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Since the rapid rise of fame of D&D and other role-playing games thereafter, the number of new SF/F game products has been staggering. Companies have sprung up overnight, some good some bad. In the late 70s when the games were emerging people were willing to purchase just about anything that appeared. But today it’s a different story. People can now afford to be more discerning and selective with the wide choice available, and some companies whose standards have remained static are bound to go to the wall.

The indications are that 1982 is becoming the year of the great sort out, and the gaming public can only benefit as a result.

Needless to say, White Dwarf will always try to improve in quality...

Ian Livingstone
Weapons for Traveller
by Bob McWilliams

Weapons seem to be a popular type of submission to Starbase; the file has built up to such an extent that I thought we should devote two pages to them, rather than one page that Starbase normally occupies. So, here is a selection of reader's submissions in the usual Traveller format. Please note, however, that publication does not constitute an endorsement of any particular weapon — it is up to individual referees to look over a weapon carefully and decide if it is acceptable in his or her campaign.

**FLAMETHROWER**

by Ian Brotzman

This is a primitive thermal energy projector fuelled by a ten-shot backpack. The second figure in the Ammo Price column is the cost to recharge the backpack. Flamethrowers are cumbersome and dangerous — the major problem is loss of pressure causing a blowback; to reflect this, attack the firer rather than the target on a natural 'to hit' roll of 2. Nevertheless, despite its drawbacks the flamethrower is a potent weapon for its tech level.

Damage is 6d6 on impact. Additional burn damage on a roll of 7+ is inflicted using the Armour DMs: for an additional Id6 rounds thereafter.

**AUTOSHOTGUN**

by Ian Brotzman

Automatic variant of the basic shotgun, using the Group Hits by Shotgun rule. The weapon fires four round bursts, and is banned at Law Level 3. Semi-automatic single shot fire is as basic shotgun.

**HEAVY BODY PISTOL**

by David Bell

A small pistol that fires the standard automatic pistol ammunition. It outwardly resembles a small automatic pistol but is manually cycled by pushing the barrel forward. The magazine holds 4 rounds and takes one combat round to replace, two if the user is evading. Player-Characters do not have any unearned expertise and will suffer from the Untrained Usage DM. This weapon cannot be effectively used one-handed.

Equivalent to the Semmerling LM-4 .45ACP, but slightly smaller since the Traveller Auto-Pistol is partly based on a 9mm weapon. See Guns & Ammo, June 1977 for the original.

**SUBMACHINE PISTOL**

by Stephen Simkin

Lightweight version of the SMG, which can be fired from the hip with one hand as well as two. It fires on automatic (five rounds per pull of the trigger) and single shot; the selection being made by heavy or light pressure on the trigger. Magazines are not interchangeable with SMG ammunition, the round being 9mm x 18mm. Replacement of an empty magazine requires one combat round, during which the firer is treated as evading.

**SNUB RIFLE**

by Ian Brotzman

This is a short-barelled, carbine development of the SnuB Pistol. It fires 10gr bullets at up to 300 metres per second with the same warhead type availability as the pistol, and comes in two configurations, repeating and automatic. The repeating version has six chambers, fully selectable for type, and can fire once per combat round. Reloading takes one round, or two if the firer is treated as evading. The automatic version has a twenty round magazine inserted into the pistol grip. This magazine holds only one type of ammunition and takes one round to replace, during which the firer is treated as evading. First figures on the Statistics Table refer to the repeating version, the second figures after the slash to the automatic version.

**STUN PISTOL AND STUN RIFLE**

by Adam Walker

These weapons fire controlled charges of electricity and act by knocking out the target. Wounds are applied to one characteristic only. The second figure under Ammo Price is the recharge cost of the powerpack.
SHOCK DISABLERS
by Stephen Simkin

A weapon designed for hand to hand combat, particularly by starburst personnel for stunning an opponent when falling. It consists of a pair of gauntlets with 20cm cylinders attached, below the arm. Thin cables run up the arm and into a socket on the backpack that supplies high frequency electricity. The points of both cylinders must be in contact with the opponent’s body to complete the circuit. After three seconds, the shock is automatically cut out. Note: The pack must be turned on prior to use. Both the switch and a red ‘on’ light are situated on the left-hand glove. Wounds are applied to one characteristic only.

TONITE PISTOL AND CARBINE
by Steve Cook

Both of these weapons work according to the same principle. They both fire a purple ray of energy which explodes on impact. The power for this reaction is supplied from the magazine; hence the high cost. Both magazines take one round to change, during which the firer is considered to be evading. The pistol magazine fits into the butt of the gun whilst the carbine magazine is fitted behind the trigger guard.

Unfortunately, due to the nature of the weapon itself an inordinate amount of wear is caused on the barrel, necessitating frequent replacement. After a certain number of shots have been fired a negative DM is imposed (see statistics). Barrel replacement takes two rounds if the firer is considered to be evading, one if not.

The pistol is supplied with holster and spare barrel; the carbine with sling and spare barrel. Second figures on the statistics Table are for spare barrels. Extreme range for the carbine is 2km.

These weapons are often used instead of lasers when weight restrictions are an important consideration.

Note: These weapons come from Asimov’s stories, especially Black Friar of the Flame.

NEEDLE RIFLE
by Stephen Simkin

A heavy, bulky rifle that emits a high intensity laser beam, designed to be effective against Battle Dress as well as other armour. The power pack (holding 50 shots) is clipped to the top and incorporates sockets for accessories such as electronic sights. The second figure under Ammo Price is the recharge cost. The weapon is also fitted with a bipod; unless this is used it fires at a DM of -4.

PLASMA PISTOL
by Sean Masterson

This and the following two weapons are rumours to have been found in various locations, possibly associated with Ancient sites — but who really knows? The Base Prices represent an estimate of their value if commonly available; in practice such artifacts might be worth many times this to Imperial research agencies or collectors. The Plasma Pistol appears to work on the same general principle as the PGMP, but with a clip-on power unit, and is much smaller.

WIPER
by Sean Masterson

This device is sensitive to the brain waves of any intelligent creature picked up by its jam-proof polarised sensors and may scramble the brain of the target, reducing the victim(s) to a vegetable. The Wiper is a pocket-sized, wafer-thin piece of black metal with colour-coded touch sensitive controls.

WARPER
by Sean Masterson

This small hand-held weapon creates a temporary (two combat rounds) space/time vortex which sucks the victim(s) within it to any place and any time the referee wishes. The effects may be minimal or extreme.
In Open Box, science fiction and fantasy games and rulebooks are reviewed.

**Striker**

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Striker is the latest addition to the Traveller universe; it is a set of rules for tabletop miniatures battles in a science fiction setting, using either 15mm or 1/285 figures and models with a ground scale of 1mm to 1m and a time scale of 1 turn equals 30 seconds.

The box contains two dice and four booklets; Basic Rules, Advanced Rules, Equipment, and a small pamphlet of vehicle design tables. The game is played in turns, divided into phases: Command Phase – both players decide what orders or functions their officer and NCO units will give or perform. First Player Movement Phase – the first player moves his units, Units within 100m of the enemy and able to see them then check morale. First Player Fire Phase – the player who has not just moved fires his units, including artillery, at the units of he player who has just moved. The moving player then gets to make direct fire attacks back. Units taking casualties then check morale.

Then the second player takes his turn after which there is the Panic Morale Check Phase.

The rules stress heavily the problems of command and communication. Troops are divided into three initiative classes; those with high initiative basically think for themselves, and can be moved by the players at will; units of average initiative will follow orders and units of low initiative have to be led by the hand. I found this aspect of the rules most believable and enjoyable; the player gains real benefits from spreading his more experienced soldiers around to stiffen the recruits and allow them to (a) follow orders and (b) not run away screaming the first time someone is hit. Further, since it takes several turns to give even the simplest of orders, players find themselves setting up nets of conditional orders executed by a codeword or special circumstances. The stress on the difficulty of controlling troops successfully gets across the feel of being a small unit commander, as far as I can tell without having been one.

