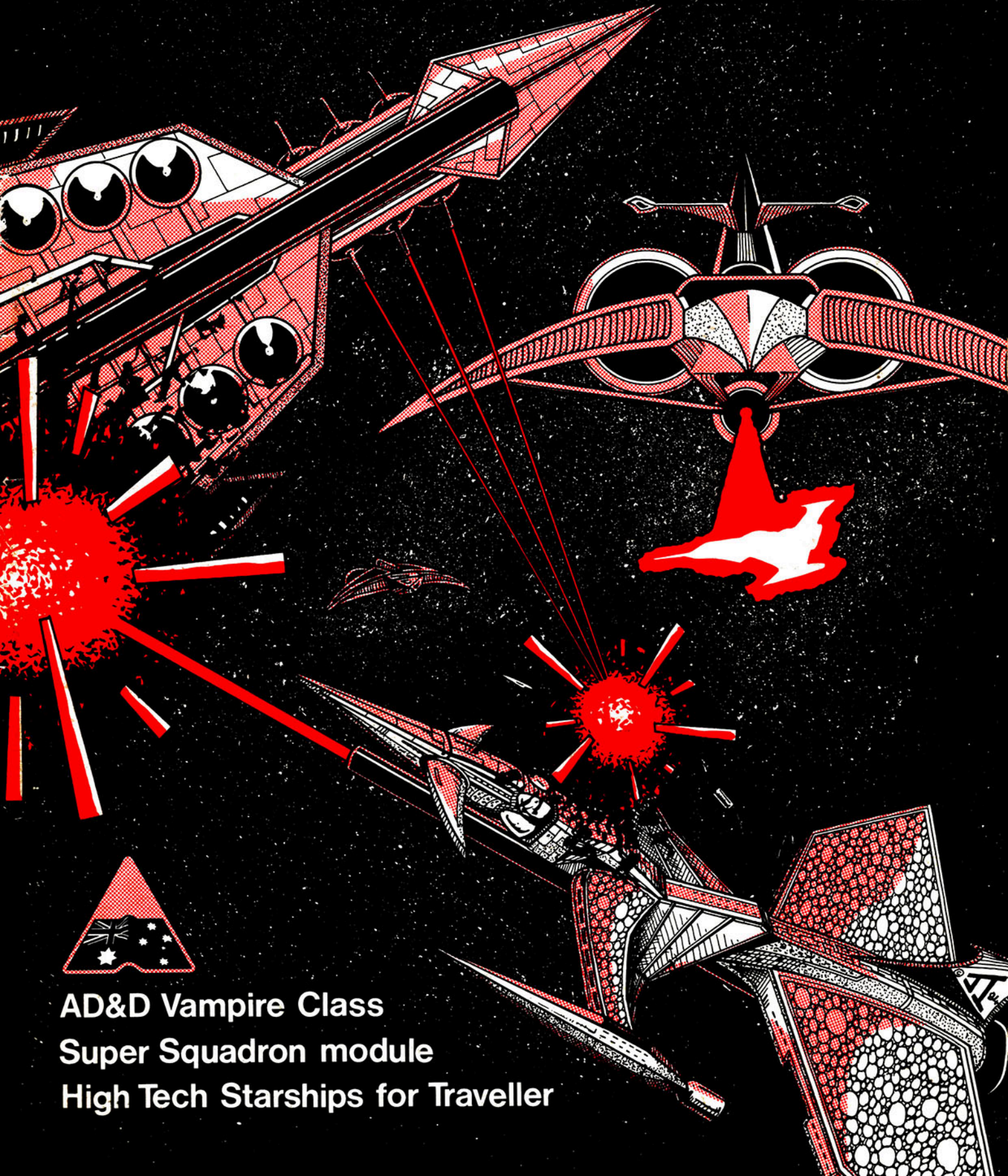


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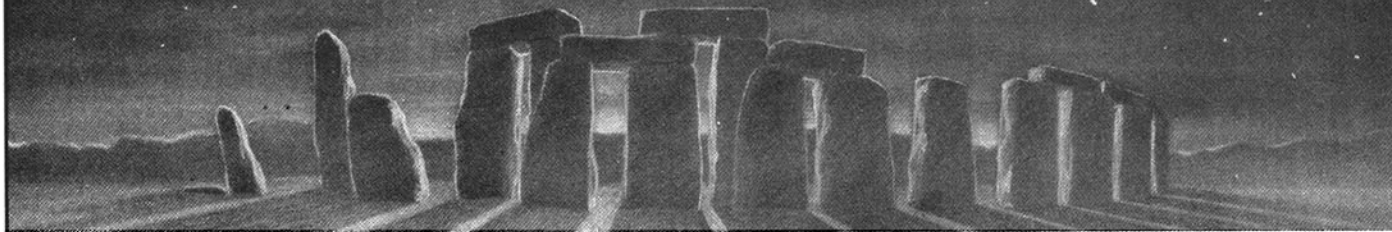
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AD&D Vampire Class
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High Tech Starships for Traveller

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Contents

Issue Number 2 Spring 1984

- High Technology Starships (16-30)** — 4
by Joseph Italiano
- AD&D Vampires** — 15
by Andrew South
- Strips** — 17
by Peter Hughes
- How to get more from your game** — 20
by Joseph Italiano
- Priests and Paladins for Dragonquest** 22
by Martin Dick
- News and Rumours** — 25
by Greg Ingram
- Adventure** — 26
by Alan Greenway



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Editorial

Welcome to Multiverse two. The most obvious feature of this issue, is our new standard future format. This new A4 size gives us greater flexibility and of course added content.

Contrary to prior announcements, Multiverse will be published quarterly and not three times a year as previously announced. (October 31st being the deadline for the next issue). In addition, this and future issues will be distributed internationally.

We intend to have a number of regular features in each issue. These will include; comic strips, of varying length; a news column featuring both Australian and overseas gaming news; a mini-adventure based on one of the major role playing systems; and other minor features.

One of the most satisfying aspects of producing a magazine, is the readers written response to it. It gives us some idea of what you would like to see in the magazine, and how well we have fared to date. We will include a letters column in future issues, so don't hesitate to write to use on **any** topic you wish. We also welcome any submissions from you, the readers, on any aspect of RPG's that you would consider to be of interest to other gamers in Australia and overseas.

The Australian gaming community is finally coming of age. Last year, within the space of six months, three new Australian produced games were released, breaking the drought in local games production, which had begun in 1976. These being; the highly acclaimed "Empire at Arms" by the Australian Design Group; "Super Squadron" by Adventure Simulations and the "Reach for the Stars" computer game by Strategic Studies Group, each representing one of the three major gaming fields. Also, with the success of the play-by-mail companies; "Game Systems" and "Chameleon Games", and the decision by Jedko to recommence production of the new boardgames, means that for the first time, the Australian gamer is now able to obtain a locally manufactured range of game products, instead of ones produced under license overseas.

We already have four established conventions; "Phantastacon"; "Arcanacon"; "Canberra Wargames Convention" and "Tin Soldier Trophy". The gaming scene is expanding at a phenomenal rate with the second half of 1984 seeing the premiere appearances of; "Kingcon"; "Sagacon" and "Necronomicon". We are entering a new age in Australian gaming, and Multiverse is proud to be a part of it.

Toni Teolaa

 **ADVENTURE SIMULATIONS**

Staff: Martin Dick; Peter Hughes; Joseph Italiano; Toni Teolaa and Alan Greenway.

Contributors in this issue are: Mark Angeli; Allison Cowling; Martin Dick; Alan Greenway; Peter Hughes; Greg Ingram; Joseph Italiano; Robert Jan; Andrew South and Toni Teolaa.

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High technology in Traveller has always been restricted to the levels of Imperium maximum, with occasional references to the miraculous high tech of the Ancients. Every now and then, a scenario will provide a high tech artifact, far beyond standard levels, but there has never been anything to actually illustrate technology as high as the ancients displayed.

Although many people may wince at the thought of actually defining high technology, it's rationalization is only award because we define it in our meagre scale. In the cases of technological achievements over tech level 20, low tech cultures gauge every achievement as a tech level increase, rather than realise that technological achievements increase in a dramatic geometric progression. Effectively, all achievements from tech 20-29, actually only comprise one tech level, the increases being in decimal. That is, tech 21 is 20.1; 22 is 20.2; 23 is 20.3, etc.. These increases appear to low tech cultures as many levels instead of many aspects of one level. This progression accounts for the 'slower' progression of the computer models.

Unlike the Ancients, the technology progression detailed here only follows one line development. The new weapons and defenses are on extended developments of existing Imperium systems, or extrapolations of expected and projected Traveller developments.

Like every weapon system, many become obsolete or ineffective when surpassed by superior technology. Taking this principle in account, the weapon systems devised have an effective life span or usability range of five tech levels. After that period, the weapon system becomes dated, unless matched by new technology. Strange as it may seem, even the Imperiums top line battlecruiser with a meson T, is useless against a military tech 20 starship, even ignoring the computer differences.

The other item of note, which we also took into account, is that systems always seem to be developed in short spurts. Every so often, a breakthrough will occur and a number of new systems of variants will emerge, as seen by the various tables.

In all other respects, the new weapon systems operate in standard Traveller terms. In some cases the tables have just been extended to accommodate the new developments.

NEW SYSTEMS CHRONOLOGY AND OPERATION EXPLANATIONS

Tech Level 16

The first major development is the introduction of Disintegrators. Disintegrators are simply an extended advancement of the conventional Nuclear Damper. They operate by causing a suppression the strong nuclear force in the atomic nucleus and thus causing the matter it is focused on to disintegrate.

Tractors are also introduced at this level. They are an advancement of the Repluser system. They generate a gravity warp around the opponent, dragging them towards it. This drag effect, slows the manoeuvrability of the opponent, thus giving an effective decrease to their agility.

Tractors operate on the following system. They roll to hit as does any weapon, but they do not actually do any damage. For each factor or tractor, the tractor can seize upto 2000 tons. This is in an attempt to hold and reduce the crafts movement ability. The actual agility loss is proportionate to the tractor pull vs the target size as follows:

$$\frac{\text{Tractor Tonnage Pull}}{\text{Victim Tonnage}} = \text{Agility Loss.}$$

Round down to the nearest full number. (This means it is possible that a single tractor is useless). Multiple tractors can be used in conjunction to increase the tonnage pull. Tractors can also be used as equivalent factor repulsors. Repulsors (or reversed Tractors) can be used to cut Tractor Beams, see the combat matrix.

Tech Level 17

After the initial breakthrough with disintegrators, a defense against them is developed, the disintegrator screen. The disintegrator screen is an extension of the nuclear damper designed to protect specifically against disintegrators. They operate in a similiar manner as disintegrators, but counter the disintegration force by increasing the strong nuclear force in the nucleus and thus preventing the disruption of matter.

Anti-matter becomes available for use at this time. Not only can the forces involved now be harnessed for massive destructive forces, but they are adapted as a new fuel source. A controlled reaction provides an almost infinite energy source, and the need for excessive volumes of space is made obsolete. The anti-matter energy source is now incorporated within the actual drive or power plant.

Anti-matter missiles are also developed. They utilise the nuclear reation between anti-matter and matter to achieve almost 100% liberation of energy of the mass in the missile, instead of only a few percent in the conventional nuclear weapon. This produces a more intense explosion. As anti-matter missiles ignore conventional nuclear dampers, they become an extremely deadly weapon.

Although matter transport is actually discovered at tech level 16, it is not until now that its military properties become fully utilized. As described in adventure 12, "The Secrets of the Ancients", there are three types of matter transport. The logical extension of matter transport as described here, involves the instantaneous transport of matter from origin point to target. The system used here, is an extension of the jump engine principles. However to assume instantaneous transport (unlike jumps), and some degree of success, all bay missiles are teleported to the immediate exterior of the target. To teleport within the target, can result in intersection of matter and failure to detonate. Missiles that miss, (a roll to hit is still required), are assumed to have been teleported out of range. As missiles are teleported into the targets immediate vicinity; sand, repulsors and energy weapons do not have enough time to react and counter them. Even if they did react quickly and hit the missile, the missile would still detonate within range

of the target. However, disintegrators may be used against incoming teleported missiles. When the disintegrators hit, the missile is totally vaporised and can not detonate. Only bay missiles use matter transport, turret missiles are fired in the conventional manner.

Tech Level 18

Although artificial intelligence is created at tech level 17, it is not fully developed until now. The primary advantage of artificial intelligence for military usage, is the effective human crew reduction. Intelligent robots, mostly non-mobile built in units, now constitute the crew of starships. Only the command personnel are human, and only they require staterooms. Although the robots do not require staterooms, the cost for the robots is calculated at the same rate that it would cost to provide them staterooms, that being 250000 Cr each.

Tech Level 20

After some time, a defense against anti-matter missiles is discovered, the Proton Screen. Proton Screen suppress the charge in anti-matter, thereby converting anti-matter into normal matter before the missiles can detonate.

Tech Level 21

Repulsors and tractors are combined in the latest advancement to produce the Shaker. The shaker generates both an attractive and repulsive warp, in alternating sequences, thus literally shaking the target apart into pieces.

Tech Level 22

Defenses against the Shakers are quickly forthcoming in the form of stabilizer screens. Stabilizer screens are devices that stiffen the gravitational lines of force around the ship, thus making it harder for the changing forces of a shaker to penetrate the target. Tractors and repulsors will still operate in the area, as they do not attempt to make sudden changes in the vector of the gravitational field, but instead move with the vector.

Tech Level 25

After some time of luxury with anti-matter drives, the Neutralizer is developed. The neutralizer is an extension of the proton screen, which has been focused into a tight beam. It operates on the same principles as the proton screen, but is instead used as a weapon. Although the beam does no physical damage, if it hits any engine or power plant it will reduce the factor of the target as any other weapon. A successful hit neutralizes the anti-matter/matter reaction causing a loss of power. The Neutralizer ignores armour. The introduction of this weapon has even inspired some ships to be fitted with some hydrogen fuel tanks.

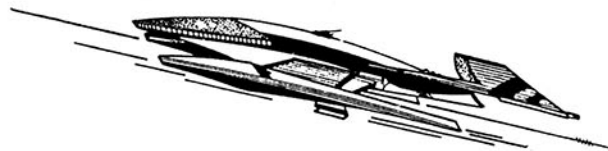
Tech Level 26

Although jump engines have been in existence for some time, it is only now that technology has advanced enough to develop the engine into a weapon, the Wave Motion Gun. The Wave Motion Gun generates a field of jump space around the target area.

It randomly projects particles within the target into jump space causing the target damage. As the Wave Motion Gun projects an area field, a fast moving target does not gain the full standard adjustment for agility, but instead only receives half of its agility bonus, (rounded up).

