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

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

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

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One area of adventure that has received little attention in normal AD&D is that of space travel. Suggestions for space travel rules in the past have been by incorporation of ideas from heavily technological role-playing games, yet there is no reason for this.

Given a universe different enough that spells and psionic powers can be reliably controlled, there is no necessity for natural laws to follow those of our own cosmos. As an example, consider a universe where the force of gravity could obey an inverse cube law instead of the familiar inverse square relationship.

Since the force of gravity decreases much more rapidly with distance than in our own universe, planets with axial rotation will then resemble flattened discs with sharp edges, where centrifugal forces gradually spill the atmosphere into space at the equator, see below. Most of the gas released will circulate through space towards the planetary poles but enough will reach escape velocity to allow a constant wind of air to form behind the planet. Enough atmosphere may be lost from planets and the sun to give space a thin but breathable atmosphere.

Since the gravity at the equator must necessarily be low, larger birds and creatures such as dragons would have little difficulty in achieving interplanetary flight. It's easy to construct a non-magical transport system. Take a light but strongly built ship, and sail to the equator (hereafter known as the 'Edge of the World'). Use a large kite and lots of really strong cord to catch the interplanetary wind, and then release the ship's rigging as a larger kite guided by the first and hauling some extremely strong rope tied to the bows. If the lengths of rope are correct the ship should thus be yanked into space and literally sail off the Edge of the World. The crew then haul in the sails for better control and the navigator lays in his course for the target planet. As the ship reaches its goal a few months later the rigging is deployed to form a hang glider, which allows a soft landing. (Fig 1).

Risks are fairly obvious. The wind may blow towards the sun before reaching the destination. The ship could be becalmed, or enter a zone of toxic gas. Random encounters with dragons, rocs, and unknown monsters could add interest to an otherwise boring journey.

Combat in such an environment uses the system for aerial encounters found in the AD&D DM's Guide, with the ship's manoeuvrability being a turn of 10° per round to a maximum of 30° from the prevailing wind direction. The strength of the hull will be 1-6 points less than that of a corresponding waterborne ship, with fires doing 25-50% more damage (see Waterborne Adventure, DM's Guide).

The course would be influenced by the wind and by gravit-
ional forces, and the crew would not necessarily experience free-fall conditions unless the ship became becalmed.

Supplies might present a problem, and failing the capture of birds and ice meteors it would be a good idea to carry a cleric able to create food and water.

Interstellar journeys pose more serious problems since transit times would be decades instead of months and there might be too little air for breathing. One possibility is to set course, commit suicide, and wait for the ship to be boarded at the destination by a cleric able to resurrect the bodies. This assumes a civilised planet at destination, and is not the safest way to travel.

A similar technique for more normal universes uses the ether winds as its propulsive force. The sails and kites used for this are made of 'Ether Silk', a substance existing on the prime material and ethereal planes simultaneously. It must be manufactured by a team of alchemists and high-level magic-users on planets outside the intense gravity field of the sun, but might of course be purchased from traders of more technological civilisations. An ether ship needs an airtight hull and airtight armour for its riggers. The sails cost 50,000 gp for a small vessel, and in even the most uneventful trip suffer 10-40% damage. Travel times will be weeks for interplanetary journeys but only months for star travel, since the ether wind travels much faster than light between systems. All trips are made under constant acceleration and deceleration, with forces of several g experienced on leaving and entering atmosphere and around lightspeed.

Another natural law violated by magic is conservation of energy. If we assume a universe where this law can be broken, but otherwise much like our own, an obvious possibility is a gravity insulator such as H G Wells' Cavorite.

A ship using this material would consist of an airtight hull (eg tarred wood and layers of canvas) with a series of tracks around which can be drawn blinds made of the gravity-insulator. The crew draw all the blinds, so that the ship is hurled into space, then open the blinds that point towards the destination, so that gravity from the target planet pulls the ship. Obviously such a material would be very expensive (I suggest about 500 gp/square foot) and its construction would need many high level spells. However, it is reusable. Ships resemble spheres with flattened facets (Fig ii).

Journey time would be days or weeks, depending on the gravity fields involved, distance, and course. In many cases it would be possible to use the gravity of a large planet or sun to give high speed then alter course to the destination. Air supply would be the principal factor in this feasibility of trips, and a greenhouse lit by a continual light spell might be the best solution.

For interstellar journeys this method has obvious advantages, since there seems to be nothing stopping a ship from approaching lightspeed, and a ship could pass through Black Holes unscathed. This gives a fairly simple method of interdimensional travel.

Combat might pose problems since alterations of course would be extremely rapid. Probably the only effective method would be a devastating surprise attack at extreme speed, damaging some of all of the insulator blinds at first strike. A simple way of achieving this is to take an opposing or converging course at high velocity, drop a large number of rocks or lead balls, then alter course to avoid collision. Some means of locating the enemy such as clairvoyance is of course necessary.

In this article I've only given three straightforward examples of altered natural law, but of course there are many more possibilities.

Little of the foregoing can make much sense without the AD&D DM's Guide and Players' Handbook. Other books that might be useful include The First Men In The Moon by H G Wells which, describes Cavorite, and Star Winds by Barrington J Bayley which describes ether ships.

Here are ship specification for a small merchant craft:

<table>
<thead>
<tr>
<th>Type of Ship</th>
<th>Windjammer</th>
<th>Ether Silk</th>
<th>Insulator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cost(Equipped)*:</td>
<td>23,000</td>
<td>100,000</td>
<td>600,000</td>
</tr>
<tr>
<td>Running costs*:</td>
<td>Sails; 3,000 gp</td>
<td>Sails; 50,000 gp</td>
<td>None</td>
</tr>
<tr>
<td>Crew:</td>
<td>15-20, mostly</td>
<td>25-35, mostly semi-skilled</td>
<td>3-7, mostly skilled</td>
</tr>
<tr>
<td>Cargo Capacity:</td>
<td>3-5 tons</td>
<td>3-5 tons</td>
<td>Unlimited</td>
</tr>
<tr>
<td>Size:</td>
<td>Length 35-45'</td>
<td>Length 50-60'</td>
<td>25' Diameter</td>
</tr>
<tr>
<td>Hull Strength:</td>
<td>5-30(1)</td>
<td>20-40(2)</td>
<td>4-40(3)</td>
</tr>
</tbody>
</table>

* Cost equipped includes initial sets of sails, Cavorite blinds, etc., plus necessary accessories such as airtight armour. Running costs do not include unusual damage, ship's stores and supplies, and wages.

1. There is a 50% chance that damage will be to sails etc. on windjammers.
2. There is a 70% chance that damage will be to sails etc. on ether ships.
3. Extended gravity insulator panels can take only 1 point of structural damage before shattering, and if the ship is damaged in any given area such unrolled blinds will take the first impact.

Fig i

Fig ii
Open Box examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews are written by independent authorities who also give the product an overall rating on a 1–10 scale, taking all factors into consideration.

Apocalypse (formerly The Warlord) is a game for 2-4 players, each of whom takes the part of a warlord in Europe at a time when civilisation is in chaos and humanity is divided into many small empires. Each controls several of these empires, and strives to strengthen and unite them, then eliminate his rivals using strategy, diplomacy, and nuclear missiles.

The game consists of a board divided into irregular areas, 560 army counters in four colours, radioactive counters to mark devastated areas, interlocking missile units to represent the stages of nuclear missiles, 28 city counters, and a die for resolving combat.

City counters are shuffled and dealt to the players to start the game; by this means each player is given control of several areas at the beginning. Thereafter, each turn proceeds as follows:

First, if a player owns any missiles, he may blow any of them up. The number of stages a missile has determines its range: a 4 stage missile can be exploded in any area up to four areas distant from its launch site, and so on. When a missile is exploded, areas so marked can only be entered if you are reconstructing them, which restores them to non-radioactive status, but a player may not explode missiles or attack while reconstructing. The idea is to kill opponents' armies and then occupy the areas yourself without combat.

Second, extra armies are raised. The number of new armies each empire acquires depends on the number and type of areas under its control (defined as areas in which it has at least one army counter). These new armies may be placed anywhere within the raising empire.

Third, movement and combat take place. Stacks of armies may be moved from the area they are in to any adjacent one, but at least one counter must remain in the area which they leave. Combat is resolved in a unique way with the die; the attacker secretly chooses a number representing the number of armies he will attack with, and the defender guesses what that number is. If the defender is correct, the attacker loses that number of armies; if the defender is wrong, one of his own armies is removed. This may continue until the defender has no more armies left in that area, in which case the attacker occupies it with the same number of armies or the number selected on the die. Armies may attack into adjacent areas only; terrain type affects the number which may be chosen. A player can continue moving and attacking as long as he desires, provided he leaves one army of each moving stack in each area passed through to occupy it and has armies left to conduct attacks.

Each time a player successfully attacks an opponent, causing one of his armies to be removed, he gains a stage of a missile. This may be used to 'start growing' a new missile or to increase the range of one already in existence.

The combat system at first seems to be all luck, but in fact the probability of success depends on how heavily you outnumber your opponent. I have heard Apocalypse called 'Risk with missiles', but anyone who says this can't have played the game frequently - once familiar with it, many 'obvious' tactics become less obvious and diplomacy, bluff and double-bluff play a much larger role.

Apocalypse is a superb game and I would award it a 10 unhesitatingly, except that many games take a long time to finish.

Overall: 9

John Olsen

HIGH GUARD (Second Edition), TRAVELLER BOOK FIVE
Games Designers' Workshop - £2.95

This booklet is not a new expansion of Traveller but a replacement of the first High Guard, dealing with space navies and large scale starship combat. The character generation rules of the new edition are identical to those of the old, starship design and combat receive a complete overhaul.

The main thrust is to improve the
combat system. This is well done, simplifying the play sequence and grading weapons more 'realistically' into batteries. I also liked the section on small craft design, useful for small scale adventures.

Combat is still handled in the same abstract way which makes it suitable for large campaigns as well as small adventures. I would have liked more detail about the effects of combat results on individual characters and also more detail in combat to allow for tabletop battles. Perhaps a set of tabletop rules will be released in the future?

The only criticism I have of this booklet is that it had to be brought out at all. In future I hope GDW will get it right first time.

This booklet is well worth buying if your Traveller adventures are strongly centred around starships and space combat. Even if you prefer to keep your feet on the ground, this booklet could be useful for running an interstellar war independent of Traveller and role-playing. Owners of High Guard one can find all the new material in issues six, seven and eight of the Travellers' Journal.

Overall: 9 Robert McMahon

DUNGEON MODULE S3
Expedition to the Barrier Peaks
TSR – £4.95

Expedition to the Barrier Peaks is a new AD&D module from TSR, and although set in the World of Greyhawk it is a single expedition for characters outside the normal campaign.

The objective is the destruction of the source of strange creatures devastating the countryside around the Barrier Peaks. An A4 book of 32 pages describes the environment in detail, with a cover that reveals the secret of the creatures. This includes some charts and procedures useful for more normal play. As well, there's a book of illustrations to show to players.

(Pictures 45-64 are referenced 44-63 in the text.) Finally, there are six well set-out maps printed on sheets of cardboard. Maps II to IV are printed on both sides of one sheet, making it impossible to use them as a DM's shield.

