

THE ROLE-PLAYING GAMES MONTHLY 75p

49

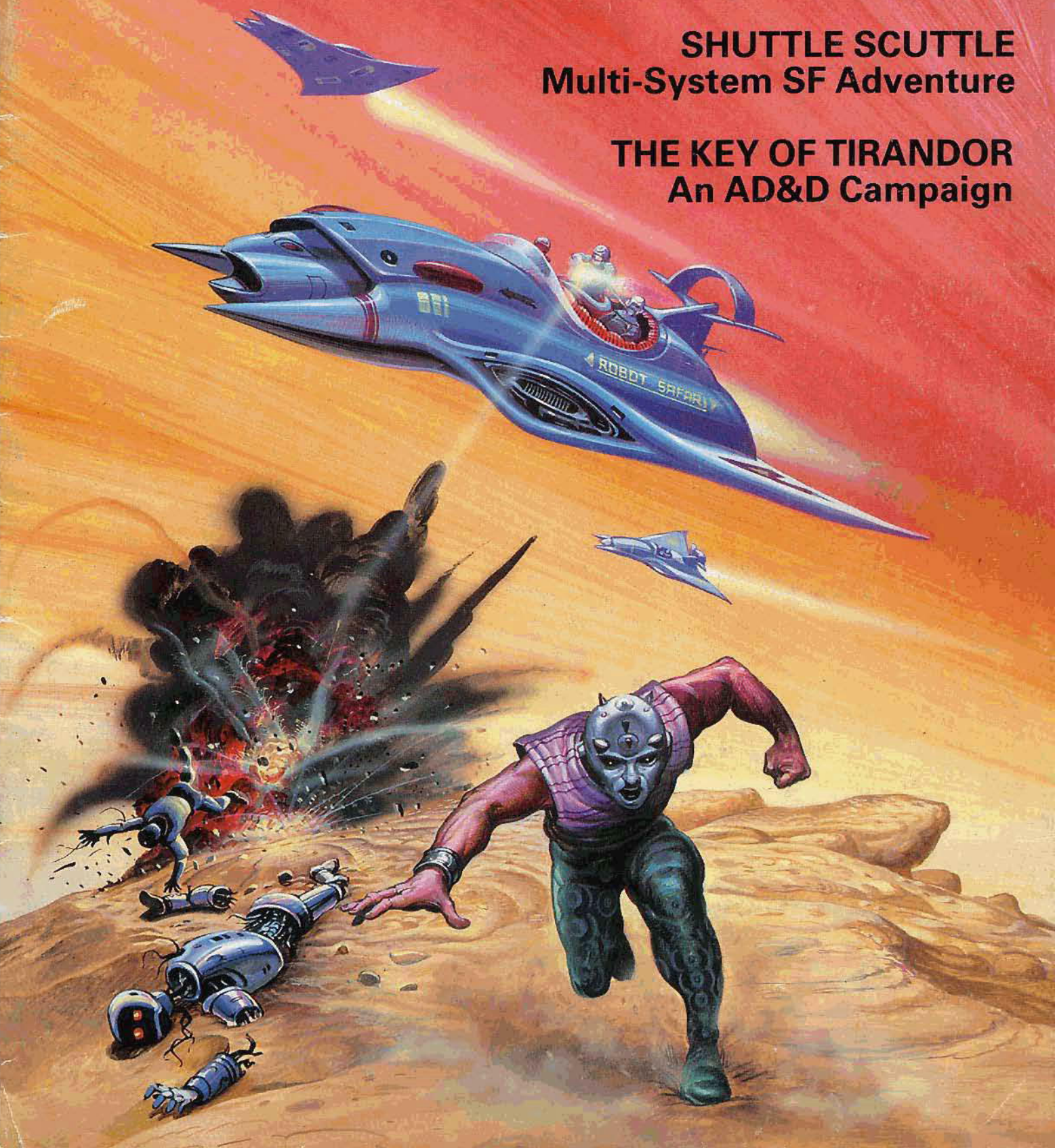
WHITE DWARF

WHITE DWARF

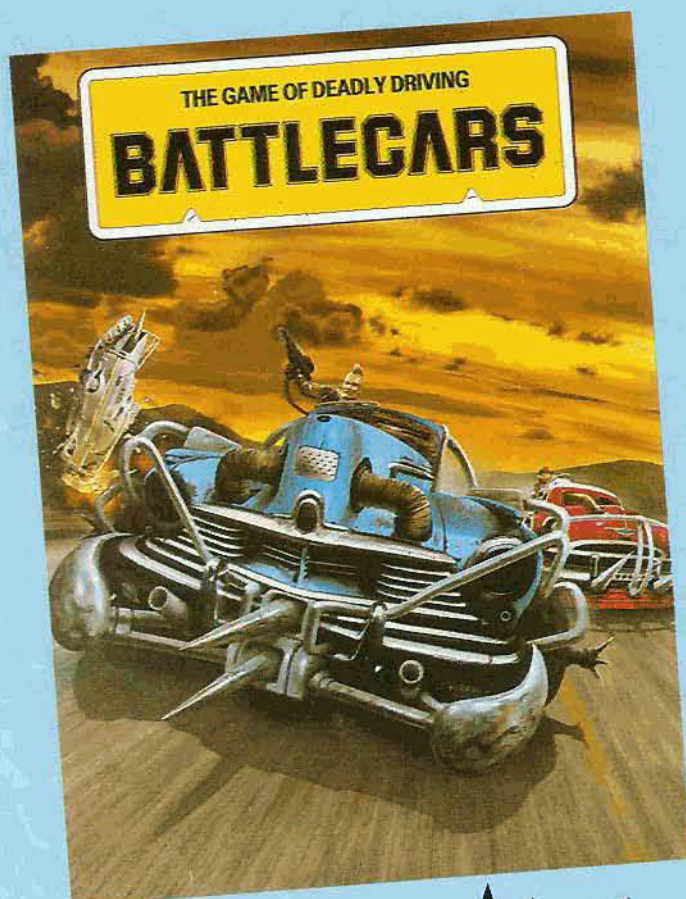
USA \$3.00
Canada \$3.50
Australia \$3.00

SHUTTLE SCUTTLE
Multi-System SF Adventure

THE KEY OF TIRANDOR
An AD&D Campaign



DO YOU HAVE WHAT IT TAKES TO BE A HIGHWAY WARRIOR?



Have you ever pressed the imaginary button on the dashboard of your car to vaponise the idiot driver in front? **BATTLECARS** is a game in which 'dangerous driving' takes on a whole new meaning. Vent your frustrations on other players by arming your car with machine guns and rockets. Watch with glee as cars explode into fireballs. Drive on and smile as the next victim comes into range. Set the gunnery computer and squeeze the trigger – then **BOOM!**

How long can *you* survive in the deadly arena of the future? Do you have what it takes to be a highway warrior?

Only by playing **BATTLECARS**, with its unique simulation of driving skill and combat, will you ever find out.

**only
£6.95**

BATTLECARS is the latest title from Games Workshop, developed by Ian Livingstone and Gary Chalk over a period of three years. But this is just the beginning; Expansion Sets, Role-Playing Supplements and Miniatures are yet to come.

BATTLECARS – The game of deadly driving

"Man-Things. . . You Can Share my Treasure"

I Agaroth the Unwashed, dark lieutenant of the cohorts of chaos, invite all Man-things to sample the wonders of my hoard. Games, play-aids, supplements, figures, and much more await all intrepid adventurers that explore Games Workshop Mail Order. My slaves labour without rest to deliver the item of your choice within 7 working days.

GET YOUR NEW GAMES WORKSHOP CATALOGUE NOW!

The legendary Games Workshop catalogue is now available. Inside you will find wondrous descriptions of over 600 games and play-aids.

Our 52 page illustrated guide costs just 50p + 20p p&p.

**ALSO THE JANUARY/
FEBRUARY MAILING CLUB
NEWSLETTER.** Complete with caption reviews, news of future releases, special offers, and an 'AD&D QUIZ'. The Mailing Club Newsletter is free to Man-things who subscribe to **White Dwarf** magazine or use Games Workshop Mail Order.



START ADVENTURING WITH GAMES WORKSHOP MAIL ORDER TODAY!

GAMES WORKSHOP

Battlecars	£6.95
Talisman	£7.95
Calamity!	£7.50
Sorcery (Penguin Books)	£3.95

I.C.E.

Fellowship of the Ring	£21.95
Southern Mirkwood	£7.95

T.S.R.

Monster Manual II	£8.95
I5 Lost Tomb of Martek	£4.95
L2 The Assassin's Knot	£4.50
O1 The Gem & the Staff	£3.95

(Expert module for 1xDM and 1x player. A competition adventure for an 8th level thief)

GDW

Book 6 Scouts	£3.95
---------------------	-------

ENDLESS QUEST BOOKS

Spell of the Winter Wizard	95p
Circus of Fear	95p
Lights on Quest Mountain (Gamma World)	95p
Robbers and Robots (Top Secret)	95p

CHAOSIUM

Stormbringer (New Edition)	£18.95
Stormbringer Companion	£7.95

**GAMES WORKSHOP MAIL ORDER,
27/29 SUNBEAM ROAD,
LONDON NW10 6JP
(Tel: 01-965 3713)
Open Mon-Fri 9.30am-5.30pm**

GamesFair '84

THE CONVENTION WHERE GAMING COMES FIRST

On FRIDAY, SATURDAY & SUNDAY
6th, 7th & 8th APRIL 1984 at READING UNIVERSITY

Special guest **E. GARY GYGAX**

Starting at 12 noon on Friday, and continuing until 6.00 pm on Sunday, GamesFair '84 features:-

- * Seminar with Gary Gygax on Friday evening.
- * THE AD&D™ OPEN CHAMPIONSHIP — An individual, knockout competition to find the British AD&D Champion of 1984. Held over Saturday and Sunday, this limited entry event must be booked in advance.
- * AD&D TEAM COMPETITION — A fun, single-round competition for teams of 5 players on Friday afternoon. Team leaders: send an sae for more information.
- * ALL THE ESTABLISHED FAVOURITES — Including the DRAGONQUEST™ and STAR FRONTIERS™ games, Traveller, Apocalypse, RuneQuest, 1829, Railway Rivals and many more.
- * RESIDENTIAL OR NON-RESIDENTIAL PLACES — Non-residential bookings entitle you to full use of all the convention facilities including inexpensive hot and cold food, extended bar (adults only), ideal gaming areas and an impressive array of arcade computer games. Residential bookings entitle you to all these plus two nights in a private bedroom and full breakfast on Saturday and Sunday. Booking in advance is essential.

WE NEED YOUR HELP. Reliable, careful, experienced DMs are needed to help run the AD&D competitions. Please mark your application form accordingly if you would like to help us.

Successful bookings will be confirmed by post. Full details and confirmation of events will be given in the GamesFair programme, which will be mailed to attendees in March. Only those who book in advance can be admitted. Refunds (minus a £2.00 administration charge) will only be possible on cancellations made before 31st January 1984. Persons under 14 years of age cannot be admitted. Bookings accompanied by an incomplete list of names or the incorrect money will be returned unprocessed.

**BOOK EARLY TO AVOID DISAPPOINTMENT.
TICKETS WILL NOT BE AVAILABLE AT THE DOOR.**

PA Discount applies to member's ticket only. If booking for more than one person please include ALL names and addresses.

The symbols ® and ™ denote trade marks owned by TSR Inc, Wisconsin USA.

BOOKING FORM

Please make cheques/POs payable to TSR UK Ltd, and send to the organisers at: GamesFair, TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD. Tel. (0223) 212517.

Please send me residential ticket(s) for GamesFair '84 at £28.50 (£26.50 for PA members) each. £

Please send me non-residential ticket(s) for GamesFair '84 at £7.50 (£6.50 for PA members) each. £

I do/do not wish to enter the AD&D Open. Fee £1.50 £

TOTAL £

I am/am not a member of the PA.
My membership number is
I do/do not wish to help DM one of the competitions.
(Please give brief details of your experience — including age — on a separate sheet).
My name:
My address:

CRASIMOFF'S WORLD

PLAY-BY-MAIL GAME

- * FULL TIME GAMESMASTER
- * OVER 200 DIFFERENT PLAYERS
- * FULLY DESIGNED FANTASY WORLD
- * BI-MONTHLY PLAYERS NEWSLETTER
- * FLEXIBLE GAME SYSTEM GIVING FREEDOM OF CHOICE AND ACTIONS
- * RUNNING FOR OVER TWO YEARS

Crasimoff's World is a PBM game of exploration and adventure. As a player you assume the role of chieftain in a band of brave adventurers set on gaining knowledge and power. Your party will set out from a small town, knowing nothing about the world apart from a few rumours. As you travel you will learn more about the land and its secrets, encountering other parties, races and creatures.

"There are tokens detailing magic, spells, creatures, parties met, artifacts, treasure, money, and many other items which you discover as you play the game. KJC Games has been running Crasimoff's World for over a year now, and the effort the gamesmaster puts into each turn never ceases to amaze me. Most players find themselves offered a different scenario each turn, or find that a new twist has happened to an existing adventure."

As reviewed in

WHITE DWARF

37

If you wish to enrol in Crasimoff's World, send a £5.00 cheque/P.O. payable to K.J.C. Games. For this you will receive a rulebook, set up material, the latest newsletter, and the first four rounds. Future rounds are £1.25 each. Copies of the White Dwarf review are available free of charge from K.J.C. Games.

Return to:
K.J.C. Games, 5 Vicarage Avenue,
Cleveleys, LANCASHIRE FY5 2BD

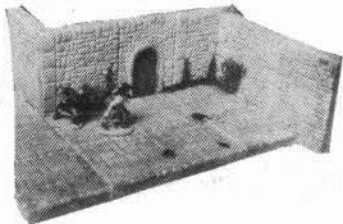


Please enrol me in Crasimoff's World. Enclosed is £5.00 for which I receive the rulebook, set up material and the first four rounds. Future rounds are £1.25 each.

NAME
ADDRESS
.....
.....

Return to:
K.J.C. Games, 5 Vicarage Ave., Cleveleys, Lancashire FY5 2BD

DUNGEON BUILDER



MAKE YOUR OWN DUNGEON FOR ONLY £1

This is not magic but the plain truth with a Dungeon Builder kit, which contains a set of moulds to make wall and floor-sections in casting plaster. Building of a dungeon of any size, is easy, with a Dungeon Builder system, allowing you to slot pieces in place and create rooms and corridors as the game progresses or else to make a permanent structure for your fantasy dioramas. There is also an accessory mould available for doors and trapdoors to be cast in Modelmetal.

Give your horrors a home with a Dungeon Builder.

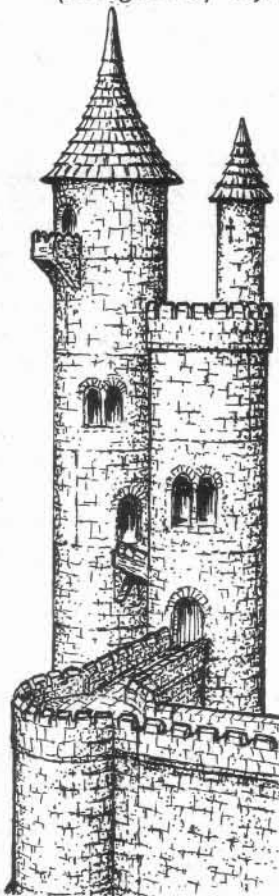
Dungeon Builder Basic kit	£3.95
Dungeon Builder Door mould	£1.99
Dungeon Builder Casting Plaster 750 gr.	£1.40
Modelmetal 125 gr.	£1.00

Orders under £5.00 add 50p postage.

Available from: **Hamleys, London** and other good toy & hobby shops or by mail from: **Hobby Casting, 129 Oliver Plunket Street, Cork, Eire. CANADA: Manac, 1429 Kingston Road, Scarborough, Ontario.**

PRINCE AUGUST
The largest collection in the world

OTHERWORLD ARTIFACTS CASTLE TOWER BUILDING SYSTEM (Designed by C.J. Bulis B.A. [Architecture])



NEW SETS

SET 7: Magician's Tower with conical roof and balcony. 90 scale feet high (15¼ ins.) £16.00
SET 8: "Fortified Manor House" with large tower (similar to Set 7), turret with watchtower and gateway. The house itself has a removable roof and first floor £75.00
Send 25p for details of these new sets (not yet in catalogue).

This new range builds into our existing castle walling system and comprises sections of curved walling (including doors and windows) 15 scale feet high that can be assembled to form ring segments which may be stacked to build towers/turrets as required. Other accessories include base rings, multi purpose turret tops, secondary towers, balconies and conical tower roofs.

Also new to our general range of 25mm scale accessories are 6 different sizes and styles of window, 'wooden' beams and panels and roofing tiles.

This new range has so many combinations and uses that we suggest you make your own selection from our new *enlarged* catalogue, well worth 75p (includes p&p, no coins please). If you already have our *old* catalogue, send 25p for add-in pages listing new items from OW94 up.

Otherworld Artifacts,
Westmount House, 49 Kingston Lane,
Southwick, W. Sussex
(Tel: Brighton 595353)

Overseas orders add 50% post and packing please.

TRADE ENQUIRIES WELCOME

POISON DWARF GAMES

Mail Order Only

PO BOX 34, LEIGHTON BUZZARD, LU7 8SJ

Role-Playing Games Dungeons & Dragons

Basic Set	£7.90
Basic Rulebook	£3.50
Expert Set	£7.90
Expert Rulebook	£3.50
Module B1	£3.20
Module B2	£3.50
Module B3	£3.50
Module B4	£3.50
Module X1	£3.50
Module X2	£3.50
Caverns of Thracia	£4.50
Verbosh	£4.50
Tegel Manor	£3.50
Spies of Lightelf	£3.50
Mines of Custalon	£2.70
Book of Treasure Maps - 1	£3.20
Book of Treasure Maps - 2	£2.20
Skulls + Scrapfaggott Green	£2.20
Modron	£1.80
Gencon XI Dungeons	£1.80
Thieves of Badabaskor	£1.80
Citadel of Fire	£1.80
Frontier Forts of Kelnore	£1.80
Under the Storm Giants Castle	£1.80
Sword of Hope	£1.80
Tower of Ulission	£1.80
The Dragon Crown	£1.05

Tunnels & Trolls

Tunnels & Trolls - Boxed Set	£6.25
Tunnels & Trolls Rule Book	£3.50

City of Terror	£3.50
Sea of Mystery	£2.20
Blue Frog Tavern	£2.20
Sewers of Oblivion	£2.70
Death Trap Equaliser	£3.20
Catacombs of Bear Cult	£2.70
Naked Doom	£2.00
Sorcerer Solitaire	£2.00
Weirdworld	£2.00
Buffalo Castle	£2.00
Overkill	£2.00
Sword for Hire	£2.20
Labyrinthe	£2.00
Area of Khazan	£2.20
Beyond the Silver Pane	£2.70
Dargon's Dungeon	£2.70
Misty Wood	£2.20
Uncle Ugly's Underground	£1.35
Dungeon of the Bear Book	£3.20

Traveller

Starter Edition	£6.95
Deluxe Boxed Set	£7.90
Book 0: Intro to Traveller	£2.70
Book 4: Mercenary	£2.70
Book 5: High Guard	£2.70
Supplements 1 to 4 & 6 to 9	£2.00
Adventures 1 to 8	£2.00
Double Adventures 1 to 6	£2.00

RuneQuest

Boxed Rune Set	£7.90
RuneQuest Rulebook	£5.25

Cults of Prax	£5.25
Cults of Terror	£6.90
RuneMasters	£4.20
Plunder	£4.20
Trollpak	£12.60

RuneQuest Scenarios

Questworld	£11.60
----------------------	--------

RuneQuest Boxed Figure Sets

Set 1: Humanoid Adventurers	£3.20
Set 2: Adventurers	£3.20
Set 3: Attack of the Broo	£3.20
Set 4: Broo II	£3.20
Set 6: Humanoids & Aldryami	£3.20
Set 7: Flying Creatures	£3.20

Judge Dredd Game and Books

Judge Dredd	£6.30
Judge Dredd Vol 1	£2.95

Other Games, Workshop Games

Apocalypse	£5.75
Doctor Who	£5.75
Valley of the Four Winds	£5.00
Warlock	£5.00
Quirks	£4.20
Quirks Expansion Kit 1	£3.20
Quirks Expansion Kit 2	£3.20

Cheques: Make payable to Micromail Ltd.
Barclaycard & Access welcome

Mail Order: Please add 50p to all orders for p&p in the UK (30%) for overseas

HIGH STANDARDS



Standard Games and Publications Ltd
 Arlon House, Station Road,
 Kings Langley, Herts. WD4 8LF
 Telephone: 092/77 68328

Dungeon Accessory Pack I. £2.95.

Boxed with full colour illustration. Contains 12 sheets of illustrated card of flooring, stone, bare ground, wood, steps, corridors, pits, grills, 1 sheet of graph paper for mapping.

Dungeon Accessory Pack II. £2.95

Boxed with full colour illustration. This pack is designed to expand your adventure, includes, boats, rafts, trees, doors, windows, table, chairs, beds, treasure, skulls, swords and many more items in this pack. 12 sheets, 1 graph paper.

Jumbo Hex Pad £2.95

Size 17" x 25" of large consecutively numbered hexes suitable for campaign mapping and expanding on commercially produced board games, contains 10 sheets.

Felt Hex £12.95

Playing surface for role playing and the wargamer. One inch hexes printed on high quality felt, 6' x 4' colours green, blue, sand, black.

Plain Felt £5.25 per metre, 72 inch wide, colours green, blue, sand and black.

Hex Paper Pad £1.95

For all mapping needs also useful for role playing adventures. Size A4 Pad containing 50 sheets.

Macro Hex Pad £1.95

A hex paper with a large hex overprinted, enabling an area from a campaign map to be blown up and drawn in detail. 50 sheets.

Jumbo Hex Clear Plastic £1.80

This is a sheet of clear plastic for use as an overlay.

Size 17" x 25" can be used over and over again. Hexes are numbered consecutively.

Jumbo 1" Square £2.95

10 sheets 17" x 25", 1" grids printed on parchment paper with air brush terrain.

Campaigns in Focus £9.95 per set

40 pictures, full explanation on rear Vol I The Crimean War, Vol II The 2nd Afghan War 1879

Role Playing Character Pads £1.95

50 A4 sheets of paper suitable for Dungeon Adventure. Saves hours of writing.

Cry Havoc £9.95

Medieval skirmish game of knights, peasants, bowmen.

Starship Captain £12.95

Science fiction game, 9 playboards, realistic action. All components sold separate £2.85.

City of Sorcerers £9.95

Fantasy adventure game in two parts.

Siege (New!) £9.95

Companion game for Cry Havoc with compatible scenarios. Maps and counters sold separate £2.85.

I enclosed cheque/P.O.

Please send me

Name/address

Send to the above address. Postage and package free U.K. only. Overseas add 15% to the total cost. For free brochure please send s.a.e. ACCESS taken. Trade enquiries welcome both U.K. and abroad.



Tunnels & Trolls

Fantasy & Fun

Tunnels & Trolls

Sorcerers & Solos

Tunnels & Trolls

Goblins & Groups

Tunnels & Trolls

Wizards & Warriors

Tunnels & Trolls

Solos & Satisfaction

& value for money role-playing

For further information and for our latest FREE catalogue, send s.a.e. to:

FLYING BUFFALO

P.O. Box 100, Bath Street,
 Walsall, W. Midlands.



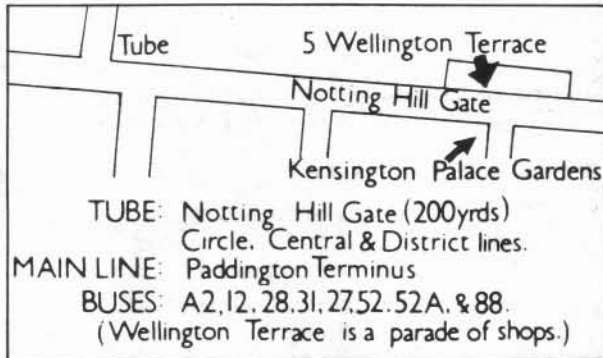
GAMES PEOPLE PLAY

The Gamers Games Shop

Now open is a complete games shop... Games People Play. Come in and you'll find a great selection of games.

- A vast range of board conflict and computer games.
- Stocks of figures by Chronicle, Essex, Jacobite, Tabletop, Oracle, Citadel, Skytrex and others.
- A large selection of rules, reference books, magazines and accessories.
- All major and most minor role playing systems.
- 3D Dungeons by Torchlight & Otherworld Artifacts.

At Games People Play you'll meet a knowledgeable staff to help and advise you. So come to see us. We're the gamers games shop.



5 Wellington Terrace, Notting Hill Gate

London W2 Tel. 727-9275

Official London agents for
**JACOBITE
MINIATURES**



OPEN FROM 10a.m. to 6p.m. MON - SAT



MAIL ORDERS
WELCOMED

ttg

TABLETOP GAMES
53 MANSFIELD ROAD,
DAYBROOK,
NOTTINGHAM

10% P&P
Min. 16p in U.K. 50p Surface Mail
Overseas:
Add 60% for Air Mail

Send SAE for 24-page catalogue

REAPER 15mm FANTASY

CHARACTER	MONSTERS
FIGURES 11p each	
F1 Magic User w/Staff	Age 15p
F2 Magic User w/Wand	Ogre (25mm) 25p
F3 Cleric in Chainmail	Troll (25mm) 25p
F4 Cleric in Plate	Ghoul 12p
F5 Thief	Skeleton Warrior 12p
F6 Assassin	Liche 12p
F7 Bard	Lizardman with Club 15p
F8 Fighter in Chainmail	Lizardman with Sword 15p
F9 Female in Plate	Naga 20p
F10 Female Magic User	Gargoyle 20p
F11 Female Cleric	Wyvern £1.85
F12 Female Thief	7 Headed Hydra £1.60
F13 Female Fighter in Chainmail	Mounted Lord of Chaos 30p
F14 Female Fighter in Plate	Mounted Knight of Chaos 25p
F15 Dwarf in Chainmail with Axe	Lord of Chaos 15p
F16 Dwarf in Plate w/Axe	Knight of Chaos 15p
F17 Dwarf in Chainmail with Sword	
F18 Dwarf in Plate with Hammer	GIANTS
F19 Elf Magic User	Hill Giant (30mm) 35p
F20 Elf Fighter	Fire Giant (40mm) 85p
	Frost Giant (50mm) 85p
	Stone Giant (40mm) 55p
	Ent 75p
	DRAGONS
	Red Dragon £1.85
	Black Dragon £1.85
	DEMONS
	Winged Fiend (30mm) 35p
	Satanic Archdeacon (40mm) 75p
	Balrog (35mm) 75p
	Manticore 20p
	Giant Slug 15p
	GOBLINS
	Standard Bearer 25p
	Advancing + Sword 15p
	Attacking + Sword 15p
	Attacking + Axe 15p
	FLYING REPTILE
	With Lord of Chaos Rider £1.50
	(or Knight of Chaos Rider)

REAPER

Revised edition of the most popular fantasy wargame rules £2.75
Attack of the Fungoid Trolls 60p
 The first scenario for Reaper.
Reaper Starter Pack £12.50
 Basic rules, dice and two small 15mm fantasy forces.
Reaper Armies £9.60 (inc. P&P)
Good
 (1) Schonstadt Militia
 (2) The Army of the South
Evil
 (1) Horder of G'NA
 (2) The Summonations of Kenlin

ATTACK ON THE FUNGOID TROLLS

SCENARIO No. 1 FOR REAPER - 75p

FANTASY & ROLEPLAYING RULES

Monster Combat (T.T.G.) £1.25
 Once Upon a Time in the West £3.35
 Volume 4 of above £1.25
 Rudis (Gladitorial) £1.25
 Retinue (Med. Skirmish) £1.85
 Heroes (Dark Ages) £2.95
 Pony Wars (Indian fights) £1.85
S.F. RULES (TTG)
 Combat 3000 £1.85
 Combat 3001 (for above) £1.60
 Starforce 300 £1.85
 Starguard £1.25
 Starhound (Fighter Combat) £1.60

ENCOUNTER 1

3rd EDITION SPACESHIPS ACTION RULES £1.60

LASERBURN

NOW A COMPLETE SCI-FI COMBAT & ROLE PLAYING SYSTEM.
LASERBURN RULES (basic rules) £1.85
FORCES OF THE IMPERIUM £1.60
IMPERIAL COMMANDER (military combat rules) £1.85



ADVANCED LASERBURN AND ALIENS

INCLUDES MORE ADVANCED RULES FOR LASERBURN AS WELL AS DETAILS FOR 5 ALIEN RACES
 £1.85
 SEND SAE FOR LIST OF 15mm ALIENS

STARTER PACK

Rules - Bunker 17 - 15mm figures and dice £7.45 (inc. P&P)

RECORD SHEETS (Pad of 50) £1.95

ROBOT BOOK £1.85

LASERBURN SCENARIOS £1.50 EACH

BUNKER 17
TARIM TOWERS HEIST
SEWERVILLE SHOOT OUT
SEA PRISON SIEGE

15mm LASERBURN FIGURES

(10p EACH UNLESS STATED)

ADVENTURERS & STAR SOLDIERS

100 Law Officer + Pistol
101 Law Officer + Riot Gun
102 Law Officer on Patrol Bike (30p)
102A Patrol Bike only (25p)
103 Adventurer with Pistol
104 Heroine with Pistol
105 Hero with Sword and Pistol
106 Adventurer with Rifle
107 Thug with Club
108 Thug with Knife
109 Thug with Pistol
110 Civilian (Standing)
110A Civilian Walking
111 Civilianess
112 Adventurer in Lt. Armour
113 Adventurer with 2 Pistols
114 Adventurer with Laser Rifle
115 Adventurer + Missile Launcher
116 Law Officer in Riot Gear
117 Law Officer Dog Handler with Grenade Launcher
118 Guard Dog
119 Law Officer Vehicle Crewman
120 As above but sitting
121 Adventurer in Mesh Armour
122 Adventurer with Support Belt

STARSHIP CREWS

200 Starship Crewmen
201 Merchant
202 Space Scout
203 Space Suited Fig.
204 Starship Officer
205 Space Suited Fig. + Laser Pistol
206 Space Suited Fig. + Laser Rifle

IMPERIAL TROOPERS

300 With Bolt Rifle
301 With Heavy Bolt Rifle
302 Black Guard Trooper
303 Black Guard Officer
304 Officer
305 Senior Officer
306 With Grenade Launcher
307 With Conversion Beam Projector
308 With Rapid Fire Bolt Gun
309 In Power Armour (12p)
310 In Dreadnought Armour (15p)
311 Imperial Assault Droid (25p)
312 Trooper Crewman, standing
313 Trooper Crewman, sitting
314 In Power Armour + Support Bolt (12p)
315 In Power Armour + Plasma Gun (12p)
316 Imperial Combat Scout + Heavy Bolt Gun
317 Imperial Fast Scout Bike (35p)
318 Scout Bike only (30p)
319 Scout + Conversion Beam

REDEMPTIONIST REBELS

400 With Force Sword & Pistol
401 With Laser Rifle
402 Warrior Lord
403 With Flame Thrower
404 With Missile Launcher
405 With Auto-Laser
406 With Heavy Laser
407 Warrior Lord with Power Axe

MERCENARIES

500 Officer with Pistol
501 With Assault Rifle
502 With Machine Gun
503 With S.M.G.
504 With Auto-Laser and Jet Pack
505 In Dreadnought Armour (50p)
506 In Power Armour (15p)

IMPERIAL 15mm VEHICLES!

Scythe Class Squad Transport
Jetcopters £1.95
Glaive Class Squad A.P.C.S.
V301a Hover-Glaive £1.25
V30b Antigrav-Glaive £1.25
V30c Wheeled-Glaive £1.25
V30d Tracked-Glaive £1.25
V302 Scorpion 12-man Air Assault Vehicle £2.25
V303 Partizan Scout Vehicle 75p

ROBO TURRETS

(extra weaponry for all vehicles)
V001 Heavy Laser Turret 8p
V002 Missile Launcher Turret 8p
V003 Plasma Gun Turret 8p
V004 Conversion Beam Turret 8p

Advertisement

Dwarfs



Dwarfs are not a numerous people, they live a long time but multiply very slowly. They are also very 'clannish' and live in small extended family communities, these often take the form of inaccessible castles or underground holds. They are powerful warriors and much feared and respected, even by Goblins.

Dwarfs are intensely proud and often very short tempered. Dwarf history relates many occasions when Dwarfish indignation at some petty slight resulted in racial feuding or costly war. One such occasion was when Wulfrun Willowhand was slain in a drunken brawl with Grom 'The Paunch of the Misty Mountain', a Goblin of especially ill repute. The resultant feud lasted for half a century and became known as the Goblin Wars, this was a bloody and costly affair which ended in the destruction of the remaining Goblin armies at the battle of 'Mad Dog Pass'. The battle raged for three days and ended in total victory for the Dwarfs led by Wulfrun's surviving relatives Thorgrim Branedimn and Dain Ironhead.



RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	W	B	S	T	I	A	W	I				
01-10	Guardman	3½	5	3	2	C	1	2	1		Sword	YES	9	20 Max.
11-60	Warriors	3½	4	3	2	C	1	2	1		Sword	YES	9	
61-75	Militia	3½	4	3	2	C	1	2	1		Sword	NO	9	
76-90	Mounted Dwarf	6½	4	3	2	C	1	2	1		Sword	YES	12	15 Max.
90-95	Bolt Thrower	?	-	3	4/5	C	2	1	-		-	-	30+Crew	3 Max.
96-00	Dwarf Personality - choose Dwarf Hero or Mage.													

SPECIAL PROVISIONS

- Up to ¼ (25%) of the Dwarf Warriors may carry Crossbows in addition to other weapons. BUT NO MORE.
- The Dwarf Militia usually only fights in times of the direst need. This consists of very old and very young Warriors, women, disabled Dwarves and servants. They are armed with the first thing to hand (with Dwarves this is usually something deadly), kitchen knives, clubs, axes, agricultural tools and such like. Militia units never have Champions or Standard Bearers, although they still have Leaders.
- Dwarfs may employ War Engines. See the Fighting Fantasy Battles section for details and full rules.

SPECIAL RULES

- Dwarfs are not natural horsemen, the ponies they ride are small and stolid, more suitable as pack animals than cavalry mounts. For this reason Dwarf Cavalry receive no charge bonuses and suffer a **minus 1** 'To Hit' penalty.
- Dwarfs **Hate** Goblins and Orcs.
- Dwarfs are **Magically Resistant**, average Willpower is 10.

DWARF CHARACTERS - HEROES AND WIZARDS

Each Dwarf Regiment will have a Regimental leader. Unless he is also a Dwarf Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+2.

Each Dwarf Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Dwarf Battalion will have 1 Dwarf Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independent character. Points cost includes a sword, either a normal sword or double-handed sword; or else an axe or double handed axe. There are three kinds of hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	9
Bow Skill	2	3	4
Strength	2	3	3
Toughness	B	C	D
Wounds	2	3	4
Initiative	3	6	7
Attacks	1	2	3
Points Values	15	39	65

The material for this advertisement has been excerpted from the forthcoming **WARHAMMER** supplement *Forces of Fantasy*

A Dwarf Battalion may include 1 Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a hammer and Personal Talisman, which is itself usually a hammer.

	Novice	Acolyte	Adept	Mage
Weapon Skill	4	4	5	6
Bow Skill	3	3	3	4
Strength	2	2	2	3
Toughness	C	C	C	D
Wounds	1	2	3	4
Initiative	2	5	6	7
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	7	11	16	21
Points Value	109	311	521	754

Generate the number of spells available as follows:-

2D3 Spells at each Level Lower than Mastery
1D3 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

A Very Special Offer For 84

DWARFS OF THE MINE OF DRONGORIA
worth £21.20 special price only £18 post free

- 1 Dwarf Battalion Commander
- 40 Dwarf Warriors in mail armour/includes 2 Standard Bearers/Musicians and Officers.
- 12 Dwarf Warriors in mail armour with crossbows/includes 1 Standard Bearer/Musician and Officer.

DWARFS OF THE BLUE MOUNTAIN
worth £24.10 special price only £20 post free

- 1 Dwarf Battalion Commander
- 1 Dwarf Wizard
- 12 Dwarf Guardsmen in plate armour/includes 1 Standard Bearer/Musician and Officer
- 2 Bolt Throwing Engines with 3 Crew each
- 10 Mounted Dwarfs with mail armour
- 20 Dwarf Warriors in mail armour/includes 1 Standard Bearer and Officer

DWARF SETTLERS OF THE WESTERN TRAILS
worth £24.80 special price £20 post free

- 1 Dwarf Battalion Commander
- 1 Dwarf Wizard
- 20 Dwarf Warriors in mail armour and with crossbows
- 40 Dwarf Militia - unarmoured Dwarfs with assorted weaponry

ALL THREE OF THE ABOVE - worth £70.10, special offer only £55 post free

All of the models in each of these offers is part of an assorted pack - ensuring a spread of different models and variations. However each pack will invariably include some duplicates, especially where we only make a small selection of a certain type.