Tech Level 27

After the development of the Wave Motion Gun, a defense against it is almost instantly developed, the Space Damper. The Space Damper is an incredibly advanced development of the jump drive. It creates a field in which the energies used to warp space to gain entry into jump space, can not operate. When in use, it reduces the effectiveness of the Wave Motion Gun by hindering the energies it projects. However, the ship using the Space Damper will have an increased difficulty in attempting to execute a jump while the Space Damper is operating. Any ship attempting to jump while operating its Space Damper has the factor of the Damper added to its mis-jump chance. (A mis-jump occurring on a 12+). However, unlike a conventional mis-jump, a mis-jump that occurs while a Space Damper is operating should be made more extreme. The mis-jump should be at least some 1d6 hundred parsecs, if not to another dimension.



STATISTIC CODING

With all the new weapon systems, an extension of the Universal Ship Profile (USP), is required. The additional information should be included between the last two section entries of weapons and fighter squadrons, in the following format.

1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Explanation of coding:

- 1 = Laser
- 2 = Energy Weapons (Plasma or Fusion)
- 3 = Particle Accelerator
- 4 = Meson Gun
- 5 = Missiles (Nuclear or High Exp)
- 6 = Disintegrators
- 7 = Missiles (Anti-Matter)
- 8 = Shakers
- 9 = Neutralizers
- A = Wave Motion Gun
- B = Tractors
- C = Disintegrator Screen
- D = Proton Screen
- E = Stabilizer Screen
- F = Space Damper
- G = Fighter Squadrons

SCENARIO OPTION

One method of introducing a high technology ship into your standard campaign, is to have one that misjumped due to an operational Space Damper. A group of players could utilise the ship without need for additional characters, as only the command personnel are needed. Although the thought of such a powerful ship in the hands of players might seem horrific, remember that this is only for a short time. Not only will the Imperium and even the Zodani want the ship and hound them, (suicidal thought this might be), but almost every fortune hunter will attempt some form of deception. Although the players may have everything their own way for a while, once the ship is due for maintenance (one per year), which could anytime from when the players appropriate the vessel, things will begin to go wrong. Players will not be able to find any way of servicing and maintaining a tech 27+ ship. The technology does not exist in the Imperium sphere. Ship components will begin to deteriorate, factors of systems will drop or fail entirely. At best, the players will be able to patch things together for a few days, even with ridiculous skills of 10 plus. Should anyone actually capture the ship from them, it would take many years to even understand the basic operations of the ship from them, it would take many years to even understand the basic operations of the ship, let alone duplicate it. This will give both you and your players plenty of time to determine the fate of the ship. The players may be able to retrieve it, or the Imperium may simply have an accident and lose the vessel. If you don't want anyone else to appropriate it, and the players are about to lose it, another identical mis-jump, (with or without the space damper operating, as the ship would be in a bad state of disrepair), could conveniently occur and send the players back into the ship's origin point. The players' problems begin anew, under different circumstances. Their ship would obviously be a military vessel, and probably belonged to the losing side of a galactic war. Whether the war continues to rage, has been resolved or has resulted in mass genocide is up to your tastes. If the 'other' side won, it was probably because they had higher technology! To compound these problems, the players have to find some way back home, some hundred of parsecs away if their lucky, or another dimension if they are not.

Percentage-based Fuel Purification

TL	% of Fuel	Minimum	Cost/ton
8	0.50	10	4000
9	0.45	9	4222
10	0.40	8	4500
11	0.35	7	4857
12	0.30	6	5333
13	0.25	5	6000
14	0.20	4	7000
15	0.15	3	10000
16	0.10	2	15000
17*	0.05	1	20000

Percentage of fuel required as shown as a fraction of 1%. Cost is in Cr.

*For primitives that don't use antimatter drives.

FUEL REQUIREMENTS

Jump Drive: 10% of ship size in tons per jump number of ship capability. This allowance supplies fuel for one jump of that number.

Power Plant: One ton per energy point produced. This allowance supplies four weeks of activity on both the maneuver drive and the power plant. No fuel volume is required at tech 17+, as you use anti-matter reactors.

COMPUTER MODELS

Model	MCr	Ton	Capacity	Ship	TL	EP
1	2	1	2/4	6	5	0
1fib (A)	3	2	2/4	6	5	0
1bis (R)	4	1	4/0	6	6	0
2	9	2	3/6	A	7	0
2fib (B)	14	4	3/6	A	7	0
2bis (S)	18	2	6/0	A	8	0
3	18	3	5/9	D	9	1
3fib (C)	27	6	5/9	D	9	1
4	30	4	8/15	K	A	2
4fib (D)	45	8	8/15	K	A	2
5	45	5	12/25	P	B	3
5fib (E)	68	10	12/25	P	B	3
6	55	7	15/35	R	C	5
6fib (F)	83	14	15/35	R	C	5
7	80	9	20/50	Y	D	7
7fib (G)	100	18	20/50	Y	D	7
8	110	11	30/70	—	E	9
8fib (H)	140	22	30/70	—	E	9
9	140	13	40/90	—	F	12
9fib (J)	200	26	40/90	—	F	12
10 (K)	200	15	50/110	—	G	15
10fib (L)	300	30	50/110	—	G	15
11 (M)	300	17	60/130	—	H	18
11fib (N)	400	34	60/130	—	H	18
12 (P)	400	19	70/150	—	J	21
12fib (Q)	500	38	70/150	—	J	21
13 (T)	500	21	80/170	—	K	24
13fib (U)	600	42	80/170	—	K	24
14 (V)	600	23	90/190	—	L	27
14fib (W)	700	44	90/190	—	L	27
15 (X)	700	25	100/210	—	W	30
15fib (Y)	800	50	100/210	—	W	30

DRIVE POTENTIAL TABLE

	Drive Number										
	1	2	3	4	5	6	7	8	9	10	11
Maneuver	2	5	8	11	14	17	20	23	26	29	32
Jump	2	3	4	5	6	7	8	9	10	11	12

Number is percentage of ship required.

DRIVE TECH LEVEL TABLE

	Drive Number										
	1	2	3	4	5	6	7	8	9	10	11
Maneuver	7	7	8	8	8	9	17	18	19	20	30
Jump	9	11	12	13	14	15	16	17	18	19	29

Number is minimum tech level required.

POWER PLANT TABLE

Percent times Pn	Tech Level						
	7-8	9-12	13-14	15-16	17-19	20-29	30+
	4	3	2	1	½	¼	⅛

Number is percentage of ship tonnage (times Pn) required to produce a power plant of the desired size.

DRIVE COST TABLE

	Drive Number							
	1	2	3	4	5	6	7-10	11
Maneuver	1.5	0.7	0.5	0.5	0.5	0.5	0.7	1.0
Power Plant	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
Jump	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.5

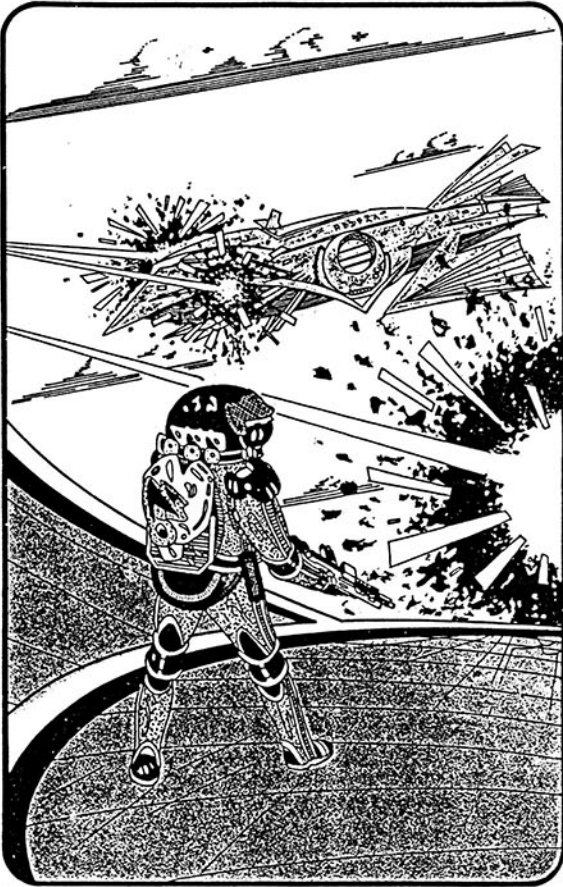
Number is cost in millions of credits per ton of drive installed.

HULL ARMOR

Tech Level

Percent of ship	7-9	10-11	12-13	14-15	16-17	18+
	4+4a	3+3a	2+2a	1+a	1/2+1/2a	1/4+1/4a

Formula indicates percentage of ship required for armor (a is desired armor factor). Cost is MCr 3+1a per ton.



MAJOR WEAPONS

Particle Accelerator

USP Code	Tonnage	Tech Level	Cost (MCr)	Energy Points
A	5500	8	3500	500
B	5000	9	3000	500
C	4500	10	2400	500
D	4000	11	1500	600
E	3500	12	1200	600
F	3000	13	1200	600
G	2500	14	800	700
H	2500	15	500	700
J	5000	10	3000	800
K	4500	11	2000	800
L	4000	12	1600	800
M	3500	13	1200	900
N	3000	14	1000	900
P	2500	15	800	900
Q	4500	12	2000	1000
R	4000	13	1500	1000
S	3500	14	1200	1000
T	3000	15	1000	1000
U	2500	16	1000	1100
V	2000	17	800	1100
W	1500	18	600	1100
X	1500	17	1000	1200
Y	1000	18	800	1200
Z	1000	19	600	1300

Meson Gun

USP Code	Tonnage	Tech Level	Cost (MCr)	Energy Points
A	5000	11	10000	500
B	8000	11	12000	600
C	2000	12	3000	600
D	5000	12	5000	700
E	1000	13	800	700
F	2000	13	1000	800
G	1000	14	400	800
H	2000	14	600	900
J	1000	15	400	900
K	8000	12	10000	1000
L	5000	13	3000	1000
M	4000	14	800	1000
N	2000	15	600	1000
P	8000	13	5000	1100
Q	7000	14	1000	1100
R	5000	15	800	1100
S	8000	14	2000	1200
T	7000	15	1000	1200
U	8000	16	2000	1300
V	7000	17	1200	1300
W	5000	18	1000	1300
X	8000	17	2000	1400
Y	7000	18	1200	1400
Z	5000	19	800	1500

Disintegrators

USP Code	Tonnage	Tech Level	Cost (MCr)	Energy Points
A	4500	16	10000	800
B	4000	17	5000	800
C	3500	18	2000	800
D	3000	19	800	1000
E	2500	20	600	1000
F	2000	21	400	1000
G	4500	17	10000	1200
H	4000	18	5000	1200
J	3500	19	1000	1200
K	3000	20	800	1400
L	2500	21	600	1400
M	4500	18	10000	1600
N	4000	19	2000	1600
P	3500	20	1000	1800
Q	3000	21	800	1800
R	4500	19	5000	2000
S	4000	20	2000	2000
T	3500	21	1000	2000
U	3000	22	2000	2200
V	2500	23	1200	2200
W	2000	24	1000	2200
X	2000	23	800	2400
Y	1500	24	700	2400
Z	1000	25	600	2600

Shakers

USP Code	Tonnage	Tech Level	Cost (MCr)	Energy Points
A	4000	21	10000	1100
B	7000	21	12000	1200
C	2000	22	3000	1200
D	4500	22	5000	1300
E	1500	23	800	1300
F	2000	23	1000	1400
G	1500	24	400	1400
H	2000	24	600	1500
J	1000	25	400	1500
K	7000	22	10000	1600
L	2500	23	3000	1600
M	2000	24	800	1600
N	1500	25	600	1600
P	7000	23	5000	1700
Q	5500	24	1000	1700
R	4000	25	800	1700
S	7000	24	2000	1800
T	6000	25	1000	1800
U	7000	26	2000	1900
V	6000	27	1200	1900
W	4500	28	1000	1900
X	7000	27	2000	2000
Y	6000	28	1200	2000
Z	4500	29	800	2100

Meson Screens

Code	Tech	Tons	Cost	EP
1	12	90	80	0.2
2	13	30	50	0.4
3	13	45	55	0.6
4	14	16	40	0.8
5	14	20	45	1.0
6	14	24	50	1.2
7	15	20	40	1.4
8	15	30	50	1.6
9	15	40	60	1.8
A	16	24	50	2.0
B	17	28	60	2.2
C	18	32	70	2.4
D	19	36	80	2.8
E	20	40	90	3.0
F	21	44	100	3.2
G	22	48	110	3.4
H	23	52	120	3.6
J	24	56	130	3.8
K	25	60	140	4.0
L	26	64	150	4.2
M	27	68	160	4.4
N	28	72	170	4.6
P	29	76	180	4.8
Q	30	80	190	5.0

Disintegrator Screen

Code	Tech	Tons	Cost	EP
1	17	120	100	0.3
2	18	40	70	0.6
3	18	60	80	0.9
4	19	20	50	1.2
5	19	25	55	1.5
6	19	30	60	1.8
7	20	25	50	2.1
8	20	35	60	2.4
9	20	50	70	2.7
A	21	30	55	3.0
B	22	35	60	3.3
C	23	40	65	3.6
D	24	45	70	3.9
E	25	50	75	4.2
F	26	55	80	4.5
G	27	60	85	4.8
H	28	65	90	5.1
J	29	70	95	5.4
K	30	75	100	5.7

Proton Screen

Code	Tech	Tons	Cost	EP
1	20	100	75	100
2	21	30	60	200
3	21	40	70	300
4	22	16	45	100
5	22	20	55	500
6	22	21	60	600
7	23	20	45	700
8	23	30	60	800
9	23	40	75	900
A	24	24	80	1000
B	25	27	85	1100
C	26	30	90	1200
D	27	33	95	1300
E	28	36	100	1400
F	29	39	105	1500
G	30	42	110	1600

Stabilizer

Code	Tech	Tons	Cost	EP
1	22	180	150	0.4
2	23	60	100	0.8
3	23	90	110	1.2
4	24	32	80	1.6
5	24	40	90	2.0
6	24	48	100	2.4
7	25	40	80	2.8
8	25	60	100	3.2
9	25	80	120	3.6
A	26	48	100	4.0
B	27	56	120	4.4
C	28	64	140	4.8
D	29	80	160	5.2
E	30	88	180	5.6

Space Damper

Code	Tech	Tons	Cost	EP
1	27	270	240	0.5
2	28	90	160	1.0
3	28	135	200	1.5
4	28	48	120	2.0
5	29	60	140	2.5
6	29	72	160	3.0
7	30	60	120	3.5
8	30	90	150	4.0
9	30	120	180	4.5



Attacking Tractor Factor

To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J
1	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
2	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
3	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
5	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
7	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
9	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
A	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
B	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
C	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
D	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13
E	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12
F	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11
G	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10
H	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9
J	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8
K	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7
L	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6
M	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5
N	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4
O	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3
P	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2
Q	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1

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MISSILE ATTACK TABLES

Missiles must achieve the to hit number (or greater) on two dice. If a hit is scored, then sand casters, beam weapons (laser and energy; each type uses the beam section), disintegrators, repulsors and dampers must be penetrated (throw the number shown or greater on two dice). Missiles that are launched via matter transport, can not be stopped by sand, beam weapons or repulsors.