I'd recommend at least a week's study before trying to run the module. The module is designed for experienced players forming a party of 15 characters of average level 7, with 40 magic items.

Minor objections aside, I found the module very enjoyable with ideas and creatures eminently suitable for wider use.

Overall: 9 Marcus L Rowland

KNIGHTS OF CAMELOT
TSR – £7.50

RPGs, I must warn you at the outset of this review, strike me as the most simplistic, inane and mundane games on the market. Their only advantage, and frankly it's not often used, is that you the gamer can inject your cunning into the game and lift it to a much higher plane and into the true clash of wills that gaming should, in my opinion, be. For this reason I may be a little too willing to applaud this game, when standards are low the one-eyed game is king (or something). This is, all this notwithstanding, a pleasing design with full rules, a helpful set of counters, and a belief that you (the player-knight) should actually experience the world of the Morte d'Arthur in its full glory rather than a cokamamie semi-Tolkienesque world. I felt it succeeded admirably in its task, it was enjoyable, easy-to-play and had some neat design work.

The game's limiting factor is that essentially all encounters, adventures, fates, tricks, messages, reactions etc etc are determined by a set of probability tables (with the normal distribution, two-dice system), so that you will find the game gets samey after quite a few plays, but the designers have provided lots of these tables so this may not be a great problem. It should, of course, be possible to have one player act the part of Arthur/DM and oblige the Knights to face tasks designed by the DM's evil mind rather than the tables, whatever you will find the rules and tables provided give a lot of flavour and interest for some time.

The Knight has all the choices open to a normal paladin, but the main rule mechanism deserves mention (and applause) because it's damned neat and well worth thieving. As our knight gallops around hacking up people he gains Chivalry Points, but the designers, knowing that all power corrupts, rule that the important feature is the Knight's Virtue

Level which is his Chivalry Points divided by his Virtue Points. So a Knight who grows mighty without caring for his immortal soul, or remembering the Poor and the Church of God, will find his Virtue Level getting bigger (whereas in this game the First shall be Last, and a low Virtue Level is what you want). A Knight who does well in combat but has his honour doubted will soon find himself foully evil. My brother Gilbert had a VL of 56 at one point (pretty near the Anti-Christ methinks). The Knight must therefore judiciously mix in adventures that increase Virtue Points. He will undertake penances, for example, or go on pilgrimages. In one simple rule the designers have obliged to cease the mindless slaughter of most games and to actually play the role of that strange creature the 'parfait gentil Knight'.

The rest of the rules will surprise no one. There are plentiful supplies of knights from the old idylls, the many ladies and kings also appear. You fight ogres, dragons, bandits, pursue the Questing Beast and can even seek the Holy Grail (if you can stand the tedious Monty Python jokes that ensue). Knights go mad, fight tournaments, hold castles, serve ladies. 'Tis all passing fine indeed, to be a king and ride in splendour through Persepolls.

The map is, perhaps, a little unexciting and rather small, and hence rather featureless. Although I think the game is much better than King Arthur's Knights of Camelot (Chaosium) the maps could well be swapped. If you wanted to design your own scenarios, a better map would certainly help. This is a minor point however, it is otherwise a well-designed game that succeeds at all it essayed. Players may find they cannot complete it in one sitting, but there is no problem in returning to the game, whose aim is, I should mention, to become one of the Arthur Knights (sic) of whom legend speaks which implies great virtue, mighty feats of arms, and a good slice of luck.

Overall: 7 Charles Vasey
Part 2

THE CONSTRUCTED DUNGEON

Roger Musson

Being a Dungeon-Master isn’t all cakes and ale. There’s lots of fun in running a dungeon, but a lot of drudgery in creating it. This task has three stages: First, planning the overall campaign, which I discussed in Part I. I won’t dwell on this, as we’re about the fun of writing fantasy without having to worry about structure, dialogue, or grammar. Stage two (drawing the maps up) isn’t too onerous, and is our topic in this part of the article. Populating the rooms is the real chore; we’ll leave that to Part III. So let us address ourselves to rooms, corridors, and traps.

To the beginner, the first response to the immense task of preparing a dungeon may be to buy a ready-made module. This has several disadvantages, not the least being that it is harder to run someone else’s dungeons than one which you designed and are intimately familiar with.

So there you are, with graph paper and pen, ready to start drawing. First, try and then stand up to repeated expeditions, how large should each level be? I prefer to err on the side of large size, but small areas for two reasons. Firstly, there is a danger of levels becoming exhausted of treasure before parties become strong enough to move down. Secondly, it’s more fun getting people lost in large levels. The disadvantage of big levels is that they take longer to populate. 200 rooms a level is a good number, less below fourth. If you do make a level too small, design an extension to the main level which is connected via a secret door. If the party doesn’t detect secret doors very well, their attention can be subtly drawn to it by having a wandering monster enter or exit that way.

ARCHITECTURAL FEATURES

Verticals

You have three dimensions at your disposal, not two; don’t stint on number three. A simple symbol code will take care of difficulties. Staircases between levels, yes, everyone has those, but there is scope for corri
deras. They go up and down by steps, slopes and ladders, or sheer drops while staying on the one level. If we assume a vertical difference of 40’ between dungeon levels, that still gives you easily 20’ to play around with, without overcrowds. Rooms can have tiers, galleries or pits, sloping floors. Thieves have climbing abilities which are wasted if everything is at floor level. Have high-up nooks with no easy access. Have passages that start just below the ceiling of a room, leading to a monster lair which only those who can climb up to the passage will be able to attack. Extend things downwards as well. Trapdoors leading to secret passages are great fun; these can run underneath the level to otherwise inaccessible rooms. Some may be burrows that connect up different levels; a huge circular hall, the floor of which is at fourth level, but whose ceiling goes through third to first; sub-levels are an interesting way of providing variety: small, virtually self-contained sections either between levels, or beyond the edge of a main level. This can make a convenient adventure; after a recce trip a party may decide to clear out a sublevel. One idea is to put a sublevel at considerable distance from the parent dungeon; make it accessible only from a single featureless corridor, say, half a mile long. By the time the players get to it, they will fear having descended a level, even if the passage doesn’t slope. But they will get to it, for curiosity as to where they have arrived. The latter is petty. Build in a teleport system that circumvents the whole issue, one terminal just inside the entrance, and others interspersed to provide variety. Then, laden with appropriate offensive spells, the party moves in directly to the target, hits it hard, and whisk the treasure out via the teleport.

Water

Of course, even the best-made teleport system fail at times. This isn’t drudgery; one gets the fun of writing fantasy without having to worry about structure, dialogue, or grammar. Geometry

The most satisfying way is to let players get themselves lost. This can be encouraged by designing the dungeon so that it is hard to map accurately. Hence I cite geometry as my second vindictive feature.

Simple rectangular grids are the easiest to map. You should not bank on too many of these, merely to lose the party on their first foray. They will just take every right turn that presents itself, with the aim of coming a complete circle, retracing footsteps from memory, and throwing the pursuer off the trail by taking as many turns as possible.

Variety

This is an obvious point. It makes things more interesting if your dungeon is not so constructed that any one section closely resembles any other. Some parts might have predominately narrow passages, others, wide passages. Some might be rectilinear, others a tangle of curving passages. Sections might have heavy concentrations of any architectural feature, for instance; corridors of unpredictable length and breadth. You can use this to your advantage.

These constructional areas might be dominated by one sort of creature, as well. There are two reactions that players may have, depending on circumstances. Curiosity may be evoked on first encountering a distinctive architectural feature or part of a section they have been in before, they may recognise that they are near familiar ground. (Of course, it may be a section that duplicates one they know.)

Traps

There are an infinite variety of traps. They might be a creature only vulnerable to magic or offensive spells, the party moves in directly to the target, hits it hard, and plans a course of action. Then, laden with appropriate offensive spells, the party moves in directly to the target, hits it hard, and whisk the treasure out via the teleport.

Traps

I mean by “trap” an automatic device designed to harm. These most often occur in rooms, and in rooms anything goes; anyone who walks up to an unguarded chest without taking any precautions deserves what’s coming to him. But traps can live on corridors as well, though traps in rooms are a more interesting way of providing variety. A simple pit trap that sends characters down into boiling acid, have a pit trap that sends people down merely into an empty pit, causing no more than bruises.

The rest of this section is devoted to the fine art of getting players lost; a neglected aspect, but great fun. So often have I seen this proved: one or two players have an interest in map-making. After a recce trip they take possession of corridors near their lair, barricade them, and man the barricades. Or imagine a corridor shaft ascending up into blackness, they may well be wary of things coming a complete circle, retracing footsteps from memory, and throwing the pursuer off the trail by taking as many turns as possible.

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only be accessible from waterways that replace corridors in the wetter parts of the dungeon. There are lots of different water monsters, and water-related magic; make sure there's opportunity to use it. However, it would be a brave party that trusted a boat that floated downstream with the current. (Raised portcullises are very good for making players nervous.) Trapdoors work in a similar way, and can be thought of as one-way corridors. (Raised portcullises are very good for making players nervous.)

I hope Don Turnbull will not mind me revealing that in the Greenlands Dungeon all one-way doors are supplied by the Acme One-Way Door Co., which places its trademark on the back of all its produce. This is a kind way of informing players that they are trapped and of enabling them to distinguish the wrong side of a one-way door from a locked door; it is another use for one-way doors which I call a “living room suite” trap. Players will be vexed by opening the door of the other door containing two goblins and a chest. So they charge in, kill the goblins, open the chest and find treasure. They now find that the door they came in by was a one-way door, and that the only way out is through the other door, which leads to another room containing sabre-tooth tigers,umber hulks, and other nasties of a vile description. This is a reversal of the usual sequence of monster-then-treasure. It is extremely dangerous; the party, being in the dark, will kill each other and the room is really a treasure in it. The party rushes in to take the treasure, and when it vanishes, they realise they have been conned. The door out now looks on some quite different bit of corridor.

The alternative is teleport doors; these are doors that have teleportative affinities with other doors about the dungeon. Teleport corridors are very different groups: First we have the ones that are off the beaten path, but are still on the same level. This can be made more effective by designing your corridors so that those near the upward end of the trap do not connect directly with those near the downward end.

One-Way Doors

These appear as normal or secret doors but allow passage in one direction only. If you use one-way doors, you should design a series of areas which only connect at a few points, some of which should be one-way doors. That way, the party will have to use the one-way doors to explore for some time before finding a way back to familiar ground.

Portcullis traps work in a similar way, and can be thought of as one-way corridors. (Raised portcullises are very good for making players nervous.)

The third type works in both directions, and will teleport to C, D, or elsewhere when approached from A or B.

Vindictive teleport doors may send players down levels. There is a trick you can play if your dungeon is in the right situation: This is to build a sublevel above first level, and teleport parties up to it. Suspecting they have been sent down a level, the party will search anxiously for staircases, but find only stairs down, which they will be reluctant to take!

Eppur si muove . . .

