly on the run from larger life forms. From earliest times, these beings had been forced to hide in brambles and tall vegetation of one type or another. As generation after generation progressed and mutated, their hiding places were developed and nurtured into what the Lil wanted.

## THE LIL

*Hit Dice:* 6

*Armour Class:* 8 (6 when fighting human-sized creatures and 4 when fighting creatures over 2.5 metres tall)

*Movement:* 3/10

*Mental Strength* (species average): 14

*Intelligence* (species average): 17

*Dexterity* (species average): 18

*Charisma* (species average): 17

*Constitution* (species average): 8

*Physical Strength* (species average): 5

*Physical Mutations* (as a species):

1. Dual Brain
2. Light Generation
3. Physical Reflection (radiation)
4. Shorter (20 centimetres tall)
5. Wings
6. One variable mutation per being to the good

*Mental Mutations* (as a species):

1. Empathy
2. Force Field Generation
3. Illusion Generation
4. Mass Mind
5. Telepathy
6. Total Healing
7. Total Resistance to Life Leech

The Lil are beautiful symmetrical human creatures with wings of incredible toughness. They are always found in areas of high vegetation and have only one harmful mutation. They glow brightly in the dark. Whenever the area light intensity falls below a certain candle power, these beings light up illuminating a 90 centimetre area. Because of this mutation, these beings are always most active in the dark period of any day. They often use and develop technology, but are forced to have several members of their race work any given item from the past because of their small size and low strength factor.

## The Bramble Paths Of The Lil

This vegetation is always the same from Lil group to Lil group because they take seeds with them from old paths as they are forced to migrate. The brambles are always trimmed to be 6 metres tall and the Lil mould paths out of them that are totally covered by a roof of these brambles that reveals nothing from the air. The paths are always 10 metres wide with the bramble vegetation barriers, for the most part, 36 metres wide. The thin parts of all the barriers are areas where the Lil can quickly pass from one section to another because of the unusual nature of these spots. The Lil Brambles have huge thorns that are razor sharp and will rip all things except metal and hard plastic. Every thin area is exactly like the other patches in appearance, but the thorns are dulled so that they do not cut.

While the brambles have no intelligence, they do have the following traits: when touched by anything but a Lil, these plants raise up and cluster against the pressure so that as the movement into them increases so does the grabbing action of the vines. Every melee turn of forceful contact does 1-10 points of damage to the toucher; amongst the brambles of the roof cover (hidden from view from below or above) are berries in clusters of 10 every 25 metres that restore 1 hit point of damage per berry; every vine in the path wall grows 2-12 metres a day.

The Lil Path depicted is the oldest of all brambles and the Lil living here are the most advanced of all the groups. Every night, they travel about the patch pruning the growth away from areas where they do not wish vines and forcing new growth where they do. All chopped vines are mulched up and placed around the plant bases.

**SECTION A:** 5 Lil: HP: 35, 33, 32, 28, 25; AC: 8\*; M: 3/10, all abilities and mutations are as the species plus all of these guards have electrical generation (3-18 points of damage with a touch). One member in each group has a stun whip (weapon class 6) that has been cut down so that it seems to be a long pole in the hands of the Lil holder.

These groups, in every case, are there to frighten or otherwise chase away beings, creatures, or things that try to enter the area. They attack by casting illusions of hundreds of their number flying all over and touching or diving at the intruders. Those that do not believe the illusions are identified and taken care of by the stun whip. When stunned, all items of technology are carried into the thin part of any path and the throat of the stunned creature is torn out by the teeth of the Lil. If these attacks all fail, the Lil will attack with electrical charges until one group or the other is dead (hoping to do as much damage as possible so that the next set of guards can have an easier time taking care of the strangers).

**SECTION B:** 1 Blaash: HP: 60; AC: 8; M: 6/15; MS: 6; this giant moth emits 18 intensity radiation with a range of 5 metres. The Lil have hatched this creature here and it cannot move from the small interconnecting path it is on for fear of damaging its wing membranes. It has been conditioned to attack nothing accompanying a Lil.

**SECTION C:** 1 Horl Choo: HP: 72; AC: 5; M: None; this one fires 1-6 spear fronds every melee turn for 3-18 points of damage each (18 die creature for attack) and each frond has intensity 9 poison tips. The creature has been altered so its senses can detect nothing smaller than a metre. The plant is capable of firing down the long path it is near and up the short path it views.

**SECTION D:** This is a storage area for the Lil and the section facing the path is designed to move away when pulled. Inside are the following: 56 one kilogram sacks of instant plant defoliant, 32 one kilogram sacks of intensified plant fertilizer, 12 vibro daggers (weapon class 4) doing 10 points of damage per strike, 3 small damage packs doing 6-36 points of damage per explosion, 21 solar energy cells, 64 two metre by 3 metre sheets of duralloy.

**SECTION E:** 8 Lil: HP: 28, 27, 27, 23, 21, 21, 19, 11; AC: 8\*; M: 3/10; all abilities and mutations are as the species. This group uses 2 Laser Rifles (weapon class 13) doing 6-36 points of damage per strike. It takes 4 Lil to use one weapon and they guard the long path they are near. They will each take 2 shots at whatever comes around the corner at either end and then they will scuttle into the brambles in tunnels they have made until whatever creatures they shot at are either back at the corner of the path they guarded or half way along the other path where they will shoot the rest of their energy beams and hide again (to put fresh power cells in the rifles that they have stored under the brambles and begin the process all over again).

**SECTION F:** 1 Kai Lin: HP: 60; AC: 6; M: 10; this plant will attack with radiated eyes (intensity 12) and if that doesn't kill the being it is attacking (or at least damage it) the creature will use electrical generation for 3-18 points per touch. This creature hides in the ceiling cover and moves with its prey. It only comes down to attack with electricity or feed. The Lil allow it only one seed (destroying all others). They have conditioned it to attack any beings travelling down the middle of the path, but to leave alone beings that walk down the sides.

**SECTION G:** This is another storage area and it opens towards the village of the Lil. It has the following: 3 wilderness ecology bots programmed to prune plants for the Lil; a wicker chest with 400 healing berries; and a wicker chest with 30 of each type of energy cell.

**SECTION I:** This is the village of the Lil. There are 39 males (not counting the guards), 43 females, and 14 young. These beings all live in wicker huts all over the area. Every hut has the following: a bramble supplied water fountain, a set of poisoned arrows, 3 bows (weapon class 9) doing one point per strike plus the 18 intensity poison damage, a wicker chest of dried fruits, and a wicker chest of clothing (made of spun spider silk).

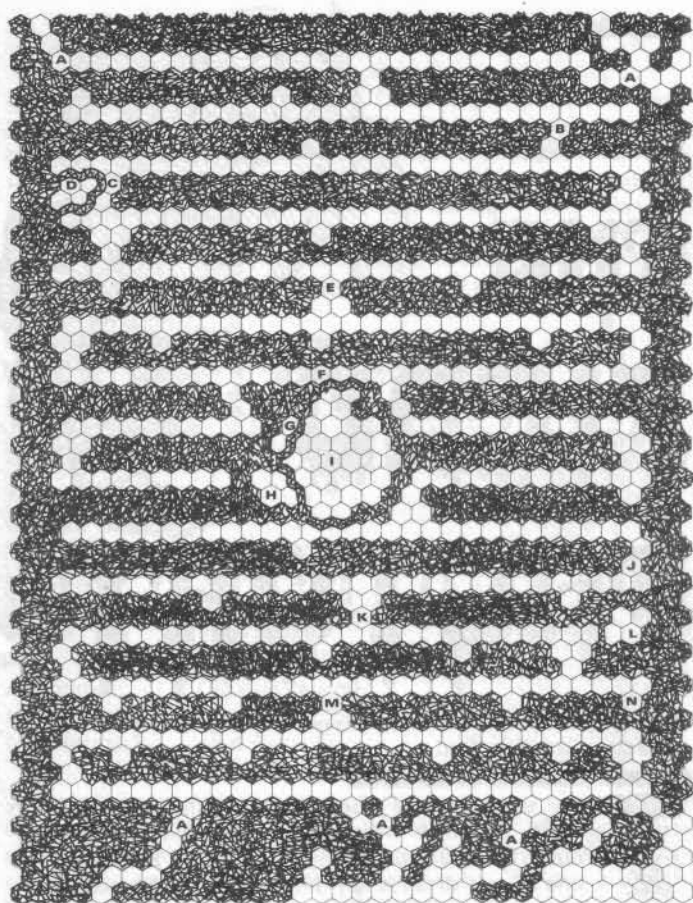
If the area is entered, the males all create illusions of hundreds of flying Lil while the females and young walk to safety. The thin areas are easily moved by two Lil.

**SECTION J:** 1 Perth Plant: HP: 10; AC: 4; M: None; it emits random intensity radiation (3-18) for a 15 metre range at all that are taller than 1 metre who come near the plant.

**SECTION K:** 6 Lil: HP: 33, 32, 30, 29, 20, 15; AC: 8\*; M: 3/10; all abilities and mutations are as the species. These are using 3 Mark V Blasters with 2 creatures to a pistol (weapon class 14) and each shot does 7-42 points of damage. These Lil will fire 2 shots per melee turn until all weapons are expended and then they will run to small tunnels in the sharp bramble cover to the sides and reload energy cells. They will shoot again after 7 melee turns.

**SECTION L:** Another storage area with the following: 9 saws, 13 hand axes, 23 solar energy cells, 5 laser torches, 3 torc grenades (doing disintegration damage in a 15 metre range), and 5 fifteen centimetre tall mirrors.

**SECTION H:** This is another larger storage area with the following: a defense/attack borg (programmed to protect the village in case of surprise); 5 medi-kits, 6 laser pistols (weapon class 13) doing 5-30 points per shot; 3 four litre pots of 18 intensity poison; 2 one litre pots of universal antidote; 3 modified stun whips (weapon class 6); and 99 bows with 20 arrows each geared to the size of the Lil)



**SECTION M:** a Zeeth patch is planted here. (HP: 100 total, growing in a 10 metre area, it teleports 2-20 seeds for 2-12 points of damage per seed when successfully teleported (20% chance of this happening per seed); it has sensing range up to 19 metres and will not attack anything less than 1 metre tall.

**SECTION N:** There is a pond filling these 3 hexes and a Keeshin dens here. (HP: 49; AC: 7; M: telekinetic flight; all abilities are at 18, its mental mutations include: telekinesis, telekinetic arm, force field generation, life leech, de-evolution, mental blast, cryokinesis, and reflection). It will demand a piece of technology from any strangers that come near and attack if not given something. It will gladly talk about the whole patch if given a powered device. The Lil let it live there because it tells stories to their young. It has the following in an underwater cave down in the middle of the pond: 2 laser rifles, 3 stun whips, 1 mark VII blaster rifle, 4 photon grenades, and 32 metal swords. It always attacks with its life leeching power for as long as possible.

#### Notes For The World Master

1. All items that are taken off of players are placed in the H storage area by the Lil.
2. People that want to "force" their way through the metres thick brambles should be told instantly of the problems involved (damage, resistance, increasing amount of vines, lack of view as brambles cut off vision, etc.).
3. Don't let people in power armour or cars tell you they should be able to force their way through (these vines are tough!!!).
4. Burning is made extremely difficult by the high moisture content in all vines, leaves, and roots.
5. Little points of light are visible at night from through the outside of the brambles, prompting stories around mutie and barbarian campfires about vast treasure from ancient times behind the plant walls and also awesome instant death.
6. While the paths are all covered, the leaves of the ceiling area reflect enough light so that all the areas underneath are well lit during the daylight and strong moonlight hours.
7. When the Lil retreat into the briars, their wings mould themselves to their bodies and they always enter the patch from the ground. They are intimately familiar with their patch and they know every thin area for escape purposes.



# THE FIEND FACTORY



A regular feature introducing new and interesting monsters, edited by Don Turnbull.

In this issue I have concentrated almost entirely on creatures which were originally considered very seriously for inclusion in the *Fiend Folio* but which, for one reason or another, did not eventually achieve inclusion in that volume. In other words, the monsters this time survived many tests on their way towards the *Folio* and only just missed inclusion, so I hope you think the standard high.

Of course, there is a note of sadness here — for in the end I suspect the creators of these creatures would have preferred them to have been in the *Folio*. I just hope there is some compensation for them in knowing that their 'miss' was very near indeed.

## TENSER BEAST

by J.D. Morris

No. Appearing: 1–4  
 Armour Class: –1  
 Movement: 18"  
 Hit Dice: 2D8+1  
 Treasure: Nil  
 Attack: 1–4  
 plus sharpness

Alignment: Neutral  
 Intelligence: Non  
 Monstermark: 100 (level V  
 in 12 levels)



This is less a monster, more a device of magical creation. It is a disc created by the Tenser's Floating Disc spell on which have been cast *animate objects*, *haste* and *permanency*; the result is a rapidly-spinning disc which hits a creature in its path for 1–4 damage plus a sharpness effect (treat as a Sword of Sharpness for the latter purposes).

Being a narrow disc, it presents a very small target to anyone trying to hit it with missiles (except from vertically above or below) — treat as AC–10.

Use of a *slow* spell on the device negates the sharpness and lowers the AC to 4. However a *haste* spell will cause the tensor beast to disintegrate into 2–8 splinters, each of which will do 1–3 damage if it hits a victim within 30'. The splinters are thrown out in a uniform pattern of symmetry with the disc's original position as centre.