Please send me

- The Dwarfs of the Mines of Drongoria £18
- The Dwarfs of the Blue Mountains £20
- The Dwarf Settlers of the Western Trails £20
- ALL THREE DWARF OFFERS! £55

All offers are supplied post free within the UK only - overseas customers please add 50% p&p.

CITADEL MINIATURES

10 VICTORIA STREET NEWARK NOTTS.



WHITE DWARF

Issue 49 January 1984

EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Charles Vasey, Dave Langford, Mike Costello, Bob McWilliams
PRODUCTION EDITOR: Albie Fiore
ART EDITOR: Mary Common
PRODUCTION ARTIST: Liz Lindars
PASTE-UP ARTIST: Brian Cumming
COVER: Angus McKie
ILLUSTRATION: Trevor Hammond, John Blanche, Alan Hunter, Kevin Bulmer, Russ Nicholson, Nic Weeks, Gary Mayes
PHOTOGRAPHY: Liz Lindars
TYPESETTING: Sushma Solanki
ADVERTISING: Joe Dever
PUBLISHER: Games Workshop Ltd
Printed in England

All correspondence should be addressed to
White Dwarf, 27/29 Sunbeam Rd, London NW10 6JP.

FEATURES

Shuttle Scuttle A Hi-jack scenario for <i>Traveller</i> , <i>Space Opera</i> and <i>Laserburn</i>	Thomas Price 10
Clay to Marble Building construction in <i>AD&D</i>	Chris Felton 17
Runes in the Dungeon <i>D&D</i> Character Classes for <i>RuneQuest</i>	Dave Morris 19
The Key of Tirandor Part 1 of a two part <i>AD&D</i> campaign	Mike Polling 23
The Goblin Cult of Kernu A new cult for the goblins in <i>RuneQuest</i> featured in <i>WD47</i>	Ian Bailey 28
The Return of the Editor The Results of the <i>Reader Strikes Back</i>	compiled by Cherril Norrie 36

DEPARTMENTS

Open Box A look at some new games by independent reviewers	14
Critical Mass Science fiction and fantasy books are reviewed	edited by Dave Langford 16
Thrud Thrud versus the evil necromancer	by Carl Critchlow 18
RuneRites Readers' questions answered	edited by Oliver Dickinson 20
Starbase Fleets in <i>Traveller</i>	edited by Bob McWilliams 21
Letters Readers' views, questions and comments	22
The Travellers <i>Hell - It's the Pigs</i>	by Mark Harrison 30
Supermole More gossip from the vitriolic pen of ??????	by anonymous 31
Fiend Factory <i>Insect World</i> - insectoid creatures for <i>AD&D</i> and <i>D&D</i>	edited by Albie Fiore 32
Treasure Chest <i>Detect Illusion</i> - an illusionist special	34
News What's happening in science fiction and fantasy gaming	35
Small Ads <i>Clubs, Help!</i> and <i>Classifieds</i> plus <i>Gobbledigook</i>	37

As we tentatively step into George Orwell's much-feared year of 1984, will we find that Big Brother is no more a threat than a Stirge with a broken wing? I certainly see no evidence of state-controlled gaming. It seems to me that role-playing games allow their players freedom of expression as no others have done before them. However, be careful of whose company you are in if you find yourself mentally designing a killer scenario. You might get arrested by the Thought Police!

SUBSCRIPTIONS:

Please send and make remittance payable to: *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01 965 3713. *White Dwarf* is published monthly. Annual subscription rates are: UK - £10.00; Europe - £17.00; USA - \$45.00 (air-mail); Other - £25.00 (airmail). BACK ISSUES of *White Dwarf* Nos 30, 31, 32, 34-39, 41, 43, 45-48 are still available at a cost of 75p+25p p&p each; Europe (air) & elsewhere (surface) £1.50 (\$3.50); USA & elsewhere (air) £2.20 (\$4.00).

SUBSCRIPTION NOTICE:

Please note your personal subscription number shown on the envelope address label. Please quote this number in all future correspondence regarding renewals, queries, etc. This subscription number is held on our computer files, and failure to quote it may result in delay when dealing with your query.

OVERSEAS DISTRIBUTORS:

USA: Hobby Game Distributors, 3215 W Lawrence Ave, Chicago, IL 60625.
Canada: RAFM Company, P O Box 62, Paris, Ontario, N3L 3E5.
Australia: Jedko Games, 18 Foncoca Street, Mordialloc, Victoria 3195, Australia.
New Zealand: Blackwood Gayle Distributors, P O Box 28358, Auckland, New Zealand.

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.

All subject matter in *White Dwarf* is copyright of *Games Workshop Ltd*. All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. © *Games Workshop Ltd*, 1983. *Dungeons & Dragons* and *Advanced Dungeons & Dragons* are registered trademarks of TSR Hobbies Inc. *RuneQuest* is a registered trademark of Chaosium Inc. *Traveller* is a registered trademark of *Games Designers' Workshop*.

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 are available on request.

ALFKA

(O) MAJOR CITY	(F) FOXVILLE
(H) HOWARD	(J) JULIET
(C) CHARLSTOWN	(D) DELBERG
(G) GORN	(I) IBARN

Background

Alfka is a relatively unsurprising planet in an unimportant Sector of the Imperium (SO: Federation). The chief export is crystals used in the optical technology for Imperial Federation Ships back-up Battle Computers.

The Government of Alfka is harsh and oppressive, but due to the value of the crystal exports and the government's efficiency and reliability in ensuring the trade, the Imperial Federation Authorities have in the past preserved the status-quo. Recently, however, representation to the SubSector Capitol about the harsh methods employed by the Alfkan government has been gaining support. There has been some action by local revolutionaries/terrorists but without any notable success as most of the population are content with the security the government provides. In the last few months the Government forces in *Operation Snapshot* have managed to capture and imprison a number of the principal revolutionaries/terrorists.

Representatives from the Sector Government are visiting the SubSector Capitol at the moment, and on the 45th of this month (Summer) will be paying a State Visit to Alfka. The events in this game happen during the Visit.

Outline of Play

Two teams of players are required, one of four players and one of three; however less will do if seven players cannot be found. The teams are placed in separate rooms, each player is given the relevant briefing sheet and play starts. The Referee runs between each group with his notebook. Player characters are as follows: Team One: 3 Terrorists and Shuttle Pilot. Team Two: Starport Commander, Chief of Police, Government Representative.

The Hostage Takers

(For the terrorist players only) 'The Peoples Revolutionary Army' or 'The Red Redemptionists'. Members of the Revolutionary Cell on board the Shuttle: *Gage, Maan, and Hariss*.

Your names and documents are false and you are unknown to the authorities because you have never done this type of thing before. You have sympathised with your Revolutionary Brothers in Charlstown (even though you have never met any of them) and agree wholeheartedly with their ideals. You have heard of the disaster of Operation Snapshot where the tyrannical authorities captured and imprisoned twenty of the movement's principal Brothers and Sisters. You have resolved to free them and demonstrate to the Sector Governor the real situation on Alfka.

So you have decided to hijack the Delberg to Charlstown Shuttle, land it at the Spaceport for maximum publicity, and hold the passengers hostage for the release of your Brothers.

A different scenario for Traveller, Space Opera and Laserburn for two opposing groups of 4-7 players. The nature of the adventure is such that it should prove an easy matter to convert for use with other SF RPGs. Information has been given firstly for Traveller. Where stats differ between the game systems, the alternative is given in brackets. LB = Laserburn, SO= Space Opera.

SHUTTLE SCUTTLE

by Thomas M Price

Objectives

1. The release of twenty political prisoners from the Charlstown State Jail.
2. A public statement on all channels acknowledging the government 'Oppression of the People'.
3. Three MegaCredits in Imperial Credit Placs.
4. Escape alive.

Weapons and Equipment

3 x Autopistols. (SO: 9mm autopistols, TL5/6). 2 x Hand grenades, HE, TL8 (SO, see *Ground and Air Equipment*, p31, Regular Grenades). 5kg of Plastic Explosives. 1 x 10 Second Delay Detonator.

Notes

The weapons are hidden in the First Aid kit in the starboard Fresher, the explosives in the Fire Extinguisher in the other Fresher and the Detonator is in Hariss' hand baggage. They were hidden on board by a maintenance worker who was blackmailed by Maan.

You know that, in order to open the iris valve to the Shuttle's bridge, you need to carry a marker tag which activates the sensor by the valve. The tags are concealed as part of the crews uniform. You each have, in your hand baggage, 2 Autojects of Combat Drug [Book 2]. LB: Steam, SO: 2 Medinjectors of Expeditor.

Shuttle Pilots Brief (Shuttle Pilot only)

You must do everything you can to ensure the safety of your passengers, *This is your prime concern.*

The following notes are to assist you if questioned by the terrorists, your actual reply to any question is up to you. You can (and indeed should) lie in order to protect lives. For example, if the terrorists say that they will kill a hostage if the Shuttle is not refuelled in half an hour, you could tell them that it usually takes at least an hour (where it actually takes fifteen minutes).

Notes

The Shuttle follows a semi-ballistic path to save fuel and as such, *has* to land at the Spaceport. It does not carry enough fuel to do more than the most basic of manoeuvres, and certainly not enough to land vertically. Needless to say this fact is not generally publicised. You can prove it by showing the fuel gauges.

You (the Captain) require at least 2.8kms of flat metalled runway to land on. The only alternative to this is ditching in the sea. The Flight Officer usually requires at least 3.5kms to land safely.

A single refuelling tender would take 15 minutes to refuel the Shuttle to full capacity, once it arrived at the site. Refuelling requires only one man from the automated Refuelling tender.

There is a concealed switch in the Bridge which changes the Shuttles transponder signal to indicate that it has been hijacked.

As a security precaution the iris valve onto the Bridge will not open unless the person trying to open the valve is wearing a company name-tag. These are sewn onto the crews uniforms and have the marker tag which activates the valve's sensors concealed behind them.

The two Stewardesses are both trained in First Aid (Medic-1, *Traveller* and LB. Meditech 1 in SO).

Dependant *Arams* is deaf and was given a complimentary ticket by the Shuttle Line, so she and her parents could visit the clinic in Charlstown.

All hatches are lockable from the Bridge and can only be released from there. On each hatch there is, however, a manual lock which cannot be released from the bridge. In an emergency, explosive bolts holding the hatches in place can be triggered, blowing all the external hatches out at once.

The drinks/pre-packed meals are served from a trolley, which is rather large and fully occupies one of the isles when in use. The trolley can be clamped to the floor in any position by a lever on the front.

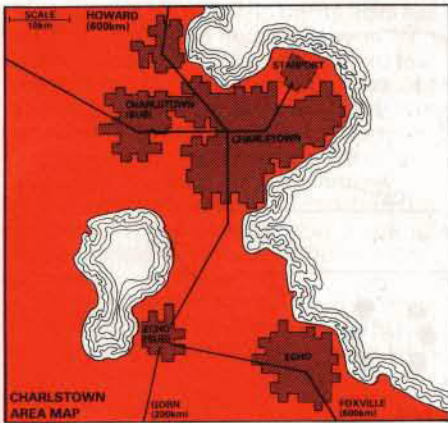
There is no camera/viewport for below/above or directly behind the Shuttle - these are blind spots, and there is a 1.5m of clearance under the body when the landing gear is down.

In order to vertically take-off the belly thrusters require 10 minutes to warm up. They can be kept 'warmed up' for one hour, after that they will overheat and the safeties will cut in, preventing take-off for one hour to allow them to cool down. The main engines can be kept 'warmed up' indefinitely, but will consume fuel at the normal rate. Warm up time for the main engines is 20 minutes. The Shuttle can take-off by running down the Landing Ground on main engines only, and taking-off like a TL7/8 (SO: TL5) jet liner. This operation requires at least 2.5kms of straight runway.

The flight from Delberg to Charlstown takes 5 hours (+/- 10 minutes). Flight endurance is 15 hours at the normal rate on full tanks.

The passengers are usually collected in a Spaceport bus, which transports them to the Shuttle and they board/

SHUTTLE SCUTTLE



dismount through the starboard hatch. A small tractor unloads the luggage container from the rear of the Shuttle and tows it after the bus.

Equipment locker contents: 1 Survival Rifle (LB: slug gun, SO: .30 rifle), 2 10-Man/day 'Rat-Paks' (LB: iron rations, SO: concentrated rations), 2 Inflatable Survival Rafts, 1 Axe, 4 Distress Flares (rocket type), 2 torches, 20 metallized-plastic Survival Bags, 1 Distress Beacon, 1 gas operated siren, 1 50m rope.

Ships locker contents: 2 Vacc Suits (SO: VS2's), 1 Zero-Gee Thruster Cluster, 1 Spare air tank, 1 Large scale Medi-kit (SO: Field Medi-kit), 2 CO₂ Fire Extinguishers, 1 Mechanical/Electronic tool kit, 1 heavy duty gloves.

Above the containers in the cargo area, is 0.5m of free space.

The Government Representative

(For the Representative only)

You are the Government Representative and are in supreme command of all operations. With the State Visit under way you are keen to present the Government in a good light, as a concerned leadership whose prime regard is towards its citizens. To this end your objectives are as follows (in order).

Objectives

1. Rescue the hostages alive.
2. Not give in to terrorist demands.
3. Capture the terrorists.

It is important that you succeed without loss of life (unless it is a terrorist of course!) and you realise that your future career depends on your handling of this operation.

Forces Available

The Army, the Navy (the Scout Base Commander will give assistance if required), the police, and the usual Emergency Services.

The Starport Commander

(Commander only)

As Starport Commander you are responsible for the planning and execution of all Military Operations and the deployment of all forces within the Starport boundaries. While you personally think that any talking to terrorists is a waste of time, and storming the Shuttle is the only solution, you are well aware that there is a lot of interest in this operation and will always follow orders. This is a welcome opportunity to show the Army off in a good light after all the publicity the Police have been getting from Operation Snapshot.

Forces Available

Mobile: *Close Observation Group* (8 teams of 4 men), *Surveillance Specialists*. *Special Response Group* (4 teams of 4 men), *Snipers*. *Regular Defence Battalion* (5 companies of 115 men), troops are trained in Internal Security Operations. *Armoured Defence Group* (3 Squads of 4 armoured cars *Journal 14*, p28, SO: 'Early' Lt tank [G & A, pg4], LB: Partisan, wheeled variety). *Demolitions Squad*. (19 men in 5 light APCs, *Journal 14*, p29, SO: 'Early' APC (T) [G & A, pg4], LB: APCs). Demolitions and bomb disposal experts. *Quick reaction Group* (72 men in 8 STAMPs [STAMP = Small Tactical Aerial Mobility Platform]), Trained in STAMP operations.

Fixed Installations: 3 x Triple Beam Lasers (SO: 3 x Heavy Calliopes [G & A, pg30], LB: Heavy lasers). 6 x Missile Launcher Bunkers (SO: SAMS, LB: Missile Launchers, HE).

Special Equipment

Close Observation Group

1. *Long Range Listening Device*. (LRLD). This man-portable device is fitted to the standard Military back-pack. It consists of a laser projector, receiver and enhanced broad-band recorder/transmitter. It is aimed at a window of an enclosed area, or any reflective material liable to be effected by the vibrations of people talking, and measuring these vibrations in the reflected laser light. Computer filtering and enhancement is done to the signal relayed from LRLD and the filtered sounds relayed to the relevant personnel as required. The beam does not have to be at right-angles to the window, but the nearer it is to 90° the better the pickup. It can be defeated by the background noise being too high, or containing certain frequencies (eg large numbers of people talking or certain types of engine running). Wt: 12kg. TL: 9 (SO: TL6). Cost: 12,950Cr (without computer backup).

2. *Voice Analysis Equipment*. (VAE). This analyses the voice pattern of subjects and detects the mental state of the person talking - if he is lying or not. In order for it to work it must analyse answers to questions which are known

to be true or false to obtain a reference. The longer it is in operation the more accurate it becomes. It is defeated by distortion in radio signals, a trained subject who knows what is happening, a subject who is on drugs (it will detect this and nothing more), and the subject speaking in very short, clipped sentences. Wt: 75kg. TL: 9 (SO: TL6). Cost: 100,000Cr.

In addition to the above equipment the COG will have computer enhanced video cameras, voice amplification equipment, sound recorders/amplifiers, and secure communications to each other and higher command.

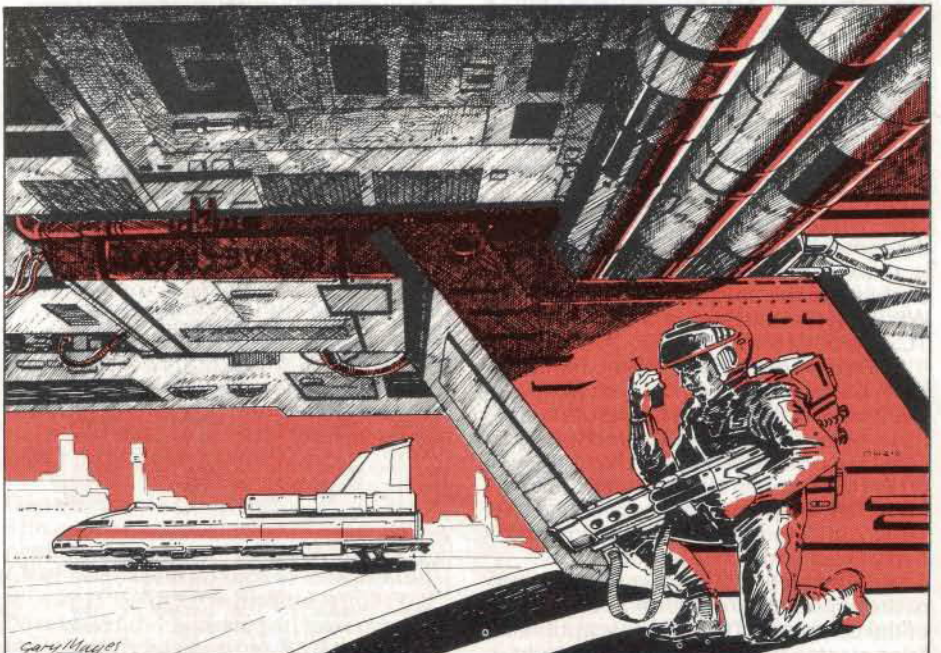
Special Response Group

All personnel in the SRG are equipped with high velocity sniper rifles with electronic sights and mounts, silencers, and secure communications to each other and higher command. All will have a skill level of 4 with their rifles (SO: skill level 80%, LB: 110%).

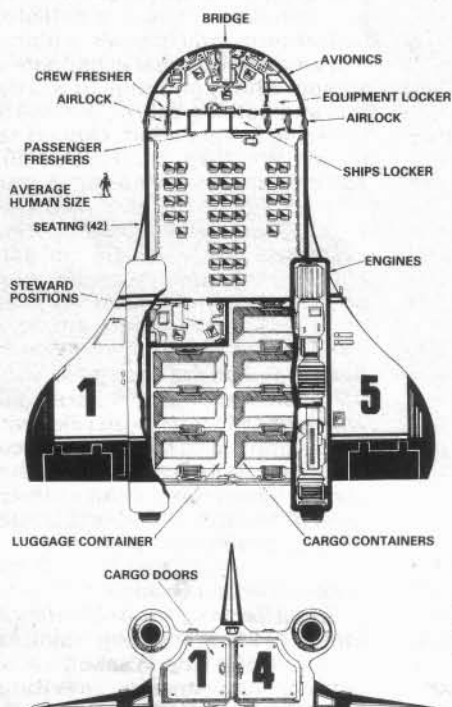
Quick Reaction Group

1. *Small Tactical Aerial Mobility Platforms*. (STAMPs). Using a simple VTOL airframe with twin Westinghouse G3 basic turbofan engines with thrust vector control, the STAMP is the precursor to the Air/raft. It is easiest to imagine as a helicopter without rotors or a tail boom (a Puma/Huey). The turbofan ducts run along the floor from the engine situated in the rear. Wt: 4 tons. TL: 8 (SO: TL5). Cost: 270,000Cr. Armour: none. Thrust: 6 tons. Damage points: 400. (SO: Damage Capacity 12, LB: Light Armour). Fuel: 2,200 litres (1.25 hours). Capacity: 8 troops + 2 crew. Max speed: 300kph.

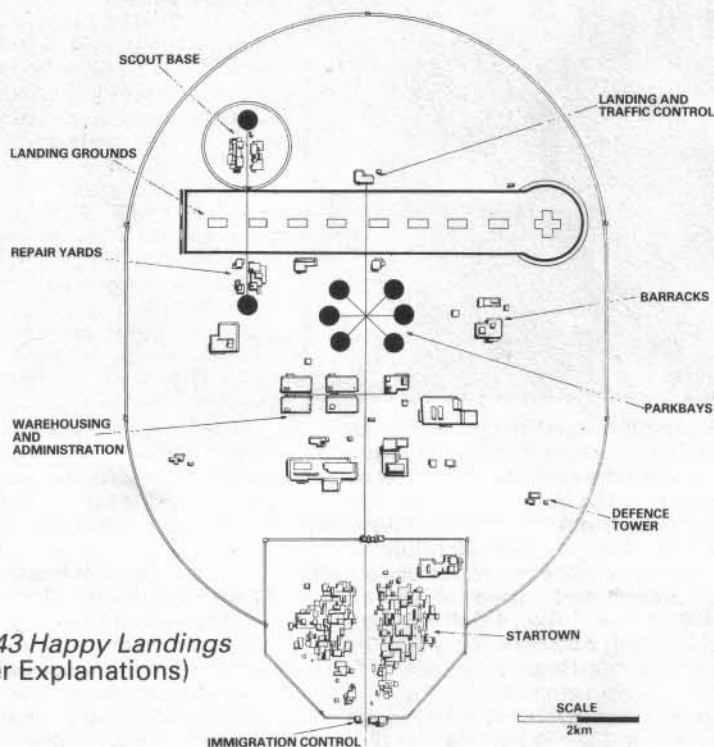
2. *Concussion Grenades*. These grenades, (SO: regular grenades, G & A, pg31), when used, create a loud bang and overpressure in order to stun the target. They are quite dangerous in confined spaces and when they explode, personnel in a confined space (like the inside of the Shuttle), may get perforated eardrums. They can be defeated by wearing pressure helmets, or the effects reduced by taking Combat Drug (Expedito/Steam). ▷



95 TON STANDARD SHUTTLE (modified for Passengers)



ALFKA SPACEPORT 'C' CLASS SCOUT BASE REPAIR YARDS



(See WD43 Happy Landings for further Explanations)

▷3. **Electromagnetic Inductor.** This induces electric/magnetic fields in electronic equipment preventing it from functioning. It can defeat most simple locking devices by burning out the circuits. Defeated by manual locking devices. It only effects equipment it is in contact with. Wt: 1kg. TL: 9 (SO: TL6). Cost: 650Cr.

4. **Drop Packs.** Retro-rocket packs used to safely arrest the descent of troops dropping onto a target. The fuel is a binary liquid propellant stored under pressure in two tanks in the pack. A simple proximity fuse detects the approach of the ground and activates the pack, righting the trooper and lowering him safely to the ground. There is no guidance system in the normal military pack but they are ejected from specially equipped Cutters containing extensive ballistic computers to accurately determine the fall of the troops. A skilful operator can, by shifting his body weight, land within a few meters of a chosen point from any height above 1000m (lower will not allow enough time to make a difference). The pressurised fuel is dangerous but the quantity is determined by computer and will vary according to the trooper's body weight (and the weight of his equipment) and the height of the drop. It is all expended before landing, thus the chances of an explosive hit are minimal. Wt: 30kg (but discarded on landing). TL: 8 (SO: TL5). Cost: 1000Cr.

5. **Explosive Sniffers.** Small, handheld, battery operated devices for detecting the presence of minute quantities of explosives in the atmosphere. They are operated by pressing a trigger on the side and an audio or visual alarm indicates the presence of explosives. They will detect almost all commercial explosives and some military ones. They are defeated by complete sealing of the explosive and chemical scrubbing of the container. They are susceptible to false alarms from solvents, body odour,

continuous use and incorrect adjustment. The QRG personnel equipped with this device are expert in its use. Wt: 1kg. TL: 7 (SO: TL: 5). Cost: 250Cr.

All personnel in the QRG are equipped with combat armour, communication helmets, 7mm assault rifles or auto shot-guns in addition to the usual military equipment.

The Police Commander (Commander only)

As the Chief of Police you are responsible for all Police operations, the gaining of intelligence, identification of suspects, arrest and imprisonment of criminals. These 'Revolutionaries' are nothing more than common criminals and should be treated as such. You are a humanitarian man however, and you feel that executing terrorists is wrong and just makes martyrs of them. Keeping them in jail for twenty years, where they will be made to do useful work for the community is the best option.

Passenger List	Status	Name	Sex	Age	Home address	Travel reason
Taxpayer	Arams	M	26	Delberg	Medical	
Taxpayer	Arams	F	27	Delberg	Medical	
Dependant	Arams	F	4	Delberg	Medical	
Taxpayer	Bink	M	54	Echo	Holiday	
Taxpayer	Bink	F	50	Echo	Holiday	
Taxpayer	Bink	M	28	Echo (sub)	Holiday	
Taxpayer	Coram	M	36	Foxville	Work (Mining)	
Taxpayer	Coram	F	34	Foxville	Work (Admin)	
Taxpayer	Danton	M	25	Gorn	Holiday	
Taxpayer	Danton	F	29	Gorn	Holiday	
Dependant	Danton	F	9	Gorn	Holiday	
Pensioner	Erans	M	68	Howad	Visit (Rels)	
Pensioner	Erans	F	62	Howad	Visit (Rels)	
Pensioner	F'arey	M	65	Ibarn	Visit (Rels)	
Taxpayer	F'arey	F	58	Ibarn	Visit (Rels)	
Taxpayer	Gage	F	31	Delberg	Work	
Taxpayer	Hariss	M	33	Delberg (sub)	Work	
Taxpayer	Irons	M	38	Echo	Work (Plastic)	
Taxpayer	Jonne	M	44	Kilo	Work	
Taxpayer	Kim-Berni	F	26	Juliet	Holiday	
Taxpayer	Lands-downe	M	48	Juliet	Holiday	
Taxpayer	Maan	M	28	Delberg	Work	
Captain	Speaking	M	48	Charlstown	Crew	
Flt Officer	Kirk	F	29	Charlstown	Crew	
Navigator	Chekov	M	22	Delberg	Crew	
Steward	Uhura	F	26	Delberg	Crew	
Steward	Chapel	F	24	Echo	Crew	

You are in the public eye after the success of Operation Snapshot, but you are well aware that if the terrorists succeed, your humanitarian ideals will be kicked out (and you along with them) in favour of the 'Be fair - Kill them all, let God sort it out' Brigade.

Objectives

1. Identify which of the passengers is a terrorist.
2. Find out how they managed to get weapons onto the Shuttle. (Assuming they actually have any...)

Forces Available

2160 Police Officers, 74 Armoured Police Vans, 26 Fifty-seater Coaches, 380 Police Patrol Vehicles, 19 Police Patrol Helicopters, 1 Mobile Command Headquarters (with computer links planet-wide).

Referees Notes

General

The conduct of this scenario is a little different from most types of RPGs, and at a higher level of command (at least on the government side!) than most players are used to; because of this the Referee needs to be careful to ensure a smooth adjustment.

Getting the terrorists to behave will require some care, you should point out that a heap of innocent corpses at the foot of the Shuttle's steps won't help their cause very much.

Notes

Weapons and Explosives. These were placed in the Fresher by a mechanic called *Wilson*. They were placed in his work locker and he smuggled them in his work bags (the checks being made to prevent people from stealing, not bringing things in.) The real First Aid kit and Fire Extinguisher were thrown into the waste disposal unit and this fact will come to light as soon as the fake First Aid kit is discovered.

SHUTTLE SCUTTLE

Mechanic Wilsen. His home address is Charlstown, but he only moved from Delberg last year. He has only had his present job for six months but has been a reliable worker. His previous job was working for the Monorail company in Delberg, doing more or less what he does now. He was blackmailed/threatened by Maan who knew him from Delberg. Wilsen has a wife and young son, who know nothing about what is going on.

Cutter Recent History. The Shuttle has been on this scheduled run for the past two years. Last week it was in the workshops for the annual overhaul. The only unusual occurrence was that a gyro needed replacing and the First Aid kit was changed one month early. The reason given for the early change of the First Aid kit was, as each kit is replaced at six-month intervals, it was changed early to bring the change into line with the annual overhaul. The crewman who changed the kit is a mechanic called Wilsen; he is currently on leave which he took suddenly yesterday. He can easily be traced if required. If questioned he will repeat the official line about the change being to bring the changes into line with the annual overhaul. If questioned closely and arrested on suspicion he will break down and tell all, giving the details of the weapons and Maan.

Recent Travel Movements. The *Corams* and *Jonne* use the flight regularly. In the past six-months (in addition to *Jonne* and the *Corams*) the *Arams* family flew four months ago, *Maan* flew two weeks ago, and *Irons* flew six weeks ago. The *Fareys* are on an interconnecting flight. The Crew and Stewardesses have flown the route many times and are completely trustworthy.

Security. The security checks on passengers at Delberg are very strict and the Chief of Security has stated that nothing larger than a detonator could be smuggled on board. The luggage is inaccessible during flight. There is no check however on the addresses of passengers who pay by cash, the following paid cash: Bink, Erans, Gage, Hariss, Irons, Kim-Berni, Landsdowne and Maan.

Incorrect (Fake) Addresses. The following gave incorrect addresses: Gage, Irons, Maan, Hariss, Kim-Berni, and Landsdowne.

Irons given address was 30 Central Avenue, but there is no such place on Central Avenue. At number 13 Central Avenue there is a Plastics Firm who have an Irons on their books. He is currently visiting Delberg at the moment for them, but he is not due back for four days. Irons had a bad accident and broke his arms in a fall and decided to cut his trip short. As he was unable to write, the girl at the check-in desk filled in the paperwork for him, resulting in the 13/30 error.

Kim-Berni and Landsdowne are a boss and his secretary away for a dirty weekend together. The address given by Kim-Berni is a ConDo in Juliet rented last month on a temporary basis, the Police Computer is not updated yet. Landsdowne has given the same address. Extensive checking will reveal that their names are real, and there is a firm (and only one) where both a Kim-Berni and Landsdowne work, and that both are away at the moment (one sick, the other

on a confidential meeting).

Political Prisoners. The prisoners are housed in the local jail which is 20 minutes running time by coach. One prisoner is ill and a stretcher case (but he can be moved). It should be noted that none of the prisoners really want to go – to be taken out of their nice safe prison into a Shuttle held by a bunch of maniacs they have never met... It will take about 30 minutes to force them onto the coach before it can leave.

Money. 3 MegaCredits would be readily available. It can be got to the Spaceport Admin Building within 10 minutes, once the Government Representative authorises it. It would fit in a small attache case.

Broadcast. It is easy to arrange a broadcast using the local VisiProg Personalities which can only be heard by the Shuttle.

Blind Spots. It is important to remember that the areas directly above, below and to the rear are blind to people on the Shuttle (unless someone sticks their head out of a hatch...).

Security Forces Equipment. It should be noted that the LRLD can be defeated by the terrorists doing one of the following things: 1. Communicate by sign language and written messages only.

2. Speak only in the two lockers, the stewards compartment, or the Freshers.
3. Wear the Vacc-Suit helmets and use the internal radios (the transmissions cannot be heard through the hull). This has the added advantage of defeating any attempt to use concussion grenades.
4. Leave the main engines running, the noise and vibration will cover all frequencies and even computer assisted filtering will not work.
5. Speak in whispers directly into each others ears.

The Concussion Grenades (*SO: G & A, pg31; LB: concussion grenade rules*) when used, create a loud bang and overpressure in order to stun the target. They are quite dangerous in confined spaces and will cause 2d6 damage to anyone in contact with one when it explodes; other personnel in a confined space (like the inside of the Shuttle) may suffer perforated eardrums. (10+ for 1d6 damage). In the turn in which the grenades explode the targets are stunned for a complete turn. They can be defeated by wearing pressure helmets, or reduced by taking Combat Drug; DM -6 on all actions (*SO: Expeditior, LB: Steam*).

If the Electromagnetic Inductor is used on the doors of the shuttle, it will trigger the explosive bolts, blowing all the external hatches open.

Accuracy on Drop Packs for experienced operators (and these are very experienced) is as follows: Above 1000m can land on Shuttle roof with 5+ on 2d6, below 1000m can land on Shuttle roof with 9+. Each time a pack is used throw 4+ to escape mishap (Vacc-suit modifiers apply, *LB: Jet pack rules, Jet pack 2 is required*) and throw 4+ to see if it can be re-used again.

General Game Conduct

The game cannot start until the hijack actually takes place. In order to give the Chief of Police a chance to identify the terrorists before the Shuttle lands, it is best to get the hijackers to take over the ship as early as possible. So if they don't

want to move early, have one of the passengers (one of the *Corams*) have an accident which needs the First Aid kit... The best laid plans. The Pilot will change the transponder reading and the Government will be notified.

Point out to the hijackers that it is part of their aim to achieve maximum publicity by landing at the Spaceport. Discourage them from attempting to land elsewhere, as it will probably result in a premature end to the game due to the lack of fuel...

It is very important to stress to the players that nothing will happen unless you are told about it. For example: If a hatch is opened, it remains open until you are told that it is being closed. Never help the Chief of Police, beyond getting him started on the process of elimination. It is essential to keep a strict timetable so you know what time it is, at any stage.

At the end of the game (I usually stop when the government storm the Shuttle) all the players should be brought together and each in turn told how well he did. Each players objectives should be read out and the Referee decide how well he did, and what the future holds for his character (not much for the terrorists, usually...). The hijackers should be praised if they managed not to shoot anyone (especially if they are all dead...).

You can tell if you are running a good game and really keeping the pressure on, when the following happens: 1. One group makes a decision that effects the other group, and you run through and get their reply. 2. When you get back, the first group start telling you what they are doing *before* you have told them the other groups reply!!

What Generally Happens

Sometimes during the flight the hijackers get their hands on the weapons and explosives from where they are hidden in the Fresher and take over the Shuttle. The Pilot operates the concealed switch, signalling that the Shuttle has been hijacked.

The Government Forces deploy in concealed 'hides' around the Landing Grounds, with their surveillance equipment. The Chief of Police starts working down the list of passengers eliminating those he can.

The hijackers wire up their bomb and actually work out what they are going to do, and where in the Spaceport they are going to land.

By the time the Shuttle lands the government should have identified who placed the weapons on board, and know what weapons and explosives the terrorists have.

The hijackers start making demands – the first is usually to refuel the Shuttle, and then they start worrying about deadlines. The Government usually give in to most demands but stall about the prisoners, giving them time to assemble 20 pale and unshaven troopers to masquerade as prisoners.

The hijackers let the fake prisoners on board and are easily overpowered (or perhaps not...).

The editors would like to thank Jon Sutherland (Laserburn) and Nic Grecas (Space Opera) for their help in presenting this scenario.

MONSTER MANUAL II

TSR Inc

The new *Monster Manual II* joins the original *Monster Manual* and *Fiend Folio* in the AD&D series of books. In his preface, Gary Gygax expresses a wish to eventually have several volumes of monsters, a wish that seems to be shared by the rest of the hobby, judging by the number of new monsters that appear in the pages of nearly every hobby magazine, professional or amateur.

In the by now familiar format of the *Monster Manual* and *Fiend Folio*, the new book maintains the standard of clear presentation. Each monster is introduced by its statistics, which are fleshed out by a paragraph or more of description and most of them have been illustrated. However, some unsightly gaps have been left, looking as if illustrations had been planned for and then not included. This is particularly noticeable in the dinosaur collection. Overall, the artwork is, if anything, better than the previous books, with some particularly fine examples by Harry Quinn.

The range of monsters presented is wide – birds, insects, humanoids, undead and more. Some are developments of previously published creatures; for example there are two new types of elf, a large number of dinosaurs, four more dragons and enough devils to make Asmodeus himself nervous, ranging from the Dukes of Hell to the meanest Least Devil (as the hordes of devilish minions are called). As well as the Devils, who of course live in Hell, the inhabitants of various other planes are described, both the great lords and their minions – such as the Devas from the *Outer Planes of Good*, and the Modrons of *Nirvana* – along with the Elemental Grues, a collection of terrifying beasts from the *Elemental Planes*. There is also a selection of Demons, including some of the Demon Princes and, interestingly, the semi-demons produced by the mating of human beings with demons and succubi... which might give some chaotic evil DMs a few ideas! For botanical DMs there's a fine army of fungal monsters, while MUs had better check their spell books carefully for the Bookworm. And if you've ever wondered what a Will o' the Wisp looks like when at home try looking up the Boggart.

At the back of the *Manual* is a complete alphabetical list of all the 'official' monsters to be found in the *MM*, *FF* and *MMII*. Each is provided with a volume and page reference. There are also detailed breakdowns of this complete monster list by level and by native terrain; in each case sub-divided by their frequency of occurrence.