HE (high explosive) missiles ignore Nuclear Dampers and Proton Screens. Nuclear Missiles that are stopped by Nuclear Dampers or Anti-Matter missiles that are stopped by Proton Screens have no effect.

DMs allowed to Hit:

- + relative computer size.
- target agility rating. (½ vs WMGs).
- + target size modifiers.

Energy Weapons: not allowed at long range.

Lasers: 1 at long range.

Missiles: 1 at short range, unless launched via matter transport.

Disintegrators: +1 at short range.

Tractors: +1 at short range.

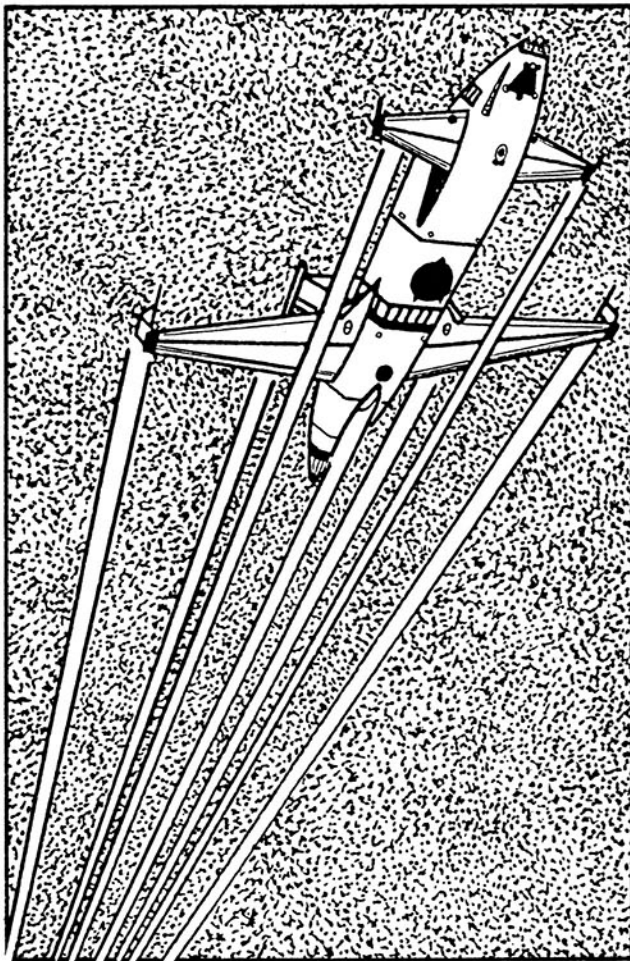
Neutralizers: +1 at short range.

DMs allowed to Penetrate:

- + relative computer size.

Energy Weapons: +2

Matter Transported Missiles: +4 vs Disintegrators only.



To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	9	8	7	6	5	4	3	2	1	1	1	1	1	3	2	2	2	2	2	1	1	1	1	1	0	0	0	0	0	0	-1	-1	-1	-1
To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	6	5	4	3	2	1	1	1	1	1	1	1	1	1	0	0	0	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-2	-2	-3	-3	-3	-3	-3
To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	6	6	5	4	3	2	1	1	1	2	2	2	2	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	6	8	8	7	6	5	4	3	2	1	1	1	1	1	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	8	8	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	8	16	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
To Hit:	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z	
	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16



SHIP DAMAGE TABLES

Die (2D)	Surface Explosion Damage Table	Radiation Damage Table	Interior Explosion Damage Table
2	Critical	Critical	Critical
3	Interior Explosion	Crew-1	Critical
4	Interior Explosion	Computer-4	Critical
5	Interior Explosion	Crew-1	Fuel Tanks Shattered
6	Maneuver-2	Computer-3	Computer-2
7	Fuel-3	Crew-1	Screens-3
8	Weapon-3	Computer-2	Jump-2
9	Maneuver-1	Computer-2	Power Plant-2
10	Fuel-2	Weapon-4	Crew-1
11	Weapon-2	Computer-2	Computer-1
12	Maneuver-1	Weapon-3	Screens-3
13	Fuel-1	Computer-1	Jump-1
14	Weapon-1	Weapon-2	Power Plant-1
15	Weapon-1	Computer-1	Computer-1
16	Fuel-1	Weapon-2	Screens-1
17	Weapon-1	Weapon-1	Jump-1
18	Weapon-1	Weapon-1	Power Plant-1
19	Fuel-1	Weapon-1	Screens-1
20	Weapon-1	Weapon-1	Jump-1
21	Weapon-1	Weapon-1	Power Plant-1
22+	No Effect	No Effect	No Effect

Use this column for:

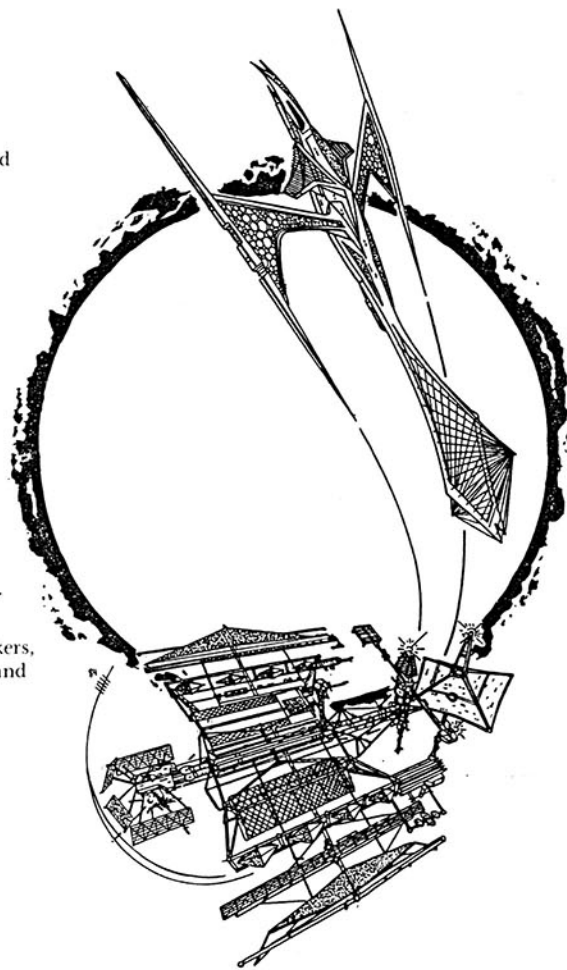
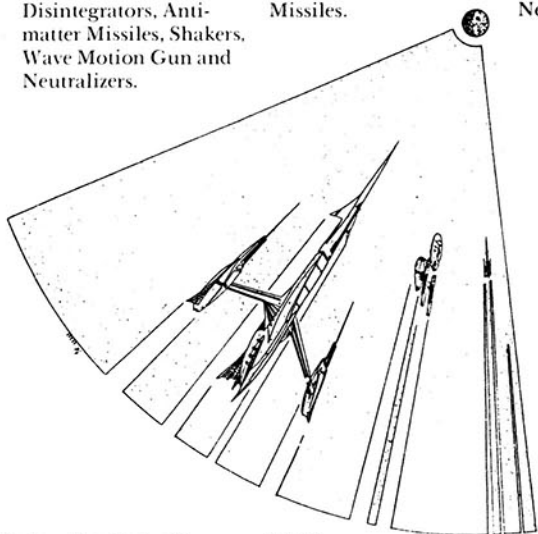
Energy Weapons; Lasers, HE and Nuclear Missiles, Particle Weapons, Disintegrators, Anti-matter Missiles, Shakers, Wave Motion Gun and Neutralizers.

Use this column for:

Particle Accelerators, Nuclear Missiles, Meson Guns and Anti-Matter Missiles.

Use this column for:

Meson Guns, Disintegrators, Shakers, Wave Motion Gun and Neutralizers.



DMs for the Ship Damage Tables:

1. Apply armor of the defending ship as a +DM against all weapons on the surface explosions table and all but meson guns on the radiation damage tables.
2. If the weapon inflicting the hit has a factor of 9 or less, apply a DM of +6.
3. If the weapon inflicting the hit was a nuclear missile, apply as DM of -6 on surface explosion damage.
4. If the weapon inflicting the hit was a pulse laser, apply a DM of -2.
5. Rolls resulting from other rolls (for example, interior explosion caused by surface explosion) are unmodified.
6. If the weapon inflicting the hit was an anti-matter missile, apply a DM of -12 on surface explosion damage.
7. As the Wave Motion Gun affects an area of space, the target ship only sessions half their agility bonus on defense, rounded up.
8. Neutralizers ignore armour, but only damage power plants or engines.

Spinal Mounts: All spinal mount weapons which hit and penetrate inflict one extra damage roll (on each appropriate table) for each letter by which their size exceeds 9. For example, a particle accelerator with a code of A gets 2 rolls on both the surface explosion and radiation tables; a factor of B receives 3 rolls, etc. The number of extra rolls is reduced by one for each factor of armor the target ship has, (but a weapon always gets on roll). Meson Guns, Stabilizers or Wave Motion Guns are not reduced by armour on any table.

If the size code of the Disintegrator is greater than the size or the target ship, the ship is instantly vapourised. This applies to all Disintegrators of all codes, including those under size A.

Shakers, unlike other spinal mounts, do not inflict a number of critical hits equal to the size difference of the mount and target size. Instead, they inflict a number of interior Explosion hits on the same principle. However, *all* Shaker spinal mounts always inflict at least one Interior Explosion damage roll, if they hit.

Thanks to Martin Dick for his rationalizations and suggestions for some of the new systems.

Special thanks to Marc Miller for allowing us to reprint the relevant tables from Book 5, High Guard, which accompany this article.

by Joseph Italiano

AD&D Vampires

There is little doubt that the vampire is amongst the most fascinating of all the numerous creatures to be found in an AD & D universe. Unfortunately, it is also one of the most lethal a player can encounter. This severely limits the use of the vampire in low to medium level campaigns (such as my own). This was the dilemma which confronted me when one of my players and several of his powerful NPC friends managed to encounter a vampire in the wilderness. With some trepidation, I allowed the encounter to take place, only to find that (with some difficulty) the vampire succeeded in destroying the entire party. Understandably, the player was somewhat put out, and inquisitive as to the chances of returning as a vampire.

I decided that something had to be done about vampires in general. In the end, I decided that the creatures would form some sort of dark cult, becoming more powerful as more of the soul is claimed by the powers of darkness. In my campaign, vampires are servants of Camazotz, God of the Night. He was once a servant of Orcus, but broke with his master and has since become a lesser god in his own right. Many of his clerics are themselves vampires. This approach to vampirism can be fun, as the DM can have the player perform all manner of peculiar rituals to advance a level once the requisite number of experience points have been obtained. One of the most amusing sessions of D & D I have played was with the above player, attempting to con seven virgins to a place where he could sacrifice them in order to advance a level. At the time, he had not gained his ability to charm person.

The following should definitely not be over-used as a player character class, but only brought out if it is needed. If this system is used for player characters, then it is vital that it also be used for NPC's (which also allows the DM to place a lower level vampire in a scenario without too much guilt). Not to do this is to unfairly discriminate against the players.

So, if one of your players manages to get him or herself killed by a vampire, you might like to consider this alternate idea.

There are no special requirements for a being to become a vampire and no experience bonuses are received for vampires with high characteristic scores. Although half-elves and half-orcs may become vampires as well as humans, they are far less common. A vampire's alignment is always Chaotic Evil. Vampires attack and save as monsters.

VAMPIRES TABLE I:

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Turn As
0-2500	1	1	Mummy
2501-5000	2	2	Mummy
5001-10000	3	3	Spectre
10001-20000	4	4	Spectre
20001-40000	5	5	Spectre
40001-80000	6	6	Vampire
80001-120000	7	7	Vampire
120001-160000	8	8	Vampire
160001-up	9	8+3	Vampire



Strength becomes the minimum level if it is below that level. If it above that level, no change occurs.

Damage is the damage done by the mere touch of the vampire. A bite from the vampire will deliver this much damage.

Armor class is the armor class of the vampire without armor. It is conferred by the vampire's increasingly powerful bond with the Negative Material Plane.

VAMPIRES TABLE II:

Level	Strength	Damage	Armor Class	Regeneration	Level Drain	Charm Save	Special Abilities
1	13	1d3	9	—	—	—	A
2	14	1d4	8	—	—	—	B
3	15	1d6	7	—	—	—	C
4	16	1d6+1	6	1	—	—	D
5	17	1d6+2	5	1	—	Normal	E
6	18	1d6+3	4	1	1	Normal	F
7	18/01	1d6+4	3	2	1	-1	G
8	18/51	1d6+4	2	2	1	-1	H
9	18/76	1d6+4	1	3	2	-2	—

Regeneration is the number of hit points which may be regenerated in one round. This ability is not gained until 4th level.

Level drain is the life levels the vampire can drain from its victim by touch. A bite from the vampire will also serve to drain life levels. As save vs. death magic is applicable. At 9th level, 1 level is drained even if the save is successful. This ability is not gained until 6th level.

Charm save indicates the modifier on the save vs. the vampire's charming gaze. This save is vs. magic and success indicates no effect. Failure should be treated as a charm person spell. The vampire may use this ability once per round. This ability is not gained until 5th level.

Explanation of special abilities:

- A. Immunity to charm, hold, and sleep based attacks.
- B. The ability to polymorph into a large bat at will.
- C. Immunity to poison and paralysis.
- D. Half damage from cold and electricity based attacks.
- E. The ability to assume gaseous form at will. When the vampire reaches 0 hit points, he or she will now be forced into gaseous form rather than dying. To restore his or her corporeal form the vampire must return to his or her grave and rest for 8 hours.
- F. Immunity to normal weapons.
- G. The ability to summon and control 10d10 rats. The rats will arrive within 2d6 rounds. In places where rats are not present, bats may be summoned instead. In places where neither are present, nothing may be summoned.
- H. The ability to summon and control 3d6 wolves. The wolves will arrive within 2d6 rounds. In places where wolves are not present, nothing may be summoned.