*Comments:* Though not, strictly speaking, a monster at all, this is an intriguing creation which displays the ingenuity of the creator. (How many devices can readers concoct by using spells rather than mechanics?).

## MAN-SCORPION

by Philip Masters

No. Appearing: 2–12  
 Armour Class: 0  
 Move: 10"  
 Hit Dice: 5  
 Treasure: Nil  
 Attack: 2–8/1–6  
 + poison

Intelligence: Very  
 Alignment: Neutral  
 Monstermark: 382.3 (PevP IX  
 in 12 levels)



The creation of one of the most powerful Gods of Neutrality, these creatures have the upper bodies of men with the two rear legs and long poison tail of the giant scorpion. The sting attacks for 1–6 damage plus a particularly virulent poison which kills instantly if the victim fails his saving roll. The beast can strike simultaneously with its bronze broadsword (2–8 damage) at one opponent and with its tail at another.

The bronze broadsword is magical, aligned to Neutrality, doing full damage to targets on the Ethereal and Astral, as well as the Material, Planes. If captured by a human or other intelligent being, the sword retains its powers but strikes at –3 hit probability. The man-scorpion's bronze scale armour and bronze shield are also magical but both become –2 cursed items if used by other species.

Each man-scorpion encountered has a 10% chance of knowing and being able to use, once per day, one magic-user spell of the first or second level. *Web* is a particular favourite.

No encounter with a man-scorpion will be truly random as their creator or their other masters place them specifically to carry out certain tasks. So long as their mission is not threatened and they are granted reasonable courtesy and respect, they will help adventurers with advice and information, particularly those of neutral alignment.

They can never be *charmed*, *slept*, bribed or coerced, and *fear* will only affect them if they are outnumbered two to one or more. They will take prisoners if necessary but will not kill them unless ordered to do so by their masters.

*Comments:* Apart from centaurs, there appears to be a total lack of half man/half beast creatures. The man-scorpion is an excellent monster to help fill the gap.

## OGRESSES

by Mark Barnes

No. Appearing: 1–6  
 Armour Class: 5  
 Movement: 9"  
 Hit Dice: 3D8+2  
 Treasure: Type C  
 Attack: Two-handed  
 attack for  
 1–8 damage

Alignment: Chaotic evil  
 Intelligence: Average  
 Monstermark: 35.4 (level III  
 in 12 levels)



Offspring of distasteful liaisons between male ogres and human females (which thankfully have produced young exclusively of the female gender) ogresses have been banished by mankind and roam in vengeful groups determined on the destruction of humans. They are feared and greatly loathed, by men and by ogres alike.

They are larger than men but slightly smaller than ogres, with the same colouration as ogres except that their eyes are bright blue and their hair a dull yellow. These despicable and aggressive villains are more intelligent than ogres and have greatly advanced the art of disguise in their efforts to infiltrate human society in

search of victims. Three artful items aid them in this pursuit — a mask of extremely beautiful features, a brilliant cloak which has limited shape-change properties and a wig of flowing, shining human hair. An ogress which wears all three — mask, cloak and wig, one of each of which each ogress obtains on reaching maturity — will appear as a beautiful human female 6' tall. The ogress also has a particularly seductive voice, speaking the common tongue as well as ogrish, and can sing most beguilingly.

Confronted by an ogress thus attired, a male human character will be deceived unless he makes his saving throw against *magic* at a penalty of -3. If he fails to save, he will be charmed and will do whatever the ogress wills (this is usually to lead the victim to the ogress lair — a cave deep in a nearby mountain — where he will be tortured, roasted alive and consumed).

The ogress has not learned the quality of patience and may reveal its true self after charming a victim (5% cumulative chance per turn after the charm has taken effect). Thus a victim has some chance of attack or escape since the charm will cease as soon as the ogress is revealed in its true nature. If necessary the ogress will fight with bare hands, using a double-fisted attack for 1-8 damage. Aware of its own lack of patience, the first instruction by an ogress to its charmed victim will usually be to discard all his weapons.

*Comments:* There are those who would say that *D&D* doesn't need half-ogres (which is what, essentially, these are) but nevertheless it is logical that some cross-breeding could have taken place with ogres as with orcs. The designer should, I think, have made more clear whether the three items of disguise can be used by humans or other player-characters, and if so what effect they have. Surely, too, the ogress would be able to use a weapon in female form? One of the best methods of infiltration, after all, is to fight alongside a party and ingratiate with them until an opportunity arises to snatch a victim.

Nevertheless, this could be a useful and deployable beast.

## WRECKER

by Andrew Hicks

**No. Appearing:** 1  
**Armour Class:** -3  
**Movement:** 15"  
**Hit Dice:** 4D8+1  
**Treasure:** See below  
**Attack:** 1-20/1-20/  
 1-8  
**Alignment:** Neutral  
**Intelligence:** Non  
**Monstermark:** 1,938 (level  
 XI in 12 levels)



These creatures/machines are effectively specialised iron golems — man-sized and highly intricate. Only sixteen wreckers are known to exist, being created specifically to guard the great magical artifacts of the world. If a party of adventurers approach within 20' of a specified artifact, a wrecker will appear, automatically gated to the spot. It will warn the party (being able to speak all the tongues of men, elves and dwarves) to retire and leave the artifact on pain of death, but if the party ignores the warning the wrecker will immediately attack the nearest party member, using two fists for 1-20 damage each and one bite for 1-8 damage.

A wrecker can only be hit by magical weapons with a bonus of +2 or better. The wrecker cannot in any way be forced away from guarding the artifact, once it has appeared. It is immune to all magical spells and, if trapped, can smash a 10' square hole through any material 1" thick per melee round. It has the power of *levitation* to escape from a pit or similar trap. However it will never pursue a fleeing party unless they have managed to take the artifact.

After every other melee round (2nd, 4th, etc.), if a wrecker is still alive, it will gate another to the spot. Thus, after 8 melee rounds, unless one or more has been destroyed, all sixteen wreckers will be fighting in the defence of a single artifact.

*Comments:* Though I still applaud the concept of this creature, there are some inconsistencies. The creature can speak, yet has no intelligence; one must suppose some form of pre-programmed recording, which is perhaps a mite fanciful, even for *D&D*. Again, to make the creature really difficult to pass, it should have *true seeing* rather than just *detect invisibility*. Its strength (witness its power to smash through barriers of any material, given time) is enormous, but it hits for only 1-20 damage ('only' says he).

Even I was taken aback by the result of the Monstermark calculation, but have checked it and find it correct (where have I gone wrong?) The answer lies in the low armour class and the magical powers.

## PLANTMAN

by Brendon Bulger

**No. Appearing:** 3D12  
**Armour Class:** 7  
**Movement:** 12" (leap 30")  
**Hit Dice:** 3D8+4  
**Treasure:** Variable  
**Attack:** 2-8/2-8  
 + special or 1-20  
**Alignment:** Chaotic neutral  
**Intelligence:** Non  
**Monstermark:** 45.4 (level IV  
 in 12 levels)



A plant/human mutation, the plantman is generally human in form and stands 10'-12' high. It has two sinuous arms like elephants' trunks, at the end of each of which is a mouth with razor-sharp teeth. The creature is almost hairless and a ghastly blue in colour; a thick mass of jet black hair, each strand looking like a fat worm and in constant writhing motion, tops the head. There is a single, dead-white eye in the centre of the forehead circled by a broad ring of white 'flesh'. The nose is a ragged, inflamed hole in the centre of the face. The plantman moves on flat, broad feet each 3' long and the creature has a thick tail 6' long which is used in attack as well as for balance.

The plantman's mode of attack varies according to the circumstances. If there is sufficient space for it to do so, it will leap high in the air over its intended victim and lash downwards with its tail, such an attack being rolled as if for a monster with 8 hit dice and delivering 1-20 damage if successful. Otherwise it will attack with the mouths on the ends of its arms, each doing 2-8 damage (these attacks are resolved on the normal table). For each successful mouth attack there is a 75% chance that the mouth will attach to the victim's body, doing an additional 1-4 points of damage and sucking away body fluids (reduce constitution by 1 point for each successful attack of this type, the lost points being recovered at the rate of 1 point per hour).

Plantmen are extremely simple creatures, having only the most basic of nervous systems. They will usually be found grazing in valleys of woodlands, for they are basically vegetarian, eating by running their 'hands' over vegetation. They have a deep respect for clerics and will only attack members of this class if highly provoked; they are in great awe of druids and will never attack members of the druid class. They are too stupid to be trained to obey even the simplest of commands.

*Comments:* Those who are 'into' fantasy literature will have no difficulty in recognising the Plantman; it is not, after all, susceptible to any disguising. Note the special movement rate which applies to the 'leap' attack.

During the period of *Folio* preparation, I rather slowed down on looking at new submissions for the *Factory*, but now that I have a bit more time I can wade through the pile of new creatures which have appeared in the last few months and make more selections for future issues of the *Factory*. I must say I am continually amazed at the number of contributions we obtain, and aspiring monster-hatchers are to be congratulated on their energy and inventiveness.

In closing, might I remind readers once more to send in their votes for the Top Five Creatures to have appeared in *White Dwarf* during the last ten issues.





# GAMES DAY V

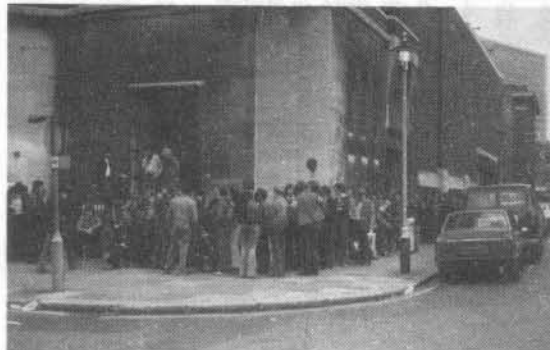
On 20th October 1979, some 4,000 people converged on the Royal Horticultural Hall in London for the fifth annual Games Day. Thus a record was set by making Games Day the highest one day attended games convention in the world! They say pictures speak for themselves, so:



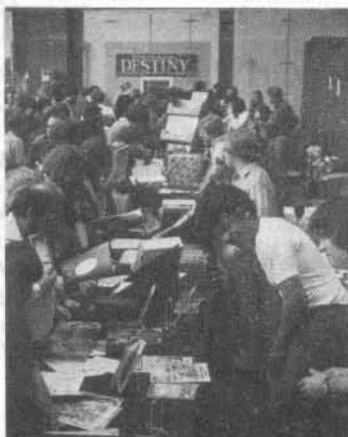
"The train now arriving on platform 5..."



A +2 badge helmet



"Is this the queue for the toilet?"



"Have you got the DM's Guide, please?"



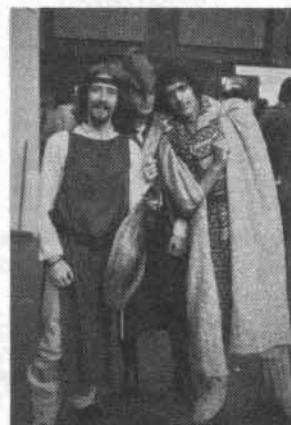
It's all Go at Games Day.



Ian Livingstone and Glenn Kidd in serious discussion.



Discovering the world of crime.



Smile for Uncle Attila.



"Can I have my ball back please?"



Trying to beat the inventor at Ephemeris.



All quiet on the (Wild) Western front.



Bring, bring, bring and buy, buy, buy!



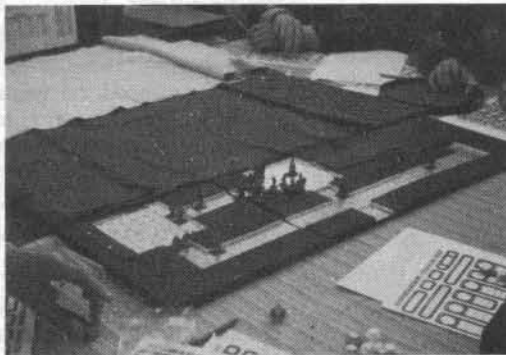
Charles Vasey's charisma has its effect on Steve Jackson.



Skirrid pronunciation class.



World Silly Walks Champion.



The horror of the dungeon unfolds.



Dave Rotor explains a rule in his computer-moderated Star Trek game.



Tom Meier and Glenn Kidd of Ral Partha Inc.



Gelatinous cube attacks unwary adventurer!



