



WHITE DWARF

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Over the past two years the state of the art of wargaming has seen dramatic change. Until then only tanks, French Hussars and Ancient Britons were to be seen roaming the wargaming tables. But in 1974 two Americans by the names of Gary Gygax and Dave Arneson had just finished putting together a set of rules that were to revolutionise the hobby. They had invented DUNGEONS & DRAGONS (D&D).

D&D was the first (and still is the best) commercially produced game based on a Fantasy/Sword & Sorcery theme. This, together with the ingenious concept of 'role-playing', opened up new horizons in games playing. Firstly, the use of monsters and magic would introduce completely new combat systems. Secondly, players would begin to identify with the characters they role-played to protect them at all costs. Being so original it was obvious that D&D was going to have tremendous impact on the games world. And so it did.

Today, there are over 50 games available based on Science Fiction and Fantasy (SF/F). There are also 10 companies making SF/F ranges of miniature figurines. There are literally thousands of SF/F novels which offer a wealth of background information. It is a combination of these which has made SF/F gaming a hobby in its own right and it is in support of these games, with particular reference to D&D, that this magazine has been published.

It is hoped that WHITE DWARF will serve as a vehicle for articles and comment on SF/F games. This is issue 1, we hope you like it.

Ian Livingstone

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Associate Editor: Steve Jackson
Cover Illustration by: Chris Beaumont

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Traditional wargamers, table-toppers in particular, have for sometime been looking down their noses at D&D and SF/F games in general, considering themselves above, as they put it, such childish nonsense. What makes them act in such a superior manner?

Could it be a lack of understanding on their behalf? SF/F gamers who, for the most part, started off on wargames understand that wargamers do not seek to revel in blood and gore when they play their games, but are merely pitting their strategical and tactical wits against each other whilst having *fun*. It would seem reasonable, therefore, that wargamers should understand that SF/F gamers are doing likewise.

If their argument is that the games lack skill, I suggest they *try* D&D, Starship Troopers, White Bear Red Moon, Outreach, Ogre. . . .

If their argument is that the games lack credibility, then I suggest that they come out of the past and look to the future.

But, perhaps, it's neither of the above two reasons and they do, in fact, appreciate that SF/F gamers are no different to themselves with respect to the attitude towards their games. What, then, could be the reason for their action?

I believe that the real reason is that wargamers see SF/F games, with its ever growing band of followers, as being a serious challenge to their authority in the adult games hobby and are playing them down to prevent a take-over in popularity. They probably realise that magic and role-play in fantasy games, and futuristic weapons and monsters in science fiction games offer so much more than wargames ever can, being set within such narrow limits. So it must be a case of trying not to lose face.

But really, there ought to be harmony between both factions. Why should one try to lessen the status of the other? After all, *wargames* are a fantasy, and SF/F games are wargames with the added dimension of imagination.

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It was with some doubt that the decision to publish *White Dwarf* was taken. Was the UK SF/F games market large enough to justify its own glossy publication? Would US gamers find of interest a British magazine dedicated to American games? The answer to both questions appears to be 'yes'.

That is fortunate in that it allows us to continue publication, and help to provide a platform from which British SF/F gamers can voice their opinions or simply be kept informed of all the news and developments in the field.

This does not, however, mean that the editorial staff of *White Dwarf* can become complacent and let the magazine drift into a safe, stereotyped format. We want to keep it alive and bubbling with new ideas and interesting articles. We put into its pages that which we find of interest. But what of you, the reader — what do you want?

We would welcome your thoughts on this matter. Do you want more or less D&D-related material; do you want more coverage of Science Fiction games; do you wish to read articles by the inventors of SF/F games; should *Open Box* and *Treasure Chest* be increased or decreased in length; would you like more artwork; would you like to read fiction; any other suggestions?

Remember, *White Dwarf* is only as good as the reader allows it to be. We need your support either in the form of contributions or criticisms to make each issue better than the last.

May the Force be with you.

Ian Livingstone

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It has never ceased to amaze me that virtually all board wargames are of American origin. Certainly the demand per head of population is relatively the same on both sides of the Atlantic and whilst the American manufacturers include, amongst others, Avalon Hill and SPI, Britain can only boast one manufacturer — Philmar who produce Kingmaker — to compete. The only section of the wargaming hobby where Britain still leads is that of wargames rules for table-topping, and this is probably due to the 50 year start given to us by H. G. Wells and his book *Little Wars*.

In the case of SF/F games and rules the situation is quite hopeless with respect to products from British manufacturers. Admittedly the States got off to a flying start with TSR producing Dungeons & Dragons, but since then other companies such as FGU, The Chaosium, Metagaming Concepts and others have emerged with excellent games over the past three years whilst almost nothing has come out of Britain. Surely the existing Lord of the Rings following and the impending Star Wars mania would have inspired someone, somewhere. . .

Miniature figures is another section of the hobby where British manufacturers are beginning to lose their superiority after being years in front. There are now several manufacturers in America — Ral Partha, Grenadier, Archive, McEwan, Old Guard, Heritage to name but a few — who are now producing wargame and SF/F figures equal to, and in many cases better than, those produced in Britain.

This is, indeed, a sad state of affairs and one which we can only hope will be rectified before it is too late. British people must by now be fed up with having to purchase imported products which have originated from British ideas.

In the meantime, we wish you all a very Merry Christmas and a Happy New Year.

Ian Livingstone

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Copyright is a legal security which rightly exists to protect an individual or company from piracy of his or their idea(s). It allows the individual or company the exclusive right to publish or sell copies of a work for a certain period of time. With a game, for example, the copyright lasts for 50 years. Individuals or companies are also able to sell the manufacturing rights of a particular product to "licenceses" and hence the appearance of all the spin-off lines. Twentieth Century Fox who hold the copyright on *Star Wars* currently employ a group of heavy-duty lawyers who are quite willing to sue any pirates into oblivion. They certainly have the right to protect their copyright, but whether their motive is purely self-protection is debatable.

Wargamers have an easy time in that obviously no copyright exists, say, on World War II and therefore any battle can be simulated therefrom and put into game format by any manufacturer without infringing any copyright laws. However, SF/F games and miniature figures lean heavily on SF/F films and literature for ideas and themes. They have to. Now should manufacturers pay for the rights to produce those games and figures based on the well known books and films? Yes, of course they should, but whether or not they would be granted the rights is a different matter. Twentieth Century Fox are quite happy to allow a mass market *Star Wars* game or even *Darth Vader* bubble baths (fact) as they will generate high royalties. The manufacturer who is interested in applying for a licence to make products for the SF/F fan is likely to be turned down as the market is small.

Therefore those manufacturers have to try to get round the copyright laws at expense and annoyance to both themselves and their customers. Holders of copyright tolerate some of these goings-on, but now the SF/F games and figure manufacturers are beginning to be squeezed. The game *Siege of Minas Tirith* has disappeared from the shelves and is soon to be followed by TSR's *Battle of the Five Armies* (which may reappear at a later date) and who knows how long FGU's *War of the Ring* will last. It is sad to learn also that Miniature Figurines are soon to withdraw their *Mythical Earth* range of figures.

It seems evident that nobody will gain from this strict enforcement of copyright laws, but the SF/F hobbyist will definitely lose. Let's hope that such problems can be resolved so that in future the wargame tables will welcome the presence of *Darth Vader* with a light sabre, rather than a lawsuit, in his hand.

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This is the sixth issue of *White Dwarf* and that means effectively a year of publication – with many more to come we hope. Time usually brings change and *White Dwarf* is no exception to the rule.

Firstly, would everybody please note that we have moved our editorial office to 1 Dalling Road, Hammersmith, London W6, and all correspondence should be sent to that address from now on.

Secondly, we would like to remind all those people who began their subscription to *White Dwarf* with issue 1 that renewals are now due. Now here's the bad news; the price has increased to 60p per issue as from issue 7 to keep in line with rising print and paper costs. A small contribution is also needed to cover postage and packing so the annual subscription will now be £4.00.

Thirdly, and here's the good news, we are pleased to announce two improvements with respect to the appearance of *White Dwarf*. This issue, as you might have noticed, contains justified text which means no more jagged right-hand margins. Next issue will be the first to have the luxury of a full colour cover and for that we hope to obtain the talents of John Blanche who is renowned for his colour art.

No doubt in another twelve months' time more changes will be announced. We try to give readers what they want but we are always open to suggestions as to how to keep on improving *White Dwarf*. If you have any interesting contributions, comments or criticisms, why not send them in? It all helps.

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Twelve months ago we were happy and proud to announce the publication of the first issue of *White Dwarf*. Now, thanks to your support, we are able to give this issue a full-colour cover. This helps to reflect the growing interest in SF/F gaming and is, we hope, a reminder to traditional wargamers that we are a serious *part* of the hobby and not just a weird, temporary deviation from it.

Besides the colour cover, you will also have noticed that there is an increase in the number of pages this issue although this is caused by additional advertising. As with every specialist hobby, we believe that advertisements are an integral part of the hobby magazine as they help to make people aware of new products and developments. Remember, not everybody has the luxury of a games shop within a mile or two of his home. Anyway, we hope many of you will take advantage of the mail order services provided by these companies and support those who make our hobby possible.

