

The Strategic Review

MILITARY MINIATURES * GAMES * SWORDS & SORCERY

AUTUMN 1975

Single Copy 50¢

Vol. 1, No. 3

WHAT'S GOING ON HERE?

EDITORIAL

Donald Featherstone once said in WARGAMER'S NEWSLETTER that he believed Arnold Hendrick's chief talent and claim to fame lay in his "pinching" of Fletcher Pratt's Naval Wargame — alluding in all likelihood to similarities between Mr. Pratt's game and the set of rules for naval miniatures authored by Mr. Hendrick. I concurred with what was said in WARGAMER'S NEWSLETTER, and when the good Mr. Hendrick "reviewed" CHAINMAIL in a highly uncomplimentary manner I ignored what was written, for surely most hobbyists could be assumed to be able to read this "review" for what it was worth and in light of Mr. Hendrick's talents otherwise. As an example of the comments he made regarding CHAINMAIL, the most amusing was his assertion that heavy cavalry was rated too high, imagine! In a period where the armored horseman dominated the field of battle, heavy horse are too strong! Anyway, the learned Mr. Hendrick subsequently "reviewed" DUNGEONS & DRAGONS, again in a very uncomplimentary manner — after all, he had gone so far as to play a game of D&D as a Cleric, completely armed with such edged weapons as spear and arrows . . . Again, this so called "review" was so obviously inaccurate and biased that I ignored it completely, although numbers of letters and telephone calls from irate D&D fans who had read the comments and wished to let me know that the "review" outraged them assured me that Mr. Hendrick would not escape totally unscathed. Eventually the magazine which retains Mr. Hendrick as a "reviewer" did print a contrary opinion — how could they ignore a counter-article written by Mr. James Oden, President of Heritage Models, Inc.? This brings me to the point of this editorial. The axe that Mr. Hendrick has been grinding so loudly and long has been exposed.

Possibly in light of TSR's success in publishing miniatures rules and games, Mr. Hendrick has decided to begin peddling a line of his own creations. If these creations are as well-thought out as his "reviews", as learned and clever, they will be rare products indeed. However, being inclined towards fair play, I invite any readers who wish to submit reviews of any of these sets of rules, and as space permits we will publish as many as is possible. Note TSR is **not** having one of its writers or designers review the products of a competitor. If we receive several reviews for one set of rules we will publish that which is most thorough in our opinion, regardless of what its recommendation is, and as an editor's note include the conclusions of any other reviews of the same work so as to give all opinions expressed to us from **disinterested** reviewers. After all, could one expect honest and fair reviews from a source directly connected with a competitor of the product being reviewed? Certainly not. As an author of rules and games I have refrained in the past from reviewing the work of other writers and designers for just this reason. This policy will be continued in the pages of **SR**, despite less scrupulous methods employed in the magazine which carries Mr. Hendrick's "reviews". We will depend on you for product reviews, and when we plug our own staff it will be clearly labeled as an advertisement.

Gary Gyax

PUBLISHERS STATEMENT

The STRATEGIC REVIEW is published quarterly by Tactical Studies Rules, P.O.B. 756, Lake Geneva, WI 53147. It is available by subscription at the rate of \$1.50 per four issues. Single copies and back issues are available at 50¢ each, but availability of all back numbers is not guaranteed. (Subscriptions and single copies sent outside the U.S. and Canada are \$2.50 and 80¢ respectively, and payment must be made in U.S. currency or by International Postal Money Order.) All material published herein becomes the exclusive property of the publisher unless special arrangements to the contrary are made.

TSR NEWS

As we have said before, things keep happening so fast around here that we cannot keep you properly informed despite our best efforts! Item: TSR has formed a Hobbies Division, TSR HOBBIES, advertised herein. It will soon have a catalog with no less than 150 different miniatures for fantasy gaming — as well as other goodies. Brian is in charge of this operation. Item: TSR is forming yet another division, TSR GAMES, which will publish Mike Carr's classic FIGHT IN THE SKIES in a 5th edition, as well as a super-fun fantasy boardgame in the near future. Item: Due to the demands of running TSR, we have employed Gary Gyax full-time, and he is now responsible for all orders, billing, and accounting. Item: TSR has not less than ten titles — rules and games — nearing completion, and only available funds and publicity factors will tend to slow the pace of their release during the next year. Item: By the time you are reading this Professor M.A.R. Barker's incomparable fantasy campaign game EMPIRE OF THE PETAL THRONE will be nearing completion. It should be released around mid-July or perhaps a bit later, and it will be the ultimate in fantasy gaming. EPT has a full-color box cover (beautifully drawn by the author), three full-color maps of large size, and a huge rules booklet. Although it will have to sell in the \$25 price range complete, we will give **SR** readers a big discount next issue, and components of the game will be sold separately for those who wish only a small part immediately — or who can afford no more. The rules should be in the same price range as D&D. Meanwhile, we are getting ready to run some D&D tournament games at Origins I, and from what AH says the games will be filled to capacity (but wait until the players find out just how horrible a place they will be "dungeoneering" in!). We will have TSR booths only at CITEK-75 (15-17 August at the Midland Hotel in Chicago) and GenCon this year, but we hope that in 1976 we will be able to set up at about a half-dozen conventions so as to be able to see more of our friends (and sell a few more books and games, of course). Try to stop to see us at the cons we do make this year, or come to the shop at 330 Center St. in Lake Geneva if you're in the neighborhood.

After we finally get around to producing CLASSIC WARFARE — which has been put off until late summer — we will do BLACKMOOR, D.G.U.T.S (reprint with very minor changes), SHIPS OF THE LINE (campaign rules for sailing ships), NAVAL ORDERS OF BATTLE (Age of Sail), and probably a STAR PROBE addition and another fantasy-type booklet or two. We **are** heeding the results of the survey, and what you are most eager to get will be forthcoming soon.

SR #4 will probably bear an advertisement for TSR HOBBIES, offering a catalog for \$2.00, refundable with the first order for \$10.00 or more. We are selling figures now, but they haven't been photographed for the catalog yet. If you want fantasy figures of any sort just send us a list, and we will do our best, for we now stock most from the MiniFigs, Der Kriegsspielers, and Scruby lines. Stocks of figures from Heritage and McEwan are expected shortly. So right now we are able to fill most fantasy figure wants. Eventually we will add sci-fi and then the traditional models to provide really complete service.