Also supplied are a large selection of random encounter tables covering dungeons by level, the out of doors by terrain type, water by type (salt, fresh, tropical etc) and by depth, and the *Astral* and *Ethereal Planes*. An extremely useful feature for the DM who prefers some control in what 'randomly' appears in his world is a brief guide to the mechanics of creating random encounter tables, in the same format as the published ones.

There are too many high level monsters for my taste and too many are

overly deadly. On the other hand there are many interesting ideas and several well-developed tribes and hierarchies.

Just about all the monsters are inimical to adventurers – all are monsters in what Gygax calls the traditional use of the term, a wicked or horrible creature. It would be nice to meet something friendly on occasion.

Overall *Monster Manual II* is a good, well presented addition to the AD&D series, with some very useful creatures, and is probably worth buying, particularly if you like a wide range of monsters in your game.

Presentation: 9

Overall: 7

Megan C Evans

STARSHIP TRAVELLER

CITY OF THIEVES

Puffin

£1.50

£1.50

These books continue the series of solo adventures by Ian Livingstone and Steve Jackson. Both feature simple combat systems and are apparently aimed at a nine to twelve year old audience, but may appeal to older gamers in search of interesting scenario ideas.

Starship Traveller is an SF game apparently inspired by *Star Trek*. The reader is Captain of the starship *Traveller*, a typically vast vessel equipped with a normal assortment of phasers, shields, transporters, and expendable crew members. The player rolls characteristics for the main character and for four other officers, two security guards, and the ship itself. Each character has two attributes, Skill and Stamina. One other characteristic, Luck, is rolled once only and is occasionally applied to all aspects of combat and skill use. The book includes rules for hand-to-hand, phaser, and ship-to-ship combat, rather annoyingly located at the back.

The actual adventure begins with the *Traveller* falling through a Black Hole into another universe, and is a quest to find the space and time co-ordinates of a hole for the return voyage. On visiting a planet the Captain chooses two or three crew members and then beams down. There are a large number of possible encounters, ranging from hostile starships to berserk robots. Other events include capture for gladiatorial games, plague, summary execution as an illegal alien, and mutiny. I never managed to get back to the 'real' universe, but sent the ship to total destruction eight times. This is my main criticism – nearly every planet offers space or time data, but there doesn't seem to be any way to tell if it's accurate. At certain points in the text the reader is instructed to subtract the time co-ordinates from space co-ordinates, if known. The number obtained leads to one or another paragraph, five leading to destruction and one to the ship's safe return. Since the ship has a Science Officer, I would have expected to see some sort of check against skill to determine if the data is trustworthy or not. There are no other major flaws, and the illustrations by Peter Andrew Jones are excellent.

City of Thieves is a much more traditional programmed fantasy adventure, featuring the same combat system used

OPEN

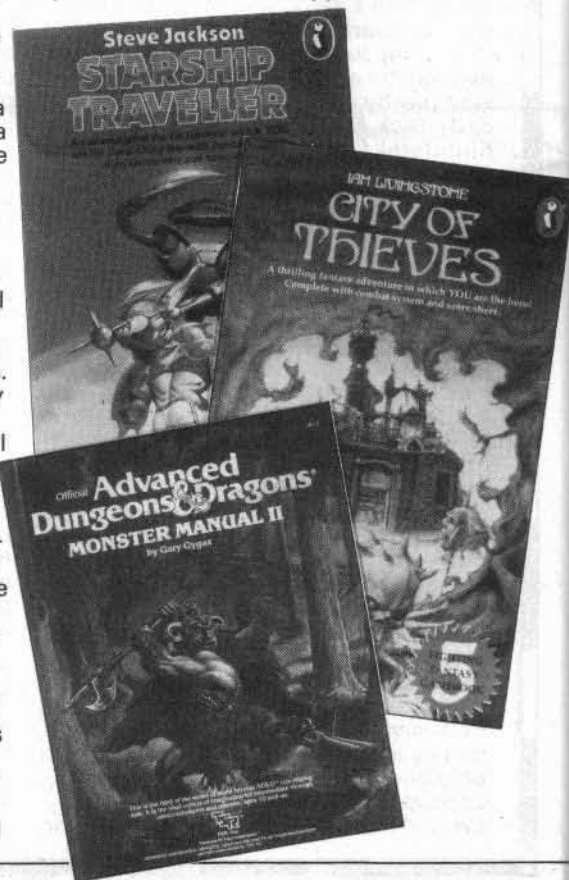
In Open Box, science fiction and fantasy shops are reviewed by independent

in earlier books of the series. The hero is asked to aid the inhabitants of Silverton, a town besieged by the undead servants of Zanbar Bone, the Night Prince. For a fee of a handful of gold and an extremely good sword, he (or she) must travel to the city of Port Blacksand and ask for help from the good magician Nicodemus.

Port Blacksand is a typical fantasy city, with guarded gates, impaled skulls, and the usual hordes of beggars and thieves. Most encounters in the city are potentially lethal, several being no-win situations where the best outcome involves injury or loss of money. Nicodemus, when found, is not particularly keen to take on Zanbar Bane in person, but will reveal enough information to give a fighting chance. The adventure ends with the character either dead, a zombie, or the victor in this final struggle. Illustrations are by Iain McCaig, and are of the usual high standard for this series.

I liked both of these adventures a lot, and feel sure that they will appeal to their intended audience. *Starship Traveller* introduces a new concept to solo adventures – the player controlling a team rather than a single character. So far as I know no previous publication has included this idea. It is also the only solo SF adventure I've seen, apart from a few juveniles which didn't have any gaming element. *City of Thieves* is more traditional and less complex but equally enjoyable.

The ratings following are based on my opinion of each book's appeal to its



BOX

games and rulebooks currently in the authorities.

intended audience, and on their usefulness to more experienced players.

Overall: Starship Traveller 9
City of Thieves 8
Marcus L Rowland

SUPPLEMENT 12 –
Forms and Charts £2.95
SUPPLEMENT 13 –
Veterans £2.95
ADVENTURE 9 –
Nomads of the World Ocean £2.95
Game Designers' Workshop

Supplement 12 is a collection of forms for the GM to duplicate, on which to keep campaign records. The forms include character sheets, ship design sheets, world and subsector mapping sheets, and so on; a few are new, most are redrawn versions of forms already available elsewhere. One of the strong points of *Traveller* is that the game mechanics are simple enough that complex record sheets are unnecessary, and I for one will stick to my 3" x 5" cards and graph paper. *Supplement 12* is pure chrome. There are also a number of mock ID cards to copy and present to each other if you wish.

Supplement 13 is a collection of over 200 pregenerated *Mercenary* characters, in two parts. The first lists resumés for all the characters, the second their actual skills and morale – it would have

been more convenient had this data been on facing pages so that you didn't have to flick backwards and forwards. Within each part, characters are further divided by tech level. I regard *Book 1* procedures as adequate for NPCs, and feel that *Book 4* systems are fun because of the choices and detail of assignments – which don't come over well in pregenerated characters. Thus I feel this supplement too is pointless; I would rather see one full of predesigned *Striker!* equipment.

Adventure 9 is a different matter. It is set in the Solomani Rim on a high-tech waterworld; here live the daghadasi, giant sea-creatures hunted by nomads living in floating cities. The band investigate claims that daghadasi are threatened with extinction by corporate over-harvesting. My immediate reaction was 'Greenpeace meets Son of Dune'; imagine Arrakis with water instead of sand and you get the scenario's planet. Daghadasi are oceanic sandworms, even producing a valuable drug.

Paranoid (or sensible, depending on how you look at it) bands will take precautions which can make it difficult to lead them along the intended route of the scenario; it is better if you can keep them from splitting up, for instance. Bands with a ship available tend to have too many options early on, so try to set things up so that they can't use it.

If the adventurers can be properly guided into the scenario, it is superb stuff and will last up to a game year or so. The Brothers Keith have their faults, but they can make a world live like no-one else.

	Supp 12	Supp 13	Adv 9
Presentation:	10	5	8
Playability:	-	-	8
Enjoyment:	-	-	9
Skill:	-	-	6
Complexity:	-	-	7
Overall:	2	3	9

Andy Slack

MERCENARIES, SPIES AND PRIVATE EYES £5.50
THE JADE JAGUAR £3.95
Blade

The rules are split up into 3 books, the first follows Orion Brayden through his birth by dice, characteristics are pretty standard – Strength, Luck, Intelligence, Dexterity, Constitution, Charisma, Speed, all are quite straight forward; combat and missile adds are calculated and initial cash determined. Three major areas of skill are defined, Information (degrees/job experience), Special skills (medical/legal), and Combat skills (weapons/martial arts). The best part of this section is the IQ tie in; a minimum IQ is stated to be able to use the listed skill. Over 80 are detailed, from Elocution to Sky diving. An interesting section on Psychic skills follows and includes Clairvoyance and Telepathy as well as more obscure mysteries of the mind.

Combat is defined as taking up 30 secs for hand-to-hand and 15 secs for missile fire. Any damage caused is taken straight from the victims constitution. The weapons are deadly, and normally a hit

will mean death, particularly in the case of modern automatic weapons, consequently the author has included a paragraph called 'Megadeath Luck Saving Throw', allowing the GM to show mercy to the hapless player if in a charitable mood.

Adventure Points (AP's) are doled out by the GM, which allows character ability enhancements. This way of gauging skill in play is pretty easy to follow and derivative of many other RPG's, cunning and killing mean more AP's.

Some relatively interesting chapters follow covering animals, the opposition, and sketchy sections on organising various forms of scenario's, an optional section on magic is included, offering spells costing \$250 each, and referring the reader to the *T&T* magic system. The most useful section is the weapon charts, covering all types from knives to AK47's; weapons are deadly and there seems to be no constraints on availability.

Rules criticism: they are jumbled; combat and missile fire being in different parts of the book from hit location is a good example of the poor layout. There are no ready reference sheets, so the GM will laboriously flip through irrelevant passages to find out how to deal with something. Ponderous passages conceal the real meat of what the designer is trying to say.

To sum up, these rules try to offer too much and end up providing very little. The game concept is good, but the execution is poor, very little of real value is in evidence. The immense area of diversity that should be available, from Agatha Christie to James Bond, is absent. By casting the net too wide the author captures nothing; a faint glimmer of reality, this game will do little to popularise the genre.

The Jade Jaguar is a solitary adventure primarily for use with *MSPE* but it can be used with amendments which are included for *Espionage*. It is a slim volume of 24 playing pages in a style that will be instantly recognisable to *T&T* players, the programmed adventure. It is a simple adventure yarn which makes a plot from Magnum look like an Agatha Christie mystery. Having picked up the *Jade Jaguar* for the first time unprompted and without serious thought I solved the adventure in about 10 minutes (5 or 6 tube stops), and at a price of £3.95 that represents terrible value for money. What's more it's not the sort of game that could be played more than twice.

The *Jade Jaguar* of the title is a cad of a fellow 'who has roused natives into a crude fighting force', and seized explorer Prof Jackson and her colleagues. You are charged to deliver them from the jaws of certain death by sacrifice, and to add to your problems the Prof needs serum or she will surely die. Sounds a bit like a second rate Tarzan script, read on if you can stifle the yawns. A poor introduction to a dull RPG. However, a friend was inspired to write a scenario for this system immediately he saw it, so perhaps it's not all bad.

	MSPE JJ	MSPE JJ
Presentation:	5	5
Playability:	4	5
Skill:	3	2
Overall:	4	3
Enjoyment:	4	2
Complexity:	2	1
Rules:	4	-

Jon Sutherland



Christmas loomed as I wrote this, filling your reviewer with jolly benevolence towards these books. (Things might have been different had Collins not neglected to send me a copy of Donaldson's *Gilden-Fire: or Bits My Editor Wisely Cut From My First Draft*.) Even our rival™ magazine was feeling festive: entering a low pub for purposes of research, I found their columnist Pete Tamlyn® heroically playtesting TSR's new game *Legless*. Exhausted by savage hand-to-mouth combat with a fifteen-dice Irish whiskey, he confided that more than once he'd tried to praise *Critical Mass* as the best bit of *WD*, only for such comments to be hacked from his column by chainsaw-wielding editors. A likely story.

The most hyped fantasy this winter is Michael Ende's *The Neverending Story* [Allen Lane 396pp £8.95 – rising to £9.95 on 1 January!]. A best-seller in umpteen countries; a \$30-million-budget film in production; I approached it with fear and trembling.

The book, like some of Borge's shorts, is about fantasy as well as being fantasy. Juvenile hero Bastian (whose real-world bits of the book are printed in red) pinches a copy of *The Neverending Story* (eh?) and reads the fantasy tale within (printed in green), which opens clumsily but picks up interest as it emerges that the red and green texts aren't independent: the book obviously affects Bastian (and us), Bastian affects the book, the fantasy quest epic of the green passages is a search for Bastian himself as the human needed to give life to this fantasy by reading it and also to add to it as author.

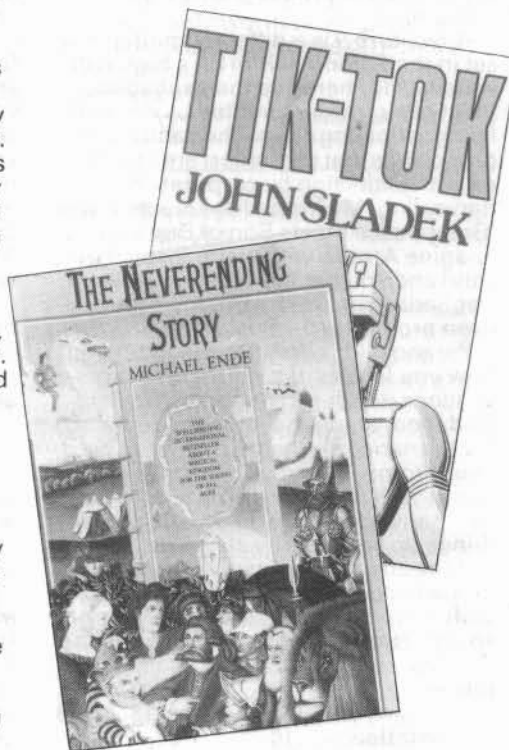
By the second half, Bastian has fallen into the green text, an all-potent demiurge: things begin to go wrong as he uses up his imaginative resources tinkering with the inner world. Yes – this is a splendid allegory about creativeness, about balance between fantasy and reality, about writing and reading, catching the mind in its mirror-mazes.

Sometimes the writing is clumsy (I don't go a bomb on names like 'Cheesie-wheezes'), overwhimsical, and muddles symbols from too many sources. And despite plush production the artwork is grotty, while the promised 'shimmering copper-coloured silk' binding looks like plain red cloth to me. A good buy, though, unless you suffer from red/green colour blindness.

My favourite fantasy author is James Branch Cabell, whose *The Silver Stallion* is out from *Unicorn* [272pp £2.95]. Loosely connected to the author's *Figures of Earth* [233pp £2.50] and *Jurgen* [forthcoming], *The Silver Stallion* stands up well on its own: moving, erudite and very, very witty. Here are the improbable fates of seven out of nine barons of the great but clayfooted Dom Manuel: hordes of fantasy clichés are sent up. Young Queen Morvyth sends her princely lovers out on quests; Baron Gonfal suavely injures himself and spends the year of the quest recuperating in the Queen's court, and bedroom. Baron Miramon's three wishes nearly cause the farcical end of the universe and the coming of the awful 'day upon which every god must shave with a razor that is hired.' Baron Donander's ascent from glorious death to Paradise goes

Critical Mass is a regular book review column written by Dave Langford.

SEASONAL SPIRIT



wrong when a Valkyrie (come for his heathen opponent) mistakenly wafts him to Valhalla, where he marries into the nobility and reluctantly, though a good Christian, becomes a god...

This and *Jurgen* are the best introductions to Cabell. For the curious: the two left-over barons meet their dooms in allegorical tales within a moderately rare Cabell essay collection, *Straws and Prayer-Books*.

I've been asked for more anthology reviews. A hideous disaster happened to the anthology market in the 70s: many publishers now say automatically, 'Anthologies don't sell.' But *Unicorn* have issued volume 1 of Maxim Jakubowski's *Lands of Never* [167pp £2.50], comprising stories by Silverberg, Chant, Aldiss, Evans, Watson, Carter (Angela, not Lin), Tem, Grant, Ballard and Horwood. One or two items seem a bit incongruous, but it's a fine collection. For SF fans there's Terry Carr's excellent *Best SF of the Year 12* [Gollancz 350pp £9.95]: Silverberg, Sterling, Russ, Gibson (whose 'Burning Chrome' was called 'what *Tron* should have been like'), Pohl, Johnson, LeGuin, Disch, Benford, Willis, Niemand, Kress, McAllister. Carr has much better taste in SF than Hugo voters, I tell you.

John Sladek's *Tik-Tok* [Gollancz 18pp £7.95] is a murderously funny romp through yet another Sladekian satirical future. A nuclear-powered land aircraft carrier equal in area to the state of Delaware, requiring 135 million tyres and a change every 100 yards... a crooked fast-

food chain selling foetal armadillos as Szechuan duck... a bizarrely afflicted invalid ('Later she developed an allergy to oxygen, which gave her many doctors some considerable difficulty') who ends up safe from allergens, in orbit, until she develops her allergy to space...

Against this teeming background, the smarmy ex-domestic robot Tik-Tok rises to fame. In Sladek's previous *Roderick*, nice robot Roderick is cruelly treated by our weird world and suffers no end. But Tik-Tok isn't nice, his 'asimov circuits' have failed, he's murderous, wicked and bad – and so naturally he does very well, leaving a trail of bodies en route to becoming the first robot candidate for US Vice-President. 'I shouldn't be laughing at this,' I kept telling myself as I rolled round the floor in hysterics.

A touch of humour also works well for Barrington Bayley in *The Zen Gun* [DAW 159pp £2.50]. Bayley has brilliant short-story ideas, but many of his novels are leaden, with clichéd Galactic Empires obscuring the philosophical fireworks. *The Zen Gun* has a Galactic Empire all right, but an incredibly silly one, since the pure blood of humanity has run a bit thin and posts are manned by robots (legally declared non-sentient – hence their sulking union's work-to-rule during most space battles) and IQ-enhanced pigs (who politely take over the reins of Empire when exasperated by human inefficiency). The deadpan humour blends with loony physics (rationalizing the old crank theory 'Gravity is not really a pull but a push'), the fabric of space coming apart, and the zen gun itself, which is the most powerful weapon ever, designed to make centralized empires impossible – and is pocket-sized, carved from wood. Why can't Bayley find a UK publisher?

His Master's Voice by Stanislaw Lem [Secker & Warburg 199pp £7.95] is deadly serious. This is one of Lem's ferociously intellectual works like *Solaris*, which leave you limp and overawed.

The mathematical narrator records the failure/success of the HMV Project set up to analyse neutrino signals from Out There: the feel of intense research is well handled, the rival theories all make sense, the book is gripping despite minimal action. Decoding a tiny part of the Message leads to the synthesis of a remarkable new substance 'Frog Eggs': part of the intended 'meaning' or a crude error, as though we'd tried to run a computer program as music? Lem offers a sheaf of cosmic answers, some truly mindblowing – but it isn't easy reading.

The Meaning of Liff by Douglas Adams and John Lloyd [Pan 191pp £1.95] isn't another Hatcher book (though one is on the way, titled *So Long, and Thanks for All the Fish*): unlike the last, it's very funny. *Liff* evolved from a parlour game in which you decide what a placename *should* mean, as in Paul Jennings's 1964 essay which explained that Bodmin was a unit of work equal to one-sixtieth of a man-hour. Picking Adams/Lloyd examples of interest to *WD* readers: Massachusetts are those items or particles which people (after blowing their noses) are searching for when they look into their hankies; Skegness is malleable nose excreta; Peebles are small, carefully rolled pellets of skegness... and so on. □

Eventually, even in the most difficult campaigns, player characters will feel it is time they set themselves up as protectors of a grateful populace. They can either find an evil noble ripe for overthrow, or go into the wilderness and tame an area, building your own country/duchy/barony.

The *AD&D Dungeon Master's Guide* construction lists are only rudimentary and few other FRPs pay any attention to this aspect of the game. So here is a system for determining construction times and costs etc. Prices will be given in *AD&D* gold pieces, and must be converted for other systems, preferably in line with the *Ale Standard* of *WD29*.

The standard unit of construction cost is the man-week (mw): the amount of work done by one labourer in one week. This cost can vary with support unit costs, hazard pay for working in dangerous areas, etc. To find the man-week costs of the structures listed in the *DMG* divide by 16.6. This assumes that all building materials are on hand. If stone must be quarried or timber felled the time taken to prepare the material will be the same as the man-weeks required for the structure. Buying prepared material costs 8½gp per man-week of material, plus transport costs.

Each four-horse wagon can transport 4000lb of cargo: 10mw quarried stone, 20mw trimmed timber, or enough food for 160 man-weeks (or grain for 80 horse-weeks). Food wagons must be guarded, but guarded material wagons are only needed when in wilderness, unless it has been cleared and is regularly patrolled.

Every labourer must be paid 7½gp per month, but 10% are foremen who earn 10gp per month (although in civilised regions this must be increased to allow for taxation so that 7½/10gp is the take home pay), and for every 25 labourers one chuck wagon must be supplied. A chuck wagon is a four-horse wagon (each horse costing 1½gp per month to feed) with driver, teamster (each on 12½gp/month) and cook (15gp/month), plus food to the value of 96gp/month (which feeds 25 workers, plus all their support personnel). Every 100 workers require an engineer (100gp/month) and tool wagon (costing the same as a chuck wagon but the cook is replaced by a storemaster). One guard is needed for every ten labourers and four per wagon or engineer, double this figure in wilderness. Guards cost 11¼gp per month each, but 10% are sergeants on 16gp per month, plus a captain (5th-8th level, 40gp per level per month) for the entire unit. Thus the total cost of hiring a body of workers for one month (assuming a 6th level guards captain) is: 100 workers: 2304gp; 150 workers: 3461gp; 200 workers: 4015gp; 250 workers: 5079gp; 300 workers: 5903gp.

For these princely sums, workers will toil six days a week (in a non-wilderness area), except for their major religious days. No labourer is allowed more than four major holy days per year. In case of serious injury the contractor must pay the employee one year's pay; in case of death or permanent maiming the employee or his next of kin get two years pay. On a major construction project (anything over two years) the first con-

Clay to Marble

Construction in AD&D by Chris Felton

struction is that of the labourer's housing and guard barracks, both of which belong to the contractor who can claim back 1gp per month for the rent on worker's houses (which will stay rentable for 20 years), but not on troop barracks and married quarters. The workers will then build housing for the engineers and architects, which the occupant has a right to buy at cost price or rent at 5gp per month. Finally, the architect must be paid. In addition to his salary [see *WD29*] he gets a bonus of 2% of the construction cost for standardised items (roads, workers housing, castle walls, etc) and 10% of the construction costs of individual items (bridges, temples, castle buildings, etc).



Costs of Standard Constructions

1 mile Roman road: 750mw.
1 mile paved road: 250mw.
1 mile log road: 75mw.
1 mile beaten track: 25mw.
(All road costs are doubled in rough terrain, hills and deserts, tripled in mountains, and multiplied by 3-6 in marsh, checking every mile) 30' high fortified wall with battlements and buttresses: 20mw per 10'.
Streets: 6½' of 15' wide street per man-week.
Stone river bridge: 300mw per 20'.
Stone ravine bridge: 600mw per 20'.
Wooden river bridge: 60mw per 20'.
Wooden ravine bridge: 120mw per 20'.
Workers housing: 42mw each.
Engineer's housing: 126mw each.
Troops quarters: 50.4mw per soldier (this includes barracks, married quarters, officer's quarters, and training areas, but not stables for cavalry).
Inn: 126mw.
Tavern: 84mw.
Sewers: 12mw per 10'.
Gatehouse: 729mw (includes two 40' high 30' diameter towers).
100' wharf (1 ship): 200mw.
100' pier (2 ships): 450mw.
Temple: per High Priest 9th-12th in residence: 8,640mw (includes quarters for 100 clerics, 50 guardsmen, temple staff, etc. To be economic, this requires a local population of 15000).

Temple: per High Priest 13th+ in residence: 25,920mw (including facilities for two lesser High Priests, 300 clerics, 150 guards, etc. Population needed: 50,000).

All costs must be doubled if materials are not already available. Weather: storms will halve the work done during the week in which they occur, snowstorms or drought quarter the work done, and blizzards prevent any work. All structures must be furnished, which costs 10% of the construction cost, plus special furnishings. Examples of special furnishings: Armourer's forge: 3000gp per Master Armourer, leatherworker's shop: 1200gp per Master Leatherworker, library and laboratory equipment (per Wizard): 40,000gp, tilt yard: 18,000gp.

Annual maintenance costs 2% of the original cost of the building for stone structures, or 5% for wooden structures (the percentage is of the original man-week cost, which allows the characters to work out how large a maintenance staff is needed). Roads: Roman road upkeep is 1% per annum, paved 5%, log 10%, cleared 20%. Cleared roads may be washed out in heavy rain, so log roads are commonest.

All wharves and piers must be sheltered from the elements. Wharves need breakwaters, piers need a full harbour wall. Both cost the same as a fortified wall, but harbour walls are much longer. A breakwater can protect only two wharves, a harbour wall as many wharves or piers as required.

Each week of construction there is a 10% chance of an incident from the following list occurring:

01-15: Minor accident: 1 wagon wrecked, d6-2 horses killed; 16-30: Minor accident: d6 workers injured, d4-2 weeks work lost; 31-40: Major accident: d6-3 killed, 2d6 injured, 2d4-3 weeks work lost; 41-45: Minor catastrophe: d6 killed, 2d6 injured, 2d4 weeks lost; 46-49: Major catastrophe: 2d6% of workers killed, 2d6 weeks lost; 50-60: Religious Festival: 20-25% of workers lose 2-4 days; 61-70: Food stores contaminated: 20-50% lost; 71-75: Water source dries up or is contaminated; 76-80: Disease strikes d4 horses, may spread; 81-88: Disease strikes d10 workers, may spread; 89: Bandit attack on site paychest; 90-99: Supply caravan attacked by random monster; 00: Trouble with neighbouring noble/landowner.

The exact nature of the trouble is up to the GM. When the work in question is a road the accidents will not do as much damage as on constructions, so the maximum amount of work lost will be one week's worth, except in unusual circumstances like earthquakes, but the injuries and deaths will be in about the same numbers. In a city temple-construction, for example, a wall may collapse, killing 7% of the workforce who happened to be below it, while a road gang would be aboard a wagon when the horses were spooked, and the resulting crashing progress through a workgang killed the required 7%, although the road itself was unhurt. If you think this may be expensive, you're right. The group who inspired all this skullwork now have 16½ years to raise 7,324,431 gold pieces plus incidental expenses...□

THRUUD THE BARBARIAN

THE CROWNING
CEREMONY OF
THE EVIL
NECROMANCER,
TO-ME KU-PA
NOW TO BECOME
A POWERFUL KING...



SUDDENLY...

TO-ME KU-PA! SON
OF A CROSS EYED
WOMBAT! YOU'LL DIE
BEFORE YOU'RE MADE
KING!!



AN ONSET OF SICKENINGLY
MINDLESS VIOLENCE ENSUES...



NOW IT'S YOUR TURN
WIZARD!



BOOM!?!



Runes in the Dungeon

Variant Rules for RuneQuest by Dave Morris

One of the great strengths of *RuneQuest* is its system of skills, which players mix and match to create the kind of character they want. But many, particularly younger players, are put off by such complexity. They would rather have the available skills organized into distinct groups – character classes, in other words. Here is a variant set of rules for *RQ*, then. All you will need to play it is the standard *RQ* rulebook.

Rules Changes

Since not all characters can use magic, there is a special POW gain rule: a character gets a chance (10%) of a POW increase roll after any adventure in which he resisted a hostile spell. Magic-users also get the usual POW increase roll for a successful magical attack.

Any character can increase his score in a skill by using the skill successfully in a scenario and later making an experience roll in the usual way. However, the character classes restrict the skills in which a character can buy training.

Fighters

1. Fighters roll STR and CON on 2d6+6. Only they can buy training in these characteristics.

2. Fighters start with all combat skills at 25%, plus bonuses. They can take any two combat skills at 30% plus bonuses. They can buy combat training at the usual rates.

3. They start with 2d100+350L worth of arms and armour, plus 5d20L cash.

Magic-Users

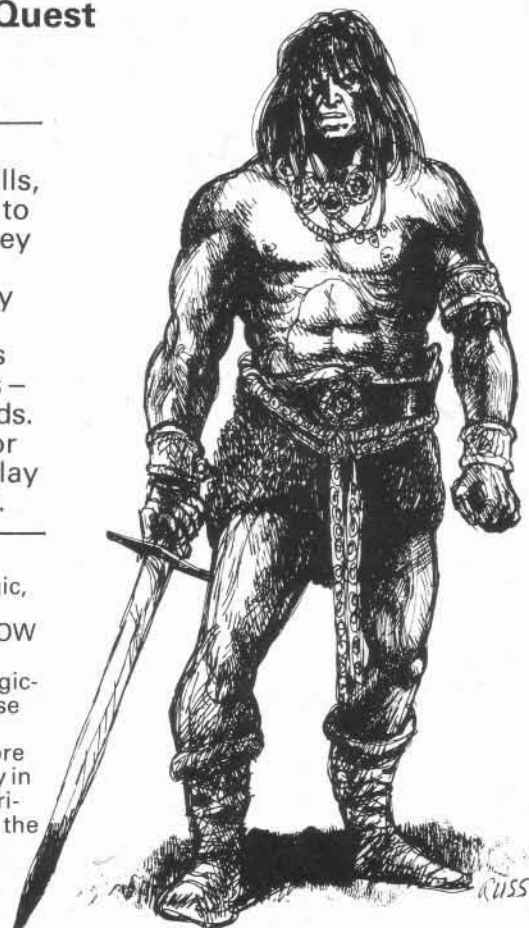
1. MUs roll POW on 2d4+10. They start with 3 points of battle magic, and get another point each time they make a successful POW increase. They can also buy spells. They cannot use the spells available to thieves.

2. MUs can wear any armour up to cuirboilli – metal armour would disrupt their spells. Their combat skills start at the usual base chance, plus bonuses. They can use any weapon. They cannot buy combat training except for Quarterstaff and Dagger – both at four times normal cost.

3. They can buy training in Sage skills and all Alchemy skills except blade venom preparation. They do not need to pay for associate membership of the Alchemists Guild first.

4. Only MUs can use spell matrices and magical crystals.

5. They start with armour of their choice (up to that permitted), a staff and a dagger. They get 4d20L cash.



Witches

1. Witches (the term covers both sexes) are a sub-class of MU. A character must have POW and CHA both 16+ to qualify for this class.

2. All the above rules relating to MUs apply to witches also, except that they have access to only the following MU spells: *detect spirit*, *spirit shield*, *healing*, *dispel magic*, *xenohealing*, *befuddle*, *detect magic* and *dullblade*.

3. Witches have the following powers of a standard *RQ* shaman: possession of a fetch (all fetches have INT 3d6 and POW 2d6+6), store POW on the spirit plane, special POW increase roll, cure disease ability, return from the dead, and the chance to control spirits.

Thieves

1. Thieves roll DEX on 2d6+6, SIZ on 2d6+4 (the usual SIZ roll for *RQ* characters is now 2d6+6). Only they can buy DEX training.

2. Only this class can buy training in the thievery skills. They start at a base chance of 25% plus bonuses in all of these.

3. They can wear any armour they want, but anything heavier than cuirboilli imposes a Move Silently penalty. Their combat skills start at the usual base chance plus bonuses – except for Shortsword and Small Shield, with a base chance of 20% plus bonuses. They can use any weapon and can buy

weapons training at twice the usual cost with the exception of Shortsword and Dagger training, which are bought at the usual rates.

4. Thieves can buy certain spells (they call them cantrips) from their guild: *silence*, *invisibility*, *speedart* and *detection blank*. These are bought at 1½ times the cost listed in *RQ*.

Thieves can buy Sage skills and (from their guild) the techniques of blade venom and systemic poison preparation.

5. All thieves make their Defence increase rolls as though they had an INT of 18.

6. They start with 1d100+250L worth of arms and armour, plus 5d20L cash.

Rune Level Characters

When he has POW of at least 15 and three skills at 90% or more, a fighter becomes a Lord. A thief meeting these requirements becomes a Master Thief. Like a Rune Lord in standard *RQ*, these characters can increase their skills beyond 100%. They also have the advantage that even when their POW is depleted, they resist spells with their normal characteristic POW. (They do not get any of the other advantages or responsibilities of a Rune Lord.)

When a MU (or witch) has a POW of at least 18 and is at 90% or higher in *Read & Write Own Language* and *Read & Write Manuscript* (counts as "Other Language"), he qualifies as a Wizard. This is rather like a Rune Priest in standard *RQ*: the Wizard gets an allied spirit, access to Rune spells, and an easier POW gain roll of (25-POW)x5%, rather than the usual (21-POW)x5%. He has less time to practice his Combat, Stealth and Manipulation skills and cannot now increase these beyond DEXx5%. If they were already better than that, they fall to DEXx5%.

A Wizard can study the Rune spells. He acquires a Rune spell by permanently relinquishing points of POW above 18 – each time an increase roll takes him over 18 POW he can choose to take more Rune magic. If his *characteristic* POW (not current POW) ever drops below 18 he will need to build it up again before he can use his Rune spells. A Wizard recovers expended Rune spells at the rate of one point per day, at sunrise.

Wizards select an element to align themselves with (Earth, Fire, Air, Water and Darkness). This determines the elemental that the Wizard can summon with the runepower spells.

Using the Variant

I envisage all this being used in a medieval-type campaign rather like the usual *D&D* universe (standard *RQ* has an ancient world setting.) The cults are much reduced in importance because Wizards, Lords and Master Thieves do not derive their abilities from a cult. Thus you are free to use in your campaign whichever deities and demi-gods (no plug intended) seem suitable. This is particularly useful for *GW's Questworld* pack which will be *RuneQuest* in a gothic/traditional fiction style of fantasy world. It is also useful for those who think the *RQ* game system is excellent but dislike its Glorantha, bronze age setting, or for those wishing a quick character generation in *RQ*. □

RuneRites is a monthly column for RuneQuest ideas, edited by Oliver Dickinson. This issue, some questions and answers.

RuneQuestions

I have had questions from many correspondents, and offer some of the most interesting (to me) here, with my answers, slightly updated or condensed.

Chalana Arroy (answers are largely repeated from *WF12* and *13*).

Q: (Brian Garrod) Is there a total ban on Healers using weapons, even Rune Lords, or is this only a ban on buying skills, not on increasing by experience?

A: Strongly orthodox Healers often refuse to use weapons in any circumstances, even against Undead, but the more practically minded might not be so rigid, though killing Undead is not allowed. A combat skill can be learned by experience, if a Healer was fighting to save a life, but may never be learned by training.

Q: Can Healers wear armour, or must they always wear their Healer uniforms?

A: They must always wear their uniforms, but can wear armour underneath, subject to the will of the High Priestess, the climate, etc. I see no reason why they should not carry shields, too, but presume they can't train with them.

Q: (David Walkden) Are Healers allowed to refuse to treat Chaotics or worshippers of any *Cults of Terror* god?

A: They cannot refuse healing to any who ask for it, though they can use their discretion as to who gets healed and how; most Chaotics would disdain to ask for healing, see *Cults of Prax* pg65.

Q: (Dermot Nolan) It states in *Cults of Prax* that Healers ask no payment for work, but heal all who come to them. Does this mean that they will *resurrect* any who come to them within the 6-day limit, or will cure a person of any disease? It seems against the very nature of the Chalana Arroy cult that they should pay most attention to the powerful and prestigious. Also, at most temples, would they possess most spells?

A: The Healers do not *ask* for payment, but see p70: you'd better pay! Otherwise, they will heal anyone, using their discretion as noted above; remember that they may have other calls on their time apart from your party, and must take a day of meditation per point to recover Rune spells. In small temples they would hardly have all spells available, and I would expect *resurrection* to be quite rare anywhere, because it is a 3-point spell, and Healers do not get that many chances to increase their POW.

Humakt

Q: (Steven Philips) Can Humakti use systemic poison or Blade Venom? They might think it deceitful or unfair and against their vow to Truth.

A: I really approve of this question; Steven has thought hard about what it

means to role-play a Humakti. Fanatical Humakti might well take the attitude that poison was deceitful, but I would expect many to be more pragmatic; the use of poison in a Humakti duel would certainly be un-Humakti and attract a *Spirit of Reprisal*.

Q: (David Walkden) Does the Code of Humakt require honouring only fallen Humakti or others, even all, of the fallen?

A: I would think that a good Humakti should honour all fallen except those of enemy cults and perhaps, in most cases, Chaotics; but Lunars with chaotic features would probably be honoured.

Q: (Dermot Nolan) If Humakti cannot be *resurrected*, does this apply to members of any Death cult?

A: Only Zorak Zoran is basically a Death cult apart from Humakt, though other cults have the Death rune. I would not expect Zorak Zorani to want to be *resurrected*, but it does not seem forbidden. Note that Cacodemon cultists cannot be resurrected by *Divine Intervention*, nor can several other Chaotic cultists, and also that no Chaotic cult has the *Resurrection* spell available, though a Thanatari might have a head that knew it.

