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3. Adventurer in Vase Suit with Snub Pistol
4. Adventurer in Vase Suit with Accelerator Rifle
5. Adventurer in Casual Wear with Advanced Combat Rifle
6. Adventurer in Casual Wear with Auto Pistol
7. Adventurer in Casual Wear with Carbine
8. Adventurer in Casual Wear with RAM Grenade Launcher
10. Adventuress in Ship Dress with Snub Pistol
11. Adventuress in Ship Dress with Snub Pistol
12. Adventuress in Ship Dress with Auto Pistol
13. Adventuress in Ship Dress with Assault Rifle
14. Adventuress in Ship Dress with Assault Rifle
15. Utility Droid with Work Arms
16. Social Droid (Library Functions)
17. Down-and-out Adventurer with Digger and Body Pistol
18. Down-and-out Adventurer with Carbine
19. Down-and-out Adventurer with Auto Pistol
20. Barbarian Adventurer with Cutlass

BOX 2: THE MILITARY
1. Low Tech Trooper with Rifle
2. Low Tech Trooper with Rifle
3. Low Tech Trooper with Light Machine Gun
4. Low Tech Trooper with Demolition Pack and Carbine
5. Mid Tech Squad Leader with Advanced Combat Rifle
6. Mid Tech Trooper with Advanced Combat Rifle
7. Mid Tech Trooper with Light Assault Gun
8. Mid Tech Trooper with RAM Grenade Launcher
9. Mid Tech Gunner with Towed Auto Cannon
10. Mid Tech Gunner with Towed Auto Cannon
11. Mid Tech Leader/Spotter with Laser Carbine
12. Mid Tech Aid Man with Backpack
13. Light Tech Squad Leader with Gauss Rifle
14. High Tech Trooper with Gauss Rifle
15. High Tech Trooper with RAM Grenade Launcher
16. High Tech Trooper with RAM Grenade Launcher
17. High Tech Trooper with Gauss Rifle and Gauss Belt
18. High Tech Trooper with Battle Dress and PGMP-12
19. High Tech Trooper with Battle Dress and PGMP-12
20. High Tech Trooper with Battle Dress and PGMP-14

BOX 3: SHIP CREW
1. Bridge Officer in Dress Uniform with Hand Computer
2. Bridge Officer in Duty Dress with Snub Pistol
3. Female Bridge Officer in Duty Dress at Ease
4. Merchant Master with Snub Pistol
5. Chief Engineer in Duty Dress with Hand Computer
6. Engineering Crewman in Duty Dress with Tool Set
7. Engineering Crewman in Duty Dress with Snub Pistol
8. Crewwoman in Duty Dress with Hand Recorder
9. Crewwoman in Duty Dress with Snub Pistol
10. Crewman in Duty Dress with Snub Pistol
11. Crewman in Duty Dress with Carbine
12. Medical in Duty Dress with Analyzer
13. Medical in Duty Dress with Analyzer
14. Marine in Battle Dress with Accelerator Rifle
15. Marine in Battle Dress with RAM Grenade Launcher
16. Marine in Battle Dress at Ease
17. Marine in Combat Armour with Snub Pistol
18. Ship's Boat Pilot at Ease
19. Crewman in Vase Suit with Tool Set
20. Crewwoman in Vase Suit with Snub Pistol

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All the figures photographed on this page are from Set 5: Aliens.

BOX 4: CITIZENS
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2. Uniformed Official with Auto Pistol
3. Uniformed Official with Submachine Gun
4. Noblemen with Foul
5. Lady in Evening Wear
6. Merchant of Substance with Snub Pistol
7. Young Lady of Good Repute with Daggars
8. Male Citizen with Blade
9. Female Officer with Auto Pistol
10. Business Man with Hand Computer
11. Receptionist with Communicator
12. Diplomat with Assault Rifle
13. Female Colonel with Body Pistol
14. On Artist with Suitcase
15. Thug/Bouncer with Auto Pistol
16. Thief with Shotgun
17. Assassin with Gray Belt and Snub Pistol
18. Beggar/Clerk with Dagger
19. Security Robot with Laser Arm
20. Android Female Companion

BOX 5: ALIENS
1. Vargr NCO/Merchant with Gauss Rifle
2. Vargr Officer with Auto Pistol
3. Vargr Officer with Laser Carbine
4. Vargr Guardian with Repair Gear
5. Vargr Guardian with Snub Pistol
6. Vargr NCO with Gauss Rifle
7. Vargr Trooper with Gauss Rifle
8. Vargr Trooper with PGMP-12
9. Vargr Officer with PGMP-12
10. Vargr Officer with PGMP-12
11. Vargr Officer with PGMP-12
12. Vargr Officer with PGMP-12
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16. Vargr Officer with PGMP-12
17. Vargr Officer with PGMP-12
18. Vargr Officer with PGMP-12
19. Vargr Officer with PGMP-12
20. Vargr Officer with PGMP-12

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Clubs, Help! and Classified
Readers' information section

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

We will print the most popular suggestions next issue.

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The object of this article is to help games masters to convert characters from one role-playing system to another. This is often done, for one of the following reasons: changing the rules, for example a D&D DM wishing to run his world using C&S or RuneQuest; incorporating favourite characters or monsters from another system; or using a second game system to form another Plane, for example the D&D DM using Boot Hill or Gamma World as an alternative setting where his players can enter by gates, astral travel, etc.

This article contains tables, which for each commonly used type and number of dice gives the percentage chance of rolling less than or equal to each number. This can be thought of as the equivalent roll on 1d100, if that had been used instead of, say, 3d6. These can be used to convert a character's characteristics (aka attributes, abilities, prime requisites) and skills/level, as shown in the examples following the tables. Magic items, spells, and psionic abilities are best converted by comparing descriptions in the two sets of rules concerned, and picking the nearest thing to what the character can currently do. If there is no equivalent, new rules must be written. You must use discretion in deciding which characteristic in the old system equates to which in the new.

You should keep copies of the original characters in their original system so that they can be changed back for that system or to be reconverted to another system to avoid cumulative errors.

**EXAMPLES**

1. **En Garde! to Advanced Dungeons & Dragons**
   Andre Vallon has a strength of 13, a constitution of 13, and consequently an endurance of 169. His expertise with his favourite weapon, the cutlass, is 14. By dint of some not entirely legal operations he has acquired a social status of 15.
   Examining *En Garde!* we find that strength, constitution and expertise are dixed on 3d6. This will make the conversion fairly easy, since *D&D* also uses 3d6. Thus Monsieur Vallon's strength and constitution remain unchanged. We note that his social status serves roughly the same function as D&D charisma, and since it has a range not far removed from the 3-18 required, we decree that his charisma is now 15. Finally for the characteristics, we decide that expertise with the weapons of the period is largely a matter of dexterity since the armour is worn, though we would be on safer ground had he preferred the rapier; thus his dexterity becomes 14. This leaves us with his intelligence and wisdom to dice up from scratch.

   Now, what of his class and level? Class first; Andre is obviously some kind of fighting man. His social background argues against him being a paladin (too honest) or a ranger (too uncivilised), so we make him a fighter.

   As to his level, that requires some thought. Expertise affects the speed of his fighting in *En Garde!* but attack is a matter of writing orders, not rolling dice. We decide arbitrarily that the closest thing to this in *D&D* will be his hit probability, since it looks like the easiest way out. Looking at the 3d6 table, we see that 14 is equivalent to 90.74%. *D&D* uses 5% increments since combat is by 1d20 rolls, so we'll call this 90%. Further, most of Andre's opponents will not have worn much in the way of armour, so let's say he is accustomed to striking at AC 10. So, we declare him to have a 90% chance of a hit against AC 10. Now, this means there is a 10% chance (100-90) that he does not hit, which on the 1d20 table is a roll of 1 or 2 (since 10% is the chance of rolling a 2 or less on 1d20). So our man hits AC 10 if he rolls 3 or higher. We decree that the closest thing to a cutlass in *AD&D* is a broadsword; this has a +2 adjustment against AC 10, so without his broadsword on the combat tables Andre really needs a 5 to hit AC 10. Looking at the DMG tables, since there is no 5 to hit AC 10 by a fighter, he could be either 5th, 6th, or 7th (a 6 to hit) or 5th-6th (a 4 to hit). Let's try another angle.

   A 6th level fighter hits on an 11 or higher. Therefore he misses on a 10 or less against AC 10. Since the chance of rolling 10 or less on 1d20 is 50% (from the table) the chance of a hit is (100-50) = 50%. Andre has, we recall, a 90% chance; this is a 40% bonus. Ah, but 10% of that was due to the weapon, so it's really only a 30% bonus.

   In rising from 6th to 10th level, a fighter's hit prob rises from 50% (11) to 95% (2 to hit). A bonus of 45% over 10 levels; so on average about 5% per level. 30%/5% = 6, so we can call Monsieur Vallon a 6th level fighter. This is as far as the figures can take it, so the rest, as they say, is left as an exercise for the student.

2. **Spacequest to Traveller**
   "Handbrake" Palmerston is a spacer, whose family are city-level merchants. He has the following characteristics: Physical power 12, coordination 14, speed 18, vitality 8, psi 10, IQ 15, empathy 4. He has many skills, but for illustrative purposes we will consider only Astrogation, Contact Xenology, and Hand Blaster.

   Astrogation is a skill which a Spacequest character either has or doesn't have; Contact Xenology ‘Handbrake’ has learnt to 84% in a desperate attempt to counter his abysmal empathy, and in case that doesn't work he has Hand Blaster –3. Due to abilities and experience he has acquired a +3 spacer bonus.

