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* Milliput —
* Maxilis —
* Mambo —
* Maxilis —
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WHEN is a game not a game? Or rather, when is a game of Dungeons & Dragons not the game of Dungeons & Dragons as we know it?

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

Ian Livingstone

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"It is the character that makes the man, not the clay which is its abode."
—John Carter of Barsoom

Andrians are a technologically produced martike organism made of organic material, which is capable of rational thought, feelings, and behaviour to a reasonable human degree, but not capable of reproduction. The development of andrians depends (obviously) upon a highly advanced framework of biological science, as well as advancements in other fields, but there must be practical reasons for developing andrians, where their existence is relevant to the needs of the human culture hosting them. Andrian pop-

ulation are typically created and maintained by humans/societies requiring their services in occupations involving much physical labour, repetitive tasks, and considerable to extreme hazard. The tasks do not usually require above-average intelligence or planning to carry out, as well. The human population in charge of the andrians is generally unwilling to perform these tasks themselves and cannot or will not use robotic assistance. Prob-

lems often arise due to the andrians' similarities to humanity; andrians may be equated with slaves and suppression of their rights to proper care may occur, or well-intentioned humans may believe them equal to humanity and develop expectations of them that the andrians cannot meet. Andrians are often seen as expendable and given little control over their fate.

Though commercial varieties of andrians differ considerably on the surface, virtually all of them have certain physiological and psychological characteristics in common. Andrians are pro-
duced in basically human form, though there are larger and smaller sorts with varying personal skills, characteristics, color-

ations, and so on. Most andrians are stronger than normal hum-

ans (muscle tissue is relatively easy to construct) but have poorer physical coordination and below-average intellects (nervous and central tissue being more difficult to create and maintain). A high tolerance to pain and physical damage, with a conversely lowered level of self-preservation, is also present. An andrian may offend itself if attacked, but it may be taught to disregard environmental hazards such as radiation, mildly poisonous/ tainted atmosphere, and unsafe surfaces and structures. Respir-

atory and digestive systems of a typical andrian are analogous to those of a human, and many of the same sorts of foods may be eaten by either (though andrians must consume more protein supplements, and usually eat more vegetables and fruit than meat).

Initially, andrians tend to be quite passive and require con-
siderable human instruction and care. After they are trained to follow human behaviorist and thought norms, little formal

education is given except as required to perform their jobs. Andrian thought processes tend to be concrete, literal, unimagin-
avive, and naive early in their lives, but as they gain more exper-
ience they can adopt more independent and creative personalities. It has been demonstrated that only andrians in services involv-
ing considerable activity and variety, and close contact with humans, will develop the self-initiative and flexibility to enter the mainstream of human society as independent beings. An-
drians employed is common laborers or in other dull and repet-
ite tasks will almost never do so, but will perform adequately (and unsurprisingly) until death. Studies of successful inde-
pendent andrians show most of them were employed previously in military and commercial-merchant organizations, which require considerable independent thought and action. These an-
drians were released from their organizations after extensive testing and interviewing, as required by various local and Imperial laws (e.g., Andrians Freedoms Act). Exceptional work perform-
ance has often helped work to be released from service earlier than others, though there are human detractors who argue that this keeps the incompetent ones in service and casts out the competent ones — an assertion that is not particularly true. One practical reason for releasing andrians from service is that, though they do not deteriorate for a long time, after a certain age an-
drians will show aging effects as humans do and at a very accel-
erated rate. Andrian medicine, though extensive, has never dev-

eveloped the refinement and sophistication of human medicine. Freeing andrians from service in most cases releases the organi-
sation from responsibility for the care of such aged andrians (which can be very expensive). There are few services providing overpopulation care for andrians after their 'retirement,' though extraordinary endeavours and deeds might bring a reward of such

free medical care.

Andrians do enjoy minimal legal protection, and free andrians have all the rights of an average human. Ancient fears of andrian groups killing their human leaders and rebelling in general have proven to be mythical, though individual andrians have proven themselves capable of anti-social activities (especially those from combat-oriented military services and pirate/terrorist groups).

Locally, andrians are known by a variety of names among all of them from the rich fictional literature of the Solomani:

druids, druids, mages (magicians), genies, reavers, neuters,
franks (franks), hornads, synthetics, marabouts, and many others. Obviously some of these terms are derogatory, re-
flecting fears and prejudices a few humans still have toward andrians. People who manufacture and sell robots strongly dis-
like andrians for reasons of commercial competition.
## Android Prior Service Table

Androids may be produced on most worlds of truth level 15 or higher. A typical android may be grown and matured physically in about four years; it then undergoes an eight-year course in social skills training, with a rudimentary general education and a non-advanced, career-directed training. Androids have their life careers selected for them depending on current occupational needs when they reach the half-way point in their social training. Androids may be used either as non-combatant characters or as player characters in Traveller, as the referee and players like. In other cases, the UPP of an android is generated according to the following table:

<table>
<thead>
<tr>
<th>Strength</th>
<th>1D8+6 (1-11)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intelligence</td>
<td>1D6+2 (3-8)</td>
</tr>
<tr>
<td>Education</td>
<td>1D6+3 (4-16)</td>
</tr>
<tr>
<td>Social Standing</td>
<td>1D6+2 (3-11)</td>
</tr>
</tbody>
</table>

This represents the android immediately after it has completed its social skills and educational training. The android then enters a service organization at random (Tables I and II).

### Android Prior Service Table

<table>
<thead>
<tr>
<th>Table I</th>
<th>Table II</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Army</td>
<td>1 Navy</td>
</tr>
<tr>
<td>2 Marines</td>
<td>2 Beetle</td>
</tr>
<tr>
<td>3 Merchant</td>
<td>3 Pirate</td>
</tr>
<tr>
<td>4 Merchant</td>
<td>4 Rogue</td>
</tr>
<tr>
<td>5 Navy</td>
<td>5 Sailor</td>
</tr>
<tr>
<td>6 Roll on Table II</td>
<td>6 Scout</td>
</tr>
</tbody>
</table>

There are the 'active' services from which PC androids and free agents may be created. The number of four-year terms served in any service is generated as 1D8+4 (5-10 terms, or 20-40 years); survival rolls are excluded for convenience (this is usually dangerous for androids at any rate). The chance that an android will learn a skill each term is 6%. A skill may be rolled on either the service skills table corresponding to the android's career or on the Personal Development Table as the player or referee chooses. Below, in any skill may exceed a rating of 4; thus if an android rolls five separate gun combat skills, it cannot have a rating of more than 4 with any one weapon. This is a result of the limited memory retention of androids for more subtle skill levels. Excess levels are lost.

### Personal Development Table

<table>
<thead>
<tr>
<th>Pirate Skills</th>
<th>Army Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Blade Craft</td>
<td>1 Blade Craft</td>
</tr>
<tr>
<td>2 Gun Craft</td>
<td>2 Gun Craft</td>
</tr>
<tr>
<td>3 Gun Craft</td>
<td>3 Gun Craft</td>
</tr>
<tr>
<td>4 Gun Craft</td>
<td>4 Gun Craft</td>
</tr>
<tr>
<td>5 Vact Suit</td>
<td>5 Vact Suit</td>
</tr>
<tr>
<td>6 Zero G Craft</td>
<td>6 Zero G Craft</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Navy Skills</th>
<th>Rogue Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Blade Craft</td>
<td>1 Blade Craft</td>
</tr>
<tr>
<td>2 Fwd Ob</td>
<td>2 Demolition</td>
</tr>
<tr>
<td>3 Gun Craft</td>
<td>3 Gambling</td>
</tr>
<tr>
<td>4 Gun Craft</td>
<td>4 Gun Craft</td>
</tr>
<tr>
<td>5 Ship Suit</td>
<td>5 Gun Craft</td>
</tr>
<tr>
<td>6 Vact Suit</td>
<td>6 Vact Suit</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Marina Skills</th>
<th>Better Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Blade Ob</td>
<td>1 Air/Rift</td>
</tr>
<tr>
<td>2 Gun Ob</td>
<td>2 Air/Rift</td>
</tr>
<tr>
<td>3 Gun Ob</td>
<td>3 Corro</td>
</tr>
<tr>
<td>4 Vact Ob</td>
<td>4 Fwd Ob</td>
</tr>
<tr>
<td>5 Vact Ob</td>
<td>5 Vact Ob</td>
</tr>
<tr>
<td>6 Vact Ob</td>
<td>6 Vact Ob</td>
</tr>
<tr>
<td>Merchant Skills</td>
<td>Flyer Skills</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>1 Electro</td>
<td>1 Air/Rift</td>
</tr>
<tr>
<td>2 Gun Ob</td>
<td>2 Air/Rift</td>
</tr>
<tr>
<td>3 Gun Ob</td>
<td>3 Air/Rift</td>
</tr>
<tr>
<td>4 Gun Ob</td>
<td>4 Vact Suit</td>
</tr>
<tr>
<td>5 Vact Suit</td>
<td>5 Vact Suit</td>
</tr>
<tr>
<td>6 Vact Suit</td>
<td>6 Vact Suit</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Merchant Skills</th>
<th>Flyer Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Electro</td>
<td>1 Air/Rift</td>
</tr>
<tr>
<td>2 Gun Ob</td>
<td>2 Air/Rift</td>
</tr>
<tr>
<td>3 Gun Ob</td>
<td>3 Air/Rift</td>
</tr>
<tr>
<td>4 Gun Ob</td>
<td>4 Vact Suit</td>
</tr>
<tr>
<td>5 Vact Suit</td>
<td>5 Vact Suit</td>
</tr>
<tr>
<td>6 Vact Suit</td>
<td>6 Vact Suit</td>
</tr>
</tbody>
</table>