Movement and sighting are fairly standard; melee and fire combat are handled using a very clean and believable system – each weapon has a penetration rating, and each type of protective armour a defence rating; the two are respectively added to and subtracted from a 2d6 roll to determine if, and how severely, a figure has been wounded.

As each individual soldier must be monitored, the game is fairly slow-moving. Although the rules suggest forces be several dozen to about a hundred troops, with artillery, vehicle, and air support, I find it more suitable for skirmish actions with perhaps a section or two of men and may be a couple of vehicles, since that represents the limit of the record-keeping and waiting I'm prepared to handle.

The range and lethality of the weapons involved mean that forces usually choose to meet each other in areas with lots of cover, which they promptly hole up in and snipe at each other from. This is realistic, and when combined with the difficulty of controlling your troops, nerve-wracking at times.

The advanced rules bring in ammunition supply, nukes and chemical weapons, combat engineering, and similar options; also presented are a set of campaign rules concerning repair, support, and recovery of wounded, and a section allowing the user to integrate the system with both Mercenary and basic Traveller.

I have mixed feelings about the last two booklets, which cover the design and construction of every type of vehicle, aircraft, weapon system or missile a player could wish for. The design is a long and complex process, and I was disappointed to see so few examples presented. Since the players will be company commanders at best, they rarely have the chance to design their own equipment – so this burden falls on the referee (the rules suggest a referee, but I find it's possible to play without one). It might have been sensible to give a booklet the same size, but filled with examples rather than design algorithms – typical vehicles of each tech level.

As with any rules set, there are some errors. There are some discrepancies in the personal weapons table, notably the price of SMGs and laser power packs; helicopters for some reason have a completely different design procedure from other vehicles; and so on. The point which worries me most is that the sample vehicles, carrying half a dozen men each, range up to 50 feet long and 400 tons weight. Even for antigravity vehicles that seems excessive; I'm hoping it will turn out to be a typo when I check the designs through. Issue 12 of the Journal has a list of errata in the first edition of Striker, and may be worth a look.

I suspect many people will be interested in this work simply because it covers and integrates all the elements of the Traveller combat environment for the first time, and allows vehicle design – although the game is enjoyable in its own right, and perfectly playable as a stand-alone set of miniature rules; however, referees and players do have limited time available, and I for one prefer to spend it playing rather than designing tanks. The clean simplicity of Traveller is getting lost in a maze of calculations. Still, Striker, is believable and fun.

Overall: 6 Andy Slack

**Dungeon Modules A1-4**

A1 Slave Pits of the Undercity £2.95
A2 Secret of the Slavers Stockade £3.50
A3 Assault on the Aerie of the Slave Lords £2.95
A4 In the Dungeons of the Slave Lords £3.50

The A modules were originally used as the AD&D Open Tournament at Gen Con XIII in 1980. A1, A2 and the first part of A3 provided the first round, the second part of A3 the semifinal and A4 the final round. The modules have since been expanded to facilitate campaign play. For those interested in recreating the competition the original areas have been clearly marked (on the maps and where applicable in the text) and a scoring system has been included.

Each A module is a self contained adventure leading logically to the next and the availability of adventures for characters of levels 4-7 is a welcome addition to TSR's catalogue. Intended for use on TSR's World of Greyhawk they can easily be plugged into any existing campaign setting. For years the slaves have raided coastal settlements on the Sea of Gernart, carrying their victims off into the night. Resistance from rulers of the afflicted lands has been piecemeal; the occasional sea battle backed by bribery and the slow fortification of towns. Recently attacks have increased, with whole towns and villages destroyed as the slaves lay waste to the coast in their search for victims. In order to put an end to the slavers, the rulers send groups of adventurers to seek out the Slave Lords.

All four modules are located in the Pomarj, once a flourishing land, now overrun by tribes of evil monsters. The search for the slaves commences in the ruined city of Highport. Module A1 deals with the slaves' base, a ruined temple on the edge of the city. Information discovered in the temple leads the party into the wasteland of the Drachensgrab Hills to the slaves.
stockade. Pursuing further clues the party is led to the Aerie of the Slave Lords.

As can be expected from tournament scenarios the modules are tough and require skill from both DM and players. The first round modules are mainly combat orientated as the party struggles to destroy the strongholds of slaver power. They do contain a few surprises for those who forget that AD&D is more than hack and slash. A3 details the slavers’ hidden city of Suderham, A4 is in my opinion the best of the four; it is packed with intriguing situations and requires a thoughtful and subtle approach.

DMs running the modules need to be flexible; room descriptions in the tournament areas are often given for only one of the available entrances existing in campaign play. Once play commences it is incumbent on the DM to rearrange the occupants of rooms as these are not passive dungeons, the inhabitants react quickly and intelligently to intruders. In order to avoid heavy party attrition players will have to be on their toes as certain areas are designed to kill the unwary or the foolish.

Each module has been written individually using the slavers as a common theme. This has worked well ensuring different approaches from the authors and new monsters for use in each of the modules. The ideas contained in these dungeons will be a source of inspiration to DMs even if they are never played.

Unfortunately the series is not without flaws. As TSR increases its output of material standards are declining. There are numerous errors in the text and on some of the maps. On page 14 of A2 part of a sentence has been omitted, though the meaning can be gleaned with a bit of thought. The characters provided for tournament use are riddled with errors and the errors change from module to module. I would advise any one using these to check them very closely. Editing has not been done very scrupulously in the case of modules A3 and A4. It is the designers intention in A3 that one of the NPCs should reappear in A4, when A4 is checked for, a mistake is made: instead, sufficient note space for that extra special trap for the next level. As a bonus for FRP gamers, the map is ideal for Stormbringer, Chaosium’s role-player on the same subject (which has its own map, but not as large or colourful).

GRIM TOOTH’S TRAPS
Flying Buffalo Inc £3.95

In this 54 page, A5 booklet there are 101 new ideas for pits, traps and tricks, with which the Games Master of any FRPs can bewilder, — or kill — his dungeon delving players. Each trap, trick or whatever is fully described, and where appropriate, neatly illustrated, but, to preserve the universality of its use, no references to the mechanics of any particular game are made: instead, sufficient note space is left in the margin for exact probabilities and effects to be determined by the individual GM — though the concepts of death, mutilation and amputation are common to all games, and a likely result from most of the traps.

In fact, although the effects of traps vary from mild confusion and irritation to the possible elimination of the whole party, most of the traps seem likely to kill one member of the party pretty thoroughly, and convince the rest to go elsewhere. However, a ‘deadliness rating’ is provided for each trap — something which seems to be of dubious accuracy, or necessity.

There are Room, Corridor and Door traps, and item traps which provide a more imaginative sting in the tail of a treasure hoard than the standard cursed items. Some are entirely automatic, whereas others are manned, willingly or not, by monsters. (Though they look all right on paper, I don’t think Newton or Einstein would be very impressed by the mechanisms of some of the traps. It’s about time someone researched the spells of eliminate friction, supercharge spring, and magic motor that might make them go).

Although perhaps a little expansive, Grimtooth’s Traps is none-the-less a demon-send for the referee who is always looking for that extra special trap for the next level. Beweeful, though: there is therein the potential for campaign destroying overkill.

Overall: 7
Nicholas Dougan
PART III: RUNNING TOWNS AND CITIES

Government and Customs
All towns and cities would be, to some degree, centres of government, ranging from a capital city to a small town managing some of its own affairs. The form of government would depend on the type of state in which the town/city was situated; but for the purpose of this article, only those forms which existed in medieval England will be considered.

In any town, the whole place could be under the control of one individual — a king, noble or ecclesiastical lord. The feudal system of government was very simple in that it was based upon the running of a castle. In charge of the hall, where the lord ate, would be the steward and master butler, while the bed-chamber would be the responsibility of the chamberlain and the treasurer (the lord’s treasure was often kept under the bed!). The chapel would be in the care of the chancellor, while the constable and marshal would look after the stables (and kennels) and the castle’s defences respectively.