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Editor — E. Gary Gyax

Associate Editor — Brian Blume

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Change of Address should be sent as soon as possible, and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

CREATURE FEATURES

PRESENTING NEW DUNGEONS & DRAGONS MONSTERS FOR YOUR ENJOYMENT

(A)
The Yeti:
 (Abominable Snowman)
 Number Appearing 1-6
 Armor Class 6
 Move 12"
 Hit Dice 4
 % in Lair 10%
 Treasure Type D
 2 Claws = 1-6 pts. cold damage each
 Hug (as Owl Bear) = 2-16 pts. cold damage
 Surprise = looking into Yeti's eyes; save vs. paralyzation must be made
 Intelligent

Alignment = N
 (B)
The Shambling Mound
 (or the "Shambler")

Number Appearing 1-3
 Armor Class 0
 Move 6"
 Hit Dice 6-9 (10's)
 % in Lair 25%
 Treasure Type I
 Clubs twice per turn for 2-16 points—2 hits on same target = entanglement and suffocation in 2-5 turns (no attacks during this period by Shambler)
 Fairly Intelligent
 Alignment = N

(C)
The Leprechaun
 Number Appearing 1+
 Armor Class 8
 Move 15'
 Hit Dice 1-3 pts.
 % in Lair 10%
 Treasure Type F
 Magic Resistance 80%
 Highly Intelligent
 Alignment = N

(D)
The Shrieker
 Number Appearing 2-5
 Armor Class 7
 Move 1"
 Hit Dice 3
 % in Lair —
 Treasure Type Nil

(A)
 Inhabiting only regions of icy cold, Yeties are seldom encountered by a warm-blooded mankind. Those who do have the misfortune to stumble upon these monsters seldom live to tell the tale, for Yeties are very fond of human flesh. If found in their lair there is a 30% chance that there are 1-3 females there also, and a 15% chance of an additional 2-5 young if females are present. Because of their adaption to cold, Yeties are very susceptible to fire, and attacks employing such heat do 50% greater damage. The typical male is 8' tall, 350 pounds, and his white coat blends perfectly with snow and ice; thus, a Yeti is nearly invisible until within 10' to 30' of its prey. (For each level above 1st add 5% chance of spotting a Yeti at normal distance, i.e. a 2nd level character has a 5% chance of spotting one.)

(B)
 Appearing as a heap of rotting vegetation, the Shambler is actually an intelligent form of vegetable life. It is generally from 6' to 9' in height, with a girth of about 6' at its base and 2' at its summit. The brain of the Shambler is located in its mid-portion, and its thick, fibrous layers make it difficult to penetrate to its only vital area. In fact, most hits upon it do but little damage (thus Armor Class 0). As it is wet and slimy, fire has no effect, lightning causes it to grow (add 1 hit die), and cold does either one-half or **no** damage due to its vegetable constitution. All weapons score only one-half damage. It can flatten itself, so that crushing has small effect upon the Shambler. Plant Control and Charm Plants are effective.

(C)
 These are small, fairy-like creatures of magical talent and mischievous nature. They can become invisible at will, polymorph non-living objects, create illusions, and use ventriloquism spells as often as they like. Their keen ears prevent them from being surprised in most cases. Being full of mischief they will often (75%) snatch valuable objects from persons, turn invisible, and dash away. The object stolen will be valuable, and there is a 75% chance of such theft being successful. If pursued closely there is a 25% chance per turn of pursuit that the Leprechaun will drop the stolen goods. If caught or discovered in its lair the Leprechaun will attempt to mislead its captor into believing he is giving over his treasure while actually duping the captor. It will require great care to actually obtain the Leprechaun's treasure. Note: Leprechaun's have a great fondness for wine, and this weakness may be used to outwit them.

(D)
 These are normally quiet, mindless fungus which are ambulatory. They live in dark places beneath the ground. Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1-3 turns. This noise has a 50% chance of attracting wandering monsters each turn it lasts and 1 turn thereafter. Purple Worms and Shambling Mounds greatly prize Shriekers as food.

(E)
The Ghost
 Number Appearing 1+
 Armor Class 8
 Move 9"
 Hit Dice 10
 % in Lair 35%
 Treasure Type E
 Attack Magically
 Cause Fear
 Intelligent
 Alignment = C

(F)
Naga
 Number Appearing 1+
 Armor Class 5
 Move 15"
 Hit Dice 7-12
 % in Lair 60%
 Treasure Type H
 Damage 1) bite = 1-3*
 spit 3**
 constriction = 2-8
 2) bite = 1-4*
 3) bite = 1-3*
 + special
 Highly Intelligent
 Alignment = 1) L
 2) N
 3) C

*must also make saving throw vs. poison

(G)
The Wind Walker
 Number Appearing 1-3
 Armor Class 8
 Move 15"/30"
 Hit Dice 6
 % in Lair 20%
 Treasure Type Nil
 At 20' deafen
 Attack by wind force at 10' for 3-18 pts. damage/turn
 Intelligent
 Alignment = N

(H)
The Piercer
 Number Appearing 2-12
 Armor Class 3
 Move 1"
 Hit Dice 1 to 4
 % in Lair —
 Treasure Type Nil
 Hit = 1-4 dice (6-24) damage

(E)
 These creatures are not true Undead, although they are the spirits of humans who were totally evil. They are powerful supernatural things which hate all life. Being non-corporeal they can only be attacked by things in a like state (such ethereal creatures) or through telepathic means. The mere sight of a Ghost will cause the viewers to save vs. Magic unless above the 9th level (5th level if a Cleric) or age 10 years and flee in panic for 2-12 turns. Ghosts will attempt to Magic Jar any intelligent living creature which comes within 6". They otherwise attack by touch which causes aging of from 10 to 40 years, but in order to do this they must assume a semi-corporeal form, and when they do so they may be attacked by magic weapons (but not spells) as if they were Armor Class 0.

(F)
 There are three different types of Naga: Naga are basically snake-like in form.