### Water Craft

<table>
<thead>
<tr>
<th>Vehicle</th>
<th>Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Small Water Craft</td>
<td>1 ATV (trakke)</td>
</tr>
<tr>
<td>2 Small Water Craft</td>
<td>2 ATV (trakke)</td>
</tr>
<tr>
<td>3 Small Water Craft</td>
<td>3 ATV (trakke)</td>
</tr>
<tr>
<td>4 Hovercraft</td>
<td>4 ATV (trakke)</td>
</tr>
<tr>
<td>5 Hovercraft</td>
<td>5 Air/Rift</td>
</tr>
<tr>
<td>6 Hovercraft</td>
<td>6 Air/Rift</td>
</tr>
</tbody>
</table>

### Gun Combat

<table>
<thead>
<tr>
<th>Gun</th>
<th>Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Small Water Craft</td>
<td>1 ATV (trakke)</td>
</tr>
<tr>
<td>2 Small Water Craft</td>
<td>2 ATV (trakke)</td>
</tr>
<tr>
<td>3 Small Water Craft</td>
<td>3 ATV (trakke)</td>
</tr>
<tr>
<td>4 Hovercraft</td>
<td>4 ATV (trakke)</td>
</tr>
<tr>
<td>5 Hovercraft</td>
<td>5 Air/Rift</td>
</tr>
<tr>
<td>6 Hovercraft</td>
<td>6 Air/Rift</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Revolver and AutoPistol</th>
<th>Laser Carbine and Rifle</th>
</tr>
</thead>
</table>

All skills listed are as described in Traveller Books 1-5, and in Supplement 4. Regardless of however many terms of service were, and by an android in whatever service, only five rolls may be made on the mastering-out table, which combines monetary and material benefits.

### Mastering Out Table

<table>
<thead>
<tr>
<th>Gun</th>
<th>Basic</th>
<th>Local Passage</th>
<th>Middle Passage</th>
<th>5000 credits</th>
<th>6000 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Gun</td>
<td>2 Blaster</td>
<td>3 Low Passage</td>
<td>4 Middle Passage</td>
<td>5 5000 credits</td>
<td>6 6000 credits</td>
</tr>
</tbody>
</table>

### Androids survive low travel pace a 4+ roll per time with, a +1 D1M if a person with Level 4 or 5 is present. An android's physical damage a() it is different from a human's, a -2 D1M is applied to the skill level of anyone attempting to treat one medially. Androids must use drugs of different chemical compositions from the ones humans use to achieve the same effects as described in Book 2, and these drugs cost 2.7 times as much on the open market; they are available only on worlds with tech level 15b. Androids do not develop psi because of their brain structures. On a roll of 4+, an android will be immediately slain by a psi attack, regardless of whatever other damage is done, and will otherwise lose a point of intelligence on a second roll of 4+. An android's life begins for aging purposes, when it first starts its social skills and educational training. It enters a service at age eight, and will finally begin to show signs of aging at age fifty-two. Every four years starting at age fifty-two and after, an android character must make two saving throws of 8+ to prevent these scores from dropping two points each as well. At age sixty-four, all four saving throws must be made on an 11+ or lose the two point deduction for each score is made.

NPC androids may be quickly generated by assuming they have solved 512 terms in a randomly selected service, and have one skill roll for every two terms of service they have served. If wounded, androids will remain conscious until two characters (or either strength, dexterity, or endurance) have been reduced to zero or below, to represent their increased tolerance of pain and shock. If one score falls below zero, it temporarily becomes 1 until a second score falls to zero. Learning new skills by subbiaction is instruction is always possible for any android. Androids frequently have some distinguishable physical characteristics. None of them have newao, sexual features or organs, and must have ca body hair. Sensors of touch, smell and taste are slightly less discerning than human senses, but sight and hearing are as normal. They have faces capable of expressions (from smiles to frowns) and none have any major bodily deformities, though they may appear larger than humans and broader due to their increased mass. Many bear discreet company trademarks or identification marks on their bodies from general human norms (like a crimson or orange tint).
Designing a Quasi-Medieval Society for D&D

by Paul Vernon

PART 2: THE ECONOMY - MERCENARIES AND RESOURCE OWNERS

Mercenaries

Although mercenaries are assumed to be provided with food and board, in most cases their pay in the DMG is far too low (working

from the act standard outlined in the last article where 1gp = £1.00). Only the strongest, fittest individuals would become

mercenaries, and they would consider themselves to be a cut above the average labourer. They are also one of the most dan-

gerous groups to underpay, especially if their main function is to keep the rest of the population in line!

Ordinary footmen will get a daily wage of 7s/4p or 30p/week if employed on a more permanent basis. In table I, I’ve taken

the same values for different troo types as the DMG in most cases. Light footmen have been equated with their heavier

brothers because their relative worth is about the same and re-

cuts for both would be very similar. Horse archers, being irreg-

ular tribemen of doubtful loyalty in the main, would not com-

mand anywhere near the pay of trained, regular heavy cavalry-

men as the DMG would have them do. Regular horse archers

should be treated as light cavalry.

Elite troops, with higher morale and loyalty than normal, should be paid 1½ times these amounts. Untrained troops, on

the other hand, should receive only ½ regular pay whilst in training.

At ten times usual pay (according to the DMG) the differ-

ence between trooper’s wages and their troop's are far too large. This

would mean that the lowest paid trooper would be paid as much as

the richest master carpenter. A more feasible figure for trooper’s

pay would seem to be 2½ times the pay of the troops under

their command.

The same problem exists with higher level figures -- lieuten-

ants would earn 40,000gp per year, as much as a journeyman-

alchemist, whilst an 8th level captain would earn more than the

richest goldsmith, 192,000gp/year. A more reasonable pay scale appears in table II. Ship masters and officers can be

treated similarly whilst ships' crewmen are included in table I.

Note on Hiring NPCs

It would be a rare master indeed who would hire out his staff in

order that players might get things more cheaply than he sold

them. The craftsman who took a week off in order to work for

a player on his own account would be unlikely to find his job

waiting for him when he returned. If trade were slack, however,

a master might offer a discount on bulk orders.

Then again, there may be a myriad reasons why a journeyman

or craftsman would be penniless to work for PCs. They may be

out of work and take temporary employment whilst seeking a

master; they may wish to work more overtime, or be heavily

in debt. For the right wages they may absent themselves from

their master’s workshop and so on. This will be less likely in the case

of permanent employment — although a journeyman may not

be interested in craftsman status, for good wages he may ac-

cept secure employment so he could marry the baker’s daughter. A

craftsman may agree to work for a year or two (at twice normal

journeyman’s wages plus food and board) to save up and buy

a shop of his own. The possibilities are endless.

The important thing is that hirelings should be characters

in their own right, with goals to aim for, likes, dislikes, and per-

sonal quirks, and not just necessary figures in a PC's stronghold.

Merchants and Resource Owners

There is little information from which to calculate the incomes

of merchants and resource owners (owners of mines, quarries,
timber yards etc). All that can be done is to total the incomes of

all the people employed by the person in question and say that

his income is half this total amount.

For example, the owner of a large claypit employs the follow-

ing people, the figures after whom refer to incomes (in silver

pieces) per year; 24 labours @ 1500; 2 foremen @ 3750 (treat as

servants); 7 craftsmen: teamsters @ 3000; 1 scribe @ 5400; and 1

"pit manager" @ 9000 (treat as lieutenant). The total pay of

his employes is 58,800gp/year, so the income of the claypit

owner would be half this amount, or 29,400gp/year.

More skilled labour can be equated to the various troo types.

Mines, for example, could be equated to sapper/miners in

table I, and for the richer types of mine (silver, gold, gems etc) could be equated at n times their actual number for the purpose

of calculating the mine owner's income.

| Table I | Nature and Wages |
|.........|------------------|
|... | Daily | Weekly | Income |
|..... | Rate | Profit | Profit |
|...... | Silver | Cuts | Silver | Cuts |
| Footmen | 7½ | 30 | 45 | 1000 | 2250 | 2370 | 3720 |
| Cadets | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Artificers | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
| Salaried | 7½ | 30 | 45 | 1500 | 2250 | 2370 | 3720 |
To find how much merchants make we must look to the Master Mariner. If we take the largest cargo, add up the total incomes of all the employees and divide this figure by twice the number of merchants, then we will have a figure for the annual income of a small merchant. For the purposes of the calculation let's say that all MLs, deniers and thieves travelling with the caravan are doing so for purposes of their own and are unconnected with its mercantile aspects; that half of the 'merchants' are in fact slaves in merchants' employ; and that the guards/leaders are 8th and 7th level fighters.

This gives us a figure of approximately 37,000gp/year for each merchant present. If we divide this by two we have a figure for a merchant's income per wagon per year of 18,500gp. With such wages, of course, a merchant might provide a teammaster and eight men-at-arms, otherwise he would not be considered eligible to join a caravan.

The same figure can be repeated for merchant ships, both small and large. We'll say that the average crew of a small merchant ship consists of 1 1st level crewman @ 20,000gp; 1 2nd level lieutenant @ 6,000gp; 1 mate @ 3500gp; and 10 sailors @ 1500gp. The average crew of a large merchant ship, on the other hand, would consist of 1 1st level captain @ 67,000gp; 1 3rd level lieutenant @ 14,400gp; 2 mates @ 3500gp; 1 marine sergeant @ 5000gp; 10 marines @ 2000gp; and 20 sailors @ 1500gp. This gives us the following for merchants' incomes:

- 18,000gp/merchant-owned/year; 28,000gp/small merchant ship-owned/year; 67,000gp/large merchant ship-owned/year.

The above means that, taking the cost of the ships into account, a small ship is more profitable to run than a large one. We can say that this is offset by small ships being more prone to accident, piracy, and costly repairs.