VAMPIRES TABLE III:

Armor	Shield	Weapons*	Oil	Poison
None	None	Any	Yes	?

* Includes any magical weapons of the named type.

Vampires are servants of Camazotz, God of Night and Darkness. Upon being bitten by a vampire, the victim retains all his or her levels in previous classes,

but begins at 1st level as a vampire. No further progression in the victim's previous class(es) is possible until he or she reaches 9th level as a vampire. The victim's previous hit point total is retained until the accumulated hit points the victim has gained as a vampire exceed this amount. The higher hit point total for the character class or vampire is always the one which should be used. Vampires do gain constitution bonus, but are not treated as fighters for this purpose.

Vampires are subject to all the weaknesses described in the AD & D Monster Manual. That is, they will die if exposed to direct sunlight (but not a continual light spell). They will lose one third of their hit points each round they are within running water. A strongly present cross (holy symbol of Semele, God of Day and Light) will keep them at bay, and they may be turned as described earlier. Finally, vampires may also be permanently slain (even after reaching 5 level) by having a wooden stake placed through their heart, or by being decapitated and having holy wafers placed in their mouth.

Periodically, a vampire must fulfil his or her blood-lust. As the bond with the Negative Material Plane becomes stronger, this blood-lust naturally increases. Thus, a vampire must kill and drain the blood of one creature per level per month. Of course, animals are not as useful for quelling this lust as are humans. Animals will vary from being worth ¼ of a creature to ½ of a creature. In order to satisfy the vampire's blood-lust, kills must be made with a bite.

Though all vampires can create lesser vampires as soon as they gain their level draining ability (6th level), this is to be strongly discouraged in player characters, since a plague of vampirism is not healthy for a campaign. Once created, such vampires are under the control of their creator until he or she is either killed, rendered unconscious or into gaseous form, or if the controlled vampire becomes equal to or greater than their master's level of experience. A maximum of one vampire per two levels of experience can be under control at any one time. Creation of further vampires will result in all vampires under control being set free to do as they wish.

by Andrew South



KING CON

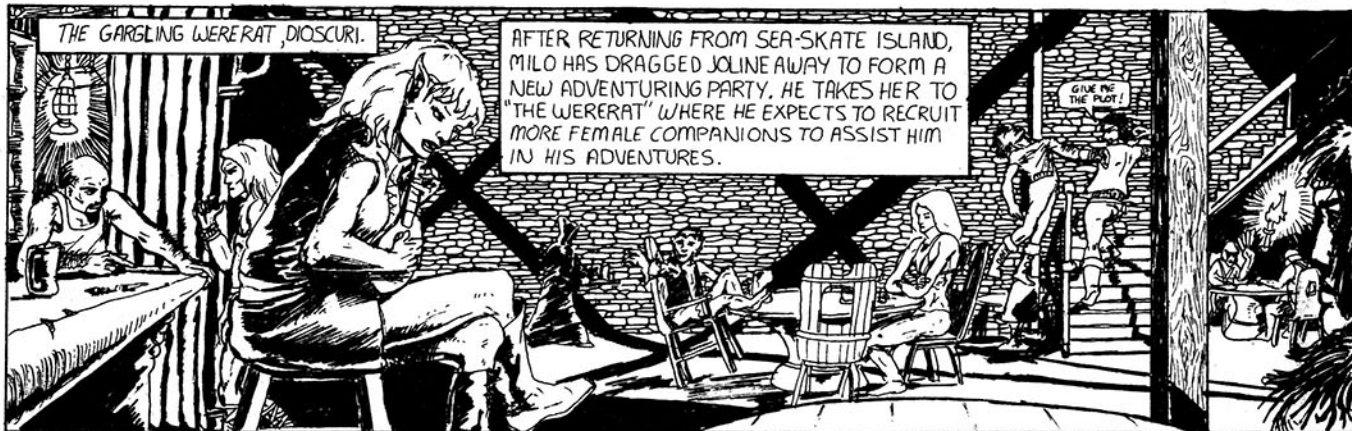
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GIVE ME THE PLOT!



WHAT DO YOU THINK OF HER?

I DON'T KNOW... I HAVEN'T BEEN ADVENTURING WITH A BARD BEFORE



AFTER INVITING KELESTINE TO THE TABLE FOR A DRINK, MILO BEGINS HIS SALES PITCH...

... MOUNTAINS OF GEMS, PILES OF GOLD AND JEWELRY AND PERFUME AND BLACK LACE...

... BANDAGES, SMELLY WATER, NO BATHS AFTERWARDS, COLD DUNGEONS, DARK ROOMS WITH MONSTERS, BLOOD, GORE, PAIN...



LATER.

HEY, PSSST!! LOOK, THERE'S MORE OF THEM!



I THOUGHT ALL THOSE WEIRDOS STOPPED MEETING IN THE SEWERS!

WHAT ARE THEY DOING DOWN THERE?

THEY'RE SEWER INSPECTORS?!



IT'S SMELLY! THAT'S BASH! OUCH!

SMASH! TEE HEE HEE WHERE'S THE TREASURE!



STOP IT!!

GHOSTS!!

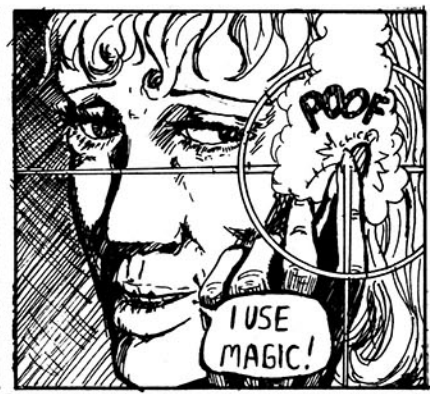
SPLASH!



Hmmm... BEAVER FUR!

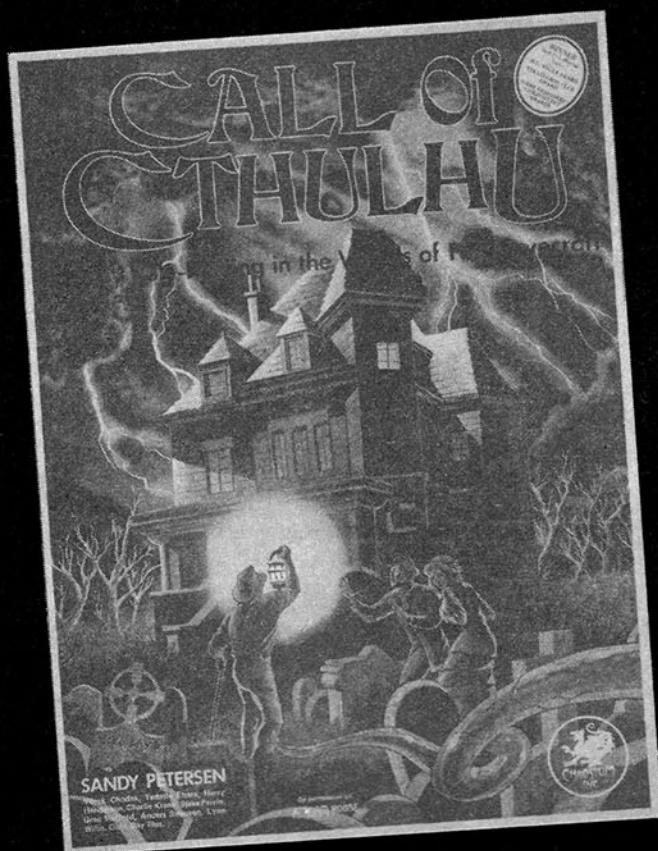
NO, NO LEFT.... RIGHT!! WHERE ARE WE?... WELL?... DID YOU SEE WHERE WE ARE?... GO FIND OUT YOU IDIOT!!... WELL!?... BEAVER FUR ???

THE RATS!



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CHARACTER GENERATION

After some discussions with various players, I have found that many people have either missed, or neglected a very interesting rule in Super Squadron. This being that the first power you roll, can be taken as automatic rerolls for every other power you have. That is, if you have four powers, and roll Flame Generation first, you can automatically take Flame Generation four times.

The major question asked here, is why do it? Firstly, characters with many powers sometimes find it hard to roll compatible powers. This would enable you to automatically have compatible powers.

Apart from the basic properties of reduced AP cost; more damage dice; increases in duration and range; or reduced savings throws that can be taken as facets of a multiple power, characters may also take related powers as abilities. This allows characters to automatically develop their characters, with compatible powers. Some players wrongly assume, that very few powers are worth taking multiple times. On the contrary, many powers are worth taking multiple times. If you consider the basic powers listed, you will find that many can be expanded with sub-abilities. Remember that the most powerful characters are not those with numerous powers once, but those with one power numerous times.

The more times a character has a power, then more divergent related powers can be taken. If a character only has a power twice, they should be restricted to the standard multiple power sub-abilities. If a character has a power three times, then related powers can be taken as sub-abilities. For characters with more powers, then more extreme related powers and sub-abilities can be taken.

The specific examples and applications are endless, but with some justification and simple logic, many sub-abilities can be developed. Some examples are given as guides below:



A. Related Powers

Darkness Generation

- Power 1. Standard Ability.
- Power 2. Light Control.
- Power 3. Heightened Senses, (light based) such as: Infravision; Microscopic Vision; Telescopic Vision; Ultraviolet Vision; X-Ray Vision or Vibratory Vision.
- Power 4. Energy Absorption for light/dark based attacks. This would include Flame Generations and Laser Beams. As this is only a limited form of Energy Absorption, type B should be given.

Environment Control

- Power 1. Standard Ability
- Power 2. Gravity Control
- Power 3. Weather Control
- Power 4. Air Generation

Mind Control

- Power 1. Standard Ability
- Power 2. Mind Powers such as: Telepathy or Lie Detection
- Power 3. Emotion Control
- Power 4. Phantasmal Forces
- Power 5. Astral Projection
- Power 6. Self Discipline

As shown, the more powers are taken, the more extreme the relationship between the original and related power.

B. Sub-Abilities

Regeneration

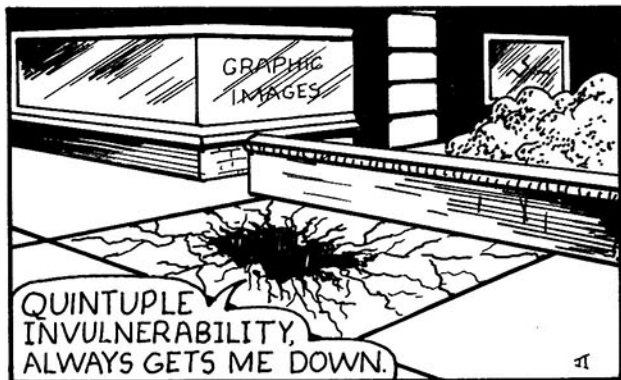
- Power 1. Standard Ability
- Power 2. Regeneration of Action Points
- Power 3. Degeneration Attack. An attack that drains Hit Points or Action Points. Beam Ability should do less than a hand-to-hand contact ability. Eg: 4d4/4AP hand-to-hand and 3d4/3AP Beam weapon.
- Power 4. Regeneration of bodily organic parts for both the character and others. 40AP per limb per week.

Mimic

- Power 1. Standard Ability
- Power 2. Beam Mimic attack. Contact is not necessary, but can be substituted by a beam weapon hit. Beam does no damage, but is not affected by Armour or Invulnerability.
- Power 3. Absorption. Powers mimiced, are temporary lost by the original character, while the mimiced player has them.
- Power 4. Transferral. Powers stolen can be permanently exchanged between the characters in question.
- Power 5. De-evolution. Powers mimiced are stolen permanently from the victim, although the mimicer does not retain them permanently

Invulnerability

- Power 1. Standard Ability
- Power 2. Invulnerability automatically kicks into action, whenever character is attacked, without the character expending an action to activate the power.
- Power 3. Reflected damage. If an opponents modified damage does not actually penetrate the Invulnerability, damage is reflected back. Eg.: bullets bounce back and hit them, blows hurt their hands, swords smash, etc.,



Of course, characters with multiple powers may take a combination of all the types of sub-abilities or powers and standard multiple power reductions. Characters can take increased damage, related power and related sub-ability. A combination example is given below:

C. Combination Abilities

Invulnerability

- Power 1. Standard Ability
- Power 2. Double Invulnerability, character takes one eighth damage. (Standard Multiple Power reduction).
- Power 3. Invulnerability automatically kicks into action. (Sub-Ability).
- Power 4. Density Control. (Related Power).

Any combination of these multiple power options can be taken by a character when they have multiple powers

Obviously some power are easier to expand than others, but if you examine your first power, with a little thought and creativity, you can develop some amazing characters.

Characters with multiple power, can also take physical manifestations of their powers and no additional expenditure. (GM's may wish to give these in variant forms as defects). For example, a character with multiple Flame Generation, could be perpetually covered in flames when active as a Superbeing. Characters with Armour multiple times, could have armour plated skin with in Superbeing form.

The most common characters with multiple powers, are those featured in comic books. Almost every major powerful comic character, particularly the recent wave of new creations, only have one power, an incredible number of times.

by Joseph Italiano



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Priests and Paladins for Dragonquest

One of the major shortcomings of the Dragon-Quest system is the lack of detail on the forces of the Powers of Light. In my campaign I have remedied this by developing a set of skills which are magical in effect, but which have the source of their powers in another area. Priests and Paladins are powerful skills but the restrictions on them balance this out. Members of these professions occupy a privileged position in society and have several advantages when interacting with said society.

Powers Rank	Ability	Fatigue Point Cost
0	Prayer	1
1	Blessing	2
2	Recognise Evil	3
3	Ordination as Priest*, Mass*	—
4	Repel Undead	4 (lesser), 8 (greater)
5	Healing of the Holy*	6
6	Exorcism*	15
7	Rites of Protection*	8
8	Wrath of God*	10
9	Quest*	15
10	Holy Word*	10

* indicates that this ability may only be used by priests.

Requirements for Priests

1. All priests must have Willpowers of 15 or greater.
2. All priest must remain celibate at all times, failure to do so will mean an effective loss of five levels until appropriate atonement is made.
3. Priests may only use Class C weapons.
4. Priests must tithe 20% of all monies earned to the Church.
5. Priest must obey the orders of their superiors in the Church or be excommunicated.
6. Priests may not join any College of Magic, save that of the College of Naming Magic. In some campaigns GM's may even wish to prevent this.