1) Guardian Naga are found in sacred places or guarding the treasure of Lawful minions. They are about 15' to 20' in length and can spit poison, bite, or constrict. In addition, they are able to use Cleric spells as if they were a Bishop. Hit Dice 11-12

2) Water Naga are the most numerous of all Naga. They inhabit only fresh water, usually living in palaces deep beneath the surface of large ponds and lakes. They are about 10' in length and have a poisonous bite. In addition they are able to use Magic as if they were a Thaumaturgist, although they cannot employ spells which bring forth fire or lightning. Hit Dice: 7-8

3) Spirit Naga are totally evil and have human-like heads atop their snakey bodies. Their bite is poisonous. Their eyes will **permanently** Charm the looker unless save vs. paralyzation is made. They are able to use Cleric (evil) and Magic spells as if a Bishop/Enchanter. Length is generally about 15', Hit Dice: 9-10.

(G)
 These airy creatures live high in mountains or in great caverns far below the surface. Being ethereal, Wind Walkers can be fought only by such creatures as Djinn, Efreet, Invisible Stalkers, or Aerial Servants or affected by spell! such as Control Weather (unless save is made the monster dies), Slow (affects monster like a fire ball), and Ice Storm (drives away for 1-4 turns) Haste does one-half damage (as if a Fire Ball) to Wind Walkers, but it also doubles the amount of damage done by the Wind Walkers. Magical barriers will stop them, but Wind Walkers will otherwise pursue for 10 turns minimum. Their approach is detectable at from 10"-30" as a whistling, howling or roaring depending on the number coming. These monsters are telepathic and can detect thoughts within 10"-30" (as they work in series to boost range). They are subject to attack by telepathy. Wind Walkers are sometimes forced into servitude by Storm Giants (for obvious reasons).

(H)
 With their stoney outer casing these monsters are indistinguishable from stalagmites found on cave roofs. They are attracted by noise and heat, and when a living creature passes beneath their position above they will drop upon it in order to kill and devour it. Larger varieties will be with smaller ones.

The Lurker Above	
Number Appearing	1-4
Armor Class	6
Move	1"/9"
Hit Dice	10
% in Lair	50%
Treasure	Nil
1-6 pts. constriction damage/turn	
Also smothers	

This terrible beast somewhat resembles a large manta ray. Its greyish belly is so textured as to appear to be stone, and the Lurker typically attaches itself to a ceiling where it is almost impossible to detect (90%) unless actually prodded. They move about by means of a gas which makes them neutrally buoyant and a flapping of their wing-like appendages which can be over 20' tip to tip. When disturbed the Lurker drops from the ceiling, smothering all creatures beneath in the tough folds of its "wings." This constriction causes 1-6 points of damage per turn, and the victims will smother in 2-5 turns in any event unless they kill the Lurker and thus break free. Unintelligent, the Lurker will fight until dead. Prey caught in its grip cannot fight unless the weapons used are both short and in hand at the time the creature falls upon them.

MONSTER REFERENCE TABLE ADDITION, HOSTILE & BENIGN CREATURES

by Wesley D. Ives

Special characteristics are dealt with in the separate paragraphs pertaining to each monster which follow this table.

Monster type	Number Appearing*	Armor Class	Move**	Hit dice	% Is Liar	Type or Amount of Treasure
Drolls	1-25	Obscure	Erratic	yes	100%	Obscure
Buydras	0-0	Thick	Fast	no	50%	1-20 G.S.# ea.
Hobnoblins	1-50	Magnetic	Never	always	100%	10-100 Bottles##
Weregammers	2-10	120 mm.	Column	repeatedly	1000%	0-0 G.S.# ea.,
Umpyrs	1-2	Invulnerable	Dodge	never	100%	Modified
Grifferees	1-2	None	Too slow	yes	100%	Never enough
Hippygriffs	½-5	Alberto Balsam	Slow/Fast	no	100%	Illegal
Green Granules	1-1,000,000	None needed	None	none	0%	none

*Depending mainly on the phase of the moon.

**Movement to right of slash is movement when flying. Creature may also "crank up" and receive bonus for extra speed.

G.S. = Green Sheets

##Roll %ile dice — percentage given is alcoholic content of potion in bottle.

WEREGAMERS: There are several types of Weregammers, with varying armor class, hit dice, and treasure.

TYPE	ARMOR CLASS	MOVEMENT	HIT DICE	ALIGNMENT
Wererommels (see Tractics)		overextended	Until July 1944	OKW
Wererussians	Skin	en masse	After Dec. 1942	NKVD
Werenys	Supposedly	CHARGE!	Until Moscow	in reserve
Weregandalfs	Magic	with Phillip's	maybe yes'	helpless
			maybe no	

Anyone seriously infected by a Weregamer will become a similar Weregamer within 2-24 days unless they are given a **Cure Obsession** spell by a Lobotomist.

DROLLS: Dim and blubbery, loathesome Drolls are able to reiterate, so that beginning the third repartee round after one is scored upon it will begin to ignore its deteriorating position vis-a-vis other Drolls. Even totally devastated Drolls will reiterate eventually, so unless severely seared by caustic humor or burned by heated sarcasm, they will resume repartee after they have recovered 6 or more obscure facts.

BUYDRAS: These creatures are wild and exceedingly shy, being most difficult to entice into any kind of bargaining position, and they seldom part with any more than a small portion of their treasure at any one time. Their favorite prey is always someone else, evidently.

HOBNOBLINS: These monsters are large and shameless Buydras, having a +1 on cheek. Hobnoblins are not intelligent, though they may be used to maneuver one's troops, if watched closely.

THE STRATEGISTS CLUB

The Awards Banquet at GenCon is almost filled, that is we have 46 names out of 50 possible, and most of them have paid. It will be a success, of that we are sure, and it seems likely that there will be a repeat at GenCon IX in 1976. The voting wasn't as heavy as we would have wished, but there was over a 50% vote from SC members, so we can't complain, but we will push harder next year. Results will be announced in the next issue, by the way.

Although there are only 42 answers on hand from the preference poll in SR #2, they are quite enlightening — although not really surprising. We won't waste a lot of space telling you in detail what you like, but here are the more interesting results:

Fantasy mean score	8.5!
Ancients mean score	6.5!
ACW mean score	5.5!
WW I mean score	3.5!

We would not have gone ahead with **BOOT HILL** based on survey answers, but sometimes the publishers can know more than their market, for we are part of that market ourselves. The fellows here at TSR, and our LGTSA play-testers, and the Woodstock Wargamers play-testers all love the the game, and we believe that once it is played the response will jump from the area of 5-6 to 7-8. What would fantasy have rated before D&D was published? See who is right in a few months . . .