Photographs by Jo Ashton, Dan Benjamin, Steve Jackson

With the help of White Dwarf, Wargamers' Newsletter, Perfidious Albion, Phoenix, and many shops around the country, the first British Games Day Awards were conducted:

### GAMES DAY AWARDS — 1979 RESULTS

1. **BEST GAME — ANY TYPE**
  - 1st — Dungeons & Dragons
  - 2nd — Diplomacy
  - 3rd — Squad Leader
2. **BEST WARGAME**
  - 1st — Squad Leader
  - 2nd — Third Reich
  - 3rd — Next War
3. **BEST SF/F GAME**
  - 1st — Dungeons & Dragons
  - 2nd — Traveller
  - 3rd — War of the Ring
4. **BEST ABSTRACT GAME**
  - 1st — Black Box
  - 2nd — Mastermind
  - 3rd — Skirrid
5. **BEST FAMILY GAME**
  - 1st — Monopoly
  - 2nd — Sorcerer's Cave
  - 3rd — Escape From Colditz
6. **BEST SET TABLETOP RULES (ANY PERIOD)**
  - 1st — Wargames Research Group Ancient Rules
  - 2nd — Once Upon a Time in the West
  - 3rd — WRG World War II
7. **BEST BOARDGAME (ANY PERIOD)**
  - 1st — Kingmaker
  - 2nd — Squad Leader
  - 3rd — Diplomacy
8. **BEST ROLE-PLAYING GAME (ANY PERIOD)**
  - 1st — Dungeons & Dragons
  - 2nd — Traveller
  - 3rd — Chivalry & Sorcery
9. **BEST RANGE HISTORICAL FIGURES**
  - 1st — Minifigs 25mm Napoleonic
  - 2nd — Ral Partha 25mm 1200AD
  - 3rd — Hinchliffe 25mm Napoleonic
10. **BEST RANGE SF/F FIGURES**
  - 1st — Ral Partha 25mm 'ES' (Personalities & Things that Go 'Bump' in the Night)
  - 2nd — Citadel 25mm 'Fiend Factory'
  - 3rd — Minifigs 25mm 'Valley of the 4 Winds'
11. **BEST MAGAZINE**
  - 1st — White Dwarf
  - 2nd — Strategy & Tactics
  - 3rd — Fire & Movement
12. **BEST GAMES PUBLISHER**
  - 1st — Avalon Hill
  - 2nd — SPI
  - 3rd — TSR Hobbies
13. **BEST FIGURES MANUFACTURER**
  - 1st — Citadel Miniatures Ltd
  - 2nd — Minifigs
  - 3rd — Ral Partha
14. **BEST GAMES INVENTOR**
  - 1st — Gary Gygax
  - 2nd — John Hill
  - 3rd — Jim Dunnigan
15. **BEST GAMES PERSONALITY**
  - 1st — Charles Vasey
  - 2nd — Gary Gygax
  - 3rd — Don Turnbull & Richard Berg
16. **BEST NEW GAME '79**
  - 1st — Freedom in the Galaxy (SPI)
  - 2nd — The Next War (SPI)
  - 3rd — Divine Right (TSR)



# TREASURE CHEST

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Continuing with the recent specialisation of Treasure Chest, we present a bubbling concoction of...



## POTIONS

### DRAGON BREATH POTION

by Kathryn George

The potion enables the drinker to breathe, once only, as one type of dragon (determine at random or DM's decision as to which type. (Dragon-turtle, gorgon, etc. can also be included). The potion must be used within 6 turns of drinking. If Alchemists are available, they may be able to tell what type of potion it is, but not what type of breath weapon.

### POTION OF ULTRAVISIBILITY

by David Bell

This potion causes the drinker, his armour, his weapons, and other equipment carried, to glow brightly. In darkness he will light the same area as a torch. In daylight he will glow visibly. The effect commences after 1d4+1 melee rounds and persists until the death of the victim or for 1d4 turns, whichever is sooner. Invisibility and hiding in shadows is impossible for the victim, and, because of the diffuse nature of the light, there is a 15% penalty for anyone else trying to hide in shadows within 40'. *Darkness* acts as a *dispel magic*, but remember that a potion counts as 12th level. (*Player's Guide* p. 47, *dispel magic* description).

The colour of the light has been known to vary with the victim's alignment. The clerical *prayer* spell has also been known to suffer from a similar side effect, so the potion may affect morale, especially of an enemy. In a melee such a source of light can be invaluable.

It is, of course, easily mistaken for a potion of *invisibility*, and vice versa, with possibly disastrous results in an emergency.

### THE POTION OF MIND REST

by Stephen Bland

The drinker of this potion is only affected if he has psionic power. 25 psionic strength points will be restored and all psionic use in the following 3 turns will only cost half its theoretical amount.

### POTION OF TYPHOONERY

by Peter Tarrant

This potion enables the user to exhale vast amounts of air at gale force, non-stop for 5 rounds, causing all movable objects within 100ft to be blown directly away from the user.

### POTION OF HEALTH

by John Evans

This potion looks and smells like whisky, has a fortifying taste, though no alcoholic effect. If imbibed, it raises the drinker's constitution by 1-6 points (1d6) and this effect is permanent. Excess constitution points over the character's allowance are lost. Your health!

### FOLLICLE PHILTRE

by James Meek

A good swig of this concoction will accelerate hair growth astronomically. Body hair will grow an extra inch and stop, but head hair will grow at three inches per round for 6 hours (also foot hair for halflings and body hair for hairy monsters e.g. the turung). If the drinker is doing nothing else and has a good sharp blade available, he can keep the hair under reasonable control; if any other activity is engaged in the hair will grow unabated; vision will become obscured; the character will ensnare himself and the party; and so on. Note that though the hair stops growing after 6 hours, it will not disappear. By that time there could be about 90' of hair. Note also that a bald man would have a normal head of hair restored to him.

### WITCH'S BREW

by John Evans

The drinker of this potion must make his saving throw versus *polymorph*. If he fails, he turns into a frog as if polymorphed; if he succeeds, he gains 1-6 points of charisma (1d6), excess points over 18 being lost. This potion affects both male and female characters. Dwarves and half orcs may not exceed their maximum charisma score via this potion unless the DM rules to the contrary.

### POTION OF TRUTH

by James Meek

The effect of this potion will last 6 hours but will only become apparent when the drinker tries to tell a lie. As soon as the drinker is asked any question, the DM should hand him a note stating that he must answer in absolute truth. A possible sad example:

*Huge Troll Chieftan:* Oh tasty little hobbit, am I not the most handsome of all creatures?

*Trapped Hobbit Thief:* Actually, I think you are so disgustingly ugly that it is hard to see your blackheads for your acne, and I wouldn't be surprised if flies dropped dead on contact with your filthy skin, and I bet you can't see your feet because of your fat stomach, and aghhh..."

### POTION OF WALL DELUSION

by M. Gascoigne

Amount Found: 1 swig

Colour: Dark blue, very cold, with condensation up the sides. Duration of Effect: 5-8 turns (1d4+4).

Effect: The drinker of this potion believes that doorways are in fact walls, and to him some bare walls have doors in them (50%). If his comrades attempt to lead him through a 'wall' he must save versus death magic, or react violently against the madmen/ghosts(?) around him. If he saves, once through the door he reacts as if he had a *fear* spell cast upon him. The poor character takes 1 or 2 points of damage from repeated attempts to kick or punch a 'door' open.

### POTION OF ENTROPY

by M. Gascoigne

Amount Found: 1-4 swigs.

Colour: Deep black - looks like a Black Hole in a vial. Duration of Effect: 2-8 turns (one turn delay).

Effect: After drinking, there is a one turn delay before everything starts happening. Suddenly, the subject thinks that *the whole world* is falling apart, melting, boiling away. There is an equal chance of either running about or standing still. If he stands still - save against *fear* at -3 every turn and for 2 turns afterwards at -2, and will be confused (as spell) for another 1-3 turns. If under the influence for 4 or more turns, save versus *insanity* by throwing OVER intelligence on a d20. If he runs about, he will take 1-4 points of damage from anything he runs into, and each time he hits something doing 4 points to him, all his equipment has to save as if for *crushing blow* on the new table. After-effects (*fear* and *confusion*) and *insanity* as above. Whilst under the effects of the potion he will not fight due to the fact that he believes that his weapons have melted away or exploded or whatever.

## POTION OF WEIGHT

by James Meek

Imbibing this potion causes the effects of a lifetime of gluttony within the space of one heartbeat. The victim becomes grossly fat; his clothes and armour are rent asunder, his speed is quartered; his charisma and dexterity are both reduced by 2, and he becomes a general encumbrance to the party. His lot is made all the more miserable when he discovers that he presents a huge and vulnerable missile target, that flimsy bridges will not bear his weight and that doorways exercise a peculiar reluctance to part with him. The victim's hapless state lasts for 12 hours — the duration of the potion's effect.

## POTION OF X-RAY VISION

by Jim Willoughby

This potion enables the drinker to see through doors, walls, etc to a maximum radius of 60'. He cannot, however, see through metal. The effect lasts one week. The potion is a purple liquid with a sparkle effect given off when held against light.

## POTION OF BLINDNESS

by Jim Willoughby

This potion will turn the drinker blind for one week unless he makes his saving throw as against poison. The potion is identical in appearance as the potion of X-ray vision.

## POTION OF NOISE

by James Meek

Anyone attempting to speak after sampling this potion will find not words issuing from his mouth but a deafening, booming call akin to that of a frustrated moose. Coughing, whispering, singing, sneezing, crying out in pain — all emerge as if issued by a fog-horn. Note that nervous monsters will not be inclined to hang around to find out what is making the noise. It is recommended that the referee roll every few turns or so to see if the victim sneezes, hic-cups, yawns or belches etc. — a 15% chance seems reasonable.

*Example:* A party of elven thieves, one of whom has drunk the potion, tiptoe past a host of slumbering Wargs towards a golden throne. The referee decides it is time to check the unfortunate elf; he rolls a 7%. The elf begins to sneeze; panic stricken his friends swathe his face in cloaks and mufflers and sit on his head. To no avail; he sneezes and 357 hungry Wargs jump out of their skins and onto the hapless elves.

## POTIONS OF GREED AND SELF-RESTRAINT

by James Meek

Drinking these potions affects the drinker's mind in such a way that all metals he sees for the first time after drinking appear as one type. In the case of the potion of *greed*, all metals will appear to be platinum; with the potion of *self-restraint*, all metals will appear to be copper.

## ATHENA'S TONIC

by James Meek

Drinking this oily fluid will bestow the following powers upon the drinker; a *haste* spell; restoration or addition of 2–16 hit points and +1 to dexterity and constitution. These effects last for six hours after which the drinker must rest for 12 hours. Any delay in resting will have the following effects: the 7th hour after drinking — the loss of all bestowed abilities plus *slow*; during the 8th — loss of 2–16 hit points; during the 9th — a loss of -1 on constitution and dexterity; 10th hour — total collapse (if constitution 10+ then sleep for a week, otherwise death).

Furthermore, if the tonic is thoroughly rubbed on any *sleeping, paralysed, petrified, turned to ice*, or otherwise suspended creature, it will restore that creature to normal in 1–6 turns.

## POTION OF STEALTH

by Deidre Evans

The imbibor of this potion will move silently for one hour.

Continuing with our specialist topics in *Treasure Chest*, next issue we will feature **Artifacts & Relics**.



Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.



- |                                |  |
|--------------------------------|--|
| <b>A. Archive Miniatures</b>   | 3. Adventurer with Machine Pistol (S8) |
| 1. Star Mage (790)             | 4. Cyborg Assassin (S45)               |
| 2. Doomguard (791)             | 5. Fanatic Disciple (S30)              |
| 3. The Wrack (2101)            | 6. Adventuress with Laser Pistol (S11) |
| <b>B. Asgard Miniatures</b>    | 7. Interplanetary Scout (S21)          |
| 1. Half Elf (ADA14)            | 8. Bounty Hunter (S5)                  |
| 2. Half Goblin (ADA46)         | 9. Ranger (FAB)                        |
| 3. Adventuress (ADA51)         |  |
| 4. Space Marine (SM1)          |  |
| 5. Space Marine (SM2)          |  |
| <b>C. Citadel Miniatures</b>   | <b>D. Q.T. Models</b>                  |
| 1. Star Patrolman (S1)         | 1. Gnat F1 (SF1)                       |
| 2. Star Lane Pirate Girl (S18) | 2. Manta F3 (SF3)                      |
|                                | 3. Delta Command Ship (SF11)           |
|                                | 4. Dragonfly F2 (SF2)                  |



# LETTERS

Readers' thoughts, ideas, views, and criticisms.  
Letters to Editor, WHITE DWARF, Games  
Workshop, 1 Dalling Road, London W6.



Dear WD,

I should like to make a few comments regarding the article entitled *Useful Dungeon Equipment* in *White Dwarf 12*.

The article makes a comment on the use of burning oil, and says that adventures can turn into "hand grenade raids." I totally agree with this, but this can be prevented, for the following reason. In the medieval world, petrol-based oil did not exist. The oil that was used was a potent vegetable oil, somewhat more concentrated than ours used in cooking today. This implies that a 'wall of flame' is impossible, and there is little or no chance of it inflicting a serious burn. A flame little higher than 2' tall is possible.

In the same article, multi-shot crossbows are mentioned. These (called *dokyu's*) existed predominantly in ancient China and Mongolia, and should be readily available to any society of a technology equal to or better than 7th century Europe. (i.e., Celtic or Anglo-Saxon times). The normal number of shots at one time is usually 2 or 4, and they should cost the equivalent of about 200 g.p., available from artisan carpenters or metal workers.

Yours sincerely,

Paul Compton, Norwich, Norfolk.

Dear WD,

It was very good of you to publish my spell designs in *White Dwarf 13*, particularly as, having failed to keep copies of the precise details I sent, I am ashamed to discover certain faults in re-reading. Firstly, the dimensions of iron cuttable by a *laser* spell are real dimensions while the  $\frac{1}{2}$ " hole melted in a wall of ice is 'ground scale' — i.e. 5' underground, more in surface adventures.

Secondly, the circle of effect of a *mirage* only applies to the second form of the spell, and is 8'.

Third and lastly, the saving throw to pass under a *Sword of warning* above a doorway simulates the effort of will required to overcome the supernatural terror inspired by the sword. Failing to make the throw does *not* cause the sword to fall — it merely means that the character is paralysed with fear just short of the doorway. Equally, making the save does *not* prevent the sword from falling — that depends on the conditions set by the caster; it merely allows the character to overcome his fear.