Requirements for Paladins

1. All paladins must have a willpower of 15 or more.
2. Paladins must be pure of heart, that is they must not show a nature that is cruel or suspicious, neither may they participate in acts of cruelty and unneeded violence. Paladins must attempt to show in their characters the finer side of human nature.
3. A paladin may never refuse to aid the weak and helpless if asked or if they notice their plight.
4. Paladins must tithe 50% of all monies earned to the Church.
5. At Rank 3, a paladin must go into service with a Lord, whether it be of the Church or the temporal powers. This means that the allegiance of the Paladin is given to this person.
6. A paladin may not be a member of any College of Magic, save for the College of Naming Magic.

Deviations from the above guidelines will depending upon their severity result in punishments ranging from complete loss of Rank never to be regained, to quests, to periods of fasting and prayer.

General Abilities

A priest or paladin may use each day a number of abilities equal to his/her Rank + 2. Most abilities will only work on fellow believers.

1. Prayer — This ability enables the priest or paladin to receive spiritual guidance, after ten minutes of quiet meditation the cleric will receive a general indication of the benefit of a particular course of action to the cleric/paladin. The chance of success is equal to $(5 * \text{Rank}) + \text{Perception } \%$.

2. Blessing — The cleric may bless a person who is a member of the church, for the next Rank hours, the person will get $+ 1\%/2$ Ranks (Round up) to all actions they undertake as long as they are in accordance with the Church. The casting of spells does not fall in this category.

3. Recognise Evil — The cleric will be able to determine whether a person or creature is a servant of the Powers of Darkness, this includes those who have made pacts with them, bargained with demons and the like. It will not determine whether or not a person is evil, just whether that person has a direct connection with the Powers of Darkness.

4. Ordination — At this Rank, a character who possesses the Priest skill will be ordained as a fully fledged priest of the Church, he/she may now officiate in all ceremonies of the Church and may prefix their name with the title Father/Mother, prior to this they may use the title Brother/Sister. At this Rank a Paladin may join one of the Orders of the Faithful as a Knight, which will give the character access to the resources of the Order, it will also confer increased status in society.

5. Repel Undead — The Priest/Paladin is able to cause creatures to of the Undead to flee the presence of the cleric. The base chance equals the Willpower of the cleric + $(5 * \text{Rank})$. Modifications to this chance are:

- Ghost, Revenant -5%
- Ghoul 0%
- Skeleton, Zombie +5%
- Nightgiant -10%
- Wight -15%
- Wraith -25%
- Spectre, Vampire -35%
- Consecrated Ground +35%

The creature will not be able to near the cleric for a number of minutes equal to the Rank of the cleric, if attacked they will be able to retaliate. If the roll is 5% of the required number, the creature will be utterly destroyed if it fails a Willpower check with a Difficulty Factor of 1.

6. Healing of the Holy — The priest will be able to heal wounds and diseases by the use of this power. It will cure $(D-2) + \text{Rank}$ points of Endurance or Fatigue, as well as preventing the worsening of specific grievous injuries. It will also cure any disease, base chance equals 10% per Rank. This ability will only work on members of the Church.

6. Exorcism — This ability functions as a Remove Curse Ritual (see 84.5), save that the Rank of the Ritual equals $2 * \text{the rank of the cleric}$ and the Magic Aptitude equals the Willpower of the cleric. It may also be used for any function that the GM feels is

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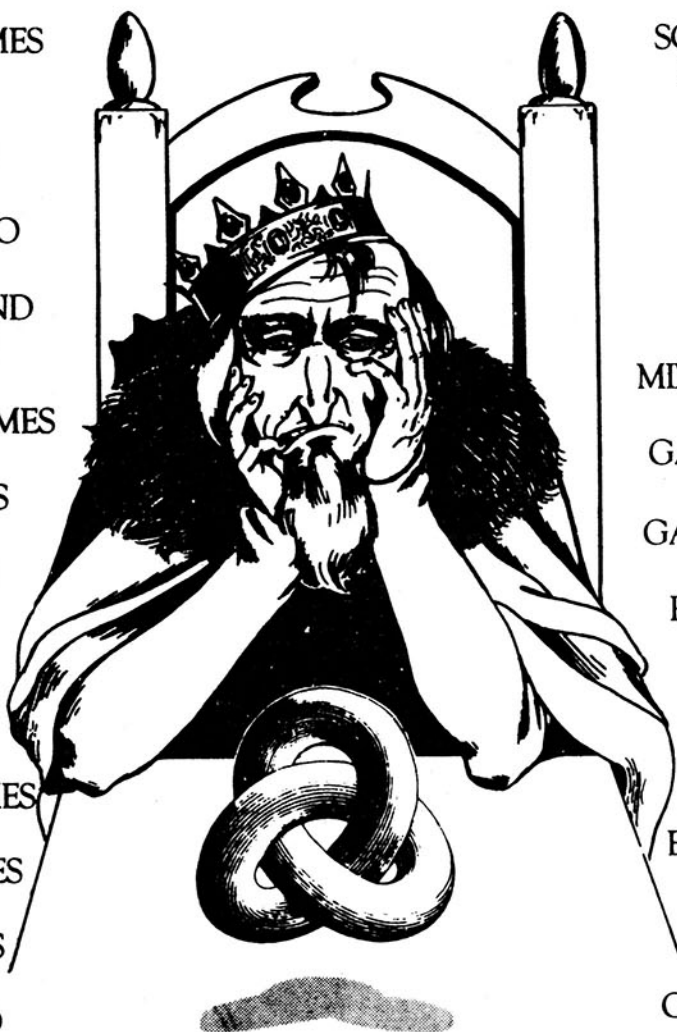
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8. Rites of Protection — This ability enables the cleric to provide protection from physical attack and magic. It subtracts 5 per Rank to be hit and adds 5 per Rank to magic resistance. While it is in effect however, the cleric may not attack the enemy. In addition, it prevents any creature of the Dark or from another plane (the Undead, Lycanthropes, Demons and the like) from entering its area of effect. The area is the hex the cleric occupies and the six surrounding hexes, the benefits extend to all allies of the cleric in the area, however the restriction on attacking does not apply to these allies. The Rites last for Rank hours and cannot move.



9. Wrath of God — This ability enables the cleric to call down bolts of energy from Heaven. The cleric may direct them into one hex at Rank 8 and 9 and two hexes at Rank 10.

The bolts do Rank Squared points of damage to all creatures in the hex, no armour is received upon this attack and points may be removed from both Endurance and Fatigue in the same attack. The base chance of success equals $(5 \times \text{Rank}) + \text{Willpower} \%$. It may only be used against definite foes of the Powers of Light.

10. Quest — The cleric may cause a person or group of persons who genuinely deserve such a mission (in the view of the GM as well as the cleric) to perform a task set by the cleric whether they wish to or not. There is no resistance to this, but if the task is unreasonable (e.g. an inexperienced character sent to slay a dragon is unreasonable, but a mission to retrieve some item from the same dragon is not) then the Quest will have no effect. When a character voluntarily ignores the Quest, they will lose one point of Endurance a day until the character is dead, such loss is permanent.

11. Holy Word — The cleric may utter a Holy Word, which will cause all creatures from other planes to

return to them. All evil creatures other than Demons will be destroyed who are within earshot, Demons will be banished to their own plane for 50 years. Evil creatures do get a resistance versus the Holy Word, they must make a Willpower roll with a Difficulty Factor of $\frac{1}{2}$ or be destroyed. Those creatures which save must roll on the Fright Table at +25%. Evil creatures include Undead, Devils, Lycanthropes, Doppelgangers, Hell Hounds, Dire Wolves and the like. A Holy Word will permanently drain (D-5) Fatigue points from the Cleric.

Non Magical Abilities

1. Priests and Paladins are generally immune to the Seduction ability of Courtesans, however this is modified by the circumstances and characters involved, e.g. a Rank 10 Courtesan would be able to seduce a Rank 1 Priest, though at a reduced chance to normal. (They are human, after all).

2. A Priest gets +1% per Rank to hit versus the Undead, Demons, Creatures of Hell and Darkness and Lycanthropes. A Paladin gets +2 per Rank.

3. Priest gets +1 damage per 4 Ranks (rounded down) against the creatures mentioned in 3), Paladins get +1 damage per 3 Ranks (rounded up).

4. Paladins/Priests get a bonus of 10% to magic resistance versus magic cast by members of the Colleges of the Branch of Entities.

5. Paladins/Priests may obtain free lodgings for a number of days equal to their Rank in a village or town.

6. Priests and Paladins may convert unbelievers to their faith. The chance is equal to:

$$\% \text{ chance} = \text{WP of Priest} + (2 \times \text{Rank}) - \text{WP of convert or}$$

$$\% \text{ chance} = \text{WP of Paladin} + (1 \times \text{Rank}) - \text{WP of convert.}$$

Notes

1. For a Priest to achieve a Rank greater than 7, the GM must be convinced by the character's roleplaying that the character is of the highest moral standing and as well must have performed some deed that is deserving of sainthood.

A Rank 10 Priest will eventually be canonised and become a Saint.

2. Paladins who achieve a Rank greater than 7 will be leaders of the armies of the Church and will often be granted the protection of lands belonging to the Church.

Experience Point Costs

Priest Rank	Cost	Paladin Rank	Cost
0	1000	0	800
1	500	1	350
2	1500	2	1000
3	3500	3	2000
4	6000	4	3500
5	9000	5	5000
6	13000	6	7500
7	16000	7	10000
8	20000	8	12500
9	25000	9	15000
10	30000	10	17500

by Martin Dick

News and Rumours

Australian gaming continues to grow. Since the publication of Super Squadron and Empires at Arms, Australian games have boomed again. This appears to have prompted Jedko back to the game production bench.

Jedko intends to produce three games simultaneously. These are a repackaged version of Field Marshal (currently out of print), the Jedko version of Nova's game "Axis vs. Allies", and John Edwards' new design, "Europe at War".

"Field Marshal" will have a new map board on larger, 25mm hex grid, as well as a new box wrap. "Axis vs. Allies" will contain the original Nova components in a new Jedko box. "Europe at War" is the first game to be produced by Jedko since "Fortress Europa" in 1976. This game is described by John Edwards as being similar to "War at Sea" except on land. All three games are due to be released at the same time and will all be in bookcase boxed format. Jedko are intending to produce up to three new boardgames per year as well as repackaging most of their original line. John Edwards will be designing most if not all of the boardgames but no longer intends to actually design any of the physical systems as he has done in the past. This will be done by an in-house artist.

Brett Cruikshaw has designed and sold a computer game (Nuke War) to an American company, Ark Royal Software. He is currently working on another game (Global Supremacy) which is a 32K "COCO" program with colour graphics. This is due to be finished by early September. Unfortunately this program will probably be sold to an American company.

Australian Design Group, after producing Empires at Arms, are currently working on a new game. This is tentatively scheduled for release by Christmas 1984. The rights to "Empires at Arms" are being negotiated with Avalon Hill. If signed, Avalon Hill will in future produce and market the game worldwide, as they have done with many of the Jedko games. Congratulations to the Australian Design Group for coming in second at ORIGINS '84 with "Empires at Arms" in the best pre-20th century boardgame category.

Adventure Simulations are gearing up to produce a number of adventures and supplements for Super Squadron, the first of which is tentatively due for Christmas 1984. At least three items will be produced simultaneously and released over a period of some months. The releases will most likely coincide with the Canberra and Phantastacon conventions.

A group of sacked TSR design staff have formed their own gaming company, called Pacesetter. They have thus far released two role-playing games: "Time Master", a time travel role-playing game; and "Chill", a horror RPG in the same vein as "Call of Cthulhu." Both games are boxed, containing a rulebook, resource book, adventure, counters, and a map.

ICE has released the "Middle Earth Role-Playing Game", soon to arrive in Australia. The boxed set comes with 108 page rulebook, 16 page mapbook, and a set of 40 counters. The game is compatible with the ICE "RoleMaster" system.

Ian Trout and Roger Keating of "Strategic Studies Group" are about to finalise arrangements to gain a new U.S. partner. The new partner will be primarily involved with handling the U.S. distribution of their computer game "Reach for the Stars."

Adventure Simulations representatives received a somewhat surprising shock at ORIGINS '84; rumours were flying regarding their game "Super Squadron." According to these, the reason

"Super Squadron" received such poor distribution in America and was literally almost totally ignored for review purposes to date, was apparently due to indirect threats of legal action. It seems that another American company, which produces a superhero RPG, was responsible for these terror tactics. Distributors were justifiably reluctant to import copies if legal action would prevent them from selling the game. These rumours must have suffered a setback when Adventure Simulations unexpectedly set up a stall at ORIGINS and it became obvious that no legal action would or could be taken. The most unusual aspect of this entire affair was that the "suspect" company approached Adventure Simulations at ORIGINS, and instead of carrying through any threats, they asked Joseph Italiano to design material for them!

Since Jedko have moved into Sydney as a distributor in opposition to Ventura, they no longer sub-distribute to each other. This means that neither company will any longer have a complete range of all products, Military Simulations can longer offer a complete mail order service.

CONVENTION LISTINGS

SEPTEMBER 14th-16th. Necronomicon to be held at the Victoria Hotel, Little Collins Street, Melbourne. Major competitions are AD&D, Traveller and figure-painting. Entry Fees are \$12 for registration and \$4 per tournament. Contact Russell or Lynda on 553361 after 6 pm. PO Box 706, Dandenong 3175.

SEPTEMBER 29th-OCTOBER 1st. The 6th Newcastle Wargaming Convention. Major competitions are 15 mm Ancients, Boardgames, and AD&D. For entry forms contact Colin Scott, 130 Henry Street, Merewether NSW 2291.

OCTOBER 6th-8th. Sagacon will be held at the Adelaide University. Competitions are to include AD&D, Traveller, Killer, Car Wars, Illuminati, War and Peace, and Star Fleet Battles. Contacts are Homer Zeitz on (08) 352-4436, or Andrew England on (08) 295-2837. Write to AUSA, c/- Student Association, Adelaide University, North Terrace, Adelaide 5000.

DECEMBER 8th-9th. King Con is to be held at Moe High School, Lord Street, Moe, Victoria. Major competitions are a free-form AD&D, Kingmaker, and Ace of Aces. Other activities include videos and a barbeque. Contact Ian Harrison, 47 Vale Street, Moe, 3825, Victoria; or Megan Watts on (056) 33-1918 AH.

JANUARY Australia Day Weekend. Canberra Games Convention. Contact Canberra Wargames Society, GPO Box 1016, Canberra 2601, ACT.