Space is really at a premium this ish, so we will ask only a few questions. Please drop a card with your answers if you can manage!

Rate from 9-0 (best - worst) your opinions of the following specific fantasy game rules:

1. J.R.R. Tolkien
2. R.E. Howard's "Conan"
3. Fritz Lieber's "Lankhmar"
4. John Norman's "Gor"
5. Lin Carter's "Jandar of Callisto"
6. Jack Vance's "Dying Earth/Eyes of Overworld"
7. List any similar fantasy world you wish and rate it.

UMPYRS: These monsters are properly of the "Scumsucker" class rather than Weregammers. If they are exposed to the bright light of Truth, soaked in running commentary, or impaled thru the heart with an obvious historical inaccuracy, they are helpless. They reiterate during arguments as do Drolls, but they do so immediately upon being contradicted. Umpyrs are immune to normal repartee and are armed with magical rule-books which they can interpret in any way they see fit, thus scoring two frustration hits on normal opponents.

GRIFFEREES: Small, unassuming Grifferees are found only between things- two fires, the devil and the deep blue sea, the frying pan and the fire. There are no Grifferees more than one minute old, since they are considered a delicacy by Weregammers, Umpyrs, and each other.

HIPPYGRIFFS: Although the name would suggest some connection between Grifferees and Hippygriffs, the Hippygriff is another kind of beast entirely. It spends most of its waking hours lost in the ozone, but if enticed into repartee, the Hippygriff's small but solid vocabulary (eight words: "wow," "yeah," "like," "man," "uh," "huh," "far," and "out.") is potent enough to score two dice of boredom on all creatures except Umpyrs, which are congenitally deaf.

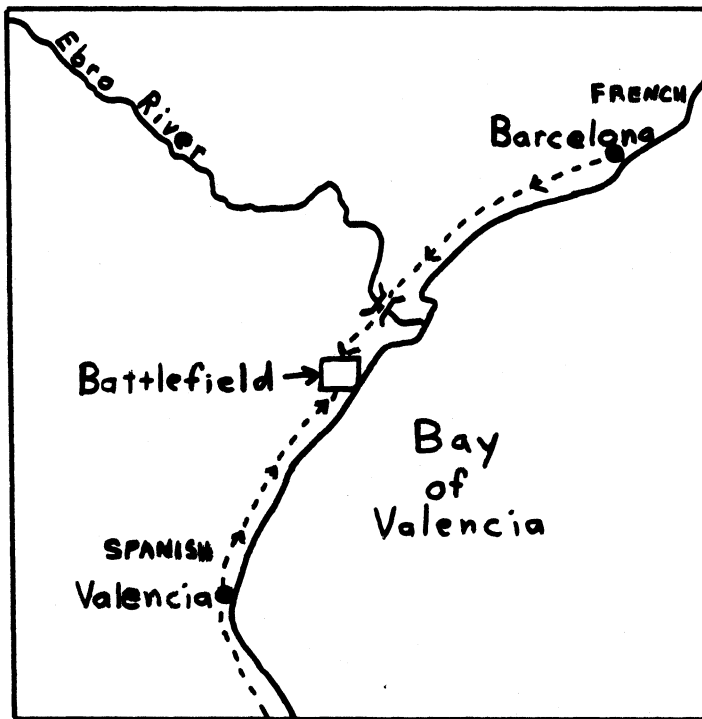
GREEN GRANULES: A scrunching horror which closely resembles dry sand and gets into the weirdest places. Green Granules are found only within 25' of sand-tables occupied by one or more Weregammers or Hobnoblins. Green Granules cannot be combatted, and can never be removed once they have seeped onto clean floors, rugs, hair (a special horror for Hippygriffs), clothes, or other objects. Rough contact with a table of Green Granules causes it to send forth an asphyxiating mass of dust which cannot be tolerated by any creatures except Wererommels suffering terminal Tobrukitis.

THE BATTLE OF THE EBRO RIVER IN 5mm NAPOLEONICS

by Bob & Paul Zahray

In this battle, resulting from strategic map moves made during the opening phases of the Woodstock Wargamers Peninsular War campaign, a small French army marching on Valencia was defeated by a Spanish army marching on Barcelona.

This battle was fought using a set of rules designed by several club members. These rules are fairly simple, with firing and melee by a point system. This allows for easy transfer of casualties between the point and paper strength of armies, as well as permitting use of ten to twenty thousand man armies as a matter of course. Ground scale in these rules is 1" equals 100 yards, while each turn represents 15 minutes. Thus, the 9 by 7 foot battlefield used in this game gave ample room for maneuver.



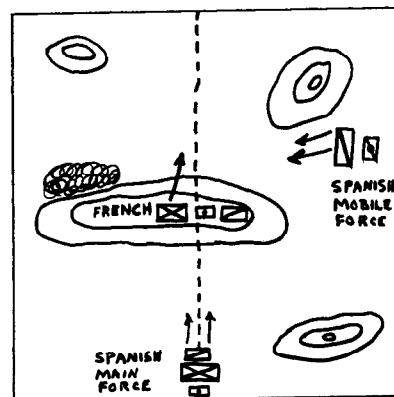
In pre-battle maneuvering the Spanish forces let the French cross the Ebro River unopposed to avoid an engagement before all the Spanish forces were present, and to pick the terrain for the battle. According to Spanish scouting reports the French, once across the river, moved two or three miles and then stopped, evidently waiting for reinforcements, which later turned out to be at least ten miles behind. Seeing this, the Spanish moved immediately to the attack. The infantry, 3000 line, 1000 militia, 1300 light and 2 foot guns, was sent north along the road, with a scouting party of 490 light cavalry in attendance. The mobile force, consisting of 1760 light cavalry, 1000 heavy cavalry, 1000 dragoons, and 6 horse guns was sent to the north and east in order to out-flank the French. Pre-battle maneuvers took from 7:30 a.m. to 10:30 a.m., and the first visual contact between the two armies occurred at 10:45 a.m.

The entire French force of 3000 line infantry, 700 light infantry, 4 foot guns, 500 light cavalry, and 500 heavy cavalry was deployed on a large ridge when the Spanish entered the field. The French, immediately realizing they were out-numbered and out-flanked, began an immediate withdrawal north along the road.