   The obvious equivalent career for this character is the Merchant. His age is not really important in either system, so we will ignore it. Physical power equates to strength; a figure of 12

---

**Table 1, 2d6**

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<td>2</td>
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**Table 6, 2d10**

<table>
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<th>P(%)</th>
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**Table 7, 1d100**

| No table is included for 1d100 to conserve space, for 1d100 rolls, the dice roll is equal to the P(%) value. | |
translates to a P(%) of 74.07 on 3d6. The closest thing on 2d6 is 72.22, which gives a strength of 8. Dexterity in Spacequest is split into two forms, coordination and speed. So we will take the average of their values and convert that, (14 + 18)/2 = 16, which on 3d6 has a P(%) of 98.15. The closest P(%) on 2d6 is 97.22, yielding a dexterity of 11. Vitality equates to endurance, and by the same method an 8 becomes a 5. IO 15 becomes intelligence 11. Empathy does not translate, but we can see that ‘Handbrake’ is not going to be a cheerful or friendly character. Psi we can use as psionic strength; 10 becomes a 7, and is then reduced to 6 because there is always a DM of at least -1 on human psionic strength in Traveller. We’ll be generous and ignore aging, but note that for each four years of play under Traveller rules the psi strength will drop by one unless ‘Handbrake’ gets himself trained.

We also need an education. We know Palmerston has been to the space academy, which we assume to be about as common and tough as a university course, and that he graduated to enter the game. We happen to know that about 8% of the population in real life go to college, and about 3% graduate, so he must have ‘rolled’ a P(%) of 87 for his education (100-3), which gives him education 11.

The last characteristic is social standing; we decide arbitrarily that a chap whose family run an entire city must have at least 10 for this. So his UPP is 885BBA.

The closest thing to Contact Xenology for a Traveller Merchant would be Streetwise skill. Ignoring penalties for that atrocious empathy, Palmerston has an 84% chance of success. To succeed in Spacequest he rolls under this on 1d100; to succeed in Traveller he’ll roll some number or higher on 2d6. Streetwise adds +1 per level to a base 8+ for success.

An 84% chance of success means a (100 - 84) = 16% chance of failure. So on 2d6, if he rolls 4 or less (from Table 1, P(%) for 4 is 16.67) he fails. Therefore on a 5+ he succeeds. Therefore his skill level is (8 - 5) = 3. So Contact Xenology 84% has become Streetwise-3.

Astrogation covers Pilot and Navigation, so we will assign equal levels in each, each half the spacer bonus since Astrogation is a skill either known or not known, with no stated bonus. The spacer bonus is +3; since Palmerston is established from earlier play as a character who is a better pilot than navigator, we give him Pilot-2 and Navigation-1, rather than Pilot-½ and Navig-½.

We finally decree that Hand Blaster-3 is equivalent to Auto Pistol-3.

3. AD&D to C&S

Let us consider the D&D fighter Axe, who has 18(100) strength, 4 intelligence, 12 charisma, constitution 14, wisdom 7, and dexterity 10. He is 8th level, and has acquired a set of +1 plate mail and a +3 axe, which he uses two-handed. We will need tables 2, 2a, and 5.

First, that amazing strength. This is the highest possible in one system, so it must be the highest possible in the other: 20(20). The intelligence of 4 on 3d6 has a P(%) of 1.85, clearly a 1 on 1d20 [5 or lower P(%)]. Wisdom 7 has a P(%) of 16.20, which translates to a 3 in C&S. This would reduce Axe’s intelligence, but it is already the lowest possible. Dexterity 10 is still a dexterity 10, since it has a P(%) of 50.00 in both systems. Constitution 14 has a P(%) of 90.74, so it becomes an 18, easily enough to support a 20(20) strength. Charisma is diced in D&D, calculated in C&S; we assume that this is the equivalent of C&S appearance and bardic voice, so since a charisma of 12 has a P(%) of 74.07, we will allow Axe bardic voice and appearance both equal to 15.

Since C&S is an environment of greater hostility than D&D, we’ll allow him to keep his +1 plate and +3 axe. The plate will in any case be a mixed blessing as people will assume anyone in that much armour must be worth a fair ransom . . .

Now to his level. An 8th level fighter requires a 4 on 1d20 to hit an AC 10 opponent; from the standard 0th level 11 to hit, this is a bonus of (11 - 4) x 5% or 35%. From Axe’s new characteristics, we can determine his base PCF, which will give us his % bonus, and from the amount by which we had to increase his PCF we can deduce his level as a C&S fighting man. Another exercise for the interested student.

4. Spacefarers to Traveller

A fairly easy conversion; since skills are either known or not-known, we will translate each one as an equivalent level-1 skill.

Combat ability covers strength, dexterity, and endurance; initiative covers dexterity and intelligence. Education and social standing are diced from scratch.

Consider a character of combat ability 15 and initiative 12. 15 on 3d6 has a P(%) of 95.37; this is 11 on 2d6, so we award our character 11 strength and endurance. 12 on 3d6 becomes 8 on 2d6, so his intelligence becomes 8. Since dexterity is affected by both, we take the average figure of (15 + 12)/2 = 13.5, which rounds to 14; P(%) = 90.74 which is 10 on 2d6.

The character is a Trained Soldier and has Jet Pack skill. From the description of Trained Soldier, we see that a basic Traveller character already fills the specification due to his expertise-½ in all weapons. The closest thing to Jet Pack skill in Traveller is probably Vass Suit, since it subsumes the use of space-suit rocket packs. So the character is awarded Vass Suit-1.
Starbase is a regular department. This issue, a short Traveller scenario.

Are you tired of players treating your latest animal creation to a fusillade of gauss rifle shots without being asked the colour of its fur? Try this situation on 'shoot first and ask questions later' player characters.

The world on which this situation takes place may be varied within the parameters given below:

- **E class starport. Size 6+**, atmosphere 4-9, hydrography 2-9, population 2-5, government 0-7, law level — any, tech level 0-5. Candidates within the Spinward Marches are: Kegenia/Rhylianor, Leander/Trin's Veil, 876-574/Five Sisters, Cunnionic/Darrian, Plevon/Cronor.

The primary requirement is that the players should have no prior knowledge of the world in question, whether they arrive in their own ship or as passengers on a merchant. In the latter case the merchant crew should not know anything about the planet either, to prevent them being pumped for information by the players. There are a number of ways to arrange this (such as a misjump into the system) or it could be incorporated into an adventure such as Leviathan, where all worlds are unknown.

The ship’s computer contains no data on the planet, but once in orbit, a small orbital transponder station will issue a standard communications recording giving basic navigational directions for atmospheric entry and starport location and a statement to the effect that the starport is usually unmanned but the authorities have been informed and someone will be at the port in time for touch down. There is also a brief statement that the intelligent population is mixed race — both human and native minor race, the Urrthai.

*(Referee’s note — The station and landing system is automatic due to the world tech level, and very basic due to the comparative poverty of the world. Such a system would be inspected and maintained by an offworld contractor at intervals. No information on the Urrthai will be found in the ship’s computer.)*

After a routine re-entry, the ship touches down at the starport. The landing system switches itself off, and no further communications are heard. Actually the term ‘starport’ is a grandiose name for the scene from the viewport — the landing ground and blast walls are scorched, compacted earth and the few buildings are dilapidated structures of native wood. Thick jungle surrounds the place. Everything is very quiet — no one rushes out to meet the ship. Obviously, some exploration is necessary, so the players form a group party to investigate.

*(Referee’s note — If the ship [or ship’s boat] has a merchant crew, the referee needs to do a bit of arranging to make sure it is the players that stumble on the melée described below, either by dividing the area to be searched between merchants and players so that the players search the warehouses, or by moving the location of the melée).*

The Starport (see accompanying plan) — Making their way through the access baffle, the party’s view across to the warehouses confirms the impression of neglect, with heaps of junk, weeds and peeling paintwork. Worn areas show the place is still used, but obviously no one gives a damn about the appearance. Rounding the last corner of the baffle, tucked under the blast-wall’s lee — and thus hidden from the ship’s view — is a battered jeep type ground car, its engine still clicking as it cools. Obviously someone did arrive not too long ago, but why no sign of them now?

The Investigation — Using the plan and the building descriptions, the referee should moderate the players’ search for the occupant(s) of the jeep. Nothing of any significance occurs until they approach warehouse D. The unlocked door and slight sounds of movement within should alert them to suppose they have made a discovery and so the situation reaches its critical moment.

The Melee — As the players approach the western half of warehouse D, they notice that the large door is closed but not padlocked as all the others are. If the players are quiet they will hear slight sounds of movement within. If the players now slide the door open, the following scene greets them:

The place is a shambles. Crates and boxes are strewn around, and many split open — their contents (foodstuffs, clothing, leatherware, pottery and so on) scattered over the floor. The adventurers might have time to notice that the skylight is smashed, and they will certainly see at their feet just inside the door an automatic pistol which appears to have kicked there from within. The padlock also lies on the floor here. The scene which holds their attention however is in the centre of the room. Two alien species appear to be in the final stages of a fight to the death — both are obviously seriously wounded. On the floor a roughly man sized (about 50 kg) being with feline features and orange, black and green striped fur that wears what appears to be a leather bandolier over one shoulder, is desperately scrabbling backwards away from the other creature, which has dull grey and brown scales glistening here and there with blood. It sways drunkenly and attempts to reach a position where it can fall on the other to administer the fatal blow.

*(Referee’s note — the true situation is as follows. The feline is a carnivore/chaser and not intelligent. Two days ago it entered the starport via a tree overhanging the starport fence and since then has wandered around trying to a) find food and b) get out. Attracted to the warehouse, by the scent of the foodstuffs inside, and finding no way in at ground level, it climbed to the roof and accidentally fell through the skylight. Most of the mess has been caused by its efforts to get at the food — in the process entangling itself with a smashed crate of leather belts and bandoliers.)*

The reptillian is of course, a male Urrthai. Having arrived to meet the ship and making a routine check of the port buildings, he too heard noises within. Returning to the jeep, he retrieved an auto pistol from the glove box, then went and opened the warehouse padlock. Once inside he slid the door closed again (to prevent whatever was inside from escaping) and moved in. At this point the feline pounced, knocking the auto pistol from the Urrthai’s grasp, and since this time the two have stalked and fought each other until at last the Urrthai is gaining the upper hand.