EASTER. Phantastacon is to be held at the Diplomat Motor Inn, 12 Acland st, Sr. Kilda, Victoria. Competitions include, AD&D, Traveller, Super Squadron, Runequest, Dragonquest and Boardgames. Activities will also include the usual, films, videos, masquerade, banquet, Orc hunt, footrally, etc. Contact Joe on (03) 874 7475 or Morris on (03) 848 7623. Write to PO Box 45, Mitcham, 3132 Victoria.

by Greg Ingram



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RAIN OF TERROR

Professor Terror is plotting revenge. He intends to kill those scientists, whom he considers responsible for his mutations, by destroying the Government Institute of Technology, (GIT). In order to kill everyone in GIT, he will gas the entire city.

Professor Terror has lied to his flunkies, and has told them that his nerve gas will instead put everyone to sleep. Sintho PH 28 is his sleep formula, which will be used for the missile base attack. However, he actually intends to use Sintho PH 42, (the lethal gas) when he bombs the city.

Encounter Part One to Three

The first three encounters are simply squads of goons, who have been sent out to steal electronic equipment. The stolen items are required for the construction of Professor Terror's missile. Once three teams of goons have been foiled, move onto the next part.

Encounter Part Four

Professor Terror will now send out Matblack with three goons to steal chemicals from the warehouse. These are to be used to produce the nerve gas.

Encounter Part Five

Whether or not Matblack is foiled, clues will lead to this next encounter. This being the drop point for the stolen chemicals, to be received by Master Ariel and Wind Walker at the Heleport.

Encounter Part Six

Scorpio assaults the missile base, in order to steal a missile. If she is foiled, Professor Terror's goons will instead hijack a missile, from a truck, on route to the missile base.

Encounter Part Seven

The final raid on Professor Terror's base.

Encounter One to Three

Although all these encounters are effectively identical, the GM should modify these slightly in each case, to prevent monotony. This can be done, by varying the number of goons and site of encounter. Use $3+1d4$ goons, for each encounter.

The Superheroes will come across a number of goons breaking into an electronics manufacturing plant. All the goons are wearing identical skin tight black clothing, with a distinctive red "T" on their chest. None are armed in any way.

The electronic components to be stolen here, are to be used for Professor Terror's missile guidance system. If the goons are foiled, Professor Terror will resort to buying the equipment. (You can't stop him!). He will only purchase the items after the goon squads have been foiled three times.

For the second robbery attempt, the goons will be armed with daggers. For the third robbery attempt, the goons will be armed with guns.

Encounter Four

Professor Terror is not only getting worried about the Superhero intervention, but slightly annoyed. In order to give his robbery attempts some chance of success, he has now hired numerous Super-Villains for his dirty work.

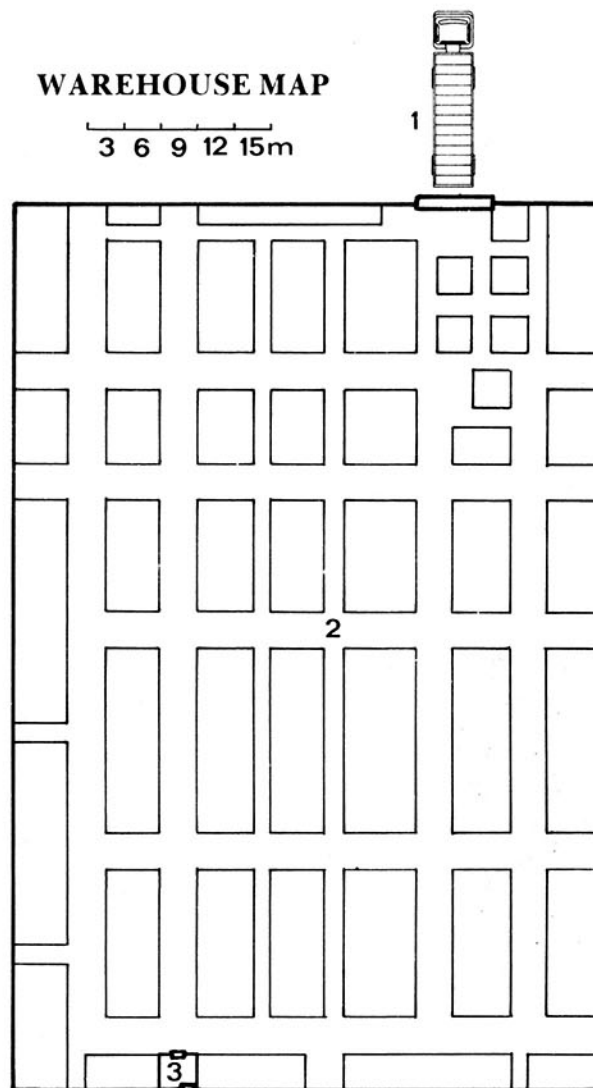
The first hired Super-Villain is Matblack. Matblack's mission is to steal specific chemicals so that Professor Terror can manufacture his Sintho gas. He is being aided by three goons, (to do heavy work of course).

Notes on Warehouse Combat

The combat in the warehouse should be 'very careful' and players/GM should have lots of fun with all the miscellaneous happenings. Figures or counters on hex paper should be used for this combat, to indicate where everyone and everything are. If none of the players possess beam weapons or some form of missile attack, the goons should be given firearms.

If Matblack and thugs escape, one unconscious goon will accidentally be left behind. Although he

WAREHOUSE MAP



knows nothing, (he is just a hired thug), he does have the map indicating the location of the helepport, that would have otherwise been found in the truck glovebox.

Warehouse Description

0. As you are patrolling, you notice that a large truck is standing outside an open entrance to a warehouse. Only the area around the truck is lit up. A number of costumed persons seem to be transferring boxes into the truck, at an extremely late hour. The warehouse is forty-eight by seventy-two by twelve metres high.
1. The Truck
The semi-trailer used for this robbery, was stolen some three days ago. It is obviously to be used to transport the stolen chemicals. If the villains are foiled, no one will talk. The goons know nothing anyhow, and Matblack is expecting to be broken free by his comrades. However, if they are captured, a map showing the drop point for the stolen chemicals, can be found in the glove box. The helepport on the 'city map' is marked with an "X".
2. Storage Area
This area is neatly stacked with various piles of boxes and cartons. Each box or carton currently contains extremely fragile jars, glassware and bottles, of unusual chemical materials. When a fight breaks out, each beam or missile attack that misses, automatically hits a random target with results described below. Roll a 1d10 to determine which items is liberated from its prison.
 1. Blue foam will begin to pour forth at the rate of 3 metres per melee round. It will fill a twelve metres square area with blue bubbles. (This is a new experimental washing detergent).
 2. Smoke will bellow and immediately fill a twelve meter square area. The smoke will cause coughing, but cause no damage. It will obscure vision for four rounds, giving a 20% hit penalty.
 3. Oil pours onto the floor in a six square metre area. Each character in the area of effect must roll equal to or less than their own (DX x 3) + LK + Exp%, or slip over and loose all actions for the remainder of the melee round.
 4. A box of peacock feathers explodes, sending them throughout a twelve cubic metre area, floating all over the warehouse. (This box was shipped here by mistake!)
 5. Chemicals explode causing a small (3 square metre) fire. All within a 3 metre radius take 1d6 fire damage.
 6. Magnesium strips are ignited, and blind everyone with a 6 metre radius, as per Light Control, doing 1d4 damage as well.
 7. Chemicals explode, causing 1d6 damage to all within a 3 metre radius.
 8. Chemicals explode, causing 2d6 damage to all within a 3 metre radius and 1d6 to those within a 6 metre radius.

9. Tar pours forth in a 6 square metre area, acting as the Gimmick glue.
0. DM's choice. Suggestion, a chain reaction, which should in the very least, result in a character being tarred and feathered!

NOTE: Matblack will use his power to hinder the players as much as possible, and when is getting tired, (low AP), attempt to escape as best as he can.

3. Office

This small 3 metre square office, contains a large desk, 3 chairs, a coffee machine and a number of filing cabinets. There is also a rear door exit to the back street.

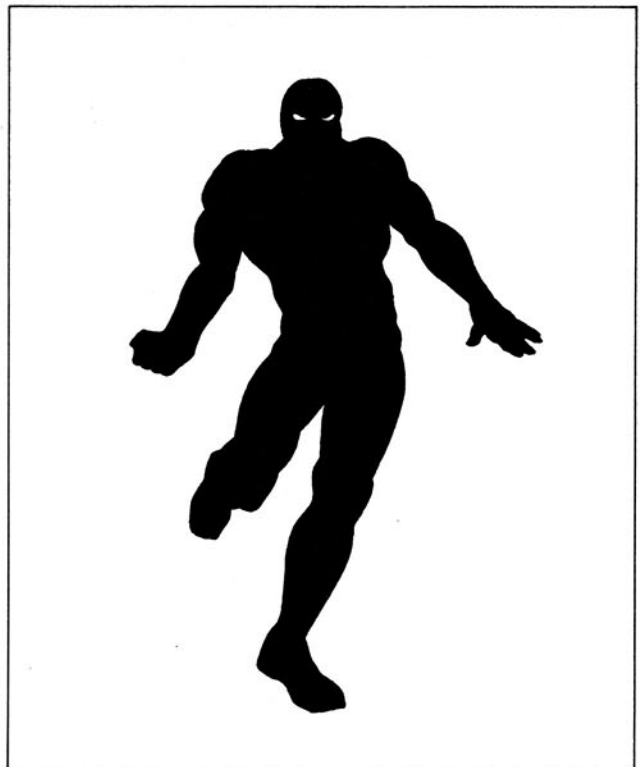
The filing cabinets contain a list of invoices, detailing the contents of the warehouse boxes. Characters with Chemistry skill can determine that the chemicals taken could produce a form of nerve gas. The character must make a successful skill roll.

MATBLACK

Strength	= 16
Agility	= 17
Charisma	= 14
Intelligence	= 16
Stamina	= 15
Public Standing	= 11
Ego	= 08
Luck	= 00

Powers

1. Darkness Generation x 3
2. a. Standard Ability
b. ½ Action Point Cost
c. Double chance for characters to fall over in the Darkness.



Secondary Statistics

Action Points	= 54
Hit Points	= 18
Direct Damage	= 01
Accuracy	= 00
Movement	= 55m
Hit Prob Bonus	= 00
Experience	= 03
Age	= 22
Detect Entrances	= 17%
Detect Traps	= 32%
Defense Bonus	= 03% (33% in Darkness)
Sex	= Male
Hit Chance	= 53%

Skills:

Luckpick	= 68%
----------	-------

Costume:

He wears a totally pitch black skin tight costume, however his green eyes can be seen.

Background:

Matblack was born with his powers. He has never been seen, although he is a notorious jewel thief. When confronted, he will always put up his Darkness and then will evade. He does not like characters with Light Control as he takes double damage from this form of attack.

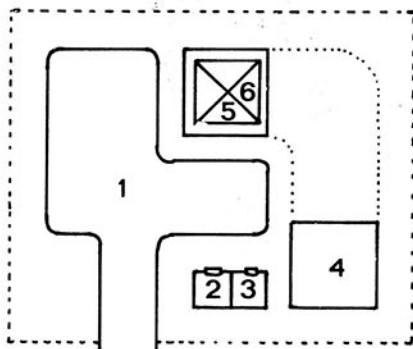
Encounter Five

The heliport is the standard drop point for Professor Terror's stolen merchandise. The items are picked up and transported by helicopter. Three goons are always here, to handle stolen property.

If the players only observe and do not act when they arrive here, they will see nothing unusual until Master Ariel and Wind Walker arrive some ten minutes later. They will land their helicopter on the pad, and proceed to the office. The three goons, will land their helicopter on the pad, and proceed to the office. The three goons, will scrape and crawl, and be instructed to load various stolen items on board from room 3. After the items are loaded, they will leave for the Professor's base.

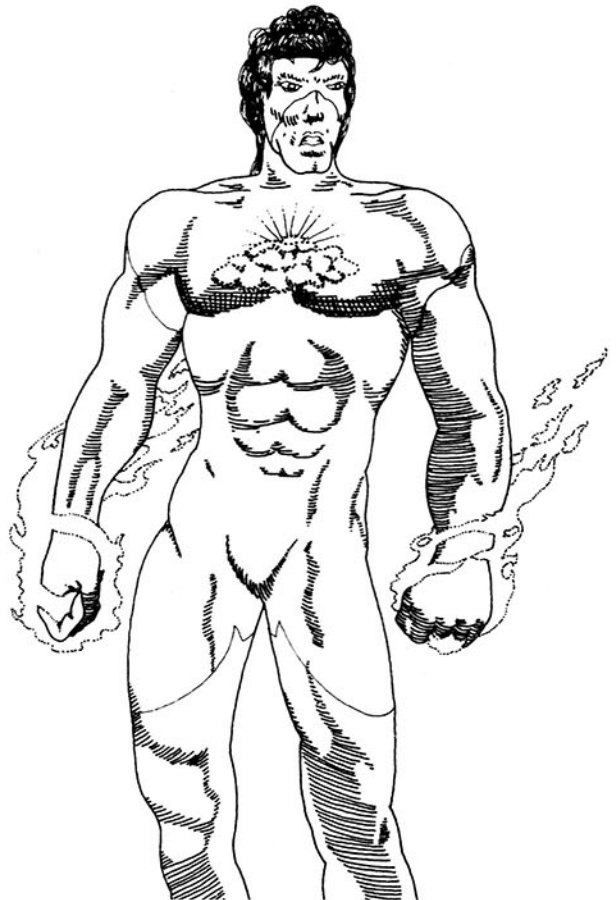
If they observe anyone flying after them, they will use their Air Generation to hinder the players flight. They do not want to intentionally lead anyone back to the base.

HELIPORT MAP 3 6 9 m



Heliport Site Description

- 1. Carpark**
The carpark only has one care present, unless Matblack escaped, in which case there is also a semi-trailer. There is nothing of note in either vehicle now.
- 2. Office (3m x 3m x 2½m)**
The office contains a desk, three chairs, a filing cabinet and an empty bookcase. (Goons don't read). Three goons are playing cards, waiting for the helicopter to arrive. The filing cabinet is empty, goons still can't read.
- 3. Storeroom (3m x 3m x 2½m)**
The room is full of boxes, with marking from numerous companies. (Mainly electronic and chemical firms). All the items are stolen.
- 4. Helicopter Hanger (7m x 7m x 3m)**
The hanger is empty except for ropes, pullies and various maintenance gear.
- 5. Helicopter Landing Pad**
This is a large area, with aerial landing markings. The helicopter will land here when it arrives.
- 6. Helicopter**
The helicopter is a standard model, however, tucked under the pilots seat is a flight plan map. The map shows line route from the Heliport site to the Missile Base to a unknown forest location. (GM Note: The forest location is very vaguely marked on the map, and although this is the Professor's base is very vaguely marked on the map, and although this is the Professor's base location, it would take weeks to search without a specific point of reference).