By 12:00 it was apparent that the infantry and guns wouldn't be able to outrun the Spanish mobile force, so the French tried to make a stand. The infantry formed up in squares behind their guns, and the Spanish horse artillery began to take a heavy toll. Meanwhile, the Spanish light and heavy cavalry charged home into the French cavalry, totally destroying it.

At 1:00 the French, realizing the situation was desperate, began using their guns for counter battery fire, which eventually cost the Spanish two guns. The French infantry, still in squares, continued to take heavy casualties from the Spanish guns, which also managed to destroy two French guns.

At 2:00 French reinforcements—500 light cavalry, 500 heavy



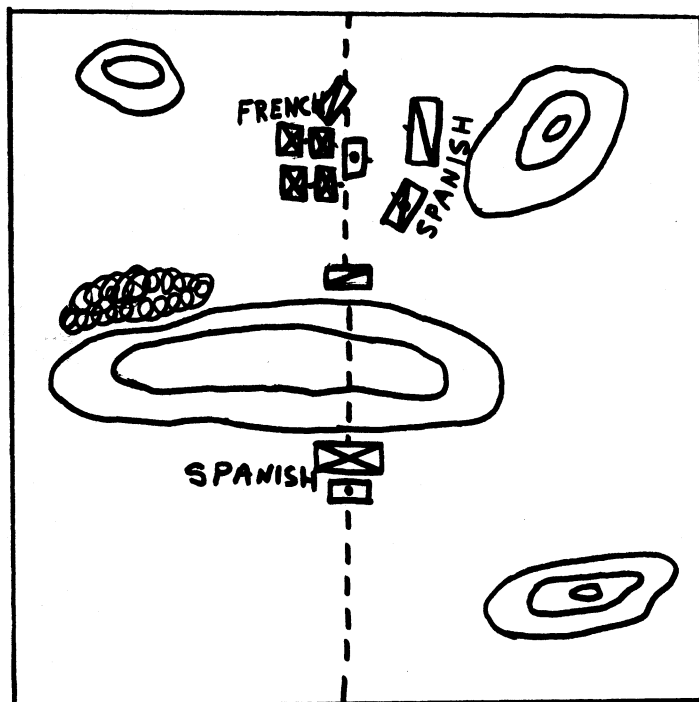
cavalry, and 2 horse guns—appeared in the north. The Spanish, realizing that immediate action was imperative, charged the remaining French guns with their dragoons, catching them as they limbered up.

At 2:15 the French Skirmishers decided to engage the Spanish guns, but were cut down by the Spanish cavalry before they could do much damage.

At 2:30 the remaining French infantry, 1220 in number, began an orderly retreat to the north, while a feint by the French cavalry reinforcements resulted in fairly heavy casualties from the Spanish horse guns.

At 2:45 the French, wanting to preserve their remaining cavalry, abandoned their infantry to the tender mercies of the Spanish cavalry and horse guns.

At 3:30 the remaining French infantry surrendered to the Spanish, and the foot weary Spanish infantry finally reached the scene of the battle, over an hour late.



French losses were 4470 men, of whom 2450 were captured, along with their 4 guns. Spanish losses were 555 men killed.

The Spanish commander managed his forces well, but should have kept the mobile force out of sight for at least an hour. This would have allowed the Spanish infantry to close with the French.

The worst French error was not committed by the French general, but by an incompetent subordinate officer. When the general arrived, he found that his first division was ready to attack, but the second division was sitting 20 miles behind his lines. He immediately sent an order to his lagging second division to come at a forced march, and determined to wait. Unfortunately, the Spanish took the opportunity to attack, and only the cavalry from the second division ever arrived on the field.

During the battle, the French General, normally a good tactician, became demoralized and made several tactical errors. The first was letting his cavalry be engaged by a force almost four times its strength, when it was preventable and served no purpose. The second was placing his infantry squares behind his guns, where they could not protect them, rather than adjacent to them where they could.

WARGAMING WORLD

In #1 we mentioned a "Conan" line to be released by Miniature Figurines, Ltd, but it is not yet available — quite. The new range will actually be called "Swords & Sorcery", with over 125 figures **initially** and they look good. Although they are not "officially" to be for games based on the Conan series, many of these figures will be ideal for such usage (TSR helped MiniFigs in laying out which figures would be adaptable to such usage, so we know of what we speak). Kindly Steve Carpenter has sent us samples of the figurines currently ready, and the balance should be along in a few days. As soon as possible we will prepare a list of the MiniFigs S&S line with notes as to what they can be used for in games based on the Conan saga. It should appear here next ish. At the same time we hope to be able to mention other fantasy figures new from Heritage Models, Inc., Der Kriegspielers, and McEwan, as well as review these lines and Jack Scruby's too.