In practice, the responsibilities of the lord’s officers were much more far reaching. The steward, for example, would manage the lord’s estates with underlings to handle the day-to-day tasks; the lord’s chamberlain might be responsible for tax collection; while the master butler might be in charge of a town’s trade and the marshal, its defences. A king’s officers would be powerful nobles and would serve his in the administration of the state. Similarly officers of a lesser lord would help administer his fiefs, including towns and cities if he held any.

Townsmen would generally have some say in their affairs, though this might be limited to their having a Merchant Guild, often seen as representing the town as a whole but originally intended to regulate the town’s trade. Initially, entry to the guild was open to any burgess who paid the fee and swore an oath of loyalty. In many places, only guildsmen could sell goods by retail. The guild would collect tolls from non-members and the rents from market stalls and shops, as well as the charges for the use of the town’s standard weights and measures. The guildsmen elected their own officers, chief of whom was the alderman.

Alternatively, the townsmen could be responsible for collecting their own taxes, and for appointing the reeve who accounted for them yearly at the exchequer of the lord. Further moves towards independence might be a town’s incorporation, which meant that the town had a legal existence of its own and could sue, be sued, hold property in its own right and issue by-laws; or a town becoming a borough, in which case it would have an elected sheriff with his court and officers and would be treated differently from the surrounding countryside. As a town’s independence increased, new offices would be created or merged with existing ones — the alderman of the Merchant Guild might be merged with the new office of mayor. There was no standard form of government, though there were a number of offices.

The mayor symbolised a town’s unity, though mayoral elections were often accompanied by riots! He presided over major public occasions accompanied by his sword-bearer and sergeants-at-mace bearing the borough regalia. The mayor would be aided by bailiffs who had financial and legal responsibilities to the king or overlord, even if they were appointed by their fellow towns- men. The titles of bailiff, reeve and portreeve were generally interchangeable (a port was any trading town, not just those with access to waterbourne trade), and these officers presided over courts and collected taxes and tolls. Some towns dispensed with mayors and were ruled by two bailiffs. In county boroughs, the bailiffs were often replaced by the sheriff. A chamberlain or steward might be at hand to account for the town’s money and they would rank high in the civic hierarchy.

Town officials might also have sworn councils to supervise or advise them, generally of 12 or 24 members including the officials themselves. These councillors went under various names: jurati, aldermen, portmen, or chief portmen, for example. In many boroughs, aldermen were responsible for separate wards and kept the peace in them with the aid of their constables. There might also be a recorder (professional law officer); one or more coroners appointed to keep records of crimes pending the arrival of the Royal Justices; and a town (or common) clerk and a sheriff’s clerk recording town, council or court business, supervising election procedures, etc. These might have been career officials or have served compulsorily under threat of fine.

There would also be lesser officials, some paid and some not, including beadles, ale-tasters, sealers, searchers, weighers and keepers of the market, ferrymen and porters, clock-keepers and criers, paviours, scavengers and street-cleaners, gate-keepers and several ranks of watchmen.

These officials could be appointed in a number of ways: by the ‘congregation’ of the whole town; by the council; or by a two-tier system with the council choosing from those put forward by the town’s congregation. The posts might be held yearly or on a lifetime basis. There might also be concentric rings of government with a common council and one or more inner councils.

As an example, when the king granted Ipswich the right to collect its own taxes, the town’s congregation elected two bailiffs and four coroners to manage its affairs. Two beadles were then appointed to work under the bailiffs, their duties being to make arrests, distraints, etc., while one of them also had charge of the prison. The bailiffs were elected to serve for one year, but no fixed term was set for the other offices and no provision was made for electoral meetings. (In some towns, important posts became almost hereditary.) The bailiffs and coroners then chose four lawful men from each of the town’s parishes, and these in turn chose the 12 chief portmen to govern and maintain the borough and its liberties, render judgements, and decide what was useful to the town with the advice of their peers. Ipswich also had a common clerk (who absconded with the town’s records in 1272!) but does not seem to have had chamberlains until 1320.

Town crafts might be regulated by craft guilds which were generally viewed unfavourably by oligarchic town councils who preferred to regulate the crafts themselves. Town governments dominated by cloth-dealing entrepreneurs would try to keep workshops and fuller’s for the economic subservience, for example, or try to get their guilds’ royal charters rescinded. Craft guilds also had social and religious functions. They often had their own chapel
dedicated to the patron saint of their craft, operated what amounted to sickness and insurance schemes for their members through mutual charity, and functioned as associations for general sociability and drinking as well. Land in the towns was held by burglary tenure. A yearly rent was paid to the owning lord and, unlike rural areas, no onerous services were due. Also the leases on land were freely transferable. It must be decided what rights were enjoyed by burgesses, and who qualified for them. Often, only Merchant Guild members were free from tolls, but in other cases it was a right of all burgesses, and there were various ways of qualifying as one. Living unchallenged within the borough for a year and a day could be enough to gain burgess status. Alternatively, it might be necessary to hold land in the borough and pay 'scot and lot' (the full dues of householders) or to be a member of a crafts guild after having served an apprenticeship, or to buy burgess status for a lump sum. If the townsman had some say in the government, tolls would be light upon raw materials and those goods which the town itself could not provide, but heavy on goods from competing towns. The toll of an overlord would be more arbitrary, as his main interest would be to increase his income by any means possible.

Special tolls might be in operation against foreigners (ie non-burgesses) or the burgesses as well, such as murage for the building or repair of town walls, passage for paying the streets, or pontage to pay for the building or upkeep of bridges. Tallest, an arbitrary direct tax, might be levied occasionally, either on non-burgesses or upon the town as a whole, the proceeds going to either the king or the town itself. Many towns had different levels of tolls for natives of different places.

There are also various religious, social and local customs (marriage and so on) to be decided. Books on folk customs can be a rich source of ideas on these.

Law and Order
There were three main types of law court in medieval England: church courts, baronial courts and king's courts. The church courts generally gave lighter penalties, but were only open to churchmen, though even church doorkeepers could be counted as such. The baronial courts ranged from ordinary manor courts to those of the greatest barons. Manor courts only dealt with minor offences, such as breaches of the assizes of bread and ale, minor assaults, etc. They could not deal with cases of murder, arson and robbery, for instance, though some great barons were empowered to do so. Where lords did not have a right to a manor court, the minor cases went to the hundred courts (a hundred being a division of a county) held twice yearly and presided over by the county sheriff.

The shire or county courts were presided over by the sheriff with judgement by a jury of 12 freeholders of the county. To prevent sheriffs abusing their powers, especially when they were also borough sheriffs, a statutory body was replaced by officials of lower rank, and royal judges were sent on tour to try important cases.

Most boroughs would have their own court, the borough moot or portmannot, though sometimes they remained under seignorial control as though it were a manor court. These would be concerned mainly with trading disputes, weights, measures, tolls and penalties connected with these, enrolment of deeds concerning town properties, enrolment of probate wills, wardship of orphans, widows of burgesses and their rights, and with nuisance cases such as premises frequented by drunks or thieves. Also the sheriff's court was the place where the criminal was caught in the act, would usually be reserved for the Royal Justices, though some towns had the right to have burgesses tried within the town by an all-burgess jury. The borough moot was later joined by various subordinate courts such as the sheriff's court or the mayor's court, which dealt with the increasing volume of commercial cases. In some towns, the wards had their own courts under their alderman. The ward courts dealt with policing, defence, public hygiene, and so forth.

In medieval times, the ideal case would be where the criminal was caught in the act and run down by a 'hue and cry', in which case he would be punished without trial. Hearsay evidence was also valued, and when the Shire courts were in session, 12 local men would present the sheriff with the robbers and murderers of the locality. The sheriff would have the suspects apprehended, but as he was not empowered to deal with such crimes, would pass them in turn to the Royal Justices when they came around. However, hearsay evidence was not enough to condemn anyone. Suspected criminals, therefore, were tried by ordeal or combat, so that God could decide their guilt or innocence. Townsmen, however, soon attained the right to defend themselves against criminal charges brought by the sheriff, and trial by ordeal became less popular, so trial by jury became the norm.

Similarly, in civil disputes (which mostly concerned land rights) trial by combat, which could be between champions in these cases, was increasingly superseded by the sheriff's empanelling juries of local men to decide upon the outcome.