The really heavy vindictive features move whole chunks of the dungeon around. The simplest is the turntable, which gives a crossroads a random spin whenever people go over it. This is good fun until the players twig to what is going on. Then they walk across, check that they've come out in the right place, they haven't; walk back again, check again . . . until they find the corridor they want. Let them find the control that operates the turntable; then they can switch it off, much the same goes for sliding blocks. Good fun at first, but make sure they can be avoided eventually. If they occupy a strategic position, they become a nuisance.

I am not enamoured of sliding blocks, and I think space-distortions are over-rated. Players are usually so cavalier with scale on their maps that it doesn't matter what length you tell them a corridor is; if they think it joins up, they'll join it up. Another nasty I haven't mentioned is the illusory staircases, which looks as if it goes up but goes down, or vice versa. Usually they are only potent if trapped as well. As for the other sort of illusory staircase, which looks like stairs down but is really an empty stairwell, comments vis a vis trapdoors apply.

Going back to the sliding blocks, one that never gave too much trouble was in a square with four exits, one on each side. In the middle was a large pillar. If a player entered the square, the pillar would move to block off the opening they had come in by. So they couldn't retrace their steps. After the player had left by one of the other exits, the pillar would move to block that off, instead, so they couldn't even get back to the square. After a couple of hours, the pillar would re-set itself.

Finally, the grand revolving dungeon. Why be parsimonious? Have Eppur si muove . . .

The whole thing rotate! If you make each level basically circular, with exits at regular intervals and all connections between levels planned so that they always match up, then you can spin whole levels independently of one another, to the intense frustration of your players, especially if any of them happen to be engineers.

That concludes Part II. Part III will be concerned with the contents of rooms.
Jump Drive Problems

Starbase is a regular department featuring readers' ideas for Traveller.

In White Dwarf 24, I asked if any readers had Jump drive problems to augment the few given in Book 2 of the Traveller rules. I have received a few of the best ideas, and these are shown below with comments. Referees should consider those they like into a Jump drive problems table.

Jump Drive Problems — Chance System by Stephen Cook

There are 6 basic types of Jump drive (roll 1d6 for random encounters):

<table>
<thead>
<tr>
<th>Die</th>
<th>Type</th>
<th>Cost</th>
<th>DM</th>
<th>Die</th>
<th>Type</th>
<th>Cost</th>
<th>DM</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Scrapple</td>
<td>-50%</td>
<td>+50</td>
<td>4</td>
<td>Standard</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>2</td>
<td>Jerrybuilt</td>
<td>-25%</td>
<td>+25</td>
<td>5</td>
<td>Safe-standard</td>
<td>+15%</td>
<td>-10</td>
</tr>
<tr>
<td>3</td>
<td>Substandard</td>
<td>-06%</td>
<td>+05</td>
<td>6</td>
<td>Extra-safe</td>
<td>+50%</td>
<td>-20</td>
</tr>
</tbody>
</table>

Roll 1d100 and add DM if type 1-3. If the modified result is 100+, roll again, adding DM (all types) and the tonnage code from High Guard (convert letters to numbers A = 10, B = 11, etc.). If the result is 80+ then there is a problem. Repeat this roll, and if the result is 70+ there is a second problem. Continue rolling for additional problems until the result is under 70.

**Dice** Problem                      **Dice** Problem
01-12 Power Surge                     65-92 Major Problem
13-24 Power Drop                      93-99 Delayed Action Problem
25-36 Directional Error              00               Other
37-64 Minor Problems

**Power Surge:** Add 1d6 to intended Jump number. Ship travels this distance in intended direction unless new Jump is 7+, in which case an explosion wrecks (10 x Jump number x tonnage code) tons of ship.

**Power Drop:** Subtract 1d6 from intended Jump number. Ship Jumps this distance in the intended direction unless the result is 0-, when the fuel required for the intended Jump is wasted and a minor problem (37-64) occurs.

**Directional Error:** Roll 1d8 for new direction of Jump. The ship travels the intended distance. If the ship’s new direction is the one intended, roll again.

**Minor Problem:** Explosion wrecks 1d6 x 10 x tonnage code tons of ship.

**Major Problem:** Explosion wrecks 1d6 x 1000 x tonnage code tons of ship.

**Delayed Action Problem:** Roll again in 1d6 Jumps’ time and apply that result then.

**Other:** Referee’s special.
**NB:** A misjump is a combination of a directional error and a power surge/drop.

**Comments:** The idea of different standards of drive is good — it gives choice in starship purchase if money is tight or no objection; it also gives an alternative to DMs for missed maintenance — drives drop a category.

Stephen has relied heavily on drive explosions — I would use other ideas, perhaps from this column.

A Selection of Jump Drive Problems by John Roberts

**Initiator Failure:** The Jump drive fails to start. A repair attempt takes 20 minutes and is successful on a roll of 9+, DMs +1 per level of Mechanical and Electronic skill. If this roll is failed a Starport is needed for repairs, taking 10d days and will cost 1-5000 Cr per day.

**Deformed Jump Field:** Part of the ship is outside the Jump Field generated by the engines. This part is left in normal space whilst the ship makes the Jump. It is common for small projecting pieces, eg aerials, to be left behind, causing only minor damage. However, when the Jump Field cuts the hull (very rare) both parts of the bisected ship stay where they were in normal space and are explosively decompressed.

**Fuel Flow Blockage:** The ship arrives 1d6 days late. It costs 2,000 Cr to have the fuel system flushed at a Starport to cure the problem.

**Jump Stabiliser Fault:** The ship is subjected to severe buffeting in Jump Space. This causes no damage, but is extremely annoying (lost sleep etc). Roll once per day: 8+ to repair, DMs +1 per level of Engineering and Electronic skill.

**Gravitational Influence:** If the ship crosses the gravity well of a star-system it may spend its time in Jump Space orbiting that star instead of continuing its journey, and come out of Jump Space in that system.

**Navigational Interact Malfunction:** Information from the computer is mishandled by the drives; the ship comes out of Jump Space in a hex adjacent to that intended.

**Jump Governor Failure:** This is only possible for ships with Jump governors. All the ship’s fuel is used in making the Jump. To cure this problem the governor must be replaced (see High Guard).

**Total Drive Failure:** This is the worst breakdown, the ship falling out of Jump Space at some point along its route. Major drive overhaul or replacement is required.

**Bounce:** This only happens to ships with Jump governors. After emerging from Jump Space the ship ‘bounces’ back into Jump Space and repeats the Jump, travelling in the same direction until all fuel is used up. If a bounce is likely roll 10+, DMs +1 per level of Pilot skill, to avoid it. Afterwards, governor replacement is advisable.

**Comments:** Fuel Flow Blockage could cause early Jump exit if severe. Jump Stabiliser Fault, if severe, might trigger a Deformed Jump Field.

Jump Space Relativity by Bob McWilliams

*Book 2* implies that whatever the length of the Jump, occupants of a ship experience a week’s time in Jump Space. Therefore, this could differ from the space which has passed in the outside Universe, due to a fault in the drive.

Fuel impurities, fuel metering, field formation and lack of maintenance might cause this.

Faults can be done with the supply lengthen time spent in Jump Space by 1d6 or 2d6 days, depending on the severity of the problem. This may cause component failures elsewhere. In this case, the outside Universe and the ship in Jump Space ‘agree’ that the voyage is unexpectedly long.

Field formation and maintenance faults might lengthen (or shorten) the time spent in Jump Space as perceived by the ship’s occupants, while the rest of the Universe sees the voyage as taking the expected time.
Dear WD,

I feel that perhaps Roger Musson has missed out a particularly important point in his article The Dungeon Architect. To a large extent it does not matter whether experience is gained slowly or rapidly but it must be possible for a competitive system to build up whereby an intelligent or lucky player may advance faster than the rest.

Winning is not just exiting a dungeon alive, but more alive than your fellow adventurers (perhaps I'm just naturally CE),

Alan Kershaw,
Manchester.

Dear WD,

Congratulations on a particularly impressive issue (issue 25). In particular congratulations on part 1 of The Dungeon Architect by Roger Musson. For sheer common sense and usefulness, this has all the hallmarks of becoming one of the best series ever published in White Dwarf. Long may it continue!

Yours sincerely,
D J Turnbull, Managing Director,
TSR Hobbies (UK) Ltd.

Dear WD,

Either Lew Pulsipher has never read the Silmarillion or he has forgotten an important point: Gandalf, along with all the other wizards (there were 5 in all), was a Maia spirit, a demigod servant of the Valar. Also, Narya, the elvish Ring of Fire that Gandalf carried, made men brave and resolute but had none of the properties of an AD&D Ring of Fire (as far as I am aware). But aside from that minor gripe Lew's article was interesting and made some good points. Now would seem a good time to compliment Roger Musson and (again) Lew Pulsipher for The Dungeon Architect and An Introduction to D&D respectively, both good articles.

Finally I would like to point out to Andy Slack that, although Space Opera doesn't have a special section on it, ideas for scenarios are everywhere: the reference to the Lensman series (SO Referee's Hint: Get some Family d'Alembert books, also by E E 'Doc' Smith.) and Star Wars, BRINT and BOSS, the asteroid mining section etc (...get Protector by Larry Niven). OK, so more initial imagination is required but it also gives more freedom to the referee.

Yours sincerely,
Nick Middleton, Bristol.

Dear WD,

Why do crossbows do less damage than ordinary bows in AD&D? They were renowned for being better able to pierce armour.

Graham Wren,
Winnipeg, Canada.

--Examination of the missile weapons table on P.38 of the Players' Handbook reveals that the heavy crossbow is given a larger hit probability bonus than the ordinary bows against all armour classes, while the light crossbow's plusses are equal to those of the best self or composite bows. Further, the heavy crossbow has greater range than any other missile weapon. Thus, the superior penetration of the crossbow is already taken into account.

Dear WD,

When I got White Dwarf 24 and immediately turned to see what goodies were under Character Conjuring, I confess to being a little disgruntled at first. Detectives? Who ever heard of detectives in medieval/fantastic cultures?

That was before I sat down and read the whole article, I found it to be well though, detailed, and more than a little tongue-in-cheek. Some of the new spells were very interesting (especially the escapology ones) and would be worthwhile researching for other clergies or magic-user characters. Most importantly, as far as being believable, the article managed to give detectives a place in D&D as the solvers of mysteries and restorers of law and order. It made sense. Congratulations to Marcus Rowland for a new character class worth the trouble to roll up.

If I may suggest a change to the class, it would be to allow only humans, half-elves and half-elves to be detectives. Elves are generally too chaotic, and half-elves are lawful enough and curious enough to get into the detective spirit.

Sincerely,
Roger E. Moore, Mannheim, Germany.

Dear WD,

I would like to add my two-penn'orth to your answer to Jon Gilbert's question about the silence, 15' radius spell. I think Jon's confusion may stem from a misunderstanding of the purpose of the spell. Jon says the 'original function' was to quieten noisy parties. That, of course, is a function, but the spell's prime use has always been as an anti-spell device. A great deal of the changes made in the design of the AD&D rules were made to make casting spells very much harder. I can assure Jon that the silence spell's strengths are quite deliberate.

Incidently, he is right in saying that the spell is available to third level clerics and the saving throw against the spell does not negate it but allows the saver to move out of the spell's area of effect.

Tom Kirby, TSR Hobbies (UK) Ltd,
Cambridge.