What happens subsequently in the situation depends on the player’s actions. If they are trigger-happy (as when I refereed this situation) they will promptly shoot the Urrthai in the belief that the feline chaser is the native. When a group of armed inhabitants — mixed humans and Urrthai — come to investigate the gunfire (the settlement is only a mile or so away), the referee can take his revenge, and throw the lot of them into prison for manslaughter, or rather, Urrthailaughter.

12
Building Interiors
- - Internal Partitions  □□ Doors  □ Windows

The referee should elaborate on these basic descriptions as required.

A. Port Office. 1) Public Room, serves the function of a ticket office, waiting room and immigration control. A few lounge chairs, an old solid fuel pot boiler, and some out of date notices and a magazine rack. 2) Staff Office, with desks, filing racks and a good deal of disorganised paperwork. In one corner is a small kitchenette unit. 3) Convenience with two units - one of human and one of alien design.

B. Store. Single room with maintenance and cleaning equipment. Most of this is of obsolete design. Some ground car spares and a supply of gasoline (for ground cars) in jerry cans.

C/D Warehouses. Identical structures - each with a central partition. The SE half of warehouse C has a more sophisticated lock than the others, and if the players break in they will find that it is leased to the landing system maintenance contractors and contains parts and repair machinery and electronics of tech level 11-12. The other warehouse areas contain stacks of crates, barrels, sacks and other containers of low-tech goods. There are large skylights in the roof.
Fiend Folio

TSR Hobbies Inc. £8.50

This is the latest offering from TSR, the fifth weighty tome in the AD&D range. It is essentially a second Monster Manual with the intention of extending the range of creatures available for AD&D and to collect all the newcomers in one volume for easy reference, which it certainly does, covering over 150 new 'things'.

The Fiend Folio format is identical to that of the MM, clearly and succinctly defining the various specifications and abilities of the monsters. Similarly, it is excellently presented, in a nicely illustrated, durable, hardback cover, and a well produced interior, with its contents accompanied by high quality drawings. In fact, it's better than the MM in this respect.

The main difference is that the MM was solely a TS/USA product whilst the bulk of FF monsters come from British contributors, who are all acknowledged in the index. Indeed, many of the contents come from White Dwarf's Fiend Factory files, about a fifth of which have already cropped up in White Dwarf as far back as issue 2. The illustrations are mostly British, some of which have also appeared in WD.

Certain niches and corners of the MM are filled out by the Fiend Folio, like the giant bat, which seems an obvious choice for D&D, the death dog (rumoured to be a descendant of Cerberus), the demon queen of spiders (which often appears in fantasy literature), a new devil, the elemental prince of evil, and the Drow, who figure prominently in a number of TSR dungeon modules.

The FF contains a very good selection of original ideas, sometimes revolving, like the penangallon, a strictly feminine vampire, trailing steaming and vile smelling viscera as its head hunts for victims at night. Some are especially inspiring, like the caterwaal, such an agile and vicious predator that it can attack several times a round and avoid almost everything players will try to hit it with; the death knight, a kind of evil paladin; the revenant, returning from the dead through will power alone to wreak revenge on its slayer, and skeleton warriors, beings similar to Tolkien's ringwraiths.

Also included in the Fiend Folio are random encounter tables for dungeons, outdoors and the Astral and Ethereal Planes. These combine MM and FF creatures to give new encounter tables superseding those in the DMG, but to be used in the same way. Thus the Fiend Folio slips nicely into place as a Monster Manual extension.

For those DMs and players who are jaded with the usual AD&D monsters this is a must for new, easy reference material. For those who don't possess the MM, the FF often refers you to this work but, whilst advantageous, it is not essential to own it.

Overall: 8 Jamie Thomson

THE LEY SECTOR

Judges Guild -- £3.50

The Ley Sector is an area of space in the Traveller universe to trailing of the Imperial core.

The package consists of a 32 page guidebook, and a 25 x 18" map of the sector as a whole; this can prove useful during a game, as flicking through endless pages of subsectors is frustrating when you're trying to find the nearest Jump route from Kzimus to Famarin in a hurry! The map defines spatial boundaries, Jump routes, and X-boat routes. One thing missing from the map is the names of the worlds in question; you have to go back to the guide book to find out what the name of the planet you've jumped to is. The large star map is useful but requires intimate knowledge of the area, or at least Streetwise-6 to find your way around.

The reverse of the map pictures eight geodesic maps of key planets in the sector, one error I noticed was that the tech level was missing from the characteristic strings printed underneath. A paragraph of information is also given for each planet.

The guidebook contains details of the 16 subsectors and their world characteristics, and also historical library data.
The Ley Sector is useful to those people wishing to expand the known Imperium, and but the standard of Judges Guild has dropped despite less typos. Overall: 6 T D Graver

MAROONED/MAROONED ALONE
(Traveller Double Adventure 4)
Game Designers' Workshop - £2.50

Two further booklets have recently been released for the Traveller game system. Both are 48 pages long in the standard AS Traveller format. Neither is a wholly new departure in Traveller play aids - both continue existing series of material for referees and players (Supplement 8) and for referees only (Double Adventure 4). Marooned/Marooned Alone deals with the attempt to reach civilization after landing a crippled lifeboat in the midst of a vast wilderness area. This basic plot is complicated by a number of other considerations, which also suggest directions in which the situation may be developed further. I should make it quite clear that this is not a double adventure in the usual sense, with two distinct situations. The 'double' part of the title refers to two different methods of using the same material with a party of adventurers in one form and a solitary player-character in the other.

The main innovation is - at last - the inclusion of rules and relevant explanations for surface movement expressed in terms of the portion of a hex moved in a week (hexes in this case being 1043 kilometres across). If it were not for this system I could not recommend the booklet to expert Traveller players, but this movement system is a rules addition that has long been required, and should have been in the basic rules set. The adventure is however a good one for novice Traveller players and referees, and is one of the few capable of being played solitaire without advanced schizophrenia being necessary.

Library Data (A-M) is cleared for players as well as referees use; the material is deliberately chosen so as not to give away any information which might compromise the referees' moderation of official GDW adventures. The avowed intention is to provide and promote a consistent understanding of the official GDW Traveller campaign ethos.

Information is in the form of both normal library data entries and a series of essays on specific subjects: the basis of the Imperium and its neighbours; the Solomon; Megacorporations; the Emperor's List. A standard map of the Imperium is also included. Much of this material has appeared before in various Traveller publications, though some of it is new: I found the piece on Megacorporations of the Imperium to be most interesting. We are promised that Supplement 10 will complete Library Data by providing entries for N-Z plus further essays: it is disappointing that the two could not have been issued simultaneously especially as some entries are cross-referenced to items in the second volume. Nevertheless, this is an important reference work for all Traveller players and referees who use the official Traveller campaign as a background for their adventures.

As to the overall feelings on these booklets, I do not think they reach the high standard GDW themselves have set in earlier works. It may be that this is inevitable as the volume of material grows. For less experienced Traveller players these booklets are of much more use — indeed Marooned/Marooned Alone would make an excellent first adventure purchase, and Library Data collects together material they probably do not have in another form. I have therefore provided two ratings to reflect these comments.

Marooned/Marooned Alone
Overall: Novice 10, Expert 9
Library Data (A-M)
Overall: Novice 9, Expert 7
Bob McWilliams

UNDEAD
Steve Jackson Games - £2.50

This minigame is produced in a low cost format, and has a correspondingly low price tag. It consists of a resealable polythene bag containing the rules, a thin card counter sheet and a large sheet of glossy paper which comprises the maps and ready reference sheet. In all not a particularly hard wearing game.

It is based on the novel Dracula by Bram Stoker and represents the hunt for the Count through the London of the 1890's by Professor van Helsing and his companions. Undead is very much a game of detection and deception rather than being combat orientated. Combat, however, occurs and the results are crucial to the outcome of the game, although the actual time spent resolving combat is small compared to the time taken up by the deadly game of hide and seek that goes on around them.

This is really a game which needs an umpire and although a two player game is quite enjoyable it is definitely at its best with three or more players. When more than two players are involved one takes the role of the villainous Count, a second acts as GM and the remainder play the vampire hunters. The game uses an alternative movement system which is admirably suited to its subject; the vampire and his minions moving by night and the hunters by day. The rules are well written and clearly explained with plenty of examples illustrating the method of play. The combat system is very simple, fast and flowing, but for some reason uses a square, rather than the more usual rectangular grid to regulate movement.

The quality of the artwork is good - the map of London, circa 1890, being particularly attractive and the counters are clearly and brightly printed.

On the whole this is quite an enjoyable game, probably best played with a number of people and also quite good value for money. Its main drawbacks are that play can seem a little slow at times and certain aspects of the rules require a lot of imaginative creation on the part of the GM (although this does not affect playability).

Overall: 8 Rob Hugget
A subclass of the fighter, with special manufacturing and spell capabilities.

War smiths are the makers of armour, shields, and weapons of war, as well as locks, tools, and other useful items. They worship the gods who oversee inventiveness and craftsmanship, and hold holy the creative power of fire as represented by the forge. The hammer is their symbol of power and skill; it is used as a holy symbol and material component in many of their spells, and is used with great effectiveness on the battlefield.

Only humans, dwarves, and gnomes may become war smiths. Dwarves may progress to 9th level and gnomes to 8th level providing they have strengths of 18; dwarves with strengths of 17+ may go to 6th level, and dwarves and gnomes of lesser strengths can achieve a maximum of 7th and 5th level, respectively. Humans may progress without limit. This class cannot be mixed with any other character class by non-humans, but dwarf and gnome war smith/clairics can, at the DM's option, be used as player characters. Humans can, however, start as war smiths and later switch to a second class (excluding the fighter class and subclasses) or switch to the war smith class from an initial non-fighter class. Most often humans will combine the war smith class with the magic-user or clerical classes, in order to manufacture their own magical items.