MASTER ARIEL

Strength	= 13
Agility	= 19
Charisma	= 19
Intelligence	= 15
Stamina	= 11
Public Standing	= 08
Ego	= 10
Luck	= 00

Powers

1. Air Generation x 2
 - a. Standard Ability
 - b. Flight (90 kph)

Secondary Statistics

Action Points	= 46
Hit Points	= 20
Direct Damage	= 01
Accuracy	= 00
Movement	= 60m
Hit Prob Bonus	= 05%
Experience	= 32
Age	= 10
Detect Entrances	= 21%
Detect Traps	= 05%
Defense Bonus	= 08%
Sex	= Male
Hit Chance	= 60%

Skills:

Pilot (Helicopters) = 53% (106%)

Costume:

He wears a sky blue costume with white cuffs, with a cloud symbol on his chest. He also has white boots and is often seen to be carrying a sword.

Background:

Master Ariel is actually a helicopter pilot, who discovered he had mutant abilities when he was a paratrooper. His sister, Wind Walker, is also a mutant with similiar powers.

Encounter Part Six

The missile site, is actually a research base, that uses missiles to launch various types of scientific equipment into the atmosphere. There are no warheads or the like here. Before the players arrive, Scorpio will have already released the sleep gas, (Sintho PH 28), putting everyone in the base out of operation.

Once the players arrive, roll for a possible encounter, (on the following table), once every 10 minutes, on 1d10.

- 1-3 1d4 Awake Guards. The guards should be treated as goons. They will jump to conclusions, and assume that the players are the villains unless they recognise them, by their Public Standing. The guards are armed with guns.
- 4-5 1d6 Office workers. They will run away from



WIND WALKER

Strength	= 10
Agility	= 32
Charisma	= 16
Intelligence	= 16
Stamina	= 11
Public Standing	= 11
Ego	= 16
Luck	= 00

Powers

1. Air Generation x 2
 - a. Standard Ability
 - b. Flight (129 kph)
2. Enhanced Agility (+ 12)

Secondary Statistics

Action Points	= 53
Hit Points	= 17
Direct Damage	= 02
Accuracy	= 05%
Movement	= 80m
Hit Prob Bonus	= 10%
Experience	= 00
Age	= 19
Detect Entrances	= 21%
Detect Traps	= 28%
Defense Bonus	= 00
Sex	= Female
Hit Chance	= 60%

Skills

Chemistry = 42%

Costume:

She wears a blue skin tight costume, with bat-like glider wings stretching from arms to legs.

Background:

Wind Walker discovered that she was a mutant much earlier than her brother. She is a university student, currently studing chemistry. She will always follow her brother, (Master Ariel), and do whatever he says.

anyone in a costume, as they will assume that they are the villains.

- 6-9 1d4 of Professor Terror's goons. They will be in the process of transferring stolen equipment from various buildings to the truck.
- 0-0 Scorpio and 3 goons, as above.

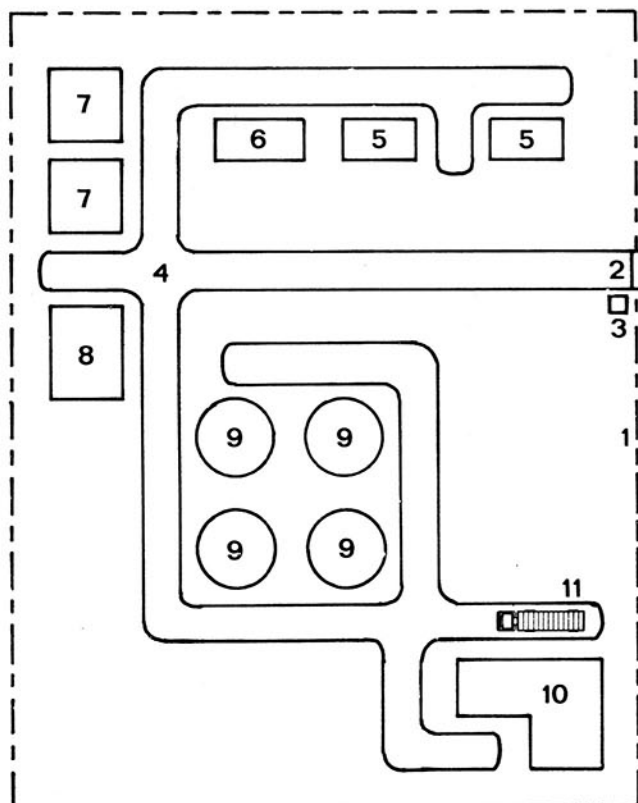
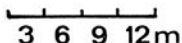
Missile Base Description

1. Electrified Fence
Players should be warned by various signs that the fence is electrified. Anyone dumb enough to touch it without some form of logical protection or power, will take 2d8 per meles round.
2. Gate Entry
The gate is not electrified and can be climbed. From this point you can see the guard station.

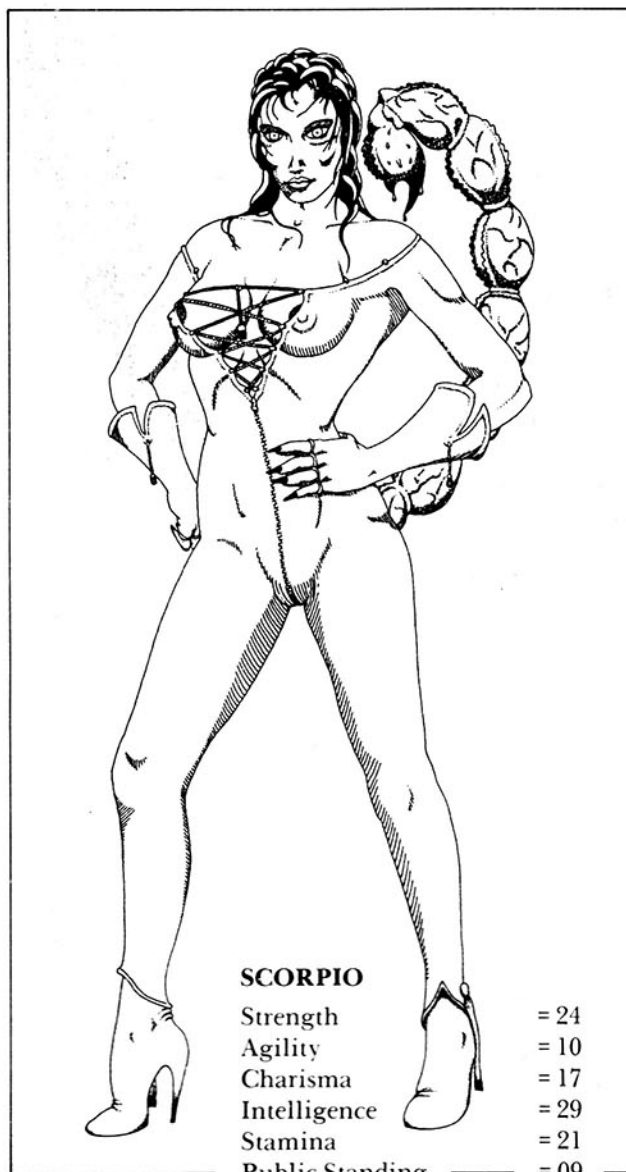
(Location 3).

3. **Guard Station** (1½m x 1½m x 2½m)
This small room has a large glass window through which you can see the bodies of two guards. (They are asleep, like all other personnel on the base, with the exception of specific encounters.
4. **Sealed Road**
5. These two buildings contain numerous small offices, with sleeping personal. There is nothing of particular interest here.
6. **Electronic Workshop**
This building is sub-divided with various work-rooms, including sleeping engineers and various bits of experimental missiles, etc.,
7. **Crew Quarters**
These buildings are typical governmental dorma-tories. Full of sleeping personnel.
8. **Control Centre**
This is the central nerve centre of the complex, where all the test launches and operational systems are operated from. A missile with a communications satellite is prepared for launch, and can be done so by any player who makes a wrong move! (Eg: leans on the wrong button).
9. **Launch Pads**
A row of launch sites, runs parallel to the road. All bar one are closed and sealed. Although one is open, the missile has not yet been raised for launch, but appears to be almost ready. (This is the missile that will be launched if players activate buttons in location 8).

MISSILE BASE MAP



10. **Missile Warehouse**
Upto thirty missiles can be stored here. There are currently three missiles here. This is where Scorpio will be found, if she has not already been encountered.
11. **Semi-Trailer**
The semi-trailer is parked outside the Missile warehouse, being filled with various components. When the players arrive, they will find the missile already loaded, and the villains about to depart. The goons are only awaiting Scorpios return from location 10.



SCORPIO

Strength	= 24
Agility	= 10
Charisma	= 17
Intelligence	= 29
Stamina	= 21
Public Standing	= 09
Ego	= 12
Luck	= 00

Power

1. Adaption
2. Enhanced Agility (+ 09)
3. Enhanced Intelligence (+ 19)
4. Organic Powers (Scorpion)
 - a. ½ Armour
 - b. ½ Enhanced Strength (+ 05)
 - c. ½ Enhanced Stamina (+ 06)
 - d. Tall Stinger (+ 6DD)
 - e. Infravision

Secondary Statistics

Action Points	= 54
Hit Points	= 26
Direct Damage	= 07
Accuracy	= 00
Movement	= 50m
Hit Prob Bonus	= 05%
Experience	= 03
Age	= 30
Detect Entrances	= 37%
Detect Traps	= 48%
Defense Bonus	= 03%
Sex	= Female
Hit Chance	= 58%

Costume:

Scorpio wears a skin tight yellow costume with boots. She has no mask and possesses a Scorpion tail.

Background:

Scorpion is actually an alien criminal who has escaped to earth to avoid punishment. She is, however, marooned here.

Regardless of whether the players defeat Scorpio or not, one of her goons will accidentally drop a souvenir he had recently acquired. This being Jackie Fitzpatrick's diary. This will probably not be found by the players, unless they are extremely lucky, or specifically search for some clue and find it. Normally, this clue will be found by the police after they have a chance to **comb** the entire research base. The diary will be turned over to the players by the police, as they do not think they can find the Professor's base or even handle him, even with the diary clues. The diary gives a more localised location of the base whereabouts, and mentions that Ranger Philby was very helpful and provided the clues she needed to pinpoint the base.

Encounter Part Six and a Half

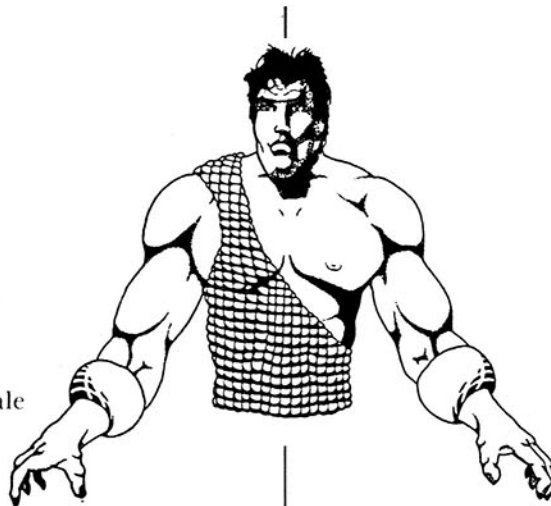
If Scorpio doesn't escape with a missile and Matblack, Master Ariel and Wind Walker have been captured, then Professor Terror will send Challenger to hijack a truck shipping a missile to the Missile Base, the next day. He should be accompanied by at least six goons.

If one or more of the previously encountered Super-Villains have not been captured, then this is a good chance for the players to get a rematch.

In either case, Professor Terror is not going to take any chances, and will actually hijack another truck at the same time, so he will get his missile.

Encounter Part Seven

Professor Terror's secret base is actually concealed beneath a false Ranger station. The fake Ranger Station is located on the top of a low lying hill in a small clearing.



CHALLENGER

Strength	= 15
Agility	= 12
Charisma	= 13
Intelligence	= 14
Stamina	= 23
Public Standing	= 10
Ego	= 17
Luck	= 00

Power

1. Armour
2. Enhanced Stamina (+ 11)
3. Flight (105 kph)

Secondary Statistics

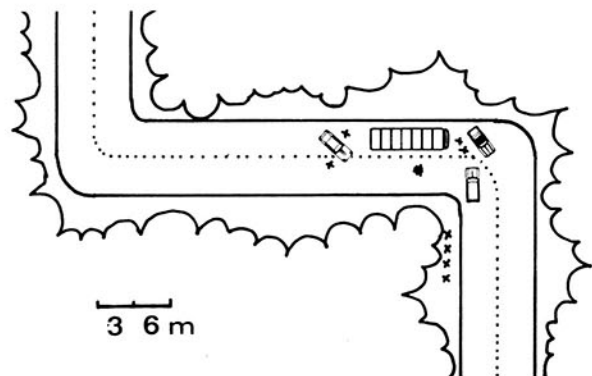
Action Points	= 51
Hit Points	= 20
Direct Damage	= 01
Accuracy	= 00
Movement	= 50
Hit Prob Bonus	= 15%
Experience	= 00
Age	= 34
Detect Entrances	= 18%
Detect Traps	= 22%
Defense Bonus	= 00%
Sex	= Male
Hit Chance	= 65%

Costume:

Challenger wears a chainmail vest, with a red skirt and red boots. He also has metallic wristbands, purely for dramatic effect.

Background:

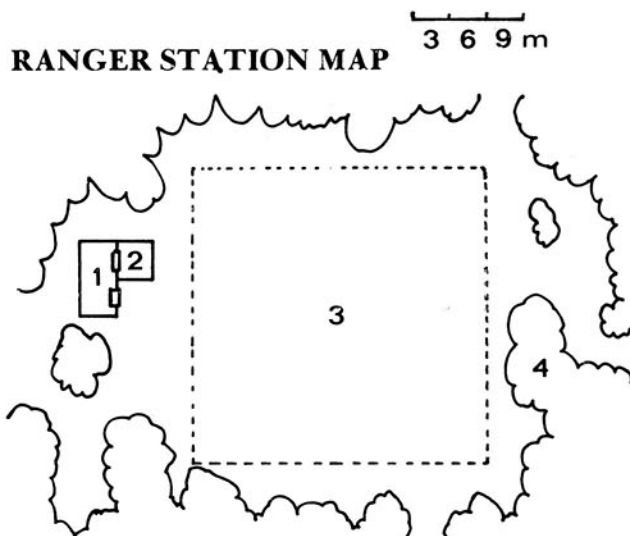
Challenger was once a policeman who was sent on a dangerous assignment to investigate a possible clue to Professor Terror's whereabouts. He stumbled across one of the Professor's old bases, and was exposed to some Sintho PH 40, which was accidentally left behind. The results of the exposure to the gas slowly and painfully altered him into a superbeing. The process took some two weeks, during which time he was helplessly writhing in agony. After his ordeal, he turned to a life of crime, and hates other policeman and superheroes, as he blames their incompetence for his torturous two weeks of horror.