Dear WD,

Ever been a character, in a small group being chased by a horde of blood-mad orcs down some dark, dead-end corridor, with the only escape a huge iron door at the end which needs a combined strength of 50 strength points to open?

No? Well, you get my drift. It has always puzzled me that in the above example five puny characters each with 10 strength could open the door, whereas two 23-strength giants could not. The combination strength thing obviously only takes into account strengths of up to and including 18. This in effect means that a fellow of 18 strength could lift 180 lbs in a military press above his head, 10 lbs per strength point.

Each exceptional percentage of strength above 18 would increase this by 1 lb. Therefore a fighter with 18(50) would have (18 + [1 x 50 / 10]), a combination of 23 strength points but not a 23 strength. Do you follow?

When exceptional strength increases above 50% the weight pressable above the head increases by 4 lbs per 1%. So a fighter with 18(90) strength would have (18 + 5 + [4 x 10 / 10]), a combination of 39 strength points. Thus when a percentage over 50% is considered, 8 lbs per 1%, a person of 18(100) strength would have (18 + 5 + 16 + [8 x 10 / 10]) or 47 strength points.

If your character ever gets trapped in that dead-end corridor, with no exceptional strength fighters along, then you do right to quake in your boots, because the ogre leader of those mangy orcs has got the strength of four men and that rumour that he uses thigh-bones to pick his teeth is no idle boast.

I'll let somebody else think about strength points for characters with Girdles of Giant Strength (much underrated items, in my opinion) and suchlike, for I've got a problem with a door that needs seeing to.

Russ Smith,
Guisborough, Cleveland.
Lizardmen as Player Characters

by Roger E Moore and Michael Brown

The case for having lizardmen as player characters in Dungeons & Dragons rests primarily upon two novels: The Doomfarers of Cormadone, by Brian Daley, and Quag Keep, by Andre Norton. Of these, the latter is an authentic Dungeons & Dragons novel, taking place in E. Gary Gygax's City of Greyhawk, and one of the members of the adventure party is a lizardman named Gulth. The former novel is not specifically connected to D&D. It could be argued that these creatures have some potential for inclusion in D&D, though this of course is a decision that remains up to the Dungeon Master.

I've outlined one possible way in which lizardmen could be used as player-characters without undoing the game balance. It should be noted that lizardmen do not have very many advantages except in aquatic combat, and will not be very powerful in the long run. I've assumed lizardmen are essentially warm-blooded creatures as the dinosaurs are now thought to have been; this allows them a higher metabolism and better movement. They are not particularly emotional beings, and their lives are ruled by more basic needs and desires like hunger, lust, and curiosity. They respond to power and might, regardless of the source; though many lizardmen worship reptilian deities (such as Haaashhasstak, the Lord of Lizards in the Elric series by Michael Moorcock), anyone who demonstrates awesome powers or abilities to them and cannot apparently be slain may also be regarded as a god. Lizardmen generally hate and are hated by all other humanoid beings, for their carnivorous and scavenging habits. Humans and kobolds (the latter because of their possible reptilian ancestry) regard lizardmen more neutrally, though with grave suspicion. Some colonies of these beings that possess a more advanced culture than others might have learned to raise and domesticate certain lizards or dinosaurs for mounts, guards, pack beasts, or pets; some might even have learned to use pteranodons as flying mounts. A variety of weapons may be used by lizardmen, though javelins, darts, clubs, morning-stars, and spears will be most common.

The only bodily protection lizardmen will use are shields and possibly open helmets; their scaly hides provide the equivalent of chainmail armour (AC 5, as per the Monster Manual). Lizardmen may attack with a weapon or by biting and clawing, but not both. They are always of True Neutral alignment, and may speak only common, their own lizardish tongue, and their alignment tongue. While they do not have infravision, they can see well in very dim light because their eyes enhance what little light there is. If a lizardman is slain, only a wish or alter reality spell will revive him or her. The sexes are barely distinguishable, females being slightly smaller.

Lizardmen non-player characters may be shamans or witch-doctors, as noted in the Dungeon Master's Guide, but player characters can only be fighters. Lizardmen warriors may reach a maximum of 6th level if they have an 18 strength, 5th level if with a 17 strength, and 4th level otherwise. Whether used in "old" D&D or AD&D, the hit dice for a lizardman will be 8-sided.

Being primarily aquatic, lizardmen may hold their breath under water for as long as a full turn (10 minutes) before requiring more air. They are not particularly fast on land (6") but swim very well (12") and are not slowed down while moving through swamps. This aquatic nature has a serious drawback in that if a lizardman goes for longer than a full day without wetting its hide well, it will have a 10% chance of permanently losing one point of constitution per day thereafter until it can get wet again. This damage is due to dehydration, destruction of the oils in the scaly skin, and so forth. Lizardmen may fight under water without penalty with any weapon of expertise, but prefer to go "tooth and claw". Bonuses to damage due to strength may be added to claw attacks, but not to a bite.

Lizardmen have an average height of 7' (74" + 4d4", or 6½ to 7½") and an average weight of some 350 lbs. (300 lbs. + 10d10 lbs.) Lizardmen can be aged as half-orcs according to the DMG Aging Tables, or a new system can be devised. Their scales are green, though they may have many hues and individualistic markings. Below is a table for generating the characteristics of a lizardman player-character.

Lizardmen are not wholly carnivorous; they subsist on a diet of fish, small game, and dried plant material. Many lizardmen share a disquieting preference for human flesh and may fall upon the dead and dying after a battle and eat them. They tend to be tenacious and uncomplaining of personal discomfort.

<table>
<thead>
<tr>
<th>Lizardman Characteristics Table</th>
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</thead>
<tbody>
<tr>
<td>Strength: 13-18* Dexterity: 3-12</td>
</tr>
<tr>
<td>Intelligence: 2-12 Constitution: 9-18</td>
</tr>
<tr>
<td>Wisdom: 2-12 Charisma: 2-6**</td>
</tr>
</tbody>
</table>

* Lizardmen do not get a percentile roll for extraordinary strength.
** This is the charismatic effect versus any non-reptilian being. Against reptilians, this score should be tripled.
1. PRESS RELEASE 200-1106

A spokesman for Tukera Lines today announced the signing of a contract with the government of Wypoc/Lanth (0401). This contract calls for the transport of 40,000 inhabitants of Wypoc to Djinni/Lanth (0501). Many craft will be chartered, and Tukera is now accepting applications for employment.

A spokesman for the Scout Service confirmed this transfer of population to a Red Zone, and added that the operation would be supervised by elements of the IISS and two Kinunir class battle cruisers of the Imperial Navy. He made it clear that only those of the planet Wypoc are allowed to land on Djinni, and only ships employed by Tukera Lines could enter the Red Zone.

Wypoc: General Information

Wypoc/Lanth (0401) E9C4547 C AG

This planet has a basic spaceport, extended on a temporary basis to allow for the expected transport fleet. It has no orbital facilities. Planet diameter is 9,000 miles, the atmosphere is insidious in most areas of the planet, and is 40% water covered, with a population of 100,000. The government of Angora, the principal nation, is a representative democracy which forbids the possession of firearms. The planet is orbited by a satellite, Poco (E200000). Wypoc has tech level 12.

Wypoc has suffered a long chemical war, which has resulted in the almost total destruction of the population. Once a thriving starfaring community it is now dying; drifting clouds of powerful insidious chemicals threaten to overcome the last communities of Wypoc. The largest of these is in Angora, with a population of 40,000 and the only remaining starport. It is Angora that has made the deal with Tukera Lines to evacuate its population. The inhabitants of Wypoc have little to offer as trade; however, Angora sold the satellite Poco, although it has no more right to than the other communities, which are isolated by the clouds, have no port facilities, are in no position to argue the sale, and must await rescue at a later date by Imperial forces.

Approach and Landing Regulations: There is extensive war debris in orbit around the planet. Much of this is dangerous and unplotted, making travel off the approved approach routes risky. Landing rather than by the approved descent will mean passing through the chemical clouds, possibly with fatal results. The entire procedure is made more hazardous with the overloading of the ground-based navigation systems, brought about by the transfer of the planet population.

Other Communities: Of four such, Hygar is the main one, with a population of some 30,000, and a reasonable amount of surviving high tech equipment. The other settlements of about 10,000 are situated in areas protected mainly by nature (rather than energy barriers) from the insidious areas.

2. MISSION BACKGROUND

The transfer of personnel from Angora, Wypoc to Djinni has begun, several independent craft have been employed by Tukera Lines to lift men and material to larger ships in orbit beyond the debris. Two 100 ton scout ships patrol this convoy, beyond a Kinunir class cruiser stands watch, its marine complement below on the planet surface maintaining civil order.

269-1106: The 200 ton free trader Hustler lands on the planet at temporary space port facilities and offloads electronic engineers with their equipment, sent to augment the navigation system. Unnoticed 10 of these engineers slip quietly away, and disappear into the suburbs of Angora. Gathered together in a basement of an undisclosed commercial concern, they meet their patron, Johann Auchzt of the Hygar secret service who outlines their mission as follows:

“Your team has been hired for a dangerous mission requiring the use of all your skill. The prize is well worth the risk, gentlemen; those of you who survive will be part owners in the ship St Christopher. The mission is in three parts; first, storming the planet to select a safe course to Hygar, then belongs to the crew.”

3. THE MISSION TEAM

The characters have undergone a familiarisation course on the XLS 490 Laboratory ship, St Christopher class. The patron, who will accompany the party, will work the laboratory computer during flight. With the exception of the pilot and the engineer the
rest of the team are commandoes and have been trained as such. Players may reassign gun and blade combat skills before play starts to any other weapons in any combination, so long as the total number of skills in each category is the same. The mission team may employ any equipment that they can carry up to tech level 13, this does not include battle dress. The team has an air raft with turret auto cannon. Also available is an ATV crash tender for the starport. These vehicles are with the team at Alpha Warehouse 12 hours from loading time, 18 hours from takeoff time. It is almost dusk, and the evening is characteristically warm and still. There is a certain urgency about the city as the populace prepares to leave.

4. BACKGROUND INFORMATION ON THE STARPORT

The port is located in the north of Angora, on the edge of the insidious zone, and the St Christopher is at a loading bay at the edge of the port. A hangar adjacent to the loading bay contains equipment and supplies due to be put on board, minor repair facilities, and emergency firefighting units.

At night there are four security men at the hangar armed with assault rifles, and wearing cloth armour. The Navigational Assistance Unit is unlikely to have more than five or six men on duty at night, with sidearms only. The security platoon at the chemical warfare plant has thirty men and three ATV's equipped with night detection gear. Their equipment is cloth and reflect armour, with a mixed armament of laser rifles, ACRs and SMGs. If the alarm is raised, squads of Imperial marines should be expected to arrive from port road A. The transit road has 4 men on duty in each of two bunkers, one at either side of the road. The electronically guarded gate can be opened from the south bunker.

Boarding: Access to the St Christopher can be gained by the air lock via the external ladder, this is not locked but is guarded. The ship's boat is open and an auto cannon. The ship's boat is a beam laser, and has on board an air raft and an auto cannon.