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boroughs lands after the harvest, for example, and there could be festivals to celebrate this. Certain fairs, such as the wool fair, take place in the wake of the specific agricultural events. Not all fairs would be concerned with trade, however. There might be a yearly job fair where apprentices were taken on and journeymen gathered with the tools of their trade in the hope of finding a master for the following year.

Several events could be the election of town officials, and a parade by the town militia. There might be one or two carnivals, perhaps of religious significance such as the performing of mystery plays by the various crafts guilds. ‘Cultural’ events could include tournaments, games, races, gladiatorial contests, bards or dramatic contests and so forth. Each regular event would be accompanied by an influx of appropriate visitors to the town. Provision should also be made for one or more random events to occur which affect the town’s dignitaries and denizens, such as outbreaks of banditry, piracy, crop damage, and strikes. Criminal plots could be uncovered and initiate a house-to-house search; speculation in the town treasury; and plots could be uncovered in connection with interest, craft or political groups. Finally, events could occur which affect the town’s dignitaries and denizens, such as marriage, death, robbery, kidnapping, murder, a stroke of good/bad luck in business, etc. Provision can be made for these to also happen to resident PCs. Naturally, the less serious events would be more common and their nature will depend on the type of town.

Urban Encounters

Two things must be determined about any urban encounter: its exact nature and the NPC’s involved. A separate table is needed for each. The encounters would vary both with the time of day and the area of the town, and the tables should reflect this. The different quarters (main routes, docks, merchant quarters, etc.) might each have a separate column in each table, subdivided into two or four different times of day. It is important that each area has its own distinctive flavour. Meticulous DMs might have a column for each street.

Apart from encounters deliberately initiated by the DM in connection with an adventure, there are three main types. With those initiated by the player characters themselves, the players know the form that the encounter should take — even if the DM doesn’t! — and the only thing to be determined is who is around for them to talk to. This is dealt with below. The encounters covered in the first table are those where the players observe or are attacked. One of the main streets when an encounter occurs. Using the encounter calls for one or more residents, a house number in the appropriate street quarter or area, and the type of encounter is called for. From Table I, we see that some of these will be concerned with trade, however. There might be some PC who makes most of his money stealing goods from docksides warehouses and his cronies. Are they really drunk? And are they really friendly? — and the only thing to be determined is who is around

The first thing to determine about any NPC encountered is whether they are residents of the street/area, natives (of the town but not the area), or strangers to the town. There should also be various chances as to their sex and whether they are drunk. The sensible keying of the town directory and map helps with encounters. The directory should be keyed in order of social level, with those of similar occupation grouped together in each section. The map should be keye to not only the directory, but also to each street or quarter in the town. If this has been done and the encounter calls for one or more residents, a house number in the appropriate street quarter or area, and the type of encounter is called for, and by consulting the building’s town directory number, the resident(s) can be brought into play. If the NPC is a native, the lower section of the second table must be consulted to determine his/her social class. The town directory can then be used to randomly select a member of that class. The native could turn out to be a resident.

Strangers to the town can be treated similarly to residents to determine their social class and/or occupation. The calendar will determine when there could be any event which has brought them to town, or they could be on business, visiting relatives or friends, stopping over en route to somewhere else, etc. They would be most often found on the main streets.

Because the DM has no way of knowing in which areas urban encounters will occur, it is difficult to pre-roll the encounters, but a few lines of the relevant types of dice throw should be noted down before play begins and the appropriate tables consulted when the need arises. For example, suppose that the first number in the line for the types of encounter is 6, and that the first line of pre-rolled figures for the NPCs encountered is — 9, 27%, 74%, 47. Now, suppose that the party is walking down one of the main streets when an encounter occurs. Using the example tables, a 6 on Table 1 tells us that the party witness a drifter, a prostitute, a thief, and a native. Looking at Table II, the figures we have tell us that the parties involved are a group of bachelors, a good looking woman, and a veteran of some sort. Of course, this is not all. A die roll tells us that there are four of them, and from the town directory we find that they are the wife, two teenage daughters, and maid of a master stone-mason. Hardly the types for boisterous behaviour, so more likely to be on their way to/from friends, though they might be the victimes. The next row of figures (11, 43%, 14%, 27%) gives strangers, male, drunk, and of social class 3 (more like it!). A die roll gives 7 of them, and a look at the town directory and calendar tells us that they are journeymen leather workers in town for the annual beer festival, and are making ribald comments and gestures at the expense of the four ladies. What the player characters do now depends on whether they are gentlemen or not!

As a further example, suppose that the figure we have for Table I is 67, and those for Table II are 6, 83%, 47%, 82. The party are on some nocturnal escapade in the dock area when an encounter is called for. From Table I, we see that some NPCs(s) want to befriend the party; Table II tells us that the NPC(s) are resident, male, and drunk (the last number being inapplicable as the NPC is a resident). There are 20 houses in the street in question, a dice tells us the NPC(s) come from no. 14 — they turn out to be Shadowjack (a pawnbroker/thief who makes most of his money stealing goods from docksides warehouses) and his cronies.
GUNS FOR SALE

by Steve Cook

Starbase is a regular department devoted to readers' ideas for Traveller, edited by Bob McWilliams. This issue, we look at a weapons availability system.

At the start of many adventures players wish their characters to go down to the nearest hardware store and buy a couple of FGMP 15s for their forthcoming 'Trade Mission'. A problem many referees face is whether the weapons would be available to the player character. The following system is designed to calculate the chance of a particular weapon being available, any variation in cost and the waiting time.

Weapon Availability
The figure quoted below is the base chance of that weapon being available at the minimum possible Tech Level, at the maximum legal Law Level (that is one before it is made illegal), in a specialist gun shop. It includes the weapons found in the article elsewhere in this issue.

Base Chances:
Accelerator Rifle  ... 50%  FGMP 12  ... 2%
Adv Cmbt Rifle    ... 40%  FGMP 13  ... 2%
Assault Rifle     ... 60%  FGMP 14  ... 1%
Auto Canon       ... 1%  Plasma Pistol  ... No
Auto Pistol       ... 55%  Pike    ... 40%
Auto Rifle        ... 35%  RAM GL  ... 25%
Auto Shotgun      ... 30%  Revolver ... 70%
Bayonet           ... 75%  Rifle    ... 65%
Blade             ... 75%  Shock Disablers ... 20%
Body Pistol       ... 60%  Shotgun ... 70%
Broadsword        ... 45%  SMG     ... 35%
Carbine           ... 60%  Snub Pistol ... 50%
Cutlass           ... 55%  Snub Rifle ... 35%
Dagger            ... 95%  Spear    ... 60%
FGMP 14           ... 1%  Stun Pistol ... 30%
FGMP 15           ... 1%  Stun Rifle  ... 25%
Flamethrower      ... 5%  Submachine Pistol ... 40%
Gauss Rifle       ... 25%  Sword    ... 50%
Halberd           ... 40%  Tonite Pistol ... 20%
Heavy Body Pistol ... 40%  Tonite Carbine ... 30%
Laser Carbine     ... 20%  VRF Gauss Gun ... 1%
Laser Rifle       ... 20%  Warper    ... No
LAG               ... 40%  Wiper    ... No
Needle Rifle      ... 10%  

Note: These figures may seem to be strange but it should be born in mind that they are for the minimum Tech Level. No means none for sale.

The resultant figure should be amended as follows:
- Per Tech Level world is above minimum for weapon  ... +10%
- Per Tech Level world is below minimum for weapon  ... -15%
- Per Law Level world is above maximum for weapon ... -15%
- Per Law Level world is below maximum for weapon ... +10%
- If purchased at a non-specialist shop, eg. hunting shop ... -15%
- If purchased at a general shop  ... -35%
- Per level of Streetwise skill character has ... +10%
- If purchased on the Black Market: Black Market:
  Per level of Streetwise skill character uses ... +10%
  Per level of Bribery skill character has ... -15%
  These Black Market adjustments are used in addition to the normal adjustments.