Farmers

In agricultural areas food would be cheaper than in towns, but wages would not be so high as many necessities could be provided freely, either by the labourer himself, or by members of his family. We'll say that agricultural labourers will account 500gp/year with food and board, 750gp/year without. Farmers will get double these amounts.

As a rough guide we'll say that a farmer farming his own land alone would make 1500gp/year. For every extra labourer (including family) he will make 750gp/year and for every foreman (no more than one tenth of his labour force) he will make an extra 1500gp/year. So, a farmer who worked the land with his four sons would make 4500gp/year. If the same farmer had 9 labourers and a foreman in addition he would make 12,750gp/year, almost as much as the village smith. If he was a large landowner, and employed five times the above number of labourers, plus two overseers and one head overseer (treat as lieutenants and captains) he would make 72,150gp/year.

As to the value of farms, we'll say that they are worth sixteen times the amount that the owner makes per year. If rented out, the rent will be one third of the value per year.

Inn and Tavern Keepers

The incomes of this group are best worked out by looking at the total value of the goods they sell each year, and saying that one third of this amount goes into their pockets.

The landlord of a dockside tavern catering to the major for docksides, for example, has 10-20 customers (usually 30) an evening, and that the usual drink bought is small beer. If each customer drinks an average of 0.5 pints/day (includes daytime drinking) then his daily takings would be 50gp. In a 300-day working year his takings would be 18,000gp, one third of which (6,000gp) would go to the landlord for the tavern. Instead, catering for poorer travellers as well as dockers, he would make 50-100% more than this, 9-12,000gp.

Landlords catering for richer patrons would sell more expensive drinks and/or charge more for them. The patrons wouldn't mind paying these prices as they would keep out the riffraff (with the exception of jumped-up adventurers). The richest landlords, with the most prestigious houses, could expect to make 100-200 pints per evening. Taverns selling beverages (and perhaps food) only, unlike inns

which provide food and board in addition. Not having to attract passing travellers they would not generally be in such prominent locations as the latter, and would usually be of somewhat lower status. The usual clientele of taverns would be members of certain specific trades or regular visitors to certain locations (eg the cattlemarket) and their door should reflect this. Group in taverns would usually be work, trade, or neighbourhood oriented, when not of a personal nature.

The custom at inns would tend to be more cosmopolitan in nature. With a constant stream of travellers passing through they would source of news from far and near, and non-resident customers would usually be interested in this for one reason or another, though they could well be associates of residents too. Prices would be somewhat higher than tavernes, and the clientele more shifting and varied. Certain types of travellers would favour certain inns, through either custom or location. You would find inns where the majority of residents were mercenaries, scholars, wool merchants or journeymen, for example, and again the decor should reflect this.

Many inns and taverns would have some form of entertainment on one or more nights of the week. Travelling players, minstrels, jugglers, performing animals, dancers, coxcombs, and even the odd show-at-half illusionist putting on a show are all possibilities.

The names of taverns would usually be connected with the trades and crafts which furnished the bulk of their customers — the "Han and Shuttle" for weavers, for example, or the 'Crow's Nest' for sailors, as well as the handsomest... 's arms of names. Even the more bizarre names (usually of pubs like "Purple Storge" or 'Green Dragon') could be rooted in history or legend. Ideally, each inn and tavern should have a distinct atmosphere and personality which is different to all the others. This is achieved by differences in the personality of the landlord and...
Construction - Timed and Costs
To calculate building costs we can use the "value per day" figure reached for houses in the last article which was £28. Using this figure, costs of buildings (not doors, windows or any other accessories) should be twice the figure listed in the DMO, though internal walls (but not extra doors, windows etc) are included in the price.
To calculate the time taken to construct a given building take the revised price of the building (in silver pieces) and divide by 28 x the number of journeymen/craftsmen working on the building. For building purposes, for every journeymen, imater, craftsman and two apprentices on a project, these labourers can be hired to help, and the combined value per day figure for three labourers is equal to that for one journeymen/craftsman, in 28s/day. As an example, a master mason and his two apprentices, journeymen, and craftsmen (total labour per day 68s) are contracted to build a round tower 30 high and 20 in diameter (revised cost 1700p or 34,800s). By themselves they would take 34,800 - 84 = 3400 working days to complete it (87%) weeks). If instead 12 labourers were hired for the duration (total value per day 113p) then the task would take 34,800 - 186 = 173 (87%) weeks.)
A further 10% would be added to the total cost for the work of the architect - 340s. This figure divided by an architect's value per day figure (200s) would be the number of days he would spend designing the site of the building, (17 days in the above case). Ship and boat building can be treated similarly, equating ship-building with the engineer-architect covered in part 1.

The rents for stone constructions should be 120% of their construction cost. Wooden buildings and ships, which stand more risks from piracy, fire, and/or the weather, would have rents of 1/10th and 1/5th construction costs respectively per year.

Incomes and NPCs
Using the tables we can estimate very accurately how much an NPC earns now, used to earn, and the total that he has earned throughout his life. These figures can be used in a number of ways.
An NPC is unlikely to carry more than one day's income and goods. If an NPC is carrying more than this, he is just likely to be an adventurer NPC of the same type and level.
The important point is, however, that in every other respect (ex apart from saves, hit dice/points, and chances of assassination/nothing pickpocketable) an NPC would be 0 level. This makes the richer NPCs much more difficult to pickpocket. In Adventuring skills. To stop the very richest ones being too reliable, however, NPCs can never rise higher than 5th level in their expected character class.

As an example the master mason mentioned earlier in the article on the 50-year old, was made a craftsman at 30, set up on his own with a single apprentice at 34, and has added an extra employee every two years since then, his last apprenticeship having only just been taken on.
From the formula given in the last article his present income is 14,250s/yr. He will rarely carry more than 45s around with him at any one time, and the value of his house/shop will not exceed 73,120s - in fact it will probably be much less.

NPC's income 95% of year will go on necessities, 25s/yr on movable property and his wife's maid, and 198bss will be tucked away with his other savings.
Throughout his working life he has made a staggering total or 5276 gold pieces (about as much as your favourite character makes in the week!). As being a mason is heavy work we'll estimate him to a fighter, so he has 2410 hit points and a sword as a weapons, though his still fights as a 0 level.
Of his 8276bss taxes, food, buying the shop etc have taken 3378 of them; 522s has gone towards furnishing and movable property and 161bss is invested in the false bottom of his wife's linen chest (unless his wife has found out about it)
### Unarmed Combat in RuneQuest

**By E Varley**

RuneQuest is a new department devoted to readers’ ideas for RuneQuest, edited by Oliver Dickinson. RuneQuest material for the department will now be considered for publication so please send your contributions to RuneQuest, "White Dwarf", 27/29 Sunbeam Road, London NW10 6JP.

Greetings to RuneQuesters everywhere! Following up the survey of readers’ views, the Elder Gods have decided to establish a regular RuneQuest page, so here is the first. You are encouraged to send in views, queries, suggestions for topics that you’d like to see covered, new monsters, weapons, magical treasures, etc. Mini-scenarios may be published in future issues of WD; large scenarios may be suitable for publication by Games Workshop and could fit into Questworld, a new RQ World in which Games Workshop, Judges Guild, Chaosium all have a separate component. But please note: avoid dinky Dragon Pass or Golarian settings, curts that depend on the Golarian mythology, write-ups of peoples like the dragonwings of Dragon Pass; such material should go direct to Greg Stafford at Chaosium, who is desperately trying to get such peoples written up officially for us important players. If you wish to use Glorantha for your own campaigns, that’s fine (see Wyrms Footnotes 11 on the Blank Lands idea), but publication raises copyright problems. Please, also try to add contributions, double-spaced, include your address, and be prepared to take refusal or, if accepted, extensive editing, with fortune (to make my living as a university lecturer and am therefore inclined to be pedantic as well as spelling, punctuation, grammar and syntax).

According to the survey, 17% of WD readership would like to see a RQ logo. The flow of material so far has been encouraging but not overwhelming; so get those brains to work — the column cannot and should not be a vehicle for my whims alone.

Oh yes. (Moderate cough.) How did you like the story?

For all RuneQuest referees who find a need for some sort of unarmed combat system agent from the grapple, punch, kick, and knockdown already provided in the rules, here are three types of attack, to swear the martial arts.

Most unarmed combat can be broken down into three attacks and their respective parries. The arm can be used to punch or to block an attack, the leg similarly to kick or block, or the entire body can be used in an attack, such as a throw, or to block such an attack. Thus, the three basic skills are Arm Strike and Parry, Leg Strike and Parry, and Body Throw and Block. All these skills can be used at the basic Attack and Parry chances of the character (+5% any bonuses); after the character has spent one week for each 5% of skill at a training school, at % normal cost. Therefore, training takes place at the normal cost, as given in the table, and it takes the required time per step (x no more than 400 Lunars worth in a week). NB Arm/ Leg Strike and Parry are separate skills and must be bought separately.

<table>
<thead>
<tr>
<th>Skill</th>
<th>SR</th>
<th>Cost of Training</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arm Strike</td>
<td>3</td>
<td>1000</td>
<td>1500</td>
<td>See Note 1</td>
</tr>
<tr>
<td>Arm Parry</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leg Strike</td>
<td>3</td>
<td>400</td>
<td>1500</td>
<td>See Note 1</td>
</tr>
<tr>
<td>Leg Parry</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Body Throw</td>
<td>3</td>
<td>500</td>
<td>1500</td>
<td>See Note 1</td>
</tr>
<tr>
<td>Body Parry</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: Damage is doubled if the opponent’s damage bonus is any.