5. XLS 490 ST CHRISTOPHER

Designed as an exploration ship the St Christopher has a mass of 490 tons when the detachable space laboratory is attached, and 400 tons without this. The laboratory is capable of maintaining orbit for several months, and was designed for orbital survey work. Its specialist detection equipment is also ideal for detailed scanning of ships in space.

Tonnage: 490/400
Acceleration: 2G/2G
Crew: 10 crew, 2 marines, up to 6 researchers
Jump: 2/2
Powerplant: 2
Gravitics: Inertial compensators and 1G floor field
Armament: 1 triple laser turret, 1 single missile turret
Electronics: Computer model 3, (model 1I in laboratory)
Fuel Capacity: 160 tons
Ship's Boats: 1 ship's boat, 1 life boat

Partition walls and cabin doors require 100 points of damage before they will break open enough for a human to pass. Cabin doors are sliding. Bulkhead walls and floors are airtight and require 1000 points of damage to break through as do the iris valves, which are also airtight. These doors are opened by controls at the side of door, and will not open if there is a vacuum present at only one side of the door. The missile turret has an autoloader which extends down into the cargo bay, where missiles are kept.

6. THE CREW

All the crew carry snub pistols, the two security guards have laser rifles and wear cloth and reflect armour. The ship's locker is in room 10 and contains a further 2 laser rifles, 8 submachine guns, and 10 sets of cloth armour.

The ship's boat has a beam laser, and has on board an air raft and an auto cannon.
7. REFEREE'S NOTES

Storming of the Ship
The four security guards at the hangar will send two men on a perimeter patrol of the loading bay at infrequent intervals, about twice an hour. The security platoon will patrol at night and be in reserve during the day. These night patrols will be undertaken every half hour and will consist of a single ATV with 10 men aboard. The ATV is equipped with night fighting gear and individual weapons are fitted with night sights. The Imperial marines will arrive at the source of any trouble within 10-15 combat rounds, arriving on port road A in squad strength aboard an ATV. After a similar delay another squad will arrive. The Imperial marines are from the Kinunir class cruiser. If this adventure is not available then each squad should be in battle dress armed with PGM 13. The bunkers on the transit road are in radio contact with the security platoon, and no traffic is expected through the night. However, there has been much disorganisation and frequent changes of plan throughout the evacuation. These bunkers have walls equivalent to double-strength bulkheads and firing slits facing forward and to either side.

Lift off
Due to lack of maintenance there is a 1 in 6 chance that the engines will fail in flight. During the flight a scout will intercept the ship at maximum laser range and travel alongside the ship for five turns, until it enters the atmosphere again and travels through a narrow gap in the chemical clouds, guided by the advanced detection systems aboard the lab. Entry into the cloud for any reason will result in two "hits" on the ship, with normal effects.

Escape to Djinni
Lift off after loading men and equipment at Hygar will require the ship to pass through the layer of debris, containing many still-active missiles. These can be avoided by skilled use of the lab's detection systems. If for any reason this is not done 1d6-2 missiles will be encountered, attacking as normal.

Beyond the debris belt the Kinunir class cruiser must be evaded, or engaged. When arrival at Djinni has been made all will be safe, although the cruiser may pursue the stolen ship at the discretion of the referee.
An Introduction to Dungeons & Dragons

Part IV:
Fighters and Thieves

by Lewis Pulsipher

THE FIGHTER

The list of heroic warriors in epic fantasy stretches endlessly. Even though magic-users are more popular in Dungeons & Dragons than fighters, the latter are preferred to clerics and thieves, probably because of the close identification with the literary origins of the game. Magicians are the bad guys in fantasy if they figure at all — a “hero” is by definition a fighter. Yet there isn't much one can say about the D&D fighter, for this is the most limited of the classes in its fields of action, though very efficient and powerful within this narrow purview. Fighters have more hit points than other classes, the best armour, and the best weapons. They defend the spell-casters, attack when necessary or when spells must be conserved, and do those deeds which require toughness. On the other hand they can use few magic items not related to melee, their save vs. magic is poor, and they probably take more casualties than other classes by virtue of being more exposed. Where the magic-user is finesse, the fighter is brute force; but even the most avid MU cannot deny the joy one feels at chopping a balrog or giant.

A party of about 12 characters will include about five fighters, two or three in both front and back lines as the party marches down a corridor. Often a bow-armed fighter will follow a dwarf fighter. Dwarf fighters are popular, but elf fighters are rare. Combination fighter-magic-users, thieves, or clerics are also popular and are the most powerful characters at low levels.

The fighter has a broader weapon choice than any other class. Normally a fighter will choose one bow, one outdoor weapon such as a lance, one sword, and one weapon good against plate mailed opponents. A composite longbow is the best, though some DMs don't allow use of any longbow indoors. Silver tipped arrows are a must. Heavy lance is an extremely useful weapon for horseback — 3-18 damage to larger than man size is hard to beat. Longsword is superior to broadsword or shortsword against good armour classes and large opponents, but 20% of magic swords are broadswords, so a few characters may lean toward them. The bastard sword is an excellent compromise for the aggressive fighter, but very few magic ones exist. Remember that fighters choose another weapon at fourth level, so they can learn to use a magic sword if they obtain one of inappropriate type. A military pick is the best weapon vs. plate and shield; against a monster with AC 2 you'll use whatever weapon does most damage since hit probability modifications don't apply. Some bronze or stone weapons should be carried for use against rust monsters.

Often parties are cursed with hack-itis. The fighters are so eager to lay steel on flesh that alternatives are neglected. Some DMs alter the rules to encourage this. For example, most “spell point” magic systems allow clerics to cast large numbers of cure spells. The party hacks anything it sees, the fighters are cured, the party hacks, cure, hack, ad nauseam. This is a perversion of the game, and boring to boot. In a good campaign those with “hack-itis” will die of it. Fighters should fight only when no other course of action offers a better chance of success. A sensible fighter will want the odds against him reduced by magic or other means before he wades into the fray.

Another aspect of hack-itis is poor organisation. Fighters should arrange themselves to have the maximum number attacking the minimum number of enemies. A replacement should be ready if a wounded man must disengage. Except in desperate circumstances, or during a mop-up, several characters able to melee should wait in reserve. Some fighters are big dumb guys with muscles, but thought is needed in any battle.

Subclasses

The really interesting fighters are the ranger, paladin, and (somewhat oddly) the monk. These classes fight often, but they have other powers. The monk's ultimate role is to fight, but he can use his thief-like abilities to gain an advantageous position before he dives in. Even at low levels when hand-to-hand combat can be dangerous, a monk can contribute by throwing a spear, speaking with animals (“keep the mules calm”), or scouting ahead.

Paladins and rangers are closer to normal fighters, and the uses of their powers are obvious. Don't waste a paladin's laying on of hands to cure hit points; disease is a more fearsome enemy. Any cleric can cure hits, but a fifth level cleric is needed to
cure disease.

General Party Tactics.

If you can, first read Gary Gygax's advice on pages 107 and 109 of the Players Handbook. Knowing when to fight, when to run away, when to go home, are essential to survival. If you're not sure you can beat the enemy, don't attack. Ascertain enemy strength and location using spells like detect magic and detect evil. Always question non-player adventurers, local rulers, and denizens of inns and taverns, to discover what you might encounter. If an encounter looks too tough you can come back later fully prepared to attack. DON'T BE GREEDY. In a good campaign those whose avarice exceeds their wisdom die.

THE THIEF

"Someone's coming," whispered the elven thief. "You lot wait back there," he said as he seemed to disappear into the shadows of the corridor. Soon two men in armor, followed by another in robes, advanced confidently down the passage; the fighters charged the adventurers while the MU began a spell. *CRUNCH* - the MU fell as the thief cleaved his skull from behind, and soon after the enemy fighters died or surrendered. Thus a first level thief inflicted 14 hits on a fourth level magic-user, killing him from behind in one blow. This is the stuff of thievish legend, but the over-confident thief's fate is a warning:

Scout. My thieves like to scout ahead of the party, especially when a friendly MU has turned one invisible. An invisible (and possibly silent) thief is pretty safe if he has intravision, and he may be able to steal something before he returns to tell his associates what is ahead. Pits are a danger, but one can never be completely safe. The party is safer with a scout ahead, and for that reason they're likely to offer invisibility to a thief unless they distrust him. It isn't always in the thief's interest to steal, especially from a predominantly good party. Of course, with a bunch of evil characters the thief must look after number one.

Commando. A brave thief can cause havoc to enemies by raids into their rear. The thief who killed the fourth level MU is a good example. More commonly, thieves depend on their ability to climb and disappear from sight to engage in one-man flanking movements. A high level thief reading a scroll can be devastating. A successful raider can pick up choice treasure before the party arrives. But careful planning is needed. In all cases thief and party must work out recognition codes so that the party won't accidentally kill the thief. When raiding, always kill magic-users first, for they are most powerful offensively and weakest defensively of all classes.

Chest Opener. Thieves are good at detraping and unlocking chests. A smart thief doesn't depend solely on the dice for safety; positioning and investigation may reveal something or save the thief even if a trap is sprung. Don't stand right in front of a chest! And before you try to unlock it, be sure it's locked - I've seen thieves inadvertently lock unlocked chests.

Missile Firing. Any tall thief can help a party by throwing darts or daggers during melee. If he can climb to a balcony or tree-branch he can have a field day, but this is not recommended if the enemy carry bows. Sometimes missilerie is more effective, and safer, than a backstab.

Reserve. A thief can fight passably for a while; with high constitution or good magic items he can be a formidable opponent, but thieves should fight only as a last resort.

Miscellaneous

For his first two weapons a thief usually chooses longsword and darts or daggers. A thief's most prized magic item is a Ring of Invisibility. This, combined with silent movement, trebles the thief's power. Hiding in shadows is uncertain and cannot be combined with movement, a weak thing compared to invisibility.

A smart thief will devise simple objects to aid him: A hollow breathing tube allows the thief to sneak through shallow pools and rivers out of sight; a rope ending in a three-pronged hook, a kind of extensible pole, and piton rings all help climbing; candles, slow burning; and a fake magic item or two may scare the rubes. Some thieves like to dress as magic users to sell fake scrolls, especially when an accomplice can cast Nystul's aura or magic mouth on them.

Always "case" a target for several days; if you blunder into a thief head first you'll end up without a head. Try to "frame" someone so there will be no pursuit after a theft. If the heat's on, get out of town and stay out. Some victims go to great lengths to revenge themselves on a thief. A thief who steals from the powerful must be prepared to migrate periodically!

Subclass

Assassins are similar to thieves but for their avowed purpose. Assassins may choose to scare people and build a reputation, or to seem like a normal thief. Naturally assassins often work alone or with evil rather than neutral or good parties. Much depends on how your DM structures the world.

REMEMBER - THINK THIEVISHLY.

Next issue: Characterization and Alignment.
TREASURE CHEST

Treasure Chest is a regular column devoted to readers' ideas for D&D.

POTION OF QUIET SPELL CASTING
by M Hoddinott

This potion allows the imbiber to cast 3 spells merely by thinking of them, without recourse to verbal or somatic components. Material components must still be used normally. The effect lasts 4 hours after drinking, and the 'silent' spells need not be the first to be cast; but the silent spells must be cast by the time the potion's effect wears off, or the immense build-up of magical pressure will drive the imbiber insane. A character unable to cast spells who drinks this potion must inevitably suffer this fate.