Weapon Prices
The cost should be modified as follows:
- If purchased at a non-specialist shop, eg. hunting shop ... +10%
- If purchased at a general shop  ... +30%
- Per Law Level world is above maximum for weapon ... +15%
- Per Law Level world is below maximum for weapon ... -30%
- Per level of Streetwise skill character uses ... +10%
- Per level of Bribery skill character has ... -50%
- To calculate the waiting time (time for the shop to get the gun etc.) roll percentage dice:

  01-50 No delay - available straight away
  51-75 Wait of 2d6 Hours
  76-90 Wait of 2d6 Days
  91-00 Wait of 2d6 Weeks

Note: payment will usually be in advance.
This system should also be used when buying ammunition. It could also be used in reverse when characters were trying to sell weapons - the base chance would be of someone wanting to buy the weapon.

Example: A character with Bribery 1 and Streetwise 1 on a Tech Level 10, Law Level 4 planet is trying to buy a carbine. His base chance is 60%, modified as follows: Tech Level 10, +50; Law Level 4, 25%; Purchased at a specialist gun shop, no penalty, Streetwise 1 +10% = a final chance of 95%.

The cost will be: Law Level 4, +15%; = 230 cr (not including Tech Level changes). Percentage dice are then rolled to see how long the wait would be. The carbine is a light assault weapon (illegal at Law Level 4) with a maximum legal Law Level of 3.
RUMBLE AT THE TIN INN

A Bar-Room Brawl for RuneQuest

by Michael Cule

This is a scenario written in imitation and appreciation of Lew Pulipher’s D&D Barroom Brawl, and is set in Apple Lane. I first used this scenario to introduce players to the RQ game-system and begin my current campaign. The NPCs in this scenario were drawn from Apple Lane and it can lead naturally into the scenarios of that book. If you want to develop further scenarios you might try hunting up the Temple of Mallia that Maldoon serves, or defending the village against irritable trolls if the two sent to fetch Shuffle die. The following special rules and notes apply:

1. All pieces are set up in the position shown and with the facing shown. 1707/5 in the position column indicates hex 1707, facing 5. Pieces placed in hexes with chair symbols are assumed to be begun the game sitting with their weapons and shields on the table or floor. It takes one SR to stand and the standard five to ready each weapon or shield. Exceptions: the NPC Shuffle remains off the board until someone enters his room, and the two trolls enter at the position shown on MR5.

2. Each hex is one metre; three hexes or parts of three, moved through equal 1SR. For these purposes a shift of one or two hex-sides in facing equals one metre. The first number or set of numbers is where the tables are. the second two (if given) the directions they face. 1003, 0902/5-2; 1106, 1107, 1108/5-3; 0705; 1212, 1115/2-3, 1902 0416/0417; 1509, 1610, 1710/5-2; 1512, 1613, 1713/5-2; 0408, 0508, 0609/5-2; 0410, 0510/5-2; 0202, 0203/6-3; 0208, 0209/6-3.

3. During the first phase of the Melee Round (MR hereon in) — Statement of Intent — the characters’ intentions will be stated in the order given in the Statement Order column, in low DEX first and if DEX ties, low POW first. This is to reflect the chance of high DEX and POW characters reading and reacting to others’ intentions. However, in the second phase — Movement of Non-Engaged Characters — the order must be reversed, with highest DEX moving first.

4. The werebear Thursas will not wake until MR4, but will be able to move in that round; he will turn into wereform at the end of MR5. He should not know how long it will be before he turns into wereform.

5. Neither Thursas nor Maldoon should be given to players as permanent game balance.

6. Special Movement Rules. Forward-side-steps are free from extra cost. Back-steps take a full SR, opening a door takes 2SR.

7. There is no fixed length to the scenario. If things seem to be getting out of hand Bulster Brewer will go to fetch the Sheriff and his arrival will end the scenario.

8. The farms in this scenario are identical rusticis. All are mildly suspicious of all foreigners, have 11 in all characteristics, and carry identical walking sticks/cudgels, which they use 2-handed (or 1-handed if necessary) at 36% attack and parry, doing 1d6+1 damage. They are unarmoured, and carry 1d6+1 Clacks.

9. There are 2x100 Lunars in the till, or its equivalent.

10. The date is Willyday of any week, any season, any year, during the Lunar occupation of Dragon Pass.

11. The Map. This shows the bar at the Tin Inn and the second floor, with a balcony. Upstairs are Bulster’s rooms (A&B) and guest rooms C-F, and a balcony over the courtyard. Hex 1501 marks the till, 1906-7 the service counter. Below the upstairs rooms is the stable, accessible only from the outside.

-- The first number or set of numbers is where the tables are. the second two (if given) the directions they face. 1003, 0902/5-2; 1106, 1107, 1108/5-3; 0705; 1212, 1115/2-3, 1902 0416/0417; 1509, 1610, 1710/5-2; 1512, 1613, 1713/5-2; 0408, 0508, 0609/5-2; 0410, 0510/5-2; 0202, 0203/6-3; 0208, 0209/6-3.

Chairs: 1707; 1907; 1503; 1301; 1007; 1009; 1208; 1103; 0903; 0704; 0605; 0607; 0411; 1112; 1712; 1714; 1606; 1708; 1711; 1312; 1211; 1112; 0507; 0601; 0509; 0406; 0109; 0102; 0103; 0302.

Beds: 0414-0425; 0419-0420; 0819-0820; 0718-0719; 0116-0117.

Player Characters

1. MALDOON (Human Male, 21).

STR: 15; CON: 13; SIZ: 12
INT: 8; POW: 11;DEX: 6;CHA: 15

Short Sword: (1d6+1+1d6) SR9 50% Parry 50%

Points 20

Large Shield: Parry 25% Points 16

Defence: 8; Move: 9

Spells: protection 2, sneeze (Cults of Terror p29)

Skills: Prepare Disease Potion 40%; Riding 60%; Spot Hidden 45%; Spot Trap 30%; Tracking 30%; Camouflage 45%; Hide in Cover 30%

Languages: Speak Praxian 40%, Speak Sartarite 20%.

You are an ex-slave, escaped from the Unicorn Tribe and embittered by your experiences, and have become a voluntary initiate of Mallia. You have prepared a potion of Soul Waste and wish to introduce it into people's drinks; you are also a carrier of the disease and can attempt to infect people by standing next to them for 2 whole MR. You have 70L in cash on your person.
THE ADVENTURERS

Good men and women are needed to help civilise the Borderlands. Seven scenarios of varying complexity will test the wits and skills of your player-characters. Their success (and lives) will depend on their ability to fight, guard, investigate and explore. If they survive you will have characters fit to face anything in Glorantha or your own adventures.

Borderlands is the new RuneQuest scenario pack from Chaosium. The campaign is set along the River of Cradles, a fertile valley that separates the devastation of Vultures Country from the Plains of Prax. You can play the adventures separately or as a campaign which can be run into the Griffin Mountain campaign pack if you wish.

WANTED

Scouting the Land - Aid Duke Raus in his efforts to clear the river of pirates; Jezra's Rescue - Recover a kidnapped child from the Tusk Riders; Revenge of Muriah - Exterminate Broos or perish from their plagues; 5-Eyes Temple - An assault on the Newtling's temple; Condor Crags - Steal eggs from the King Condors of Prax, birds so large that they could be the mounts of men; To Giant Land - Venture to a giant's castle to recover a magical sword.

WHAT YOU GET

Borderlands contains two referee's booklets, one is a guide to the campaign area, its society and personalities, the other contains detailed encounters for Gloranthan races including Praxian Riders, Filthy Broos and The Morokanth. Seven separately bound scenarios. A "17"x22" campaign map and play-aids which include original documents and maps for the player to use. Boxed £12.95

Borderlands is part of the RuneQuest range of adventures and play-aids published by Chaosium which also includes Stormbringer and Call of Cthulhu. Chaosium products are distributed in the UK by Games Workshop Ltd. If you experience any difficulty in obtaining the product of your choice, simply send a SAE to Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP for a price list and mail order form.
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N.B. Figures are not shown to scale. Actual scale 25mm.

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2. LIRIEL THE LUTE (Human Female, 21).