Magazine mentions are numerous this time. BUSHWHACKER, Box 3565, 79106, (that's how they list themselves!) is a newsletter published by JagdPanther Publications. It covers a wide range of wargaming topics, evidentially stressing the boardgame aspect of our hobby. Issue #3 contained a very clever take-off from MAD Magazine entitled "The Do-it-yourself Game Review". We had about a dozen different fellows try this, and the laughter it afforded us all was worth the price of subscription — only \$2.50/eight issues. SIGNAL, P.O. Box 830, CFPO 5056, Bellville, Ont., Canada KOK 3R0, continues its regular bi-weekly schedule. It is filled with game news and product and magazine reviews, including recently some comments on TSR's offerings. So at \$1/6 or \$3/20 issues, how can you lose? BLEAK DECEMBER, Box 73, Coloma, WI 54930, was mentioned last ish. It contains fantasy, s&s, and scifi material primarily, with some interesting classified ads. Anyone who collects books in the genre will enjoy it (even if Jim Dapkus, its editor and publisher, does complain about TSR being a bit late (!) in supplying him with some of our products in BD #5). Send 25¢ for two issues. WARGAMER'S INFORMATION #2 arrived, and we say again that this is another fine general newsletter — and in order to keep informed of what's going on in wargaming we must subscribe to at **least** one such publication. It is \$2/12 issues from Flying Buffalo, Inc., P.O. Box 1467, Scottsdale, AZ 85252. BATTLE REPORT is the newsletter of the American Wargaming Association. It is a news and articles 'zine, and it just happens to carry some D&D material (#4 had "Dirty Tricks for the Dungeons" by Bill Hoyer). Not only is it an inexpensive and interesting magazine, but the AWA is also worth looking into if you are interested in national clubs. A six ish subscription is \$2.75, \$2.25 to AWA members. BR, c/o Thomas M. Sobottke, 412 Lee Hall, Whitewater, WI 53190. And we again recommend the MIDWEST GAMING REVIEW, interesting to all wargamers, but of particular merit for those in the Midwest. #14 is over 20 pages long and full of all sorts of news, articles, and information. A sample issue is 50¢, and from that you can both form your own opinion and find out subscription information. MGR, c/o Len Scensny, 734 Lawnview Ct., Rochester, MI 48063. AERODROME is the newsletter of the FIGHT IN THE SKIES SOCIETY (another affiliate of the AWA), and if you are a WWI aerial warfare buff this zine and game are for you. "FITS" is (in our opinion) the best and most realistic game of its type available, and AERODROME keeps readers posted on what is going on with regard to the game, postal matches, and rules additions. AERODROME, c/o Mike Carr, 189 19th Avenue S.W., Cedar Rapids, Iowa 52404 — ask Mike for information on the Society and for a sample of his newsletter. It is highly satisfying to see that organized wargaming continues in Europe, not only continues but grows thanks to the efforts of Walter Luc Haas, editor and publisher of EUROPA. This magazine is written in English because in a Europe with so many different national languages, some common tongue needs to be used to reach gamers in France, the U.K., Germany, Poland, Sweden, Belgium, Switzerland, Italy, and so on. This publication cannot be recommended too highly for those who are interested in at least observing the progress of our hobby in Europe and to learn what our fellows there have available and wish to have made available. "E" also contains many articles, reviews, and the like. "E" #6-8, a triple issue, was so thick it took me hours to read through! Although the postage makes the cost above normal, you should not miss reading at least one issue. Single issue price is \$.76 surface mail/\$1.24; air; 5 issues surface for \$4.00/air mail reverses this with 4 issues for \$5.00.

Tom Webster, 379 103rd Ave., Plainwell, MI 49080 has an interesting booklet entitled THE RISE AND FALL OF (WHO'S?) EMPIRE. It details PBM game which allows each participant to build his own kingdom from the ruins of the "Old Empire". It appears to require a good bit of paperwork, but otherwise seems easy and fun. Write to Tom for more information.

Richard A. Morenz offers cardboard flats of Revolutionary War figures — about 12¼¢ each — in sets of 12, half American and Half British. They appear to be nice for H.G. Wells games, for they are about 90mm scale. For more details write 215 East High Street, Lisbon, OH 44432.



GALLERY OF GUNFIGHTERS

Part 1 — The Art of Gunfighting

Note: The normal format of this column will be to present a short profile of a famous gunfighter along with ratings of his ability. These ratings will be compatible with TSR's BOOT HILL rules for Man-to-man actions in the Wild West. However, since this is the first in the series, it is appropriate to first discuss the "Art" of Gunfighting.

"God created men; Colonel Colt made them equal." In the wild 'n woolly towns of the western frontier during the 1870's and 1880's, many men would sooner go out on the streets without their pants rather than without their six-gun.

Gunfighting was a very complex art. It required courage, speed, steadiness and co-ordination. Hundreds of men died finding ways to improve the state of the "art." Bat Masterson, one of the most respected lawmen in the west, had some good advice for would-be gunfighters. He said to never try to bluff a man with a gun. A pistol is made to kill the other fellow with and for no other reason. Never reach for a gun without planning to shoot to kill. Masterson also recommended that to stop a man with a gun never aim along the barrel. Hold the gun tightly and point the barrel in the same manner that you instinctively point your finger. If a man couldn't learn to aim that way, he would never be a successful gunfighter.

When it came to drawing a gun, there were many variations. Gunfighters did not always wear their six-gun in the conventional holster as they do on TV or in the movies. Some simply carried them in their waistband, pants pocket or coat pocket.

Wild Bill Hickok probably never wore a holster. He would stick two revolvers, always the old fashioned cap and ball type (with a cap and ball pistol, loose powder is poured into each chamber and a lead ball is pressed on top), into his sash or waistband, butts pointing towards his belt buckle. In cold weather it would be next to impossible to draw from a holster under a coat, so six-guns were usually carried in a coat pocket.

A variety of special holsters also evolved. The swivel holster had a slot into which a pin mounted on the gun was placed. No leather surrounded the gun, and all that was needed was to swivel the gun on the pin and fire. A second type of swivel holster had the holster attached to the belt by a rivet. The whole holster would be swiveled on the rivet and the bullet fired through an opening in the toe of the holster. Swivel holsters were very quick but shooting from them not very accurate. Various vest-type holsters and shoulder holsters were also used. Some had pockets for the six-guns, and others used spring-like clips to hold the weapon in place.

When it came to drawing a gun from a holster and firing there were several methods to choose from, depending somewhat on the type of pistol. A single-action revolver was one that had to have the hammer cocked, usually with the thumb, before the trigger could drop the hammer. When drawing this type of gun, the trigger was pulled back as soon as the hand gripped the gun. As the gun was drawn the thumb pulled back the hammer and when the gun is pointed, the hammer was released. A double-action revolver was a type where pulling the trigger automatically cocked the gun and dropped the hammer. In drawing this type, the trigger could not be pulled until the gun cleared the holster. This is **Marginally** slower than firing a single-action type, but on the first shot only. Either type could be modified by "disconnecting" the trigger, and/or sometimes shortening the barrel. This made either type faster to fire and/or draw.

Either type of gun could be "fanned". Fanning entails holding the gun in one hand and striking the hammer with the side of the other hand to pull it back and let it fall. Fanning, according to many old-timers, including Wyatt Earp, was by far the fastest way to unload a six-gun, but was very rarely used by the top gunfighters in a life-and-death situation. Wyatt Earp held gun fanners in contempt, and other old-timers, including some Texas Rangers, stated that they had never seen fanning used in a fight but only as a stunt. Yet some credence must be given to such use.

Another much debated subject is that of only loading five shells in a six-gun and leaving the chamber under the hammer (the sixth) empty. This supposedly would protect the wearer of the gun from accidentally firing and blowing a hole in his foot or leg. This appears to be largely ignored by most gunfighters, although occasionally practices. The only way in which a gun could go off accidentally, without revolving the chamber and placing a bullet under the hammer, would be to strike or drop the gun directly on the end of the hammer with great force: an unlikely occurrence although one occasionally reads of it happening today. Additionally, the Colt Frontier model six-gun, a very popular weapon, had a safety notch which held an uncocked hammer away from the shell.