So, we have changed the cover, increased the number of advertisements, but what about the articles? We like to think that we have achieved a reasonable balance in article subject and content, but no doubt some of you feel otherwise. We have, therefore, included on page 23 of this issue a questionnaire for you to express your views. Please make the effort to send this back to us.

Well, *White Dwarf* is one year old today and we look forward to many more birthdays. Thanks again for your support.

Ian Livingstone

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The major American games conventions are currently in full swing and new releases in SF/F games appear to be never ending. Origins is over with the news that there was a record attendance of over 4,000 people, and a record attendance is also expected at GenCon later on this month. With new rules, games and miniature figures being constantly released from new as well as existing companies, it is difficult to imagine where it is all going to end (if at all).

During the last year there has been an incredible rise in the popularity of science fiction and fantasy games. At first they were put down as "kids' stuff" by traditional wargamers, but now everybody is joining in the fun. After all, games should be fun although the presence of monsters and magic does not mean the absence of skill in play. And it took a long time for the traditionalists to realise this, unfortunately.

The United States continues to be way ahead of everybody when it comes to producing games and it is a pity that when the UK convention season starts, the only new releases are likely to be of American origin.

Talking of conventions, we are pleased to inform you that all the editorial staff of *White Dwarf* will be at *Dragonmeet 1* on 26th August. We will all be wearing chainmail at least to avoid damage from angry readers' +2 rotten tomatoes. Hope to see you there.

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WHITE DWARF

In recent months there have been a growing number of letters and articles published in various magazines concerning *realism* in fantasy role-playing games. A few individuals seem to think that myriad die rolls and reference to volumes of charts and tables will result in a realistic game. But at the expense of what? Fun and enjoyment? Taken to its logical conclusion, it would necessitate, for example, rolling for the percentage chance of being stung by nettles whilst picking blackberries or bleeding gums whilst brushing teeth. If people want this, fine, but they should not try to force their method of play down somebody else's throat claiming that they are 'authorities'.

There are an estimated 100,000 D&D players around the world and methods of play are bound to differ. Gary Gygax has always stated that D&D is a game and should, therefore, be enjoyable and fun. But he has never stated that the game should be played in one particular way – it is entirely up to the players.

White Dwarf attempts to present articles and ideas for readers to use as they please, but we will never try to set ourselves up as authorities. We will publish people's opinions for others to agree or disagree with as they wish.

We are holding back the *Letters* page this issue as a number of the letters we have on file are related to the 'realism' argument. Next issue we will print an Open Forum on the topic so if you feel particularly outraged by or in sympathy with 'authorities' or even this editorial, start writing now.

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WHITE DWARF

With the flattering news from Scott Bizar of Fantasy Games Unlimited that *Games Day IV*, with an attendance of 2,500 ranked No. 2 in the world after *Origins* (see Games Day report on page 13), British gamers should feel proud of themselves to have put their hobby in such an eminent position. We would like to thank all the *White Dwarf* readers who attended, and look forward to seeing those who didn't next year.

Many readers, after having consumed the *Advanced D&D Players' Handbook* so eagerly, are enquiring as to the release date of the *Referee's Guide*. We have recently been informed by Gary Gygax that the publication date will be well into 1979 and maybe as far back as August. However, Gary has promised to send us the Combat Table from the *Referee's Guide* for publication in *White Dwarf* if completed far enough in advance of the other material to be included in the manuscript.

Last issue we published our first mini dungeon, *The Lichway*. Many readers wrote in to ask the name of the designer. We are pleased to say that *The Lichway* was the creation of Albie Fiore a full-time member of the *White Dwarf* staff. Watch out for Albie's next creation coming soon

Finally, we regret that we have had to raise the price of *White Dwarf* across the Atlantic. This is due to the continuing fall of the dollar together with a rise in shipping costs.

Ian Livingstone

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Feature Editors: Steve Jackson, Albie Fiore,
Don Turnbull

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WHITE DWARF

Featured on the centre spread of this issue is the layout for a *Bar-Room Brawl* scenario using D&D rules. Last issue we published the rules for *Light Sword*, a man-to-man SF game. Before that in *White Dwarf 9* we published a complete mini dungeon, *The Lichway*. It is our intention to publish a complete or semi-complete game in each issue of *White Dwarf* and in the meantime we would like to know readers' preferences to the type of game published.

Following Lew Pulsipher's letter this issue regarding character class preference, we have decided to conduct our own survey. Whereas Lew's initial survey confined itself to the four basic character classes, we intend to expand the *White Dwarf* survey to include all classes and sub-classes (see page 11).

Also we would be very interested to learn of readers' opinions of our *White Dwarf* covers. Please give your choice of the top ten covers out of the eleven so far published. We would be interested to know of your idea of good artwork.

Please feel free to send your replies to all the above surveys in one letter.

Ian Livingstone

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WHITE DWARF

We thought it appropriate to feature an Eddie Jones painting for the cover of *White Dwarf* this issue as readers voted his painting on the cover of issue 10 their first choice in our recent survey (full results on page 25). Eddie is well known for his magazine and book covers and we are very pleased to be able to feature some of his excellent artwork in *White Dwarf*.

As the readership of *White Dwarf* grows, the resulting increase in print run means we are able to offer the reader more for his money. This issue contains four extra pages and this 32 page format will now be standard. Our existence depends on *you*, our readers, and we thank you for your support.

People who we do not thank are the photocopier fanatics. In a hobby industry like adult games, prices can never be as low as "mass market" products because the unit costs are so much higher. So if you see people using photocopied rules or magazines, give them a bad time, especially if you have paid for your games. Besides being illegal, it means higher prices for those of you who do buy the products. Please support those who make it all possible and patronise TSR, GDW, FGU, The Chaosium, etc. Don't rip them off.

Ian Livingstone

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WHITE DWARF

Probably the most repeated question we are asked in readers' letters is, "Do you know of any games of D&D, Traveller, C&S, etc. going on in such-and-such a town?" Our standard reply is to recommend a free advertisement in our Help! column requesting fellow players in that reader's town. However, we feel this is not enough, and we would like to offer readers a much improved contact service.

We want to hear from existing SF/F games clubs, individuals willing to form/run clubs, individuals or groups who have regular games at their own homes and are willing to accept new players, and shop owners who are interested in a weekly/monthly games session on their premises. We will publish all the information we receive under separate headings. Please include all relevant information, e.g. for clubs, information should include full name and address, meeting dates and times, contact name and his address and telephone number.

Gaming as a hobby is still in its infancy and it is essential that gamers are brought together at established venues if the hobby is to grow. Please respond to this project and help us help you by writing to "Contacts" c/o White Dwarf.

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WHITE DWARF

There is a fundamental difference between American and British games conventions, the difference also being to the detriment of British gamers. Having just returned from Origins '79, the largest of the American conventions, I thought readers on this side of the Atlantic would like to know what they are missing out on.

Firstly, the American conventions are usually held at a University campus with relatively inexpensive dormitory accommodation and last for three days. On that basis it can be appreciated that the conventions must be much bigger (and better) than our conventions. Three day attendance costs £5.00 and you have to pay to enter competitions, but there are over 100 competitions and big prizes for the winners donated by the manufacturers. The manufacturers also save all their new releases for the major conventions to add to the excitement, and with seminars, demonstrations, 80 trade stands, and excellent facilities, it is no surprise that 3,000 – 5,000 gamers attend the larger conventions.

The question is, however, does the British gamer want to enter into the spirit and *expense* of a three day convention? And would the British games manufacturers and agents support it?

Ian Livingstone

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Publisher's Statement: We regret that last issue the USA and Canada cover prices were mistakenly printed at \$1.50 and \$1.75 respectively. The correct price for both should be \$2.00, and we apologise for any confusion caused by this error.

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WHITE DWARF

On the 20th October at the Royal Horticultural Hall, the 5th annual *Games Day* will take place. This year, however, will give British gamers the opportunity to voice their opinions on the games they play. For some years now, the Americans have had their own awards — the *Charles Roberts Awards* and the *Strategist Club Awards*, but nothing similar existed in the UK. At *Games Day V*, the first of the annual *Games Day Awards* will be made.

Obviously many of the awards will go to American companies in the games categories, but there are plenty of UK miniatures companies, magazines and personalities to catch the votes in their respective categories. People who have not yet voted but wish to, should write to Games Workshop, 1 Dalling Road, London W6 for an official voting form. But write in quickly as the closing date for all postal votes is 15th October.

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WHITE DWARF

issue No. 16

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

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

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

Ian Livingstone

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WHITE DWARF

issue No. 17

A newcomer to the world of hobby games is usually quite surprised by the price of some of the games. This is especially true of the first-time buyer of role-playing games. He is used to seeing a board inside a games box, and is often heard to say, "Is this all I get?"

There are several ways of looking at price structures. In defence of the manufacturers is the fact that the unit costs of production are so much higher for a hobby game than a mass market game like Monopoly. But the hobby games manufacturer has to make profits to enable him to research new titles. Then comes the dilemma between the number of components to be included in the box vs. profit motivation.

I don't believe prices will drop until the games reach mass market proportions. But then they would have to be modified out of all recognition and lose their appeal. A reassuring analogy can be made with record albums. We pay around £5.00 for a thin piece of plastic worth approximately 2p. But it is the amount of enjoyment we get from that piece of plastic which is important, and the same can be said of hobby games.