### Notes on Table
1. Armour is ignored, and there is a chance equal to the attack percentage of incapacitating that hit location.
2. Attack misses unless a Critical Hit, when the parrying limb takes damage and armour is ignored.
3. Opponent’s opponent’s arm, opponent can be thrown next MR on SR 1 at 25%.
4. Opponent’s weapon is kicked from hand for 106 metres in random direction.
5. At all hit locations take twice rolled damage, but armour can prevent against this.
6. Armour is ignored, and all hit locations take the rolled damage. If the total exceeds opponent’s hit points, he/she is killed.
7. Opponent is blocked, and may be thrown next MR on SR 1 at +20%.

Example: Gimlich the trollkin, tired of having sand kicked in his face, enrols for training with Kantskarronous’ Kevin’s Karate Klub. He has a basic attack chance of 10% and parry chance of 5%. Three weeks later, having spent 200 Lunars, he strikes out of the school with 10% Arm Strike and 5% Arm Parry. With these new skills he decides on a life of mugging little old ladies.

From now on, unarmed combat can be treated as a normal fighting skill, with one major difference. Strike rank is based on the character’s DX alone, once within striking range of the target, plus what is trained for the attack, and the character may strike as many times as possible in SR 1-12; thus, a character with a strike rank of 1 may attempt 3 Arm or Leg Strikes or 2 Body Throws in one melee round.

Example: Gimlich, having further increased his skills in combat, decides to plok on Granny Gripe; he now has 60% Arm Strike and Parry, 45% Body Throw and Block. Having a DEX strike rank of 2, he elects to hit Granny once and then throw her to the ground; this will take 3/2 for the first attack, 5/2 for the second, so one full melee round. He attacks first and rolls 65, missing. She swings at him (with 30% Handbag) and rolls 20, hitting him a glancing blow on the side of the head. He then gains and throws her, rolling 01; she flies through the air and lands on her back. The damage roll indicates that she has received 4 points of damage, but as the throw was a Critical Hit she takes 4 points to each of her hit locations. As she has a total of 14 hit points, this means that, though only her arms have taken full damage, the total received (7 x 4 = 28) has killed her. Gimlich has added murder to his list of crimes.

### General Notes
1. Arm and Leg Strikes should not have personal damage bonuses added; it is the skill in placing the blow that counts, not the force behind it. Thus, large amounts of damage can be done by small people.
2. Ferries involve deflecting the opponent’s weapon, not grasping a sword with both hands.
3. Anyone wishing to use these skills cannot revert armour with a total encounter above 2 in any location, as it is nearly impossible to kick someone’s head if you’re wearing 40 pounds of armour!
4. The Body Block can be used against grapple attempts and knockbacks, as well as against Body Throws.

**Final note:** Beeware trollkin impersonating Bruce Lee!
CHAOSIUM INC. £14.95

This has to be one of the most challenging adventure packs to come on the market. It is a whole city, realized with a richness and thoroughness of detail that matches City State of the Icarians overprint, and though not as comprehensive as this, is presented in a much more readable form. The city is Sanctuary, the setting for two antologies of stories by well-known SF/F authors who agree on a common backdrop and history as the setting and developed different characters, the more important of whom are presented in the pack. Essentially, the GM and players are encouraged to do the same, taking the stories as background and perhaps interacting with the already established characters and adding to the incident-rich history of Sanctuary. The city was originally founded by slave-runaways from the Ictis Kingdom, then taken over by that state, then conquered, with the rest of the state, by the Ranken Empire; it is governed by a younger brother of the present emperor, but the local underworld boss probably wields as much power, and there are various villains whom nobody can really control. Add to this the fact that the gods of both Ictis and Ranken pantheons may intervene directly in city affairs, and that Sanctuary is a bubbling and corrupt place, and you have a setting which adventure looking for a list of relaxation after their labours might well shy away from! 

possibly adoption of actual copies of the antologies, the pack seems to provide everything a GM could possibly want to set up a campaign or shorter scenario; some ideas are suggested, but as with other cities a lot is left for the imagination, and much may develop from encounters. The encounter charts are the most detailed in their range of possibilities that I have seen, allowing not only different parts of the city but for different times of the day, and offering many options: e.g., "Party of Armed Men" offers 18 different possibilities for what they are doing and 9 for who they are. This is a good example of the immense amount of work and imagination that has gone into preparing the pack. The GM also has a house-by-house map of the city and its neighbourhhood; close-up maps of the Mauz (the underground area above and underground), a summary map of a tunnel and sewage system; a very detailed business generation table, for filling a street or district; plans of some streets and of the main businesses in them, as examples, with the characteristic types of houses down to the hovels of Dovemaid, the shantytown area; and essays on the working of the slaver hierarchy, the local law, and local religion. A separate supplement provides the statistics of 20-30 major characters who might be encountered (some already killed GM in the stories; in fact, but the GM can resurrect them if wanted) in nine different game systems, often accompanied by an introduction on integrating Pirates' World into that system (magia is a perennial difficulty, which shows the difference between game designers and fantasy writers). The writing is fast-paced & dynamic, both basic and Advanced, Advantages in Fantasy, Chivalry and Sorcery, Dragonlance, The Fantasy Trip, RuneQuest, Traveller, and Tunnels and Trails. Portraits of 18 characters enliven this section, which is beautifully laid out, like the rest, with a minimum of types (but there are some in the RQ statistics, and in some characters' hit point distribution; check your favoured system). Two copies of a much thinner Player's Guide are provided, containing the information that player characters need to know.

Finally: Sanctuary is an entirely humane city, though there is apparently scope for encountering a non-human, and the only monsters presented are at the command of the major god, and the world is peaceful. Overall: 10

Olive Dickens

CHAMPIONS Hero Games THE ISLAND OF DOCTOR DESTROYER Hero Games £6.95 £3.66

Champions is the game of superhero role-playing. Players design their characters by expanding points to increase various characters - these characteristics are either primary (Strength, Dexterity, etc.) or derived (Energy Defense, Recovery Rate, and so on). The interrelationship of these is a good design feature - for example, if I want my character to have a higher Energy Defense do I extend points for this directly, which is cheaper, or do I put up my Constitution, which would cost me more but also give increases in other derived characteristics? Points left over once the characteristics are set can be used to 'buy' powers for the superhero - and since the costs can be pretty high it will usually be necessary to pick up some extra points in return for some standard superhero disadvantage like dependent aging aunts or susceptibility to glowing green rocks.

Combat is a easy to get to grasp with and gives a good simulation of comic-book battle. Characters can strike anything from twine to twice blows for a round, depending on Speed. Damage is rolled for and subtracted from Status and Body Points - the 'former' regenerates during a fight, as long as the character hasn't been KOed, so the trick is to do your enemy more damage than his Recovery Rate can handle. All this certainly leads to epic battles - 1300 would not be unusual for a single energy blast, so you will need a whole lot of dice if you livery this game!

The Island of Doctor Destroyer is the first Champions supplement dealing with islands. Scarily enough, it wants to subjugate the whole world with his hypnotic lullabies, that kind of thing. Players all take the good guys, leaving the poor GM to run Doctor Destroyer and his men. The pack contains a two-page article map of the island and a 16-page booklet which is logically thought out and clearly presented. Champions is certainly worth buying for the 1st edition contents, but possibly not for the second edition. It shows how many people will run a regular Champions campaign? Superheroes must be larger than life, whereas much of the appeal of a game like D & D lies in having fairly believable characters adventuring in a fantasy world. When the 50th level paladin starts to crop up, it's time to junk the campaign - and that's where Champions begins. All the same, the occasional world-building of vastness being fairly easy to master, and Champions is worth buying on this basis alone.

Champion: Overall: 7 Island of Doctor Destroyer: Overall: 8

Dave Morris

ADVENTURER Your World of Collectables Inc. £7.95

Adventurer is one of Yagoya's series of Album Games packaged in a curious box-cum-envelope, which is only just about big enough to withstand the terror of the GPO. Most of the album is formed by two sturdy, sturdy Abed playing boards, one for the bar-room brake one for...
the spaceship game — for those who prefer Star Trek to Star Wars — and a sheet of 101 die-cut playing pieces, a rule-book, two cards of charts, an order-sheet card and two dice. The counters are large and thick, which makes physical manipulation of them very easy. The rules, though quite long, are extremely clear and precise, and explicitly cover the wide variety of possible activities, for instance showing or flipping tables, chairs, shelves, throwing objects, rolling barrels and so on. Through light-hearted in concept, the design is serious, careful and original.

Players will normally control the actions of two or three characters, each one bizarrely named. As certain activities depend on racial type, the characteristics, strength, endurance and expertise are rolled up prior to the commencement of play. Characters are assigned random positions on the board, and players write down orders for them in six segment turns. Painless occasional-asking and accurate anticipation of the opponent's moves are necessary, as the characters negotiate the ever-increasing wreckage, reminiscent of western saloon brawls. In the cardroom game blunders only hurt targets (for up to two turns), so that genuine hand-to-hand (trench/face-to-face) combat will develop, using any and every available object — hence the rules for throwing chairs and containers of liquid refreshment, which may be poisonous to the wrong metabolite. Elephants become lethal, long-range weapons in the spaceship scenario, which makes it a shorter game, while the initial setup leads to a more organized tactical game and less of a rampaging free-for-all. Players will have some bookkeeping to do, which can be tedious, especially using the optional android bartender (an on-premise mob robo-bartender) and serving wench, but this is only a minor criticism.

The designers, Thomas O'Neill and George Petronis, have attempted an ambitious project, which could easily have failed. The game does not suffer from either the poor quality of production or the quirks and inconsistencies in the rules of play, which flaws so many games on the market. That it is enjoyable to play and requires considerable thought and skill from the players (as well as a suitably anarchic spirit) adds even more to its credit, but its refreshing originality is its chief asset.