Ranger Station Description

1. Living Room/Kitchen (3m x 6m x 2½m)
This room is tastefully decorated in pine wood furniture, including a table four chairs, a small velvet two seater couch and a corner kitchen with all the latest modern appliances. (This is suspicious).
2. Bedroom (3m x 3m x 2½m)
This room has a queen sized four poster water bed, lined with satin sheets. There is also a chest of draws and matching wardrobe made of highly polished wood. Both of the wardrobes contain large volumes of clean clothing.
3. Concealed Entrance
This large entrance is used to bring in large items into the base, including landing the helicopter. Characters can find the entrance by making a successful detect entrance roll. If they are not actually searching for an entrance, give them a roll at half chance, but do not tell them why they are rolling the dice. The entrance can not be opened from the outside, short of physical force. The door can withstand upto 100 points of damage.
4. Forest Edge
5. Ranger Philby
Ranger Philby is actually a charismatic goon. He will come out of the house as soon as he sees anyone, particularly Superheroes. He will be very helpful, and do his best to assist the players locate Professor Terror's base. At the first opportunity, he will alert Professor Terror.

RANGER STATION MAP



Professor Terror's Base Description

1. Elevator Room (3m x 3m x 2½m)
This is the elevator bedroom from the Rangers house.
2. Security Station (10m x 10m x 2½m)
This room is always occupied by two guards, armed with sub-machine guns. They will always attack if they are not given the proper code word,

or they recognise any Superheroes, (by the Characters Public Standing).

3. Sleeping Quarters (3m x 3m x 3m) Rooms A-H
Each bedroom contains a bed, chest of draws, wardrobe, small table and chair. None are occupied.
Room I is identical, except that this is Professor Terror's quarters and is twice the normal size.
4. Train Room Control Centre (6m x 3m x 2½m)
This room has a large glass window that looks into room 5. There is a control panel with three main sections, Each one controls a specific facet of the training room facilities.
 1. This section control the light intensity, which can produce a blinding light to total darkness, each giving a 15% hit penalty.
 2. This section manipulates various pieces of gym equipment, which will rise from the floor.
 3. This section lowers various bars/ropes from the ceiling.
5. Training Room (10m x 10m x 10m)
The room is totally plain white, devoid of any features. If any of Professor's Terror's Super-Villain sides have not been captured, they will be in here training with gym equipment.
6. Fire Proof Reinforced Doors
These doors are very sturdy, and are designed to block the backfire of missile thrust if it should some how escape. They can take upto 50 points of damage or upto 100 points of fire damage.
7. Main Laboratory (20m x 20m x 20m)
This room is filled with electronic and chemical apparatus. There are a number of exits from here, including a set of large double doors. There are also three goons in here at all times.
8. Main Control Room (20m x 12m x 3m)
The walls are lined with various computers and control banks. In the centre of the room is a raised dais, upon which sits a throne-like control matrix. Directly opposite the entrance, is a 10 metre video display screen currently showing the target city. A strange creature is seated in the throne.
As the players enter, the Professor will turn to face them, giving a typical spiel such as: "So you even have the audacity to invade inner sanctum. For this, you shall be put to a slow ...gruesome ...death. Get them!" Whereupon, his 3 goons and he will attack.
GM NOTE: If Professor Terror is being defeated, he will attempt to make it to the secret escape exit, while his goons hold off the Superheroes.
9. Secret Escape Exit
This exit is keyed to Professor Terror's tentacle print. It can take upto 50 points damage.
10. Store Room (6m x 6m x 6m)
This room contains numerous stolen electronic components and chemicalos in opened boxes.
11. Store Room — Freezer (6m x 6m x 6m)
The remains of Professor Terror's experimental victims lie about the freezer. The remains have

obviously been synthetically manipulated into weird deformed semblances of human beings.

12. Storage Room (6m x 6m x 6m)

In this room is the still living experiment of Sintho PH 09. This once human, but now mindless creature, only thinks of escape, and will attack anyone that hinders its progress. It has no name, and is referred to as the Sintho PH 09 monster.

13. Ready Room (20m x 15m x 20m)

This serves as the assembly area for the missile. Nothing remains in here except the various components, pullies etc.,. The helicopter is covered over in one corner. Both sets of doors from here are reinforced and fireproof as

PROFESSOR TERROR

Strength	= 30
Agility	= 15
Charisma	= 03
Intelligence	= 24
Stamina	= 11
Public Standing	= 06
Ego	= 13
Luck	= 00

Powers

1. Enhanced Strength (+ 16)
2. Invulnerability (normal damage from Disintegration Beams)
3. Mutation x 3
 - a. Claws (permanently extended) + 2DD
 - b. Enhanced Intelligence (+ 07) giving an enlarged brain case (-5 CH)
 - c. Eight tentacles (each does 1d3 damage without additional damage bonus, however if hit by two or more tentacles, the victim must roll equal to or less than their own (ST x 3) + (LK + Exp) - (5/per tentacle)%. Once held, the victim can not attack physically (if their arms are pinned), (-8 CH).

Secondary Statistics

Action Points	= 65
Hit Points	= 28
Direct Damage	= 08
Accuracy	= 20%
Movement	= 55m
Hit Prob Bonus	= 05%
Experience	= 08
Age	= 56
Detect Entrances	= 31%
Detect Traps	= 40%
Defense Bonus	= 08%
Sex	= Male
Hit Chance	= 63%

Skills:

Computers	= 22%
Chemistry	= 89%
Electronics	= 52%
Medicine	= 71%
Mechanical	= 54%

14. Silo (70m diameter)

This area originally served as the main excess for the helicopter, but is now ready for missile launching. The missile stands in the centre of the room, ready to go. It has already been loaded up with Sintho PH 42.

Encounters for Professor Terror's Base

Encounters should be rolled for once every 10 minutes, on 1d10.

1-4 One Goon

5-6 Challenger (Super-Villain) or any other SV unaccounted for.

7-0 Two Goons.

If the goons are encountered, they will attempt to escape and warn Professor Terror if possible.

Costume:

Professor Terror only wears green trunks, wristbands and boots. He also conceals vials of his Sintho chemicals in his wristbands. He has an enlarged bloated head which constantly pulse with misshapen veins, and has numerous tentacles constantly wavering from his back.

Background:

Professor Terror was once Professor Whatford. Professor Whatford was an unpopular teacher at the local university, due to his constant hearty and marcarble living animals. His attitude was so bad that the riments on dean suggested he leave, after he insisted that students should be used as experimental material. Before he was officially sacked, he was offered a position at GIT. Some time after he started his new position, one of his ex-student drugged the



professor and placed him in the morgue, hoping to give the old ratbag quite a shock when he awoke. However, while the professor was drugged, his 'corpse' was removed by the GIT scientists for experimentation. This resulted in his horrible mutations and subsequent hatred of GIT. He now has devoted all his energies to get GIT.

SINTHO PH 09 MONSTER

Strength	= 20
Agility	= 18
Charisma	= 01
Intelligence	= 01
Stamina	= 48
Public Standing	= 11
Ego	= Not Applicable
Luck	= 00

Powers

1. Enhanced Stamina (+ 14)
2. Enhanced Stamina (+ 16)
3. Elasticity

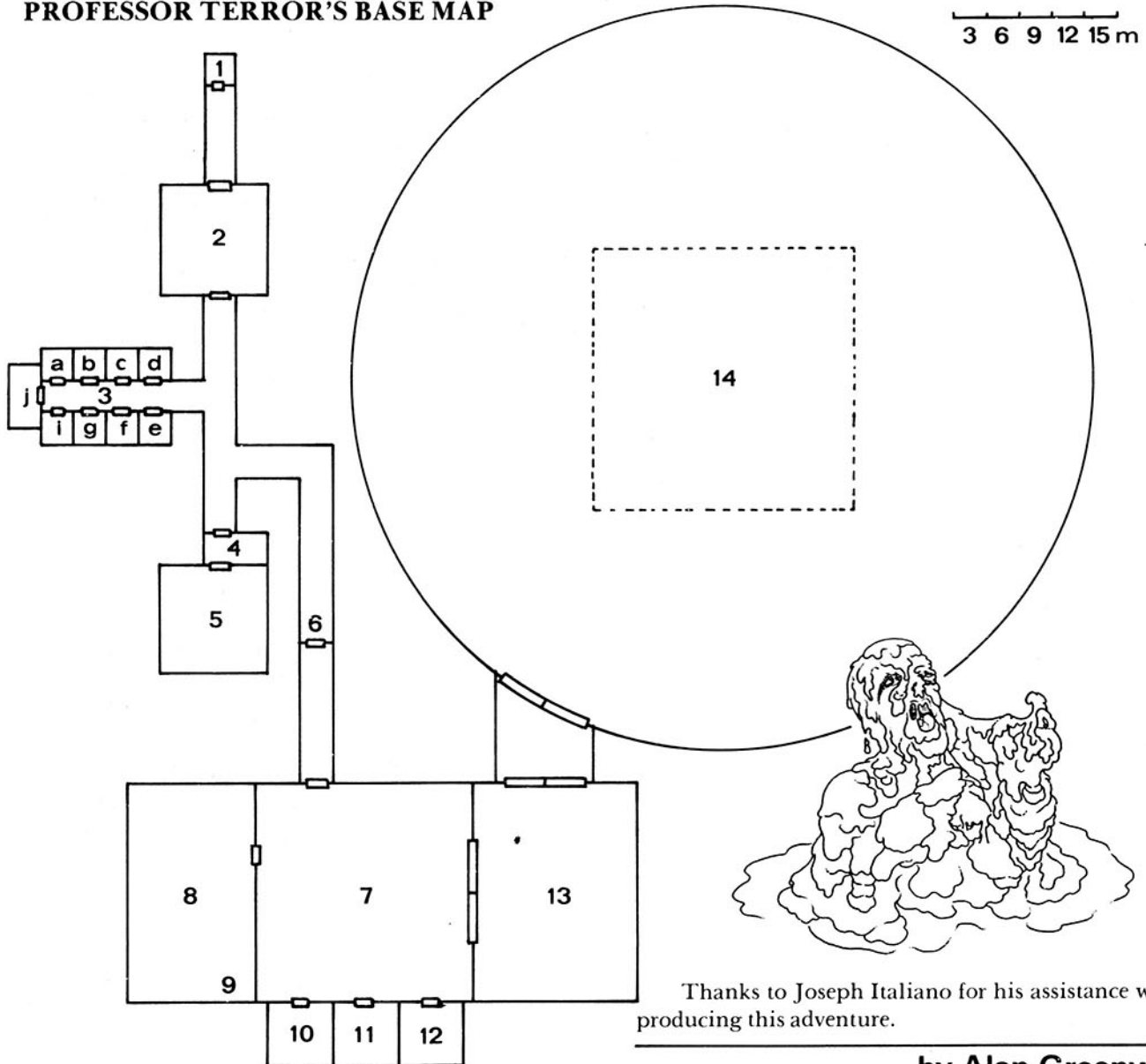
Secondary Statistics

Action Points	= 77
Hit Points	= 34
Direct Damage	= 03
Accuracy	= -30%
Movement	= 60m
Hit Prob Bonus	= 00
Experience	= 00
Age	= 22
Detect Entrances	= 00
Detect Traps	= 01
Defense Bonus	= 00
Sex	= Female
Hit Chance	= 50%

Background:

Jackie Fitzpatric was once a government detective who stumbled into Professor Terror's base. She was captured and subjected to dastardly experimentation by Professor Terror. She is now just a mindless animal that only wants freedom and food.

PROFESSOR TERROR'S BASE MAP



Thanks to Joseph Italiano for his assistance with producing this adventure.

by Alan Greenway



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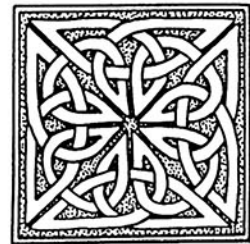


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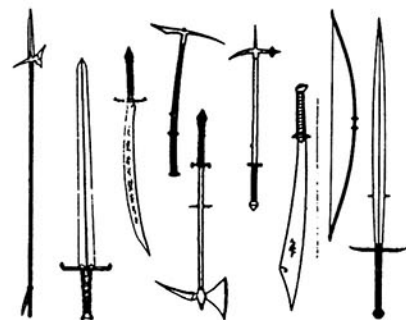
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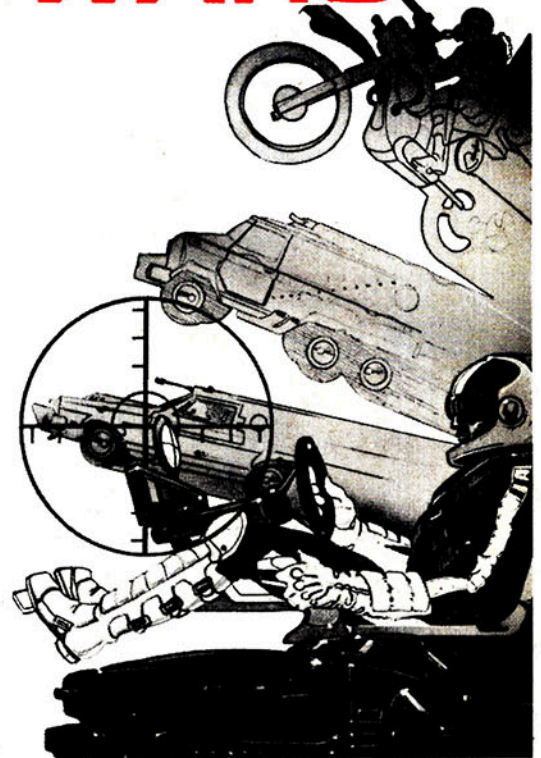
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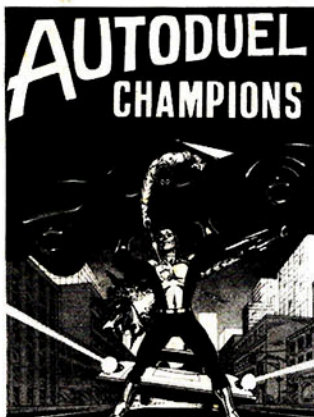


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