Those desiring to become war smiths must have a strength and constitution of 14+, wisdom of 12+, and an intelligence and dexterity of 9+. If strength, wisdom, and constitution scores equal or exceed 16, that character gains a +10% bonus on earned experience. War smiths are usually Neutral, but may be Neutral Good, Neutral Evil, Lawful Neutral, or Chaotic Neutral. War smiths gain constitution bonuses as per the fighter class.

Skills and Abilities

War smiths are highly skilled metal-workers, familiar with leather-working, carpentry, and tailoring. This background makes the war smith exceptionally competent at smithy-work, armour-craft, and weapon making. Given the proper tools, work facilities, and a minimum amount of aid from one or two unskilled assistants, a war smith can make any type of armour, shields, or helmets in the times noted on p29 in the Dungeon Masters Guide. Dwarven war smiths are able to make any of the listed armours twice as fast as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as humans, and gnomish war smiths are one and a half times faster as human...

As war smiths increase in levels, the quality of their manufactured items increases as well. From 6th level onwards, they can make items capable of magical enchantment, taking twice as long to do so. At 10th level, a war smith may manufacture items of such quality that armour and shields work like +1 armour and +1 shields in all respects, and weapons become +1 to hit and damage. To make these items, the war smith must take five times as long as normal, and must use iron and steel of the highest grade. Notice that a +1 sword created in this way would still not harm lycanthropes or gargoyle, as it is not magical. At 15th level and above, war smiths can manufacture non-magical armour, shields, and weapons of +2 quality, though this takes ten times as long as normal to do.

From the 2nd level onward, war smiths are able to manufacture locks of various sorts. D4+1 days are normally required to make a lock, depending upon complexity and purpose. A lock may be constructed as part of a door, wall, window, or chest, as a separate item. Extra time may be spent working on a lock, making it harder to be picked without the proper key. For each level over the 2nd, a war smith may work an extra day in this manner on a lock. Each day of extra labour subtracts 5% from the chances to pick that lock. Magical spells and items that open locks (like knock and the Chime of Opening) will function in any case as the lock is not magically protected. For example, a 5th level war smith decides to fashion a new lock for his strongbox. This work would normally take (here the D4+1 is generated) 2 days, but he doesn't like thieves so he spends 3 days more to further refine and complicate the locking mechanism. This produces a -15% penalty on a thief's lockpicking ability. War smiths themselves, from their familiarity with lock-making, can pick locks from the 2nd level up as a thief one level below them in ability. This ability is also subject to penalties for locks made by other war smiths. All appropriate racial and dexterity bonuses for picking locks as outlined in the Players Handbook apply to war smiths.

War smiths of the 5th level and above have a chance of identifying magical armour, shields, and weapons. This identification process takes 6-36 turns (1-6 hours) of uninterrupted study per item. At 5th level there is a 5% chance of correctly identifying a magical item; this chance improves 5% per level thereafter until 95% accuracy (at 23rd level) is reached. Note that this score must be rolled by the DM, and if the war smith fails to correctly identify an item, assume a 20% chance of falsely identifying an item, and an 80% chance of coming to no conclusion about the item at all. Only one attempt may be made to identify an item. Magical scrolls, rings, potions, wands, staves, rods, artifacts, and miscellaneous magic items cannot be identified by war smiths.

Weapons, Combat and Armour

War smiths are initially proficient with two weapons. Though they are able to use any sort of weapon, one of the weapons learned at 1st level must be a warhammer. An additional weapon is gained with every three levels of experience (at the 4th, 7th, 10th, etc.). The non-proficiency penalty for using a weapon is -2 to hit. They attack and save using the fighter's tables. Oil may be used as a weapon, but only evil war smiths will use poison.

Because they use it so frequently in metalworking, war smiths gain a +1 bonus to hit with the warhammer for every four levels of experience they have; 1st through 4th levels have a +1 bonus to hit, 5th through 8th levels have a +2, and so on.

From the 1st to the 7th levels, war smiths attack once per round. War smiths of 8th through 14th levels attack twice per round, and from the 15th level up may attack twice per round. These attacks apply only to thrusting or striking weapons. Against opponents with less than one hit die, they attack once per round per level of experience they have.

Armour and shields are used as per fighters. However, a war smith may only cast spells while wearing leather armour or none at all but certain spells will improve armour class.

War smiths may use magical items as per fighters.

Deities

A war smith's deity may be at most one alignment step removed from the war smith; for example, a Lawful Neutral war smith could worship a Lawful Good, Lawful Evil, Lawful Neutral, or Neutral deity only. Should there be a change of alignment, he or she becomes a normal fighter in all respects, though with a war smith's hit dice if the change occurred after the 4th level. A return to war smith status is possible if the new alignment allows, or if the former alignment is achieved again, but a quest and a considerable sacrifice will be involved.

Spells

War smiths are able to cast spells that they receive from daily prayer to their deities as a cleric would. War smiths receive their first spells at 5th level and gain more and more powerful spells at higher levels. Bonuses in the form of extra spells are given to war smiths with exceptional wisdom, as per the Players Handbook, p11.

War smiths may be allowed to research and develop new spells,
but all should be similar in philosophy to those listed and be of reasonable power. No spells higher than 5th level may be learned or developed.

### SPELLS USABLE BY CLASS AND LEVEL

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>War Smith Level</th>
<th>Spell</th>
<th>Experience</th>
<th>Level</th>
<th>Hit Dice</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd Level</td>
<td></td>
<td>Armour I (Alteration)</td>
<td>0-2250</td>
<td>1</td>
<td>1d10</td>
<td>Blacksmith</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Armour II (Alteration)</td>
<td>2251-4500</td>
<td>2</td>
<td>2d10</td>
<td>Locksmith</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Armour III (Alteration)</td>
<td>4501-9000</td>
<td>3</td>
<td>3d10</td>
<td>Ironworker</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flameblade (Conjuration/Summoning)</td>
<td>9001-18000</td>
<td>4</td>
<td>4d10</td>
<td>Toolmaster</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Firecharm (Alteration)</td>
<td>18001-36000</td>
<td>5</td>
<td>4d10+1d8</td>
<td>Flamemaster</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Conjuration/Summoning)</td>
<td>36001-75000</td>
<td>6</td>
<td>4d10+2d8</td>
<td>Craftsman</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Alteration)</td>
<td>75001-150000</td>
<td>7</td>
<td>4d10+3d8</td>
<td>Forger</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Alteration)</td>
<td>150001-300000</td>
<td>8</td>
<td>4d10+4d8</td>
<td>Deviser</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Alteration)</td>
<td>300001-600000</td>
<td>9</td>
<td>4d10+5d8</td>
<td>Artificer</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Alteration)</td>
<td>600001-900000</td>
<td>10</td>
<td>4d10+6d8</td>
<td>War Smith</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Alteration)</td>
<td>900001-1200000</td>
<td>11</td>
<td>4d10+6d8+2</td>
<td>War Smith</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Flamestrike (Alteration)</td>
<td>1200001-1500000</td>
<td>12</td>
<td>4d10+6d8+4</td>
<td>War Smith</td>
</tr>
</tbody>
</table>

### SPELL TABLE

<table>
<thead>
<tr>
<th>Level</th>
<th>Spell</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Level</td>
<td>Armour</td>
<td>Cast upon a hammer, flames will radiate in a 3&quot;-6&quot; diameter from the hammerhead, giving off light equal to a clerical light spell. The wielder of the hammer, must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time, will similarly be immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical plusses the hammer may have. The hammer may be thrown but will lose the firehammer enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell. Flamehammer (Conjuration/Summoning)</td>
</tr>
<tr>
<td>2nd Level</td>
<td>Armour I</td>
<td>Cast upon a hammer, flames will radiate in a 3&quot;-6&quot; diameter from the hammerhead, giving off light equal to a clerical light spell. The wielder of the hammer, must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time, will similarly be immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical plusses the hammer may have. The hammer may be thrown but will lose the firehammer enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell. Flamehammer (Conjuration/Summoning)</td>
</tr>
<tr>
<td>3rd Level</td>
<td>Armour III</td>
<td>Cast upon a hammer, flames will radiate in a 3&quot;-6&quot; diameter from the hammerhead, giving off light equal to a clerical light spell. The wielder of the hammer, must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time, will similarly be immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical plusses the hammer may have. The hammer may be thrown but will lose the firehammer enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell. Flamehammer (Conjuration/Summoning)</td>
</tr>
<tr>
<td>4th Level</td>
<td>Armour IV</td>
<td>Cast upon a hammer, flames will radiate in a 3&quot;-6&quot; diameter from the hammerhead, giving off light equal to a clerical light spell. The wielder of the hammer, must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time, will similarly be immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical plusses the hammer may have. The hammer may be thrown but will lose the firehammer enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell. Flamehammer (Conjuration/Summoning)</td>
</tr>
<tr>
<td>5th Level</td>
<td>Armour V</td>
<td>Cast upon a hammer, flames will radiate in a 3&quot;-6&quot; diameter from the hammerhead, giving off light equal to a clerical light spell. The wielder of the hammer, must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time, will similarly be immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical plusses the hammer may have. The hammer may be thrown but will lose the firehammer enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell. Flamehammer (Conjuration/Summoning)</td>
</tr>
</tbody>
</table>

### WAR SMITHS (FIGHTER) TABLE

<table>
<thead>
<tr>
<th>Experience</th>
<th>Level</th>
<th>Hit Dice</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2250</td>
<td>1</td>
<td>1d10</td>
<td>Blacksmith</td>
</tr>
<tr>
<td>2251-4500</td>
<td>2</td>
<td>2d10</td>
<td>Locksmith</td>
</tr>
<tr>
<td>4501-9000</td>
<td>3</td>
<td>3d10</td>
<td>Ironworker</td>
</tr>
<tr>
<td>9001-18000</td>
<td>4</td>
<td>4d10</td>
<td>Toolmaster</td>
</tr>
<tr>
<td>18001-36000</td>
<td>5</td>
<td>4d10+1d8</td>
<td>Flamemaster</td>
</tr>
<tr>
<td>36001-75000</td>
<td>6</td>
<td>4d10+2d8</td>
<td>Craftsman</td>
</tr>
<tr>
<td>75001-150000</td>
<td>7</td>
<td>4d10+3d8</td>
<td>Forger</td>
</tr>
<tr>
<td>150001-300000</td>
<td>8</td>
<td>4d10+4d8</td>
<td>Deviser</td>
</tr>
<tr>
<td>300001-600000</td>
<td>9</td>
<td>4d10+5d8</td>
<td>Artificer</td>
</tr>
<tr>
<td>600001-900000</td>
<td>10</td>
<td>4d10+6d8</td>
<td>War Smith</td>
</tr>
<tr>
<td>900001-1200000</td>
<td>11</td>
<td>4d10+6d8+2</td>
<td>War Smith</td>
</tr>
<tr>
<td>1200001-1500000</td>
<td>12</td>
<td>4d10+6d8+4</td>
<td>War Smith</td>
</tr>
</tbody>
</table>

Note: 300000 experience points per level thereafter. War smiths gain 2HP per level after the 10th.