STR: 10; CON: 16; SIZ: 20
INT: 17; POW: 12; CHA: 12
Skills: Oratory 35%.

LlRlELL
You recognise Liriell, having seen her in a player troupe at Boldhome.

3. BIG ARGH (Dark Troll Male, 21).

STR: 20; CON: 10; SIZ: 21
INT: 13; POW: 11; DEX: 9; CHA: 18
Skills: Spot Hidden Item 45%; Pick Lock 40%; Pick Pockets 50%; Move Silently 85%.

Languages: Speak Dark Tongue 80%; Read/Write Dark Tongue 80%.

Defence: 5%; Move: 8

4. SHIFTER (Human male, 21).

STR: 11; CON: 13; SIZ: 17
INT: 14; POW: 14; DEX: 10; CHA: 15
Skills: Oratory 35%.

LlRlELL
You are an ex-mercenary formerly employed by the Lunar Empire's Native Sargents but you are hampered by knowing little of the local language.

5. 17. ALMARO THE OUTCAST (Human male, 21).

STR: 13; CON: 9; SIZ: 17
INT: 13; POW: 14; DEX: 14; CHA: 17
Skills: Riding 80% (but only High Llama); Spot Hidden Item 55%; Spot Trap 35%; Tracking 38%; Camouflage 30%; Hide in Cover 30%; Oratory 60%.

Languages: Speak Praxian 65%; Speak Sartharine 25%.

Defence: 5%; Move: 8

Spells: Countermagic 2, Disruption, Bladesharp 2.

6. LITTLE ARGGH (Dark Troll male, 18).

STR: 12; CON: 8; SIZ: 20
INT: 13; POW: 14; DEX: 12; CHA: 11
Skills: Spot Hidden Item 45%; Pick Lock 30%; Pick Pockets 50%; Move Silently 85%.

Languages: Speak Dark Tongue 80%; Read/Write Dark Tongue 80%.

Defence: 5%; Move: 8

7. 23. CERBETELES (Human male, 21).

STR: 12; CON: 11; SIZ: 13
INT: 16; POW: 9; DEX: 17; CHA: 13
Skills: Riding 80% (but only High Llama); Spot Hidden Item 55%; Spot Trap 35%; Tracking 38%; Camouflage 30%; Hide in Cover 30%.

Languages: Speak Praxian 65%; Read/Write Sartharine 25%.

Defence: 5%; Move: 8

Spells: Healing 2, Disruption, Bladesharp 2, Speedart.

8. CERBETELES (Human male, 21).

STR: 12; CON: 11; SIZ: 13
INT: 16; POW: 9; DEX: 17; CHA: 13
Skills: Riding 80% (but only High Llama); Spot Hidden Item 55%; Spot Trap 35%; Tracking 38%; Camouflage 30%; Hide in Cover 30%.

Languages: Speak Praxian 65%; Read/Write Sartharine 25%.

Defence: 5%; Move: 8

Spells: Healing 2, Countermagic 1, Disruption, Bladesharp 2, Speedart.

9. 16. LITTLE ARGGH (Dark Troll male, 18).

STR: 18; CON: 12; SIZ: 20
INT: 13; POW: 14; DEX: 12; CHA: 11
Skills: Oratory 35%.

Languages: Speak Dark Tongue 80%; Read/Write Dark Tongue 80%.

Defence: 5%; Move: 8

Spells: Healing 2, Disruption, Bladesharp 2, Speedart.

10. BURER BREWER (Spear 1H, SR7).

BRETHRA: Hit Points 12, Defense 5%. Bok Leadhead: No Defense.

Petals: Hit Points 13, Defense 5%; 2H Spear damage 1d8+1+1d4, Javelin's damage 1d10+1d2.

AVAREN BOSOM: DEX 14; HPs 17 (so 7-6-5), Defense 15%; club SR8.

Shuffle: Move 6; HP 4-3-2; no Defense; Dart SR2.
### SCIMITAR

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### HAND AXE

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### HEAVY CROSSBOW

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### FOOTMAN'S MILITARY PICK

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### DART (THROWN)

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RUNERITES

RuneRites is a regular department devoted to RuneQuest, edited by Oliver Dickinson. This issue, a look at invisibility and magic in general.

INVISIBILITY and MAGIC

Here's something to put in a treasure instead of some of the more run-of-the-mill items — but note that it is fairly valuable, and unlikely to be possessed by anyone but a troll. Some comments by Greg Stafford on the invisibility, concealment, and vision spells, and some of my own, follow this.

THE CAP OF SIGHT
by Jim Sizer

Description: A perfectly normal-looking leather cap, good for 1 point protection; normally of large (dark, great, or mistress race type)


Knowledge: Cult Secret; Famous; Few.

History: During the Gods War, Kyger Litor realised that when elves attacked troll strongholds their invisible pixie scouts could easily warn them of troll outposts. To counter this, she showed some troll heroes how they could Herokuest and find these caps. Many did so, but there are now few intact caps, and the way to make them has been lost, although troll researchers are trying to recover the knowledge.

Procedure: Go on the Herokuest, recover the lost knowledge, and make your own (only applicable if you are a troll or worship Kyger Litor, I take it — O.D.). Alternatively, find a cap (and kill the usually attached troll) and attune it to yourself, at a cost of 1 point POW (permanent loss).

POWers: The wearer is immune to all invisibility effects, both the spell and natural (as with pixies) or Chaotic invisibility. In addition, if a concealment Rune spell is affecting the owner's eyesight, he/she can see the person under concealment if the caster's POW can be overrider. This 'attack' is automatic, and need not be initiated by the owner.

Value: Generally about 8000L, more to enemies of Aldryami; but those who recognise one might be able to buy it for the cost of an ordinary leather cap.

SPELLS WHICH I DON'T USE IN MY CAMPAIGN
by Greg Stafford

Playing RO as the referee has dominated my experience, and so I tend to view things on a larger scale than most player characters. At first I figured the spell lists were good and simple, but play and experience have made me change my mind. The spells of invisibility, concealment, and vision make it very hard for me to referee a decent game which includes drama and tension. They make it too easy to scout out in advance, barking the players and me. Also, the wide-reaching ramifications of these spells are such that they make the world too different from the one we would recognise easily. The knowledge that these spells could play out the most secret places and conferences is mind-boggling to contemplate! Finally, the spells just don't feel right to me, for my campaign. Their effects are just too unnatural to be accomplished with such ease.

Thus, even though the rules have them, they are no longer generally available to regular people or to adventurers. Invisibility and concealment are still available to some specialists, especially Tricksters, but vision is not. I must also stress that Tricksters themselves are quite rare. This banishment of invisibility includes that ridiculous belief that pixies have 100% natural invisibility — elvish propaganda! (As a matter of fact, I do not allow PC pixies in any of my games either!).

A NOTE
by Oliver Dickinson

Well, there you have it. When the creator gods start disagreeing, as on pixies, the best we poor mortals can do is duck! Greg does not say whether he banishes Chaotic invisibility too; it would not necessarily follow, since the essence of Chaos is unpredictability. It seems to me that the high cost and relatively large amount of POW needed for invisibility, the conditions attached to its use, its short duration, and other considerations (eg it need not make you inaudible) make it easier to accept, though I find the description of how it works (by directing attention elsewhere) difficult to envisage. Perhaps the conditions for its use could be made stricter: it could be a real invisibility spell, in that you would be invisible even if looked at directly, but anything you wore or carried would not be. Or it could be the property of a magical treasure, like Tolkien's Rings of Power. The concealment and vision spells are very strong, but then so are most of the Rune spells, and most of them cost only 1 point of POW, not 2 as these do.

This brings up a point which has been occurring to me more and more forcibly as I read more scenario packs and contemplate parasite power, and then go on to consider the potential of parasites. For instance — they would be nuts to adventure without some. Perhaps, if you send anything in to GW, use up-to-date RO sources: I don't want to see any more speedart 2/3/4 or whatever in stats (sadly still quite common in Griffin Mountain).
Brevet Rank for Low Level Characters

by Lewis Pulsipher

A GM at a convention is setting up an AD&D adventure. A fellow approaches to ask if he can play. "OK," says the GM, "this is an adventure for about ninth level characters. Let's see yours." 'I've only got a third level,' says the newcomer. What's the GM to do?