Q: (S Sykes) Can Undead be destroyed by *resurrection*?

A: The answer must be no, I think; vampires have already been *resurrected* in an odd way, and for most other Undead there would have to be some separate mechanism undoing the Rune spell that created them (a thought: I have never discovered how Ghouls are created. Ask *Chaosium*); a dreadful waste of the spell, anyway. I once thought of getting rid of Skeletons or Zombies by casting the appropriate

strength of *dispel magic* (2 or 4), but Steve Perrin didn't like the idea!

Miscellaneous

Q: (C Claydon) If a Rune Lord becomes a Priest his DEX-based skills drop to DEX x 5%. In what cults is this not so?

A: I suspect this is a common misconception; this rule only applies to Initiates, and even so is not true for Humakt, Waha, Bagog, Foundchild, and I would think Storm Bull, though this is not specifically stated. *RQ* pps 57-8 makes clear that Lords keep their skills, but cannot improve except by experience, which is always open to Priests [p59, top]. When on leave, Priests can improve their characteristics and skills, and Priests wandering around adventuring must be on leave, unless they have a mission from their temple.

Q: Could a Seven Mothers PC appeal for *Divine Intervention* to be freed from becoming a broo when he gained a chaotic feature, without losing the feature?

A: I would think so but he *would* probably be expected to give up the feature, and whether there would be a favourable response might depend on how he got it. The Lunars don't approve of Chaos particularly. Also, since there are Seven Mothers broos (*Borderlands* gives a 04 chance on the table of cult membership for broos), the god might well say, 'Where's your problem? You can still worship me.' Gods are unlikely to use *Divine Intervention* simply to save you social embarrassment!

Q: An Aldryami Wood Lord was reduced to 0 power by spirit combat. Can he be brought back to life by any means?

A: No; he is *really* gone. Despite what is said to happen in *WF11*, p13 to some Humakti (candidly admitted as a mistake to me by Greg), loss of all POW means complete annihilation.

Q: Should Elves be allowed to use acid and poisoned weapons? Local opinion is that this is not elvish.

A: I would expect Aldryami to use herbal poisons and not normally to have access to other kinds, except perhaps those derived from monsters. As for not being elvish, this sounds too much like Tolkien-style noble, fair etc elves. Aldryami are not like that, I feel; I would expect them to be extremely stand-offish, not to say hostile, to most humans, unless these followed friendly cults (Light or Earth cults), and to be fanatical in their defence of their plants, which they might well think more important than other intelligent species. They will also be fanatically hostile to their hereditary enemies, Trolls and Mostali (a hostility returned with interest), and probably neutral to Dragonewts but uncomprehending of them.

Q: Can poison be combined with acid?

A: While they are not technically magical, I would expect weird results as with combining magical potions.

Q: Would a non-dwarf Mostali cultist be allowed to use a repeating crossbow?

A: I doubt it; this would require special enchanting of the weapon, or *Divine Intervention*. Probably the only way you could show sufficient devotion to Mostal would be to join Mostali ways (see *DW24*), so what would be the point? Orthodox Mostali don't adventure. □



Starbase is a bi-monthly department for Traveller, edited by Bob McWilliams. This issue, quick fleet design.

A Fleeting Encounter

Book 2 Fleets by Andy Slack

High Guard vessels and fleets are fine for mass military actions and tournament play, but I have found that in normal Traveller adventures the amount of time spent designing them is wasted. Smaller units like the famous Gazelle class or my own Explorer class [WD39] have their uses, but in general can be replaced by ordinary Book 2 designs without any loss of flavour. Huge craft like the *Azhanti High Lightning* are negligibly large – their firepower and marine contingents are such that if they appear in a game at all individual characters in a small ship stand no chance whatsoever, unless the opposing captain is an idiot. The average game or commission is instantly unbalanced unless the heavy cruisers are kept off-stage – so what's the point of spending days designing them?

A fleet of Book 2 ships is much more deployable and far easier to design. It is also easier to run; because of the lack of screens and the way the weapons behave, tactics are roughly similar to modern naval warfare. Even with computer programmes such as those available to the vast Model/7 machines, lasers and missiles are roughly equivalent in effect whoever launches them or fires them. Further, because ships are not very resistant to damage, and because ton-for-ton a group of ship's boats have more weapons than a starship or non-starship, there is a strong incentive to having many small units, rather than a few big ones. From a game balance point of view, this means that

instead of being pursued by a 20,000 ton craft with a meson gun the players' free trader is set upon by a squadron of fighters or ship's boats. They stand slightly more chance, but the referee has had virtually no design work to do and can concentrate on the scenario not the rules or the hardware.

Fleet Composition

1 Carrier – a large vessel carrying fighters or ship's boats modified as fighters. 2-12 Escorts – type C or type T cruisers would be perfect. 1-6 Auxiliaries – supply ships, hospital ships and so on. Type R or M subsidised merchants called up for war service, probably. 3-18 Scouts – the familiar type S. 1-6 Couriers – fast, long-range vessels for carrying reports and orders on strategy, future fleet positions, etc. 1-6 Tankers – large vessels with vast amounts of spare fuel to transfer to other ships. 1-6 Assault Carriers – large vessels carrying marines and their equipment, possibly in low berths.

Deployment and Tactics

The running costs of warships will still be much higher if they are moving around than if they sit still, so to save money any government in peacetime will keep the fleet in port as much as possible. In peacetime, the scout ships will roam around space looking for trouble which requires a fleet's presence, and if they find it they will report back straight away. The escorts may also patrol randomly in the hope of nipping such trouble in the bud, blasting pirates, and so

on. The rest of the fleet will spend most of its time at a naval base, strategically placed for quick response to likely trouble areas. Still, sometimes it will go on exercises to fine-tune crews and equipment; so assume a naval base has a fleet present 5/6 of the time, and if a 6 is rolled the fleet is on an exercise. Naval bases will always retain some fighters to protect them, some scouts for reconnaissance, and some couriers to report or yell for help with.

When in war or exercise the fleet moves as a whole, the units have the following tasks:

Carrier. The flagship, also responsible for transporting up to a hundred or so fighters/combat ship's boats between star systems. It is lightly armed as a last line of defence.

Fighters. They do most of the real work. They attack enemy ships, usually with missile fire; support ground troops, serving as 'flying tanks' as well as maintaining air superiority; and attempt to prevent enemy fighters from doing the same things back.

Escorts. Their primary function is protecting the carrier from enemy fighters. If friendly fighters do not break up an attack, the escorts must do so as the carrier is not itself efficient in combat.

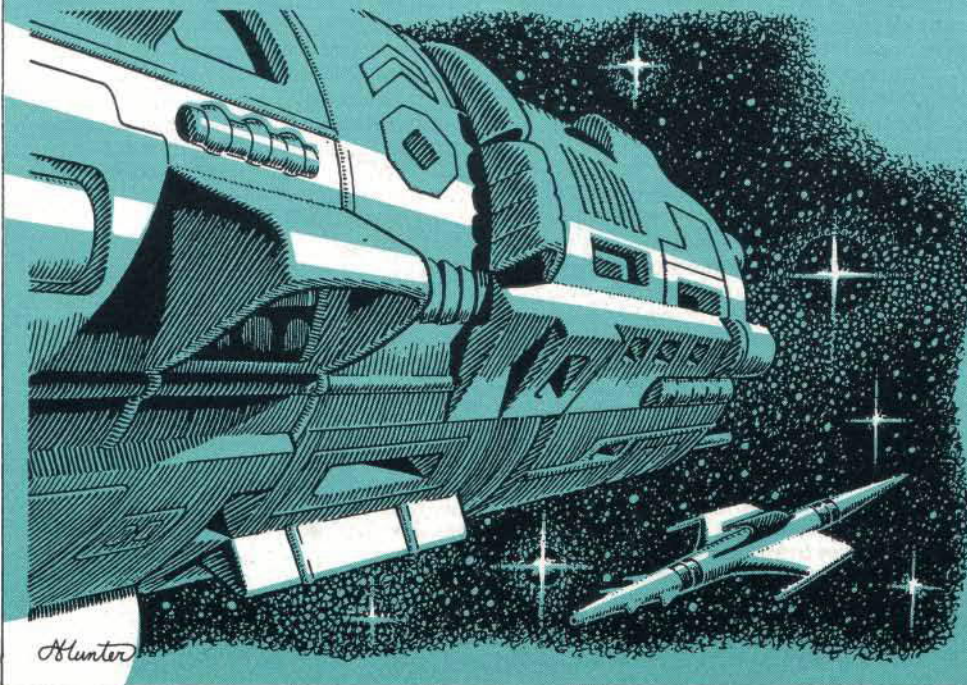
Auxiliaries and Tankers. Supply the fleet with fuel and other goods. They normally huddle around the carrier for protection.

Scouts. Primarily used for reconnaissance. They will jump into nearby systems in search of opposing forces and report back if possible. The fleet normally plans its movements some weeks in advance; this means that the scouts can leave the fleet in system A, search systems B and C, rejoin the fleet in system D, rather than the whole fleet sitting idle until a report is brought back. This also makes opposing scouts prime targets for capture by enemy intelligence, and since plans must often be changed, scouts are often lost from the fleet by appearing at the scheduled system to find the fleet absent. Contingency plans are laid against this, eg alternate routes and instructions to 'go to such and such world and wait for further orders', but even so there are a lot of lost scouts roaming around in a war. (Good scenario there, perhaps.)

Couriers. Required to carry messages back and forth between fleets and bases. A quite respectable 400ton courier capable of jump-5 can be designed at tech level 11 for around MCr250, which should be sufficient for most needs. The same comments about fleet schedules and routes apply here as were made for the scouts above.

Finally, each fleet must have its own marine force with it in case it needs ground troops, because it will rarely be able to wait weeks or months for troops to arrive. These too huddle near the carrier.

As can be seen the fleet has quite a realistic feel, and requires only a few hours work designing the couriers, carriers, tankers and assault carriers. In fact, most of this work can be skipped since only the courier is likely to appear in a scenario – a band might well be hired to hijack it to find the composition and route of its parent fleet. □



月刊イマジンは高いだ



LETTERS

Letters Page,
White Dwarf,
27/29 Sunbeam Road,
London NW10 6JP,
United Kingdom.

Dear WD,

I feel I must congratulate Daniel Collerton on the splendid job he did on the AD&D city of *Irilian*. When I Dungeon Mastered it, I found that my motley crew of adventurers were enjoying themselves immensely, (in fact, they said they'd liked it even better than *Forest of Doom!*).

Still, onto more important things, ie my thoughts on improving WD, which has far surpassed its opposition. Firstly, I begin to wonder why *White Dwarf* became a monthly publication after all, because it seems to me that most of your articles appear every two months. I can understand that this allows more room for other things, but I would have thought that WD's motto was 'quality not quantity.' Secondly, I am one of your readers that would prefer multi-system scenarios instead of your more usual (too much D&D and *Traveller!*). Thirdly and lastly, in *Fiend Factory*, still a monthly feature thank God!, why not let Mr Fiore comment on the published creatures; just a sentence or two at the bottom maybe, and perhaps even a marking system akin to *Open Box*.

Yours,

B P Stevens, Essex.

Dear WD,

May I say how much I enjoyed the recent Demons in *RuneQuest* series, and give my thanks to Dave Morris for the good ideas it contained.

Keep up the good work,
Philip King, Essex.

Dear WD,

I am writing to compliment you on your 'New Look' *White Dwarf*. I am especially pleased with the addition of 2 very promising cartoon strips - *Thrud the Barbarian* and *The Travellers*. The new policy of occasionally having articles on less popular wargames has my full support; some suggestions for which would be articles and scenarios for *Task Force's Star Fleet Battles*. However, I would like to know why the very good *Starbase* articles are only on a bi-monthly basis. I, who prefer *Traveller* to AD&D occasionally (only occasionally) get angry over the preference of the editorial staff for AD&D and *RuneQuest*. While I can quite see the point that both are very popular, I and many other *Traveller* players would comment that *Traveller* is just as popular.

However, in general I am very pleased with my monthly *White Dwarf* and will continue to receive the magazine with open arms.

Yours,

Tim Westlake, Devon.

Dear WD,

The *Castles In The Air* correspondence risks becoming unduly long, tedious to those not involved, and if Edward Whittaker's letter is anything to go by, increasingly acerbic. This was never our intention, and so despite the risk of provoking further letters we would be glad of an opportunity to set the record straight. (If nothing else, it might prevent Lew Pulsipher feeling that he is being persecuted).

The point of our letter was not to get picky over detail, but (with tongues in cheeks) to challenge what we felt to be Lew's assertion that dungeons are a logical, if not inevitable, feature of the D&D multiverse. It may be, as he says, that the example we picked would not be effective, but I think the point behind it still stands - the vast majority of D&D/AD&D dungeons proper are the secure, well fortified underground constructions he describes, which regularly get creamed by a small party of well equipped adventurers. And yes, before anyone starts reaching for their pen and vitriol, this would apply equally well to an over-ground castle.

Ultimately, it is not the game you play that counts, but the way that you play it. I like to think that although we may not agree with Lew's line of argument in this case, we share with him and many others a commitment to campaigns with a well developed and internally consistent rationale, which *in game terms* are realistic. Such an approach, in our opinion encourages good role-playing, but is not tied to any particular system. There is nothing to be gained, therefore, from sterile slanging matches over the merits or demerits of rival systems, and we do not intend to become involved in them. We meant it then, and we mean it now.

Yours constructively,

Chris Elliott and Richard Edward,
London.

Dear WD,

Anent Steve Gilham's comments in WD45, undoubtedly there is far more to FRP than dungeoning, but wouldn't it be foolish to try to give a taste of every facet of FRP to complete novices? Simplicity is a virtue when introducing people to a new idea. Moreover, there's no obligation to emphasize the 'forefront' of FRP; novices surely aren't going 'to be forever five years behind' because their first game is a dungeon rather than something else!

Given that the main point of my introductory scenario (*Khazad-Dum*, WD38) is that the players will be familiar with the situation from reading the books, Moria was the best choice for the adventure. It gives the players a specific objective (other than 'smash-and-trash'); to get out of Moria. The whole fellowship is

present, whereas soon after the group broke up. I suppose one could use the trek from Rivendell to Moria, but frankly, I find the Moria section more varied, much more exciting and, just as important, more memorable. It would be foolish to refuse to use it on the grounds that dungeon adventuring is somehow inferior.

I don't have the space to explain why here, but I think dungeons, however realistic or unrealistic they may be, are still the best adventuring environment for most novice groups, especially youngsters. Nonetheless, anyone who prefers non-dungeon scenarios can certainly use them after getting the novices hooked using Moria.

And if you really can't stand dungeons, I suggest using something from the First Age as an introductory scenario. I devised a rather vague First Age introductory scenario before *The Silmarillion* was published, but never tried it because Moria worked so well every time I (and others) used it.

Yours,

Lew Pulsipher, USA.

Dear WD,

I write in praise of Phil Masters' *Aliens* in WD47. However, I have one complaint (or rather question). How do you pronounce Phulgk'k'k'k? I fear that for my purposes the name will have to be changed or I'll have to practice (it can show a lack of control on the campaign to have to call them 'Phulgthingies'! Nevertheless a very useful article for use as an alternative to the universal Dentrassi!

Yours,

Duncan Bisatt, Southampton.

Dear WD,

I have enjoyed your *Irilian* series immensely, both for the plot, (which I have found to be better than many modules I have played or DMed) and for the amount of detail and effort that must have gone into it. Three cheers for Mr Collerton. It is indeed a pity that we cannot see more of this quality in future scenario spots; hint, hint. Secondly, I would like to see more solo modules for D&D/AD&D. The only ones so far out, are both *Basic* and *Expert* modules. The quality of *M1* left something to be desired although *M2* was worth its salt. Thirdly, Mr Lew Pulsipher seems to be getting a lot of stick when all he is trying to do is offer some constructive ideas. We ungrateful Britishers would do well to remember that we don't have to accept peoples' ideas and we should leave others to form their own opinions of articles, if the alternative is blasting everything we don't agree with to kingdom come. Everytime Mr Pulsipher puts pen to paper someone's out to get him; (remember the Necromancer). Keep up the good work Lew. Fourthly, previous to Mr Marcus Rowland's excellent *Stop, Thief* article, I had only used thieves as openers of locks and detectors of traps, only rarely backstabbing the leaders of foes. Since Marcus enlightened my misguided mind I have taken to thieves in a single character adventure in a big way. Thanks Marcus.

Yours,

Tim Smith, Derbyshire.

An AD&D two-part campaign for a party of levels 6-9. Next issue's instalment will conclude the campaign – any references unexplained below will be fully covered then. Read through the adventure thoroughly before beginning.

GM'S INTRODUCTION

This is a one-off Campaign, set in its own world (to fit it into an existing campaign, make it clear to the players that they have somehow entered a different universe). Magic is extremely rare. Although peasants believe in local deities, intelligent men (travellers, city-dwellers, etc) regard their worship as ignorant superstition. There are no gods and no *Divine Intervention* – and consequently no cleric character class. Alignment is a matter of personal psychological orientation.

This self-contained world has its own creatures. All characters must be human; there are no non-human player races.

For reasons that will become obvious, there should be no illusionists, and no-one with illusion (or, especially, anti-illusion) spells, scrolls, potions, items, etc. Because there are few adventurers, and little magic, the player characters are amongst the most powerful people in the world.

Six ready-rolled characters are provided for the campaign. You can use your own characters, or roll new ones, but please note the special requirements and limitations of the characters provided – and remember, there can only be *one* magic-user, and *no* clerics. Don't be afraid of making decisions based on your own judgement. Each game is different, and you should respond to the requirement of *your* game.

The lost city of Tirandor is no fable, although the players should be led to believe it is. Once a very powerful city state, its strength was derived from some source of immense *ethereal* or mystical power located in the mountains, probably at the original city site. This was carefully controlled by the mage-lords of Tirandor; but eventually, one of the most powerful, named Karapadin, found some means of usurping all the power for himself. Another mage-lord, the noble Bitranthaa, attempted to stop him. In the ensuing battle, Karapadin was killed; but the power had been drained from Tirandor and it perished. Only Bitranthaa remained. He harnessed the power himself, and attempted to use it to re-establish Tirandor on his own. But by himself he couldn't handle the power, and became steadily madder, building up a Tirandor of illusion. Before he finally retreated inside the fortress of dreams, he captured the dragon Yrgael and set him to guard the power, and established the Nine Gates in an attempt to ensure that if anyone *did* get to the power, it would be in a much reduced form (Fortress, Yrgael, Nine Gates: see next issue).

Over the centuries, Bitranthaa has slowly extended his power. Now quite mad, and living in a world of his own fantasies, he is incapable of distinguishing reality from illusion.

Kastarys, the wizard, has spent some years delving into ancient archives, and has found some vague fragments relating to Tirandor and formed the impression

The Key of TIRANDOR

Part 1: The Search for the City by Mike Polling



THE PLAYER CHARACTERS

These characters are recommended for use in the adventure. If there are more than six players, or if any of the characters are irrevocably killed, further characters should be rolled of comparable power.

Kastarys

8th level magic-user; AC7; HP24; Alignment: Neutral. Str 12; Int 17; Wis 13; Con 11; Dex 10; Cha 16. Spells: 1st: *Burning hands*; *magic missile*; *protection from evil*; *shield*. 2nd: *Invisibility*; *ray of enfeeblement*; *strength*. 3rd: *Haste*; *fly*; *infravision*. 4th: *Minor globe of invulnerability*; *monster summoning II*. Equipment: *Wand of Fireballs* (18ch); *Dagger +1*; *Ring of Protection +3*; *The Two Golden Lions*; *Ring of Reincarnation* (works three times only – user can *reincarnate* a dead person in human form, rather like the 6th level MU spell).

Zanok

7th level fighter; AC-2; HP46; Alignment: Neutral. Str 16; Int 12; Wis 13; Con 15; Dex 15; Cha 13. Equipment: *Heirloom gemstone* – "The Key of Tirandor"; *Plate Armour +3*; *Shield*; *Longsword +3*; *Wings of Flying*; *Light Crossbow with three +2 Quarrels*.

Valakar

7th level fighter; AC1; HP40; Alignment: Lawful Good. Str 18(76); Int 13; Wis 12; Con 12; Dex 14; Cha 15. Equipment: *Bracers of Defense* (AC2); *Ring of Protection +1*; *Footman's Mace +2*; *Shortsword +1*; *Short bow with four +1 Arrows*; *Gloves of Healing* (9 charges – each charge enables the user to cast *Cure Serious Wounds*).

Slith

8th level thief; AC2; HP30; Alignment: Neutral Good. Str 13; Int 16; Wis 9; Con 14; Dex 17; Cha 12. Abilities: *Pickpockets* 70%; *Open Locks* 67%; *Remove Traps* 55%; *Move Silently* 67%; *Hide in Shadows* 54%; *Hear Noise* 25%; *Climbing* 96%; *Read Languages* 40%. Equipment: *Elven Cloak*; *Ring of Protection +3*; *Longsword +3*; *Ring of Regeneration*; *Sling +1*; *Dagger +1*; *Leather armour*.

Rhigat

8th level druid; AC4; HP45; Alignment: Neutral. Str 16; Int 11; Wis 12; Con 15; Dex 15; Cha 15. Spells: 1st: *Detect magic*; *faerie fire*; *purify water*; *shillelagh*. 2nd: *Barkskin*; *charm person*; *cure light wounds* (x2). 3rd: *Call lightning*; *hold animal*; *neutralize poison*. 4th: *Cure serious wounds*; *dispel magic*. Equipment: *Cloak of Protection +2*; *Leather armour and wooden shield*; *Dancing Scimitar*; *Spear +1*; *Oak staff*; *Rod of Resurrection* (2ch).▷

that the power is still there. He has heard of the characters, and magical research has indicated that they are the people for the job. Zanak in particular has been indicated as important, although Kastarys doesn't know why. The other characters should not regard themselves as Kastarys's employees, but rather as partners.

Zanak has a family heirloom, an ancient amulet known in the family as *The Key of Tirandor*. He has no idea of its significance. The setting is worthless, but the gem has all the colours of the rainbow continually flowing through it. It is, in fact, one of the five pieces of the actual Key. The entire Key consists of two identical gems, an amulet to hold them, and two sections of rod which join together – the top section of the rod fitting into the base of the amulet. The whole thing is about six inches long. The other four pieces are

scattered along the road to Tirandor, and it is only with these that Tirandor can be found. Each piece gives the wearer a strong sense of the direction in which he must travel to find the next piece. The player should be told that he cannot bear to be separated from the Key; he should guard it jealously, and covet each new piece as it comes along. When he finds a new piece, it is instantly obvious to him how it fits together with the piece(s) he already has. As he gets more of the pieces, he will start to feel ill, getting iller with each new piece. Don't tell him that it's the Key that's causing his illness. Even if he finds out, he should still want to keep the Key and bear the illness. It cannot be cured until the Key is put in its proper place – at which time he will be glad to get rid of it. Finally, it's entirely up to him whether he decides to tell the others about it or not.

THE KEY OF TIRANDOR

Keln

7th level ranger; AC2; HP43; Alignment: Chaotic Good. Str 15; Int 13; Wis 15; Con 15; Dex 12; Cha 12. Equipment: *Chainmail +3; Two-handed Sword +4; Longbow with twelve +2 Arrows; Shortsword +2; Ring of Djinn Summoning* (Jalal, the djinni, has 30 hit points); *Boots of Travelling and Leaping*.

General Notes on Players

All characters start with three potions of their choice and 700gps with which to buy provisions, non-magical equipment and so forth. Kastarys and Rhigat are both assumed to have any spell components they need.

The characters should be allowed any basic non-magical equipment but magical items are very hard to come by and extremely expensive.

The characters start in Brontir, where they meet Kastarys. Once you've sorted out all the basic details, show them the map and ask them where they're going. Kastarys knows the rough direction - towards the mountains - but only Zanok has any feel for the precise direction - to the swamps: if they don't follow his 'instinct', or if he doesn't tell them about it, they will wander around aimlessly, having the odd random encounter. Kastarys's Manuscripts: The Dragon song of Tirandor refers to Yrgael's imprisonment in Part 2. The Sayings and the letter fragment refer to the Nine Gates in Part 2.

PLAYER'S INTRODUCTION

You are all seasoned adventurers. Although none of you have met before, each has heard of the reputation of the others. Your individual adventures have taken you throughout the known world: from the powerful city-state of Kirag across to the trading-towns of Nalti and Pesh, and down to the most powerful and wealthy city-state Brontir.

There is little magic around but when you have encountered it, it's been dangerous, mysterious, and frightening. Sorcerers are few and far between, and usually not terribly powerful; they are often disliked and mistrusted, despite the good they can (sometimes) do.

You have all, separately, been requested to pay a call on Kastarys, a well-known sorcerer who lives in Brontir. Little is known about him except that he is pretty much the most powerful wizard around. The message you receive from him doesn't say much - just asking you along to see him, and referring vaguely to the possibility of great power, in connection with the fabled city of Tirandor.

Tirandor is pure myth; a children's tale. Long ago, so the story runs, in the Mountains of Tirandor stood the beautiful and mighty city from which the mountains derive their name. Its dominions extended as far north as Kirag, perhaps beyond. It was the familiar golden age. Somehow, the whole thing is supposed to have collapsed; all Tirandor's lands fell into anarchy, from which they slowly and painfully emerged into the present city-state system. There's not a shred of evidence to substantiate these fairy-tales.

Kastarys's Introduction

You have spent some years looking into dusty old archives, digging up mouldering manuscripts, etc - and as a result you are convinced that Tirandor is no legend. You feel that there is immense power in the mountains, just waiting for someone to go and get it. There will be danger, of course, which is why you need to persuade some of the best adventurers around to accompany you on your quest. And persuade them you must - after all, they're not very likely to pay much attention to idle talk about a fairy-tale. The only concrete information you have found (which you should show the other characters) is in the form of old manuscript fragments:

From 'The sayings of the Sage Emrallam':

Tirandor was a shadow-play on the face of the Abyss. If you are searching for great power, look for the key to the door which has no lock, follow the path of the gate which is not. Victory comes only through death. Defeat your lustings and cravings for worldly things. Release yourself from the cycle of endless recurrence; overcome yourself. Men are fools, the things of the world toys to befuddle the mind.

The Dragon-Song of Tirandor
*The Lord of the Skies
The Prince of the Flame
Is lost from our eyes
Our loss is our shame
In the weight of the Earth
In the boundless Sea
Our loss is our dearth
Until he is free.*

Manuscript fragments relating to the history of Tirandor
... but at length there arose one of the mage-lords, named Karapadin, and he penetrated to... rejecting... and calling instead for... And having usurped the power, he sought to establish his own empire... Bitranthaa, who fought against him in an awesome battle... Lord Karapadin was defeated and destroyed, but the power was drained from Tirandor for ever... And Bitranthaa came down, and watched in silence as the towers of Tirandor crumbled into ruin, and confusion and destruction came down upon the land. But some say Bitr...

Fragment of an ancient letter
... as you requested, my lord, I humbly report that the old man is no more than a lunatic, crazed in his wits. He talks of the mage-lords of Tirandor and other such ravings. And if such babble is not enough, he appears to believe that someone has returned from death - or something to that effect. These peasants, my lord, are children - dirty children at that. He wanders much in his speech, referring to the Nine...

THE CAMPAIGN

The road to the swamps runs alongside the river. It passes through scattered settlements, although these stop about 15 miles from the swamps, where there is much murmuring, unease, and vague rumours about the swamps among all sorts of superstitious rubbish. About halfway to the swamps, the party is attacked by bandits, at night.

The Bandits

There are 20 of these, all 1st Level; (AC7; HP4, 6, 3, 5, 8, 7, 4, 5, 5, 5, 7, 10, 1, 6, 3, 3, 7, 2, 8, 9; longswords). Also a chief and his sorcerer.

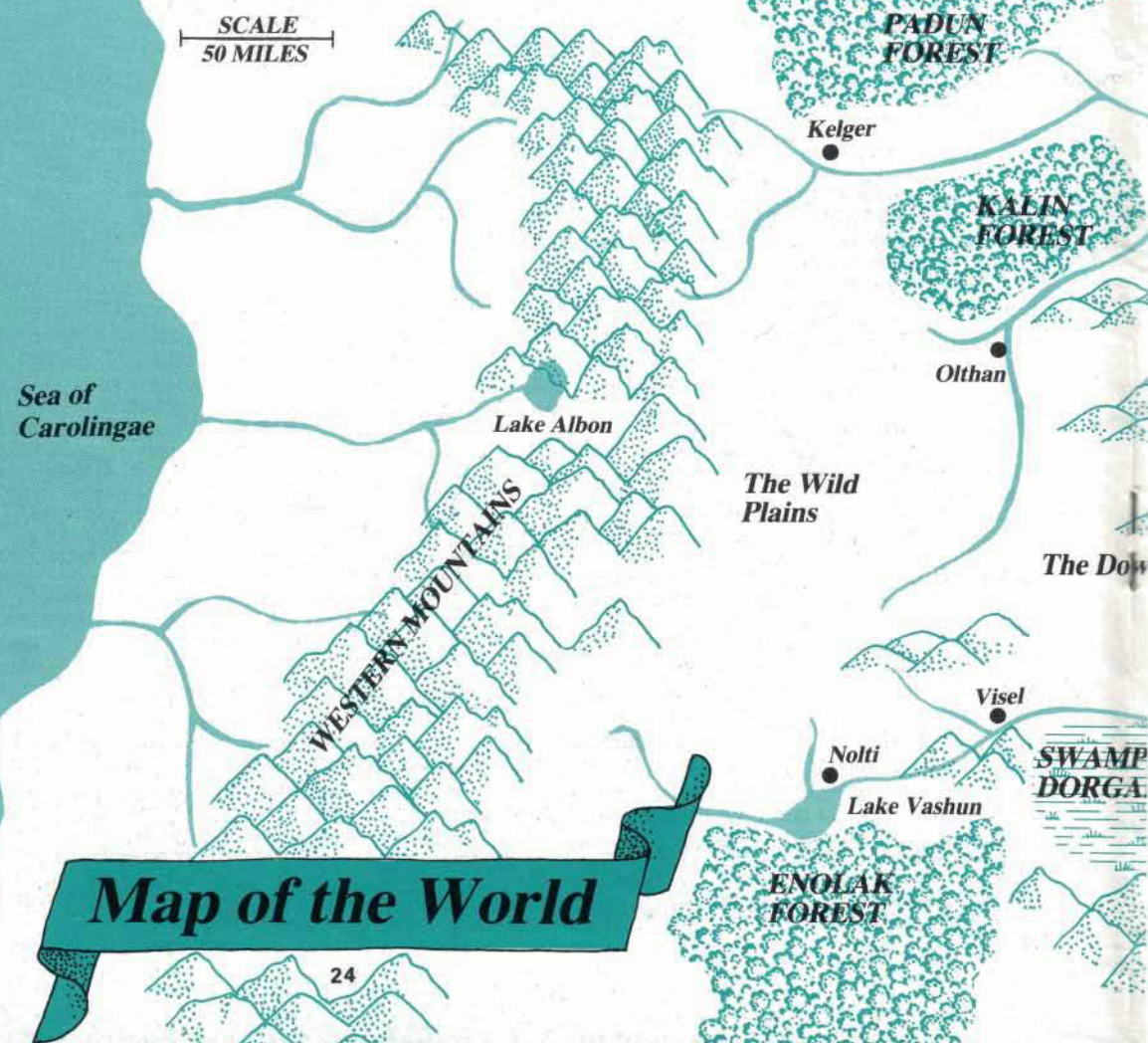
Liork, Bandit-Chief

7th Level fighter; AC5; HP33; Alignment: Neutral Evil. Str 18(01); Int 12; Wis 9; Dex 11; Con 11; Cha 11. Equipment: Chainmail, Hand axe, 2-handed sword. 10gp.

Serkaton

5th Level Magic-User; AC10; HP12; Alignment: Neutral Evil. Str 10; Int 16; Wis 13; Dex 11; Con 11; Cha 9. Spells: 1st: *Charm person, dancing lights, burning hands*. 2nd: *Jump*. 3rd: *Invisibility, leomund's trap*. 4th: *Fireball*. Equipment: Staff; dagger 5gp, amulet.

Liork is cunning; if he sees his men destroyed he will try to escape, to argue himself into safety. If he sees a reasonably safe way of killing or damaging the party he will take it. Serkaton has an amulet around his neck, which the character with the 'Key' will feel he wants and needs, although he cannot explain why. If Serkaton has been killed, the character will search his body and find the amulet immediately. It looks just like an ordinary gem. Serkaton, if still alive, does not think it magical. It has a curious and ancient setting; as the player with the 'Key' takes it, the stone falls out to the ground; the 'Key' gem falls out of its setting, and the player automat



THE KEY OF TIRANDOR

ically catches it. The 'Key' must obviously be fitted into the setting once possessed by Serkaton.

As the party journeys onwards, the players notice odd behaviour amongst the animals: nocturnal animals out by day and vice versa, not taking care to hide themselves from the party, behaving violently, often attacking each other, even herbivores attacking other creatures. Before the party reaches the Swamps, it is attacked, by day, by a pack of twelve wolves [MM], who will not turn and run when in great danger, but who will all fight to the death. They do not seem to have a pack leader.

The Swamps of Dorganath

As they approach the swamps the players meet a deranged peasant who thinks they are insane to try the swamp, but suggests they keep to a path which is marked out by slashed trees. He's never penetrated very far inside the swamps himself; about half an hour into them, the marked path disappears. Encounters: roll d8 for every 8 hours spent in the swamp. On a roll of 1, roll 1d20 on the table below.

Swamp Encounters

d20 roll	Encounter
1	Giant centipedes
2-5	Crocodiles
6-8	Electric eels
9	Giant frogs
10-11	Giant leeches
12-14	Giant snakes
15-17	Large spiders
18-20	Miscellaneous harmless creatures

Dorganath, as Lord of the Swamps, knows what is happening within them at all times. The swamps are completely magical; Dorganath is, in a sense, the embodiment or essence of the swamps. He is telepathically aware of everything in them, and knows of the character's entry. As they move on, he opens up areas of firm ground which will lead them inexorably to his mansion. If anyone tries to spy out the area by flying over it, he will only see undifferentiated swamp: no sign of a path, and no sign of the Mansion. Unless they get lost, it should take them about a day to reach Dorganath's Mansion.

In the fullness of time they reach a large house with a tower at one side—the path leads here. Whether they arrive by day or night, Dorganath knows they are approaching and will be ready for them whatever they decide to do. If they try to break in, they will suddenly find themselves surrounded by twice their own number of warriors. Attacking them will do no damage; they will not fight. Their eyes are dull and empty, and one of them speaks in a flat monotone with no intonation or stress at all, 'My master would like you to join him inside'.

Awaiting them in the hall is Dorganath. His voice is also monotonous. He tells them it is a long time since he saw humans, and his name. (This is actually a lie, in a way; originally he was not called Dorganath, but his original name is lost. He was a wizard who came to live in the swamps, hiding from the wrath of the Princes of Tirandor—he has been here ever since. He has come to assume the identity of the swamps from which he derives his power. In effect, he is a part of the swamp and it is a part of him. When one is killed, the other will die.) Needless to say he is pretty deadpan and humourless—swamps aren't known for their sense of humour.

Dorganath

10th Level; HP40; AC10; Alignment: Neutral Evil. Magic-User with some Druidic spells. Str 17; Int 16; Wis 14; Con 18; Dex 17; Cha 7. Spells: 1st: *Charm person, shield; sleep; unseen servant*. 2nd: *Darkness 15' rad; ESP; stinking cloud; web*. 3rd: *Dispel magic; gust of wind; suggestion*. 4th: *Animal summoning 1; ice storm*. 5th: *Animal summoning 2; cone of cold*.

Dorganath's swamp control takes several turns of concentration to effect, so is of no use in combat. He has a *Longsword of Cold* and a tarnished silver wristband which functions as a *Ring of Spell-Turning*. He is immune to non-magical weapons. He can also summon 3-12 Swamp Beings. These are created magically out of the substance of the swamp itself, huge shambling things that exude a nauseous stench and leave a trail of putrid slime.

Swamp Beings. AC2, Move: 6, Hit Dice: 5, No of Attacks: 2, Dam/attack: 1-10, Int: Low, Alignment: Chaotic Evil. He also

has any number of servants. These are essentially undead, the pitiful remains of foolish adventurers who stumbled into the swamps. They have no will whatsoever. They are extremely fast, and very strong. These servants, however, will not fight under any circumstances; if the characters attack Dorganath (or even the servants themselves) they will take no part. They cannot be commanded or controlled except by Dorganath. He will conceal his hostility to the characters, seeming friendly and interested in them. In fact, his intention is to find as much information from them as possible, then feed them to the swamp and turn their soulless remains into more servants. Despite his great power, fire (of any kind; a hurled torch, a simple spell) terrifies him, and if he is brought into contact with it, he will instantly flame up and perish. His servants etc will die with him, crumbling into dust. All the fireplaces in his mansion are sealed up, and light at night is provided by strange glowing stones. When he dies, the swamps will begin to shrivel up and die.

balcony on first floor.