Cheers,

Phil Masters, Brighton, E. Sussex.

Dear WD,

In response to the interview with Gary Gygax in *White Dwarf 14* and also to the brief "warning" in the *AD&D Dungeon Master's Guide* pertaining to material "satisfactory for use with *AD&D*", I feel bound to restore the confidence of the fan-magazine.

I believe that among the varied and interesting articles appearing in such magazines, the material that will, in Gary

Gygax's opinion, "radically alter play balance" is greatly outweighed by that which augments and complements the game without detracting from it. When and where it does occur, I am confident that any DM or player can read the dangers of its use; it does not take an experienced game designer to *use* a design. Such material is usually but a means to an end; the DM can use it, adapt it or discard it as he sees fit.

As Gary Gygax modestly admits (and if I may quote from the *AD&D PH*), "After all, the game's major appeal is to those persons with unusually active imagination AND SUPERIOR ACTIVE INTELLIGENCE". Surely such a person can make his own decision. The fan-magazine is a media in which to express and distribute such beneficial imagination and the readers with their superior intelligence can surely differentiate the "rubbish" from the useful and feasible.

To continue my argument, no fan-magazine (as far as I know) has actually claimed to be "satisfactory for use with *AD&D*"; this is left to the discretion of the reader. Anyone under the impression that the "second-rate" or "substitute" material in fan-magazines is authorized or approved for use with *AD&D* would be lucky to rate as semi-intelligent!

Ultimately, the fan-zine (the production and reading thereof) is a hobby in itself. Please, Gary, don't condemn us to the Fires of Gehenna!

Yours sincerely,

Guy R.J. Duke (*The Beholder*)

Dear WD,

I don't think that Michael Stoner (*White Dwarf 13*) has a right to criticise *Fiend Factory* so strongly. The standard is not deteriorating so much that it should be criticised, on the contrary it should be praised. All right, so some monsters have been 'cribbed', but the majority of the material is still excellent.

There is nothing wrong with 'one-off' monsters, as long as they have a good 'secret' i.e. the flying fish. Okay, once they're used they are pretty useless, but it's worth using a slightly extraordinary monster once, than just sticking to dwarves, spiders, etc., which turn out just to be a straight fight.

No doubt there will be similar criticism of the special rooms in *Treasure Chest* (*White Dwarf 14*) complaining that they are all 'one-off'. They're bound to be to a certain extent. If the DM does not want his players knowing what to do, I suggest he does not use any special rooms or monsters.

I'm glad Martin Stoner managed to praise something (e.g. Rock beast, Urchin, etc.).

Yours sincerely,

Stuart Osgood, Bromley, Kent.

Dear WD,

I agree with Michael Stoner's letter in *White Dwarf 13* which states that the standard of monsters in *Fiend Factory* has lowered slightly, but he must realise that this must be because the contributors' standard has lowered.

And as for revamped monsters, most people would view the new entrants in the "factory" as original works, if not, they do not have to use them. Also one could look at the magical items in Michael's magazine *The Beholder* and find that some of them are merely items that use spells, or even "revamped" items from other works, i.e. shark bolts, — *Arduin Grimoire* snake arrows a la *The Beholder 2*. The reason? Simply because the subconscious plays tricks with the mind and makes one believe that one's own work is original. Not that this letter is slurring T.B. as it is a very good "zine", I am just showing Michael how this works.

To change the subject, some comments on *The Expanding Universe* in *White Dwarf*. Well done Andy! Perhaps we can see some ideas on actually setting up adventures as I for one have spent many a sleepless hour trying to think of scenarios etc. for *Traveller* but so far have come up with little.

Anybody generous enough to send me ideas will receive the blessing of the Universal Brotherhood and my thanks.

Until Dumarest rolls a fumble,

Trevor Graver, London.

# GAMES CLUBS

## TRING, HERTFORDSHIRE.

### Gaming Group

**Games:** D&D.  
**Time:** Varies  
**Place:** 33 or 13 Buckingham Road, Tring.  
**Contact:** M. Farrell, Telephone: Tring 3710

## WELWYN GARDEN CITY

### Model Lords Wargames Club

**Games:** You bring it, we'll fight it. Three weeks warning.  
**Time:** Every Friday except 1st in month, at 6.00pm.  
**Place:** The Backhouse Rooms, Handside Lane.  
**Contact:** P. Pearce, 20 Salisbury Road, Welwyn Garden City, Herts, AL7 35D. Telephone: W.G. 30379

## GRANTHAM, LINCOLNSHIRE

### Grantham Wargamers Club.

**Games:** D&D, Traveller, as well as many other board and tabletop games, (emphasis on WWII & Modern).  
**Time:** 6.30pm every Monday.  
**Place:** British Legion, Castlegate.  
**Contact:** British Legion, Castlegate, 1 Chomagcki, 24 Cliffe Road, Grantham, Lincs,

## GOTEBORG, SWEDEN

### Goteborg Wargaming Club

**Games:** Board games and fantasy games.  
**Time:** Every Saturday 12.00-7.00pm.  
**Place:** Studentkaren, Goteborg, Sweden.  
**Contact:** Anders Blixt, Tygvaktargaten 6, S-436 00 Askim, Sweden. Telephone: 031-28 1887.

## PRESTON/BAMBER BRIDGE, LANCASHIRE

### Proposed Gaming Club

**Games:** D&D (City State), Kingmaker, Diplomacy, Chess or any boardgame.  
**Time:** To be arranged.  
**Place:** Members homes/to be arranged.  
**Contact:** Andrew Bennison, 62 Club Street, Bamber Bridge, Preston, Lancs, PR5 6FN or telephone Preston (0772) 38754.

## LYMINGTON, HAMPSHIRE

### Lymington & District Wargames Club (D&D Section)

**Games:** D&D  
**Time:** Saturdays 2.00pm  
**Place:** Members' houses once per month; Milford Village Hall once per month.  
**Contact:** Christopher Murfin, Warren Lane Bungalow, St. Leonards, Bucklers Hard, Beaulieu, Hants. Telephone: Bucklers Hard 201.

## DEPTFORD LONDON

### Deptford Adult Games Group

**Games:** All board, War and SF/F games.  
**Time:** 3pm - very late every 1st and 3rd Sunday of the month.  
**Place:** Community Centre, Idonia St., London SE8 (Nr. New Cross Station).  
**Comments:** Newcomers welcome  
**Contact:** Kendall Johns, 16 Rochdale Way, London SE8. Telephone: 01-692 4555

## CHELTENHAM, GLOUCS.

### Proposed Club

**Games:** D&D  
**Time:** To be arranged.  
**Place:** To be arranged.  
**Comments:** Will travel to meet.  
**Contact:** Paul Maullin, 51 Grosvenor St., Cheltenham, Gloucs.

## ABERDEEN

### Aberdeen Games Club

**Games:** D&D, Runequest plus other board and figures games.  
**Time:** 1.00 pm, every Sunday.  
**Place:** Northern Arts Club, 8 Bon-Accord Square, Aberdeen, Scotland.  
**Comments:** All welcome  
**Contact:** Ken Clark, 13 Ashville Place, Aberdeen. Telephone: Aberdeen 630580 daytime.

## PORTSMOUTH

### Portsmouth Poly D&D Society

**Games:** D&D, Runequest and all fantasy games.  
**Time:** When required - usually Sundays.  
**Place:** Varies.  
**Contact:** D.R. Jones, 83 Walmer Road, Fratton, Portsmouth, Hants. or via pigeon holes in Student Union. Tel: 0705 751935 evenings.

# White Dwarf Questionnaire

Following the enthusiasm with which readers responded to the first *White Dwarf* questionnaire published in issue 7, and also the fact that readership has since doubled, we felt that it was time for readers to vent their feelings once again. If you do not enjoy slicing up dwarfs, send a photocopy or written sheet to *White Dwarf*, 1 Dalling Road, London W6 to arrive before 1st January 1980.

1. Give ratings out of ten for the following departmental features:

- |                       |             |
|-----------------------|-------------|
| (a) The Fiend Factory | (e) Letters |
| (b) Treasure Chest    | (f) News    |
| (c) Open Box          | (g) Help!   |
| (d) Molten Magic      | (h) Clubs   |

2. Give a percentage breakdown for your idea of the perfect content balance of *White Dwarf*:

- |                        |                           |
|------------------------|---------------------------|
| (a) Role-Playing Games | (d) Departmental Features |
| (b) Boardgames         | (e) Advertisements        |
| (c) Table-Top Games    | (f) Other (state) -       |

100%

3. Give a percentage breakdown for your idea of the perfect article balance of the Role-Playing Games:

- |                        |                        |
|------------------------|------------------------|
| (a) Dungeons & Dragons | (e) Boot Hill          |
| (b) Traveller          | (f) Runequest          |
| (c) Gamma World        | (g) Chivalry & Sorcery |
| (d) Gangster           | (h) Other (state) -    |

100%

4. Each issue contains a game or scenario. Give a percentage breakdown for the type preferred:

- |                                     |
|-------------------------------------|
| (a) Dungeons & Dragons mini-dungeon |
| (b) Traveller mini-adventure        |
| (c) Runequest mini-scenario         |
| (d) Gamma World mini-scenario       |
| (e) Gangster crime scenario         |
| (f) Boot Hill mini-scenario         |
| (g) Boardgame (as WD15)             |
| (h) Other (state) -                 |

100%

5. Would you like a Question & Answers page?

6. Would you like a Comic Strip?

7. The best thing in *White Dwarf* is .....

8. The worst thing in *White Dwarf* is.....

9. The best article that ever appeared in *White Dwarf* was.....

10. I think *White Dwarf* could be improved by .....

.....

.....

.....

.....(continue on separate sheet if necessary).

**Games Workshop**  
at

**TOP MAN**

MANCHESTER      LIVERPOOL  
LONDON      NEWCASTLE

Games Workshop will have a wide selection of games during December at the following TOP MAN branches:

TOP MAN White Cross Way Eldon Square Newcastle	TOP MAN 55 Market Street Manchester M1	TOP MAN 38/46 Church St Liverpool L1	TOP MAN 114/120 Regent St London W1
---	--	--	---



# HELP!

## D & D Elstree

Players wanted for AD&D group in Elstree. Contact G. Birchall, Rhondda, Barnet Lane, Elstree, Herts. (Tel: 01-935 3992 evenings).

## Stabcon II

National Wargames Convention will be held at Woolton Hall, Fallowfield, Manchester; Friday 11th — Sunday 13th January 1980. Bed & breakfast — £6.25 per night; Convention fee — £1 per person. Bring any and all games you wish to play. D&D; C&S; Kingmaker etc. For booking or information contact: Dave Waring, 11 Belgrave House, Stortford Hall Park, Bishop's Stortford, Herts.

## FRP, Barnet

John Norris would like to hear from FRP gamers in the Barnet area. Plays D&D; interested in Runequest, C&S, EPT but not SF games. Write to 14 Clifford Road, New Barnet, Herts. EN5 5PG, or phone 01-449 5652.

## Postal D&D

Player wishes to take part in postal games and would appreciate postal rules for D&D from anyone. Contact Andy Murby, 12 Townsend Lane, Donnington Le Heath, Coalville, Leics.

## Postal SF Games

Postal opponents wanted for SF strategic tactical or campaign games contact Stephen Goodfellow, 87 Vanguard St., Drumry, Clydebank, Scotland.

## C&S Postal Campaign

All 3 rule books in use. Stationery costs only. Send S.S.A.E. to T. Sallis, "Eureka", Arnott Ave., Gorleston, Norfolk (Tel: Gt. Yarmouth 61689) for further information or to join.

## Tolkien Club — US, England, Africa

Any Tolkien or D&D fans contact The Istari Society. Write: The Istari Society, 3309 Bluewater Rd., Traverse City, MI, 49684, USA.

## Postal Outreach

Those wishing to take part in a postal Outreach game please contact: Robert Harrison, 17 Canon Close, Oadby, Leicester and enclose an SAE and telephone number.

## SPEND "TIME" WITH US

PAST: Ancients, Renaissance, Napoleonic W.W.2.

PRESENT: Micro Modern

FUTURE & FANTASY: D & D, Runequest, Traveller, Gamma World, C & S.

Also in stock:

SIMPUBS GAMES  
and AVALON HILL  
including NEW games  
DUNE and MAGIC REALM

MAGAZINES  
STRATEGY & TACTICS, MOVES,  
MILITARY MODELLING  
and, of course, WHITE DWARF.

PAST experience with PRESENT enthusiasm  
for gaming, in FUTURE contact:

## PLYMOUTH MODEL CENTRE

11, Old Town Street, Plymouth  
Tel: 0752 21851  
Manager: John Orange

# GAMES UNLIMITED

2 CASTLE STREET,  
KINGSTON-UPON-THAMES  
SURREY.

TEL: 01-549 6486

Your new supplier of all games.