### Henchmen and Hirelings

Hirelings may be taken on by a war smith of any level, though they will not hire armourers, smiths, weapon-makers, and the like. Henchmen may be taken on at any level, with the exclusion of assassins, bards, and monks. Other war smiths may be taken on as henchmen, and may assist in the making of weapons and armour. War smiths do not normally establish castles preferring to take service at existing castles, unless adventuring.
Although designed for Traveller, this system could be converted to any other RPG. Whenever any character is wounded, it is advantageous to discover the location of the wound, so that any special effects (eg blindness, broken bones, etc) can be determined and to increase the role-playing atmosphere. (Note: only the damage multiplier need be determined for non-player characters.)

GENERAL AREAS OF WOUNDING
To find the general area where wounding occurs, roll two six-sided dice:

1: Bullet: Weapons which propel a metal bullet at high velocity and cause damage on impact by kinetic energy. Mainly low tech guns.
2: Energy: Weapons which fire a large number of small projectiles causing a number of small wounds instead of one large one. The pellets are usually metal.
3: Pellet: Weapons which propel a metal bullet at high velocity and cause damage on impact by kinetic energy. Mainly low tech guns.
4: Cannon: Weapons which fire a large number of small (3mm or less) projectiles causing a number of small wounds instead of one large one. The pellets are usually metal.
5: Blade: These are flat-bladed cutting weapons with at least one sharp edge including some throwing weapons, eg boomerang. They are not always made out of metal, eg pottery, plastic, even a blade of super-heated plasma.
6: Thrusting: Pointed weapons used to pierce the skin, sometimes mounted on poles or even fired. They have a hardened point.
7: Hands: The hands of a Homon Sapiens, his basic fighting equipment since time immemorial. Not only includes the hands, but all parts of the body used for attack.
8: Teeth: The jaws of a wild animal used with a biting action.
9: Claws: The claws of a wild animal, used with a slashing action.
10: Explosives: Missile weapons which explode, either on impact or on a time fuse.

Some weapons qualify for two or possibly more types, eg a dagger is both Blade and Thrusting. Here is a listing of all weapons featured in Books 1 & 4 along with their type(s):

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Weapon Type</th>
<th>Weapon Type</th>
<th>Weapon Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accelerator Rifle</td>
<td>Carbine</td>
<td>Laser Carbine</td>
<td>RAMGrenHEAP 10</td>
</tr>
<tr>
<td>DS</td>
<td>Club</td>
<td>LAG DS</td>
<td>Revolver 1</td>
</tr>
<tr>
<td>HE</td>
<td>Cudgel</td>
<td>LAG FL</td>
<td>Rifle 1</td>
</tr>
<tr>
<td>Assault Rifle</td>
<td>Cutting</td>
<td>LAG HE</td>
<td>Shotgun 3</td>
</tr>
<tr>
<td>Auto Pistol</td>
<td>DAGGER 1</td>
<td>Snub Pistol</td>
<td>1/10</td>
</tr>
<tr>
<td>AutoCannon DS</td>
<td>GFMG 14</td>
<td>2</td>
<td>Spear 5</td>
</tr>
<tr>
<td>AutoCannon HE 10</td>
<td>GFMG 15</td>
<td>2</td>
<td>Stinger 5/5/7</td>
</tr>
<tr>
<td>Auto Rifle</td>
<td>1</td>
<td>GPMG 14</td>
<td>Sub-mach. Gun 1</td>
</tr>
<tr>
<td>Bayonet</td>
<td>5/9</td>
<td>Halberd 4/5</td>
<td>Pike 4/5</td>
</tr>
<tr>
<td>Blade</td>
<td>Hands</td>
<td>1 (At least)</td>
<td>4/5</td>
</tr>
<tr>
<td>Body Pistol</td>
<td>Hooves</td>
<td>2 (2nd Att)</td>
<td>5</td>
</tr>
<tr>
<td>Broadsword</td>
<td>Horns</td>
<td>2</td>
<td>RAMGrenHE 10</td>
</tr>
</tbody>
</table>

Notes:
A: Where two or three types are separated by a slash, either the referee determines which is used or the attacker may choose before the general area is determined.
B: Types 3 & 10 and those of type 1 which fire multiple-round bursts cause 1–3 hits on the specific area charts.

SPECIFIC AREAS AND WOUNDING
Once the general area has been determined, the specific area must be located. (They are listed under the same headings as the general areas.) The procedure is:
1: Throw 1d6 on the specific area table for the general area hit;
2: Adjust any wounding accordingly by cross-referencing weapon type and specific area on the damage multiplier table;
3: See if any additional damage occurs (eg broken bone) by using area and weapon type.

SPECIFIC AREA TABLE
This section covers both arms and the legs. If a 0 is rolled then nothing is hit. If a 1 or 2 is rolled then anything below that point of the arm is hit, and there is a chance of the arm being amputated at that point (see additional damage).

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Hand 1</th>
<th>Fists 2</th>
<th>Elbow 3</th>
<th>Upper arm 4</th>
<th>Shoulder 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type 1 &amp; 4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Type 2 &amp; 3</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

ADDITIONAL DAMAGE TABLE FOR ARMS ONLY
On the additional damage table, if something less than or equal to 1 is rolled then nothing below that point of the arm is hit, and there is a chance of the arm being amputated at that point (see additional damage).

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Hand 1</th>
<th>Fists 2</th>
<th>Elbow 3</th>
<th>Upper arm 4</th>
<th>Shoulder 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type 1 &amp; 4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Type 2 &amp; 3</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>
**CHEST HIT SPECIFIC AREA TABLE**

The chest area covers the torso from the mouth upwards to the shoulders.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Specific Area</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Heart</td>
<td>The wound has occurred in the general vicinity of the heart, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3 or 6: 100%; 4-8: 50%; 9-12: 25%; 13-16: 12%</td>
</tr>
<tr>
<td>2</td>
<td>Lungs</td>
<td>The wound has occurred in the general vicinity of the lungs, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
<tr>
<td>3</td>
<td>Heart</td>
<td>The wound has occurred in the general vicinity of the heart, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
<tr>
<td>4</td>
<td>Lungs</td>
<td>The wound has occurred in the general vicinity of the lungs, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
</tbody>
</table>

---

**LOWER TORSO HIT SPECIFIC AREA TABLE**

This area covers the torso from the waist downwards, including the hips but not the legs.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Specific Area</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Waist</td>
<td>The wound has occurred in the general vicinity of the waist, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
<tr>
<td>2</td>
<td>Hip</td>
<td>The wound has occurred in the general vicinity of the hip, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
<tr>
<td>3</td>
<td>Hip</td>
<td>The wound has occurred in the general vicinity of the hip, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
<tr>
<td>4</td>
<td>Hip</td>
<td>The wound has occurred in the general vicinity of the hip, but not necessarily penetrating it. The chances of a 1-3 broken rib, a level 2 broken bone, are: Weapon type 1-3: 100%; 4-8: 75%; 9-12: 50%; 13-16: 25%; 17-20: 12%</td>
</tr>
</tbody>
</table>

---

**BROKEN BONES**

In addition to all normal damage sustained from cuts, falls, battles etc there is the possibility of a broken bone. All add one immediate damage to the attack die. A weapon type 11 or 12 is technically a broken bone. If a broken bone occurs the victim must make a save to not fall over. The broken bone will not stay as a broken bone for more than 1 turn. If the bone is not treated for long enough it will heal in time.

- **Level Bone Broken**
  - Finger
  - Nose
  - Ear
  - Shoulder
  - Hip
  - Neck
  - Spine

- **Level 1 Broken Bone**
  - Forearm
  - Ankle, hand, wrist
  - 3 backbone
  - 5 spine
  - 6 pelvis

- **Level 2 Broken Bone**
  - Finger
  - Nose, rib
  - 4 backbone
  - 6 pelvis
  - 10 spine

- **Level 3 Broken Bone**
  - Finger
  - Nose, rib
  - 4 backbone
  - 6 pelvis
  - 10 spine

---

**Additional Damage Table For Head Only**

A list of areas 1 - Eyeball 2 - Mouth 3 - Ear 4 - Nose 5 - Hair 6 - Dyes

<table>
<thead>
<tr>
<th>Head Hits Damage Multiplier Table</th>
<th>Specific Area Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapon Type</td>
<td>Eyeball</td>
</tr>
<tr>
<td>1</td>
<td>x 2</td>
</tr>
<tr>
<td>2</td>
<td>x 2</td>
</tr>
<tr>
<td>3</td>
<td>x 2</td>
</tr>
<tr>
<td>4</td>
<td>x 2</td>
</tr>
<tr>
<td>5</td>
<td>x 2</td>
</tr>
<tr>
<td>6</td>
<td>x 2</td>
</tr>
</tbody>
</table>

---

**Addendum**

If no hospitalization is available the following procedure should be used: Patient must be stabilize. All references to the chart refer to the table under the hospital section. Add 5 to the med or special damage limiting the total to 20. The patient is given a 20 point hospital stay. This gives the normal total count for the hospital. 1-3 damage per level of broken bone are added each round. Note that any damage amount of this amount is suffered every 6 hours. This is continued until the hospital stays at the hospital. Normal recovery rules apply during this period but it at any time the character would have died it is assumed that he has died from his wounds.