Overall: II

Alien E. Paul

Invasion Earth

Clara Designers’ Workshop £8.95

This is another boardgame in the Traveller sequence and is the climax of the Solomani Rim War; the invasion of Terra herself in 1002. Game components consist of rule-book, map, one quick reference card with the combat tables on it, three display charts for Imperial forces, Solomani forces, and turn record, dice, and two sheets of counters.

The map shows Terra as the playground of an inaction at a scale of 1140km to the hex, and the rest of the solar system and the universe is represented by four boxes labelled close orbit, for orbit/Lunar, deep space, and outer system.

Naval squadrons are specified by type and number; three combat factors are given for each, attack factor which is used against other squadrons, bombardment factor which is used against ground forces and system defence boats, and defence factor which is used to calculate losses — when combat occurs, low to naval squadrons are given in terms of the minimum number of defence factors eliminated.

Troop units are specified by type, technical level, and strength in number of battalions. Units range in size from 1 battalion to 500. Combat between surface units is resolved on a fairly standard CTR, though using 200 instead of the more usual one, with columns shifted in favour of the higher technical level unit. Losses to troop units are given in terms of a percentage loss marker. I cannot help feeling that this is unfair to the larger units — 10% of 500 battalions is a lot more than 10% of 8 bionettes. I would have preferred either an interposition in the usual way or sudden death. Since the same system is used for orbital bombardment casualties, we are

the slightly ludicrous situation of the same attack by the same ships causing less damage to smaller units. If a scout squadron’s missiles can knock 50 battleships out of a Fleet Army, how come a Regiment escapes with less than a couple of hundred casualties?

Two new unit types are introduced; the planetary defence unit and the system defence boat wing. The former are the essentially AA batteries whilst the system defence boat is a kind of super space fighter, and a counter represents 50 or so of these, the wing as a whole being given combat factors in the same way as naval squadrons. Whatever their crews are paid, it isn’t enough, as one spotted they die rapidly and in large numbers.

Each turn represents a fortnight, and after each six a special turn occurs during which replacements come online and victory is determined. To win, the Imperial player must have garnered 50% of the Terran urban hexes. At this stage, he gets 10 VP. This is reduced by one VP for each 6 game turns the invasion last, by one for each time the Imperial asked for replacements, and increased by one if all Solomani naval units have been destroyed, likewise if all regular Solomani surface units have been eliminated. The Imperial wins if the total, VP are positive. The Imperial may elect to break off the invasion, in which case he loses.

Supply plays a major part in the Imperial strategy. While the enemy forces are supplied from the urban hexes dotted copiously about the map and consequently needn’t worry too much, the Imperial can only be supplied if he is within 6 hexes of a base depot which must be landed from orbit.

The game initially seems to favour the Imperials, but the restriction on his ability to transport troops in and the victory conditions balance this. It captures the feel of a siege laid against a planet well able to defend itself. (Those wishing to incorporate the game into a Traveller campaign will find some seeds in the essays at the back of the rulebook.)

This game feels realistic. Unfortunately, I can’t say I enjoyed it.

Overall: 6

Andy Slack
... Being a sequel to

Lucky Eddie

by Oliver Dickinson

Now, it's come on a day when the Rabbits have seen a glimmer of their last hope, that's the time for all good Rabbits to rise up and fight for their lives. The poor little things had no idea that this was their last chance to survival. And then, as if by magic, the little creature appears in front of them, with its sharp little claws and piercing eyes. The Rabbits knew then that this was their savior, their last hope. They followed its lead, fighting bravely against the odds, until finally they emerged victorious. And the little creature, true to its nature, disappeared into the night, leaving the Rabbits to enjoy their hard-fought victory. And so, as the sun rose above the horizon, the Rabbits knew they would always remember the day when they fought for their lives, and the little creature who taught them the meaning of courage and self-sacrifice.
Dear WD,

Although I still often play straight AD&D, as an experimented D'n'Der I've naturally done a fair bit of rule-revising. I won't sit and have a go at AD&D here but I would like to point out a fault that is seldom discussed, that of levels and the gaining of experience points.

When someone refers to a high-level fighter they are surely referring to an experienced fighter. How can this be good? - did he find lots of gold pieces? The only way to get good at fighting is by fighting. The AD&D argument is, I suppose, that gold is used to buy training - so I'll give a better example. Take an MU; why should he gain in magical prowess by killing monsters/finding gold? I therefore suggest all your D&Ders using the D&D concept, have a go at inventing a system of your own, where, to gain in a particular class, a character must use the skills of that class. E.g. MU gain XP for magic-use and related subjects... right?

While I'm on the subject of levels, I have a question: A 1st level fighter chooses the long sword as one of his proficient weapons. After a long and hard struggle, he finally reaches 10th level - and in doing so, only sees his longsword. Feeling like a cliche, he selects a morning star as his proficient weapon at 10th level. How, I ask, can he use the latter (very unvividly at the best of times) as expertly as his long-sworded longsword? In RaceQuest, each character is treated separately; the relative difficulty of each is also taken into consideration.

I would be interested to hear any comments on the above. Please, either someone write in with a reasonable interpretation of 1) The Alignments, and 2) The "1 minute" melee round. - I have yet to hear one!

I suppose I'd better end on a note of praise! Although I must confess I wasn't very impressed by the early issues of WD, over the last ten issues, the increase in useful/intereeting articles has been incredible (Character Classifying, dungeons etc.) Please keep up the good work!

May no one escape your axe.
Andy Jarvis, Australia.

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Dear WD,

One of the conclusions that the wide variation of opinion on alignment grew out of different views of the alignments, so I decided that the best way to settle the argument was to do a bit of research. The conclusions that I have drawn are as follows: 1) C. M. Nobrun's opinion in W24's Alignment in Role-Playing Games that the system is redundant and leads to stereotyped characters is shared by the player.

People were stereotyped in three (and three) due to an up-bringing of 'God is great: worship him, obey him', etc., but as experience of the world developed, people's personalities developed to broader horizons, which is what happens to a novice player's character as the player becomes experienced in the ways of D&D.

2. Alignment is not as rigid as some people think and great variation is possible when playing to alignment without drift from 'true' principles. To take an example: two paladins (one Christian and one who worships a Babylonian deity) move into an area, set up shop and start preaching. One day, whilst travelling about and 'spreading the word', they come across a village of lawful good half-elves. The Christian encourages their co-existence with the nearby humans but the Babylonian tries to kill them off because by the teachings of his religion the hobbits are demons. Thus both have acted in a way which they consider beneficial and conforming to a lawful good alignment, though acting quite differently. It can be seen from this that there are many possibilities for action within alignment areas.

3. The main sources of confusion, as far as I can see, are the AD&D Players' Handbook and the use of the terms 'Good', 'Neutral', and 'Lawful'. The PHB defines them slightly differently. In the Character alignment definitions in the DMG the word 'rampantness' is not used once whereas it is used in the PHB. I think that the words signify something less extreme in behaviour than the present day usage of them suggests. To expand, if the word 'chaotic' is mentioned to the average person, it conjures up images of mayhem and disarray, and this is the incorrect view many gamers take. Judging by An Introduction to Dungeons & Dragons Part V, Lew Polchuck could be judged guilty. This article was very good and true to up ask 'How do you force chaotic players to be less disruptive and un merchantable?' (I'm sorry about the above argument about space decision making, a Chaotic player should have a couple of points of wisdom knocked off as it's definitely unwise to act instantly when one has more time to consider a decision.)

Chaotics are not disorderly; they just like doing things their own way and dislike being told what to do by anyone else. A good comparison is the sort of person who always has a bettor (according to him or her) idea or solution to a problem than anybody else. If the ideas are generally beneficial to everyone, then the person is probably Chaotic Good when put into the alignment system, whereas if the ideas suited him or herself almost exclusively, then the person would have Chaotic Evil tendencies.

The UND Unperson is not the sneak-, cunning, ruthless murderer which the word conjures up, but just someone who has a desire to come on top without regard to the welfare of others... Thus, in order to get at a desired object, the Evil player could act as if Good with no alignment drift.

The lawful character is not necessarily the stereotypically lawful-alignment citizen, but someone who is self-disciplined and considers that the best way to achieve an objective is by an orderly process. (How can a lawful neutral thief be law-alignment?) Good characters try to gain equal rights for everyone they consider worthy of them (an employed orc bank won't get done money from a paladin tax officer!) In order to gain a good life for those of their kind they may sneakily evil acts with no penalty (the aforementioned paladin example shows this.)

Yours sincerely,
Peter Clunis, Kent.

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Dear WD,

Could you please not start up a department devoted to micro-computers without even taking an opinion poll because I am sure that the majority of people who buy White Dwarf do not possess micro-computers. For instance, no-one in our local WD group, of about five people, has the slightest inclination to buy a micro-computer for seventy pounds which is practically useless unless you buy extra 'chips' to increase its performance and price.

Personally, I think a department on the subject would be a waste of space and money. I hope others feel the same.

Yours sincerely,
R.J. Leedham, Essex.

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A moot point: How many of you would like or would not like to see a computer department in WD? Tell us what you think. Write to White Dwarf Computer Poll, 27-29 Sunbeam Rd, Park Royal, London NW10 0PJ.
The Curse of the Wildland

by Phil Masters

An introductory AD&d module for 0-7 character experience level 1-2.