Large variety in stock

and special requests handled immediately

LOW COST MAIL-ORDER SPECIALISTS -

Prices include UK/BFPO p&p  
Overseas, add 25%

- BOARD WARGAMES, SIMULATIONS Fantasy - Role Playing
- Role-playing Rules
- Miniatures Rules
- Ral Partha Miniatures

Science Fiction

- Invasion of the Air Eaters (MGC) S £2.20
- Holy War (MGC) £2.20
- \* Creature That Ate Shebyban (SPI) £1.95
- \* Stargate, Titan Strike £1.95 each
- Black Hole, Ice War (MGC) B £2.20
- GEV (MGC) S,B £2.90
- Warppar, Olympics (MGC) B £2.20
- Ogre (MGC) S,B £2.20
- Imperium (CG) B £3.60
- Mayday B £4.00
- Traveller (GDW) S,R £5.95
- Supplements: Mercenary (Bk IV) £2.95
- Animal Encounters £2.00
- 1001 Characters £2.00
- \* Kinunir (GDW) £2.45
- \* Dune (AH) £10.50
- \* Freedom in the Galaxy (SPI) £10.90
- \* Starquest (OSG) £2.20
- \* Asteroid 04, Starline, Cerebrus (TF) £2.90 ea.
- \* Starfleet Battles (TF) £3.90
- \* Timewar (Yaq) £9.90
- \* Snapshot £5.95
- \* Starships & Spacecraft £4.25
- Traveller Logbook £2.00
- \* Traveller Shield (JG) £1.85
- \* Belter £5.95
- \* Double Star (GDW) £5.50

Fantasy - Dungeons & Dragons (TSR)

- \* New Boxed Edition £7.50, Revised Book £2.95
- Players Handbook £7.50, Softcover £4.90
- Monster Manual £7.50, Softcover £4.90
- \* Introductory Dungeon Module B1 £2.45
- Dungeon Modules G1, G2, £2.00 each;
- G3, D1, D2, £2.20 each; G3 £2.75
- Module S1, Tomb of Horrors £2.90
- \* Caverns of Thracia £4.50
- \* Operation Ogre (JG) £2.25
- \* Survival of the Fittest (JG) £2.35
- \* Dark Tower (JG) £3.00
- \* Character Codex (JG) £3.60
- \* Under the Storm Giant's Castle (JG) £2.00
- \* Referee's Guide £9.95

- Tunnels and Trolls £1.80; Revised Edn £2.50
- Solo T&T Dungeons:
- Buffalo Castle (FB) S £1.80
- Labyrinth (FB) £1.80
- Deathtrap Equalizer Dungeon (FB) S £1.80
- City of Terrors £3.70
- Weird World, Dragon's Dungeon, Naked Doom,
- \* Sorcerer Solitaire, Overkill, Beyond the
- Silvered Pane, all at £2.40

- Runequest £4.95
- Militia & Mercenaries £1.60
- Apple Lane £3.00

- Chivalry and Sorcery (FGU) S,R £6.50
- Source Book, Swords & Sorcerers £4.95 each.
- \* Arden (Scenario) £5.95
- \* Saurians £8.95

Fantasy Games

- Middle Earth (SPI) £11.90
- War of the Ring (SPI) £8.40
- Swords & Sorcery B £9.90
- \* Sticks & Stones (MGC) £2.20
- \* Storm (CH) £2.25
- \* Source of the Nile S,B,R, £8.60
- \* Spellmaker, Quest (GTC) B £7.45 each
- Melee, Death Test S,R £2.20
- Wizard (MGC) R £2.90
- Sorcerer's Cave (PHI) S,B £5.40
- Do. Spare packs large cards £1.75
- \* Magic Realm (AH) £10.50
- \* Wizard Quest (AH) £8.45
- \* Gangster (FGU) £7.45
- \* Junta (CWW) £7.90

These were just some of our games.  
\*Our catalogue contains details on  
virtually all games available in the  
U.K. Send 15p in stamps & s.a.e.  
(O'seas 3 i.r.c.) for a copy. (Or free  
with orders over £4.00)

- \* New Arrival
- R Role Playing Rules
- S Plays Solo
- B Boardgame
- M Miniature Rules

Miniature Rules

- WRG Ancients £1.70, Lists £1.15
- Renaissance £1.70, Lists £1.15
- 1685-1845 £1.80
- 1925/50 £1.75
- Modern £1.80

LMM/Newbury

- Wizards & Warfare 80p
- Napoleon £1.60
- American Civil War £1.60
- Cambrai to Sinai £1.60
- 18th Century £1.40
- Constantinople to Vienna £1.60
- Diek Plus (Naval) £1.60
- 500-1500AD £1.60

- Rudis £1.02
- Tercio (16th cent) £1.07 Lists 82p
- Napoleonic £1.02
- ACW (Copper) £1.07
- Action Under Sail £1.30
- 20th Century Skirmish 95p

Skirmish

- Old West Vols. I, II each £2.00
- FGU Archworld £4.15
- Broadsword £3.15
- Blue Light Manual (ACW) £3.90

AX

- Arrow and Arrow (LS) £1.92
- Fighter Pilot (WWII) (LS) £1.95
- Atand Retinue £1.30

JMW

- Wasta (WWI) 75p
- \* Starstrike (Space) 47p
- \* Becket £5.2p

Board Wargames - Pre XXth Century

- \* Imperial Governor/Strategos (PHI) £6.40
- \* Reich £8.50
- \* Raider & Traders £8.50
- Machiavelli £8.90
- Grand Imperialism (GTC) £7.40
- \* Iliad (CG) £9.35
- \* Micro Napoleonic Naval (TT) £1.85
- Micro Medieval (TT) £1.85
- Divine Right £5.50
- Kingmaker (PHI) £6.95
- Kingmaker (AH) £8.95
- Expansion Kit (AH) £2.20
- English Civil War (Bk) £5.70
- \* Dresden (UKW) £6.60
- Napoleon's Last Battles Quad (SPI) £7.50
- Micro-Napoleonic (TT) £1.50
- Crispan War Quadrigrade (SPI) £10.90
- Sadowa (FUS) £2.18
- \* Battles of the 100 days (OSG) £2.25
- \* Napoleon at Bay (OSG) £10.00
- \* Napoleon at Leipzig (OSG) £10.00

Board Wargames - XXth Century on

- \* Sink the Bismarck (AH) £9.35
- \* Army Group South Quad (SPI) £10.90
- \* Great War in the East £10.90
- Micro-Fleet (TT) £1.50
- \* War in the Ice (SPI) £6.95
- Viva Espana (BTL) £7.60
- Europe £7.95
- \* Descent on Crete (SPI) £10.50
- Brang Nach Osten (GDW) £10.65
- Highway to the Reich (SPI) £19.50
- Russian Leader (AH) £8.95
- Russian Campaign (AH) £8.95
- Wehrmacht (FUS) £3.50
- Squad Leader (AH) £9.95
- \* Cross of Iron (AH) £8.95
- Up Scope (SPI) £7.90
- Submarine (AH) £8.95
- Dauntless £8.95
- \* Atlantic Wall (SPI) £18.50
- \* Next War (SPI) £19.00
- \* Verdun (CG) £9.35
- \* Desert Rats (WW) £5.95
- \* Red Star/White Star '79 (SPI) £10.90
- \* Suez to Golan (SPI) £10.90

We stock many SF, Fantasy  
& General gaming magazines

ESDEVIVUM GAMES (6W)  
S D & V M STEEL  
2 Morley Road  
FARNHAM Surrey GU9 8LY  
Tel: Farnham 722269

-NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS



# Games OF LIVERPOOL

50-54 MANCHESTER ST., LIVERPOOL L1 6ER Tel: 051-236 2605  
OPEN: Mon.-SAT. 9am to 6pm.

## FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

- OGRE: Outnumbered maxi-tank, battles with all comers.....£2.25
- G.E.V.: 21st Century combat. Tanks, hovercraft, infantry, Playable separately or with 'Ogre'.....£2.95
- CHITIN: Six-Legged slaughter as insects clash.....£2.25
- WIZARD: Magical combat between wizards.....£2.95
- MELEE: Fantasy hand-to-hand combat.....£2.25
- DEATHEST: Use as solo dungeon or as scenario utilising 'Wizard' or 'Melee' systems.....£2.25
- WARP WAR: Fight inter-stellar wars with space ships of your own design.....£2.25
- RIVETS: The humans are dead but the Robots fight on.....£2.25
- OLYMPICA: U.N. Forces invade Mars.....£2.25
- ICE WAR: Attack an Arctic oilfields over the ice-cap.....£2.25
- BLACK HOLE: Tactical combat centred round mysterious alien artifact.....£2.25
- STICKS & STONES: Stone age combat between warriors, dogs and beasts.....£2.25
- HOLY WAR: Believers vs. unbelievers in space war.....£2.25
- INVASION OF THE AIR EATERS: Alien swipe air!.....£2.25

- EMERALD TABLET: Fantasy tabletop rules.....£3.15
- JUNTA: Multi-player political board game.....£5.95

- MORE AIDS AND EXTRAS**
- DUNGEON FLOOR PLANS.....£2.99
  - D&D CHARACTER SHEETS.....£1.50
  - D&D HEX SHEETS.....£1.50
  - POLYDICE SET.....£1.50
  - 2 x D8.....50p
  - 2 x D10.....50p
  - 3 x D6 (16mm, 1 each red, green and white).....25p
  - ZOCCHI UNINKED POLYHEDRAL DICE SET.....£1.75
  - HEX SHEETS, 270mm x 400mm (16mm hx) 10 for.....30p

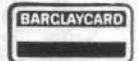
- DUNGEONS AND DRAGONS**
- D&D Basic Rules.....£2.95
  - D&D Advanced Players Handbook—more details on Characters, Levels, New Classes, Spells etc Softback.....£4.50
  - Hardback.....£6.95
  - D&D Advanced Monster Manual—over 350 Monsters and their Characteristics Softback.....£4.50
  - Hardback.....£6.95
  - D&D Boxed Set—Basic Rules, Dice Set and B1 (Complete Adventure).....£7.50

- G1 Module (TSR)—Hill Giants Lair.....£1.95
- G2 Adventure in the Glacial Rift of the Frost Giant Jarl.....£1.95
- G3 Hall of the Fire Giant King.....£2.25
- D1 Into the Depths of the World.....£2.25
- D2 Shrine of the Kuo-Toa.....£2.25
- D3 Vault of the Drow.....£2.75
- B1 In Search of the Unknown—complete beginners Dungeon.....£2.50
- S1 A Testing Trip with the Emphasis on Thinking out Problems rather than just Bashing Things.....£2.50

- ARDUIN GRIMOIRE:** Very detailed fantasy role-playing rules in 3 Volumes. (Vols. 2 & 3 are supplements)
- Vol 1: ARDUIN GRIMOIRE.....£6.50
  - Vol 2: WELCOME TO SKULL TOWER.....£6.50
  - Vol 3: RUMES OF DOOM.....£6.50

- AVALON HILL**
- MAGIC REALM: Role playing fantasy board game.....£10.45
  - DUNE: The game of the book. Multi-player.....£10.45
  - WIZARD'S QUEST: Great fun. Tricky decisions. Fast action.....£8.45

- BEARHUG GAMES**
- ZULU SERIES: [trade available]
  - ULUNDI: Climactic battle.....£2.25
  - NAKA: Zulu Civil war.....£2.25
  - RORKES DRIFT: Melee & Mealie Bags.....£2.25
  - ISANDHLWANA: Imperial disaster.....£2.25



WHY NOT ORDER BY TELEPHONE USING ACCESS OR BARCLAYCARD save the trouble of sending a letter and cheque.

WE PREFER THIS METHOD - We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner - normally by return of post.  
ALL ORDERS POST FREE (UK - BFPO) MINIMUM ORDER £2.50.  
WE REGRET THAT WE CANNOT PROCESS ORDERS FOR FIGURES OR OVERSEAS ORDERS.

WE STOCK THE FULL RANGE OF AVAILABLE GAMES BY S.P.I., GDW, BATTLELINE, OSG, AVALON HILL, AND MANY OTHER MAJOR AND MINOR PUBLISHERS' PRODUCTS - PHONE FOR DETAILS.

- MIDDLE EARTH: Three game set...£11.95
- WAR OF THE RING...£8.45

- SIMULATIONS CANADA all at.....£7.75
- TORPEDO: Tactical WWII sub warfare. Playable separately or with I.J.N. WARRING STATES: Unification of China 231-221 B.C.
- I WILL FIGHT NO MORE FOREVER: Tactical & strategic game of the retreat of the Nez Perce Indians, 1877.
- RAKETNY KREYSER: Tactical naval combat. 1975-1999.
- DIEPPE: Tactical game of the 1942 raid.
- LE GRANDE EMPIRE: Strategic game of the Napoleonic Wars.
- QUEBEC LIBRE: Power politics in Canada.
- I.J.N.: WWII tactical naval combat.
- PELOPONNESIAN WARS: Ancient rivalry of Athens and Sparta.

- MARSHALL ENTERPRISES**
- LA BATAILLE DE PREUSSISCH-EYLAU: Napoleon's French vs. Imperial Russia and Prussia. Superb counters, excellent 2nd ed. tactical ruler system.....£10.75
  - LA BATAILLE D'ESPAGNOL-TALAVERA: Tactical game of the famous Peninsular battle with the customary fine Marshal counter and 2nd ed. rules.....£9.95
  - DEALERS ENQUIRIES WELCOME.

- TRAVELLER: SF Role playing.....£5.95
- KINUNIR: 'Traveller' adventure.....£2.50
- MERCENARY: 'Traveller' book 4.....£2.50
- 1001 CHARACTERS: Pre-rolled.....£1.95



### STARWEB

The multi-player, strategic Space game. Computer moderated for over three years by Flying Buffalo Inc. Send SSAE for details or \$1/50p for rules. Other games, Battle Plan, Nuclear Destruction, Pellic Quest, etc available.