B: Storeroom for kitchen, containing pots, pans, etc, all disused, rusty, ancient. Bits of squalid mouldy food.

C: General storeroom—clothes, linen, odds and ends, ancient and disused.

D: Kitchens, also disused. Fireplace blocked up, as are all fireplaces.

E: Dining room, ditto.

F: Reception room.

G, H, I: Reception rooms; empty, dusty.

J: Dorganath's library. Hundreds of books. On the bottom shelf in the SE corner, behind a chair, inside a locked cabinet, is a *Manual of Bodily Healthy*, a *Tome of Clear Thought*, and a *Tome of Understanding*.

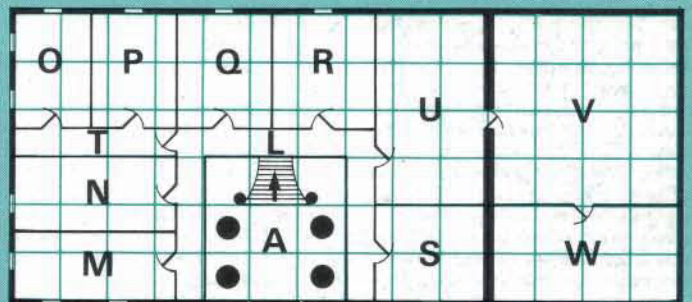
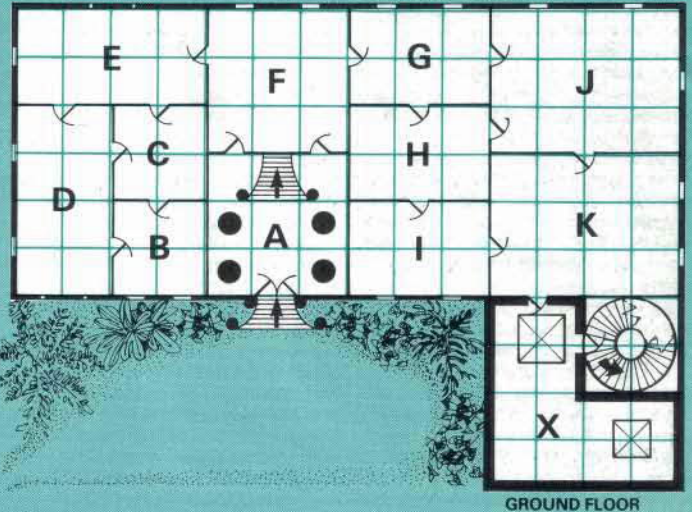
K: Dorganath's study.

First Floor

L: Balcony with doors to mouldy bedrooms M, N, O, P, Q, R and S. T is a corridor to O and P.

U: Empty room; no window.

V: Dorganath's treasure-room. All the treasure is covered in dust, obviously untouched for long ages. Hidden amongst the piles of treasure are spiders, about three

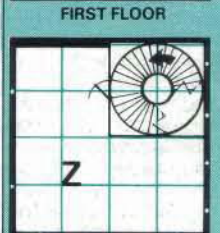
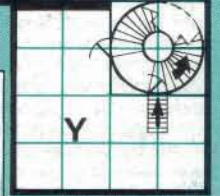


HOUSE OF DORGANATH

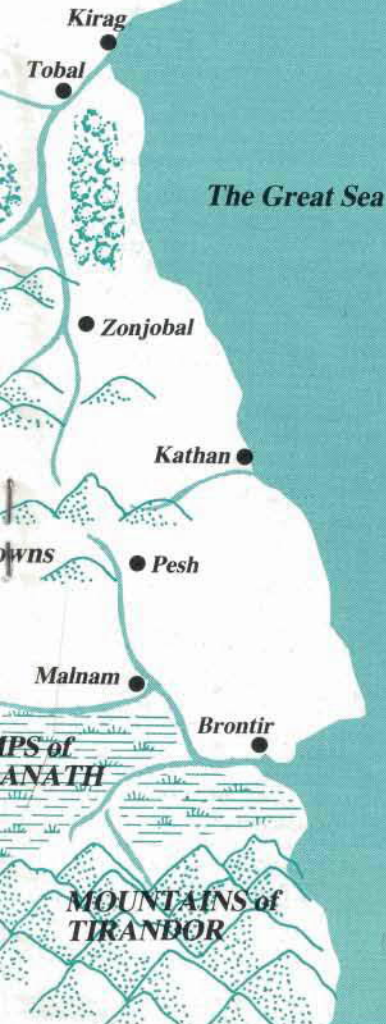


The House of Dorganath
Generally dilapidated, slimy; damp, dusty, squalid.
Ground Floor:
A: Hallway reaching up to top of house with staircase leading to

KEY TO BOTH PLANS	
Scale: 1sq = 10ft	
	Fountain
	Altar
	Curtain
	Arrow Slit
	Window
	Door
	Pillar
	Stairs (up)
	Trapdoor



TOP FLOOR



feet in diameter. If they bite they inject a mild poison. Treasure: 3000gps; 5243sps; 1 1800gp gem; 1 worthless gem; 1 1000gp necklace; 1 potion of strong poison; 1 *Oil of Ethereality*.

W. Empty.
The Tower

X. Thick walls, no windows, soundproof. Dorganath's torture-chamber. There is a girl, unconscious and dressed in rags, chained in one corner of the room. She is Keladi, captured by Dorganath because she possessed a worthless gem, a family heirloom - it is, in fact, the second part of 'The Key', at present residing in Dorganath's lab (Z).

Keladi

8th Level MU/Druidess; AC10; HP24; Alignment: True Neutral. Str 12; Int 17; Wis 12; Con 14; Dex 16; Cha 16. Spells: 1st: *Charm person*; *shield*; *purify water*; *shocking grasp*. 2nd: *Feign death*; *invisibility*; *scare*. 3rd: *Call lightning*; *suggestion*; *monster summoning 1*. 4th: *Cure serious wounds*; *polymorph self*.

Keladi is a wandering adventuress. She is prepared to say and do absolutely anything at all, if she feels that this will in some way benefit her. She will pretend to be a peasant girl, and accompany the party as such, because she thinks there's something useful in it for her. She cares about nothing at all except herself and her own possible gain. If she joins the party, she will very subtly attempt to sow seeds of dissent.

Beneath the trapdoors is a giant gelatinous cube (AC8; HP24; Hit Dice 4; Attack: *paralysis* + 2-8).

Y. The stairs between the two doors are missing, so players will have to enter room and climb steps to the second door.

Z. Dorganath's lab. Contains all sorts of arcane and esoteric equipment etc, all apparently useless. In the middle of the table is a gem, similar in all respects to the 'Key'. It fits neatly into one side of the amulet containing the 'Key'.

The Mountains of Tirandor

Getting out of the swamp is fairly easy. Ahead, the peaks of the Mountains of Tirandor reach up forever, as the players begin the ascent into the foothills. The foothills are quite thickly wooded, and after a while begin to rise into the mountains proper. Random encounters are twice as frequent as usual; when the encounter occurs, the creatures are more vicious than normal, as if maddened.

While they are more or less in the middle of the foothills, they are attacked, by day and from behind, by six huge, shaggy beasts, which seem to appear out of nowhere.

WOOD-DEMONS

Armour Class: 4
Move: 9"
Hit Dice: 5 + 2
Attack: 1 for 2-9
Intelligence: Low
Alignment: Chaotic Evil

The wood-demon (not in fact a demon at all, but so called by

ignorant and superstitious peasants) can *shriek* which causes *confusion* (ie inability to cast spells or to fight, 30% chance of running away in fear). The effect of this lasts, if effective, for three combat-rounds. It is subject to a saving-throw. The demon can also create an illusion of being a rock which is near-perfect and can only be detected by a wizard of 5th level or higher searching intently and using the *wizard eye* spell.

Aroyendis

As the party reaches the point at which the foothills begin to turn into mountain, they find a small hut nestling in the trees with smoke coming from the chimney. Inside is an old man called *Aroyendis*. *Aroyendis* is friendly towards them - he tells them he is friendly to all passers. He points out that since the days of Tirandor no-one has passed his door twice. He will provide them with food and a place to sleep; if anyone needs *healing* or *revivifying* he will do that for them at no cost. They may stay with him for as long as they like.

If questioned, he will tell them that they have a great danger ahead of them, perhaps insurmountable, and that great power lies there for the one who can take it. He does quite a bit of philosophising, telling them frequently that all is illusion, a shadow-play on the face of the abyss. He advises them to leave the path of eternal recurrence, the whirlpool of endless seeming, and to find instead the centre of the wheel of change and return, to sit at the 'still point of the turning world', at the 'point of intersection of the timeless with time'. The clever player will spot that this ability to quote T S Eliot so glibly comes from the sage's position at the precise point where all dimensions, all times, all universes, in short, all realities, meet. The danger which threatens the world, and them in particular, cannot affect *Aroyendis*, who knows that all is illusion. He is often almost wilfully obscure, although he explains this as being the most coherent way he can hope to make anything truly clear. The question of Truth is one which amuses him greatly: the 'human' idea of there being a Truth, like the concept of Good, Evil, Meaning, Purpose, etc, he finds quite ludicrous. Before the party leaves, he will give one of its members (the one who has spoken most intelligently to him; failing that, random roll) an ancient amulet, which has words engraven upon it (see below).

Note: As a parting jest, he tells them cryptically that the one true power is that of life through death, after all else has been renounced.

Aroyendis cannot be harmed by anything. Weapons pass through him; the energy from spells simply disappears. If the players look back after having left the house, there will be nothing there - except trees and rocks, etc. On the amulet, engraven circularly and turning towards the centre:

Obverse: That which was before anything was which sighed before breath had life

which was the serpent of creation which moved on the face of the waters which whispers with a thousand empty voices which has no age or death

Reverse: That which destroys with a thousand tongues which laughs with a meaningless sound which lights the way of life and death which speaks with the voice of consuming fear which raises the legions of the damned shadows which breathes the roar of chaos and pain In the name of and I release you

The words in the blanks have been obliterated; they should read, respectively, 'Wind' and 'Fire'. The amulet becomes important in Part 2. Although there is no clear path for them to follow, Zanok feels instinctively that he knows which way the party should go. After about half a day's climbing, they are attacked by a party of shortish, hairy, muscular men (actually illusions).

THE ANAK

Armour Class: As worn; basic AC10
Movement: 12"
Hit Dice: 1d6 (basic)
Attack: By weapon type
Intelligence: As human
Alignment: Any, but tending to Neutral Good
Size: M (slightly shorter than an average man)

The Anak were a peaceful and civilized race, their civilization had once reached greater heights than anywhere else in the land. They kept very much to themselves, until *Bitranthaa* tried to extend his power. For some time they successfully resisted the mad *Mage-Lord*, standing against him when every other living creature around had fled or succumbed to his power. Their priest was *Dessom* (see later).

In the end, *Bitranthaa* overcame them. Those he did not destroy fled, and nothing more is known of them. The characters are attacked by 15 of these beings - not 'real' Anak, but *Bitranthaa's* illusory creations: 4th Level; AC7; HP10, 18, 16, 11, 9, 8, 17, 17, 12, 20, 23, 21, 14, 13; Longswords).

Once they have overcome these Anak, the players will come across an Anak stronghold; and the bearer of the Key feels strongly that they should enter.

The Anak Stronghold

An improvement upon natural caves and rock passages in the side of the mountain. The Anak lived within the mountain itself. The passageways are tall and wide, the whole system is very spacious. Where possible, light has been let in from holes in the rock, and reflected into obscure corners by means of mirrors. Where the passages are too far away from possible light from the sun, there are glowing stones which give off a clear radiance. Everything is extremely elegant

and graciously constructed, and adorned with great taste and artistry - wall paintings and hangings, wood carvings on doors, etc. All gives the appearance of a very civilized and cultured race. Almost everything here, including any Anak they may meet will be illusions. The real Anak fled about a hundred years ago, yet it looks as if they had only just left, appearances maintained by illusion. Any random encounters/ wandering monster in the stronghold will be with 1-10, 4th Level, AC7, longsword armed Anak that will attack on sight.

A. Living Quarters. This building is deserted, recently by looks.

1. Bedroom. Sleeping on cushions covered with rugs, floor cushions for sitting on; low tables.

2. Living quarters. All rooms are divided off by thick hangings which can be drawn aside and changed around with ease. Good carvings and wall hangings.

3. Entrance and reception area.

4. Cooking-area. Fireplace (as in every room), pots, pans, etc.

B. Living Quarters.

1. Entrance and reception.

2. Study - cushions, low tables, writing instrument, library of scrolls. These are mostly incomprehensible, treatises on art and works of Anak scholarship.

3. Living-area. Cushions, fine paintings, carvings, hangings.

4. Entrance-reception.

5. Guest-room. 6. Main bedroom.

7. Cooking area.

C. Museum and Library. All the great artefacts and works of science and art are kept here.

1. The Gallery. The finest paintings, wall-hangings, carvings. Also a display of musical instruments.

2. The Library. Vast collection of scrolls piled from floor to ceiling. These actually are genuine - the Anak had to flee too quickly to allow them to take their museum or library with them. In reality, everything is in a pretty bad state, but it all looks new, thanks to the illusion.

3. Long passageway, intricately decorated with curious weapons on the walls. Although, like everything else, these weapons look new, they are in fact ancient as hell and pretty useless.

4. Sleeping-quarters.

5. Curator's office. Low tables, useless scrolls, writing equipment etc.

D. Living-Quarters.

1. Entrance-reception.

2. Cooking. 3. Living. 4. Bed.

E. Living-Quarters.

1, 4, 7, 8. Living. 2, 3, 6, 9. Bed.

5. Entrance-reception.

F. Living-Quarters.

1. Living. 2. Bed.

3. Entrance-reception.

G. Living-Quarters.

1, 3, 5, 8, 12, 14, 16, 18. Entrance and living. 2, 4, 6, 7, 9, 13, 15, 17, 19, 22. Bedrooms. 10, 21. Living.

11. Entrance-reception.

Hand I Living-Quarters.

1. Living. 2. Cooking. 3. Bed.

4. Entrance-reception.

J. Living-Quarters.

1. Entrance-living. 2. Bed.

K. Administration.

All of these rooms were used as offices for various functions.

L. Artificial Pond. Has fountain in the middle.

THE KEY OF TIRANDOR

M. Temple. For the unknown gods of the Anak. Decorated with breathtaking beautiful wall paintings and carvings. At the southernmost end is an altar.

N. Palace of the Prince of the Anak. Sumptuously decorated.

1. Living-area. 2. Reception room. 3. Entrance-reception. 4. Study; nothing worthwhile. 5. Bedchamber. 6. Main bedchamber. 7. Treasure-room, actually walled off from rest of house, with a door. Contains 9 chests: seven are full of gold coins, worth 10,000gp per chest; two contain gems and jewellery to the value of 50,000gp per chest; all illusion, of course. 8. Courtyard.

O. Living-Quarters.

1. Cooking. 2, 6, 8. Entrance-reception. 3, 7, 10. Living. 4, 5, 9. Sleeping.

P. Solid rock. Smoothed.

Q. Passageways. Leading nowhere; blocked by fallen stone.

Originally, the domain of the Anak extended much further, but the illusion is only being maintained for this small area.

Bitranthaa's power is that of illusion; he is extending his power into this reality slowly, increasing the element of illusion in the world. He is mad, and likes to play with his victims before destroying them. What he does to destroy, essentially, is to drain out the reality of his victims which he transforms into magical energy and

uses to extend his power; the victims themselves then become illusions, sustained only by his imagination, over which he has complete control. The victims are neither living nor dead, for he has not actually killed them, he released their souls, which are trapped within the illusion. The illusions are thus trapped in Bitranthaa's world of illusion, and are conscious of it, but helpless – rather like being in a dream, or a figment of someone else's imagination, but aware of it. Any illusions cast by any of the players are useless, and the energy used in creating them just goes to Bitranthaa.

The party is a genuine threat to Bitranthaa, because they possess the parts of the Key which may destroy him. He cannot destroy them immediately, for the power of the Key is protecting them. He has no power to destroy the Key.

Bitranthaa is aware of their entrance into this stronghold – although awareness for him is not the same as it is for most: he is largely unable to differentiate between illusion and reality (this is in practice; in theory he does distinguish to the extent of knowing what he is trying to remove and what he is trying to impose). Nevertheless, whether consciously or unconsciously, he is aware of their intrusion, and so will warp the appearances within the stronghold, shifting walls and

doors, etc, although the *real* layout of the stronghold remains as it is in the diagram. These false appearances will warp the senses (unless they are disbelieved), but if a player pushes on through a 'wall' where he knows a passage to be, the illusion will vanish.

At the entrance to M is a huge stone block which is half-illusion, half-real. It is real enough to be impossible to penetrate, although if it is disbelieved it will become transparent – which is no use as there is a very real curtain behind it.

In order to reach the inside of the temple, they must drink the water from the pool at L. Illusion cannot affect the pool, nor can it affect the temple itself – it can only put the door in the way. Once the water has been drunk, it enables the players to see to a certain extent through the illusion that surrounds them. It has a disastrous effect upon that illusion – which must be believed in to be sustained. The walls begin to shift, to dissolve and melt, as in a melting reel of film or a painting that has been splashed. Everything begins to merge with everything else. The Anak can no longer attack, indeed are in a pitiful state. It is difficult to get bearings – even balance is affected. Only the temple remains solid, and the stone block is no longer in the way.

The passageways are impossible to find now, so it is unlikely that the party will do anything except make for the temple. Inside everything is solid and 'ordinary'. All is bathed in a calm green light. On the altar is a small shiny cylindrical rod – which is the next part of the Key, for which they have come. This will fit quite easily into the slot in the base of the amulet.

From behind the curtain behind the altar (unless someone has already gone behind it, of course) they hear a voice calling them. Behind it, lying on a bed is the Anak called Dessom. He is very old, and dying. His voice is indistinct, and only a few words can be made out, here and there, disjointed. He tells them that he is the last of the Anak who lived here, that he has been fighting a lone battle for over a hundred years, that the power is too great and increasing, that he cannot hold it any longer; that he had enchanted the pool and that he keeps the temple safe.

Dessom was the Anak priest, endowed with considerable magical powers, and he used his talents to hold off Bitranthaa's influence while he searched feverishly for some means of defeating the mad mage-lord. When Dessom at last found the way to destroy Bitranthaa's power, he was too old and too enfeebled to use it. He has managed to survive and keep himself safe from Bitranthaa, hoping that someone will come along with the ability to use the spell he has devised. He points to a symbol on the wall, which glows with a luminous green. He says, in a broken and incoherent fashion, that a sorcerer must trace this symbol, and that it binds reality. He is very insistent that this must be done, and that there is very little time. When Kastarys does this, a great pain shoots up his arm, a numbing cold, and he momentarily

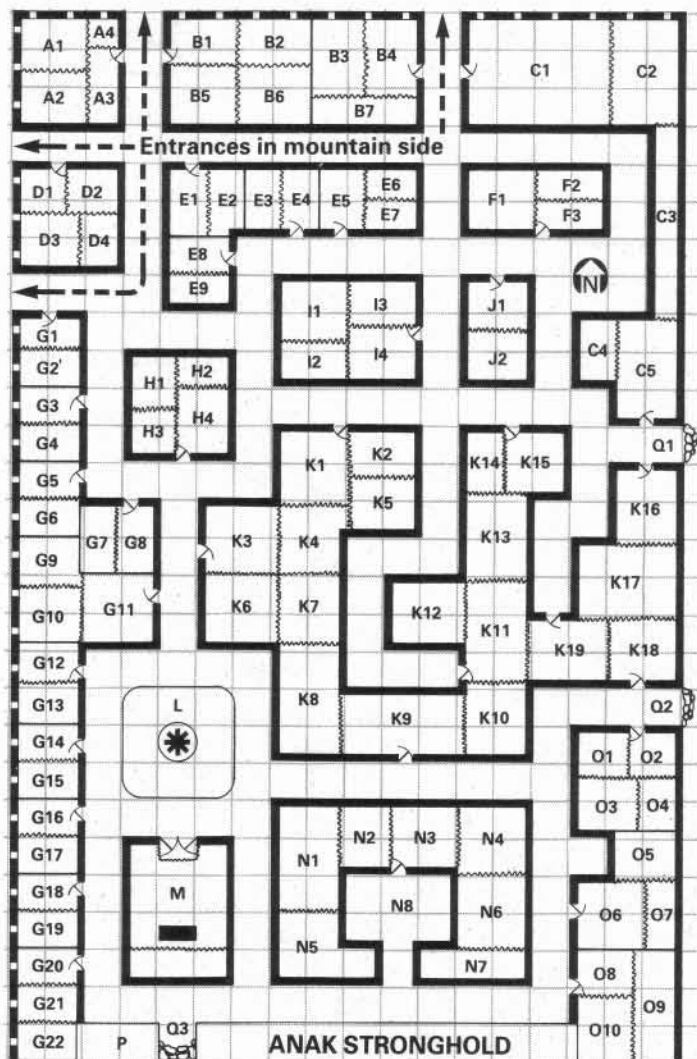
blacks out – but he recovers almost immediately. Dessom tells him that he will know when he has to use it again. (In fact, he almost immediately forgets the form of the symbol; he will only remember it when finally confronted by the prince in the castle, over the crystal coffin, see next issue.) Dessom tells them all to leave, fast, muttering that he is 'holding it for as long as he is able'. As they leave the temple, they notice that everything has lost its polished, unnaturally new look, and has become a ruin – everything is dusty, decrepit, old, in fact, as it really is. Huge cracks begin to appear in the stone; great cracking and smashing noises are heard (buildings falling). Rocks begin to fall from the roof of the huge cavern, walls begin to give way and come crashing in. Some massive rifts appear directly overhead, and it looks as if the whole roof should fall on their heads, burying them under the mountain. But miraculously this does not happen, and they feel that some great force is somehow holding it back. Dust rises all around them from the parts that have fallen in. However, provided they don't hang around or do anything silly, they will get out in time. Shortly after they get outside, the whole thing with a massive crash and a roar falls in, a whole section of the mountain falls away, so they'd better be pretty clear. This incidentally also means the end of the 'illusion-Anak'.

The party continues along up the mountain, always guided by the holder of the Key. The effect of the water they have drunk wears off after about 20 minutes, leaving them just as subject to illusion as ever. NB: water taken from the Pool in flasks etc has no special effect outside the Anak stronghold.

The climb is a pretty arduous one and will take them two or three days. At length, coming to the top of a ridge of mountains, they find themselves faced with a sheer precipice, a mile across and a 20,000ft drop. Arching across this vast gulf is a slender bridge (actually 30' wide) made of pure silver. (Any silver taken from the bridge instantly becomes a pile of worthless ashes.) On the other side it is as if the top of the mountains has been sliced off. A mile beyond the edge of the plateau can be seen the white towers of Tirandor soaring up into the deep blue mountain-sky.

The bridge is perfectly safe. On the other side, there is no snow and no wind, and although still quite cold it's a lot warmer than the rest of the mountains. The walls of Tirandor seem to stretch for miles. They are made of a seamless metallic substance, totally resistant to everything. If anyone tries to walk round the walls, he can walk for ever without seeing them end or returning to his starting point; if anyone tries to fly over them, he will find the walls stretching up and up and up, as far as he can fly. The gates, facing the travellers, are made of the same substance and are tightly – hermetically – sealed. 5 figures stand in front of the gates. □

Next Issue: Part 2 – Inside the Lost City.



The Goblin Cult of Kernu

Translated by Ian Bailey

An unofficial, non-Gloranthan cult for goblins in RuneQuest, this is an extract from the chapter 'The Mythology and Religion of Goblins Explain'd' of 'The Travels of Tralk True-Eye'.



As it stands, my revelations of the Cult of Kernu in the following passages are specifically associated with the Forest Goblins alone and have no bearing upon those other sundry goblins, the Spriggans, wisps and Lesser Goblins of this world. [See WD47 and WD48.]

MYTHOS AND HISTORY

Philosophers generally agree that Kernu was originally a deity of the plains, associated with the hunting and husbandry of cattle and antelope. However, since the goblins were driven from the plains by man, Kernu's Cult has had to adapt itself to the new surroundings of the goblins by acquiring new magicks and skills (they have recently rediscovered the ancient skill of cultivating mushrooms) and losing some of the traditional abilities associated with hunting/fertility cults.

The followers of Kernu hold the animistic belief that all life forms are imbued with a spirit whether they be animate or inanimate. When a creature or plant dies, its spirit, providing the carcass is properly treated, will go to the Sacred Grounds where it will wait until it can find a new body to occupy. Each tribe has its own sacred ground marked off with standing stones or totems which is visited by the living only once a year. If anyone enters these areas at any other time, they risk being attacked and possessed by a spirit of the dead.

Failure to treat the dead properly is thought to risk the creation of malevolent spirits and failure to cremate the dead risks providing these spirits with a physical form they can turn into a zombie.

The runes of Kernu are those for the Beast, the Spirit and the Goblin (similar to the Man rune and fulfilling the same functions).



NATURE OF THE CULT

Reason for Continued Existence

Kernu is the Lord of Life and the Great Provider.

Political and Social Influence

Kernu was once the supreme deity of the goblins and his 'Festival of Renewal' was used by all the tribes to select their annual leader. But since his failure to aid his people in their fight to retain their hunting land on the plains, he has declined in political authority and now has to compete with the Worm God Crom Cruach for suzerainty (WD47).

However, socially Kernu still wields great influence for he governs the provision of food and the relationship between the living and the dead. The cult has no special likes or dislikes.



Organisation

The Cult of Kernu has no formal organisation. All goblins are members and each tribe has a priest. The cult has no temples though standing stones are honoured and the sacred ground enjoys a special status. Anyone hunting on or near these religious areas, who fails to obey the commandments of Kernu, embodied within his songs, risks the wrath of the god.

There are two great holidays associated with this cult:

The Day of the Dead – This occurs on the first day of November and maybe equated to the Celtic festival of Cét-Samhain. It is the time at which the dead can converse with the living, and all goblins sacrifice 3 points of power – two to Kernu to sustain him through the winter and one to their ancestral spirits. Failure to honour this ceremony invites an attack by a malevolent spirit (35% increasing by one

percent for each point of power over twelve). This threat applies to everyone attending the ceremony.

The Festival of Renewal – This festival begins on the first day of February (roughly equating to the Celtic festive of Imbolc) and lasts three days and one night. On each day every initiate of Kernu sacrifices one point of power to honour Kernu and a hunt is organised in which the best tribal hunters compete to track and kill the best stag of the day. This creature is then ritually dismembered – the brains and tongue go to the priest; the skin and antlers to the hunter; the intestines, throat and stomach to the wolves; the rest of the carcass bar the heart is shared out amongst all of the tribe. The heart is then burned to release its energy to the tribe, whilst the priest partakes of the brains and tongue to acquire the voice of Kernu.

By the end of the third day the priest should be in a position to judge who will be hailed as the greatest hunter in the tribe and there then follows a night of celebration.

CULT MEMBERSHIP

Lay Membership

All goblins are lay members of this cult regardless of sex or age. At the earliest possible opportunity they are taught how to skin and butcher animals without waste, and how to differentiate between the male and female of each species at a distance. Male goblins may then progress to initiate status, whilst female goblins are taught how to cook and preserve meat, cure skins and raise mushrooms in preparation for their inclusion in the sub-cult of the Earth Wife. Lay members must honour all of the religious festivals and taboos.

Initiate Membership

Once the males have fully mastered the above skills they are taught the following: Camouflage; Hide in Cover; Climbing; Trap Set/Disarm; First Aid; Woodcraft (the ability to move through woodland silently and the specialised skills used for tracking in such terrain). They are also taught the use of the bow and spear and the following charms:

The Song of Tree Felling (designed to placate the trees spirit).

The Song of Hunting (a charm to encourage good hunting).

The Song of Life-Giving (sung after a

kill to ensure the animal's spirit is not angered). Once all of the songs have been mastered and the initiate has achieved at least 50% in four of the cult skills (one must be a weapon skill), he will be taught the following spells: *binding*; *speedart*; *silence*; *vigour* (*spirit shield* is forbidden). Initiates must at all times obey the laws of Kernu enshrined within his songs or they become 'outcast' (none of the tribe may help them and the outcast maybe pursued by the god). They must also honour all of the religious festivals and taboos.

Rune Lord Membership

The Rune Lords of the cult are called Hunters. Hunters must have at least 80% ability in three of the initiate skills (inc

ii) He must build an altar out of the mud the boar used to wallow in on the edge of a sacred ground (this acts as a focus to attract malevolent spirits). He must then enter the sacred ground and meditate for three days to acquire the following cult spells:

Sense and identify spirit: As per *Detect Spirit* but also tells the caster if a spirit is friendly, neutral, or hostile. It is a one point spell.

Summon ancestor: Two point spell but otherwise as per the *Daka Fal* spell [*Cults of Prax* p17].

The Hunter may then wait two days before completing the final test.

iii) The Hunter must return to his altar and await the arrival of a malevolent spirit. Once he has made contact he must challenge and defeat it either in

CULT SPIRIT OF REPRISAL

Any humanoid creature that hunts or kills on cult sanctified land risks the wrath of Kernu. There is a 20% chance of Kernu's wrath descending if the offender follows all of Kernu's commandments rising to 60% if he does not. There is also a 10% chance that Kernu's wrath will descend on any one hunting within his peoples' woods who fails to honour the correct hunting procedures.

If Kernu does react to an offence he will appear in the form of a great goblin with a stag's head accompanied by 2d6 Hounds on the first evening after the offence. He will then hunt the offender(s) for three evenings or until they are killed – whichever comes first. Neither Kernu nor the Hounds can be killed but their physical manifestations can be destroyed, temporarily banishing them from the material world until the next evening. Kernu will never become directly involved in any fighting he will only be seen to be shadowing the offenders. Neither Kernu nor his Hounds can be affected by Battle Magic.

Hounds of Kernu

STR: 2d6+6

CON: 4d6

SIZ: 4d6

POW: 3d6

DEX: 2d6+6

Move: 12

Defence: 25% (they have a permanent 4-point *shimmer* spell on them).

Armour: 1-point skin

Bite: SR8 (1d8 plus any modifier) 40%

Leap: SR8 (special, see below) 60%

The Hounds of Kernu will attempt to leap at and knock down their prey. If a Hound leaps successfully its strength should be matched against its victim's strength on the resistance table to see if it has succeeded in knocking its victim to the ground – a successful party will avoid this requirement.

If a victim is knocked to the ground he must make a saving roll to retain any weapon he might be carrying (DEX x 3) and he will take 1d2 damage direct to his Constitution. Once on the ground the victim must make a STR + DEX x 2 roll to regain his feet on SR8 without fighting or he must stay on the ground and attempt to fight off the Hound. If a victim is on the ground the Hound will worry him (increase the chance of a bite to 70%). If the Hounds fail to knock their victim(s) down on their initial charge they will not repeat this manoeuvre unless the victim(s) attempt to flee.

If incapacitated or 'killed' the Hounds will simply dematerialise. They will also disappear one hour before dawn. Kernu rolls for his Hounds on each separate evening.

SUB-CULTS

The Cult of Kernu has two known sub-cults, the Cult of Earth Wife and the Cult of Wolf Brothers. Wolf Brothers are taught everything the initiates of Kernu are taught plus a limited form of Mind Link with their mounts, riding, and wolf care. They may not become Hunters or Nootka though they may sacrifice for the Rune Spell *Sense Spoor* as per the Hunters once they have achieved 70% in at least four skills. □



one weapon skill). Hunters may sacrifice for the following one use rune spells at the beginning of each lunation (roughly once every 29½ days):

Vision: As per the rune spell featured in the *RuneQuest* Rulebook.

Sense spoor: One point; passive, 15 mins; 10m; Reusable.

This spell attunes the caster to the spoor of up to three local animals (used by goblins for food), enabling him to sense their tracks even when he can not directly see them. At an extra cost of three power points (sacrificed at the time of casting), and presuming the caster has access to a relevant spoor, the Hunter stands a 35% chance of being able to temporarily attune himself to any creature's tracks.

Healing trance: Two point but otherwise as per the *Xiola Umbar* spell [*Cults of Prax* p89].

Only Hunters may actively participate in the Festival of Renewal. Hunters must observe all of the things required of initiates, and must serve the tribe whenever called upon to do so by the cult priest.

RUNE PRIESTS

Rune Priests of Kernu are called Nootka. To become a Nootka a Hunter must have at least 90% ability with any two cult skills and he must pass three tests within one lunar month. These tests are as follows:

i) He must fight and slay a full grown boar by himself with only a spear and a knife to prove he is favoured by Kernu.

spirit combat or with physical force (dependent on whether the spirit manifests itself as a zombie or not).

If the Hunter passes all of these tests he becomes a Nootka and immediately gains access to the following rune spells: *Dismiss elemental I*; *divination*; *extension I*; *mind link*; *multispell I*; and the following cult special:

Tree knowledge: Active; 15 mins; touch; non-reuseable; two point.

This spell allows the caster to establish *mind link* with a specific species of tree (usually oak, elm or yew). Once the link is established the Nootka must attempt to adjust his mind to the tree's 'thought process' and it is at this stage that the spell usually fails. The Nootka has a base 10% chance of success which can be increased by 10% per point of extra power cast (up to a maximum of four points) to aid the spell. If the priest succeeds in empathising with the tree he may discover all that it has witnessed in the past hour. Whether the spell is successful or not the priest will lose 25% of his constitution (rounded down) because of the effort involved in trying to empathise with such an alien life-form.

Nootka officiate at all of Kernu's ceremonies; they select the greatest hunter at the Festival of Renewal; they instruct the tribe and select the goblins who will become members of Kernu's sub-cult of wolf brothers. They must protect and guide the tribe at all times and they must attempt to ensure that Kernu's teachings are applied at all times.

The TRAVELLERS

CHAPTER FIVE: "HELL-IT'S THE PIGS!"

After surviving the attack from the late Atari Death Squadron, Hayes has been persuaded by the crew to settle his account with Aftab the Greek, unaware that their movements are being watched...



Felix the Dawrli (Hayes' pet).
 Hayes' prized 'Alien' cap.
 Ear muffers.
 Thermosuit (covering Vacc-suit).
 Back Pack, including: Hel-
 met, Plasma bolt Cannon, Flash Gren-
 ades, Particle Disrupters, Kettle and three pairs of clean under pants (he'll need them).
 Front Pack, including Survival Pack. The 'Wampa Wear' Snow Boots, made from real artificial wampa hair.

Conventional Blaster.
 Infraphoto Binoculars.

Hayes treks across the frozen wastes until...



There's an old Space-
 scout saying: "When
 in doubt - RUN!"

NEXT MONTH:
 "WAITER - THERE'S
 A MAN IN MY FLY."

Gaming gossip in the highly irregular column from ...

Super Mole

Those of you of Animal Intelligence or better will no doubt have reasoned from my presence in this issue that the readers did not strike back at me! So here I am again.

So what did you do on 5th November? Me, I was up with the stirges on my way to *Games Day '83* to put a bomb under the powers that be. Well...would you believe it, I didn't get a free ticket! Joining the queue, I was rather unfortunate to be in the first 300 and so qualified for a free copy of J Eric Holmes's book *Fantasy Role-Playing Games* which is about 300 light years out of date.

Once inside, I decided to see how the traders would take my money. *Monster Manual II* savaged my piggy bank and *Talisman* finished it off. So I sold the Eric Holmes book for 50p, sacrificed lunch and bought a clutch of books from *Forbidden Planet*. Now broke, I tried to get myself into a game. I managed to join in on a *Chariot Race* run by an entertaining bunch of Sheffield loonies and *Battlecars* which turned out to be nothing like *Car Wars* after all.

Went to the *Sunday Roast* the next day, and I reckon Livingstone, Jackson and Turnbull got off lightly. Don squirmed a little when questioned about *TSR* employees not being allowed to do freelance work for other companies outside of working hours, but why nobody asked Ian and Steve about their huge royalty cheques from *Fighting Fantasy Gamebook* sales is beyond me. Not wanting to blow my cover, I kept my lips as tightly sealed as Steve's wallet.

Steve and Ian will soon have competition in the gamebook field. Apparently Gary Chalk and Joe Dever have been lured away from *Games Workshop* by a lucre-laden offer from the *Hutchinson Publishing Group* to do a similar series of books. Everybody has their price, its just that mine is so embarrassingly low.

Talking of which, I hear that Rose Estes has left *TSR*. Apparently she failed to secure a royalty agreement for her successful *Endless Quest* books. *TSR* put Tony Benn in the shade with their attitude to royalty. I thought it would be the American way, reward for ability and all that jazz.

Meanwhile *Games Workshop* are embarking on their own game of Monopoly? They currently seem to be buying up the competition. Ever been to Chester? I have. So have Ian Livingstone, Steve Jackson and Bryan Ansell of *Citadel Miniatures*. While I was doing the tourist bit, I spotted them with Celia and Nick Lund of *Chronicle Miniatures* entering a ritzy restaurant. Celia told me next day that *Citadel* are going to manufacture Nick's figures in 1984 on a royalty basis and that she was going to work at *Games Workshop*. And then just to prove that Big Brother isn't really with us yet, rumours have reached me that the

people of a certain computer game software company are in negotiations with *Guess Who* to produce a range of computer games for them. Is everyone selling their souls? Even the ultra-critical Ian Marsh of *Dragonlords* is working there now. Who's next?