Introduction

The party has mastered the little village of Jarunia, and their intention of working adventures. The location is fine and the community is keen, but characters will become aware of a time of change throughout the village. Quite soon after their appearance, the party is approached by a villager who speaking with respect, tells them that the village council, meeting in the headman’s house, wishes to converse with them. The party is guided to the headman’s house—a simple but well-maintained dwelling in the center of the community. They are met by the together person village council. Nine are somewhat-bare-looking persons or traders (8 locals, armed with hand axe and dagger), but the three chief figures are of interest. The headman, Yahn—a fighter—is a robust man in late middle age, still a sturdy warrior; his shield and battle axe are close to hand. Ghorinir, a fighter, is a local trader whose wealth is the result of skillful use of the money he made in his youthful travels; he wields double-handeded battle axe and bears armor. Dhunungri, a wizard, with a scythe and whetstone. Finally, there is Krundhala, a cleric and chief priest of the local temple of Limmar (Druids & Druids, p. 72), a maternal woman in early middle age, who wields leather armor beneath her white-roads, and who carries a small shield and war hammer. Yahn describes the pre-short-term faced by the village.

The village of Jarunia relies for its wealth and survival on its farming—both direct, for the villagers buy little food in, and indirect, for passing trade carries your way that prevents. This year’s crops are, however, seriously threatened by a mysterious and unprecedented failure of the low summer rain to appear. In fact, the weather has been dry, warm, and the local priest, the Thul, has been reduced to a virtual hermit. From then on, things seem certain. A horrendous high price, passing through the area on hoard business, casts doubt on the problem of the season. It seems certain that some unknown power or losing is in the base of the problem, and that it must be identified, rooted out, and destroyed.

This end, the villagers offer a reward of 50 gold and 120 silver pieces. Krundhala explains that she has, as village priestess, sought divine guidance on this matter, both by prayer and by seeking messages to the Oracle of the Dark Marsh, all to the east of Butteborough town. The response from the Oracle was:

Did those who seek the end of the Curse in the Wildland seek that which the root of the Curse lies in? Know that they had their Quests into the Wildland.

The Wildland is the local name for the large tract of forested forest that lies north of the village; the mysterious curse may well have its center there, for the woodland seems to be suffering the drought just as seriously as the village, whereas some rain fell on the woods, east and west. The Jarunians are apeaceable lot, and, as such, they have a strong dislike of the woods; they are farmers, not foresters, and local authorities tell us many wild stories to prevent their children wandering off into the beauty-degraded woodlands that no one has brought up in the area, or think of the forest without a shiver—although all know that nothing more dan-

The Maps

Figure 1 must be renewed by the party; Figure 2 is a rough sketch map that the party may acquire if they become one particular item in point 1, see below for details. It is suggested that the DM makes a copy of Figure 2 to give the players at the appropriate times. Due to their assistance of the Wildland, the village will be able to provide the party with any sort of suitable map.

DM’s Background

Characteristics of the three leaders of the council are:

Yahn Alignment: L 12 I 10 D 1 C 18 HP 6

Ghorinir LS 12 11 9 15 14 7 15 6

Krundhala LG 9 12 13 9 11 17 17 7

20
The curves of the wilderness are so gentle and soft that even the most rugged traveler finds comfort in its embrace. The sandy paths wind through the tall grass, and the soft wind carries the scent of flowers and herbs.

The boulders that dot the landscape are weathered and smooth, evidencing the passage of countless years. Their surfaces are etched with the marks of time, telling tales of the struggle between nature and man.

In the distance, the silhouette of a mountain peaks emerges, its outline faint against the sky. The mountain is a silent sentinel, a testament to the power and majesty of the natural world.

As the sun sets, casting a golden glow over the hills and valleys, the wilderness becomes even more enchanting. The stars begin to twinkle, and the night air is filled with the sound of crickets and the occasional hoot of an owl.

In the wilderness, there is a sense of peace and tranquility that is unrivaled. It is a place of solitude, where the mind can find rest and the spirit can soar.

In conclusion, the wilderness is a place of beauty and wonder. It is a refuge from the hustle and bustle of everyday life, a place where one can reconnect with nature and find a sense of peace and inner calm.

The wilderness is a treasure that is worth preserving and protecting for future generations.

If you have any questions or comments, please feel free to contact me. I would be happy to discuss the topic further.

Thank you for taking the time to read this letter. I hope you have enjoyed it and have gained a greater appreciation for the wilderness.

Sincerely,

[Your Name]
This issue Starbase, a regular department, looks at sources of material for Traveller referees.

A few issues ago [WD25 Starbase] I mentioned some of the science fiction novels I thought would be relevant to Traveller referees as a source of ideas for situations, themes and settings, and in this issue I want to cover some non-SF sources.

Traveller is essentially a game about life — albeit a fantasy one set in the far future. Rankin isn’t afraid radically in the Traveller universe, and the same ambitions, hopes and fears guide the actions of characters as they do in the present. Apart from making it easy for players to ‘lift’ their characters, this also allows us to view the whole spectrum of literature past and present, giving a truly immense selection of source material.

In a short article such as this I can only give a few suggestions, which I hope may encourage you to adapt ideas which might not be seen as immediately relevant. In fact, the film industry has been doing this for years — the recent film Outland is a classic example, using the basic theme of High Noon in space. There are two major areas where general literature (including films and TV) can be useful.

The first is as a source for adventure ideas or themes. The film The Magnificent Seven (or even better, Kurosawa’s Seven Samurai on which it is based) serves to illustrate the point admirably. Here we have a plot made for role-playing and for easy refocusing. A location is chosen — probably a backward, colonial planet where the immigrants have enough trouble just staying alive, and a local warlord who extracts every last credit from the farmers, in return for his ‘protection’. Enter our seven assorted adventurers looking for money to pay for repairs to their trailer, who realise the farmer’s plight and vow to take on the warlord’s thugs the next time they turn up.

Another type of situation — one of my personal favourites — is the train journey thriller, ranging from Agatha Christie’s Murder on the Orient Express to Collins’ Avalanche Express. Transferred to a different era (the transcontinental monorail, perhaps), your imagination is the only limitation in converting the plot to the game — players leaping from gravcrafts onto coach roofs, mysterious aliens in private first class compartments, and so on. Some of these stories can also be converted to take place on passenger spacecraft with a little extra work.

Thrillers such as The Day of the Jackal, Ice Station Zebra and Guns of Navarone can all yield Traveller situations if the background settings are suitably altered, both to make them make SF in content and to disguise their origin from the players. Nor does one have to stick to recent literature — the novels of authors such as Walter Scott and Alexandre Dumas will also provide suitable material.

On the subject of converting a book or film plot into a Traveller adventure, we hope to cover that subject in detail at a later date. For now, I advise you to choose a book you have read and note down a film unless you know it very well. This is because of the need to refer back to it — it’s difficult with a film unless you have a home video. Read the book again, and this time make notes you may use as in your head notes.

Firstly, note the basic elements of the plot, including what the players know about it at each stage and when they find out new elements. Different players may know different elements.

Secondly, make notes on the main characters in the plot, and how they interact. Unlike which characters will become player characters (not always obvious), which should remain under the ref’s control. You might want to use the Reaction Table with plus or minus DMs to get the right relationships. Thirdly, note any particular incidents you find interesting and might want to use in the game. Also note any incidents that would give away the plot being used. As an example, in Where Eagles Dare, Richard Burton and his pals use a cable car to reach their objective. Even if you have succeeded in concealing the players of the fact that the plot is taking place on Regina in mid-winter, and not Norway, using the same elements will now tip off the quick-witted thinking players who have seen the film. Of course you can bluff the players by using the cable car sequence from Where Eagles Dare when you are actually following the plot from Guns of Navarone!

The second area of usefulness for non-SF material is in providing ideas for background people, places, animals and artifacts. In the broadest sense anything is useful, from discussion on government economic policy to Training Dogs the Woodhouse Way. Obviously some of it is of more immediate use. A lot of my ideas for incidental information and locations comes from documentary TV programmes on wildlife, travel, science and so on. Similarly, magazines such as National Geographic and Scientific American are a fund of ideas — libraries usually have back copies of these.

There are no hard and fast rules about using information, but I have found that it really seems to work out that you find exactly what you are looking for, when you want it. This means you will need to store ideas in some form, perhaps by keeping a notebook which indexes each subject and where to find it. Using the same guidelines as for plots (filtering and disguising ideas), you can come up with many interesting and unusual ideas for incorporating into a Traveller adventure, which have the added bonus of being original.

Finally, I’d like to say a few words about material we could do with for Starbase, as well as thanking everyone who has already contributed.

There is quite a lot of material in the Starbase file, but it seems mainly to be one or two common subjects of which the most popular are starships and weapons. This doesn’t mean we won’t consider any more contributions on these subjects, but they need to be interesting — one scenario I would sub-mit is a truly alien starship design, or much in the way of alien weapons.

What then, do we want? Well, I hope to devote a few issues to specific subjects in much the same way as Treasure Chest does for D&D, and contributions are welcomed for these. In the near future there will be items on grav vehicles and other forms of planetary transport, new skills, new computer programs, and new items of equipment. Even if you can’t think of anything to submit yourself, tell us what you would like to see in Starbase.
1. In the beginning...  
Greeting! I want to thank the editors of *White Dwarf* for providing this opportunity to get together with you. I intend to write one or more essays for this magazine that are a cross between a gaming column, an article, an editorial, and a personal chat. That, in the future, if this series lasts for long, I’d like to think we’re all sitting around a blazing fire eating popcorn and talking about whatever interests us.

First, I’d like to describe myself a bit so you can feel that you know me. I am 34 years old. I live in Phoenix, Arizona with my wife Cathy and daughter Jillian Charmaine. Gaming is not my major source of income — T&T and the other things I have done have not made me rich.

In my everyday mundane identity, I am a lowly cataloguer for a great metropolitan library system (Phoenix Public).