Ian Livingstone

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WHITE DWARF

Issue No. 18

Why do people enjoy role-playing games? This a question I am frequently asked, and one I find difficult to answer in one sentence.

Really I think it is the combination of many factors which contributes to the appeal of role-playing games.

First and foremost is the fact that each game is completely different to the next as each referee designs differently and each player plays differently. And to play in a role-playing game is like actually being in a world of monsters, aliens, gangsters or outlaws. The experience is life-like, and the humdrum of daily life can easily be escaped. Not to know what lies around the next bend will always be exciting.

The components of the box are also unique. No board or counters. The referee must create a game-world out of his own imagination in which the other players' characters will live. The players will contrive, connive and co-operate to reap reward. The games have no end in sight as long as the player-characters remain alive, and worlds and legends will grow. The role-playing game goes beyond the normal bounds of a game to become a hobby. Supplemental rules, model figures and magazines like *White Dwarf* appear! What more in a game could you ask for?

Jan Livingstone

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WHITE DWARF

Issue No. 19

Newcomers to the hobby of adventure gaming, after buying a copy of *White Dwarf* are often keen to buy all the back issues for their collection. Unfortunately, many of the earlier issues are out of print, and these days it is uneconomical to reprint. (In fact, due to recent increased printing costs, we have been forced to raise the price of *White Dwarf*, but have added four extra pages with this issue.)

In an effort to help those people who are without those early issues, we have decided to publish two *White Dwarf* compendiums. One will be entitled *The Best of White Dwarf Articles*, and the other, *The Best of White Dwarf Scenarios*. These will be published sometime in the autumn.

Looking towards future issues of *White Dwarf*, please note that we are always ready to receive material and artwork from outside contributors. We are not stupid enough to think that we know everything there is to know about SF/F games, and hope that budding authors will send in articles, scenarios, and ideas.

Ian Livingstone

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WHITE DWARF

Issue No. 20

The fact that role-playing games pay so much attention to alignment in the initial set-up is, I think, to be taken tongue-in-cheek. How many players actually play to their alignment? Do they stop to consider whether they are *lawful good*, *neutral good* or *lawful neutral* before rushing into the tavern to decimate the dwarfs quietly having lunch? Do they stop to compare alignments with wandering monsters?

Of course not all players belong to the hack and slay society, but then is it necessarily so bad to do so? Many people will shout that it is not realistic to attack everything on sight. But it could be argued that the very nature of role-playing games provokes such play as, after all it is fantasy, so why not have a little fun while you are at it? Why obey the codes of the real world? I would be interested to learn how many readers stick absolutely to their characters' alignments. So if you do happen to enjoy a bit of irrational blood and gore, but tend to write *lawful good* innocently on your character's record sheet, think ahead!

Ian Livingstone

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WHITE DWARF

Issue No. 21

One of the more important features of any fantasy role-playing game is its magic system. Arguments have raged as to which system is best, and as there is no *real* way of testing the fallibility of each system, the arguments will continue. Not wishing to sit on the fence, I personally believe the *Vancian/D&D* system (although credit is due for it being the first) is now a little outdated compared with, for example, the power point system of *Runequest*. It seems to me more logical for a magic user to use whichever spell he wishes to use, two or three times if he has to as long as his energy holds out, rather than using, say, his *sleep* spell and immediately forgetting how he cast it. I would be interested to know how many readers use power point magic systems in *D&D*.

Editorial Footnote

I am sure readers are well aware of the names of editors and popular contributors to this and other magazines. But I wonder just how many of you are aware of the names of the people whose fine efforts help put this magazine together — the typesetters, paste-up artists and production artists. Their names are listed above together with the writers, but probably nobody will notice that one is missing from last issue. Robert Owens, our production artist, was killed recently in a road accident whilst on holiday in France.

Robert gave both energy and ideas to help make *White Dwarf* what it is today, and also had the knack of keeping us sane with his perceptive humour during deadline pressures. He will be greatly missed, and I would like to dedicate this issue to him.

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Issue No. 22

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Argument continues to rage over which fantasy role-playing system is the 'best'. *D&D*, *C&S*, *RuneQuest*, *The Fantasy Trip* and others vie for this honour.

The task of deciding which is 'best' can only become harder as more games enter an already crowded market. Most of them, it seems, are cannibalised by GM's and used to expand already-existing campaigns -- usually *D&D* ones.

Yet, it should be asked, is this a relevant question? Is not the 'best' system for a group the one that groups prefers -- purely a matter of taste?

Many will argue that in the end, it is the GM who makes or breaks a campaign. A good GM will produce enjoyable adventures whatever rules he uses, and conversely no system by itself guarantees an enjoyable campaign.

If the 'best' system is the one which most people prefer to play, then *D&D* must win. But I would be interested to learn which system readers think is best, and why.

Ian Livingstone

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Climbing out from under a stack of rulebooks, charts, tables, scenarios, play-aids, dice and figures led me to ponder the role-playing games of the future. How long before role-playing game scenarios are fed into home computers with a visual display capable of holographic effects?

Imagine, each of the players with a hand controller watching their characters walking down a dark corridor. Around a bend and a party of vicious goblins in glorious 3-D colour appear on the screen. There would be no arguments about who is standing where or choice of opponent as the computer urges its goblins with axes swinging at the heads of your characters. Players would be screaming at each other, with sweat dripping off their worried foreheads as fingers dart over the hand controllers to save their characters' lives.

We have the games, we will soon have the technology, let's hope we are around to have the chance.

Jan Livingstone

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In the old days, when games were few and the choice was whether to play *Diplomacy* or *Diplomacy*, there were virtually no people interested in games as a potential hobby. Then along came *Avalon Hill*, *SPI*, and a few others; and then came *TSR* with three badly written rulebooks in a little box . . . what was it now? Ah yes, I remember, *Dungeons & Dragons*. People liked *Dungeons & Dragons*, and well you know the rest. Last year *TSR* sold 500,000 sets of *D&D*. Now it could be argued that this is something of a commercial success and that should never happen in such an esoteric hobby as gaming because that would lower the standards of the game manufacturers. I would say that the opposite applies because the success of *D&D* has attracted many new companies to the field, all trying their best to bring out a winner. Just look how the standards have risen in presentation. Zip-lock bags are almost a thing of the past as new games emerge with full-colour graphics in sturdy boxes. And really bad games are just about extinct, as no manufacturer can afford to have a turkey in his range.

So it's not so bad that hobby games are getting more exposure, the more the merrier, I say.

Jan Livingstone

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The publication of this issue means that *White Dwarf* moves into its fifth year and we hope that there are many more to come. This does, of course, depend on *you*, the reader. On page 27 will be found another questionnaire for us to discover readers' likes and gripes. Sending in replies is an effort, we appreciate that, but the more people who respond, the more accurate the assessment will be. If readers wish to save on postage, both replies to the questionnaire and answers to the Creature Quiz can be sent in the same envelope. Contributions to Fiend Factory, Starbase, Treasure Chest could also be included if you really get carried away!

We look forward to your replies and in the meantime thank you for your continued support of *White Dwarf*, the British voice for science fiction and fantasy gaming.

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WHITE DWARF

Issue No 26

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There can be no doubt about it — you want *White Dwarf* to be published monthly (see page 26 for the results of our questionnaire). Well, that is all well and good, but there is one thing that we do not want to happen as a result — we do not want the standard to drop. Our existing regular contributors already have enough to write as it is and, therefore we need additional contributors.

We would like to hear from anybody wishing to write feature-length articles on *D&D*, *Traveller*, *Rune-Quest*, etc or SF/F boardgames or SF/F tabletop gaming. Any articles published earn their writers payment as well as fame!

If we find enough hitherto undiscovered talent, we will publish monthly. Watch this known space for further details.

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This is more of a 'What's Going On' than an editorial. Firstly, we have moved our office to new planet-sized premises in London (see address above). Please send all articles, letters, etc to this new address.

Secondly, thanks to all you budding authors who have inundated us with articles to help make *White Dwarf* go monthly. 1982 should be the year of the monthly *WD*, but keep on generating new material for us.

Thirdly, it was good to meet and chat with many of you at the opening of Games Workshop's new outlet in Birmingham (see page 27), and I look forward to seeing many more of you at *Games Day '81* where I will be bouncing between the *White Dwarf* stand and running the *Battle-Cars* tournament (my new game soon to be published by Games Workshop – blush).

Ian Livingstone

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Role-playing games now cover a multitude of themes – fantasy, science fiction, wild west, samurai, pirates, gangsters, secret agents, and even rabbits. What themes could possibly be covered in future releases by the manufacturers? Anybody like to hazard a guess? Or even better, suggest a theme that they feel should be covered by a role-playing game.

We will print the most popular suggestions next issue.

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One of the most asked questions I receive about *White Dwarf* is why is it called *White Dwarf*?

Well, here is the original thought process which occurred in May 1977 prior to the publication of the first issue.

A magazine was to be published which would feature fantasy and science fiction games. Therefore, the name had to reflect both those topics. A dwarf is a well-known fantasy character, and a white dwarf is a small, high density star. And that's all there is to it. Simple really when you think about it.

Last issue I asked readers to suggest themes for future role-playing games. Well, this generated an all time low in number of responses. Therefore I can only assume that most people are happy with what they have got. But just for the record, the most popular suggested theme was Private Eyes.