He could allow the low level character to join the party, but this would be most unsatisfactory. The higher levels might use the low level as cannon fodder, or the novice could spend most of his time passively in the rear watching the high levels. Yet the low level character would receive many more experience points, relative to what he needed to rise a level, than he would in a low level adventure in which he would participate more and take more risks. This is a particularly poor 'solution' in a campaign, because the low level character will climb to higher levels rapidly. That could annoy the veterans who have scrambled and worked for years to reach high levels. Moreover, the newcomer will miss much of the enjoyment of the game, that of working a character up from a humble beginning relying on wits, luck, and hard work. Too often, the low level adventuring with high levels is getting a cheap ride.

What else could the GM do? He could give the player a pre-rolled ninth level character to use in the adventure. This is unsatisfactory for two reasons. First, most players want to use their own characters, not something made up for them. There are some people who just can't 'believe' in a game if they're not 'themselves'. Second, occasionally players carry away such characters to use in other games, as though the character has risen from first level. Some people don't mind players who do this, but many others feel that the player hasn't earned his level, or they may even feel that he's cheating. Don't tempt a player in this way.

The next solution is to give the low level character a temporary or 'brevet' level. For the length of the adventure only, he is ninth level (or whatever) in all respects, accordingly rolls additional hit dice, gains spells and attack capabilities, and so on. Perhaps the GM lends him some magic items as well. But this is not sufficient in itself, for there are still problems of a low level earning high level experience and gold, and perhaps gaining powerful magic items which would unbalance a low level adventure or campaign. There should be a method of pro-rating experience, gold, and magic items so that the low level won't gain unfairly from his brevet rank.

At first sight experience is easy to pro-rate. Just divide the character's real level by his brevet level, and multiply the result by the experience gained. However, because experience in D&D follows an arithmetical rather than linear progression (doubling at each level), this method gives the low level more than he deserves. He should gain experience points which will give him a percentage rise in level comparable to the percentage rise of the high level characters. That is, if the high levels gain experience points equivalent to 10% of the interval between their current level and the next, the low level should similarly gain 10%. For example, a third level cleric is breveted to ninth level, and gains 15,000 XP. This is 15,000 divided by 225,000, or 6.67% of the way from ninth to tenth level. 6.67% of the interval from third to fourth level is 200 XP. Or, if the character was lucky and received 50,000 XP (22%), he would actually gain 667 XP.

Gold should be similarly reduced by a percentage, using experience points as a basis. For example, if the third level gains 10,000 gp as a ninth level he actually receives 10,000 times (3,000 divided by 225,000), or 133gp.

(The assumption behind these calculations is that it takes the same number of adventures to rise from third to fourth level as from ninth to tenth. If your game is different you'll have to modify the percentages accordingly.)

What about magic items? Perhaps here we can divide brevet by real level to get a comparison. Then the experience point and gold point value of magic items gained during the adventure, as shown in the Dungeon Masters Guide, can be multiplied by the comparison number. The DM then chooses magic items of the same type, of the adjusted value, to give permanently to the character. For example, a third level breveted to ninth level strikes it rich, gaining a fully charged Wand of Frost (6000 XP, 50,000gp) and a +3 Sword (1400 XP, 7000gp). The actual items the character takes away from the game are, say, a Wand of Enemy Detection (or perhaps a Wand of Magic Missiles if the GM feels that's closer to one third of a Frost Wand) and a Sword +1, +2 vs magic users and enchanted monsters. Obviously, no hard-and-fast rule can be laid down. The GM may permit the player to suggest possible substitutes, given the one third guideline. Experience points are probably a better gauge of the value of a magic item than gold piece value, but the GM cannot avoid inserting his own opinion into the procedure.

Similar methods can be applied in other role-playing games. However you do it, remember that the point of these calculations is not only to be fair to all, but to enable novice or inexperienced players to gain the full measure of enjoyment from the game. This comes when the player feels that he's earned his gains by good play, not by chance.
Dear WD,

In the past few years rapid developments have taken place in the SF/F field regarding computers, which contrary to popular belief have far worthier applications than merely playing "Space Invaders", etc., ad nauseam.

As Games Day and Dragonmeet have demonstrated, computers can be used to moderate role-playing and war games; their microchip brains being more reliable, if less creative, than their referee operators. In addition, the 'Adventure' games also seen at gaming conventions, and available on a variety of microcomputers, while not being accurate renditions of role-playing games, are nevertheless formidable challenges and can be extremely enjoyable.

The computer can be used to generate characters for most role-playing games, and when coupled with a printer, can produce neat, legible character sheets, complete with bonuses, etc. This is particularly useful in games requiring a lot of dice-rolling and looking up results — so I'm definitely in favour of a new computer department for WD.

Having climbed down from the soap box, it should be mentioned that although the majority of readers do not own computers, many will have access to them through school, work or the gaming club. It is also unfair to criticize a department such as this for not catering for its readers. The only role-playing game I play regularly is D&D, and consequently, give other departments a cursory glance at best. I assume that people uninterested in this area of the hobby will do the same with the computer department, which after all, can be used in all role-playing games. To quote Ian Livingstone in WD 23: "We have the games, we will soon have the technology, let's hope we are around to have the chance." Need I say more?

Yours,
Andrew Groves, Essex.

Dear WD,

It's great to see that you have at last recognised the fantasy RPG RuneQuest, but (and it's a big but) when is RuneRites going to get exciting? I was interested by Olivier Dickinson's two part story, but not excited.

I found Crime & Punishment in RQ mildly amusing (but who needs chastisement?). I heard (through a Games Workshop Newsletter) that we were going to be treated to a sequel's stats, but come on, powy in stats add up to Griselda's glamour pose — what are we going to do with her?

What we want is adventure, incredible curiosities, monsters, violence and excitement. In short when are RuneQuest players going to get something really juicy, please?

Yours,
Bryan Marshall, Staffs.

11. In Cults of Prax, in the section of Biturian Varosh's travels of the Chalana Arroy section, 'men-and-a-half' are mentioned. Any ideas as to what these are?

12. Have any details been published on the Mostali cult, and if so where?

13. Are Rune spells stored in the mind like Battle magic spells, taking up one point of INT per point of spell?

Despite this large number of queries, I have played and enjoyed the game very much. . . . (Honest).

Yours sincerely,
Graham Cobley, Leics.

1. This isn't actually specified anywhere but if you did choose to allow it (and why not) +4 on both attacks should be given as the blade is sharp for both attacks. As the percentage increase is added before the split your second example would entail a 10% increase on each attack.

2. An arrow cannot be parried (nor a slingstone or bolt) but if it hits the location specified to be covered by a shield it strikes the shield. A larger missile weapon could be parried by a shield and a shield only, and only if the parrier saw the missile being thrown in time. Perhaps throwing a +2 on DEX in percentile dice could allow a parry (or x2 in difficult circumstances). The referee must decide each case on its own merits.

3. Yes. 4. I've always considered that a critical is also an impale, slash or crush according to the type of weapon. What damage these do is currently under discussion (see WD 13 pg 11-FW 14 pp 11-12).

5. No, it is not necessary, although disallowing any increase above 75% with training alone would be advisable.

6. Yes, only RuneLords can progress above 100%.

7. If the master is a member of a guild he would have to pay the guild some kind of tithe, but if he isn't he could keep all the money but it's very likely the guild won't be at all happy about it.

8. No, he is still a RuneLord. Only RunePriests are forbidden (voluntarily) to go below the minimum POW required and hence cannot ask for Intervention as a Lord can, but have to use the Divine Intervention spell.

9. Can't find a reference to this anywhere. Try writing to Chaosium.

10. This refers to a single melee round. Only one Rune spell can be cast per round and during that round no other magic can be cast, unless the caster is under the effects of a multi-spell.

11. The men-and-a-half or Agimori are described in Wyrms' Footnotes 12 and in Borderlands (available from GW now). They are another Praxian tribe.