**FLYING BUFFALO INC.**  
POB 1467,  
Scottsdale,  
Arizona  
85252,  
USA

**CHRIS HARVEY**  
11 Woodside Way,  
Aldridge,  
Walsall,  
West Midlands,  
UK.

## LEICESTER'S

### GAMES & FANTASY SHOP Dungeons & Dragons

RAL PARHTA, ASGARD, CITADEL, MINIFIGS, AVALON HILL, BATTLELINE, JUDGES GUILD, GAMETIME, TSR, FGU, TABLETOP, PHILMAR, METAGAMING, GDW, CHAOSIUM, GAME-SCIENCE, PARKER, WADDINGTONS, ETC. JIGSAWS. WE SELL SPI GAMES AT 10% OFF LIST PRICE. RULES ACCESSORIES, PLAKA PAINTS, MAGAZINES, MAIL ORDER ADD 10% P & P. DUNGEONS & DRAGONS BASIC SET £6.50 TO PERSONAL CALLERS.

**Reider Design**  
5, BRAUNSTONE Gr  
LEICESTER, 549182

If you want all the latest imports (DC, Marvel, and Warren), American and British sci-fi books, posters, D&D, masses of underground comix, games and mags, French magazines and books, badges, posters, etc. . . *this is the place to get them*

# FOREVER PEOPLE

the largest sci-fi and  
comics shop outside London

59 Park Street, Bristol 1  
tel. 0272 25454

including a separate comics room with  
thousands of back issues,

for list send SAE

UK distributor  
for Metal Hurlant



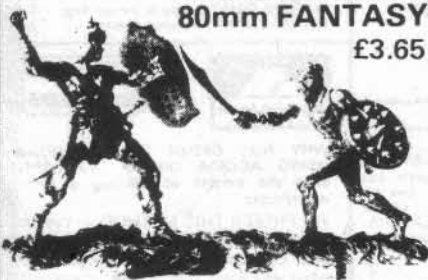
## GREENWOOD & BALL LTD

We've moved! Our old premises  
were bursting at the seams.

We are now at

UNIT 27  
BON LEE TRADING ESTATE,  
THORNABY-ON-TEES,  
CLEVELAND  
Telephone: 68059

### SANDERSON 80mm FANTASY £3.65



**SAN80F3** Warrior with Axe and Shield  
**SAN80F4** Warrior with Sword and Shield  
Two action and detail packed warriors from Cliff. The two bases will interlock to form a vignette. More to come!

SS98	— Goblin with spear . . . . .	14p
SS100	— Winged Demon with sword of fire . . . . .	30p
SS101s	— Winged Warrior (feather wings) with spear . . . . .	30p
SS102s	— Winged Warrior (feather wings) with sword . . . . .	30p
SS103s	— Winged Warrior (feather wings) with bow . . . . .	30p
SS99s	— Wolfman . . . . .	30p
SS91s	— Armoured Centaur with lance . . . . .	30p
SS104s	— Giant Wolf . . . . .	30p
SS105	— Mountain Dwarf with hammer . . . . .	30p
SS106	— Mountain Dwarf with sword . . . . .	30p
SS107	— Mountain Dwarf with axe . . . . .	14p
SS108	— Mountain Dwarf Chief . . . . .	14p
SS109	— Mountain Dwarf Standard Bearer . . . . .	14p
SS110	— Adventurer with longbow, sword and shield in mail shirt . .	14p
SS111	— Adventurer with two handed axe and throwing axes in mail shirt and helmet . . . . .	14p
SS112	— Adventurer with two handed sword and throwing knives in mail shirt and helmet . . . . .	14p
SS113	— Wizard casting spell, with spell scroll, sword and buckler . .	14p
SS114	— Adventurer with sword and shield wearing full mail armour and helmet . . . . .	14p
SS115	— Cleric (or Acolyte) with club and shield . . . . .	14p

These Sword and Sorcery items are the finest yet by John; the Mountain Dwarves are the stocky bearded types of legend. Superb!

*New catalogue in preparation, ready soon — watch our ads.  
Retail orders up to £5 add 10% p&p, over £5 post free*

**TSR HOBBIES INC.**

Dungeons & Dragons - revised rules + poly dice + Module B1	£6.95
Dungeons & Dragons - revised rule book only (2nd edition)	£2.95
Advanced D&D - The Monster Manual - A-Z of monsters, HARDCOVER	£6.95
Advanced D&D - The Monster Manual - Paperback of above	£4.50
Advanced D&D - The Player's Handbook - Full details, HARDCOVER	£6.95
Advanced D&D - The Player's Handbook - Paperback of above	£4.50
ADVANCED D&D - THE DM'S GUIDE HARDCOVER	£9.95
Dungeons & Dragons - Original 3 book boxed set	£6.95
Greyhawk - 1st supplement to original D&D	£3.50
Blackmoor - 2nd suppl., Eldritch Wizardry - 3rd suppl., each	£3.50
Gods, Demi-Gods & Heroes - 4th supplement, Gods etc. as NPC's	£3.50
Swords & Spells - Miniature rules for use with D&D	£3.50
Dungeon Geomorphs - Set 1, Set 2, Set 3, each available at	£1.60
Outdoor Geomorphs - Set 1, Walled City	£2.50
Dungeon Modules - Complete dungeon packages, usable separately or together for detailed campaign:-	
G1 - Steading of The Hill Giant Chief	£1.95
G2 - The Glacial Rift of The Frost Giant Jarl	£1.95
G3 - Hall of The Fire Giant King	£2.25
D1 - Descent Into The Depths of The Earth	£2.25
D2 - Shrine of The Kuo-Toa	£2.25
D3 - Vault of The Drow	£2.75
S1 - Separate from above, set in world of GREYHAWK	£4.25
B1 - In Search of The Unknown, for 1st/2nd level, beginners	£2.50
Polyhedral Dice Set - 1 each of:- 4, 6, 8, 12, 20 sided dice	£1.50
Percentage Dice - Two 20 sided dice to give No's 01-100	£0.50

**BOXED GAMES**

GAMMA WORLD - complete	£7.50	FIGHT IN THE SKIES - WWII	£7.50
GAMMA WORLD - without dice	£6.25	SNIT'S REVENGE	£4.95
DUNGEON! - D&D on a board	£7.50	DIVINE RIGHT	£7.50
WAR OF WIZARDS - inc. figures	£6.95	LITTLE BIG HORN - Custer	£7.50
LANKHMAR - Fritz Leiber's	£7.50	THE AFRICAN CAMPAIGN - WWII	£7.50
WARLOCKS & WARRIORS - basic	£4.50	SUSPICION - Detection	£8.50

**FOLIO GAMES (In zip-lock bags)**

STAR PROBE - SF, very detailed	£4.25	STAR EMPIRES - SF, complex	£4.95
STAR EMPIRES - rule book only (for those owning STAR PROBE)	£3.70		

**ROLE-PLAYING RULE BOOKS**

METAMORPHOSIS ALPHA	£3.50	BOOT HILL - Man-to-man	£3.50
---------------------	-------	------------------------	-------

**HISTORICAL WARGAMES RULEBOOKS**

BIO ONE - Man-man detailed	£1.50	AIR POWER - 1-1 WWII aerial	£2.25
CHAINMAIL - 1:1 & 1:20, Med.	£3.50	CLASSIC WARFARE - Ancients	£5.50
CORDITE & STEEL - Naval 1890	£4.95	DON'T GIVE UP THE SHIP - Nap.	£2.95
FIELD REGULATIONS - 1800, 1-15	£1.75	MODERN ARMOUR - 1970's	£2.50
PANZER WARFARE-WWII armour	£2.25	TRACTICS - WWII combined arms detailed, boxed set	£9.95
TRICOLOR - Napoleonsics 1:20	£2.95	VALLEY FORGE - US War of Ind.	£2.95

**JUDGES GUILD (play aids for D&D, Traveller & Miniatures gaming)**

City State of The Invincible Overlord - Full city, ready stocked containing maps, booklets & charts for DM & player	£6.50		
First Fantasy Campaign - The original BLACKMOOR campaign	£6.50		
TIGEL MANOR - inc. village	£3.45	FORTRESS OF BADABASKOR	£1.95
CITADEL OF FIRE - complete	£1.95	WILDERLANDS OF HIGH FANTASY	£6.50
FANTASTIC WILDERLANDS BEYONDE	£6.50	CAMPAIGN HEXAGON	£1.95
CASTLES, Book 1, 48 castles	£1.95	SYSTEM	£1.95
VILLAGES, Book 1, 48 villages	£1.95	ISLANDS, Book 1, 48 islands	£1.95
READY REFERENCE SHEETS	£1.95	GENCON IX DUNGEONS - Two DUNGEON TAC CARDS	£2.50
CHARACTER CHRONICLE CARDS	£1.50	weapons	£2.95
SEA STEEDS & WAVE RIDERS	£5.25	JUDGES SHIELD - Ref's screen	£1.75
THE DRAGON CROWN - dungeon	£1.25	FRONTIER FORTS OF	£1.95
War Cry & Battle Lust - Ancients	£2.50	KELNORE	£1.95
OPERATION OGRE	£2.25	Of Skulls & Scrapfaggot Green	£2.95
CAVERNS OF THRACIA	£4.50	TRAVELLER, Ref's screen	£1.75

**EON PRODUCTS**

COSMIC ENCOUNTER - Be 1 of 15 aliens, unique power, original game	£7.95
EXPANSION KIT 1 & 2 - each with 10 new aliens & parts for extra player @	£2.99
EXPANSION KIT 3 - 15 aliens + new Edict & Challenge cards	£2.99
EXPANSION KIT 4 - complete pack of cards, new & some duplicates	£2.99

**GAMES PUBLICATIONS**

KANDROCK KEEP - Solitaire dungeon in B.K. Asbury's ARYXIA	£2.75
---	-------

**METAGAMING CONCEPTS (we have all, new micro's within 2-3 wks US release)**

THE YTHRI	£5.75	MICROQUEST 1 - DEATH TEST - Solitaire for MELEE or MELEE & WIZARD	£2.25
Micro-games		MONSTERS! MONSTERS! CHITIN 1 - The Harvest Wars	£3.95
OGRE - Monstrous, cybernetic	£2.25	MELEE - Physical combat	£2.25
WARPWAR - Tactical space war	£2.25	RIVETS - Robotic warfare	£2.25
WIZARD - Magical combat, can also be combined with MELEE	£2.95	ICE WAR - 21st century war	£2.25
OLYMPIA - Tactical Mars raid	£2.25	STICKS & STONES - Stone-age	£2.25
GEV - 21st century tactical warfare, can be combined with OGRE	£2.95		
BLACK HOLE - Unique play brd.	£2.25		

**AVALON HILL GAMES. We have all AH games listed in stock always.**

Leisure Time Bookcase Games:-		BUSINESS STRATEGY - 2-4 plrs.	£8.45
ACQUIRE - 2-6 players	£8.45	PLY - Pure skill, 2-4 players	£8.45
CONTIGO - 2 or 4 players	£8.45	STOCKS & BONDS - 2-8 players	£8.45
RAIL BARON - 3-6 players	£8.45	UFO - Strategy, 2-4 players	£5.95
THE STOCKMARKET GAME 1-6	£8.45	BASEBALL STRATEGY - 2 play	£8.45
Sports Illustrated Games:-		CHALLENGE FOOTBALL - 2	£8.45
BASKETBALL STRATEGY - for 2	£8.45	FOOTBALL STRATEGY - 1 or 2	£8.45
CHALLENGE GOLF - 1 or more	£8.45	PAYDIRT - 2 player	£8.45
NBA BASKETBALL - 1 or 2	£10.45	SPACE CIRCUIT - 2-6 players	£8.45
REGATTA - 2-6 players	£6.95	WIN, PLACE & SHOW for 2-6	£8.45
THINKING MAN'S GOLF - 1+	£4.50	SUPERSTAR BASEBALL	£8.45
BOWL BOUND	£8.45	ALEXANDER THE GREAT	£8.45
WARGAMES:- includes all general conflict games. Bismarck £8.45 (new)		BATTLE OF THE BULGE	£8.45
AFRIKA CORPS	£8.45	CAESAR AT ALESIA	£8.45
ARAB/ISRAELI WARS	£8.45	AIR ASSAULT ON CRETE	£8.45
ULITZKRIEG	£8.45	D-DAY	£8.45
CAESAR'S LEGIONS	£8.45	FEUDAL - 2-6 players	£8.45
CHANCELLORSVILLE	£8.45	GETTYSBURG '77	£8.45
DIPLOMACY - US version	£8.45	Kingmaker expansion kit, US	£2.15
FRANCE 1940	£8.45	LUFTWAFFE	£8.45
KINGMAKER - expanded US ed.	£8.45	NAPOLEON - Former Gamma 2	£8.45
JUTLAND	£8.45	OUTDOOR SURVIVAL	£8.45
MIDWAY	£8.45	Panzerblitz Manual	£8.45
ORIGINS OF WORLD WAR II	£8.45	RICHTHOFEN'S WAR	£8.45
PANZERLEITER	£8.45	RUSSIAN CAMPAIGN	£8.45
PANZERBLITZ	£8.45	STARSHIP TROOPERS - SF	£8.45
Richthofen's War Expansion	£2.15	SQUAD LEADER - Tactical WWII	£8.45
'1778'	£8.45	Front for SQUAD LEADER	£8.45
STALINGRAD	£8.45	TACTICS II - for beginners	£5.95
CROSS OF IRON - Detailed expansion for E. Front	£8.45	TOBRUK	£8.45
SUBMARINE	£8.45	WAR AT SEA	£5.95
THIRD REICH	£8.45	WOODEN SHIPS & IRON MEN	£8.45
VICTORY IN THE PACIFIC	£8.45	DUNE	£10.45
WATERLOO	£8.45	WIZARD'S QUEST	£8.45
MAGIC REALM	£10.45		

**SIMULATIONS PUBLICATIONS INC. (SPI).** All SPI games listed, are Zpack bar those marked \* or \*\*. \*games are in new bookcase boxed format. \*\*games are the larger games in 1 or more old style counter trays, new larger games are marked \*. Individual FOLIO games (where applicable) are listed under their quad.