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When is a game not a game? Or rather, when is a game of *Dungeons & Dragons* not the game of *Dungeons & Dragons* as we know it?

Well, there is now a *Dungeons & Dragons* computer labyrinth game produced by *Mattel Electronics* who are also to produce a hand-held electronic *D&D* game and a *D&D* cartridge for their popular *Intellivision* TV game system. There is also, believe it or not, an *AD&D* colouring book! And rumours have been heard about a film . . .

So when you next walk into a shop and casually ask for the latest *D&D* release, do not be surprised if you are asked what kind of *D&D* you have in mind!

Ian Livingstone

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'The Waydreland Mermaid' - a scene from his story 'Lady Icicle'
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This issue celebrates our fifth birthday, and I would like to thank all readers and contributors who have made it possible. As part of our celebrations we are having *White Dwarf* T-shirts printed and the first 10 readers to send in the completed *Feedback* column on page 31 will receive one absolutely free (please state size required). In a never-ending quest to make *White Dwarf* even better (how?), a *Feedback* column will be printed every issue to enable readers to criticise the previous issue and make suggestions for future issues.

And watch next issue for details of the monthly *White Dwarf*!

Ian Livingstone

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It's happened at last. *White Dwarf* has become a *monthly* magazine and so you can look forward to seeing issue 33 on 1st September.

This represents another important step in our history and we hope that readers will continue to support us in our efforts to produce the best role-playing games magazine in the universe.

Details of subscription rates can be found on page 5, and remember to use the *Feedback* column to put your influence on the magazine.

I wonder if we will ever become a weekly . . .

Ian Livingstone

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Since the rapid rise of fame of *D&D* and other role-playing games thereafter, the number of new SF/F game products has been staggering. Companies have sprung up overnight, some good some bad. In the late 70s when the games were emerging people were willing to purchase just about anything that appeared. But today it's a different story. People can now afford to be more discerning and selective with the wide choice available, and some companies whose standards have remained static are bound to go to the wall.

The indications are that 1982 is becoming the year of the great sort out, and the gaming public can only benefit as a result.

Needless to say, *White Dwarf* will always try to improve in quality. . . .

Ian Livingstone

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Many of you will be reading this issue of *White Dwarf* at *Games Day '82*, now reported to be the largest event of its kind in the world. Its growth has pleased many, but disappointed a few who would have preferred it to remain a low key affair.

My own opinion is that a grandiose *Games Day* helps to promote the hobby of games playing. It is also usually the one event on the calendar when you can be sure anybody or anything worth knowing about in the hobby is going to be there.

We will report on *Games Day '82* in *White Dwarf* 35, but I'd be interested to read other attendees' opinions in the *Letters* page.

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A recent survey carried out in the USA based on *number of units* sold, showed the 10 best-selling RPGs to be *D&D*, *AD&D*, *Traveller*, *The Fantasy Trip*, *Top Secret*, *C&S*, *T&T*, *RuneQuest*, *Space Opera*, *Arduin Grimoire* in that order. Curiously, these sales figures (albeit for the USA) conflict with the relative popularity of each game in this country. The recent *Games Day '82 Awards* (see page 24) show a completely different order.

Therefore, it can be assumed that just because a game receives wide distribution and sales, it does not necessarily mean that the game will end up as a favourite with the players.

Players of RPGs are obviously discerning consumers.

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Seasonal greetings from Mega-City One. In case anybody hadn't realised the cover of *White Dwarf* is graced by Judge Dredd painted by Brian Bolland. Using comic-style art for *White Dwarf* is a revolutionary step although plans are now in operation that will result in quite a few changes in the magazine's style and content.

Having analysed all the recent Feedback information, it is quite clear that everybody would be quite happy to see a few game-related additions in *White Dwarf* on condition that the editorial content did not suffer. Early in the new year we will be adding book and film reviews, fiction, a cartoon strip and boardgame features to a new-look magazine.

Keep your scanners tuned for details and in the meantime have splendid Christmas Earthlets.

Ian Livingstone

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The recent decline of the value of the Pound in relation to the Dollar has led to inevitable price rises in most role-playing games. The fact is that nearly all come from the USA. It is now seven years since *D&D* appeared (followed by a flood of other RPGs), and yet there is still not one commercial British system. Do British manufacturers think it is too late to jump on the bandwagon? Surely if the system was good and the price considerably lower than the USA imports, we would all support them — wouldn't we?

Ian Livingstone

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As we step into a new year of role-playing, I wonder what new offshoot will arise. Last year we had licenced products using the *D&D* trademark, the much discussed *Treasure Trap* live action role-play and various books published by established book companies wising up (at last) to the whole role-playing phenomenon.

With RPGs ever growing in the general public's eye, who knows what will be generated next?

Ian Livingstone

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This issue sees the introduction of several major changes in the style and content of *White Dwarf*. In style, we have changed the cover logo and introduced non-justified text matter for easier reading. In content, we are introducing the first of our new departments, *Critical Mass*, a book review edited by SF author Dave Langford. And there are four extra pages.

More changes are planned during 1983, including an amusing look at the world of board games by Charles Vasey, a comic strip and occasional fiction. We hope you enjoy the changes and look forward to their discussion on the *Letters* page.



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I have often wondered why I (and most other people too) like fantasy and science fiction. Their only common denominator is that they both create imaginary worlds. Personally, however, I prefer SF films and books to fantasy films yet I prefer fantasy RPGs to SF RPGs. But am I alone? I doubt it. The mass opinion (or collective consciousness as some might call it) seems to go along with my preferences when judged in sales terms. And I believe this opinion is being accentuated in RPGs. There is a current drift away from SF or is it that the new fantasy gamers far outnumber the new SF gamers? I'd like to know the current preferences of some of *White Dwarf's* long-established readers.



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Following the recent surprise collapse of *SPI*, we now hear that *Heritage* have gone into liquidation. Rumour has it that other manufacturers are walking on shaky ground. The question is why? It seems clear that the great boom of the late seventies when new companies sprang up and consumers gobbled up everything in sight is now over. Nowadays people are becoming more selective in their purchases and poor games are no longer tolerated. The warning lights are flashing and any company which continues to expand, moving into larger premises, taking on more staff but continuing to churn out mediocre games had better look out.



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Having had time to sort through all my 'hate' mail concerning the changes of style that have been applied to *White Dwarf*, certain conclusions are now evident. After much soul-searching, most readers now agree that whilst the old-style *White Dwarf* lettering was quaint, they are now used to (and prefer) the new style. Good. I'm glad of that. However, one thing produced a great outcry – the sacrilegious silhouetting of the *White Dwarf* himself. How could we do it to him they cried? Well, we must admit that it was a little drastic and so we have decided to restore him to his former self (see above). It is good to see him again.

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In the editorial of issue 41, I highlighted the demise of some well-known game companies. Since then we learn that *Metagaming* are now in liquidation. Some of the remaining companies are turning their attention to making computer software games. Indeed, why shouldn't they? The market is big and growing. But I for one hope that new boardgames and RPGs continue to be produced because of the enjoyment generated by player interaction. There just isn't the same satisfaction to be gained from out-smarting or pouring verbal abuse on a television screen. Losing friends is much more fun!

Jan Livingstone

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The final phase of the new-look *White Dwarf* will be implemented next issue. Four more pages will be added, two of which will be given over to two excellent cartoon strips; *Thrud the Barbarian* and *The Travellers*. Over the last few issues there have been some radical changes in *White Dwarf's* style and content. Of course, we cannot hope to please everybody, but warn you to load your poison pens in anticipation of *The Reader Strikes Back* – a questionnaire in *White Dwarf No 45* for readers' opinions, views and pent-up frustrations!

Ian Livingstone

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All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Rd, London NW10 6JP. Last issue's cover was by Alan Craddock, not Jim Burns as credited. We apologize for the mistake.

DEPARTMENTS

This issue bears a significant change in our editorial content. Not one, not two but *three* cartoon strips are included. Few cartoon strips are liked by all people as humour varies from person to person. Please give our strips a chance to settle in, but give your initial reactions by answering question 1 in *The Reader Strikes Back* on page 37. I hope you take the trouble to complete the questionnaire as we would rather react to constructive criticism than publish material that we think you will like. Besides, we are all robots here and it is our duty to serve and obey!

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Ian Livingstone

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WHITE DWARF

Issue 46

October 1983

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I am pleased to announce that the monthly circulation of *White Dwarf* now exceeds 20,000 copies. This total is achieved despite the fact that large retail chains such as W H Smith decline to stock it. Role-playing games have been growing in popularity since 1975. They are not a fad like skateboards or Rubik's Cube. And yet many people refuse to accept their popularity. What do we have to do to show the world that ours is a fun and established hobby? They don't know what they are missing.



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With over 500 replies already received, the job of analysing the result of *The Reader Strikes Back* is going to be quite a task. The results should be available for inclusion in issue 48, but we are not making any promises.

I think it is about time we praised our excellent artists and it looks like the cover for issue 44 is going to win the 'Best Cover' category. Well done Alan Craddock. No matter what your opinion is about scantily-clad females, there is no denying the excellence of Alan's dramatic and vivid style. Future issues of *White Dwarf* will certainly be featuring more of his work.