I own a house in an older section of town. It has a huge and I-kept-farm-with-a-giant-pine-tree-in-the-bush. The pop-up image of Phoenix as the capital of Arizona is probably of sticking desert with sage brush growing on the streets, cowboys leaning in and out of the bars, and cowboys howling to the moon every evening in a bid to be 120 degrees Fahrenheit here every summer, you can forget the rest of the image. Irrigation has made Phoenix surprisingly green, and air-conditioning makes it very comfortable for most of the time.

There are only a few days in the year when we have no air-conditioning. But I’ve certainly awakened me in the wee hours with his howling often enough.

Behind my house is a huge redwood forest stuffed with hundreds of books belonging to me and my wife, Pride of place goes to my collection of Robert E Howard, J.R.R. Tolkien, King Arthur material, and books about the pre-Columbian civilizations of America, notably the Aztecs, Toltecs, and Mayans. I have a moderately huge collection of science fiction, fantasy, mytholog- ical folklore, and ancient history, comic books, fanzines, and amateur publications of all sorts. These libraries showcase full of games. The fantasy role-playing games that I keep on hand are: Tunnels & Trolls (at least some — both American and English editions), Mummies! Mummies! Mummies! Run-Over, Traveller, Stormbringer, The Fantas- try Trip, Empire of the Petal Throne, Space Opera, Villagers and Vigilantes, Lament of the Dark Sun, Archon, the Thieves Guild stuff, and the old Ambush trilogy. Conspicuous by its absence is any form of D&D or AD& D. People often ask me if I play D&D. The answer is no. I have only the vaguest idea of the actual mechanics of the other game system. Games that I like to play and sometimes do are T&T, RuneQuest, Stormbringer, Traveller, and Vigilantes.

There isn’t time to play and understand everything.

People often ask me what is the difference between Dungeons & Dragons and Tunnels & Trolls, assuming that my game is just a poor man’s variant of D&D. The difference is basically one of viewpoint between Gary Gygax and myself, T&T was deliberately designed to be simpler in its basic concepts and game mechanics, less esoteric, faster to play, and more whimsical. T&T is often blamed because the spell names such as take-that-re-venant! or poor baby sound silly, but I feel it is better to sound silly than to be dull. Spell names like fireball! and herd don’t show much imagination, do they? You absolutely need a good sense of humour to play T&T. Otherwise, you just aren’t going to understand why berserkers get extra combat hits or the chucking on their shields.

Back in December of 1974 I began to hear rumours of this game called Dungeons & Dragons. It sounded fabulous — inferring that every true fantasy lover would have to own and play. In April of 1975 I finally saw a copy of D&D. A couple of hours later I just down the D&D rulebooks land I have never looked at D&D rules again and said, “What a great idea! What loopy execution!” Nowadays I can play this, I’ll write my own rules that my friends and I can play.” And I stalked out into the night, went home, set down and start- ized writing. One thing I decided at the begin- ning was that I didn’t need funny many-sided die — good old six-siders would do. Another thing — the game didn’t need to be dominated by some drivel Christian religion. Out with drivel! There were a lot of drivel made rebell- ing against what I remembered of the D&D rules. Who needs hit points — Con-stitution will do. At the end of my first day of writing the two systems were al- ready radically different.

In two days I had produced a dozen pages of notes towards a rule system — there was no thought of making something to sell and compete with D&D. I just wanted something I could play with my friends. I called over Steve McAllister, Gary Peters, and Mark Antony, showed them how to roll up characters and open-
According to St. Andre

at the gates of Gratiotstown for them. The first thing that happened was a greatly hand-grabbing, and as a character she dragged him into a hole, eventually dumping him into a cell with an amorous lady troll. Fortunately for him, his oriundus line led him to the hole and got there in time to rescue him. The players had numerous other adventures— I killed half of them by dropping the rest of the tunnel on them, I made them all invisible by letting them exit through a room whose floor was strewn with uncut diamonds. That was incredibly, extraordinarily generous, but I had no models to go by back in April 1975. They went ape. They loved the game. Photoscapes of my original hand-written rules began to proliferate with people always begging me for more. Others began throwing in their ideas. It didn’t take more than a week for McAllister to come up with as many different spell names and powers as possible. I clarified the theory of saving rolls. I got Role-Player and Mark Anthony—the only artists I knew at the time—to do some illustrations for me. The name Tunnels & Trolls was chosen by a popular vote at a meeting of people who were playing the game. Everybody had been calling it Dungeons & Dragons, though we knew it wasn’t really. I wanted to call it Tunnels & Traplologues, but I was shot down overwhelmingly.

By mid-June I had a 41-page book of rules and Robin Carver had given me a couple of dozens of art to use for covers. I took it all to the print shop of Arizona State University and laid out $100.00 to get them to do 100 copies by photo offset. That was a lot of money for me at the time, considering that I had been unemployed for half a year and was living off my wife’s salary. The day after I got it to the printer, Cathy and I went on vacation to Lake Tahoe, San Francisco, and parts in between. Steve McAllister was left with the responsibility of picking up the finished product, collating it, and getting copies of it to all our friends who wanted some at $2.00 per copy. When next I saw him and Tunnels & Trolls it was the 4th of July in Oakland at the Hotel LeMouring at the WesterCon science fiction convention. I didn’t have a room there and was trying to stay awake for 3 days. Steve had brought a few extra copies with him, to show me, and to try and sell some at the convention. We sold about 4 copies. It was at this same convention that my path first crossed Liz Denforth—I took her and some of her art, never dreaming that within a few months she was going to become one of the most important elements in the continuing evolution of T&T.

As it turned out, I couldn’t sell 100 copies of T&T. My friends took about 30 or 40 copies and I got my printing costs back. But in November I met Rick Loomis at Tuscon I, a small science fiction convention in Tuscan, Arizona. He told me about his game company, Flying Buffalo, and I told him about T&T. I asked him if he’s trying selling it for me on commission—after all I already had coast-to-coast sales—one friend in Florida and 4 sales at Oakland. Rick took the game with him—my 30 remaining copies—to a few conventions and quickly sold out. At $2.00 a copy it was 6 times less expensive than D&D. It occurred to him that there could be money in this fantasy gaming and he came back and made me an offer to produce and distribute T&T. It was settled with a handshake, and the second fantasy role-playing game was launched.

The current fifth edition is almost completely different from the original first edition, but the philosophy of play has never changed, nor has my intention to bring you players the best possible game for the least amount of cost. New things happen and happen and I’m beginning to think that a 6th edition is inevitable. Right now I can only advise you to subscribe to Sorcerer’s Apprentice if you want to find out what the new developments are for T&T. And just possibly, White Dwarf. If you wish to do your own T&T articles, dungeon designs, variants, commentary, have a look—now is the time to send such material to White Dwarf. They have told me that they are interested in selling and publishing more T&T material, but the truth is, it’s Mike Stackpole, Liz Denforth, and most of my friends are too busy to try and produce a lot of new material for White Dwarf. This is your chance. After all, it is your game.

I’m always interested in comments from players, though I don’t promise to return all letters received—this could mean constant letter-writing and no time for design work. I have lists of projects I’m working on. You can reach me through the editors of White Dwarf, or by writing to Flying Buffalo, or working for Flying Buffalo. I don’t live at 3421 E Yate, Phoenix, AZ 85008 USA, or work for Flying Buffalo. I don’t live at 3421 E Yate, Phoenix, AZ 85008 USA, or work for Flying Buffalo.
STIRGE DEMON by Ivo Smith

No Appearing: 1 – 2
Armour Class: 4
Movement: 12" per hour
Hit Dice: 5+8
Treasure: See below
Attack: Special
Alignment: Lawful evil
Intelligence: Very
Monsters: 74 (level V in 12 levels)

The stirge demon can easily be mistaken for a cloaked human until its hands are seen which have long, pointed nails at least 1 1/2" long. The demon has no hair and its only treasure is its 'stirge-necklace'. This can summon 10 – 20 stirges twice per day at the will of the demon. The demon itself, without a necklace, can still summon 1 – 6 stirges at will but if his emblem is wearing a stirge-necklace, the stirges will attack the demon.

The creation itself has two attacks, 1 with each hand. If a hit is scored, the stirge-demon has grasped its victim and its nails are embedded in the victim's flesh. It can then draw the victim's blood through its hollow nails starting on the next round at the rate of 240 per round until it has drained 24 hit points worth of blood when it will withdraw, stale. As with a stirge, the only way of dislodging it from its victim is to kill it. Any victim hit by the stirge demon must save vs disease cast on the wound within 24 hours or a disease of the blood will set in.

Although the stirge demon cannot fly, it will often be carrying or have drunk a Potion of Flying. The demon will never, while alive, surrender its necklace.

WERESNAKE By Cas Liber

No Appearing: 3 – 18
Armour Class: 7
Movement: 15" per hour
Hit Dice: 3d8 + 3
Treasure: C
Attack: By weapon type or bite for 1d8 plus poison
Alignment: Neutral evil
Monsters: 42 (level IV in 12 levels)

Werewolves, or serpent-men, live in damp, dark places such as dense jungles, river caves and marshes. Whenever werewolves are encountered, there is a 60% chance for each that it will be accompanied by 1 – 3 giant poisonous snakes. If not, then a werewolf can still summon 1 – 3 more.

A werewolf attacks either by weapon type, usually a scimitar, or with its poisonous bite. The victim must save vs poison or die. Usually it will stalk its victim before attacking.

In common with other lycanthropes, the werewolf is a human with the ability to assume animal form. The animal form of the werewolf is that of a scaled human torso with two arms and a normal head apart from two snake-like fangs. The lower part of the body is that of a snake. The werewolves can only be hit by +1 or better and other weapons.