Co-productions are currently out of fashion. The dull thud heard reverberating around the cosmos recently was *FASA* dropping their *Traveller* line. Since *FASA* were given the opportunity to start life making *Traveller* material by *GDW*, this is a bit of a snub for Marc Miller and friends. The reason is the success of *FASA's* own *Star Trek* role-playing game which now puts them in direct competition with *GDW*.

The heavier thud heard about the same time was a ton of lead hitting the dust as *Citadel US* ended life. Apparently the Tin Bin over here are going to export new figures in boxed sets to the States, while *Ral Partha* will manufacture certain *Citadel* ranges.

I wonder when *TSR* are going to bring out their *Spiderman* role-playing game that I've heard about? Will it be before *Games Workshop's Golden Heroes*? Whenever it comes out, I'll lay a penny to a pound that it will be before *Workshop's Judge Dredd* RPG. Apparently Ian Livingstone is now bringing in one of the *Warhammer* designers, Rick Priestly, to speed things up.

Sounds crazy, but *Titan Distribution* who launched the *Judge Dredd* comic in the US beat *Citadel* to the post in getting the *Dredd* figures licence from *IPC*, the copyright holders. But *Citadel* will be making the figures for *Titan*!

The battle for the newstands is hotting up between *White Dwarf* and *Imagine*. Both magazines are rumoured to be appearing in *W H Smith*, *Menzies* and general newsagents in April. Is the world ready for them, I wonder?

Mayfair Games have decided to risk the wrath of *TSR* by publishing a series of modules 'suitable for use with *Advanced Dungeons & Dragons*'. There are strong rumours of a court case as *TSR* contend that a royalty agreement must be granted

before any company may produce such material. The counter-argument is that the manufacturer is merely informing a potential buyer that, in this instance, the module is intended for *AD&D* and not *RuneQuest* or *Chivalry & Sorcery*. This argument draws on the computer/software market for its defence where games software companies state that their games are suitable for the *Spectrum*, *Apple*, etc. This, it is claimed, is important information for the consumer and no royalties are paid. We'll have to wait and see what happens to *Mayfair*.

Sam Goldwyn's dictum that a verbal contract ain't worth the paper it's written on is being taken to new dimensions by *TSR*. At the moment, they are allegedly involved in yet more litigation to establish that a written contract isn't worth the paper its printed on either. Will Niebling, former vice-president of *TSR* claims to have a stock option for 500 shares drafted and typed by Gary Gygax and signed by Brian Blume. After Will was discharged by *TSR*, he tried to take up the option: *TSR* claim that the option was invalid since it was presented to Brian Blume for his signature at his wedding reception, the argument being that Will Niebling knowingly presented the option for signature in circumstances where Niebling intended that Brian Blume would be incapable of comprehending the contract. Will is seeking \$10,000,000 in damages if the option cannot be exercised. I wonder if Mrs Blume could seek an annulment of the marriage contract on the same grounds?

Incidentally, my musings on what *TSR* might flog on the back of the *Basic D&D Set 1* proved quite accurate. The *Expert Set* will be *Set 2* in the series; to be followed by the *Companion Set*; to be followed by the *Masters Set*; to be followed by a...dead horse?

Finally, I couldn't resist showing you a homely snapshot that dropped into my lap from a fellow newshound. It shows, from left to right, Steve Jackson, Andrew Lloyd Webber and Ian Livingstone immersed in a game of *Calamity!* apparently while waiting for their aerobics workout. What some people will do for publicity! □

Super Mole

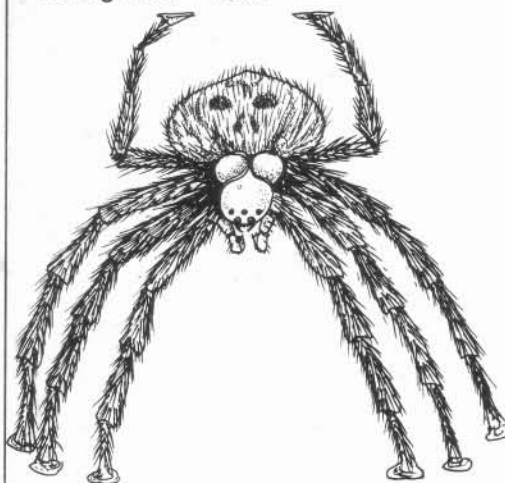


Fiend Factory is a regular AD&D/D&D department for readers' monsters edited by Albie Fiore. This issue, some creepy-crawlies from the ...

Insect World

SKULLCATCHER by Roger E Moore

No Appearing: 2-8
Armour Class: 6
Movement: 12"
Hit Dice: 1d8
Treasure: See below
Attack: Bite for 1d4+1 plus special
Alignment: Neutral
Intelligence: Semi-



Skullcatchers are a type of hunting spider, foregoing webs to attack their prey directly. They are dark grey with black spots on the 9" wide body. Their 18" legs end in small adhesive pads which allow them to climb any but the slipperiest surface without fail and to walk on ceilings. They are completely silent and have 60' infravision. In dungeons and caves with dark surroundings they surprise their prey (even if they are moving quickly) on a 1-5 on 1d6.

When attacking, they move across the ceiling so as to be directly over their prey. Dropping from the ceiling, they flip over quickly in mid-air and catch hold of the victim's head with their padded feet, rolling to hit as a 6-die monster to succeed. This initial assault causes no damage. The armour class of human, demi-human and humanoid heads is as follows:

Wearing Great Helm: AC1
 Wearing Small Helmet: AC5
 Wearing Leather Cap: AC8
 Wearing Cloth/Felt Hat: AC9
 Bare-headed: AC10

No dexterity or shield (unless held over the head) bonuses count. If the helmet is part of a magical suit of armour, the suit's

bonus is added to the base value above (eg, the helmet of a +2 suit would be AC-1). Bonuses for protective *Bracers*, *Rings*, *Cloaks*, etc, may be applied as normal. A shield held over the head affords complete protection, in which case the skullcatcher lands on the ground and will attack the shield bearer next round.

Once the creature has dropped onto a victim's head, there is a 25% chance that the spider's legs will obscure the victim's field of vision, effectively blinding them. Next round, the spider will attempt to bite with its steel-hard teeth and acid saliva which also reduces the AC by 1 for each successful attack. Magical helmets must save versus acid for each successful bite or become non-magical. Only if magical helms fail this save will their AC drop at all. Non-protective caps and helmets (eg, *Helm of Comprehending Languages*) are treated as leather caps, and must also save versus acid or be de-magicked and reduced in AC.

Blows hitting a skullcatcher attached to a victim's head have a 50% chance of doing half damage to both spider and victim. Only certain spells that affect one target only (eg, *magic missile*) will dispose of the spider without harming the victim.

A victim, blinded or not, may try to seize the skullcatcher and pull it off (as opening doors) or try to beat/tear at it, a successful hit doing 1 point of damage plus any strength bonus. If using a hand-weapon, they strike at -2, and, if successful, may still take half-damage, as above.

Obviously, spell casting and thief/assassin skills are impossible for individuals so attacked. Once pulled from its victim, the skullcatcher drops to the ground to attack in the normal manner.

Previous victims are likely to litter the skullcatcher's hunting ground. Among the skeletons will be the treasure normally carried by such beings (K for goblins, M for gnomes, etc) plus a chance of magical items appropriate to 1st-4th level characters (use *DMG* table, p175-6). Usually, 1d6 such bodies will be found; they are 40% likely to be human, 25% demi-human, and 35% humanoid. Human and demi-human bodies are 50% likely to have been 0 level with J and K type treasure. Observant characters examining the bodies, have an excellent chance of noticing any ruined headgear, as well as the fact the the victim's brains are missing (the skullcatchers favourite food), thus gaining some advance warning.

GIANT PRAYING MANTIS by Peter Stewart

	Normal	Venomous
No Appearing:	1	1
Armour Class: (und'belly:)	5 (8)	3 (6)
Movement:	9"/18"	12"/24"
Hit Dice:	5d8+5	8d8+8
Treasure:	Q	Q
Attack:	Two pincers (1d12 each) bite for 1d6	Two pincers (2d8 each); bite for 1d8; plus poison
Alignment:	Neutral	Neutral
Intelligence:	Animal	Animal



Giant Praying Mantis

These rare, 12' long giant insects are very good at seeing movement, but not so good at making out details. Consequently, they tend to attack anything that moves regardless of its size. The giant praying mantis attacks with its pincers. If one hits, then the victim takes 1d12 damage and is grasped. The second pincer will then automatically hit and grasp on its next attack. Once grasped, the victim takes 1d12 damage (both pincers combined) per round and will be lifted to the insect's mouth which will strike at +4 to hit and do 1d6 damage.

Its underbelly is particularly vulnerable (AC8) as are the wings (when exposed) which can immediately be burned off if within the radius of a *fireball* or even exposed to flame. The creature is uninjured by this but is rendered flightless.

These insects are camouflaged to merge with their natural surroundings, and can only be detected on a roll of 1 on a 1d6. If undetected, the creature will have first strike with its dexterous pincers.

They are aerial manoeuvrability class D.

Venomous Giant Praying Mantis

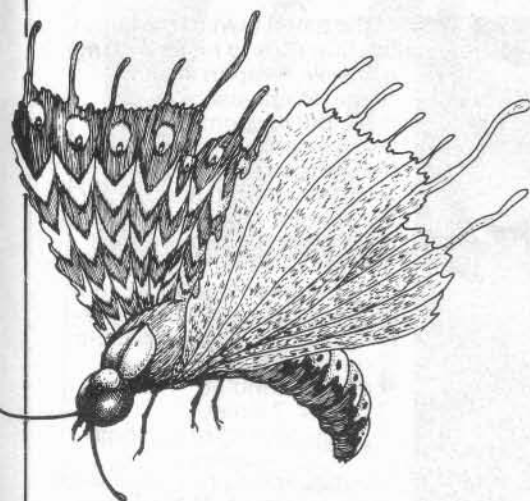
This very rare creature is even larger than its cousin, being some 18' long. It can attack several opponents at once: one to the rear, but up to three to the front using its two pincers and its bite. The rear attacks are made with its back claws which have poison glands. These do only 1 point of damage but the victim must save versus poison (saving twice if hit by both claws). Its front pincers are extremely strong and sharp doing 2d8 damage each and acting as a *Sword of Sharpness*, cutting through flesh and armour easily.

The venomous giant praying mantis does not bring its prey to its mouth but prefers to hack its opponents down with its pincers, and then eat at its leisure.

It is as its cousin in all other respects except that its underbelly is AC6.

DRAINWING by Phil Masters

No Appearing: 5-50
Armour Class: 7
Movement: 2"/10"
Hit Dice: 1 hit point
Treasure: Nil
Attack: Special
Alignment: Neutral
Intelligence: Non-



These dreaded insects look like large multicoloured butterflies, but feed off magical energy or life-forces, hence their magic resistance of 50%. In fact, *magic missiles* simply nourish them, while *charm*, and similar spells, cannot affect such small and mindless creatures.

When a drainwing hits a creature, it simply attaches itself to the victim's body and begins draining energy. The victim loses 10 experience points per round and 1 point each of constitution and wisdom every 3 rounds. Thus 3 drainwings attached to a victim would drain 1 point of constitution, 1 point of wisdom, and 30 experience points each round. This continues until the victim dies (zero constitution) or becomes soulless and uninspired (zero wisdom). Such losses are permanent. Blows aimed at attached drainwings are also considered to be aimed at their victims.

GIANT MOTH by Stuart Mole & Eric Wells

No Appearing: 1-6
Armour Class: 6
Movement: 2"/12"
Hit Dice: 2d8
Treasure: Special
Attack: Sonic attack for 1d6; or 1-2 (see below)
Alignment: Neutral
Intelligence: Animal

The colouring, habits and general features of the giant moth are similar to those of smaller species. They have a 4' wingspan and a body length of about 18". Their compound eyes are very sensitive to what little natural light there may be, but, as far as is known, they do not have infra-red or ultraviolet vision. When on the ground, they crawl by using their wing tips (slightly flapping) with little, helpful leg movements since these have evolved primarily for gripping. They mature as do normal moths: the eggs being laid in refuse and the like. The larvae that hatch are similar to rot grubs (*Monster Manual*) and go into a chrysalis stage after about 6 months. During this stage, they are very vulnerable to attack from their predators. After 6 months, the adult giant moth will emerge to live a further 1-2 years.

They are preyed upon by killer bees, giant wasps, giant bats, etc (*MM*). During such attacks, the giant moth tends to be defensive, trying to drive off its attackers or leave its lair, where it is found 90% of the time, and outfly them with its aerial manoeuvrability class of C.

The giant moth attacks light sources, rather than people or things, by ultrasonic vibrations from its antennae. (It will usually ignore any non-light source unless attacked.) The attack creates stress inside the cell structure causing it to rupture and the cells to break away from each other. It may also cause glass to shatter.

The ultrasonic attack is in the form of an accurately aimed cone doing damage to the individual with the nearest light source, before moving on to the next, etc. Although the attack itself cannot be heard, the moth emits a faint humming noise when attacking. Since the ultrasonic attack causes damage and death to humanoids by internal bleeding, it hits as against Armour Class 10. However, the moth attacks at -4 to hit due to its enraged and unpredictable flying pattern.

If its ultrasonic attack is unsuccessful in destroying the light source within 4+1d4 melee rounds, the moth will fly from its lair, screeching audibly for 1-2 points of damage to all within 30 foot and impairing their hearing for 1d4 hours during which it will be virtually impossible for victims to listen at doors effectively, etc, due to a constant buzzing in their ears which gradually fades as the time expires. (Those with more sensitive hearing will be affected for 1d4+1 hours.) There is a 10% chance of permanent damage to a victim's hearing (DM's discretion).

The moth's antennae that produce the ultrasonic attack are of a diamond-like organic substance. Consequently, they are worth from 10-80gp (1d8) each depending on length, blemishes, etc, and highly prized as jewellery because of their flexibility, making interesting and delicate looking necklaces and bracelets.

Giant moths eat all types of mold or anything made up of loosely bound individual cells or creatures (eg yellow mould, black puddings, gray ooze, ochre jelly, etc) which can be broken down by ultrasonic attack. Having ruptured the cell structure of these creatures, they suck the remains into their digestive system through an extendible proboscis.

Giant moths generally live in very dark and dank caves, fairly close to a good food supply. They usually lair in one area of the cave.

GOLDEN BEETLE by Steven Quayle

No Appearing: 1-2
Armour Class: 0
Movement: 9"
Hit Dice: 5d8+2
Treasure: E
Attack: Two claws for 1d6+2 each plus special
Alignment: Neutral
Intelligence: Semi



Golden beetles are vicious, carnivorous predators found in subterranean tunnels where they react violently to any intrusion. They rarely venture above ground.

These golden-hued, crab-like creatures have the bulk of a rhinoceros. In addition to a pair of claws, they have a pair of multiply hooked, hollow, tubular, pincer-like extensions some 3' long. The head is situated, crab-like, under the tough shell. A startling 'mane' of golden hair extends from the head, over the domed back and almost to the floor. This mane covers several scent glands activated when the mane is lifted, much as hackles are raised. (This is not possible in close combat.) The glands secrete a slightly scented narcotic odour. Any being within 5" has a 20% chance per round of inhaling this. It acts as *sleep* regarding saves and effects (lasts 2 turns only), affecting even elves and half-elves.

If any save successfully, or the beetle is caught unawares with no time to use its scent weapon, it attacks with its claws, not its comparatively fragile 'pincers' (AC6 and taking 1d6 points of damage before breaking if specifically struck).

Once its victims are asleep or killed, it punctures holes in the victim's flesh to draw out the body fluids, taking 1 round per 10lbs of the victim's body weight to do so. However, when the pincers first enter the victim's body, they make a second save against *sleep* at -4. If successful, they awake and can easily prise apart the pincers to escape but fight at -3 to hit due to the effects of the drug.

In the lair, there is a 35% chance of 1 female (3d8), and 1d6 eggs (worth 150gp on the drugs market) nestled in carcasses or 80% chance of 1d6 young (1d8, two claws for 1d4 each, and not mature enough for scent production).

This creature is derived from *The Priest Kings of Gor* by John Norman. □



Treasure Chest is a regular department for readers' D&D/AD&D ideas. This issue, an illusionists special.

Detect Illusion

For Illusionists Only

A QUICK NOTE ON ILLUSIONS by Andrew Smith

Illusions affect the mind of the victim, causing him to believe that the illusion is real and, if applicable, that he has suffered damage. However, the illusion must have a physical manifestation and it must be something that the victim can comprehend. Illusions involving poison are not really possible: an illusion of a giant spider cannot kill by a poison bite. Similarly, illusions of healing are not possible (except for the fifth level spell *dispel exhaustion*). An illusion of a monster that the victim has never seen before will be potent so long as it only inflicts physical damage but it cannot inflict some special damage unless the victim is aware of the capability. Thus if the victim knows that a medusa gaze can turn him into stone then he will be affected by an illusionary gaze. Such awareness is at the discretion of the referee. Note that it is not possible to negotiate illusionary ropes or bridges, even if it is believed that the objects exist.

Belief in the illusion also depends on its quality. The three illusion spells, *phantasmal force*, *improved phantasmal force* and *spectral force*, each allow a greater representation of reality. Thus a *spectral force* spell is required to create a credible *fireball* illusion or an illusion of a fire-breathing dragon.

Belief also depends on the breadth of the illusionist's experiences. If he has just returned from the City of Brass, then he will be able to reproduce a very effective Efreeti. Any spell which has a physical manifestation could be created: a *bigby's crushing hand* for example, provided the illusionist has seen the spell performed. He would be able to reproduce the stare of a medusa if he himself had experienced the petrifying gaze!

The situation of the illusion is also important. If the illusionist is inside a volcano, then an illusion of a salamander would be more believable than that of a white dragon. If the illusion is created under the nose of the victim then it is less likely to be believed than if it is created outside the room and 'marched' into the room. Whenever an illusion is being created it is vitally important to remember that authenticity is the crucial factor for the referee to bear in mind.

Below are some items and spells for illusionists only.

VOCAL PARALYSIS (Illusion/Phantasm) by Roger E Moore

Usable by: Illusionist
Level: 2
Range: 6"
Duration: 1 round/level
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 2 segments
Saving Throw: Negates

Vocal paralysis renders the victim unable to speak, and thus unable to call for help, cast spells with verbal components, and so forth. The affected being, can use spells not requiring verbal components, and engage in physical combat, escape, etc. Victims save against this spell at -2. The material component is a thin strip of cloth; the ends must be tied in a knot as the spell is cast.

MEDALLION OF HYPNOSIS by Steven Sloane

This silver medallion, when in the hands of an illusionist spell *Hypnotism* in the same manner as the *Wand of Patterns* (see above). For each 'plus' the Illusionist can affect an extra creature, all of which now must save at -1 per 'plus', and increase the spells duration by a round.

There is also a version called the *Cursed Medallion of Hypnosis* which, as far as the illusionist is himself, if a save vs spells is failed, susceptible to *suggestion*.

WAND OF PATTERNS By Steven Sloan

A common item fabricated with the help of a friendly magician, by high level Illusionists to increase the power of the



hypnotic pattern, spell. It is a slender wand manufactured from finest quartz, with a vein of magical phosphorescence so it can be used as a material component without being destroyed on casting. The power of the *Wand* is denoted as a +1, +2 (or higher) *Wand of Patterns*, each 'plus' increases the number of creatures that can be captivated by an extra 2 hit dice, also the monster's saving throw is made at a penalty of -1 per 'plus'. For example, a 6th-level Illusionist casting a *Hypnotic Pattern* with a +2 *Wand* can captivate a total of 28 hit dice of monster if they all fail their saves at -2 vs spells. There are also cursed versions that act in the opposite manner.

PRISMATIC GUN by Roger E Moore

Ages ago a powerful illusionist first developed the device known as the *Prismatic Gun*; it vaguely resembles a gun-powder hand firearm (with handgrip, firing trigger, and hollow barrel), but is made of a glass-like material, shaded in a rainbow of translucent colour. The gun barrel is simply aimed in the general direction of the target and the trigger is pulled. Immediately a small (1/2" diameter) ball of one of seven colours flies out

of the barrel toward the target; the firer rolls to hit as if using a missile weapon at short range. Magic-users of 18+ level and illusionists of 14+ level are able to manipulate the weapon so as to never miss their target. If struck by the coloured ball, the target is affected as if it had touched the part of a *prismatic sphere* of the same colour; the colour of the ball is randomly determined on the following table:

1 red	5 blue
2 orange	6 indigo
3 yellow	7 violet
4 green	8 misfire—no ball appears

The trigger may be pulled only once per round. The weapon has a maximum capacity of 20 charges (roll d20 when a gun is first found to determine charges remaining); one ball or misfire deducts one charge; The weapon may be recharged on a one-charge-per-spell basis (only *prismatic sphere*, *prismatic wall*, *prismatic spray*, and *wish* may be used). A prismatic gun has a 70' range. If all the charges are ever expended the gun disintegrates into powdered glass on the spot. Only an illusionist of 15th level or higher may make a prismatic gun, using the spells *alter reality* and *prismatic spray*, plus a very costly amount of materials.

COLOUR CHANGE (Alteration) by J N Manktelow

Usable by: Illusionist
Level: 2
Range: Touch
Duration: See below
Area of Effect: 10m³/3 levels
Components: V, S, M.
Casting Time: 1 round
Saving Throw: See below

The Illusionist can change the colour of a single object of any type as long as it's surface is within the area of effect (if it is not, only part of the object will be changed). The caster must move his hands over the area to be coloured.

Magic weapons get a normal save, and creatures save at +2 if they do not wish to be coloured. No saving throw is otherwise given. The material component is a stick of rhubarb which must be broken in half, and the resultant juice spread over the caster's hands.

Once the colour has been changed there is no way of turning it back short of another *colour change*, *wish*, or *alter reality*.

Possible uses of this spell include turning a white dragon red, making copper coins seem platinum, and making a *fireball* seem like a *Sphere of Annihilation*.

THE Hun

30,000 gp
FANTASTIC
HOBBIT-BASHING
COMPETITION!

SEE PAGE 94

Skullgore is Over the Moon

Skullgore the barbarian is the latest 1,000,000 gp winner in The Hun's big-prize hobbit-bashing competition. Skullgore was surprised at the news.

'I had no idea when I sliced that slimy hairfoot at the Ogreball match that it put me in line for the big prize. I'm over the moon!', said a flabberghasted Skullgore yesterday. Skullgore is the local barbarian in TSR's new AD&D miniatures set *Fighters, Rangers & Paladins*. Skullgore is pictured about to be congratulated by the runners-up in the competition, a Fighter with Axe and a Fighter in Platemail also from the same set.

Other AD&D miniatures sets now available from TSR are: *Monks, Bards & Thieves*; *Magic-Users & Illusionists*; and *Clerics & Druids*.



GREG HAS WORLD IN A SPIN

Greg Stafford and his *Chaosium* cohorts have announced that *Ringworld*, the role-playing game based on Larry Niven's famous SF works, should be among their next releases. Also scheduled for release in the near future is *The Carlyle Expedition*, a boxed *Call of Cthulhu* scenario.

Chaosium have also just released the *Stormbringer Companion* along with a revamped edition of *Stormbringer* itself in a new slim-line box.

DINNER WITH DRAC

Count Strahd von Zarovich of Barovia has invited a party of adventurers to dinner. What exactly is on the menu will be discovered in *Ravenloft*, a new AD&D adventure module from TSR.

Other new AD&D modules now available from TSR are: *L2: The Assassin's Knot* and *U3: The Final Enemy*. Other new TSR releases include *B5: Horror on the Hill* for *Basic D&D*; *O1: The Gem and the Staff*, an *Expert D&D* adventure for one thief; and *GW3: The Cleansing War of Garik Blackhand*, a *Gamma World* adventure.

ICE AGE NEARS

Experts predict that a new ice age is near. *ICE*, otherwise known as *Iron Crown Enterprises*, is spreading further across *Middle Earth* with their latest release *Isengard/Orthanc* which follows hard on the heels of their previous release *Southern Mirkwood*. The *ICE* field will extend across further areas later this year when *Dol Amroth/Belfalas*, *Cardolan/Southern Arnor*, *Moria I*, and *Arthedian* are due to be covered.



Hang
One
on
your
Hunlette
says
Jeff



All you Huns and Vandals, here's the latest trinket to drive your little barbarian back home berserk. You could even wear them yourself. These two saucy pendants are cast in pewter and come with a silver-plated chain. They are produced by *Jeff Willis Designs*.

Two further designs featuring scary monsters are due out soon.

Jeff also produces military masters, fantasy paintings, costumes, sculptures and one-offs for the impatient collector.

Jeff operates from 101 Dursley Rd, Eastbourne, E. Sussex.

BUILDER DISCOVERS ROYAL TOMBS

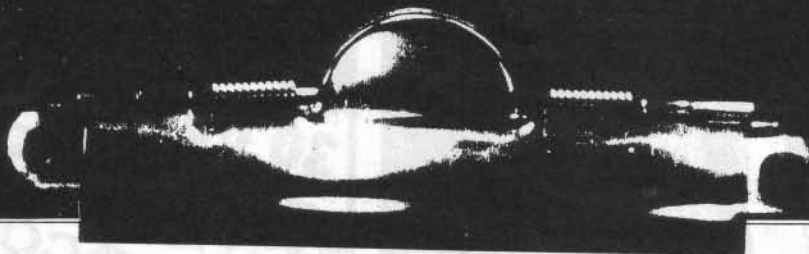
Some ancient Royal Tombs will be opened to the hun-in-the-street in March when *Games Workshop* release the first in their *Dungeon Builder* series, *Caverns of the Dead*. Each set provides a detailed adventure setting for any fantasy role-playing system complete with a large, colourful play-sheet of the complex for use with 25mm figures and based on the successful *Dungeon Floor Plan* system. Each set will link with previous sets to build up a complete fantasy region. Other sets will be released later in the year.

Other new releases scheduled for the new year from *Games Workshop* include the first *Battlecars Expansion Kit*. This will add *Battlebikes*, armoured motorcycles to wage street-warfare on each other or to team up against a *Battlecar*.

Next Issue

White Dwarf's 50th anniversary! We'll be celebrating with an article telling you who the White Dwarf really is, what Thrud does in his spare time and all the other regular *WD* characters. We stats for them in *AD&D* and *RuneQuest* to accompany a boxed set of *Citadel* miniatures. There'll also be *Inside the Lost City* Part 2 of the *Tirandor* campaign, *The Watchers of Walberswick*, a *Call of Cthulhu* scenario, a special *Fiend Factory* about Julian May's *Many Coloured Land* books plus all your regular features and much more.

WIN A WEEKEND WITH SIMON LE BONEHEAD — See Page 87



THE RETURN OF THE EDITOR

In issue 45 we conducted a reader survey under the heading of The Reader Strikes Back. We asked you to give it to us straight, and you did, nearly 700 of you. The results are interesting and useful to us. No doubt some of you will be amazed at the results, but this is how they finished.

1. Rate the following Departments between 1 and 10:

(a) Open Box	7.6	(i) Small Ads	6.0
(b) RuneRites	5.8	(j) Letters	6.6
(c) Fiend Factory	6.6	(k) Starbase	6.0
(d) Microview	4.7	(l) Super Mole	6.3
(e) Treasure Chest	6.9	(m) Gobbledigook	7.1
(f) Critical Mass	5.8	(n) Thrud the Barbarian	6.6
(g) News	7.2	(o) The Travellers	5.3
(h) Counterpoint	4.7		
2. State what topics you would like to see added to Departments: The most common requests were for increased coverage of miniatures, minor games, AD&D, character classes, film reviews, questions and answers.
3. Which is the best Feature you have read in White Dwarf? And the top six were:
 1. The Dungeon Architect by Roger Musson (WD25-27)
 2. Irilian by Dan Collerton (WD42-47)
 3. The Town Planner by Paul Vernon (WD31-33)
 4. Dealing with Demons by Dave Morris (WD44-46)
 5. The Necromancer by Lew Pulsipher (WD35)
 6. Monsters Have Feelings Too by Oliver Macdonald (WD38)
4. Which issue featured the best cover art?
 1. 44 by Alan Craddock
 2. 43 by Jim Burns
 3. 42 by John Blanche
 4. 35 by Les Edwards
 5. 41 by John Harris
 6. 38 by Nicholas Bibby
5. Which has been the most enjoyable scenario to date? And the top six were:
 1. Irilian by Dan Collerton (WD42-47)
 2. The Eagle Hunt by Marcus Rowland (WD40)
 3. Halls of Tizun Thane by Albie Fiore (WD18)
 4. Trouble at Embertrees by Paul Vernon (WD34)
 5. Lair of Maldred the Mighty by Mark Byng (WD24)
 6. The Lichway by Albie Fiore (WD9)
6. Do you like the new White Dwarf lettering?

Yes - 64% No - 36%
7. Would you prefer multi-system scenarios to single system scenarios?

Yes - 54% No - 46%
8. List any other games magazines that you:

Buy	Read
1. Imagine	1. Dragon
2. Dragon	2. Imagine
3. Travellers Journal	3. Different Worlds
4. Military Modelling	4. Space Gamer
5. Different Worlds	5. Military Modelling
6. Space Gamer	6. Travellers Journal
9. List any fanzines that you:

Buy	Read
1. Dragonlords	1. Beholder
2. Quasits & Quasars	2. Dragonlords
3. Journal of Senseless Carnage	3. Quasits & Quasars
4. Beholder	4. Stormlord
5. Trollcrusher	5. Trollcrusher
6. Stormlord	6. Journal of Senseless Carnage
10. List your favourite role-playing games in order of preference: And the top six were:

1. AD&D	4. D&D
2. RuneQuest	5. Tunnels & Trolls
3. Traveller	6. Call of Cthulhu
11. List your favourite SF/F authors: And the top six were:

1. J.R.R. Tolkien	4. Isaac Asimov
2. Michael Moorcock	5. Robert E Howard
3. Stephen Donaldson	6. Harry Harrison
12. List the best SF/F films you have seen: And the top six out of the 189 films listed were:

1. Star Wars	4. Conan the Barbarian
2. Return of the Jedi	5. Alien
3. Empire Strikes Back	6. Lord of the Rings
13. Do you own a TV games console?

Yes - 16% No - 84%
14. Do you own a home computer?

Yes - 49% No - 51%
15. Do you play games on your home computer?

Yes - 95% No - 5%
16. Do you use miniatures when playing RPGs?

Yes - 84% No - 16%
17. Do you find the style of White Dwarf:

Lively (60%)
18. Do you object to the number of advertisements in each issue?

Yes - 17% No - 83%
19. List any games on which you would like to read:

An article	A scenario
1. AD&D	1. RuneQuest
2. Warhammer	2. AD&D
3. Tunnels & Trolls	3. Tunnels & Trolls
4. Car Wars	4. Bushido
5. RuneQuest	5. Traveller
6. Bushido	6. Call of Cthulhu
20. What is the most enjoyable aspect/topic/Feature/Department of White Dwarf?
 1. Scenarios (Irilian especially)
 2. Cartoon Strips (except for Travellers)
 3. Fiend Factory
 4. Open Box
 5. RuneRites
 6. News
21. Is there anything you really loathe about White Dwarf? Ignoring the anonymous being who suggested Ian Livingstone, the loathed aspects were:

1. Bitchy Letters page debates	4. Too much RuneQuest
2. Too much AD&D/D&D	5. The Travellers
3. Critical Mass	6. Lew Pulsipher
22. Would you like to read the occasional piece of fiction in White Dwarf?

Yes - 71% No - 29%
23. Would you like to see the same, more or less articles and scenarios on the following RPGs featured in White Dwarf:

	Articles	Scenarios
D&D	Less	Less
AD&D	More	More
RuneQuest	Same	More
Traveller	Same	More
T&T	Less	Less
24. Do you think White Dwarf continues to improve in quality?

Yes - 82% No - 18%

Well there it is. There are some strange contradictions; for example some features were voted best in some categories yet were loathed in question 21. Anyway, it was all very interesting and for your information, 98% of our readers are male and are likely to be 15 years old. And the winner of subscription, binder and badge was C Gidlow who lives in Faversham, Kent.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf 27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to Games Workshop Ltd.

Exeter University Games Convention

At Cornwall House, Saturday 28th January, 10am-10pm; Sunday 29th, 10am-6pm. Paul and Teresa Bailey's trade stand, table-top, board and FRP gaming including AD&D competition with expected attendance of 100-200. Admission: £1 in advance, £1.50 on door, no under 16s without parent or guardian. Maps, B&B lists, tickets and further information by large SAE: Jeff Wilks, Cornwall House, St Germain's Rd, Exeter.

Miniatures for Sale

Retirement has led to five score expertly painted miniatures and rules to be sold. Send SAE to Neil, 57 Hollymount Close, Exmouth, Devon.

For Sale

Star Trek RPG, 15mm Deck Plans. Fiend Folio, Deities & Demigods, AD&D module, Judges Guild, Ral Partha boxed sets, RuneQuest Broos, Speciality Sets. Lots more in excellent condition and cheap! Phone: Mr Frankson, after 7pm; 01 743 4150.

Destiny Magazine

For media science fiction fans. Issue one: *Galaxy Wars, Terra-hawks, Microcosm*. Phone: 025 679 4468 for details.

Would you like to work at Games Centre?

We are looking for lively intelligent people to work as Sales Assistants with a view to Management. Sales experience and knowledge of our products essential. Also Mail Order and Warehouse Staff. Good prospects for right applicants. Write with full CV to: Ms L Tracy, Recruitment Office, Games Centre, 22 Oxford Street, London W1A 2LS. Or contact your local Games Centre Branch Manager in London, Birmingham, Bournemouth, Brighton, Bristol, Nottingham.

For Sale

AD&D modules, books, playing aids and extra. Phone: Redhill 63555, 4.30pm - 7pm Weekdays or Saturdays.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Contributions Wanted

Remember, *WD* is always ready to consider articles and scenarios for publication. You even get paid for it! Submissions should be typed, on one side of the paper only, and double-spaced. Maps etc should be clearly drawn and labelled carefully. Scenarios should be as close to the usual *WD* format as possible. We're especially interested in *RuneQuest*, *Call of Cthulhu* and *Warhammer* scenarios. We can always use *D&D* stuff, of course and we'll use other systems too, if they're good. Same goes for articles too, really. So, if you want fame and some cash then start writing! You can send your contributions (or ring, if you've any questions) to: Jamie Thomson, *White Dwarf*, 27-29 Sunbeam Rd, Park Royal, London NW10 6JP or ring 01-965 3713.

AD&D Hull

Four AD&D players wish to join/form club. West Hull area. Ages 13-16. Contact: Andrew Milner, 61 Rokey Park, Hull HU4 7QE or tel: 0482 54695.

RPG Hythe/Southampton

Newly arrived RPG player in Hythe/Southampton area is looking for other players. AD&D, *RuneQuest*, *Aftermath*, anything. Write to: Robert Holmes, 12 Furzedale Gardens, Hythe, Southampton SO4 6HR.

Help

14-yr old boy would like to know if there are any clubs or RPG players in Durham City. Can play AD&D, *RuneQuest*, some *T&T* and would like to learn *Traveller*. Phone: Neil on 0385 771532.

Wanted

Any good condition role-playing magazines/fanzines (eg *WD*, *Dragon*, *Dragonlords* etc). When replying give issue numbers and price wanted (including postage). Write to: Philip Callow, 20 Merrilocks Rd, Blundellsands, Liverpool L23 6UN.

Help

Two player/DMs setting up new group, so if your 14 or under, semi-experienced with RPGs and live in Weston-Super-Mare then contact: D Appleton, 9 Coronation Rd, Highbridge, Somerset TA9 3DX.

RPG Bath

Bath Wargames and Role-playing Club meets every Sunday afternoon. Contact: Chris Bann. Tel: Bath 318880.

Wanted

Any person to trade information for *D&D*, *Traveller* or *Recon*. Any information accepted. Have much information to trade. Send all to: Brian Wallace, 1620 Miriam Rd, P O Box 553, Manitowoc, Wisconsin, 54220, USA.

Pen Pal Wanted

Experienced Canadian gamer wishes to find British pen pal. Interests are *RQ* and *FRP* in general. All letters answered. Please write: Mark Schofield, 37-45 Marksam Rd, Guelph, Ontario, Canada N1H 6YP.

Medieval Re-Enactment

The British Plate Armour Society requires Knights, Ladies and the like, interested in late medieval history and life. Historians, wargamers, FRPers and anyone most welcome. Contact: BPAS, c/o Simon Sarginson, 11 Cumberland Rd, Plaistow, London E13 8LH.

New Voyager

Wanted - Issue 2 of *New Voyager* magazine. Also wanted, *WD1-23*. Good prices paid. Contact: Alexander Aplin, Bryony Cottage, Henwood, Boars Hill, Oxford OX1 5JX. Phone: Oxford 862114 (evenings).