POTION OF INCOMPREHENSIBILITY
by R A Chadwick and E J Griffen

This potion renders the drinker totally incomprehensible for 21-26 turns, minus his constitution. The drinker will not realise he is speaking gibberish unless so informed by a fellow player. Attempts to cast spells while under the influence of this potion will result in failure, or (at the DM's option) the casting of a different spell with similar components. A second DM's option is for the random noises issuing from the character's mouth to be insulting in some other language at an inopportune moment.

THE THRONE OF LIFE
by Roger E Moore

Somewhere within the dungeon, the party encounters a 20' square room with elaborate carvings and tapestries. Against the far wall is a large throne, decorated with motifs of trees and animals, and carved with the inscription:

Whosoever takes seat hereupon shall become one with the World of Life.

Anyone daring to sit on the throne will find it is enchanted to hold him down; his chance of rising again is equal to his chance of Bending Bars/Lifting Gates. After one melee round, a patch of green slime will be released from within the throne and attack the character, who will then likely become one with it. The throne is immune to the effects of the slime.

DAGGER OF THE DUNEDAIN
by Matthew Williams

These daggers were forged many years ago by the men of Arnor during their war against the Witch-King of Angmar. They are made of a strange metal - light, strong and untouched by time - and elaborately wrought, leaf-shaped with serpentine decorations.

These daggers radiate magic if that is detected for. They can only be used by persons of Good alignment. True neutrals will suffer 2d8 damage on grasping the dagger, and must then drop it, never again touching it. Evil persons will sense the powerful Good nature of the dagger and stay well away.

These daggers attack at +2 to hit and damage, and confer a bonus of +1 to all saving throws against attacks on the wielder. They will never attack Good creatures or persons, but attack Evil ones at an additional +1 to hit and damage.

Any undead creature hit by a Dagger of the Dunedain is slain, and will crumble into dust. However, if the target had 10 or more hit dice, the dagger then withers and disappears. It has no effect on demons, devils, or other undead of 13 or more hit dice.

A minor type of Dagger of the Dunedain exists, which withers after destroying an undead creature of 5 or more hit dice, and cannot affect undead of 10 or more hit dice. Some few powerful Swords of the Dunedain were also forged, which in addition to their other magical powers could slay any undead being of 15 or fewer hit dice, and any demon or devil of 10 or fewer hit dice. These have no effect on more powerful creatures, and may only perform these functions in the hands of a Lawful Good.

TORFALD'S CARDS
by Conor Kostick

The manufacture of this pack of cards requires 16 weeks of uninterrupted enchantment, the destruction of a Crystal Ball with Telepathy, the expenditure of 45,000 gold pieces, and a finely-wrought pack of playing cards, carved or drawn on the material of the creator's choice. The pack is normal except for the face cards, which depict persons and places well-known to the creator (he may choose which). Whenever a face card is concentrated upon to the exclusion of other actions for a period of 1-6 melee turns, the card will depict the current surroundings and actions of/at the person or place concerned, much as a Crystal Ball might be used. If the persons depicted are willing, telepathic communication can then be established which lasts for as long as both parties are concentrating on it.

LUNAR GLOBE
by Stephen Bland

This softly-glowing 2" diameter ball of glass has the effect of a full moon on all lycanthropes gazing at it, turning them into their were-form unless they make a saving throw by rolling their hit points or less on 1d100.
**STICK OF RETRIEVING**

by Alan Evans

This is a small wand about 12-18" long, which glows with a soft light. If the owner throws it while in combat with a mammalian monster of animal intelligence or less, the monster must make a saving throw vs petrifaction or it will spend 1-4 melee rounds retrieving the stick, during which it cannot defend against attacks or attack itself. If possible, the monster will then follow the owner of the Stick and drop it at his feet, at which point it is freed of the effect of the Stick and may attack once more. The Stick has 1-100 charges and affects one land mammal of up to 4+1 hit dice.

**THE ASSASSIN'S TOOLKIT**

by M F Ozanne

**TIGER CLAWS**

The Bagh Nakh or tiger claw is an Indian weapon, widely used by thieves, assassins and streetfighters. It consists of a bar held in the palm of the hand, with a ring at each end into which the index and little fingers are inserted. The fist is closed around the bar, and a number of metal claws then protrude from the fist between the fingers, which are used in slashing and punching attacks. Victims appear to have been savaged by a tiger, and the weapon may be easily concealed in the palm of the open hand. The normal mode of attack is to rip out the opponent's throat. Any character class may choose proficiency in this weapon.

**RUMAL**

The rumal or handkerchief was the weapon of the Kali-worshiping Indian Thuggee sect. A victim can be strangled or have his neck broken in a matter of seconds. The weapon consists of a carefully twisted strip of silk with a silver coin or medallion knotted into one corner. In use, the unweighted end is held in one hand and the cloth swung around the victim's neck (which must be unprotected, hence no armor class adjustments are shown below) with a flick of the wrist; the weighted end is caught with the free hand and the weapon is jerked tight. The rumal can be easily concealed and used in frontal or rear attacks. Only assassins choosing to be proficient with the weapon may employ it. When a hit is scored, the assassin has a (20 + 5 x Level)% chance of breaking the victim's neck. If the victim survives this, then he and the assassin throw for initiative for the next segment; if the assassin wins, the victim loses consciousness and may be killed automatically by the assassin unless someone intervenes. If the victim wins, the rumal is useless and the assassin temporarily weaponless. The rumal may only be employed against an unsuspecting foe.

**POTION OF IMPERSONATION**

This potion enables the imbiber to become the exact duplicate of anyone of whom he has a clear mental image or a good physical image. He may change appearance as often as he desires within the duration of the potion's effect, which is 5-8 turns. 20% of these potions cause the imbiber to become the double of any person impersonated, i.e. he may change his appearance while the potion is in effect, and is gripped by an irresistible desire to kill the person impersonated before the effect of the potion wears off.

**SCARAB OF ASSASSINATION**

Indistinguishable from other scarabs, this is similar to a Scarab of Death, and will perform as such unless an assassin picks it up. Should an assassin acquire the item, he becomes aware of its nature but not the command words.

To use the device, the assassin must plant it on the victim — as if attempting to Pick Pockets — and speak the command word. It will then kill the victim as would a Scarab of Death. A second command word exists which will recall the Scarab before or after it kills the victim, but this is only about 70% effective. Once activated by the command word, the Scarab behaves as if a Scarab of Death until one person has been killed, then deactivates — after recall if this has been successful. If the assassin using the device fails his Pick Pocket roll, and the word of recall is not known or not used, the Scarab will attack him.

![Image of a weapon]

**WEAPON STATISTICS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Size</th>
<th>Required Factor</th>
<th>AC Adjustments</th>
<th>Damage vs Small/Medium</th>
<th>Damage vs Large</th>
<th>Damage vs Small/Medium</th>
<th>Damage vs Large</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiger Claw</td>
<td>4&quot;</td>
<td>1 or less</td>
<td>+3</td>
<td>1-4</td>
<td>2-5</td>
<td>Not Applicable</td>
<td>Not Applicable</td>
</tr>
<tr>
<td>Rumal</td>
<td>2'</td>
<td>4&quot;</td>
<td>+2</td>
<td>0-2</td>
<td>2-5</td>
<td>1-4</td>
<td>2-5</td>
</tr>
<tr>
<td>Chakram</td>
<td>8½&quot;</td>
<td>3</td>
<td>2½</td>
<td>0-1</td>
<td>2-5</td>
<td>2-5</td>
<td>2-5</td>
</tr>
</tbody>
</table>

Next issue's Treasure Chest will be devoted to new D&D spells. Entries by 1st September please, in standard AD&D format.
Shadow goblins are rare, three-foot tall impish creatures with small horns of varying numbers on their heads, black skin and a reptilian countenance. It has been suggested that they are the result of crossovers between drow and kobolds, though this is only speculation.

Their usual weapon is a scimitar, but they often make use of slings, darts, nets and daggers when necessary. Many use shields in open confrontation.

They have very well developed sorcerous powers, similar to illusionists. Their power increases with their level:

<table>
<thead>
<tr>
<th>Level</th>
<th>Hide in Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1/2+1</td>
</tr>
<tr>
<td>2</td>
<td>1+2</td>
</tr>
<tr>
<td>3</td>
<td>3+5</td>
</tr>
<tr>
<td>4</td>
<td>5+6</td>
</tr>
</tbody>
</table>

They possess 100' infravision, and are resistant to all illusions cast by anyone their own level or lower. They sometimes work with jermaine to cause the maximum of confusion to any intruders by stealing, tripping, charming, misleading, breaking or wounding. With prisoners, they show their chaotic nature and rarely kill; instead they usually strip, beat and eject them blind-folded out of the complex.

When a group is encountered, there will be some higher level types accompanying them. In addition to the number rolled, as indicated here:

<table>
<thead>
<tr>
<th>Number</th>
<th>Higher Levels Accompanying</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-8</td>
<td>1</td>
</tr>
<tr>
<td>9-13</td>
<td>2</td>
</tr>
<tr>
<td>14-18</td>
<td>4</td>
</tr>
<tr>
<td>19-24</td>
<td>6</td>
</tr>
</tbody>
</table>

The line separates the 'war-band' figures from the 'lair' figures. Thus a war-band of 17 shadow goblins would be accompanied by 4 2nd level lieutenants, 2 3rd level commanders, and 1 4th level captain.

Shadow goblins have often been reported to have used giant rats and spiders to increase the effectiveness of their attacks, and in these instances victims may be killed as food for their steeds/guardians.

Dead shadow goblin lords, etc., are buried in secret and trapped catacombs near the lairs, with much treasuresacrificed to them.

**ASRAI**

by Roger E Moore

No. Appearing: 1 – 8
Armour Class: 4
Movement: 24" (water only)
Hit Dice: 3d8
Treasure: Individuals: Q; D in lair
Attack: 2d4 by touch + paralysis
Alignment: Neutral (chaotic tendencies)
Intelligence: High
Monstermark: 315 (level IX in 12 levels)

Little is known of the asrai, though many sages experienced in the lore of water-folk believe they may have once lived upon the Elemental Plane of Water. They are translucent water spirits, feminine in appearance, and quite beautiful to behold. They average 4½' in height and are a deep green in colour, with light blue hair and pale eyes. Asrai are rarely encountered by humans, as they live in the great depths of the ocean in cold and sunless coral citadels. Even tritons, mermen and other sea-folk have little contact with them, though they respect their desire for solitude.

On moonless nights in cool weather, asrai will sometimes come to the surface of the sea and engage in play among the waves. They disappear long before dawn,
WINTER KOBOLDS
by Jonathan Hardwick

No. Appearing: 20 - 100
Armour Class: 7 (6)
Movement: 6"
Hit Dice: 1d4 + 1
Treasure: Individuals: K; P in lair plus 15% chance of maps or magic
Attack: 1 - 4 or by weapon type
Alignment: Neutral evil
Intelligence: Average
Monstermark: 2 (Level I in 12 levels)
Leaders have 5 hit points, use two weapons and attack as 1 - 1 hit dice monsters. When encountered, they will often (70%) be accompanied by their form of magic-user who can use: frost fingers, resist heat, darkness and chill metal (opposite of heat metal).
They fight equally well in bright sunlight or pitch dark. They favour caves and high places as bases, which will often (70%) have either 2 - 8 giant lynxes or 1 - 4 dire wolves as guards. These beasts are also used as steeds, but only on very rare occasions.