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Christmas is a traditional time for people to dig games out of cold storage for a bit of family fun. How tranquil it must have been in the old days to watch a game in play; the rattle of the dice, simple playing pieces being manoeuvred around a square board, and the occasional titter of amusement.

But what would granny think now? The heated conversation, the frantic movements of bands of metal monsters, the death cries of slain adventurers, ten hour sessions! Imagine how disturbed she must feel when asked by her friends about her grandchildren's pastimes. How could she tell them that they delight in splitting orcs in two? Happy Christmas!

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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!

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Fifty and still counting! When we published issue 1 way back in June 1977, little did we know that we would build up such an enthusiastic and loyal readership. *White Dwarf* has changed considerably over the years and, thanks to your support, has retained its position as being the leading role-playing games magazine in Britain. In issue 49 we published the results of our reader survey, *The Reader Strikes Back*. Just as we thought we had finished revising the editorial content of *White Dwarf*, up pop a few surprising results as to your wishes, dear reader. So, we will be implementing the revised revisions starting issue 52! More details on this next time.

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I suppose the quick-changing world of the 1980s applies just as much to RPGs as it does to everything else. Hence the constant change of style and content in *White Dwarf*. As mentioned last issue, we are going to implement new material to cover topics suggested in *The Reader Strikes Back*. Two new departments kick off in the near future – *Crash Course*, an alternate-monthly *Car Wars* column by Steve Jackson (Which one? Find out next issue). *Tabletop Heroes* is a resurrection and expansion of *Molten Magic*, but with the emphasis on miniature figures in use and modelling techniques. Finally, *Microview* will be expanded under a new editor to cover gaming aid programs and reviews. More pages and colour and a modest 10p price rise will take place in next issue as we launch *White Dwarf* into the unknown world of news-agents. Order your copy now! This is the end of the commercial break.

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For many of you, this issue of *White Dwarf* will be your first. For others, it may be your 52nd. I hope our faithful followers will bear with me as I explain our hobby to the newcomers. *White Dwarf* is the voice of British adventure gamers, people who play games such as *Dungeons & Dragons*. If you have never heard of this game, then you should kick off by reading *The Name of the Game* on page 12. Each issue we feature articles and scenarios, reviews and news, and throw in a bit of light relief with our three comic strips. If the idea of fantasy gaming as a hobby is appealing to you, then *White Dwarf* will keep you up-to-date about what's going on.

To new and old readers alike, I hope you enjoy what we have to offer. And let us know. If you don't - we'll send the Orcs round...

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With the appearance of *White Dwarf* in general newsagents, the spread of the role-playing hobby is obviously growing. But where is it going? On one hand are the gamers who have been in the hobby for many years, probably a little peeved that their exclusive hobby is now attracting thousands of less committed players who view the hobby less seriously. On the other hand are the newcomers. Their knowledge of role-playing games might be limited to *Basic D&D* and published modules. They might not have the time, experience or knowledge to create their own campaigns. But that is not their fault. It is up to us to help them comprehend the depth to which these games can be played.

White Dwarf will assist by publishing introductory articles and scenarios, but not at the expense of its main editorial features. We hope that the hobby will continue to spread and we will be instrumental in its growth as a credible and enjoyable pastime.

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On a recent promotional tour of Australia and New Zealand, I was often asked whether or not fantasy role-playing games were evil in that players became controlled by their own characters, trapped in a satanic world of black magic. On my return to the UK, I find that similar accusations have made the headlines of our national press, baptist ministers pointing the finger of doom.

I really am dumbfounded by these people. If their argument holds true, why doesn't an actor who, for example, plays a vampire or, even worse, a murderer in a film, go on to do the same in real life? Or why isn't the world full of cowboys and indians or doctors and nurses, the roles of our childhood games?

To all those who are misinformed, please note that fantasy is not reality.

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The adventure gaming 'hobby' is dying. The US market leader had to sack about 150 employees during the last year and several other companies have ceased trading. But, I ask myself, what does this mean? True, several companies have gone out of business and TSR have got rid of a lot of people. But this is not the end; it merely signals change. Adventure gaming is still popular and growing, but in a different format. Book companies and computer games companies are entering the market to meet the need of changing desires. I believe the adventure gamer of the 80s is alive and kicking but requires convenience and simplicity in game mechanics due to personal time constraints. Fun and excitement are *not*, however, to be sacrificed. Successful games companies of the future must get the balance right to give players more play, less delay!

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After nearly a decade of domination of the role-playing games market by American companies, it is good to see British companies publishing their own systems at last. Games Workshop are hoping to release both *Dr Who* and *Judge Dredd* RPGs later in the year and *Citadel* will be further developing *Warhammer*. Following the success of *Puffin's Fighting Fantasy Gamebooks*, other book companies are busy releasing solo gamebooks. More companies are following *Citadel's* lead in fantasy figures and new magazines are appearing.

Let's hope that this is a sign of things to come and more companies will emerge to make a thriving British RPG industry.

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Last issue I mentioned that *Games Workshop* are to release RPGs based on *Dr Who* and *Judge Dredd*. At the recent US games convention, Origins, I saw much evidence of licenced character RPGs as well; *Marvel Heroes*, *Star Trek*, *Indiana Jones*, *Ringworld* and *Middle Earth* to name but a few. Do the games companies believe that players prefer to identify with established heroes rather than playing *themselves* in a role-playing game? If so, why is *D&D* still the most popular game? I'd be interested to read some of your views on this subject on the *Letters* page.



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For the second year running, *RuneQuest* has pipped *AD&D* to win the *Games Day Award for Best Role-Playing Game*. But behind the scenes, *Chaosium* have done a deal with *Avalon Hill* that results in *Avalon Hill* manufacturing the game. *RQ3* is bigger and better than before but – the price on import will be nearer £40 than £30! *Avalon Hill* have also decided to terminate *Games Workshop's* licence to print *RQ* in the UK, although they will be responsible for importation and distribution. Needless to say, if *RuneQuest* wins the award in 1985, *Avalon Hill* will have the old supporters to thank, as I can't see too many new people coming in at the new price.

Ian Livingstone

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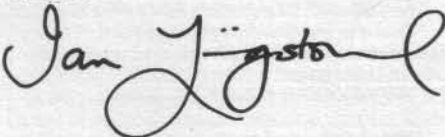
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With this issue I welcome the arrival of my new Assistant Editor, Jon Sutherland, who is taking over the chair recently vacated by Jamie Thomson. Jon and Editorial Assistant Ian Marsh have the unenviable task of wading through the 600+ replies we received for our *Readers of the Lost Ark* survey. Thanks to all those of you who replied.

The first change that we will implement is the format of our *Fiend Factory* department. Over the years, it has produced many fine creatures (even managing to fill the official *AD&D Fiend Folio* with them!) but with one limitation – they have all been for one system. In future, however, we would like to open up *Fiend Factory* to creations for any system from *Call of Cthulhu* to *Golden Heroes*.

Stay tuned for more changes to come!



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What is to become of metal gaming figures? That is the question on many people's lips as we go to press, after the astounding *trebling* in the cost price of casting metal recently. Already, most figure manufacturers have announced price rises, and all have warned of more to come.

Plastic figures might be one answer. *Citadel* are remodelling their whole range to take on snap-on plastic bases and weapons immediately, and will be launching a full range of totally plastic 30mm figures in 1985. But the investment needed for such a venture is high, and well out of the reach of smaller manufacturers.

It does seem, however, that gaming with metal figures will become more of a luxury, with the average price of a humanoid figure being 60p in 1985. It might be considered that this still represents good value for money, but the percentage price rise is a little difficult to swallow.

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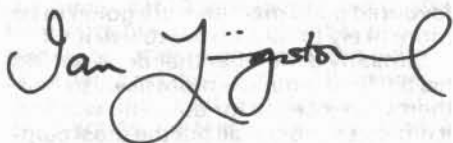
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The New Year is upon us again, and *White Dwarf*, having survived 1984 with its Thought Police, et al, has great things planned.

Starting next issue is *Crawling Chaos*, an horrific new column devoted to the awesome *Call of Cthulhu*. Be advised to prepare your elder signs and get ready for all the strange new cults and unspeakable monsters which await you. May he who must not be named preserve us all!

Another column to start soon will be devoted to *Golden Heroes* and other superhero role-playing games. Plenty of WHOOM is guaranteed!

More pages, more colour and more surprises are also in store. 1985 will be The Year of the Dwarf.



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At the time of writing, I am just preparing for a trip to Dallas. No, JR is not interested in being interviewed in *White Dwarf*. The Hobby Industry of America's annual show is there this year, and all the 1985 releases from the games and miniatures companies will be on show.

Will the new year bring any new concepts in role-playing? Will the trend continue towards making role-playing games based on well-known characters? Following the trend of the games companies, the miniatures companies are now making licensed ranges of character figures. For example, *Lord of the Rings* figures are to be made by Grenadier in the USA and by Citadel in the UK. There is also a strong rumour that a major miniatures company will be given the license to manufacture official *D&D* figures now that *TSR* have decided to stop manufacturing white metal miniatures. Who will the lucky company be? Find out next issue after the show.