Many gunslingers carried two six-guns, but never fired them simultaneously. They would either alternate shots between the two if they were ambidextrous, or they would first empty one gun and then switch to the other.

A number of other stunts frequently seen in the movies were rarely used in gunfights. Among these is the so-called "Road Agent's Spin." For this trick, one pretends to present his six-shooter to another person with the butt up and towards them and with the trigger finger inside the trigger guard. He would then spin the gun on the index finger until the butt of the gun fell into his hand and the barrel pointed toward the opponent. Such stunts were rarely relied on in a fight, and were mainly used to develop dexterity. Another trick was known as the "Border Shift," where the gun was quickly tossed from hand to hand, butt first to barrel first, usually too late for the one trying it.

Gunfights were usually short in duration, particularly indoors. Smokeless powder was not introduced until the 1890's and if a battle lasted more than a few shots, the room quickly became enveloped in clouds of smoke. As in all other forms of competition, the best man usually won. (Shooting from ambush was fairly common and the typical Westerner realized this fact all too well.)

Someone once calculated that the average life span of the West's 250 most dangerous gunslingers was 32 years. That's not much considering that a few lived into their 70's and 80's. He who lived by the gun frequently died by the gun; or on the short end of a long rope.

FROM THE RIVENSTAR SONGBOOK

THE UNICORN SONG

by Moonwulf of Rivenstar*

Well, you know I once had a unicorn for a friend,
One time, a long time ago.
His horn was of twisted gold, pointed on the end,
And his coat was of silver-white snow.
Sometimes he'd let me climb up on his back,
And we'd ride through the mountains all day;
He told me the secrets that unicorns know,
And I missed him when he went away.

I once knew a dragon, a cousin of Puff,
All yellow and bright golden-red.
He looked ferocious, but he never breathed fire,
He just blew big smoke rings instead.
Sometimes he'd let me climb up on his back,
And we'd fly through the mountains all day;
He told me the secrets that all dragons know,
And I missed him when he went away.

And now I've got a manticore for a friend,
And he sure is ugly to see.
He's nasty and vicious, and he'll eat anything,
And he's standing right behind — (GOBBLE, SLURP, CRUNCH, CRUNCH!)

*also known as Michael Longcor

MAPPING THE DUNGEONS

D&D NEWS AND A LISTING OF SOME GAMEMASTERS

If you have a good campaign running and would like to be listed herein just drop us a card. We cannot guarantee a full listing of all campaigns in each issue — or even a listing at all if the ish is really crowded — but we will do our best, for many readers have been asking us to help them locate a group to dungeoneer with.

Rich Schwall, 216 Hickory Court, Northbrook, IL 60062, is offering a tremendous service for solo D&D players. He will exchange sealed envelopes with anyone who so wishes, or he will provide numerous surprises, tricks, and traps envelopes at 25¢ per. We have seen samples of his work, and it is **excellent**. We highly recommend Rich to all of you!

The ever-active Al Macintyre informs us of many D&D happenings in the Cincinnati area. There are several computerized games going on there — D&D and a sci-fi one among them. They also have a three-city PBM D&D game going on there, and it made the news in the editorial pages of the Cincinnati POST & TIMES STAR. Anyone in their area July 19 & 20 should stop in at the Cincinnati Games Con, Contact Boardwalk, 1032 Delta Ave., 45220.

John VanDeGraaf (address below) has developed an efficient system which allows referees and players to keep track of their character data. TSR is at work along somewhat similar lines with an aim towards making such forms available for purchase; meanwhile, those interested in learning about John's system should drop him a SASE and 10¢ (hope that's okay, John) for a sample of his form.

Dave (The Fiend) Arneson relates the following: "We had an interesting game this weekend in preparation for the great SUPER-NAZI confrontation. A band of heroes went through the ol' teleporter, and after mucking around awhile (robbery, kidnapping, murder, rape, etc.) the locals sent the police and army after them. (The Germans thought it was guerrilla activity.) The army finally found the farm they were using as a camp and moved in to search it. While thus busily employed the heroes returned from a foray and ambushed them. It was The Great Svenny, Marty the Elf, Richard the Hairy, and 5 berserkers against 26 soldiers with 2 cars, 2 trucks, 4 light mg's, 2 motars (60 mm), and the usual bevy of small arms. Marty the Elf and 2 berserkers were killed, while the tropps lost 7 KIA and 1 wounded before fleeing — good thing too, for shortly thereafter the remainder of the heroes' force arrived, 3 magical types and another 12 berserkers! The Nazis will certainly be back in strength, and this will result in a big battle . . ." The LGTSA fought a somewhat similar action in May, and the German patrol managed to save about one-third of its force. However, a panzerfaust certainly takes a toll out in a **hurry**, and had the Krauts been alert they might have done pretty well. The surviving veterans of such a fantastic confrontation would prove to be stout competition for dungeon adventurers and friends. Such mixing of historical periods with D&D makes for some interesting game situations. If readers are sufficiently interested we will eventually put out some detailed information as to how we manage to belod such widely varying periods — but not too soon, for we are still working bugs out of the systems.

John Bobek and Bill Hoyt have used D&D as a teaching aid in grade school classes. Bill has a great little book of accounts of adventures and illustrations of monsters prepared by his 6th graders. Wish I'd have had such luck as a child . . .

D & D GAMEMASTERS AND CLUBS WHICH FEATURE D & D:

Dave Cox, Illinois Central College, P.O. Box 2400, East Peoria, IL 61611.

Bill Hartley, 804 8th St., S.E., Medicine Hat, Alta, Canada T1A 1M8.

LGTSA, c/o Rob Kuntz, 334 Madison, Lake Geneva, WI 53147.

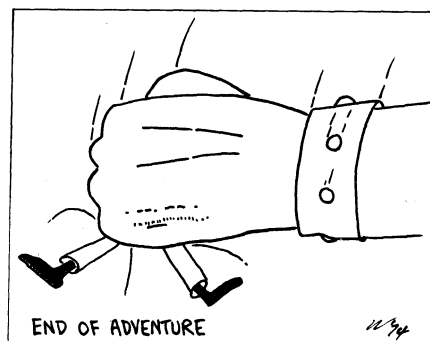
Len Scensny, 734 Lawnview Ct., Rochester, MI 48063.