To protect themselves against the intense cold of the region they inhabit, winter kobolds have evolved a thin coat of hooded shafted hairs. As an added benefit, the hairs can be fluffed out in fight, presenting a large attacking profile consisting solely of inflated hairs. Thus opponents with an intelligence of 'low' or under have to strike at an arrans will attack on sight. They speak their own, their alignment and often (80%) normal kobold tongues.

They live for up to 140 years.

Comments: Tribal monsters are by their nature quite straightforward, but they are very deployable since the numbers can be adapted to accommodate parties of adventurers of any level. I have selected monsters to cover a variety of campaign settings. Of the monsters described, the shadow goblins seem ideal for basing a low-level dungeon around, while the asrai are surprisingly heavy for a three-dice monster, emerging with a monstermark that puts them on a par with vampires and liches; they are, however, susceptible to sleep and are not particularly hostile.

There are three types of forest giant: the rancorous and aschel (the female) are rare while the sentinel is very rarely encountered. All have wood-brown skin, but range in hair colour from sandy-brown to a golden colour for the sentinel, black for the rancorous and reddish-brown for the eschel.

All can use a large shield which would increase their armour class by 1; but do this rarely as their preferred weapon is a large battle-axe. They can attack by hurling rocks, for 2d8, or dead trees or branches, for 2d12 - at -2 for 1d12 in thick forest. They are seldom (20%) encountered in their lair.

Forest giants have a strong affinity with their surroundings and have certain spells of which they can use up to a maximum of 4 per day: pass without trace; cure light; locate animals; animal friendship; detect snares & pits; entangle; locate plants; warp wood; plant growth; and tree. They can only be surprised on a 1 in 6.

Rancorous occasionally (51%) use wyverns as steeds.

a kind of studded leather armour, and sometimes use wickerwork shields. Typical weapons are:

ax - 30%
crossbow - 15%
club - 20%
spear - 15%
sword - 20%

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club - 20%
spear - 15%
sword - 20%

Forest giants have a strong affinity with their surroundings and have certain spells of which they can use up to a maximum of 4 per day: pass without trace; cure light; locate animals; animal friendship; detect snares & pits; entangle; locate plants; warp wood; plant growth; and tree. They can only be surprised on a 1 in 6.

Rancorous occasionally (51%) use wyverns as steeds.

a kind of studded leather armour, and sometimes use wickerwork shields. Typical weapons are:

ax - 30%
crossbow - 15%
club - 20%
spear - 15%
sword - 20%
**Results!**

**WHITE DWARF QUESTIONNAIRE**

Last issue we published our third *White Dwarf* questionnaire to check on readers' likes, dislikes and suggestions. Responses flowed in, and we thank you all for your replies and suggestions. Here are the results:

1. Give ratings out of 10 for the following departmental features:
   - a) FIEND FACTORY: 7.5
   - b) STARBASE: 7.6
   - c) TREASURE CHEST: 7.8
   - d) OPEN BOX: 7.8
   - e) CHARACTER CONJURING: 6.4
   - f) LETTERS: 7.1
   - g) NEWS: 6.6
   - h) CLUBS & HELPLINE: 6.3

2. What other game system would you like featured on a departmental basis?
   - a) NO OTHER SYSTEM: 36%
   - b) RUNEQUEST: 17%
   - c) CHIVALRY & SORCERY: 12%
   - d) OTHER (Each 10% or less.): 35%

3. What was the best article you have read in *White Dwarf*?
   - a) FIRST: The Dungeon Architect by Roger Musson
   - b) SECOND: An Introduction to Dungeons & Dragons by Lewis Pulsipher
   - c) THIRD: Expanding Universe by Andy Slack
   - d) FOURTH: The Magic Brush by Shaun Fuller
   - e) OTHER: Backdrop of Stars by Andy Slack

4. What topics or subjects would you like to read in future main articles? This is obviously difficult to quantify. In general, readers seem to want more coverage of *Dungeons & Dragons & Traveller*; advice to and ideas for games masters were also frequently asked for, especially with reference to setting up campaigns, city and wilderness adventures, and adapting material from other sources such as literature. Requests were also made for a comparison of lesser-known FRP systems with the main ones.

5. Give ratings out of ten for the standard of artwork:
   - a) FIRST: 8.1
   - b) SECOND: Issue 23
   - c) THIRD: Issue 19
   - d) ISSUE 17

6. Which has been the best *White Dwarf* cover up to now?
   - a) FIRST: Issue 23
   - b) SECOND: Issue 19
   - c) THIRD: Issue 17

7. Do you think it is worthwhile having a minigame or miniscenario each issue?
   - a) YES: 92%
   - b) NO: 8%

8. Which has been the best minigame or miniscenario up to now?
   - a) FIRST: The Halls of Tizun Than by Albie Fiore
   - b) ISSUE 1: 18%
   - c) ISSUE 15: 14%
   - d) ISSUE 16: 11%
   - e) OTHER (Each 10% or less.): 57%

SECOND
   - The Lair of Madred the Mighty: by Mark Byng

THIRD
   - Bar Room Brawl: by Lewis Pulsipher

EQUAL FOURTH
   - The Lichway: by Albie Fiore
   - The Sable Rose Affair: by Bob Williams

9. Would you like *White Dwarf* to be published monthly?
   - a) YES: 72%
   - b) CONDITIONALLY YES: 15%
   - c) NO: 13%

   *Conditionally Yes* represents those readers who would only like the magazine to become monthly if the length and quality of articles could be maintained.

10. The thing I like about *White Dwarf* is:
   - a) The most common praises of *WD* were that it is a good source of ideas, that the quality and variety of the articles were good, and the scenarios were enjoyable.
   - b) The coverage of fantasy/science fiction gaming in general is thought to be good, especially the coverage of D&D and Traveller.

11. The thing I don't like about *White Dwarf* is:
   - a) Despite complaints about too much *D&D* and *Traveller*, many readers want more of both. More scenarios, more advice to and ideas for games masters, and a wider range of games covered were also frequently asked for. Less frequently, a Questions & Answers page, a cartoon strip, and coverage of RuneQuest were requested.

12. The thing I would like to see in *White Dwarf* is:
   - a) Unusual topics or subjects that would also be more serious in content.

13. My three favourite games are (in order of priority):
   - a) *Dungeons & Dragons* and *Traveller*.

14. My age is:
   - a) 11 years to 40 years: 8%
   - b) 41 years to 50 years: 14%
   - c) 51 years and over: 16%

15. The first issue of *White Dwarf* I bought was number:
   - a) ISSUE 1: 18%
   - b) ISSUE 15: 11%
   - c) ISSUE 16: 11%
   - d) OTHER (Each 10% or less.): 57%

**Creature Quiz**

So you thought you knew everything there was to know about SF/F games? Well, surprisingly few readers answered all the questions correctly although many got over 90% correct. However, the first three correct entries drawn were from Kathy George, Ian Curtis and Graham Rawlings who each receive a free year's subscription to *White Dwarf*. For those who failed, this is where you went wrong:

1. (a) WARP WAR
   - (b) SHOOTING STARS
   - (c) SNIT'S REVENGE
   - (d) STELLAR CONQUEST
   - (e) VALKENBURG CASTLE
   - (f) DARK NEBULA
   - (g) SORCERER'S CAVE
   - (h) ATTACK OF THE MUTANTS
   - (i) ICE WAR
   - (j) CAVERNS DEEP

2. (a) SWASHBUCKLER
   - (b) VALLEY OF THE FOUR WINDS
   - (c) SWORDQUEST
   - (d) DUNE
   - (e) ELRIC
   - (f) MYTHOLOGY
   - (g) HAMMER OF THOR
   - (h) ASTEROID
   - (i) DIVINE RIGHT
   - (j) COSMIC ENCOUNTER

3. (a) FANTASY GAMES UNLIMITED
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   - (i) GAMES WORKSHOP LTD
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   - (k) ARIEL (PHILMAR)

4. (a) APOCALYPSE
   - (b) BLOODTREE REBELLION
   - (c) SNAPSHOT
   - (d) DOCTOR WHO
   - (e) INTRUDER
   - (f) MAYDAY
   - (g) RIVETS
   - (h) KNIGHTS OF CAMELOT
   - (i) DARKOVER
   - (j) MAGIC REALM

5. (a) RUNEQUEST – CHONCHON
   - (b) AD&D – AXE BEAK
   - (c) TRAVELLER – ASLAN
   - (d) THE FANTASY TRIP – OCTOPUS
   - (e) GAMMA WORLD – HOOP
I used to be a Lawful Cleric until I discovered WINE OF DRUNKENNESS

WHITE DWARF PIPPED

by our Original Correspondent

At a gala ceremony in San Mateo, California, the Origins Awards for 1980 were presented by the Academy of Adventure Gaming Arts and Design. Many celebrities were in attendance: Greg Stafford, the West Coast berserker of Chaosium; Marc Miller, the Imperial Ambassador from GDW, and many more. For the first time, White Dwarf featured in the voting for the Origins Awards. Unfortunately, there were not enough US followers of the mighty micromorph to push him into the top places in the vote. The eventual winner in the ‘Best Professional Magazine covering Role-Playing’ category was Journal of the Travellers Aid Society. The other H. G. Wells Awards for Outstanding Achievement in Miniatures & Role-Playing Games, 1980 were: Rol Partha Condottiere - ‘Best Historical Figures Series’; Rol Partha Personalities - ‘Best Fantasy or SF Figure Series’; GHO Micro-Armour - ‘Best Vehicular Model Series’; Tarmacote (GDW) - ‘Best Miniatures Rules’; Dragonquest (SRP) - ‘Best Role-Playing Rules’; Twilight's Peak (GDW) - ‘Best Role-Playing Adventure’; The Courier - ‘Best Professional Magazine covering Miniature’; WRG Renaissance Rules (WAG) - ‘All Time Best Pre-Napoleonic Gunpowder Miniatures Rules’; Basic/Advanced Fighter Combat (Zocchi) - ‘All Time Best Air Combat Miniatures Rules’. The Charles Roberts Awards for Outstanding Achievement in Boardgaming, 1980, went to: Empires of the Middle Ages (SPI) - ‘Best Pre-20th Century Boardgame’; Crescendo of Doom (Avalon Hill) - ‘Best 20th Century Boardgame’; Azhanti High Lightning (GDW) - ‘Best Fantasy or SF Boardgame’; Temple of Apshai (Automated Simulations) - ‘Best Computer Game’; Streets of Stalingrad (Phoenix) - ‘Best Initial Release of Boardgame’; Fire & Movement - ‘Best Professional Magazine covering Boardgames’; and H&MS Review - ‘Best Amateur Magazine covering the Hobby’ in General. E. Gary Gygax was awarded membership of the Adventure Gaming Hall of Fame, and the Special Combined H. G. Wells and Charles Roberts Award for the Gamers Choice of 1980 went to Ace of Aces, the high-flying game from Nova.