*AFTER THE HOLOCAUST	£8.50	*AGINGOURT	£6.50
*AIRWAR	£9.25	AMERICAN CIVIL WAR	£5.99
THE ARDENNES OFFENSIVE	£5.99	*BATTLES FOR THE ARDENNES	£8.50
*ART OF SIEGE WARFARE	£16.50	SEDAN - 1940	£2.75
TYRE	£5.99	ST. VITH	£2.75
ACRE	£5.99	CLERVAUX	£2.75
LILLE	£5.99	CELLES - 1944	£2.75
SEVASTOPOL	£5.99	*ATLANTIC WALL	£17.25
BARBAROSSA - 1941-1945	£5.99	BATTLEFLEET MARS	£7.99
BATTLE FOR GERMANY	£2.75	BLUE & GREY QUAD	£7.99
BLUE & GREY QUAD II	£7.99	ANTIETAM	£2.75
BATTLE OF THE WILDERNESS	£2.75	CEMETARY HILL	£2.75
CHATTANOOGA	£2.75	CHICKAMAUGA	£2.75
FREDERICKSBURG	£2.75	SHILOH	£2.75
HOOKER & LEE	£2.75	BORODINO	£5.99
BREITENFELD	£2.75	COBRA	£5.99
CONQUERORS - 2 in 1 package	£9.25	CONQUISTADOR - 1-4 play.	£5.99
CRIMEAN WAR QUAD	£7.99	DESCENT ON CRETE	£9.25
ALMA	£2.75	DESERT WAR - N. Africa	£5.99
BALAKLAVA	£2.75	*EDMONT	£5.99
TCHERNAYA	£2.75	DRIVE ON STALINGRAD	£7.99
INKERMAN	£2.75	FAST CARRIERS	£7.99
FIREFIGHT	£7.99	1st WORLD WAR MODULE - Exp	
FOXBAT & PHANTOM	£5.99	for use with War In Eur.	£8.75
*FIRST WORLD WAR	£19.40	FRIGATE	£5.99
FULDA GAP	£5.99	GREAT WAR IN THE EAST	£8.50
GLOBAL WAR - 1939-1945	£7.99	QUAD	£8.50
*GREEN FIELDS BEYOND	£6.50	AUSTRO-HUNGARY 1914	£2.75
*HIGHWAY TO THE REICH	£14.25	DRIVE ON WARSAW	£2.75
INVASION: AMERICA - 1998	£7.99	BRUSILOV OFFENSIVE	£2.75
ISLAND WAR QUAD	£7.99	CAPORETTO - 1917	£2.75
BLOODY RIDGE	£2.75	KURSK	£5.99
LEYTE	£2.75	LEGION	£5.99
OKINAWA	£2.75	MECH WAR '77	£5.75
SAIFAN	£2.75	*MIDDLE EARTH - inc all 3	£11.25
MIGHTY FORTRESS - 3-6 play.	£5.99	WAR OF THE RING	£6.95
MODERN BATTLES QUAD	£7.99	*SAURON	£4.75
CHINESE FARM	£2.75	*GONDOR	£4.75
GOLAN	£2.75	MODERN BATTLES QUAD II	£7.99
MUKDEN - Sino-Soviet????	£2.75	BUNDESWEHR - NATO - Soviet	£2.75
WURZBURG - US-Soviet????	£2.75	DMZ - Korea '70's????	£2.75
NAPOLEON AT WAR QUAD	£6.50	JERUSALEM	£2.75
NAPOLEON AT BAY	£9.95	YUGOSLAVIA - Theoretical	£2.75
*NAPOLEON AT LEIPZIG	£7.95	NAPOLEON'S LAST BATTLES	
*PANZERKRIEG	£7.95	QUAD	£7.50
*ROMMEL & TUNISIA	£9.95	LA BELLE ALLIANCE	£2.50
NATO	£5.25	LIGNY	£2.50
*NEXT WAR	£17.25	QUATRE BRAS	£2.50
*NORTH AFRICA QUAD	£7.99	WAVRE	£2.50
CAULDRON - May 1942	£2.75	NORMANDY	£5.50
CRUSADER - November 1941	£2.75	*OBJECTIVE: MOSCOW - 1999	£13.25
KASSERINE - February 1943	£2.75	OCTOBER WAR	£5.99
SUPERCARGO - 1942	£2.75	OPERATION TYPHOON	£12.50
PANZERARMEE AFRIKA	£5.99	OUTREACH - SF	£5.50
PATROL	£5.75	PANZER '44	£5.50
RAID - Commando ops	£5.99	PANZERGRUPPE GUDERIAN	£5.99
RUSSIAN CIVIL WAR	£8.50	PUNIC WARS	£2.75
*SIEGE OF CONSTANTINOPLE	£6.50	RED SUN RISING	£6.99
SIXTH FLEET	£5.99	SEELOWE	£5.25
SORCEROR	£5.75	*SINAI	£5.75
SPITFIRE	£5.99	SNIPER	£5.75
SPARTAN	£5.99	STARFORCE - SF	£5.50
STARFORCE TRILOGY	£11.99	FREEDOM IN THE GALAXY	£10.45
MECHWAR II	£18.95	STARSLIDER	£11.99
STRATEGY I	£5.75	*STONEWALL	£6.50
TANK	£9.99	*SWORDS & SORCERY	£9.25
*TERRIBLE SWIFT SWORD	£13.50	*TANNENBURG	£6.50
UP SCOPE	£7.25	THIRTY YEARS WAR QUAD	£7.99
U.S.N.	£5.99	FRIBURG	£2.75
VERA CRUZ	£5.99	LUTZEN	£2.75
VIKING	£5.99	NORDLINGEN	£2.75
*WACHT AM RHEIN	£14.25	*WAR BETWEEN THE STATES	£13.50
*WAR IN THE EAST	£15.25	*WAR IN EUROPE	£24.75
*WAR IN THE PACIFIC	£24.75	*WAR IN THE WEST	£19.50
WAR IN THE WEST EXP. KIT - contains link to give WAR IN EUROPE	£6.99	*WELLINGTON'S VICTORY	£14.75
*WESTWALL QUAD	£7.99	WORLD WAR I	£2.75
ARNHEM	£2.50	WORLD WAR II	£5.50
BASTOGNE	£2.50	WORLD WAR III - Theoretic	£5.99
HURTGEN FOREST	£2.50	STRATEGY & TACTICS	£2.25
RAMAGEN	£2.50		

All new SPI games will be stocked as soon as available in the UK. All games listed above, both SPI and others, are available from stock subject to availability from manufacturers. Some prices have increased due to SPI price rises on new stock.

**MARSHALL ENTERPRISES**

La Bataille d'Espagnol - Talavera £9.95

La Bataille de Preussich - Eylau £10.95

LEE GOLD

Ajarums & Excursions from No. 49 £0.95p + 30p. p&p

This list is only part of our entire range of games, play-aids & magazines. We also carry a full range of:-

SIMULATIONS CANADA - GAME DESIGNER'S WORKSHOP (GDW) - BATTLELINE - GAMETIME GAMES (GG) - LOU ZOCCHI - DIMENSION SIX - PHOENIX GAMES - WEST COAST GAMES - WITHERS - RW GAMES - HAYES - FLYING BUFFALO - FAN TAC GAMES - URSINE ENGINEERING - PHILMAR (ARIEL) LTD. - FANTASY GAMES UNLIMITED (FGU) - THE CHAOSIUM - DISCOVERY GAMES - CREATIVE WARGAMES WORKSHOP - IMPERIUM - RAJ PUBLICATIONS - DISCOVERY GAMES (available late April/early May)

Why not write for a catalogue (please send stamped, addressed envelope) or call in and see us.

OPENING HOURS: MONDAY - SATURDAY 1000 - 1730 (5.30 PM)

If you wish to order by mail: UK please add 10% post & packing.

Overseas please add 33% post & packing.

On most items we charge P&P at cost and you will be credited with any difference.

For single magazines please enclose a large stamped, self-addressed envelope.

Why not order with ACCESS or BARCLAYCARD, either write details as shown below or telephone your order, giving your Card Number, Name (as shown on your card), Address and order.

Written ACCESS/BARCLAYCARD order:-

To ACCESS/BARCLAYCARD: I authorise you to debit my ACCESS/BARCLAYCARD Account with the amount of £

My ACCESS/BARCLAYCARD Number is

Name (as on ACCESS/BARCLAYCARD) (Block Caps)

Cardholder's Address

SIGNATURE (as on card).

**NOW IN STOCK**  
**YAQUINTO & TASK**  
**FORCE**



# NOTTINGHAM MODEL SOLDIER SHOP

7 WOLLATON STREET, NOTTINGHAM. Telephone: Nottm. 43457

SS1	Barbarian Hero	SS38	Shimite Archer	SS71	Goblin Chief with skull standard	SS96S	Winged Warrior with axe (bat wings)
SS2	White Magician	SS39	Stygian Spearman	SS72	Goblin with glaive	SS97S	Winged Warrior with firing bow (bat wings)
SS3	Shimite Guard	SS40	Stygian Archer	SS73	Goblin with mace	SS98	Goblin with spear
SS4	Northman with mace	SS41	Stygian Standard	SS74S	Armoured frost giant	SS99S	Wolfman
SS5	Troll	SS42	Stygian War Chariot	SS75S	Minotaur	SS100	Winged Demon with sword of fire
SS6S	Frost Giant	SS43	Tarunian Spearman	SS77	Man-Goblin with axe	SS101S	Winged Warrior with spear (feathered wings)
SS7	Northman Archer	SS44	Tarunian Immortal	SS78	Man-goblin with halberd	SS102S	Winged Warrior with sword (feathered wings)
SS8	Northman with spear	SS45	Tarunian Archer	SS79	Elf firing bow	SS103S	Winged Warrior with bow (feathered wings)
SS9	Northman with axe	SS46	Tarunian Standard	SS80	High Elf with spear	SS104S	Giant Wolf
SS10	Northman with standard	SSM47	Tarunian Heavy Cavalry	SS81	Dwarf wielding axe	SS105	Mountain Dwarf with hammer
SS11S	Snow ape	SSM48	Tarunian Horse Archer (one piece)	SS82	Dwarf King with horn	SS106	Mountain Dwarf sword and shield
SS12	Demon	SS49	Tarunian Mtd. Standard	SS83S	Four armed giant	SS107	Mountain Dwarf axe and shield
SS13S	Winged demon	SS50	Vanha Spearman	SS84S	Giant Lizard	SS108	Mountain Dwarf with standard
SS14S	Dragon	SS51	Vanha Archer	SS85S	Two headed Serpent	SS109	Mountain Dwarf Chief
SS15S	Hawkman	SS52	Vanha Guard	SS86	Man-Goblin with sword and shield	SS110	Adventurer; longbow and mail shirt
SS16S	Giant Two Headed Troll	SS52	Vanha Standard	SS87	Man-Goblin with bow and spear	SS111	Adventurer; armoured, 2 hand axe and thrown axes
SS17S	Eastern Giant	SS53	Vanha War Mammoth and Crew of 3	SSMS88	Man-Goblin in armour with bow and lance riding giant lizard beast	SS112	Adventurer; armoured, 2 hand sword and throwing knives.
SS18	Winged Serpent	SS54	Wizard of the Dark Ring	SS89	Zangiran Archer	SS113	Wizard casting spell
SS19	Aquiland Archer	SS55	Wizard of the Dark Ring	SS90	Zangiran Spearman	SS114	Paladin, fully armoured, sword and shield
SS20	Aquiland Pikeman	SS56	Druid	SS91S	Armoured Centaur	SS115	Armoured Cleric with club
SS21	Aquiland Spearman	SS57	Priest of Matri	SSMS92	Wraith Riding Winged Reptile		
SS22	Aquiland Standard	SS58	Follower of Set	SS93	Goblin firing bow		
SS23	Aquiland Dark Legion	SS59S	Mounted Barbarian (rearing hse.) (1 pce)	SS94	Thoth-Amon on throne borne by 8 slaves		
SSM24	Aquiland Mounted Knight	SSM60	Queen with Pet Tiger	SS95S	Rock Giant		
SSM25	Aquiland Mounted Guard	SS61	Western King on armoured horse (1 pce)		Winged warrior with spear (bat wings)		
SS27	Niminian Archer	SS62	Enchantress				
SS28	Niminian Spearman	SS63	Slave Girl				
SS29	Niminian Guard	SS64	Slave Girl				
SS30	Niminian Standard	SS65S	Dancing Girl				
SSM31	Niminian Mtd. Knight	SS66S	Griffon				
SSM32	Niminian Mtd. Guard	SS66S	Centaur with Club				
SSM33	Niminian Mtd. Standard	SSM67	Hykan Cavalry with spear (one piece)				
SS34	Corinthian Hoplite	SSM68	Tarunian Sultan (one piece)				
SSM35	Hykanian Horse Archer	SS69S	Enchantress riding tiger				
SS36	Pictish Warrior	SS70S	Tree Demon				
SS37	Amazon Archer						

CAVALRY	37p	SS13	60p	SS SPECIALS	
ELEPHANTS	£2.00	SS15	69p	SSM88	69p
FOOT FIGURES	16p	SS65	69p	SS14	£2.50
CHARIOTS	£2.00	SS18	69p	SSM92	£1.29
CAMELS	43p			SS100	£1.38

NOW AVAILABLE. NEW ROLE-PLAYING GAME BY DAVE MILLWARD. "HEROES" £2.75. SET IN THE DARK AGES.