Luton

Experienced FRPger, 23; soon moving to town. Plays anything, especially *RQ*, *SB* etc; even *D&D* if pushed. Will travel reasonable distance. Contact: Oliver Macdonald, PEP, Rothamsted Expt Stn, Harpenden, Herts AL5 2JQ. Phone: Harpenden 63133 ext 516.

RPG Essex

Anyone interested in joining my free RPG group send details about yourself to: Chris Sparkes, 36 Jefferson Close, Ilford, Essex. We play mostly *D&D*, *T&T*, *Traveller* and some *AD&D*, *RQ*, *Top Secret*. Novices and experts welcome.

RPG Club Edinburgh

New club with over 100 members, all ages welcome. Most SF/F games played. Contact: Donald Brochie on 031 226 3354.

Attention Bushido GMs

I am interested in keeping in touch with GMs of *Bushido* for a mutual exchange of ideas and interests. Contact: 483 Newmarket Rd, Cambridge, Cambs.

AD&D/RQ Wrexham

24-yr old veteran DM and player wants to meet others over 16 in Wrexham area with view to setting up regular club. If interested contact: Craig Cartmell on Wrexham 264068. PS - Dear Jim and Mark: Ptoof.

Wanted

D&D players wanted for long term campaigns (*AD&D*, *Cthulhu*, *RuneQuest* and others). Referees welcome (age 15-17). Phone: 04024 50960 after 6pm. Experience preferred but not essential.

MIGS V

Sunday, May 27, 1984. The Military Interests and Games Society cordially invites you to our fifth annual gamesfest. A free day of wargaming, in all its myriad forms. *Squad Leader*, *Diplomacy*, *Star Fleet Battles*, and *WRG Ancients* tournaments will occur along with other events including a painting competition. The event will be held at the Kitchener-Waterloo Regional Police Association Recreation Centre, R. R. 2, Cambridge, Ontario, Canada. The hall will open at 10:00am and close at 10:00pm. For information please contact: Chris Goldsmith, Secretary, 100 Lorraine Drive, Hamilton, Ontario, Canada L8T 3S3.

CLUBS

WORCESTER

Worcester Wargames Club
Games: Wargames, RPGs, others.
Time: Saturdays 10.30-5.
Place: YMCA, Henwick Road, Worcester.
Comments: Either sex, age 13+.
Contact: Andrew on Worcester 640436.

WELLINGTON, SOMERSET

Adventurers Guild
Games: AD&D, also *Traveller* and *Warhammer*.
Time: Monday to Wednesdays, one day a week only.
Place: Members homes.
Comments: All RPGs welcome, 16+ age, own transport an advantage.
Contact: Steven Humphrey on Milverton 400741.

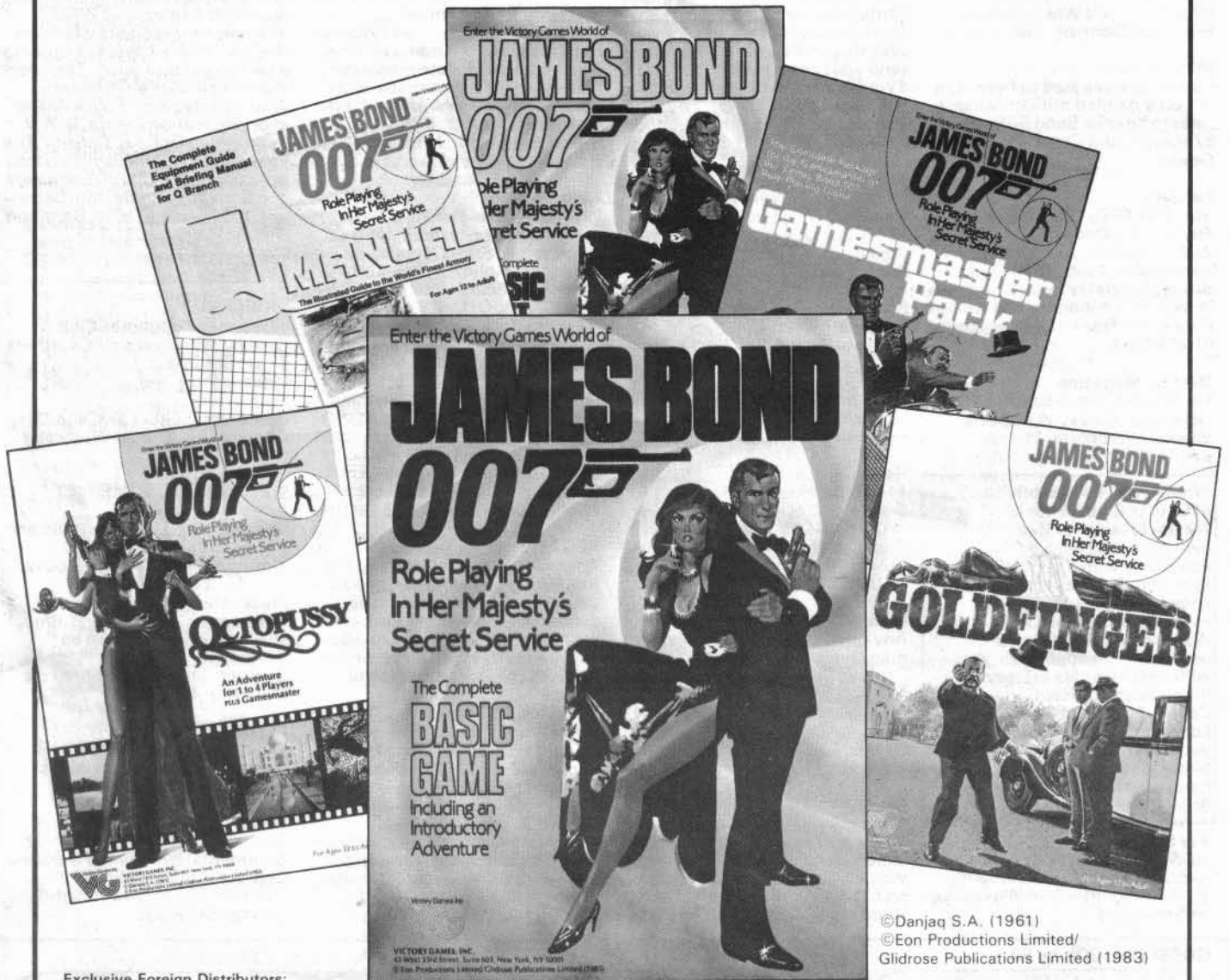
CENTRAL LONDON

The London Games Club
Games: RPG/tabletop games.
Time: 10am-5pm.
Dates: January 14th & 28th.
Place: Conway Hall, Red Lion Square, Holborn, London WC2.
Comments: Everyone is welcome.
Contact: Clive Bailey, 62 Tansfeld Road, Sydenham, London SE26 5DG.

GOBBLEDIGOOK by Bill

Enter the Victory Games World of **JAMES BOND 007**

Experience the life of a secret agent . . .
work for M.I.6, the British Secret Service
. . . or assume the role of JAMES BOND himself!



Exclusive Foreign Distributors:
UK: AVALON HILL GAMES,
 650 High Road, North Finchley,
 London N12 0NL, England,
 telephone 01-445 3044
AUSTRALIA: JEDKO GAMES,
 18 Fonceca Street, Mordialloc
 3195, Victoria, Australia,
 telephone (03) 480 9955
JAPAN: POST HOBBY,
 26-5, 5-Chome, Sendagaya,
 Shibuya-Ku, Tokyo, Japan,
 telephone (379) 4 0 8 1

Look for upcoming support materials
including supplements, adventures
and much more!

Victory Games, Inc.

©Danjaq S.A. (1961)
 ©Eon Productions Limited/
 Girdrose Publications Limited (1983)



43 West 33rd Street
 New York, NY 10001

TOWN NATHAN

Dragon Byte

Home Computers,
Software and Games

51a Queen Street,
Morley,
Leeds

tel: 0532 522690

**ZXSPECTRUM
now under £100**

Ring for more information

Last Chance

10 Ash Road
Headingley,
Leeds 6
Tel: 744235

Home computers, software,
board games, role-playing
games and books

At Last's place we make
you offers you can't
refuse...

We're worth a visit because :-

*We've the biggest range of Citadel figures for leagues around.

*We've board and adventure games for all ages from TSR, Games Workshop, Avalon Hill, Victory Games, GDW, Yanquinto etc. etc.

*We've probably the best range of software in the North - and we're improving all the time.

*We've a growing range of computers, peripherals, upgrades and books.

WORLDS APART



SCIENCE FICTION BOOKS
FANTASY GAMES & COMICS
DUNGEONS & DRAGONS
MINIATURE FIGURES
POSTERS T-SHIRTS

OPEN: TUES - SAT
10 AM - 6 PM
16 AVENUE ROAD
HERNE BAY
KENT
Tel 63941

THE "WARLORD" GAMES SHOP



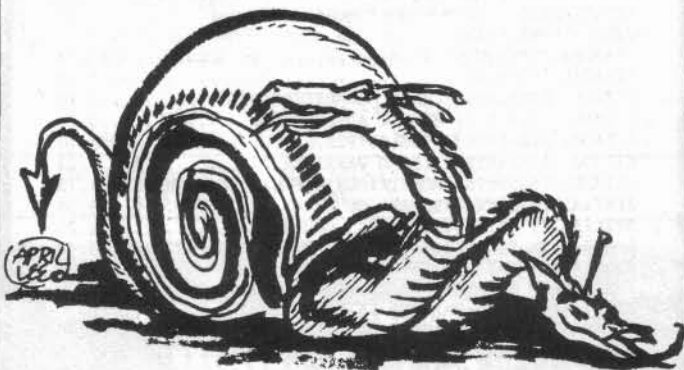
We now stock
IRREGULAR MINIATURES SIEGE
EQUIPMENT * CHRONICLE MINIATURES
PLATOON 20 FIGURES
GALLIA 25mm BUILDINGS
as well as
Dungeons & Dragons * Traveller and most
RPGs and supplements * War Games * Science
Fiction Games * Citadel Figures * Torchlight
Fantasy Products * Rule Books *
Davco Microtanks

818 LONDON ROAD, LEIGH-ON-SEA
Tel: **SOUTHEND 73308**
Open 9.30-1.30 and 2.30-5.30. Closed Mondays



DRAGONLORDS 19

3RD BIRTHDAY ISSUE 36+ PAGES FOR 60P




FUNNY, INFORMATIVE, CHATTY & FRP TOO!

DISTRIBUTED BY GAMES WORKSHOP LTD
27/29 SUNBEAM ROAD LONDON NW10
OR DIRECT FROM: DRAGONLORDS, AVALON
GRAMS RD, WALMER, KENT, CT14 7PU

the Gameskeeper

105 COWLEY ROAD, OXFORD
TEL: (0865) 721348



*We have
something
for everybody*

REALISTIC SPACES

THE ONLY PLAN SYSTEM FOR THE DISCRIMINATING FRP GAMER
- WITH NATURAL CAVES & CAVERNS AS WELL AS DUNGEONS



In four complementary but independent sets (Labyrinthine or Spacious Dungeons, and Tortuous or Cavernous Caves) - each containing twenty full-size sheets of pre-drawn ready-to-cut-out pieces with endless passages, spaces and features

only **£3.99** (plus set + p&h)

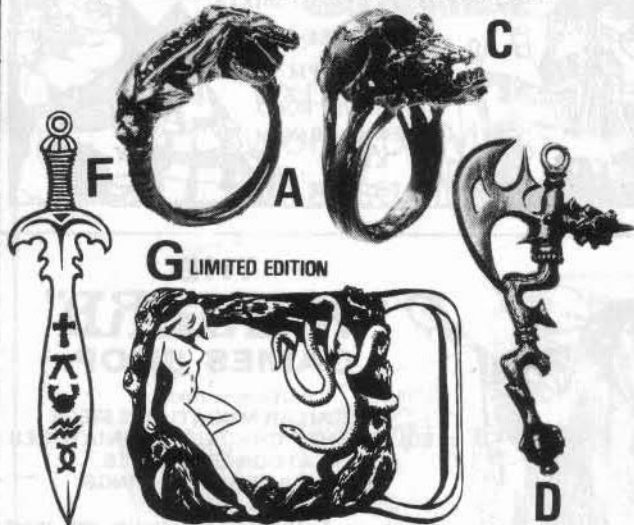
- * infinite variety and size of space
- * compatible with all FRP games
- * to scale for 15mm and 25mm
- * controls the effect of light
- * for random or pre-designed play
- * eliminates the 'perfect memory' effect
- * can be used again and again - and again

from games shops or
Endless Games, Tel: (092 681) 7048
2 The Old Bakery, Long Itchington, Rugby CV23 8PU

ENDLESS PLANS (DUNGEONS AND CAVES)

RIEDER DESIGN GAMES ROOM

MAIL ORDER and RETAIL SHOP
SPECIALISTS FOR THE SERIOUS GAMES PLAYER
SHOP HOURS: 9.30-1.00 & 1.30-5.30 Monday to Friday; 9.30-5.30 Saturday
5, Braunstone Gate, Leicester LE3 5LH Tel: (0533) 549182



- A. DRAGON RING in solid bronze or nickel silver £3.95
- B. EAGLE RING in solid bronze or nickel silver (not illust.) £3.95
- C. SKULL RING in solid bronze or nickel silver £3.95
- D. RIEDER'S AXE PENDANT in antiqued pewter 5cm long and complete with chain £2.95
- E. HAND OF DEATH PENDANT in antiqued pewter 3cm long & complete with chain (not illust.) £2.95
- F. CHAOS RUNESWORD PENDANT in antiqued pewter, 6cm long and complete with chain £2.95
- G. "THE TEMPRESS" BELT BUCKLE in antiqued pewter to fit a 1 1/2" wide belt.
This is a LIMITED EDITION of 1,000 individually numbered pieces £5.50

CATALOGUE for Wargames * Science Fiction * Fantasy * Role-playing Games * Figures & Models * Paints & Accessories * Family Games * Sports Games * Chess * Traditional Games * Jigsaws * Magazines * Puzzles * Computer Software. Send an SAE and 20p in stamps
DISCOUNTS: Mail order and visitors receive a discount card worth 7 1/2%. Clubs & schools on application, may have a discount card worth up to 15% on bulk purchases.

UNICORN GAMES

MAIL ORDER ONLY

6 WOODHAM ROAD, CATFORD, SE 6 2SD

BASIC D&D

- BASIC SET rules, dice, adventure..... 8.40
- BASIC RULES only..... 3.75
- EXPERT SET rules, dice, adventure..... 8.40
- EXPERT RULES only..... 3.75
- D&D CHARACTER SHEETS..... 2.40
- B1 IN SEARCH OF THE UNKNOWN..... 3.30
- B2 KEEP OF THE BORDERLANDS..... 3.75
- B3 PALACE OF THE SILVER PRINCESS..... 3.75
- B4 THE LOST CITY..... 3.75
- X1 ISLE OF DREAD..... 3.75
- X2 CASTLE AMBER..... 3.75
- X3 CURSE OF XANATHON..... 3.75
- X4 MASTER OF THE DESERT NOMADS..... 3.75
- X5 THE TEMPLE OF DEATH..... 3.75
- M1 BLIZZARD PASS..... (solo)..... 4.20
- M2 MAZE OF THE RIDDLING MINOTAUR... (solo)..... 4.20

ADVANCED D&D

- DUNGEON MASTERS GUIDE..... 9.95
- PLAYERS HANDBOOK..... 8.95
- MONSTER MANUAL..... 8.95
- FIEND FOLIO..... 8.95
- DUNGEON MASTERS SCREEN..... 4.90
- AD&D CHARACTER RECORD SHEETS..... 3.40
- I2 TOMB OF THE LIZARD KING..... 3.75
- I3 PHAROAH..... 4.25
- I4 OASIS OF THE WHITE PALM..... 4.25
- U2 DANGER AT DUNWATER..... 3.75
- N1 AGAINST THE CULT OF THE REPTILE GOD..... 3.75
- S2 WHITE PLUM MOUNTAIN..... 2.90
- S4 THE LOST CAVERNS OF TSOJCANTH..... 5.15
- EX1 DUNGEONLAND..... 3.75
- EX2 LAND BEYOND THE MAGIC MIRROR..... 3.75
- UK1 BEYOND THE CRYSTAL CAVE..... 3.75
- WG4 THE FORGOTTEN TEMPLE OF THARIZDUN..... 4.25

RUNEQUEST

- BOXED SET..... 8.40
- RUNEQUEST RULEBOOK only..... 5.70
- CULTS OF PRAX..... 5.70
- COMPANION..... 6.60
- RUNEQUEST CHARACTER SHEETS..... 1.95
- QUESTWORLD..... 12.10
- PAVIS..... 12.95
- BIG RUBBLE..... 12.95
- SOLOQUEST..... 4.70
- SOLOQUEST II: SCORPION HALL..... 4.70
- SOLOQUEST III: SNOW KINGS BRIDE..... 4.70

PLAYING AIDS

- DUNGEON FLOOR PLANS I, II, III..... each 2.95
- DUNGEON MAPPING SHEETS..... 1.95
- WILDERNESS HEX SHEETS..... 1.95
- DRAGON DICE percentage generators..... 1.00
- DRAGON DICE random number generators..... 1.50

BOXED FIGURE SETS

- STARTER SET-ADVENTURERS..... 3.70
- STARTER SET-MONSTERS..... 3.70
- CITADEL PRESENTS1-CHAOS MARAUDERS..... 3.70
- CITADEL PRESENTS2-HEROIC ADVENTURERS..... 3.70
- CITADEL PRESENTS3-TROGLDYTES..... NEW 3.70
- CITADEL PRESENTS4-LIZARD WARRIORS..... NEW 3.70
- CITADEL PRESENTS5-MONSTEROUS ORC WAR MACHINE..... NEW 6.10
- SPECIALITY SET1-WARRIORS OF CHAOS..... 3.70
- SPECIALITY SET2-DWARF KINGS COURT..... 3.70
- SPECIALITY SET3-NIGHT ELF PATROL... (OLD SET3)..... 3.70
- SPECIALITY SET3-KNIGHTS OF CHAOS..... NEW 3.70
- SPECIALITY SET4-GOBLIN RAIDING PARTY..... 3.70
- SPECIALITY SET5-WARRIOR KNIGHTS OF LAW..... 3.70
- RUNEQUEST BOX1-HUMANOID ADVENTURERS..... 3.70
- RUNEQUEST BOX2-ADVENTURERS..... 3.70
- RUNEQUEST BOX3-ATTACK OF THE BROO..... 3.70
- RUNEQUEST BOX4-BROO II..... 3.70
- RUNEQUEST BOX5-DRAGONETS..... 3.70
- RUNEQUEST BOX6-HUMANIDS & ALDRYAMI..... 3.70
- RUNEQUEST BOX7-DEMONS..... NEW 3.70

- WARHAMMER: MASS COMBAT ROLE PLAYING SYSTEM..... 5.75
- WARHAMMER DICE SET..... 1.25
- TALISMAN: THE MAGICAL QUEST GAME..... NEW 7.95

CHEQUES: MAKE PAYABLE TO UNICORN GAMES
MAIL ORDER: P&P FREE IN THE UK (30%) FOR OVERSEAS

THE ROLE-PLAYING GAMES MONTHLY

WHITE DWARF

needs you...

12 MONTHS SUBSCRIPTION RATES:

- UK & Ireland £10.00
- Europe (Air)/USA & Elsewhere (Surface) £17.00 (\$31.00)
- USA & Elsewhere (Air) £25.00 (\$45.00)

6 MONTHS SUBSCRIPTION RATES:

- UK & Ireland £5.50
- Europe (Air)/USA & Elsewhere (Surface) £9.00 (\$16.50)
- USA & Elsewhere (Air) £13.00 (\$23.50)

SAMPLE ISSUES:

- UK & Ireland £1.00 (75p + 25p p&p)
- Europe (Air) & Elsewhere (Surface) £1.50 (\$3.00)
- USA & Elsewhere (Air) £2.20 (\$4.00)

I wish to begin my subscription with the current issue

Please make your cheques/POs payable to (no cash accepted) Games Workshop Ltd., then send them to WHITE DWARF SUBSCRIPTIONS, GAMES WORKSHOP LTD., 27/29 SUNBEAM ROAD, LONDON NW10 6JP. VISA (Barclaycard) & ACCESS card holders can subscribe by telephone on 01-965 3713.

PLEASE PRINT CLEARLY IN BLOCK CAPITALS

NAME

ADDRESS

WD49

Visit South Bedfordshire's Games Shop

We stock Dungeons & Dragons, Runequest, Traveller, Space Opera, figures by Citadel and Chronicle, and much, much more.

VISIT THE GUARD ROOM



38 West Street, Dunstable. Telephone: (0582) 606041

Torchlight
A fantasy products



BRING YOUR GAMES INTO THE THIRD DIMENSION NOW!

Each room and passage complete with detailed stone-worked dungeon walls and realistic flag-stoned floors. Hand-cast in resin, and carefully designed to comprise a re-usable modular dungeon system. For more details, plus FREE SAMPLE DUNGEON DOORWAY. Send SAE now to: **TORCHLIGHT FANTASY PRODUCTS (Dept. W), 23 CLIFFTOWN ROAD, SOUTHEND-ON-SEA, ESSEX SS1 1AB**

TRADE ENQUIRIES WELCOME

MAIL ORDER SERVICE AND CLUB DISCOUNT SCHEME

denizen 25mm fantasy

NEW RELEASES:

FA27 Orc Guard with mace and shield. 35p
 FA31 Legion of the Damned Axeman 35p

NEW ADVENTURER FIGURES:

FA28 Ranger with bow. 35p
 FA29 Elf Adventurer with bow 35p
 and two versions of our new Dwarf:
 FA30a Dwarf Adventurer with axe. 35p
 FA30b Dwarf Adventurer with hammer. 35p

p&p add 10% (minimum 25p) . SAE for full list

DENIZEN MINIATURES
 4a Powis Square . Brighton . Sussex . BN1 3HH

In America: PRESTIGE MINIATURES LTD USA,
 488 Rustic Drive . Wheeling . IL60090

Back Issue Sale
White Dwarf

Current Issue to #17, 15, 14, 13 \$3.00
 #8 and 7 \$5.00

All orders outside North American please include \$1.00 postage and handling per magazine.

Money Orders and personal checks gladly accepted.

Please U.S. Currency only

AMERICAN CREATIVE GAMES, INC.
 P.O. Box 126
 Mount Prospect, Ill. 60056

S.K.S. Distribution, 79, Hainton Ave, Grimsby, S. Humberside. Presents

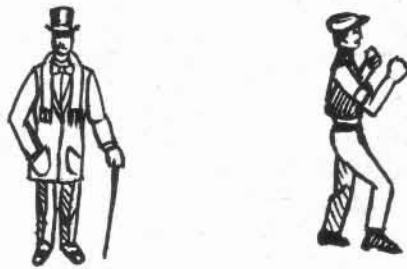
Victorian Adventure

Includes full generation, skills, combat, spiritualism, wages & prices, horror monsters and 3 ready-to-play scenarios all for £3.50+P&P

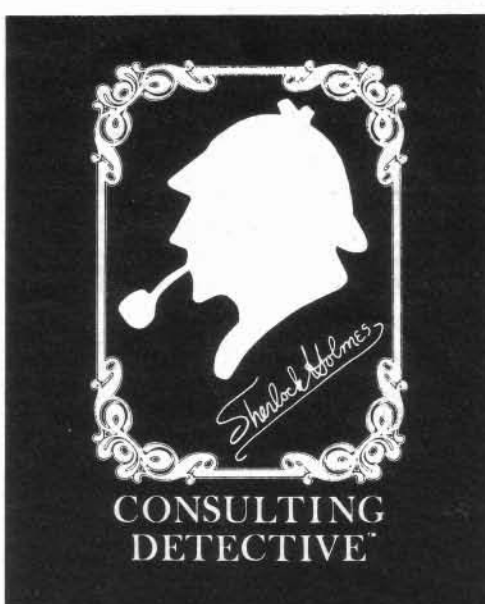
MONTHLY 1 PAGE SCENARIOS AVAILABLE FOR 50p INC. P&P FOR AT LEAST AN HOURS ENJOYMENT FOR THE PRICE OF 5 ARCADE PLAYS

INTRODUCING THE VICTORIAN ADVENTURERS:-

JOHNATHAN VAN — FRANK
DYKE OTHELTHWAITE



AVAILABLE FOR 40p EACH + P&P. WITH MULTIPLE ORDERS SEND 75p FOR P&P



SHERLOCK HOLMES CONSULTING DETECTIVE £19.95

Pit your wits against the Master in this superb solo or multi-player detective game. Each set contains the Rule Book, Case Book, 'Newspaper Archives, Clue Book, London Directory, Quiz Book and Map of Victorian London. Ten cases vividly bring to life the seedier side of the era.

THE MANSION MURDERS £8.95

Another five cases set in a luxurious Belgravia mansion. 'An excellent game' - Charles Vasey, *White Dwarf* 44
 'The best detective game ever' - *Games Magazine*

Available from:

Dowsey Games
 19 Reynolds Close, London NW11 7EA
 Telephone: 01-458 1543

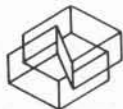
ESDEVIIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS —

SHOP
OPEN

9.30-1.30. 2.30-5.15 on Mon, Tues, Thurs, Fri
9.15-5.15 on Saturday
Closed all day Wednesday

Wide selection of boards, pieces & sets for CHESS, GO, SHOGI, MAH JONG, BACKGAMMON, TRI-CHESS, CITADEL, CHRONICLE, Q.T., DENIZEN + WARBAND, Fantasy and Science Fiction miniatures at manufacturer's prices. P&p 10% (30p min.-£1.30 max.). Overseas p&p 30% (80p min.)



Science Fiction

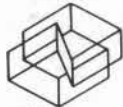
- Aftermath £13.50
- Vil Legion (IT) R16.95
- The Morrow Project (TL) R £4.95
- Freedom in the Galaxy (AH) £14.95
- Starfleet Battles (TF) £17.95
- Exp Kit 1 £4.95, Kits 2, 3 £5.95
- Federation Space (TF) £13.95
- Battle Damage: Code Red (TF) £4.50
- SFB Commanders Rulebook £7.95
- Battlecars (GW) £6.95
- Cosmic Encounter (EON) £12.95
- CE Expansion Kits 1-8 £4.95 each
- Quirks (EON) £4.95, Expansion Kits £3.95
- Ogre, GEV, Ogre Book (SJG) £3.95 each
- Dimension Demons (MGC) £1.95
- Millennium, Ildro (IT) £15.95 each
- Battlesuit (SJG) £3.95
- Berserker (FB) £5.95
- Attack Force (TSR) £2.95
- Instellar Wars (Att) £7.95
- Kroll & Prummi (IT) £13.95
- Car Wars (SJG) £3.95
- Car Wars Exp Kit 1 & 2 £2.25 each; 3 & 4 £2.95 each
- Sunday Drivers (SJG) £3.95 (CW Suppl.)
- Truck Stop (R) (CW Suppl) £3.95
- AutoDuel Champions (SJG) £7.95
- CW Refs Screen £4.50
- Star Frontiers (TSR) R £8.95
- Star Frontiers Modules 1, 2 £3.95
- Knighthawks (TSR) £8.95

SF-Traveller R, S (GDW) £8.95

- Traveller Book £10.95
- Mercenary, Highguard, Scouts £2.95 each
- Forms & Charts, Veterans £2.95 each and all earlier Supplements £2.50
- Scenarios
- Nomads of World Ocean £2.95
- Earlier Adventures (1-8) and Double Adventures 1-6 £2.50 each
- Tarsus (Module 1) £8.95
- Best of JTAS III £2.95
- Doom of the Singing Star (JG) £8.95
- Legend, Trail, Fate of the Sky Raiders £4.50 each
- Rescue of Galatea (FASA) £4.50 each
- Ordeal by E Shaar, Action Aboard, 7 Pillars (FASA) £4.50 each
- Best of JTAS III £2.95
- Striker MR £10.95

SF-Space Opera R, S (FGU) £11.95

- Ground & Air Equipment £3.50
- Outworlds, Star Sector Atlas 1, 2, 11 £4.50 each
- Alien Base, Maritan Belt £3.50 each
- Probe NGC 8436 £3.50
- Seidon's Starcraft Compendium £3.95
- Seldin of the Nier Queyoun £3.50
- Vault of the Nier Queyoun £3.50
- Flowston 2, Incedus 3 £3.50 each
- Fasolt in Peril £2.75
- Operation Peregrine £3.95
- Agents Rebellion £3.75
- Other Suns £10.75



Fantasy Games

- Dragonslayer (SPI) £6.90
- Barbarian Kings (SPI) £3.95
- Mystic Wood (PH1) £7.95
- Demons (SPE) Boxed £5.75
- Sorcerer's Cave (HPG) £7.95
- Werewolf £4.95
- Elic (AH) £11.95
- Iliad, Odyssey (IT) £9.95 each
- Zargo's Lords, Wohrom (IT) £15.95 each
- City of Sorcerers (SGP) £9.95
- Illuminati (SJG) £4.25
- Illuminati Exp Kits 1, 2 (SJG) £4.25
- Necromancer (SJG) £3.95
- Talisman (GW) £7.95
- Sanctuary £13.50
- Dragon Riders of Pern £12.95

Special Offer

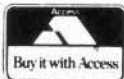
New Arrival

R Role Playing Rules

S Plays Solo

B Boardgame

M Miniature Rules



You may phone orders and pay by ACCESS

Fantasy — Role Playing Dungeons & Dragons (TSR) R

- Basic Set £8.95, D & D Expert Set £8.95
- Monster Manual II £8.95
- Fiend Folio, Monster Manual, Players Handbook, Deities & Demi-Gods £8.95 each
- Dungeon Masters Guide £9.95
- TSR Adventure Modules (Levels): (1-3) B1, T1 £3.50 each, B2, B3, B4, N1, U1, U2 £3.95 each, M1, M2, S 4.50 each, (2-4) L1 £3.95, (3-14) X1, X2, X3 £3.95 each (6-9) X4, X5 £3.95 each (4-7) A1, A3 £3.50 each, A2, A4 ★ UK1 £3.95 each (5-7) I1, I2 £3.95 each, I3, I4 £4.50 each (5-7) C1 £4.50, C2 £3.50, (5-10) S2 £2.95 (6-10) S4 £5.50 ★ WG4 £4.50 (6-14) S1 £3.50, (B-12) S3 £5.50 (6-9) G1-2-3 £4.50, (+) D1-2 £4.50 (10-14) D3 £3.50, Q1 £4.50
- (9-12) EX1, EX2 £3.95 each

Runequest (Ch) R £8.95 Bxd

- Rulebook £5.95, Hardback £10.95
- Runemasters, Plunder £4.95 each
- Cults of Prax £5.95, of Terror £7.95
- Foes £9.95, Gateway Bestiary £5.95
- Trailpack £14.95
- Runequest Companion £6.95

Scenarios

- The Big Rubble £14.95, Pavis £14.95
- Griffin Mountain £9.95
- Apple Lane £2.95
- Duck Pond £3.95
- Questworld £12.95
- Borderlands (Ch) £12.95
- Solo Quest £4.95
- Scorpion Hall (Solo II) £4.95
- Snow Queen (Solo III) £4.95



Ysgarth Rule System R £7.95

- Supplements 1, 2 £1.70 each
- Boxed Set (Rules, Supplement, Record Sheets) £10.95
- Mini-Systems: Weres £0.70
- Character Role Playing £1.45
- Utgart & Wyrdworld Scenarios £1.00 & £1.45
- Abyss Magazine £1.00

Role Playing Aids

- Handbook of Traps & Tricks (DT) £5.95
- Monster File No. 1 (DT) £3.95
- Dungeon Floorplans 1, 2, 3 £2.99 each
- Grimtooth's Traps 1, 2 £3.75
- Dragon Tree Spellbook (DT) £4.95
- Book of Artifacts (DT) £4.95
- Book of Plots (DT) £4.95
- King Arthur Companion (Ch) £14.95
- Lost World Combat Books (Nova) £1.95 ea.

Role Playing Scenarios

- Tulan of the Isles (MP) £3.95
- City State of the World Emperor (JG) £8.95
- Glory Hole Dwarven Mine (JG) £2.99
- Jon ril, City of Carse (MK) £5.50 each
- Heart of the Sunken Lands (MK) £7.95
- Starstone (NS) £2.99
- Thieves World £14.95
- Dark Assassin, Traitor, Spirit Stones £5.50 each
- Amazon Mutual Wants You (DT) £3.95
- Best of White Dwarf Scenarios, Articles I, II £1.50 each
- Tortured Souls 1 (4 scen.) £1.95
- No Honour in Sathporie (CIP) £3.95

Thieves Guild Scenarios

- 1 £8.95, 2, 3 £5.95 each, 4-7 £4.95 each
- Prince of Thieves £3.50
- Free City of Haven £11.95
- Haven II — Secrets of the Labyrinth £9.95
- Mines of Keridav, Demon Pits of Caeldo £4.95 each

These are just some of our games. Our catalogue contains details of virtually all games available in the U.K. Send 16p in stamps & 17p s.a.e. (overseas 41 p.c.) for a copy (or free with orders over £6.00)

MAIL ORDER CHARGES: UK/BFPO Under £6 — Add 35p. £6 and over — post free Overseas Surface Mail — Add 30% (Minimum 80p). Europe Air Mail — Add 40% (minimum £1). Air Mail elsewhere — add 75% minimum £1.50) except Yaq, AH & PH, IT, games — add 100%

Payment in £ Sterling please

Other Role-Playing Games

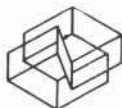
- Adventures in Fantasy (AGI) £7.50
- Behind Enemy Lines (FASA) £16.95
- Guns of Navarone (Scen.) £4.95
- British Commandos (scen) £4.95
- Boot Hill (TSR) £8.50
- Ref's Screen, Modules £2.95 each
- Bushido (FGU) £10.75
- Call of Othulhu £18.95
- Arkham Evil £6.95, Yog-Sothoth £7.95
- Death in Durwich £6.95, Asylum £7.95
- Othulhu Companion £6.95
- Pursuit to Kadath £7.95
- Daredevils (FGU) £9.95
- Dragon Quest (SPI) £8.50
- Dragon Quest Book (SPI) £7.50
- DG Modules £2.95, £3.95, £6.95
- Champions (HG) £12.95, II £6.95
- Enemies I, II £4.50 each
- Espionage (HG) £10.95
- Gangbusters (TSR) £8.50
- Ref's Screen, Modules £2.95 each
- GB3 — Death at the Docks £2.95
- Gamma World (TSR) £8.50
- Ref's Screen, Modules £2.95 each
- Heroes of Olympus (TF) £13.95
- Man, Myth & Magic (Yag) £14.95
- Death to Setanta and other adventures £3.95
- Egyptian, Norse, Trilogies £8.95
- Privateers & Gentlemen (FGU) £11.50
- James Bond 007 (Vic)
- Basic Rulebk, Q Manual £7.95 each
- GM Pack £6.95
- Octopussy, Goldfinger £5.95 each
- De Luxe Game £11.95
- Mercenaries, Spies & Private Eyes £5.50
- Jade Jaguar £3.95
- Supervillains (TF) £7.95
- Superworld (Ch) £18.95
- Stormbringer (Ch) £18.95
- Thunde-rin Guns (SGP) £9.95
- Timeship (Yaq) £9.95
- To Challenge Tomorrow (Rag) £5.50
- Top Secret (TSR) £8.50
- Ref's Screen, Modules £2.95 each
- Wild West (FGU) £7.50
- Trouble on Widows Peak (Scen) £2.75
- Worlds of Wonder (Ch) £14.95
- Warhammer (Citadel) £5.95

Middle Earth (ICE) R £6.95

- Map £3.95
- Northern Mirkwood £7.95
- Angmar, Umbar, Ardor £7.95
- Southern Mirkwood £7.95
- Fellowship of the Ring B £21.95

Rolemaster (ICE) £29.95

- Arms Law £7.95, Spell Law £13.95
- Claw Law £4.75



Chivalry & Sorcery (FGU) £13.50

- Sourcebook 2 £4.50
- Swords & Sorcerers £3.95

Tunnels & Trolls (FBI) £6.95

- Rulebook £3.95
- Solo Dungeons £2.50, £2.75, £3.00, £3.50

Other Games

- 221B Baker St. (HPG) £7.95
- Extra Case Set £2.75
- Pro-Tennis (AH) £11.95
- Civilisation (HT) £18.00, (AH) £15.95
- Interplay £8.95 ★ Grass £8.95
- Acquire (AH) £13.45
- 1829 (HT) £19.00
- 1829 Northern Bd. (HT) £20.00
- Railway Rivals (RG) £4.75
- Capital Power (IT) £9.95
- Calamity (GW) £7.50
- Shocks and Scares (HPG) £8.50
- Westminster (HPG) £10.95
- Campaign Trail (GDW) £12.95
- Consulting Detective (BGC) £21.95

Historical Board Wargames

- Yorktown (IT) £11.95
- Jena (IT) £12.95
- Attila (IT) £13.50, Austerlitz (IT) £16.95
- Victory at Waterloo (Att) £7.95
- DAK, ★ Scourge of God, ★ Napoleon's Last Triumph (SimCan) £12.95
- Siege (SGP) £9.95
- Speed and Steel (SGP) £10.95
- Gunslinger (AH) £14.95
- Bull Run (AH) £11.95
- Tactics (AH) £8.95
- Up Front (AH) £18.95
- B-17 Queen of the Skies (AH) \$ £11.95
- Ambush (Vict) \$ £18.95
- NATO, Next War in Europe (Vict) £13.45
- Nato Divisional Commander (SPI) £23.95
- Ace of Aces, Powerhouse £10.95 each
- Stalin's Tanks (MGC) £2.50
- Squad Leader (AH) £13.45
- Cross of Iron (AH) £11.95
- Crescendo of Doom (AH) £11.95
- Anvil of Victory (AH) £21.95
- Their Finest Hour (GDW) £19.95
- Battle for Italy (AH) £4.95
- Hundred Days Battle (AH) £4.95
- Fredrick the Great (AH) £8.95
- Napoleon at Bay (AH) £15.95
- Conquistador (AH) £13.45
- Gulf Strike (Victory) £23.95
- Hell's Highway (Victory) £15.95
- The Civil War (Victory) £14.95
- Western Desert (GDW) £12.95
- Blue Max (GDW) £14.95
- The Brotherhood (GDW) £7.95
- Lawrence of Arabia, Kirovgrad (3W) £12.95 each
- Armies of the Potomac, Tennessee (3W) £12.95 ea
- To the Wolf's Lair (PWG) £12.95
- Gazala 1942, Aachen (PWG) £17.95
- Korsun Pocket £19.95, Kanew £8.95
- Near East (GDW) £10.95
- Assault (GDW) £13.95
- Normandy Campaign (GDW) £7.95
- Red Storm (Yaq) £13.95
- Panzerkrieg (AH) £13.45
- Armey Bridge, 8th Army (Att) £8.95 each
- Ace of Aces — Flying Machines £10.95
- Silo 14 (Cent) \$ £6.95
- Marlborough at Blenheim (WEG) £5.50
- Fire on the Volga £19.95
- Battle for the Factories £22.95
- Forward to Richmond (WWW) £9.95
- Close Assault (Yaq) £3.95
- Remember Gordon (Phoenix Ent) £13.95



Computer Games

Large range of computer games by AH, SSI, and many others — on Cassettes & Discs — for Atari, Apples, Pets, Spectrum, BBC, Dragon, ZX81... s.a.e. for lists. State machine.