Hospitalization

While in hospital no wounding occurs except in extreme circumstances. The following table gives the length of time spent in hospital.

<table>
<thead>
<tr>
<th>Bone Level</th>
<th>Time</th>
<th>Minimum</th>
<th>Dyes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>2</td>
<td>1</td>
<td>0-2</td>
</tr>
<tr>
<td>3-4</td>
<td>4</td>
<td>0</td>
<td>0-4</td>
</tr>
<tr>
<td>5-6</td>
<td>6</td>
<td>0</td>
<td>0-6</td>
</tr>
<tr>
<td>7-8</td>
<td>8</td>
<td>0</td>
<td>0-8</td>
</tr>
</tbody>
</table>

This Broken Bone Level refers to the level of the broken bone.

---

The Time (Hospitl) column refers to the length of time it is necessary to spend in hospital. This is not only treatment time but also time spent waiting and undergoing observation etc.

The Minimum Time (Hospitl) column refers to the absolute minimum amount of time which should be spent in hospital, in some cases this will not affect the character due to high necessary time but in no circumstances should the time go below that.

The 0-2cm column refers to the DMS column and only applies to the time of the hospital column. For every tech level over 8 the number away from the required time in hospital, for every tech level below 8 add it all.

The remaining columns refer to the length of time which must be spent resting once hospital is left. To calculate the hospital stay for hours (20) the character’s specialization is then the resting time in days. During this period of time the victim cannot do any strenuous actions which involve the damaged bone.

Circumference.

A character with a broken bone is a tech level 10 hospital. A broken leg is a level 6 broken bone. It rolls 8d6 for hours. Then add 36, giving a total of 72. The character is given a tech level 10 hospital stay. This gives the rest count for the hospital. 1-3 damage per level of broken bone are added each round. Note that any damage amount of this amount is suffered every 6 hours. This is continued until the hospital stays at the hospital. Normal recovery rules apply during this period but it at any time the character would have died it is assumed that he has died from his wounds.

Hospitalization

While in hospital no wounding occurs except in extreme circumstances. The following table gives the length of time spent in hospital.
OPERATION COUNTERSTRIKE
by Marcus L. Rowland
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IMPORTANT INSTALLATIONS, HAS
1115.
YELLOW AND BLUE BUTTONS
OPERATION COUNTERSTRIKE
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AND THE DAMAGE THIS CAUSES TO THE
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MODER.
Dear WD,

Marcus Rowland’s DM’s Guide to the Galaxy was useful, thought provoking and well thought out. However, one or two points are worth making. Firstly, his idea of an inverse cube law gravity can be attacked on the grounds that orbits defined under such laws are unstable, so that planets would all too easily be sent spiralling into their suns – in fact, friction with the prevalent interplanetary atmosphere that Marcus describes would do the job.

Secondly, Marcus misses out the most reasonable form of travel in an air-filled universe; tame rocs and dragons.

Thirdly, long journeys through ‘normal’ space seems tedious; might we not prefer to take short cuts through the Ethereal or Astral Planes?

Finally, there is the crucial point that the universe postulated by medieval and pre-industrial mysticism – the universe of magic – is very different from our own. Planets and stars are mounted on crystal spheres, driven by complex divine mechanisms; or perhaps the world is as in Fritz Leiber’s Fafhrd and the Grey Mouser books – a hollow sphere, a bubble rising in the waters of eternity, with the stars simple atmospheric phenomena on the seas overhead. If such theories are true, travel to other worlds becomes a matter of discovering routes through the mechanism, or swimming through the waters – or whatever is appropriate, given the DMs version of the truth. Even if we demand some ‘scientific’ justification of such views, we may be able to find it; try reading Larry Niven’s piece Bigger than Worlds, in his collection A Hole in Space, for a catalogue of possibilities.

I hope that this brief comment will be of some interest to people, and also that it will send readers back to Marcus Rowland’s highly stimulating article.

Here’s to sailing over the edge of the world!

Yours,
Phil Masters, Herts.

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Dear WD,

I would just like to remind readers of a little-used way of making their dungeons interesting. I have played D&D under several DMs and have always wondered why they made all their passages 10’ wide, or multiples thereof. This phenomenon seems to be standard throughout the D&D world, if the dimensions of the gelatious cube are anything to go by.

I am of the ‘realistic’ school of D&D players, and I devoted some time to thinking about this, deciding that it is unjustifiable. With this in mind, I designed a mini-dungeon, the widest passage of which was 6’. The rooms were correspondingly small. There is nothing remarkable about this in itself, but the effect on the party was quite amusing: there was no missile fire; the 10’ pole was abandoned after some rapid trigonometry at the first corner of a 4’ section of passage; the adventurers had to dodge around more slowly than usual to such considerations as order of march, and where the lantern was.

After the game, I was told that it was the most interesting dungeon that the players had explored as there had been more factors to consider than combat and puzzles and traps.

I do not claim any authorship for the idea, there must be many DMs who have tried similar ideas; I do, however, think that many DMs need reminding that there is more to a dungeon than monsters and magic.

Yours sincerely,
Michael Wilkinson, Nottingham.

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Dear WD,

It strikes me that in most Fantasy Role-playing magazines at present, there are countless ‘new system’ role-games being reviewed. What I find myself objecting to is the fact that most reviews say ‘should make an interesting change from D&D’. Surely someone can get as much as he can from one particular game system, adapting and rule-changing as he goes.

There is also a feeling among fellow D&D players and I think generally in the D&D world, that in order to get anywhere in gaming you must own all the supplements, have all the miniature figures and you must get all the back issues of magazines that have the slightest thing to do with D&D. It is this ‘esteem of possession’ that game manufacturers can cajole you with, so beware; but you know more than you think you do. How this relates to my first point, of new fantasy role-playing systems, is that whatever system you play, you needn’t swap for a bigger and more expensive one, but adapt and change the one you already have, how you want to. Otherwise you can fall prey to the ‘big business’ gaming companies and spend all your money without improving your game your way one morsel.

For example, my friend and I once got on perfectly well with one (cheaper) games system, until we bought D&D. From then on it was Monster Manual, Players Handbook, DM’s Guide and so on, all costing extortionate prices — had we improved gaming? — only marginally. A few days ago we played the first system again and reached a conclusion: it’s not so much the system you play, or even anything to do with realism or non-realism, but with how you role play as an individual in any role-game environment. It is the role-playing (I think) of your game that should be tops, not the system by which you play (surely this is what you play to escape from). However, this is my opinion, not everyone’s, and it would be interesting to hear what other people think.

Yours sincerely,
Simon Miller, Devon.

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Dear WD,

As a huge Fiend Factory fan, I feel that the format leaves a lot to be desired. I realise that in the interest of conserving space the omission of such things as Frequency and % In Lair is justifiable. However, if a monster has an exceptional magic resistance or psionic ability, surely it would be better to record this in the summary at the beginning rather than hide it in the description. Also most monsters have at least one special defence, and I feel that this should be included in the standard summary format.

What I really can’t understand, though, is why you consider the monstermark to be so essential. Yes, I know that it’s a very clever and accurate way of rating the monster’s overall power, but who needs such scoring to two decimal places? I would instead suggest the use of the xp value, calculated fairly simply from the Dungeon Master’s Guide. The xp value would give a sufficiently accurate power rating, and would also considerably aid the DM in lessening essential preparatory work. Please swallow your pride, and abandon the monstermark.

Criticism aside, I must applaud the idea of integrating the monsters into a minisenario as in WD21, WD23 and WD25.

Yours gratefully,
David Hulks, St. Albans.

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Dear WD,

I would like to make a small complaint about the cost of sending a letter to you.

For starters I would like to complain about the variety of different stamps you need; one moment it is up the next it’s Cr. This is all really very confusing.

Secondly, people from this time and planet have serious problems trying to get these stamps (nearest place for Cr stamps is Alpha Centauri regional post office, and the last time I could get sp was SR 62).

Thirdly, do you realize what you can get for 5sp? A very good pint of mead, 5 pints of ale or even 16 chickens.

Yours,
Fang McFang, Aizir Llor.
MAGICK

MAGIC

ITEMS

Treasure Chest is a regular feature devoted to readers ideas for D&D. This issue, some new magic items . . .

WEBBING DEVICES
by Roger E Moore

There are several types of magical items that can produce webs similar to the second-level magic-user spell web; these items prove very useful in capturing opponents without causing them physical damage. Use of some of these items may be hazardous, however.

The Wand of the Spider may be used only by magic-users. It generates web spells as if cast by a sixth level magic-user. The webs will last 12 turns, and have a 3" range. It may be recharged.

Web Capsules are small, 2" diameter spheres that are usually white in colour. When thrown at an opponent or solid surface there is a 95% chance that a capsule will burst, forming a 10' diameter sphere of sticky webs that will last for 6 turns. Escape for any creature caught in these webs is the same as for escaping from a web spell. The tables on p64 of the Dungeon Master's Guide should be used (Grenade-Like Missiles). Any person carrying Web Capsules who also takes a fall has a risk of bursting the capsule when he or she hits bottom; there is a 20% chance of a capsule exploding per 10' of distance fallen.