Brad Stock, 9821 Lee Circle, Leawood, KS 66206.

John VanDeGraaf, 37343 Glenbrook, Mt. Clemens, MI 48043.

Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080.

Washington Wargamers, c/o Rob Blau, 604 Crestwood Dr., Alexandria, VA 22302.



Deserted Cities of Mars

by Jim Ward

For anyone who has read more than one of the famous John Carter of Mars series, just the mention of the title of this piece brings to mind vivid images. While Edgar Rice Burroughs never went into any great detail on this fascinating subject, there are several basic features to these cities that should be taken into account by the perspective wargame Barsoomian adventurer.

The empty cities of Mars were all port cities created by a fair haired, fair skinned race that was forced to keep moving their ports as their oceans dried up. As opposed to all the inhabited cities of the red planet the ancient cities were unwallled with ceremonial gates at the front of the four great avenues. A Martian gate is composed of a large round disc which rolls to the side displaying a circular entrance. The reason for the lack of walls is as the author explains it, the white skinned race had evolved beyond war and it's destruction and therefore had no need for hiding behind walls. The elder race always tried to blend their towns with their environment. Their cities are found with hills or mountains on one side and flat plains on the other, with the dried up sea to the front. While the rich of this old race placed many large country villas in the hills by the cities they also had palace-like dwellings in the city.

All Barsoomian cities are divided into fourths by two long wide avenues running east and west and north and south. Large open plazas filled with the fountains and marble benches, and smaller courtyards placed within buildings predominate in the architectural styles of the white Martians. The largest plaza of all was found in the center of the city. From earliest beginnings the races of Mars were governed by kings called Jeddaks. Their huge sprawling palaces are always the biggest structure in each of their cities and always at the center of the town. If you imagine the shape of a pyramid, the shape of a Martian city becomes easily discernible. All the biggest buildings and towers are at the center and the structures as they get further from center get smaller and smaller in size with the ruins at the outskirts eroded away to nothingness. The wells and cisterns at the center of the city can be counted on to supply water because the hordes of green Martians that always live in the largest buildings of the ageless cities keep these in repair for their own use as they roam in and out.

In dealing with the buildings themselves the old Barsoomians always placed ornate carvings on their building walls and liked many windows and balconies. The Martians favored high towers and domed roofs, placing only a few flat roofed structures amongst them. While the flat roofs are necessary to the modern red Martian because of the many types of aircraft which land among the spires and domes which weren't used by the later day Martian. All the races of Martians are oviparous

and the high towers in the new as well as the old cities are used for egg incubation. These towers are designed to capture the sunlight to speed the hatching process. The domed structures were made of colored glass and in many cases were the coverings for the sunken baths the Martians were so fond of. The flat roofed structures denote either stores or warehouses.

The Barsoomians built with marble, gold, and gems, placing scenes of everyday life on their outer wall carvings and on many murals found on their inner walls. An interesting facet of Martian buildings is that they use ramps instead of stairs to travel from level to level in their buildings. Characteristic of every city was the underground levels, lighted by the eternal radium bulbs.

In making a Martian city the Jeddaks palace must be considered first. The palace must be immense in width and length; displaying all the Martian building features. The palace must have many high towers and domes, every other thirty foot wall section has a balcony or window. The walls are covered with carvings and projections. There must be an audience chamber with a three story vaulted ceiling, and a raised platform at one end for the Jeddak. Every Barsoomian palace has many towers for egg incubation. The palace also has secret paths and rooms from top to bottom. Balconies and windows must cover the outside and there must be at least one large courtyard and maybe there are more. There are always many lesser palaces on the avenues which are merely smaller versions of this first one. Hotels can be found throughout the city. These are four or five stories high, with large open levels containing many raised platforms for sleeping. There are side rooms containing sunken baths for everyones use. While there are no places for eating in the hotel there are always such places adjoining the hotel. Many smaller three story structures can be found in the city. These are for the less royal Martian to live in. They have ten rooms per level and many times have the high glass tower for egg incubation. Finally the warehouses and the stores are only to be found on side streets, and the port side of the city. They display the large windows, balconies, and carvings that all other Martian structures do. The stores have rooms on the first floor and large open areas on the other floors for storage. The warehouses have only the large open areas.

In assimilating these facts certain ideas should come to mind. The green Martians prefer to live in the largest buildings at the center of the town, therefore the smaller ones at the outskirts should provide partial safety from their attack and a greater possibility of finding ancient treasure. The secret passages in every palace give any captured person a chance to escape or move around undetected in a green Martian area. The outside wall carvings make it possible to climb up and down, while the many balconies provide lookout posts for those fearing attack.

The Martian architecture lends itself easily to chart form, which may prove useful to the perspective judge.

On Avenues	Per cent	Lesser Palaces	
1. Lesser Palaces	01-60%	Floors	1-8
2. Hotels	61-80%	Towers for eggs	3-12
3. Apartment Houses	81-100%	Domes	1-10
* There is always a Jeddaks palace at the center of the city.		Rooms per level	10-80
		Ramps per level	1-4
		* There is always a courtyard within the palace.	
		* There is always one main audience chamber.	
		* There are always secret passages.	
On. Side Streets	Per cent		
1. Lesser Palaces	01-10%		
2. Hotels	11-20%		
3. Apartment Houses	21-80%		
4. Warehouses	81-90%		
5. Stores	91-100%		

Jeddaks Palace		Apartment Houses	
Floors	3-24	Levels	3
Towers for eggs	2-20	Rooms	10
Domes	6-60	Bedrooms	1-4
Rooms per level	15-120	Towers for eggs	01%-45%
Ramps per level	1-8		
* There is always more than one courtyard within the palace.		* A balcony or large window is placed every thirty feet.	
* There is always one main audience chamber.		* There is a .01%-51% chance that six of these apartments are placed together to form an inner courtyard.	
* There are always secret passages.			

Hotels		Stores	
Floors	1-4	Floors	1-4
Ramps per level	1-4	First floor rooms	1-8
Sleeping platforms per level	1-100	* The Upper Floors are just one large room used for storage.	
Sunken baths	2-12		
* There must be an eating establishment adjoining the hotel.		Warehouses	
		Floors	1-6
		Ramps per level	2-16
		* Every level is one large open room.	

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