Magazines

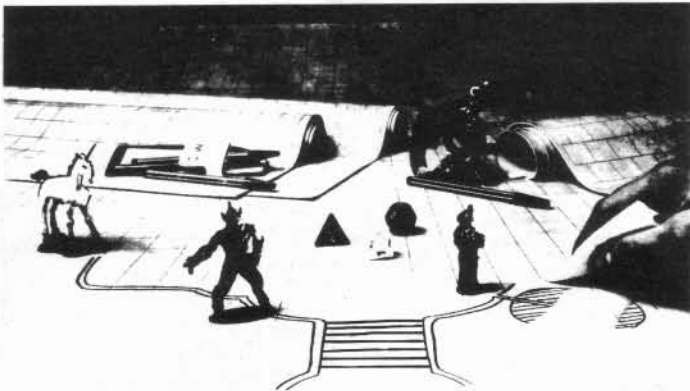
- Imagine £1.05
- Tempestuous Office 55p
- Nexus £2.00
- The Space Gamer (SJG) £1.95
- The Dragon, Best of TD 1, 2 £2.70 each
- White Dwarf 80p
- Thunderstruck 65p
- Traveller's Journal £1.55
- The Fantasy Gamer (SJG) £1.95
- Different Worlds £2.00
- Sorcerer's Apprentice £1.90
- Fire & Movement £1.95
- Strategy & Tactics, Ares £3.95 each
- Doombook of Chaos 65p
- Wargamer (+ game) £4.00
- Autodel Quarterly £2.00
- Hounds of Avatar 55p, Trollcrusher 75p
- Wordplay, Miser's Hoard 55p each
- Moves 95p, Phoenix £1.25
- Wyrm's Claw 65p, General (AH) £1.85
- Punt & Pass, Dragon Lords 60p each
- Red Giant 55p, S.E.W.A.R.S. 65p
- J Senseless Carnage 50p
- Quasits & Quasars 60p

ESDEVIIUM GAMES (W9)
185 Victoria Road
ALDERSHOT Hants GU11 1JU
Tel: Aldershot 311443
or (evenings) Farnham 722269

— NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS

THE BERKELEY GAME COMPANY PRESENTS
EXPANDED VINYL

BATTEMATS™ AND MEGAMATS™
THE PERFECT SURFACE FOR PLAYING OUT YOUR ADVENTURES



Battlemats and Megamats are made of high quality durable expanded vinyl. Soft and flexible, completely portable, fold 'em or roll 'em. Lay 'em flat and draw your dungeon layout right onto the surface with water-based overhead projection pens - then wipe clean with water. The ideal aid for game designers. Popular Battlemats are 23½" x 26" and are available in 21mm and 25mm squares and 16mm, 21mm and 25mm hexes. Large size Megamats measure 32" x 48" and come in 21mm and 25mm squares and 16mm, 21mm, 25mm and 30mm hexes. The 30mm hexes are numbered, and are also available on black vinyl, perfect for space adventures.

Send for mail order catalogue to:

Berkeley Game Company,
PO Box 4045,
Berkeley, Calif. 94704
Tel: 415-845-9851

Dowsey Games,
19 Reynolds Close,
London NW11 7EA
Tel: 01-458 1543



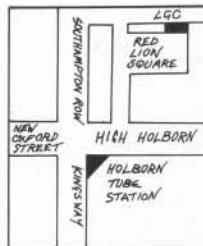
DATES TO REMEMBER IN 1984!

THE 1984 LGC CLUB CALENDAR

JAN: 14th & 28th	JUL: 7th & 21st
FEB: 4th & 18th	AUG: 4th & 18th
MAR: 3rd & 24th	SEP: 1st & 15th
APR: 7th & 21st	OCT: 6th & 20th
MAY: 5th & 19th	NOV: 3rd & 17th
JUN: 2nd & 16th	DEC: 1st & 15th

Current Membership Rates:
12 Months: £12.00
6 Months: £ 7.50
Cheques/PO's payable to:
"The London Games Club"

Meeting at: The Conway Hall, Red Lion Square, Holborn, London WC2. Nearest Tube HOLBORN (Central/Piccadilly lines). Open on two Saturday's per month as listed above.



ONLY THE LONDON GAMES CLUB OFFERS YOU:

- * Organised events of AD&D, RuneQuest, Traveller, Warhammer and other RPG's
- * The Club Shop with discounts to members of up to 60%
- * A snack bar
- * A games library
- * The chance to meet Britain's leading adventure games inventors, players and writers.

All postal enquiries to:
Clive Bailey, The London Games Club, C/O 62 Tannsfeld Road, Sydenham, London SE26 5DG.



JOIN THE
DUNGEONS & DRAGONS

PLAYERS ASSOCIATION

The PA is a club for all players of role playing games, particularly the D&D® and AD&D™ games. Since it was founded in 1981, the PA has become the country's largest D&D club, and now has its own 4-page section in IMAGINE™ magazine. The benefits of membership include:

- ★ Free quarterly broadsheet featuring hobby articles and news, competitions and new product information.
- ★ Free badge, sticker and personalised 'credit-card style' membership card.
- ★ Special offers available only to PA members, including the 'R' series of modules and Bargain Basement — your chance to buy damaged-but-usable stock at greatly reduced prices.
- ★ Free postage and packing on mail orders from TSR UK Ltd for UK and BFPO members.
- ★ Discounts on tickets for GamesFair hobby conventions.
- ★ Listings of PA members in your area (send SAE).

Membership of the PA costs £2.50 per year for new UK or BFPO members (£2.00 for renewals) and £5.00 (or US \$10) for overseas members. All you have to do is fill in this coupon and send it to:

PA Memberships, TSR UK Ltd, The Mill, Rathmore Rd, Cambridge CB1 4AD, England

together with a cheque or postal order made payable to TSR UK Ltd.

- Please enrol me as a new member of the Players Association. I enclose a cheque/PO for £2.50 (overseas £5.00 or US \$10).
 - Please renew my membership of the PA. I enclose a cheque/PO for £2.00 (overseas £5.00 or US \$10).
- My PA number is

Name (Mr/Mrs/Miss/Ms)

Address

.....
.....

I do/do not* wish my name and address to be available to other members.

(* delete as appropriate)

WD

A

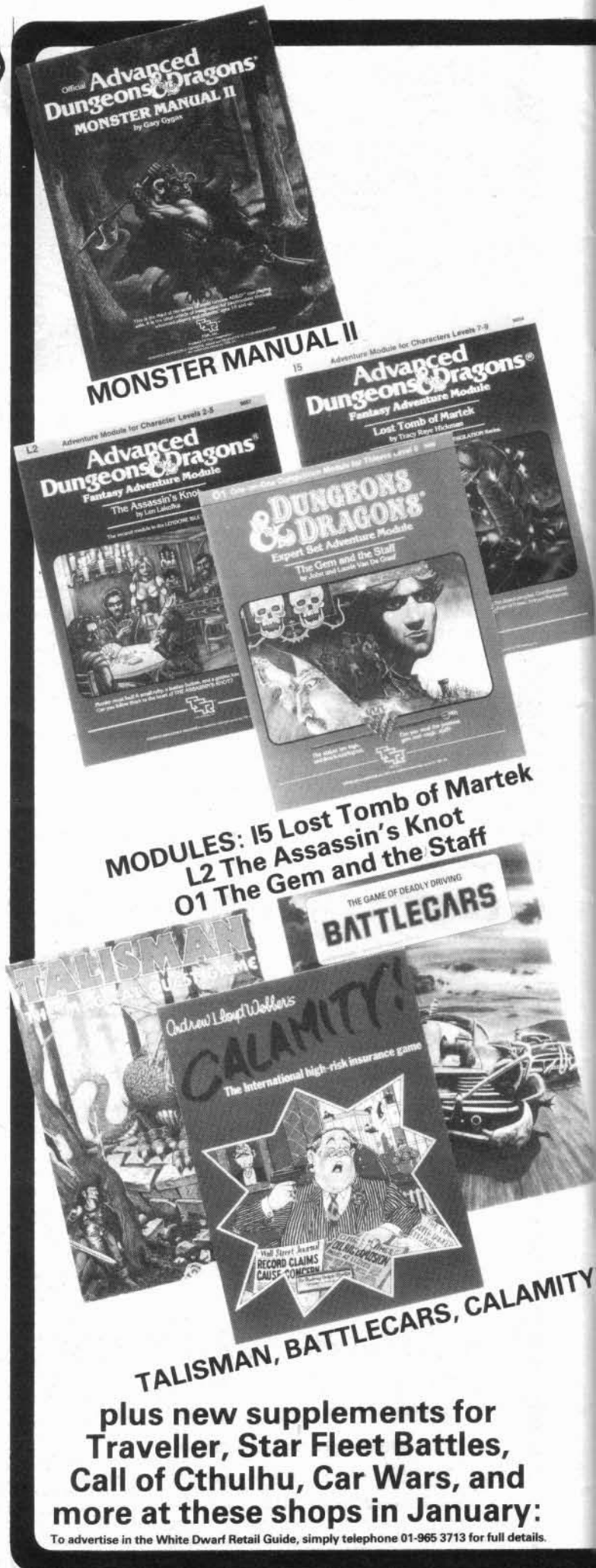
nd after the clouds had lifted and the evil wizard was gone, the people of the north were left to examine the ruins that was once a mighty fortress. Again they looked to the Game Master of Edinburgh to help them, and again he came to their aid. Soon huge carts were seen rolling slowly north pulled by teams of straining oxen, each laden with boxes of D&D, RuneQuest, Traveller, Call of Cthulhu, Judge Dredd, Warhammer, Battlecars, Talisman, Squad Leader, Up Front, Citadel Miniatures, Kingmaker, Car Wars, White Dwarf and Star Fleet Battles. The people were saved.

THE GAMESMASTER

A new name in games, but with years of experience behind it.

Now open at:

13 Forrest Road,
Edinburgh EH1 2QH
(Tel: 031 226 3354)
97 Pilgrim Street,
Newcastle-upon-Tyne,
536 Great Western Road,
Glasgow G12 8EL



plus new supplements for Traveller, Star Fleet Battles, Call of Cthulhu, Car Wars, and more at these shops in January:

To advertise in the White Dwarf Retail Guide, simply telephone 01-965 3713 for full details.

AVON

BRISTOL
GAMES CENTRE
15 Broadmead,
BRISTOL

Open Mon-Sat 9.00am-6.00pm

Over 15,000 games and play-aids in stock
Discount scheme for Clubs and Games
Groups, plus player contact board

BUCKINGHAMSHIRE

HIGH WYCOMBE Tel: (0494) 41717
NOT JUST STAMPS
17/19 Crendon Street,
High Wycombe

Open Mon-Sat 9.30am-5.30pm
Closed all day Wednesday

**STOCKISTS OF ALL
FANTASY AND WAR GAMES
MAIL ORDER (Lists on request)**
Discounts for clubs,
and player contact board

CLEVELAND

MIDDLESBROUGH Tel: (0642) 247553
GAMES STORE
161 Linthorpe Road,
Middlesbrough, Cleveland

Open Mon-Sat 9.30am-5.30pm

Discount scheme for Clubs and Games
Groups, plus player contact board

HAMPSHIRE

BOURNEMOUTH
GAMES CENTRE
60 Commercial Road,
Bournemouth

Open Mon-Sat 9.00am-6.00pm

Over 15,000 games and play-aids in stock
Discount scheme for Clubs and Games
Groups, plus player contact board

HEREFORDSHIRE

HEREFORD Tel: (0432) 58795
D&D Models
23 Church Street,
Hereford

Open 9.00am-5.30pm
Thursday close 2.30pm

LONDON

LONDON
GAMES CENTRE
22 Oxford Street,
London W1

Open Mon-Sat 9.30am-8.30pm

Over 15,000 games and play-aids in stock.
Discount scheme for Clubs and Games
Groups, plus player contact board.

LONDON Tel: 01-741 3445
GAMES WORKSHOP
1 Dalling Road,
Hammersmith, London W6

Open Mon-Sat 9.30am-5.30pm

**SPECIAL LATE NIGHT OPENING
TILL 7.30 ON THURSDAYS.**
Discount scheme for Clubs and Games
Groups, plus player contact board.

GREATER MANCHESTER

MANCHESTER Tel: (061)-273 6666
ODYSSEY 7
Science Fiction Bookshop, Unit 7,
First Floor, Manchester University Precinct
Centre, Oxford Road, Manchester
Open Mon-Sat 9.30am-5.30pm
**Specialists in SF Books, Film, TV, American
Comics & related items. FGU Games, Chro-
nicle Miniatures, Gem & Fireball Dice. Large
premises. The Precinct Centre is just 1/2 mile
down Oxford Rd. at junction of Booth St.**

MANCHESTER Tel: (061) 832 6863
GAMES WORKSHOP
162 Marsden Way,
Arndale Centre, Manchester

Open Mon-Sat 9.00am-5.30pm

Discount scheme for Clubs and Games
Groups, plus player contact board.

WEST MIDLANDS

BIRMINGHAM
GAMES CENTRE
141 New Street,
Birmingham

Open Mon-Sat 9.30am-6.15pm

Over 15,000 games and play-aids in stock.
Discount scheme for Clubs and Games
Groups, plus player contact board.

BIRMINGHAM Tel: (021) 632 4804
GAMES WORKSHOP
Unit 37, Birmingham Shopping Centre,
Birmingham B2

Open Mon-Sat 9.30am-5.30pm

Discount scheme for Clubs and Games
Groups, plus player contact board.

NORFOLK

NORWICH Tel: (0603) 28140
THE GAMES ROOM
29a Elm Hill

Open 9.30am-5.30pm
Monday-Saturday

East Anglia's Favourite Games Shop

NOTTINGHAMSHIRE

NOTTINGHAM
GAMES CENTRE
31 Lister Gate,
Nottingham

Open Mon-Sat 9.30am-6.15pm

Over 15,000 games and play-aids in stock.
Discount scheme for Clubs and Games
Groups, plus player contact board.

NOTTINGHAM Tel: (0602) 585744
GAMES WORKSHOP
41a Broadwalk,
Broadmarsh Centre, Nottingham

Open Mon-Sat 9.30am-5.30pm

Discount scheme for Clubs and Games
Groups, plus player contact board.

SOMERSET

KRACKERS GAMES SHOP

8 Bath Place Taunton
Tel: 86606

STAFFORDSHIRE

STOKE-ON-TRENT Tel: (0782) 279294
FANTASY WORLD
10 Market Square Arcade, Hanley
(opp. Lewis's), Stoke-on-Trent ST1 1NU
Open Mon-Sat 10.00am-5.30pm
(Closed all day Thursday)

As well as Role-playing games, Rule Books &
Miniatures, our 2 floors stock Sci-Fi paper-
backs, Comics, Rock books & Film mags. For
directions & map see our full page ad. in WD
43, or else send SAE requesting directions.

SURREY

CROYDON Tel: 01-688 6542
PAT'S TOY SHOP
2 Ye Market,
Selsdon Road,
South Croydon, Surrey

Open 9.30am-5.30pm
Closed all day Wednesday

SUSSEX

BRIGHTON
GAMES CENTRE
52 Western Road,
Brighton

Open Mon-Sat 9.00am-6.30pm

Over 15,000 games and play-aids in stock.
Discount scheme for Clubs and Games
Groups, plus player contact board.

WALES

SWANSEA Tel: (0792) 52877
SWANSEA MODELS & HOBBIES LTD.
Plymouth Street,
Swansea SA1 3QQ

Open Mon 9.30am-5.30pm
Tue-Sat 9.00am-5.30pm
Open till 6.00 Fridays

Mail Order a speciality

YORKSHIRE

DONCASTER Tel: (0302) 23623
THE STAMP CORNER
27 Scot Lane
Doncaster
Yorkshire

Open Mon-Sat 9.30am-5.00pm
Thursday 9.30am-1.00pm

SHEFFIELD Tel: (0742) 750114
GAMES WORKSHOP
95 The Moor,
Sheffield

Open Mon-Sat 9.30am-5.30pm

Discount scheme for Clubs and Games
Groups, plus player contact board.

Games

50-54 Manchester St.,
Liverpool L1 6ER.
Tel: 051 236 2605

Unit 20, Merrion Centre,
Leeds 2.
Tel: 0532 456376

63 Allerton Rd.,
Liverpool L18
Tel: 051 722 9022

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

MAIL ORDER
85-87 Victoria St.,
Liverpool L1 6DG.
Tel: 051 227 1505

TRADE
89 Victoria St.,
Liverpool L1 6DG
Tel: 051 236 2605

ROLE-PLAYING GAMES by FGU

CHIVALRY & SORCERY Second Edition	
Chivalry & Sorcery 3 volume boxed set	£13.50
C & S Sourcebook 2 supplementary material	£4.50
Swords & Sorcerers revised second edition	£3.95
Bireme & Galley C & S naval combat	£8.95
Castle Plans 25 mm scale castle floor plans	£3.75
Fortification Plans 25 mm floor plans	£3.75
Homes & Hovels 25 mm cut-out medieval buildings	£3.95
Towers for Tyrants 25 mm cut-out medieval keep	£4.75
AFTERMATH - post holocaust rpg, boxed	£13.50
Into the Ruins. Aftermath scenario book	£3.95
Operation Morpheus. Aftermath scenario book	£5.50
DAREDEVILS rpg set in the 1930's.	
Boxed Set rulebook, scenarios, ref's screen	£9.95
Daredevils Adventures, book of three complete adventures	£3.50
PRIVATEERS & GENTLEMEN - naval rpg 1755-1820	
Boxed Set rules, charts etc	£11.50
BUNNIES & BURROWS - rabbit role-playing	£3.95

VILLAINS & VIGILANTES 2nd Edition - Boxed set	£7.95
2nd Edition rulebook only	£3.95
Crisis at Crusader Citadel - intro adventure	£3.50
Death Duel with the Destroyers - V & V adventure	£3.50
Island of Dr. Apocalypse - V & V Adventure	£3.50
FORCE - V & V adventure	£3.50
Opponents Unlimited V & V NPC's and their organisations	£3.50
WILD WEST western role playing	
Boxed set rules, maps, charts etc	£7.50
Trouble on Windows Peak. Wild West scenario pack	£2.75
BUSHIDO Detailed rpg set in the Land of Nippon	
Boxed set, rule books, maps, charts, tables etc	£10.75
Valley of the Mists Bushido Scenario pack	£3.50
LAND OF THE RISING SUN - Samurai period Japan rpg	
Boxed set, rules, charts etc	£11.95
MERC modern mercenary rpg, skirmish wargame	
Boxed set, rules, plastic overlay, charts etc	£8.95
Merc supplement; more rules & skills	£3.50

GRENADIER MODELS

Top quality metal figures from the best known miniatures company in the U.S. and now available in Britain. Below is a selection of their range. Send SAE for full lists.

CALL OF CTHULHU - Officially Approved range. £7.95 per box.

Box 1: Adventurers Box 2: Creatures
DRAGONLORDS Excellent fantasy range. £5.50 per box.

Box 1: Wizards Box 2: Halflings Box 3: Dwarves Box 4: Hiredlings Box 5:

Fighting Men Box 6: Specialists Box 7: Females

Box 8: Thieves Box 9: Wizard's Room Box 10:

Horrors of the Marsh Box 11: Orcs of the

Severed Hand Box 12: Subterranean Terrors

Box 13: Adventurers - Golden Quest

AUTODUEL - Official Car Wars Miniatures all at

£3.25 per blister pack.

1. 4 Vans 2. 4 Pick-Ups 3. 4 Luxury Cars 4. 4

Mid-size cars 5. 7 Compacts and sub compacts

6. 4 Station Wagons 7. 10 Motor-bikes 8. 4

Assorted Wrecks 9. 10 Side-cars & Turrets 10. 2

Articulated Trucks

Autodel Miniatures are to 1/180 scale

OGRE MINIATURES - Official range £3.25 per

pack, unless otherwise marked

1. Ogre Mark V £5.50 (1 per pack) 2. 4 Heavy

Tanks 3. 4 Missile Tanks 4. 4 GEV's 5. 4

Howitzers 6. 4 Mobile Howitzers 7. 5 Light Tanks

8. 2 Command Posts 9. 4 Combine GEV's

Ogre Miniatures are to 1/285 scale

TRAVELLER - Official range. £7.95 per box

Box 1: Imperial Marines

FANTASY LORDS - new fantasy range all at

£7.95 per box

Box 1: Dragons of the Emerald Idol Box 2:

Skeletons - Raiders of the Undead Box 3: Elves

of the Sylvan Brotherhood

NICE DICE PRICE!

Standard polyset 6 dice	£1.20
Or with inked numerals	£1.30
Deluxe polyset with inked numerals	£1.30
Fireball polyset	£1.50
Or with inked numerals	£1.75
Transparent Gem polyset	£1.95
Or with inked numerals	£2.25
Five assorted colour D6	40p
30 sided dice	70p
30 sided dice inked	80p
Nickel/Copper Plated D30	£1.00
Nickel/Copper Plated other sizes	50p

Fire & Movement Issue 37: The Civil War; Black
Sea ★ Black Death; Multi-Player Flat Top;
Reviews; Miniatures; Computer games; Letters.
The Space Gamer Issue 65: Superheroes in TFT;
Star Fleet Battles; Champions review; PMB update;
news; reviews.



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.
P&P: UK & BFPO: Order value over £6.00 - free
Up to £6.00 add 25p
OVERSEAS: Charged at cost. Please allow for
this in your order. If in doubt write or phone.

OVERSEAS TRADE ORDERS WELCOME

NEW FROM FGU

OTHER SUNS A completely new SF role-playing game.
Characters are encouraged to seek ways other than violent
combat to achieve their goals. Combat is very realistic and
consequently VERY dangerous. Boxed set of 2 books, ref's
screen and charts: £10.75.

SOURCEBOOK for Chivalry & Sorcery. Now revised to bring it
into line with the new C&S this supplement enhances and
develops the standard system. £5.50.

FGU BOARDGAMES (BG) & RULES (R)

Diadem: Science Fiction BG	£14.50
Lords & Wizards: Fantasy BG	£10.95
Colony Delta: Science Fiction BG	£8.95
Oregon Trail: BG. Good solo	£9.50
Star Explorer: BG Excellent solo	£10.95
Archworld: Rules for fantasy battles	£3.50
Galactic Conquest: SF RPG rules	£2.75
Odysseus: History based fantasy rpg	£3.75
Royal Armies of the Hyborean Age: R	£3.95
Starships & Spacemen: SF RPG	£4.75

STANDARD GAMES & PUBLICATIONS

Cry Havoc - medieval skirmish game	£9.95
City of Sorcerers - fantasy boardgame	£9.95
Starship Captain - SF boardgame	£12.95
The Village - extra map for Cry Havoc	£2.85
The Crossroads - as above	£2.85
The Forest - new map for Cry Havoc	£2.85
Dungeon Floor Plan - role playing aid	£2.50
Dungeon Accessory Pad as above	£2.50
Felt hex - cloth playing surface; blue, sand or green. All with printed hex grid	£12.95
Clear Plastic Hex Sheet - overlay	£1.80
Siege - NEW compatible with Cry Havoc	£9.95
Thunderin' Guns - Old West excitement	£9.95
Speed & Steel - Blitzkrieg boardgame	£10.95

TUNNELS & TROLLS FANTASY GAMES SYSTEM

Rulebook (2nd edition)	£3.95
Tunnels & Trolls. Boxed Set	£6.95
Naked Doom Solo Dungeon	£2.25
Sorcerer Solitaire Solo Dungeon	£2.25
Sword for Hire Solo Dungeon	£2.50
Labyrinth Solo Dungeon	£2.25
Buffalo Castle Solo Dungeon	£2.25
City of Terror Solo Adventure	£3.95
Beyond the Silvered Pane Solo D	£3.00
Arena of Khazan Solo Adventure	£2.50
Weirdworld Solo Dungeon	£2.25
Overkill Solo Dungeon	£2.25
Dungeon of the Bear Levels 1,2,3	£3.50
Uncle Ugles Underground	£1.50
Circle of Ice Solo Adventure	75p
Abyss Solo Adventure	75p
Goblin Lake Solo Adventure	75p
Catacombs of the Bear Cull 1	£3.00
Sea of Mystery Solo Adventure	£3.75
Grimtooth's Traps Game aid	£3.30
Deathtrap Equalizer Solo Dungeon	£2.50
Blue Frog Tavern Solo Adventure	£2.50
Misty Wood Solo Adventure	£2.50
City Book Aid for all FRP systems	£7.50
Sorcerer's Apprentice Magazine	£1.75
Grimtooth's Too Game and Vol 2	£3.75
Gamesmen of Kasar	£3.00

STEVE JACKSON GAMES

Car Wars: motorised murder and mayhem	£3.95
Car Wars Exp Kit 1: more mm & m	£2.25
CW Exp Kit 2: more & more mm & m	£2.25
Sunday Drivers: CW rp adventure	£3.95
Truck Stop: CW big ng supplement	£3.95
Autodel Quarterly: Car wars mag	£1.75
Ogre: classic game of super tanks	£3.95
GEV: expands upon the Ogre idea	£3.95
Battlesuit: power armoured infantry	£3.95
Illuminati: the stealthy alternative	£4.25
Illuminati Expansions 1 & 2: each	£4.25
Necromancer: wizard combat	£3.95
CB Heroes: latest releases	£1.99

TSR UK Ltd.

D & D Basic Set rules, dice	£8.95
D & D Expert Set, rules dice, adv	£8.95
D & D Basic Rules only	£3.95
D & D Expert Rules only	£3.95
D & D Character Records sheets	£2.50
A D & D Dungeon Masters Guide	£9.95
A D & D Players Handbook	£8.95
A D & D Monster Manual	£8.95
A D & D Deities + Demigods	£8.95
A D & D Fiend Folio	£8.95
A D & D Dungeon Masters Screen	£3.50
A D & D Character Record sheets	£3.50
A D & D Player Character Folder	£3.50
A D & D NPC Character Record sheets	£3.50
A D & D DM's Adventure Log	£3.50
Rogues Gallery NPC stats	£3.50
World of Greyhawk	£6.95
"Amazing" magazine	75p

MODULES - BASIC D & D

B1: B4	each £3.50
B2: B3	each £3.95
M1: M2: (solo modules)	each £4.50

MODULES - EXPERT D & D

X1: X2; X3; X4; X5; O1	each £3.95
------------------------	------------

MODULES - A D & D

S2	£2.95
A1; A3; C2; D3; S1; T1	each £3.50
A2; A4; I1; I2; N1	each £3.95
U2; L1; UK1; EX1; EX2	each £3.95
C1; D1-2; G1-3; Q1; WG4; I3; I4; L2	each £4.50
I5	£4.95
S3; S4	each £5.50
Dragon Magazine	£2.50
Gamma World: NEW edition	£8.50
G W Modules: GW1; GW2	each £2.95
G W Mini Module & Referee's Screen	£2.95
Boot Hill	£8.50
B H Modules: BH1; BH2; BH3	each £2.95
B H Mini Module & Referees Screen	£2.95
Top Secret (including Module 1)	£8.50
T S Modules: TS2; TS3; TS4	each £2.95
TS Mini Module & Referee's Screen	£2.95
Gambusters	£4.50
G B Modules: GB1; GB2; GB3	each £2.95
Starfrontiers (inc. Module 0)	£8.95
S F Modules: SF1 SF2	each £3.95
S F Mini Module & Referees Screen	£2.95
Dawn Patrol	£8.50
Fantasy Forest	4.95
Endless Quest Books	each 95p
Ares (S/F/Fantasy mag + game)	£3.95

RUNEQUEST

Boxed Set	£8.95
Rules only	£5.95
Cults of Prax	£5.95
Trollpack	£14.95
Runequest Character Sheets	£1.99
Questworld	£12.95
Apple Lane	£2.95
Borderlands	£12.95
Soloquest 1	£4.95
Soloquest 11: Scorpion Hall	£4.95
Soloquest 111: Snow King's Bride	£4.95
Pavis	£14.95
Runequest Rules in Hardcover	£10.95
Griffin Mountain	£9.95
Big Rubble	£14.95

STARFLEET BATTLES

Boxed Game	£14.95
Expansion Module 1	£4.95
Expansion Module 2	£5.95
Expansion Module 3	£5.95
Federation Space	£13.95
Battle Damage: Code Red	£4.50

BUSHIDO

ROLE PLAYING IN FEUDAL JAPAN

back in
print!

back in
stock!!



back in
the U.K.!!!

BUSHIDO - THE WAY OF THE WARRIOR
WAKARIMASU KA?

AVALON HILL fantasy/sf boardgames	
Alpha Omega	£10.45
Amoeba Wars	£11.95
Dragon Hunt	£11.95
Dune	£11.95
Freedom in the Galaxy	£14.75
Magic Realm	£11.95
Starship Troopers	£11.95
Titan	£11.95
UFO	£4.95
Wizard's Quest	£11.95
Wizard's	£14.95
Samurai	£10.45
Circus Maximus	£7.95
Gladiator	£7.95
Down with the King	£8.45
Gunslinger	£14.95
Machiavelli	£10.45

COMPUTER GAMES FROM AVALON HILL

Shootout (at OK Galaxy):* A32 P8 A116 T16 TC16	
	£14.95
Moon Patrol:* A116	£18.95
Andromeda Conquest:* T16 A16 P16 A132	
	£13.45
Lords of Karma:* T48 A32 P32	£14.95
Conflict 2500:* T16 A16 P16 A132	£11.95
Empire of the Overmind:* T48 A48 A140	£21.95
Voyager 1:* TC16 T16 A32 A132 P32	£14.95
Galaxy:* T16 A16 P16 A116	£14.95
Space Station Zulu:* A132	£15.95
Geogard:* A116	£18.95
Vorrak: + A148	£18.95
Vorrak: + A148	£18.95
GFS Sorceress:* A140 A48 T48	£21.95

KEY - * = on cassette; + = on disc; P = Pet A = Apple
11; A = Atari; T = TRS 80; TC = TRS Colour;
numbers = memory required in K.



MAIL ORDER SERVICE

HERE'S WHAT WE OFFER:

- A VERY FAST TURN ROUND
- POST PAID ON ORDERS OVER £6.00
- INFORMATIVE FREE NEWSLETTER
- SPECIAL OFFERS
- TELEPHONE ORDERS BY CREDIT CARD

Details of how to order are given elsewhere on
this page. Why not give us a try - you probably
deserve a pleasant surprise.



TRADE ENQUIRIES
MOST ITEMS ON THIS PAGE ARE
AVAILABLE TO THE TRADE
SEND FOR FULL LISTS

DRAGONQUEST ROLE PLAYING SYSTEM	
Boxed Set	£8.50
Hardback Book	£7.50
Enchanted Wood	£3.95
Frontiers of Alusia	£2.95
Palace of Ontoncle	£2.95

WHAT WILL THE FUTURE HOLD IN STORE?



Buying a game can often be something of a problem. Which one? Nine out of ten robots recommended the Judge Dredd game. But don't just take *their* word for it, this is what the reviewers had to say about it:

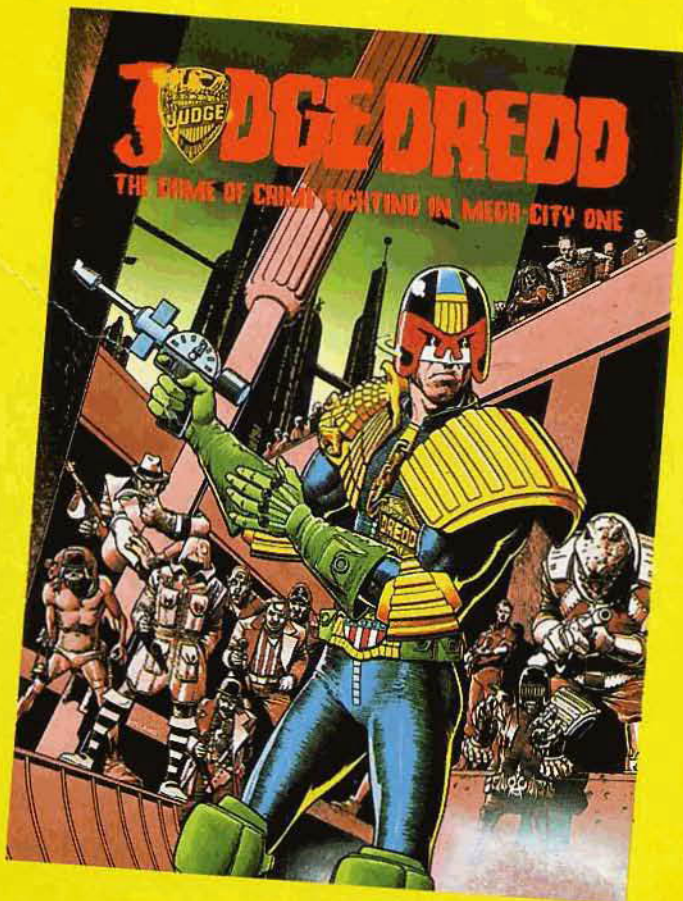
'What is for certain is that the package represents a good fun game which is both physically and thematically excellent' - Charles Vasey, *Military Modelling*

'It is admirably successful in its aims' - Richard Meadows, *White Dwarf*

'... there are plenty of surprises and fun in store' - Ray Rimell, *New Voyager*

'... this must be the best looking game around' - John Conquest, *Time Out*

'Zarjaz! I predict this will be the board game of the Eighties' - The Mighty Tharg, *2000AD*



JUDGE DREDD - TOMORROW'S GAME TODAY

*Just when you thought it was safe
to go back into the dungeon*

E. GARY GYGAX'S OFFICIAL AD&D™

MONSTER MANUAL II

An epic TSR™ production in glorious monochrome
featuring words on paper from trees!



Based on the original module monsters but including
a galaxy of new stars

SOLIFUGID

as 'the creature with lots of legs'

BOGGART

as 'the incredible shifting man'

KAMPHULT

as 'the sinewy mugger'

The **SIRINE**

as HERSELF

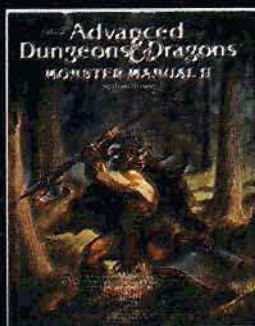
And introducing the

BOOKWORM

The producers at TSR wish
to thank the Outer Planes of
Good, and the Lower Outer
Planes of Gehenna for
making the crowd scenes
such fun.



TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517



ON RELEASE NOW AT
YOUR LOCAL GAMES SHOP
GET IT NOW BEFORE
THEY GET YOU!