Wrist Spinnerettes are rare devices that fit onto a person's wrist just below the palm. Only fighters, thieves, and assassins may make use of these. A Wrist Spinnerette is activated by uttering a command word. The user may command the Spinnerette to generate a web similar to one cast by a sixth-level magician in range, duration, and area of effect, or may fire a single rope-like strand some 60' in length that is non-adhesive except on the end of the strand. The tip of the strand will adhere to any surface (except utterly frictionless ones) 95% of the time, and will hold for one hour. The strand will support up to 6000 gp weight before it snaps. This latter use of the Spinnerette is handy when the wearer is trapped in a pit, has to climb a sheer cliff or wall, or needs a temporary swing to cross a chasm. At that point the tip of the strand will pull loose and the climber(s) will fall. Spinnerettes have 20 charges each and cannot be recharged. Each charge may be used either as a web or climbing strand.

All webs generated by any of the above devices are highly flammable, as with any normal web. See the spell web (Player's Handbook, p72) for details.

BOOTS OF ADHESION
by Roger E Moore

These magical boots are enchanted to grip any surface firmly, even slick and frictionless ones, to permit normal movement. At a special word of command, these boots will automatically lock in place to prevent the wearer from falling. A second word of command allows the wearer to walk up the sides of walls and across ceilings without falling off. The boots obey only the wearer's commands, so an enemy cannot command a character's Boots of Adhesion to lock in place and prevent the character's escape. The boots will not stick to any living material.

JECKYLL'S POTION
by Andrew King

This vile blackish-purple potion fumes and bubbles, is vaporous and has a burning and bilious flavour. When drunk it causes the suppressed side of the drinker's character to temporarily gain control. This causes an alignment change for the duration of the potion's effect. Thus a Chaotic Good person would become Lawful Evil and a Lawful Good person would become Chaotic Evil. Neutral persons will become insane for the duration of effect, due to the conflict between the different sides of their character. Lycanthropes will be forced to adopt their wereform. This potion is the ruin of any paladin fully affected by it, as he will probably lose his status. In special cases which might excite him (ignorance of the potion's effects is not sufficient), the paladin might be let off with a couple of major quests. Similarly, other aligned characters (rangers, clerics, black priests, etc) will have to heavily atone for their actions. However, due to their fanaticism, highly aligned characters are better able to fight the potion's effect, and should be allowed a saving throw. If the throw is made, treat the victim as though he were neutral, and he will not have to atone for his actions.

The potion will come into effect 5-8 rounds after it is drunk, during which time the drinker will feel increasingly disoriented, and its effects will last for 4-7 turns, at the end of which time the character will again be disoriented for 5-8 rounds. Each time a dose of Jeckyill's Potion is consumed, there is a 5% cumulative chance that it's effects will be permanent.

The special ingredients needed to make this potion are the crushed brains of an emipath (WD19), a were-creature (killed in were-form), and a moonstone.

A special variant exists as a gas, which is always kept at high pressure in tightly sealed vials. When the vial is unstoppered, the gas will pour out effecting everybody in a 3' radius. It can be fun when opened by a Lawful Good party!

BOOTS OF STRIKING
by John S Davies

These items of magical footwear will have no effect on magic-users or clerics. If worn by a fighter or thief there is a 50% chance each time the wearer fights that they will cause the wearer to drop his/her weapons and fight by kicking, doing damage equal to a second level monk. After this has happened for the first time, the boots can only be removed by a remove curse spell. The class that will benefit from wearing these boots are monks. When worn by a monk they increase movement rate by 1" per turn, and allow the monk an extra attack every other round. Thus a first level monk will gain 3 attacks every 2 rounds, while those monks with 5 attacks every 4 rounds would gain 1 attack on the first round, 2 on the second, 1 on the third and 3 on the fourth, and so on. When found these boots will appear as shapeless, low, leather boots, and when put on they will adjust to fit like a second skin.

THE SEA SWORD
by Georgia S Moore

This is a magical weapon that may be any one of the different varieties of swords listed in the magical swords table in the DMG (ie, longsword, broadsword, shortsword, etc). Intelligence, ego, and special abilities are determined as for any other magical sword. While first grasped in the open air, this sword will seem to be very unbalanced and will strike to hit with a -3 penalty. However, when used underwater it may be wielded with ease as a normal sword could not; it will strike with a +3 bonus to hit and the user will gain a +1 on initiative rolls against any underwater opponents. The sword does not confer the ability to breathe or move through water upon the owner. If made of metal, the sword will not rust under any circumstances.
Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore.

First, the Fiend Factory Poll: as happened last time, several readers have also sent in their votes for the worst five monsters to have appeared in White Dwarf so we are extending the deadline to enable others to vote. The Fiend Factory Poll is now for the best five and worst five new monsters to have appeared in White Dwarf, either in Fiend Factory or elsewhere in the magazine (eg in a scenario). Please send your votes to: Fiend Factory Poll, White Dwarf, 27–29 Sunbeam Road, Park Royal, London NW10 to arrive not later than January 8th 1982.

This issue I have selected some creatures of differing types: a non-combative plant, an 'atmosphere' monster, a special, a tribal monster and a legendary-type monster, but they do have one thing in common — they all come...

OUT of the WOODS

THE WHISPERING TONGUES
by Simon Miller

These plants can be found wild in woods and forests where they act as the eyes and ears of the woodland creatures, telepathing news of any intruders. They can easily be grown as pot plants and are often placed conveniently as a precaution against intruders above or below ground. However, they can only be without natural light for 2 days at the most, after which they must be placed in daylight for at least a week.

They make excellent spies as any action or talking in their 'sight' or 'earshot' can be reported telepathically to their owner. A plant can be employed by anyone with psionic power, or with one of the various magical true seeing devices with whom it will communicate in an easily understood universal symbolic tongue. As payment, the plant must be fed a special humus known only to alchemists otherwise a plant will accept service but will give false alarms or no warning when it has been crushed or is crushed by a shield of area 1 sq. yard, then 1 sq. yard of ants has been killed. The army can take 8,000 such hits!

The army will cross small streams, large streams 95%, small rivers 80%, and large (50 yards wide or more) rivers 70% of the time. They will be washed some distance downstream depending on the flow.

The ants only forage when the queen is laying eggs — the reason the camp is set up. The queen will be concealed in an underground nest at the centre of the foraging area, or, if they have foraged in a column, at the rear of the column. The nest must be located as if a secret door. If the queen is killed, the ants will mill in confusion for 2 turns before resuming their foraging. If not foraging, the ants will not attack. If the queen is attacked, however, they will form a foraging area around the queen and attack.

When they are foraging, beasts of animal intelligence or less (horses, mules, etc) will be difficult to control and will be liable to bolt if given the opportunity.

DRIVER ANT
by Albie Fiore

No. Appearing: 1 army
Armour Class: See below
Movement: 6'
Hit Dice: See below
Treasure: Nil
Attack: See below
Alignment: Neutral
Intelligence: Animal
Monstermark: 29,473 (level XII in 12 levels)

These 1"–2" long ants are voracious foragers, marauding in vast armies of about 20 million. (One army is treated as a single monster.) Fortunately, they are very rarely encountered, and then only in tropical, and near- and sub-tropical forests, savanna and scrublands. When encountered, there is a 33% chance that they have camped and are foraging or a 67% chance that they are simply passing through in a 2' wide column. In either case, their presence is preceded by encounters with various creatures escaping them. Wandering monsters are thus encountered at +1 on the encounter roll for each ½ mile under 3 miles that the ants are distant. Only small creatures will be fleeing in panic, and only if the ants are foraging. Man-sized and larger will simply be making their way out of the army's path.

When the ants forage, they cover an area of 8,000 sq. yards (150' radius) around their camp, though sometimes (20%), they forage as a 100 yard wide column in a line from the camp. When foraging, anything will be attacked. In combat, a hit indicates that the victim has been surrounded and will then take 1–6 hits per melee round until he leaves the foraging area. When the ants attack, they do so as an 8 hit-dice monster and the victim's armour is ignored.

Attacks on the ants are always successful but are delivered by area — eg if the ants are crushed by a shield of area 1 sq. yard, then 1 sq. yard of ants has been killed. The army can take 8,000 such hits!

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When they are foraging, beasts of animal intelligence or less (horses, mules, etc) will be difficult to control and will be liable to bolt if given the opportunity.

THE BIRCH SPIRIT
by C N Cartmell

No. Appearing: 1–4
Armour Class: 2
Movement: 6'
Hit Dice: 8d8
Treasure: B (under tree)
Attack: 2 hands for 1d8 + special
Alignment: Evil (neutral)
Intelligence: High
Monstermark: 1026 (level XI in 12 levels)

The birch spirit is the soul of a murdered dryad. It detests all humanoid life whom it blames for its death. Each spirit is linked to one particular birch tree from which it escapes them. Wandering monsters are immune to fire or cold based attacks but take double damage from lightning.

Appearing as a 15' tall, spectral, tree-like creature with extremely long twig-like fingers, it attacks all non-magically armoured targets as if they were AC10; can only be hit by magic weapons; and has a magic resistance of 10%. In combat, if the spirit scores 5 or more over what it needs to hit, it has clutched its victim's heart and the victim will then collapse for 1–4 rounds and for each round unconscious will age by 10% of his initial age. Also, for each round unconscious,
ious, the victim loses 1 hit point per hit die permanently. If the damage accrued by this exceeds the victim's total, he will die and be unraisable by any means. If the victim survives, he may regain the hit points by use of full wishes at a rate of 1 wish per hit point per hit die, if he had the victim lost 3 points per hit die, 3 wishes would be necessary). If the victim were wearing a Scarab of Protection, it would negate this attack at the expense of one charge.

If the spirit drops below 0 hit points, it will flee into its tree where it will regenerate at the rate of 1 hit point per turn. During this time, it and its tree are defenceless. If the tree is destroyed, the spirit is killed forever.