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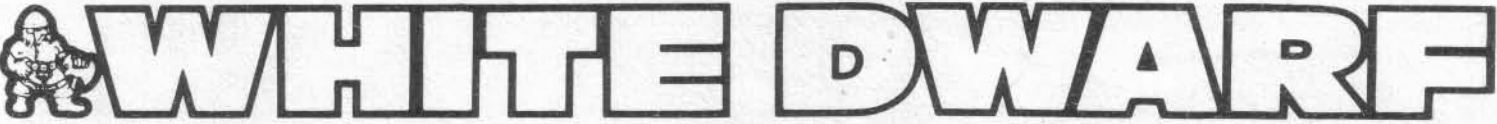
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As last month's issue was going to press, I was just jumping on a plane to Dallas to see what the American games industry was going to offer us in 1985. It really was a little disappointing with most companies either vying for licensed characters or copying each other's products. Whilst *Games Workshop* make the *Dr Who* boardgame, *FASA* have the licence to make the *Dr Who* role-playing game and although *FASA* make the *Star Trek* role-playing game, *West End Games* have the licence to make the *Star Trek* boardgame. It's all very confusing. *TSR* are planning to release *AD&D Battlesystem* which sounds like *Warhammer*, and *Super Endless Quest* books to compete with *Fighting Fantasy*. And of the rest? Well, how about a Barbara Cartland game from *Mayfair*??

But as promised, there was one important and excellent piece of news. *Citadel* will be manufacturing the official *D&D* and *AD&D* miniatures. They will be released in July and the first modules are superb. Stirges at last - aagh!



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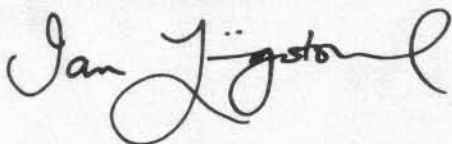
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A couple of years ago, I was invited to visit *Treasure Trap*. This entailed hitting a lot of people dressed up as monsters with a foam-clad sword. It was fun, but dirty and potentially dangerous. Last month in Dallas, I visited *Planet Photon*. Running around a 10,000 square foot 'alien terrain', I indulged in an SF battle with equipment that included helmets with radio transmitters and receivers, laser-like 'guns' that trigger sensors when their bursts strike their targets, power belts with a microprocessor to analyse and report on my performance. Needless to say I enjoyed myself. The one conclusion is that role-playing gamers can really enjoy 'real' role-playing given the right environment and equipment. It could be part of the leisure centres of the future. In the meantime, I'll keep rolling the dice and will give a full account of *Planet Photon* soon.



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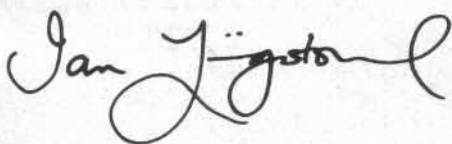
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Despite there being a slight decline in fantasy gaming in the USA, the rest of the world is busy getting into it. (And it's only the fickle mass market in the USA that are tired of it; the hobby is still strong). There are now German, French and Spanish editions of *D&D*, 15 foreign language editions of the *Fighting Fantasy Gamebooks* in the pipeline, a German edition of *Talisman* soon to be released, French *Call of Cthulhu* and lots more activity around the world.

Why does fantasy gaming have worldwide appeal? There are such different mythologies existing in the various countries and yet a common gaming fantasy prevails.

I wonder if *White Dwarf* will ever be published in Papua New Guinea?



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Judging by the number of mass combat fantasy battles, particularly *Warhammer*, being played at Dragonmeet, there is obviously a resurgence of interest in wargaming. However, the popularity of fantasy brought about by *D&D* means that armies are not led by generals but by chaotic goblin warlords and invincible champions. I must admit that vast and colourful armies of *Citadel Miniatures* marching across fantastic landscapes beats drab World War II infantrymen anytime. Wizards, flying creatures and fanatical undead add somewhat to the atmosphere and the rules reflect the excitement. But I wish I could learn not to keep marching my dwarves over invisible pits.



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After nearly ten years of running a poor second to the USA in the creation of fantasy games, I believe that at long last, Britain is quickly catching up. First came the solo gamebooks pioneered by Steve Jackson and myself in 1982. The quality of British miniatures is outstanding. Take a look at *Citadel's Lord of the Rings* figures. And wait until you see the forthcoming *D&D* figures! As for games, *Talisman* and *Battlecars* have been nominated for awards at *Origins '85*, and no doubt *Golden Heroes* will follow them. And last, but not least, there is *White Dwarf*, but I don't need to tell you how good that is!



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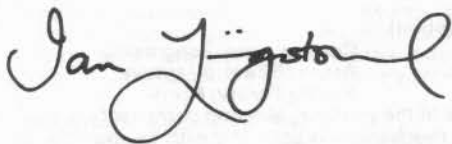
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We've done what you wanted! It's almost a year since we printed our *Readers of the Lost Ark* questionnaire, and we have just about finished making the changes that you asked for.

The most popular features in *White Dwarf* turned out to be *Open Box*, *Thrud* and *Gobbledigook*. *Irilian* proved to be the most popular scenario, justifying our decision to reprint the six-part series in its entirety in the new *Best of White Dwarf Scenarios III*. The most requested new department was for *Call of Cthulhu* – hence our regular *Crawling Chaos* column.

To end on a statistical note, an average of 2.5 people (two people and one halfling?) read each copy of *White Dwarf* – which means our readership is now well over the 100,000 mark. Our hobby is still growing fast, but we are determined that *White Dwarf* will reflect the wishes of its readers – so keep the comments rolling in!



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One event I look forward to each year is *Games Day*. This year is rather special since it sees the tenth anniversary of the convention. It hardly seems believable that this bustling gathering of thousands had its humble beginning in a 1975 meeting of a few hundred games players.

There are some things that don't change, however, one of them being the enthusiasm of games players for the event. The huge queue that forms early on is part of the tradition of *Games Day* and, from the number of familiar faces I see, it is a tradition that gamers are loathe to give up.

I too have a tradition to maintain and you can be sure that I'll be along to sell my 'one only' copy of *White Dwarf* issue 1.



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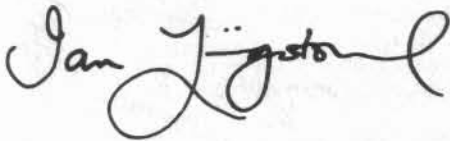
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The demise of *Imagine* leaves *White Dwarf* as the only British professional role-playing games magazine. Here at *White Dwarf* we have mixed feelings on the matter: whilst it is very gratifying to be more successful than the competition, it is also sad to see *Imagine* fold, particularly given the good relationship between *White Dwarf* staff and their opposite numbers.

However, *Imagine's* exit doesn't indicate a decline in the role-playing hobby. *White Dwarf's* circulation continues to increase, and the number of games on the market is greater than ever.

White Dwarf will continue to contain the very best about role-playing games. Demands from you, the readers, gradually change the style of the magazine – I can hardly recognise it myself when comparing today's *Dwarf* with the earliest issues! And as of next issue there'll be an additional letters page, allowing you to voice your opinions just in case you think we are going awry!



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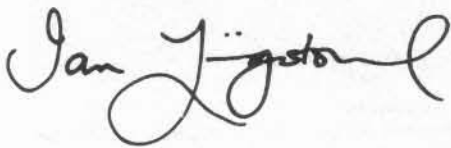
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After the most successful *Games Day* to date, it is time to look to the future of conventions in this country. Paul Aagaard, the man who master-minded *Games Day*, has already laid the foundations for an explosive expansion in gaming conventions. With seven regional *Dragonmeets* building up to next year's *Games Day*, gamers up and down the country will have even greater opportunities to participate in their hobby, and meet famous personalities as well as other players.

Meanwhile, Christmas is nearly upon us, and the shops will soon be bursting with new games and supplements. Probably the most eagerly awaited of these will be the *Judge Dredd RPG*, so until next time, dwarflets, Splundig Vur Thrigg!



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The Christmas spirit appears to be making itself felt in all aspects of the gaming hobby this year. New releases there are in plenty, including *Superpowers*, *Railway Rivals* and *Warrior Knights*, and the usual deluge of products from chief Santa at *Citadel*, Bryan Ansell. Games shops are full of enthusiastic gamers discussing the virtues of the various games, deciding which ones will help pass the lean winter months of early 1986.

Myself, I'm in no doubt as to which games I'll be toying with over the holiday. *Baseball Strategy*, *Summit*, *1829* and *Talisman* with its new expansion set will be keeping me occupied well into the new year, in between my excursions into Mega City 1 as Judge Livingstone, gunning for Stevie 'The Puffin' Jackson.

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With the news that *Boots* have decided to stock role-playing games, *Citadel* miniatures and *Fighting Fantasy* books, our hobby seems set to dispel the illusion of being a weirdos' cult. *Boots* are the first major chain to stock a large range of rolegames in the country, and I for one hope that others will follow their example. Manchester, Maidstone, Nottingham and Portsmouth are the first stores to take games. All this does, however, make me wonder about the future of convenience shopping. Now, not only will we be able to buy the latest game releases, but essentials like soap, hair-rollers and Talking Heads lps at the same time!