SMALL IS BOUNTIFUL
by our Small Affairs Correspondent

Minis are all the rage at the moment as even more companies bring out games the size of a kobold's lunchpack. TSR will soon be releasing 4 minigames: Vampyre; Revolt on Antaras; They've Invaded Pleas- antville and Saga. From Metagaming comes A Fistful of Turkeys - a Clint Eastwood-type spoof, plus four all new Metagames: Command at Sea; The Air Eaters Strike Back; Hitler's War; and Trojan War with 11 scenarios straight from the Iliad. Heritage a company known for their miniature figures has also decided to produce mini-ature games. Their first in the Dwarfstar game range are: The Barbarian Prince (not dis- similar to The Barbarian of White Dwarf fame); Demonlords; Outpost Gamma and Star Viking, a game of piracy in space.

NEW SECTOR

Scientific sources today revealed that a previously uncharted sector of space has now been mapped and published by Judges Guild. The Glimmerdrift Reaches to trail- ing of the Imperium are now available to the general public and are approved for use with Traveller. Those of you wishing to journey there, could probably make use of some other approved play aids also from JG that are now available: namely, the Navigator's Starcharts - a campaign mapping aid, and 50 Starbases. En route, travellers may wish to investigate the Doom of the Singing Star, JG's latest scenario approved for use with Traveller, a massive work with 15mm deck plans. Judges Guild have also released their first scenario for use with Empire of the Petal Throne - Nightmare Maze of Jigresh - as well as Portals of Ironcrow, a scenario approved for use with AD&D that follows on from their previous Portals of Torah.

MURDER KILLER OUT SOON

A killer could soon be on the rampage in your area. Steve Jackson Games plan to release Killer in the near future. In this game, players attempt to 'kill' their friends with water pistols, rubber-suckered darts, pillows labelled '2 ton safe', and other

ALIEN INVASION

A report today confirmed that 20 aliens are on their way to earth. However, they will pose no threat to life as we know it, as they are 15mm high and are one of Citadel's approved for use with Traveller boxed sets of figures. Pictured here are (from left to right): Var, Droyne and an Asian from Set 5: Aliens.

OUTSIDE

The other boxed sets also due for release soon are: Set 1: Adventurers; Set 2: The Military; Set 3: Ship's Crew; and Set 4: Citizens. Spacecraft sighted recently in many hobby stores are in no way connected with the aliens. They are in fact new figures in the OT Models' Star Hounds range. Pictured here is SH3: Kestrel Interceptor Trainer.

DRUNKEN

When photographed today (left to right), FS66: Comely Wench; FS66: Mysterious Stranger and FS66: Grumpy Old Boozer all seemed perfectly sober and relaxed.

*THE DUNGEON ARCHITECT PART 3 - The final part of this popular series.
*THE IMPERIAL SECRET SERVICE - a new Traveller career.
*INTRODUCTION TO THE PARTY - Which examines characterisation and alignment.
For Sale
25mm fantasy/medieval figures. SAE for list. Williams, 29 Butterme Rd, Sheffield.

Not Just Stamps
Are looking for someone to assist the proprietors in their new games shop. That someone will be a knowledgeable games player, preferably with retail experience, although this is not essential. We want a dedicated worker committed enough to take the opportunity to grow with the company. The position is in High Wycombe. Please reply with CV and salary required to: Not Just Stamps, 68B Frogmore, High Wycombe, Bucks.

For Sale
2nd hand games and game aids by Judges Guild, FGU, etc., Unused figures by Asgard, Minifigs etc. All at ½ price less. SAE for details, T Bottomley, 1 Oldfield Road, Bexley Heath, Kent.

For Sale
Large amount of Citadel Spacefarers for sale almost all the range over 630 figures. Mostly unpainted except for undercut and a few that have been started. £60.00 the lot, inc.p&p. Worth nearly £200.00. Also fantasy armies 25/15 mm. For Sale
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Quisits & Quaars Fanzine
36 pages of AD&D, RuneQuest, T&T, Traveller and other stuff, including board games, figures and counters. Why not try us out? Send 60p to Joyce Hulks, 54 Congrave Cres, Horncastle, Lincs. Tel: 65446, 857 7264.

Dark Star – The Traveller Microzine
Traveller news, reviews etc. and the Travellers’ Contact Bureau. Price 20p + SAE. Send to: T Greaver (DS), 69 Lakeside Road, London W14 0I2.

Job Vacancy
White Dwarf require a full time Feature Editor to work in a small editorial/production team. Applicants must have a thorough knowledge of all major role-playing games and be familiar with SF/F boardgames and figures. A command of English language is essential, and the ability to type is necessary. Good salary and benefits will be offered to the right candidate. Please send brief details together with a SAE to Ian Livingstone, Editor, White Dwarf, 1 Dalling Rd, London W6.

Wyrms Claw
The RPG magazine with a difference. Issues 2, 3 and 4 now available. 60p + 15p p&p, £4 annual sub. Reviews, Scenarios and Articles, can you afford to miss it? 37 Fanstawsh Cres, Hornchurch, Essex RM11 2DD.

Millenium Games
Visit Yorkshires newsgames shop, stocking a good selection of role-playing games, fantasy and science fiction boardgames and wargames. Also figures, modules, etc. It’s worth the journey as you can stay awhile in our games room. Ring 0484 643505 (hlos). Our address is ‘Millenium Games’, 19/21 Market Street, Milesbridge, Huddersfield, Yorks.

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The Nameless Group Games: AD&D, C&S, Traveller, GW.
Time: To be arranged.
Place: Members’ houses.
Comments: Ages 13+ DM needed.
Contact: Ian Betteridge, 685 Harrow Road, Alvaston, Derby DE2 0HE. Tel: Derby 73026.

DERBY
‘Nameless’ Games Club Games: Mostly D&D.
Time: Varies.
Place: Varies.
Comments: Any race or alignment welcome.
Contact: Ian Betteridge, 685 Harrow Road, Alvaston, Derby DE2 0HE. Tel: Derby 73026.

EDINBURGH
The Official DSMC AD&D Club Games: AD&D, Gamma World, Squad Leader.
Time: Friday evenings and Saturdays.
Place: Members’ houses.
Comments: Anyone between 13 and 17 welcome.
Contact: Derek Allan, 5 Royal Crescent, Edinburgh EH3 6PZ. Tel: 031-556 7946.

SOUTH EAST LONDON
South East London Wargames Group
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Time: 2nd, 3rd and 4th Fridays in month; 7pm–10.30pm.
Place: Grove Park Youth Club, Marvells Lane, London SE12.
Contact: Chris Hurren, 41 Dunney Road, London SE9. Tel: 01-857 7264.

HELP!
Clubs, contacts and events can be added to the noticeboard at no charge up to a maximum of 40 words. Further insertions at the rate of 45p per word.

AD&D Preston
AD&D/D&D playing couple seek others in the Preston area. We are also interested in trying other games, eg Traveller. Tel: Longton 617917.

Hamel Hempstead
Beginner to AD&D (age 20) willing to try any FRP games wishes to make contact with clubs, or individuals wishing to start campaign/club, around Hemel Hempstead. Please contact: Steve, 4 Chevms Court, Hemel Hempstead, Herts.

Players Wanted
Male/female, aged 16/17, interested in fantasy/SF literature and accepted FRP games (eg RuneQuest, C&S). Contact Paul Mason, 16 Cornorale Close, Sutton Coldfield, West Midlands B72 1HY (021-354 9003) or Richard Fax, 30 Grendon Drive, Sutton Coldfield, West Midlands (021-354 2446).

The Great Weapontake of Barad-Dur
Small parties of six are requested to take part. Ideas will be gratefully received. Send them to 32 Tumulus Road, Sidteane, Brighton BN2 8FS.

AD&D Hong Kong
Regular meetings, visitors or new arrivals welcome. Contact Nim White, 2 Mansfield Road, Flat 14, 7/F The Peak or phone HK7187 (evenings). We also wargames, boardgame and are ready to try new FRP games if you DM.

AD&D Rochdale
New players and DM seek similar group or individuals to game with in the Greater Manchester area. Contact B Hammond, 111 Snettercourt, College Bank, Rochdale, Lancs.

Help
Phoenix II is wandering helplessly through Av-Kordar, any experience gratefully received. Only just heard of Golvers resurrection, Alan and Sally, 22, Nicholas Rd, Hounslow, London. Love from Yent.

AD&D Boston
Would all DMs in the Boston area, or anybody interested in joining the Darkon campaign, AD&D and with modulations, please contact me at 12 King, 24 South Park St, Boston, MA. Tel: 617-544-6356 for an exchange of ideas, traps, dungeons, fanzines, etc.

Postal AD&D
Regretful, a postal AD&D campaign, rises from the ashes of TAS to be run again. For details send to Matthew Realff, 16 Sea Lane Butteck, Boston, BN1 6WA enclosing SAE.

Help
13 year old AD&D player in search of a campaign in Watford area. Well versed in LR, TR, GW and other role-playing games, Contact Stuart Hippach, 8 The Gardens, Watford, Herts. Tel: 92-436561.

Waltham Forest
AD&D and novice Traveller player, 22, out of touch for 3 years away from London, wishes to contact anyone in Waltham Forest/Enfield areas interested in playing Traveller. Write: Chris Malma, 35 Russell Road, Chingford, London E4.

Wanted
Issues 1-14 of White Dwarf, I will pay good prices including p&p. So please contact Neil Cope, 53874 (0473) or write to Old Glue House, Tuddenham, Ipswich, Suffolk.

Traveller in Harrowgate
Is there anybody in the Harrowgate or Yorks area interested in playing Traveller: D&D; C&S; willing to try RuneQuest? Also experienced in tabletop fantasy or SF. Contact Richard Hymes, 1 The Grove, Harrowgate, N. Yorks. 0423-688881.

Experienced Player
(Aged 20) wishes to join/contact any genuine DMs for AD&D and other wargames in Mere (Wiltshire) area. Please contact Kim Harden on Mere 68088 or write to 1 Balmoor Close, Mere, Warminster, Wiltshire.

SF/C Canterbury
Wanted, any young aliens interested in playing Traveller or any other SF/F wargames in the Canterbury area. Please write: Adrian Gower, 101 Whitestable Road, Canterbury, Kent. Tel: Canterbury 68703 between 7.00pm and 10.00pm. Borag thungo earliths!

Desperately Needed
White Dwarf nos. 1-7 and 9-14. Good prices paid. Tel: Exeter 56750 and ask for Mark, or write to 158 Humfry Road, Exeter, Devon.

AD&D Boston
Are there any AD&D clubs in Boston or thereabouts who would let a 15-year-old player join their ranks? Contact: Paul Carter, 10 Sea Lane Butterwick, Boston, Lincs. Tel: Boston 760315.

Wanted!
Monsters in AD&D format. I offer three monsters for every two you give away. I will offer no exceptions. I do not refuse. Contact: David Franklin, Wayside, Norembar Road, Wooton Bassett, Swindon.
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