# The SORCERER'S CAVE

enter at your peril - few return!

At last, a family boardgame where you really will be in the unknown.

Magic, Monsters, Treasure, Combat. It's all here, colourfully presented. But beware! The Sorcerer's Cave is never as easy to explore as you think.

Basic game, optional rules and additional scenarios all included. Suitable for solitaire or up to 4 players. Recommended age group: 10 to adult.

AVAILABLE FROM LEADING GAMES SHOPS

Philmar Ltd., 47-53 Dace Road, London E3 2NG



**NEW  
GAMES**

# Games Workshop

1 DALLING RD, HAMMERSMITH, LONDON W6

Tel: 01-741 3445

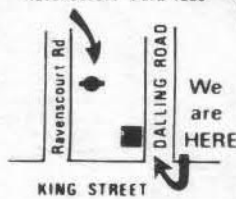
Open: Mondays-Fridays, 10.30-6.00; Saturdays, 10.00-5.30

MAIL ORDER CHARGES: UK; Please add 10% p&p. Overseas: Please add 33% p&p.

S.S.A.E. for full games lists

TRADE ENQUIRIES WELCOME

Ravenscourt Park tube



## YAQUINTO PUBLICATIONS UNVEILED AN EXCITING NEW ERA OF WARGAMING AT ORIGINS '79!



**PANZER**  
A realistic tactical level game of ground combat on the Eastern Front in World War II. Armoured fighting vehicles clash in the Russian Steppes in this game which comes complete with 49 data cards, map board, counters, command pads and more. Boxed..... £11.95

**BATTLE: THE GAME OF GENERALS**  
A fast-moving introductory game for novices, which is suitable for experts as well, as it provides a challenging contest of shorter time than the full size games. Movable terrain ensures an infinite variety of situations and the game is all skill. There are no combat dice. Boxed..... £5.50

**C.V.**  
The five minutes that changed history at the Battle of Midway covered with style, detail and accuracy. Can you as the American admiral hold Midway? Can you as the Japanese Admiral change history? Large map-board, die-cut counters, log pads etc. Boxed..... £13.95

**THE IRONCLADS**  
Tactical level, simultaneous movement game of ship-to-ship combat in the American Civil War. Ship specifications, rules covering tides, sand bars, smoke and sighting, forts, etc. ensure great detail and accuracy for many action-packed scenarios. Boxed..... £11.50

**ULTIMATUM**  
Strategic level two-player game set in the atomic age that focuses on diplomacy, the arms race, nuclear brinkmanship and if all else fails, all-out nuclear war. Boxed..... £8.95

**THE BEASTLORD**  
Fantasy game involving near hidden movement, bullying, bluffing and threats. Combat is savage, lethal and quick as spies gather information and plot diabolical deeds, while wizards strive to protect their own. Two games in one with two map-boards, over 600 counters of forts, heroes, shrines, harems, scrolls, monsters and more. Boxed..... £11.50

**STARFALL**  
Exciting game of universal exploration and conquest that pits players as Galactic Emperors against each other and the mysteries of the universe. Black holes, ion storms, star clusters, resources and development all feature in this fast paced game of stellar warfare. Map-board and over 500 die-cut counters. Boxed..... £9.95

**TIME WAR**  
An exciting tactical level game that begins in the future where the powers that be send their troops back into the past in an attempt to usurp power from their foes by changing history at a focal point. You may find yourself killing off all ancestors of the horse, or attempting to forestall World War II. Large playboard, over 400 counters and Time Mission cards. Boxed..... £9.95

## TASK FORCE GAMES

(Minigames in folio format)



### STARFIRE

A fast-moving game with 10 exciting scenarios that capture the suspense and terror of battles between fleets in deep space. Warships range from the massive Superdreadnoughts to lowly corvettes..... £2.95

### ASTEROID ZERO-FOUR

Both players command an asteroid base armed with missiles, laser towers and spacecraft in this exciting space battle game. Warheads blast installations on the asteroid providing each player with a unique challenge. How to keep the civilian mines operating in the midst of nuclear war..... £2.95

### CERBERUS

Cerberus, the first planet of another star that man raches. But it was already a Cetian colony and the Cetians wanted no intruders. Man would not be denied. The game covers the resulting war that raged across the entire planet surface..... £2.95

### STAR FLEET BATTLES

The challenge of starship command! Out think out shoot and out-maneuvre your opponent in a warp speed dog fight. Your opponent could be another starship, a massive robot berserker or an alien being that dwarfs your ship. For 2 or more players..... £3.95

## FANTASY GAMES UNLIMITED

**CHIVALRY & SORCERY** — The most detailed set of Fantasy Role-Playing rules available, covering all aspects of medieval Sword & Sorcery. 129 pages..... £6.50

**ARDEN** — A complete scenario for C&S based on medieval Britain. Includes 48-page guidebook, 24 map sections and campaign hex grid overlay..... £5.95

**SAURIANS** — A supplemental manual for C&S describing a whole new 'alternate world' — the Kingdom of the Dragonlords. This is a primeval world of dinosaurs and primitive races described in a mammoth (!) 172-page book..... £8.95

### GANGSTER!

Set in the Roaring Twenties, players role play gangsters, molls and gang busters as they claw their way to the top via power, bribery, rackets and murder. Complete rules for character generation plus a law book for the good guy on the laws and correct procedure of the time. Powerfully packed in a box..... £7.50

### VILLAINS AND VIGILANTES

Role-playing in the world of comic-book super-heroes, players generate characters complete with superpowers and secret identity. Then they are off to right wrongs, or maybe do wrongs. Rulebook..... £3.95



### MIDDLE SEA

Mediaeval game of Mediterranean Empires featuring economics, combat, intrigue, spy-rings, diplomacy and more. Full colour mounted board, full colour counters and over 350 cards for leaders, ships, armies etc. Full colour bookcase box..... £13.95

### COLONY DELTA

Two races battle for control of a mineral rich planet. Weather conditions can ground airborne craft, external politics carry influence and natives of the planet can fight alongside either race. Mounted play board, counters. Boxed..... £11.50

### WAR OF THE SKY CITIES

Played on table top with counters, with movement as in miniature rules. Orbiting cities attempt to conquer or destroy their enemies as they seek to control the narrow habitable belt of atmosphere above a radiation ridden planet..... £3.50

## TRAVELLER

The best-selling Science Fiction role-playing game.  
Three book set, boxed. £5.95



**Mercenary** — Rules for recruitments, training, outfitting of Traveller characters. Includes combat and weapons systems..... £2.95  
**1001 Characters** — Characters for incorporation into the Traveller universe..... £1.95  
**Animal Encounters** — Alien beasts to populate Traveller worlds..... £1.95  
**Kinunir** — Ready-made Traveller scenario in book form..... £2.50

**High Guard** — Introduces large military weapons, naval training, fleet combat, etc. **Soon**  
**Snapshot** — Man-to-man combat on board a starship. Can be used with Traveller or as an entirely separate game; no referee required. Boxed set includes rules, ship plans and die-cut counters..... £5.95  
**Mayday** — Series 120 game covering starship combat. Can be used with Traveller. Map counters and rules..... £3.95

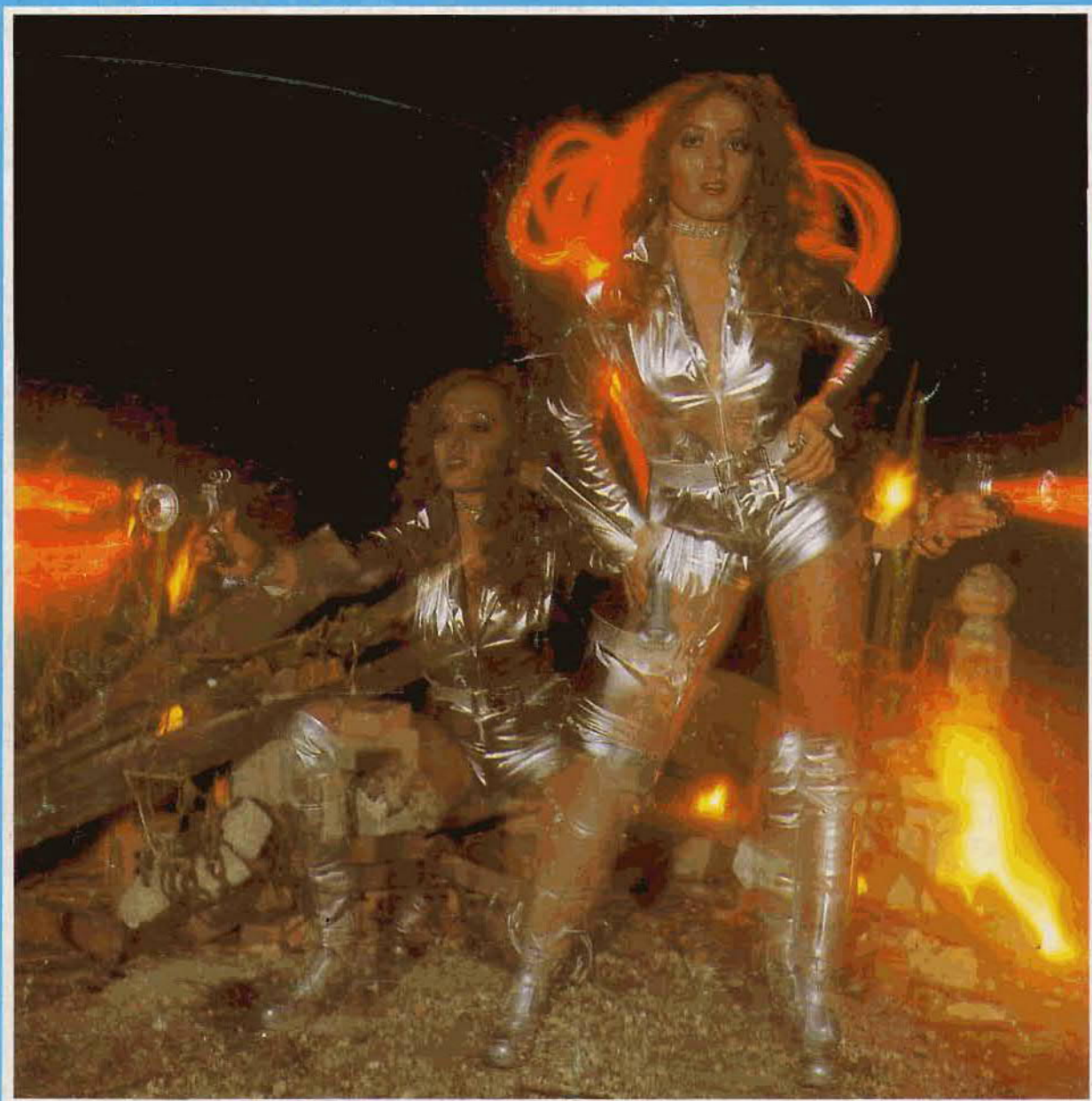


A game with a difference, which became the 'in' game at Origins '79. 2-7 players, controlling military and political power in a third world country must try to amass the largest Swiss bank account balance by diverting foreign aid into their own pockets. A skilful game of politics, economics and diplomacy, with a helping of humour thrown in..... £7.95

Our new 52-page illustrated games catalogue is now available, describing over 300 games with over 130 illustrations. For your copy, plus introductory literature, please send a large stamped (13½p) addressed envelope plus 30p.



# WELCOME TO GAMMA WORLD\*



## WE'VE BEEN EXPECTING YOU

Illusion generation? Another unknown mutation? It is your "welcome" to **GAMMA WORLD**, science fantasy role playing in the grand tradition of **DUNGEONS & DRAGONS®**. **GAMMA WORLD** places you on a post-atomic earth. Can you survive in a world of radiation deserts? Berserk robots and weird mutants? As a human or human mutant or even intelligent animal you have a strange inheritance and terrifying adventures ahead . . . **GAMMA WORLD** is a complete game for three or more adult players. The colorful game box contains rules, a playing map of the devastated continent, and a set of five polyhedra dice.

**TSR IS PROUD TO PRESENT THE ULTIMATE GAME OF SCIENCE FANTASY ROLE PLAYING AT  
BETTER HOBBY, GAME, BOOK, AND DEPARTMENT STORES EVERYWHERE.  
GET YOUR COPY OF GAMMA WORLD TODAY!**



**TSR HOBBIES, INC. -- THE GAME WIZARDS**

P.O. BOX 756, LAKE GENEVA, WISCONSIN 53147, U.S.A.