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There comes a time when we can no longer do all the things we would like to do. Sadly I have found that over the past few years I have had progressively less time to spare on editing *White Dwarf*. More and more of the job has fallen on the competent shoulders of Ian Marsh, and I now recognise that the time has come to relinquish the position of Editor to him. Ian has made his distinctive mark on the magazine over the last year, and I think you will agree that the *White Dwarf* has surpassed even its own high standards.

Don't worry that I am deserting the magazine, however. As Editor-in-Chief, I will be keeping a benevolent eye on the progress of my eight-year-old love-child. It has been a productive eight years, and I pride myself on the fact that *White Dwarf* has remained true to its origins – providing expert coverage of all that is best in Science Fiction and Fantasy Gaming. A new indecipherable signature on the editorial next issue!



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There is always an element of trepidation amongst readers and new editor alike when a magazine's familiar figurehead has gone. Will the content change drastically? What direction will the magazine take? What plans does the new editor have...? Stay tuned to the next few issues and find out!

Meanwhile, readers who have been following the magazine for the last year or so should have noticed a shift away from the usual formulaic style, and indeed, the *White Dwarf* has been mutating slowly into a different beastie. This amorphous creature needs shaping into its final form, for which we need input from you, the readers. Once again that strange alien menace that is the readers' survey looms on the horizon...

Meanwhile, I hope you enjoy this quite remarkable issue of the *Dwarf*. There are six features to stimulate your role-playing experiences. And why not? That, after all, is what we're here for.



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There has been a great deal of discussion in the Letters page about departments in *White Dwarf*. More observant readers will undoubtedly have noticed the unannounced demise of regulars such as *Starbase*, *Heroes & Villains*, *Crawling Chaos*, *RuneRites*, and now *Fiend Factory*. In the early days of *White Dwarf*, when there were only a few role-playing games, having a department tied to each game made sense. With the greater variety of popular games on the market, having a department for each is impractical, and indeed restricts the content of the magazine. *White Dwarf* must move with the Times (although we're moving to Nottingham rather than Wapping!).

Meanwhile, here is the first of many 'theme' issues, covering that most maligned of all character classes, the thief. I think you'll find it up to our usual, quite remarkable, standards.

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As I mentioned in passing last issue, *White Dwarf* is moving to Nottingham. Issue 78 will be brought to you from its new offices in the heart of this historic city.

For reasons of our own, I, and the other staff of the magazine, have decided not to accompany it on this move; there'll be a fresh team working on the magazine from next issue. Fronting them, at least for a while, is my good friend Paul Cockburn: many of you will be familiar with his work on *Imagine* magazine. I wish him well in his unenviable task of putting *WD* together each month. I'm sure that *White Dwarf* will continue to excel at its promotion of the games hobby in Paul's hands.

I won't, however, be dropping out of *White Dwarf* entirely, and hope to be contributing to it in the future, circumstances permitting. Meanwhile (and dare I say it?) enjoy my final, quite remarkable issue of the magazine!



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Win a signed hardback copy of Chris Achilleos's *Sirens* in our competition on page 59!

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Having said I was going to give up writing the Editorials for this magazine, here I am again! Still, I'm not going to do all the work, since I have popped into the new Design Studio in Nottingham to write a quick introduction to the new Editor: Paul Cockburn.

Some of you will remember Paul from the time when he used to edit a certain other magazine (or did I just *imagine* that?), and he is also one of those responsible for *GameMaster Publications*. And now, of course, he will be bringing new life to *White Dwarf*. Watch the next few issues and you'll see what I mean; more colour, new ideas, different features, a whole new look. It looks like everything is changing around here except the name – and the fact that this is still the best place to find all your favourite gaming ideas.

But, enough of all this: let him earn some of his money. Over to you, Paul

Ian Livingstone

Thanks, Ian. I'd just like to say
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We promised you changes, but it will take the sharp-eyed amongst you to notice one of the smaller changes to this month's edition of *White Dwarf*. On those advertisements which promote lead miniatures, there is now a small warning, intended to prevent figures being sold to that part of the public who might actually be harmed by the lead content. This an initiative that Bryan Ansell has taken, following the appearance of a Citadel ad in a magazine aimed at very young audience. In the end, we expect every manufacturer will have to start using these warnings, so we're happy to jump without being pushed, and try to work out some guidelines for this.

The other changes we hope to make will come in bit by bit, just as soon as I can find where Marshie hid all the files (I thought there weren't too many articles lying around). We think most of them will tend to be a bit more exciting than health warnings, but not everyone will feel the same way. So, be warned, as soon as we can find a mug who's prepared to count all the returns, it'll be Readers Poll time again!

Paul Cockburn

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A quick glance to the right will show you that - as promised - it's *Readers Poll* time again! New readers won't have had this fun with us before, but this is your chance to have a say on what *White Dwarf* will be in the next year or so. We want to get the biggest response possible to the Poll, which is why we're offering some pretty amazin' prizes to all those who get their entries in. The more people tell us what we want to know, the better chance there is of us getting it right! We'll try to have all the votes out of the computer in October or November.

Of course, polls don't give us perfect information, because they don't tend to attract the thoughts of people who aren't readers now, but who really ought to be! So, citizen, it's your duty to not only vote yourself, but to drag in some other roleplayer or troubleshooter about town to record their vote at the nearest Games Workshop shop, and take advantage of our free figure offer. Remember the computer is your friend.


Paul Cockburn

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Nice bunch of lads, eh? For those who survived their SAN check, those happy figures on the fire escape at the Studio the lads of the Publications Department (ie, the office next door), namely Jim Bamba, Graeme Davis and Phil Gallagher. See what happens if you eat your greens and work on *Warhammer*? The one person you can't see (he was thrown off the stairs and was last seen cratering the car park) is young Michael Brunton, who is bound to end up as the nineteenth editor this esteemed magazine has had in the last three weeks. "Wot, annuver one?" you cry. Yes, well I'm taking a small holiday to count the Poll returns (4500 and still rising!) and to help put some additional typos in *Warhammer*.

So, what has Mikie inherited from the WD articles file? Well, next month, look out for a Dwarf that is even thicker than usual (surely not possible...) as we include a special preview pull-out of *Warhammer Fantasy Roleplay*, and then check out the main body of the mag for a special loony feature or two based upon the follow-up to *The Colour of Magic*, Terry Pratchett's *Light Fantastic*. If you haven't read the book yet, go out and get it because it's a hoot, and you'll never understand what we're gibbering about otherwise. Just on the off-chance that some of you resist this blatant piece of commercialism, we'll give a few away as prizes.

Something else that has just struck us is that we're hurtingling towards two anniversaries; 10 years of WD and WD100. I mention it now so that you can remind the next half-dozen editors in case we forget to leave a note.

Paul Cockburn

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More words this month, and not just because we couldn't find a photograph to put on the editorial page. Those of you who made a *Spot Hidden Objects* check last month (all one of you), may have noticed that little notice on the bottom of page 25. Yes, fans, *RuneQuest* is back among the lexicon of Games Workshop approved terms, since we have now been licensed to produce it in the UK by Avalon Hill (who got it from Chaosium... I dunno where they found it...). This means that all of the GW Studio staff have been running around like headless chickens trying to find copies of the game so we could decide what we were going to print, when and how. At some point we'll get ourselves sorted out, and try to put RQ back where it belongs, back near the top of the gaming ladder. It will take a bit of time - and we have a number of other games working their way through production at the moment - but we'll keep you informed as to the latest developments.

And, spinning round on the spot, be aware that White Dwarf is now looking for top-drawer RQ submissions, so get your fingers on your typewriter keys, and get going (actually, of course, we never stopped looking for top-drawer RQ material, but some people didn't quite understand that). This is *RQIII* we're talking about, by the way, for those people who like to keep their systems separate.

Any other games you want us to send our contract-hungry negotiators out after?



Paul Cockburn

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AD&D, Kings & Things, Call of Cthulhu, and Jorune*

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“Ere, Cockburn, why don't you - ”
 Not now, kid, I've got this editorial to write.
 Fresh home in the Chaos-carpeted vaults of the WD editorial office, I've been thinking about all the “Why don't you...” questions we were asked by discerning citizens at *Games Day*, the annual jamboree in London where gamers from all over the country gather to meet the famous, the infamous and to find out all about their favourite games, and why no-one has brought them out yet. It looks like there is no end to the demand for new games, and to the potential for new games, and to the new games that someone is working on *somewhere...* And that's going to make life even harder for we poor, over-worked WD slaves, as we try to find space for them all. Ho hum. Well, just to cut back on the tailback a little, we're going to push a small prezzie your way next month - a bigger Dwarf! Yep, eight extra pages for the same price, and not just extra advertising either. Amazin'. Now then, where did that kid with the *Dogtanian rpg* go??



Paul Cockburn

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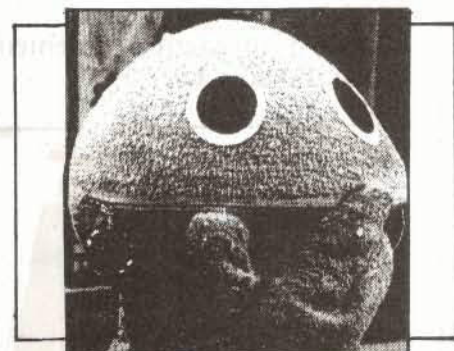
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Quick, quick, you must listen... I've something very important to tell- oh no! He's *here!* Not so soon, not so soo
 AAAAIIIIIIIIIIIIIIIIIIIIIIIIII... *squeek...*


 Paul Cockburn

Yes, it's that time of the month again. A New *White Dwarf*. A New *White Dwarf* Editor. OK, confession time. Paul was, in fact, a Sweep-lookalike glove puppet and I have been the editor all along.