CHAMELIAD

by R D Bowes

No. Appearing: 1-100
Armour Class: 4
Movement: 15''
Hit Dice: 3d8
Treasure: D
Attack: Two 1d4 claws
Alignment: Neutral
Intelligence: Very
Monstermark: 53 (level IV in 12 levels)

Chamelids dwell in forests in well-constructed, camouflaged tree-houses or subterranean caverns. The natural colour of the tree-dwellers is green, while the cave-dwellers are grey. They are extremely agile and can climb any surface with no chance of slipping due to the natural suction pads on their palms and feet. A chamelid can alter its colour to match its surroundings making it difficult to detect (85% 'hide' and move silently), enabling it to surprise 80% of the time, and giving its opponent in combat a penalty of -4 to hit.

They live in groups of 10-100. If 20 or more are encountered, one will be a leader-type (5d8) who the others will consult before any group action. In any tribe, there will also be 2-3 hunters, the only chamelids to use weapons - a wire garotte. The camouflaged hunters sneak up from behind and attempt to garotte their victim, striking at +4, but alerting the victim if they miss. The hunters' main prey is the hated goblin. Apart from goblins, chamelids interfere little in the affairs of others, being content only to observe. If, however, one of the tribe is killed in malice, the rest of the tribe form a death pact and will seek retribution.

A black unicorn will refuse to enter any dungeon containing humans or humanoids. Unicorns only attack if provoked, if they believe their opponent(s) to be generally evil, or if their rider or place they guard is entered. When a black unicorn is about to fight, a wave of fear ripples out (11'' radius). All characters must save vs spells or be affected as for the spell for 11 melee rounds. Characters of 8th level or higher save at +4.

Anyone hit by the unicorn's horn in combat must save vs paralysis or be inflicted with a paralysis that will be fatal to characters of 7th level or less within 1-4 turns, and to 8th or higher characters in 6-24 turns. On the 1st melee round, the unicorn charges into combat - it cannot strike with its hooves and can only strike once with its horn but does so at +4 and for double damage - the victim, if hit, must save twice vs paralysis.

Black unicorns are immune to poison, can sense the approach of an enemy from 40', and surprise opponents 7 out of 8 times. They are totally immune to all magic, having a continual 10' radius anti-magic shell, even when asleep. The shell will also protect any riders.

Black Unicorn

by Alan and Anthony Howcroft

No. Appearing: 1
Armour Class: -2
Movement: 40''
Hit Dice: 11d8 + 11
Treasure: U (X2), S, T
Attack: 2 hooves, 1d8 each; 2 strikes with horn, 2d8 per strike + special
Alignment: Chaotic good
Intelligence: High
Monstermark: 7051 (level XII in 12 levels)

These large, fierce creatures are jet-black except for their long, smooth, ivory-white horn. They are highly agile, have a powerful frame and present a truly fearsome and formidable sight. Dwellling in thickly forested mountainous regions far from human habitation, they are capable of covering even the most treacherous terrain with incredible speed (25'), jumping distances up to 3'' forward, 1½'' vertically and negotiating exceptionally steep rock faces. They often guard long abandoned, lost or legendary places. Although they shun human contact, lawful or chaotic good elves, half-elves and humans with a 17 or 18 charisma may charm and use them as steeds (female: 18 charisma - 85%; 17 - 50%; male: 18 charisma - 55%; 17 - 20%). They are unaffected by charm spells - see below. The charmed unicorn may only be ridden if both rider and unicorn believe the cause to be good. The charm is dissolved once the unicorn has been dismounted at the completion of the journey. For each successful charm, the charmer gains +5% on any future attempt to charm that unicorn (95% maximum). For each unsuccessful charm, 10% is deducted. If any person makes a successful charm, the unicorn will bear a maximum of 3 nominated riders, unless they are evil.

The horn of the black unicorn, when crushed and mixed with holy water is a sovereign remedy for all diseases and a cure for poison. Female magic-users can also use the horn as an ingredient for a philter of love with permanent effects. Just below the horn, in the centre of the beast's forehead is a small blue gem which, if taken, can be used as an anti-magic shell, activated by concentrating for one segment. The shell covers a 10' radius around the gem, lasts for 1 round per experience level of the user and can be used but once per day.

Three times per day, a black unicorn can dimension door to appear up to 60' away from its former position. This ability may also be used whilst it carries riders. They speak unicorn but can understand common, dryad, elvish and centaur.

The horn of the black unicorn, when crushed and mixed with holy water is a sovereign remedy for all diseases and a cure for poison. Female magic-users can also use the horn as an ingredient for a philter of love with permanent effects. Just below the horn, in the centre of the beast's forehead is a small blue gem which, if taken, can be used as an anti-magic shell, activated by concentrating for one segment. The shell covers a 10' radius around the gem, lasts for 1 round per experience level of the user and can be used but once per day.

Comments: A record high Monstermark for the driver ants, but they can be used against parties of any level.
Saturday 26th

This year Games Day was held over a weekend on 26th and 27th September in London. It was the first time to get in over 3000 attendees, the previous year. The attendance was another record with 3000 people visiting during the two days. 30% of the attendees were women, and the gaming tables were packed with players of all ages.

Games Day had a wide range of games, including Basic and Advanced Traveller, and also multiplayer games with an emphasis on the Traveller universe. Some of the highlights were Traveller: Chimera, Traveller: Expanse, and Traveller: SAGA. The competition was fierce, with some of the winners being Traveller: Chimera, Traveller: Expanse, and Traveller: SAGA. The overall winner of the game design competition was Traveller: Chimera, designed by Martin Jones and Kim Groves.

Sunday 27th

The television, games, and documentary programmes Games People Play will all be available at Games Day 1982 and will feature full-colour illustrations of the winners of the awards. The programme will be distributed at the Games Day 1982 show and will also be available on videocassette at the Games Day 1982 show.

BEST GAME AWARDS 1981

**1st Place**
- Traveller
- RuneQuest

**2nd Place**
- Diplomacy
- Squad Leader

**3rd Place**
- Black Box

**BEST FAMILY GAME**

**1st Place**
- Monopoly

**2nd Place**
- Cosmic Encounter

**3rd Place**
- SpaceWar

**BEST ABSTRACT GAME**

**1st Place**
- Rubik's Cube

**2nd Place**
- Kingmaker

**3rd Place**
- Sudden Death

**BEST SF/F GAME**

**1st Place**
- Dungeons & Dragons

**2nd Place**
- Traveller

**3rd Place**
- RuneQuest

**BEST SF/F MAGAZINE**

**1st Place**
- White Dwarf

**2nd Place**
- The Dragon

**3rd Place**
- The Journal of the Traveller's Aid Society

**BEST SF/F FANZINE**

**1st Place**
- The Beholder

**2nd Place**
- DragonLords

**3rd Place**
- The Storm Lord

**BEST GAMES MANUFACTURER**

**1st Place**
- Games Workshop

**2nd Place**
- Citadel

**3rd Place**
- Asgard

**BEST RANGE HISTORICAL FIGURES**

**1st Place**
- Citadel: Dark Ages

**2nd Place**
- Citadel: Medieval

**3rd Place**
- Hinchcliffe: Napoleonics

**BEST RANGE SF/F FIGURES**

**1st Place**
- Citadel: Fantasy Tribes

**2nd Place**
- Citadel: Fantasy Adventures

**3rd Place**
- Asgard: Fantasy Adventures

**BEST SF/F MAGAZINE**

**1st Place**
- TSF Habitats

**2nd Place**
- Modern

**3rd Place**
- SpaceWar

**BEST SF/F FANZINE**

**1st Place**
- The Beholder

**2nd Place**
- DragonLords

**3rd Place**
- The Storm Lord

**BEST GAMES PERSONALITY**

**1st Place**
- Dan Turner

**2nd Place**
- Ian Livingstone

**3rd Place**
- Charles Willard
GNOLL CHIEFTAIN ARRIVES IN TOWN

Citizens of the capital were witness yesterday to an extraordinary sight as the Gnoll Chieftain's Chariot arrived from Citadel Miniatures. The chief was accompanied by Scurf, the mage, Jim Crow, the royal standard bearer and a driver.

Also arriving in town, but less ceremoniously, were a group of rampaging skeletons also fresh from Citadel's Fantasy Tribes range. They made no bones about their intentions. As can be seen in our picture, the Skeletons attacking with Scimitar (FTG 2, right), Skeleton with Axe and Shield (FTS1, centre), and Skeleton hacking with Sword (FTS 10) were not on a peaceful mission.

Vicar and Judge in Hoax

News arrived today that the emperor has died without an heir. Claimants for the throne have filled the castle, but who are the imposters and who the true heir? Among the claimants are a vicar, a judge, a thief, a peasant, a king, and a wizard. But the whole affair would appear to be a hoax, the new game from Eon, which concerns discovering secret words by logic rather than foretelling the future.

Lost City Found!

A long lost city has been discovered deep in the heart of the latest module from TSR. The module, 11: Dwellers of the Forbidden City, is an AD&D mini-campaign for intermediate level characters.

Judges Guild have also released a swatch of AD&D scenarios. Dragon's Hall is a new solo dungeon; Quest for Lara's Tower; House on Hangman's Hill; and Tower of Indomitable Circumstance are all straightforward adventures, and Masters of Mind is a rules set for psionic combat.

D&D Adventure Raises Treasure

The Fantasy Role-Players Society at Altrincham Grammar School for Boys — Ian Livingstone's old school — raised £150 for charity by staging a sponsored game of Dungeons & Dragons. The game lasted for 36 hours. Survivors presented their treasure to the National Spastic Society.

BACK TO ORIGINS

Origins '82 — the US National Adventure Gaming Convention — returns to its birthplace, Baltimore. It will take place on July 23-25.

FINGERS DOES THE WALKING

Finianus Fingers, the well-known thief and chicken, has left his home in The Dragon and taken up residence in Adventure Gaming. The new hobby gaming magazine edited by Tim Kask, former editor of The Dragon, is published by Manzakk Pub. Inc.

NEXT ISSUE

Coming in the next issue of White Dwarf magazine will be: War — A Traveller mini-scenario; This is, of course, quite Impossible — concerning time-travel in D&D; and The Planners over a new series on the planning of a quasi-medieval economy and town settings for campaigns.

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