MURYAN By Roger E Moore

No Appearing: 8 – 80
Armour Class: 2
Movement: 12" per hour
Hit Dice: 1d8 + 1 and above
Treasure: B, P, O x 20
Attack: Bite for 1d6, 4 days for 1–2, or by 1–4 weapons
Alignment: Lawful neutral
Intelligence: Low to average
Monsters: 174 (level III in 12 level)

Deep beneath the earth, in elaborate sunken systems in rocky and rough terrain, dwell the muryans. They are an insectoid race that resemble large ants that walk on their rear pair of legs. They have two pairs of arms available for manipulating objects and making tools, and muryans may engage in combat with a weapon in each of their claw-like hands. They use no armour or shields, relying on their tough, glossy, black chitin to protect them. Their eyes are large, bright and multifaceted. They have superior infravision and may see up to 120" feet in the dark. Bright light, however, does not affect them in the slightest, and they are not blinded if a magical light spell is cast upon their eyes. They range from 6" to 7' tall when standing erect.

Muryans are excellent miners and can carve channels through solid rock with ease. They particularly enjoy searching for precious gemstones and rare minerals. Because of a peculiar empathic bond with insects, muryans use giant ants as pets and guards, and some colonies use giant wasps for reconnaissance scouts.

Muryans are not affected by insect plague, summon insects, repel insects, or creeping doom. Ants and toad spells will not work on them either. All muryans are immune to psionic attacks and effects.

Muryans avoid contact with the upper world and its inhabitants, though they
may be encountered in dungeons and deep caverns. They have highly structured and organized societies with rigid chains of command. For every four normal murnyas encountered, there will be a level-10 leader figure with full 90 hit points, carrying four weapons that can each be used one-handed. For every four low-level leaders present, there will be a medium-level leader with 248 + 2 hit points, fully armed and capable of moving at 15'. In any group of murnyas greater than 10, there will be a high-level chief with 248 + 2 hit dice (full hit points, 180 who can move at 15' and can cast an insect plague once per day as a 10th level druid. While it is possible to deal peacefully with murnyas, these beings will attack any intruders into their lairs without hesitation. They speak only their own language and may communicate with any insectoid creature.

**SPRITE KNIGHT**
by Phil Masters

No Appearing: 1
Armour Class: 3
Movement: 9' 1/8'
Hit Dice: 1d8 + 2
Treasure: L, M, N, (50%) 1 map
Attack: See below
Alignment: Neutral good
Intelligence: Very
Monstermark: 7 (level II in 12 levels)

A sprite knight is an exceptionally robust sprite who chooses to defend his race and forest from evil intruders. Such a one has the full sprite powers of concealment, invisibility, silent movement and detection of good/evil. In addition, he can cast protection from evil, insect plague, and speak with animals once each day at 6th level power. It saves as a 4th level fighter/magic user. The sprite knight carries normal sprite weapons, plus a lance tipped with the same drug as the sprite arrow, which it can use for one hit only for 1d4 damage. Any sprite knight will own an utterly faithful mount, that fights for its rider in battle; 5% chance a giant (1 hit die); 15% chance a bloodbuck; 20% a wild boar; 40% a wild dog; and 20% chance a large spider. Each has a 30% chance of being accompanied by 2 - 5 normal sprites as allies.
The superior armour class of these beings results from their use of lightweight armours made of leathers and insect parts, cunningly fashioned to allow them full use of their natural agility. Sprite knights are brave to the point of impetuosity, or even foolishness, and a little rain, but they combine this with a strong sense of humour and honesty and a fierce devotion to their task. Each speaks sprite, common tongue, Draconic, pixie, and the language of Neutral Good.

**VAMPIRE WOLF (COACULA)**
by Trevor M. French

No Appearing: 2 - 8
Armour Class: 5
Movement: 18'
Hit Dice: 4d8 + 3
Treasure: D, S
Attack: Two claws for 1d4 each plus 1 bite for 2d4
Alignment: Chaotic evil
Intelligence: Very
Monstermark: 124 (level VI in 12 levels)

The vampire wolf or coacula (plural: coaculae) is the undead spirit of a wolf which has been slain by a vampire and returns to wreak havoc on the Prime Material Plane. They are extremely rare, and if encountered they are 50% likely to be accompanied by the vampire, for these powerful undead will often go to great lengths to kill a wolf and thus gain a ‘pet’ coacula.

The vampire wolf rises from the grave 1 - 4 days after being killed and immediately attempts to find its ‘mother’. In the presence of its master, the coacula is turned on the cleric/undead matrix as a spell (if not killed, it will then, in a night) and gains the ability to both assume phantasm form and charm person at will. Any one killed by a coacula will become a vampire in 2 - 24 hours unless raised or a remove curse is cast upon them. Coaculae cannot be affected by any spells which affect the mind—such as charm, sleep, etc.

The vampire wolf is always jet black in colour with bright, burning orange eyes.

**MINIDRAG**
by D. Parrington

No Appearing: 1
Armour Class: -2
Movement: 8' 1/8'
Hit Dice: 2d8
Treasure: Nil
Align: Neutral
Intelligence: Animal
Monstermark: Suggested level VI in 12 levels

These very rare creatures are found in various climates both above and below ground. They are scavengers and are almost always found in the company of predatory beasts by whom they are peaceably tolerated and permitted to feed on the left-over scraps of prey because of their special abilities. These abilities also make them highly valuable as pets. They are empathic with other creatures and are able to read their emotions. When with their master or accompanying predators, they will warn them of anyone approaching who means them harm by rearing up, and even attack. To gain one as a pet, the minidrag must be either raised from the egg or a wild one must be consistently fed without any intention of harm or fear. If either of these emotions is shown towards it, the creature will attack. There is a 20% chance that the creature will attack anyway if it is disturbed.

They attack by flying in and ejecting a jet of poison at +5 to hit with a 5' range. Saving throws against this flesh poison are made at -2, failure means death. Since the jet is always aimed at the face, any successful save must be followed by a second saving roll vs poison to prevent being blinded. If left undisturbed, the minidrag will never attack, being of a generally peaceful and lazy disposition.
HIDE PORTAL (Alteration)
by John Rudd and Steven Cairns

Unusable by: Magic-user,
Illuminator
Level: 7
Range: Touch
Duration: Permanent

Area of Effect: Portal touched
Components: V, S, M
Costing Time: 1 round
Saving Throw: None

By use of this spell the caster can disguise any portal by making it blend very effectively into its surroundings. The normal chance of finding a secret door applies to the chance of discovering the hidden portal. The area in which the portal stands radiates magic however.

CHAMELEON (Alteration/Illusion)
by Tony Parry and Jeremy Vaughn

Usable by: Magic-user,
Illuminator
Level: 7
Range: 10
Duration: 1 turn + 1 round/level

Area of Effect: Spell caster
Components: V, S, M
Costing Time: 1 round
Saving Throw: None

When this spell is cast the caster is able to blend into any background desired. The chance of the caster being noticed is equal to that of a halfing thief of the same level. The material component of this spell is a small leaf which must be swallowed during casting.

LEAFSKIN (Alteration)
by Roger E. Moore

Usable by: Druid
Level: 7
Range: Touch
Duration: One day/level

Area of Effect: Druid only
Components: V, S, M
Costing Time: 1 round
Saving Throw: None

When this spell is cast, the druid's skin will darken and take on a greenish tinge. Thereafter, so long as the druid remains at least 25% of his or her body to direct sunlight (usually hands, arms, head, back, or legs) no food will be required as he or she will be drawing energy from the light itself. The druid need only drink water in normal quantities the entire day. In cloudy weather the druid will have to increase exposure to the sun to 50% or more half of the normally required ration. Oak leaves are required to cast this spell, and they are rubbed over the skin as the spell is cast.

HUORN (Alteration)
by Roger E. Moore

Usable by: Druid
Level: 7
Range: Touch
Duration: 1 turn/level

Area of Effect: One true
Components: V, S, M
Costing Time: 1 round
Saving Throw: None

This druidic spell is used to animate living trees so they may engage in combat, much like treants. These animated trees, or huorns, will move and attack as if they were trees animated by a treant (3" move, 12 hit dice, AC 0, 4-24 damage/attack, 2 attacks/round). Nooms obey the orders of the animating druid and are able to communicate with him as if under the influence of the magic-user spell charm plants. Only one tree, of a height greater than or equal to 12', may be animated in this fashion with this spell. The huorn cannot be charmed, barded, or otherwise affected by enchantment/charm type spells cast by any other person so long as it is still animated by the original druid. Animate huorns are always neutral in alignment, They are affected by fire as treants are.

Next issue: Magic items – science fiction variants

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SPILLS

RESIST ELECTRICITY (Alteration)
by Steve Matthews

Usable by: Cleric
Level: 3
Range: Touch
Duration: 1 turn/level

Area of Effect: Creature touched
Components: V, S, M
Costing Time: 4 segments
Saving Throw: None

Similar to resist cold and resist fire, this spell gives protection from electrical attacks. It addorses complete immunity to electricity received by touch (eg shocking graps) and allows a +3 bonus on save vs. lightning bolts or blue dragon breath, and halving the damage taken (1% damage if save fails, ½ if save made). The material component for this spell is a short copper rod.

KNOW DURATION (Divination)
by J M Jones

Usable by: Cleric
Level: 3
Duration: 1 turn

Area of Effect: 1 creature/object per round
Components: V, D, M
Costing Time: 1 round
Saving Throw: See below

This spell enables the cleric to find the duration of a spell or effect (as caused by a potion, for example). This can be very useful if cast after a fly spell for instance. If the spell is cast on an unwilling creature than a saving throw is applicable. The material component is the cleric’s holy/unholy symbol.
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by our science correspondent

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