All that aside, in keeping with the policy of Getting Things Wrong on WD, this issue does not contain an extra 8 pages. Sorry. We're saving them for something special in a couple of months. But to make up for the (unavoidable) delay, we have printed some maps for a *Paranoia* adventure. Maybe not the right maps, but...

Oh, and by the way, Merry Christmas.


 Mike Brunton

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WHITE DWARF

ISSUE 85 JANUARY 1987

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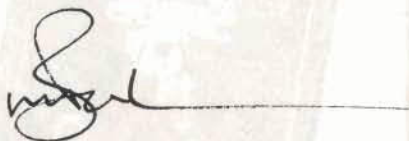
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One of the many problems in editing *White Dwarf* is deciding what game systems to cover. For everybody who is riotously happy that you printed a single adventure for, say, *Judge Dredd*, somebody else moans that you are turning into a JD magazine. Aargh! And the list of different games that need coverage seems neverending.

Take *RuneQuest*, for example. Now there's a new UK printing and the price is down to something reasonable (think kindly of the RQ pullout in the middle, it gave you a larger *White Dwarf* than normal). RQIII will again become a semi-regular part of WD.

If this issue of *White Dwarf* looks like a *RuneQuest* magazine, rest assured that next month, it'll probably look like a *JD* magazine, or an *AD&D* magazine, or a *Paranoia* magazine, just as it usually does... The intention, though, remains the same: to cover as many games as possible in the best way possible.

All that aside, this is also the last issue of *White Dwarf* to include a film review column. Given the Readers' Poll response, WD and Colin Greenland decided that the time had come to hang up the intermission Maltesers bag and call it a day. Both Colin and Alex Stewart deserve thanks for the work that they put in on 2020 Vision.



Mike Brunton

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WHITE DWARF

ISSUE 86 FEBRUARY 1987

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Issue 86 of **White Dwarf** started during December when *Mike Brunton* sat down and decided what the magazine would include. With the assistance of *Marc Gascoigne*, the text was prepared for *Julie Weaving* and *Gail Morgan*. They entered it into the phototypesetting machines. The text was sent back to Mike and Marc for proofreading, so that (in theory) all the mistakes would be corrected. Hmm. *Alan Merrett* came downstairs to ask how **Dwarf** was going.

While that was going on text lengths were calculated and the words were handed over to *Charlie Elliott*. He worked on the design of the pages - where the text and illustrations would fall.

John Blanche chose the artists for the various articles and to suit Charlie's designs. John also chose the cover picture: 'Trey of Swords' by *Rodney Matthews*.

Every once in a while *Bryan Ansell* (the boss) said 'Wouldn't it be a good idea if...' or 'I think so-and-so would be really good, you know...' We thought his ideas were quite good as well.

Ivor Chomacki spent a lot of time on the telephone selling the advertising space.

The commissioned artwork came back from *Martin McKenna*, *Euan Smith*, *Russ Nicholson*, *Brett Ewins* and *Aly Morrison*.

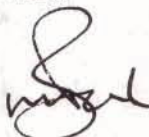
Copies of the piccies were made and given to Alan, along with Charlie's page designs, the corrected text and the hundred and one other bits needed to produce the magazine. Alan gave all the bits to *Mark Craven*, *Ian Varley*, *Ruth Jeffery*, *David Oliver*, *Joanne Podoski*, *Sue McLoughlin* and *Richard Wright*. They pasted-up the magazine. Mike came upstairs to ask how **Dwarf** was going.

At this stage sanity entered the proceedings, and WD was treated just like any other printing job: film-making, the mad rush to complete the last couple of pages, and then off to the printers.

All that work is publishing, and in WD's case it's done by *Games Workshop Limited*.

Finally, you got your copy.

Issue 87 of **White Dwarf** started when...



Mike Brunton

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The time's they are a'changing... and so is **White Dwarf**.

And part of this process is experimentation with what goes in *Dwarf* and the way it is presented. The 16-page adventure format, for example, allows us to put more material in than you might suppose - more than two smaller adventures put together, in fact. There's nearly as much in a WD 16-pager as in an ordinary 'module' you find sitting on a game shop shelves!

The 16-page *RuneQuest* adventure was a big hit - even with people who don't play RQ. The positive response to the *RuneQuest* adventure (even from non-RQers) has persuaded us that this size of feature is an idea worth carrying forward; not every issue, of course (well, not just yet), but on a regular basis.

These (and the other extras that *Dwarf* will be including in future) are going to make the next year quite interesting.

And besides all that, the 10th birthday issue is coming up as well!

This *Dwarf*, however, is special because we welcome a refugee and interloper from *Warlock*: Derek the Troll. I think you'll find this lovable little... erm... thingie from Lew Stringer a more-than-worthy addition. From now on, he'll alternate with Gobbledigook (see page 59 for more details!).

Now, I suppose, we need is somebody to write a 16-page Derek adventure with pull-out extra bits...

Mike Brunton

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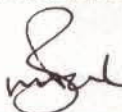
April is the traditional silly season for magazine editorials - the chance to tell the readers some outrageous whopper that has a ring of truth about it. I'm not going to do that at all. *White Dwarf* readers are more than bright enough to spot such an obvious ploy and ignore it.

So, I won't bother telling you that many of WD's staff are pixies (despite the fact that I can prove it), that a certain major games company is a front for the CIA and the KGB (no mean feat in itself) or that the entire gaming content of the magazine is going to be replaced by pictures of enormous... motorbikes. *And just what did you think I was going to say!*

You'd simply never believe any of that. Not in the April issue.

But perhaps you might believe that this issue sees the start of a wonderful new competition for *White Dwarf* readers. Each issue now contains a secret number of typographical errors - such as letters being swapped around. Count them up, and if this total is the same as the issue number of the cover of your copy of *White Dwarf* you could win this month's surprise star prize! Just to make the competition really exciting, each individual copy of *White Dwarf* will have a different number of mistakes.

Better than a silly Bingo game, isn't it? And there's your first free typo! Everybody gets that one, though... Now all we need is somebody really delightful, attractive and charismatic to give away the prize.



Mike Brunton

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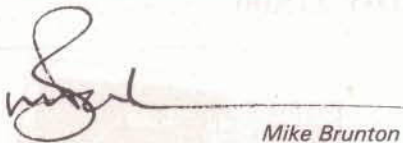
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We're giving away £2000 this issue. Well, sort of giving away £2000. On the centre pages you'll find the details of what has to be the biggest and best competition that *White Dwarf* has ever run. £2000 worth of Citadel Miniatures (the winner gets £1000 worth of models; four runner-up get £250 worth each) will almost certainly rupture a small pack elephant. But go on, have a go at the *Ravens Madness Giveaway*. You'll have to provide your own pack elephant to take the prize away though. And we *don't* want to hear about how the winner managed to balance the whole lot on the top of a Thrud...

And now for something completely different. Next issue, *White Dwarf* changes. It's our tenth birthday, after all, and a small celebration is in order. *Yippeee!* That's enough for now.

Anyway, WD90 will be larger: an extra 16 pages of articles, features and adventures! Cool! That's 25% bigger than at the moment, and all of it about games, which has to be rather spiffy news, what?

The less spiffy news is that the cover price has to rise to £1.25. But, as I'm sure the statisticians among you will realise, 80 pages means you get a whole lot more magazine for your money - and who knows what extra bits we're going to be including in the future...



Mike Brunton

The Editor and publishers of *White Dwarf* would like to apologise unreservedly to Greg Costikyan and West End Games for the tone and content of remarks made in *White Dwarf* 87 concerning *The Price of Freedom*.

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'Happy Birthday to Dwarf, Happy Birthday to Dwarf, Happy Birthday Dear Dwarf...'
 Ahmmm. Sorry.

Ten years ago *White Dwarf* 1 arrived in my letter box. It was, quite simply, amazing. For the princely sum of 50p I got 24 black and white pages about these marvellous games that I 'wasted' my time on. This was not, I hasten to add, my term.

Issue 1 was great. It covered all two roleplaying games that I (and virtually everybody else) owned: *D&D* and *Metamorphosis Alpha*(?)... There was even the infamous Pervert D&D character class.

Then came the problem of waiting for two months until *White Dwarf* 2 turned up. While waiting it was possible (just) to find the other games player within 100 miles and compare notes on how good, bad, indifferent and/or utterly appalling *White Dwarf* had been. There might be more gamers now, but *some* old habits don't change, you know.

Other things have changed. There's the obvious stuff like the size of the magazine, the number of people who play games and read *White Dwarf* and the sheer number of games available. The choice has become staggering in under ten years.

Roleplaying games - indeed, the whole games hobby - was assumed to be a cult that would explode and then die away again just as quickly. It hasn't quite behaved in the way that it should and, ten years after the start of the best (OK, a touch of immodesty never hurt anybody) roleplaying magazine, games are still going strong.

Right, 20 years here we come!
 'So, what do we do for WD100 then?'



Mike Brunton

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