12. The Mostali cult is referred to in Griffin Mountain (pp 120-2) only briefly. No doubt Chaosium will soon be producing something substantial on the subject.

13. No, Rune spells are 'memorized' by the God on behalf of the caster. Look out for RuneRites in WD35 for another Question and Answer session.

Ed.
Psitans communicate with each other by a natural telepathy and are known to speak the tongue of mind flayers and 30% of them also speak the common tongue.

Due to their frail, physically weak bodies and awkwardness, psitans engage in any physical combat (a rare occurrence) as though 1st level magic users with a -2 to hit. Damage done by a successful hit will be 1–2 regardless of weapon type.

Giant Moles

No Appearing: 3 – 18
Armour Class: 7
Movement: 6’ (3’ burrowing)
Hit Dice: 3d8 + 1
Treasure: C, T, X
Attack: 2 claws for 1d4+1 each, or psionics
Alignment: Neutral
Intelligence: Average
Psionic Ability: 70–100. Attack/defence modes: B/F/G, special

Giant moles inhabit hills, plains and scrub country where they build their winding tunnelled homes. They are man-sized, and have dark grey or black fur. With their barely visible eyes, giant moles cannot see well at all beyond 30’ in daylight, and have no infravision. However, their senses of hearing and touch are extraordinary, and their sense of smell so well developed, that they cannot be surprised in underground settings, and they incur no penalties to hit in combat. Their long, sharp front claws tear easily through even hard packed dirt, but not solid rock. Giant moles live in colonies in complex tunnel systems with several entrances and secret exits. The tunnels average 3’ to 5’ in diameter, with large chambers and rooms (10’ to 20’ across).

These creatures are fairly amiable, and are on especially good terms with gnomes. They are usually neutral to all other beings, except ankhegs, whom the moles hate for the damage and destruction they do to the mole colonies. Giant moles can detect magic by touch, and tend to collect magical items in their burrows as souvenirs.

They all speak their own language and alignment tongue, 60% also speak gnomish, 10% know the common language and 5% know one other tongue of some sort.

Giant moles are psionic to a moderate extent, and each has a psionic ability of 70–100. All are immune to Mind Thrust psionic attacks and each has 1–3 randomly determined Minor Devotions. A giant mole colony is 75% likely to have 2–4 brain moles (MM) acting as unintelligent guards.

PSITAN

by Andy Wouldham

No Appearing: 1 – 2
Armour Class: 10
Movement: 3’
Hit Dice: 5 – 10d4
Treasure: 0
Alignment: Chaotic evil
Intelligence: Average
Psionic Ability: 300–800. Attack/defence modes: all/all

Psitan can be found in most regions barring the most arctic and the most arid. They are usually encountered in subterranean settings as they are albino and dislike prolonged exposure to sunlight.

It is believed that psitans are the result of radical genetic engineering carried out by mind flayers on humans to create a thrall race more susceptible to psionic control. However, the experiments went badly wrong, creating a race of super-psionics with a pathological hatred of mind flayers.

They are medium sized, physically weak creatures (strength ranging from 3 – 8), and, due to their enormous craniums, they are slow and awkward (dexterity not more than 9). They are easily exhausted by any physical exertion and must rest frequently. Most of their labour and tasks are carried out by their use of psionic disciplines, of which each individual has a complete command, their level of mastery ranging between 9 and 14.

PSI-MULE

by Phil Masters

No Appearing: 1
Armour Class: 6
Movement: 12’
Hit Dice: 3d8
Treasure: 0
Alignment: Chaotic evil
Intelligence: Exceptional

No one knows where or where, or whether by accident or design, but somehow a mule once mutated so as to breed true, gain a thicker hide and high intelligence, and, worst of all, to fight with psionic powers.

The result, the psi-mule, is omnivorous, needing all sorts of protein for its mutant metabolism, but has a taste for human flesh; furthermore, it enjoys killing. It can bite opponents, but obviously finds a mind flayer-type Mind Blast more effective.

A psi-mule has a weak form of ESP permanently in operation, which prevents it from being surprised. When first encountered, it produces a powerful sort of psionic illusion which makes it appear to be a normal, tame mule with saddle-bags stuffed with jewellery, weapons, money and such treasure — thus putting victims off their guard. It has a 60% chance, rechecked every 5 rounds, of completely taking over any normal mule within 3’; an Intellect Fortress within range halves this chance and a Tower of Iron Will negates it.

The psi-mule, in addition to its attack/defence modes, has the following disciplines at the 5th level of mastery: Animal Telepathy, Body Equilibrium, Cell Adjustment, Detect Magic, ESP, Molecular Agitation, Suspend Animation, and Molecular Manipulation.

GIANT MOLE

by Roger E Moore

No Appearing: 3 – 18
Armour Class: 7
Movement: 6’ (3’ burrowing)
Hit Dice: 3d8 + 1
Treasure: C, T, X
Attack: 2 claws for 1d4+1 each, or psionics
Alignment: Neutral
Intelligence: Average
Psionic Ability: 70–100. Attack/defence modes: B/F/G, special

Fiend Factory is a regular department featuring readers’ monsters, edited by Albie Fiore. This month, a collection of creatures with psionic powers...
ZYTRA (Lord of the Mind Flayers) by Charles Stross

No Appearing: Unique
Armour Class: -7
Movement: 12"
Hit Dice: 130 hit points
Treasure: A x 4, H x 2, U
Attack: 4 tentacles (special), 2
hands for 2d12 or
by weapon type plus special
Alignment: Chaotic evil
Intelligence: Supra-genius
Psionic Ability: 436; Attack/defence
modes: all/all

There can be no question that this is the most subtle, deadly, evil and merciless of all the Demon Lords or princes, being the
prince of the dread illithids. He appears as a mind flayer at first glimpse, but the re-
semblance is only skin deep, for he is more powerful than any illithid lord and will
tolerate no rivals from the common mob of ordinary mind flayers. The enmity
between him and the other lords is so
great that all shun him.

He seems to attack in the normal mind
flayer manner of inserting tentacles into
the victim's brain, but that is only what
appear to happen, for in reality he is
launching a psionic attack on the unpro-
tected brain of such power that the brain
is fried in a number of melee rounds equal
to the intelligence of the victim divided
by 4 (fractions rounded down). Only
a psionic defence can withstand this, in
which case the victim only suffers the
equivalent of a maximum strength psionic
attack upon a non-psionic, and it costs
Zytra only 5 points per melee round to
maintain one tentacle's attack, as opposed
to the huge amounts expended in normal
psionic combat (which Zytra can use, but
sharing the illithid's cowardly nature,
prefers not). He has two other attacks
by hand: Zytra has a strength equal to a
level 32 lord.

ZYTRA has the following psionic abilities:
Body Equilibrium; Domination; Expans-
ion; Levitation; Detection of Good/Evil or
Magic; Astral Projection; Aura Alteration;
Probability Travel; Mind Bar; Telepathy;
Shape Alteration all at the 11th level of
mastery, one only in any one melee
round, and at half cost. He also uses the
following magic: cast continual darkness,
shadow monsters (illusory), phantasmal
killer, detect invisible, ESP, clairvoyance/
audience, cast 10d6 fireball, shape change,
mass charm (x1/day), telekinesis (16000gp
weight), prismatic sphere (x3), permanent
(x1), animate dead, lvi 23 MU power word
kill/unholy word (x2/day), any symbol
(x1), mirror image (only in dire cases),
and gate in 1–4 type 3–5 demons (75% success,
33% each type), and he fights with the
Rod of Zytra, a strange object related to a
Rod of Lordsly Might, which, in addition
to using all the powers of such, can sprout
tentacles as a 14-sized tentacle wall (60 HP),
one per day, acts as a Helm of Telepathy
for psionic users, and has the effect on a
victim, if no other property is used at the
same time, of a death spell, with the max-
umum hit dice killed/raised to 8 + 4, and
has a +4 bonus to hit in all weapon modes.
It drains one level/round if handled by any
of unlike status using the wand without
Zytra's express and willingly given wish
or by

GRIMP by L Barton

No Appearing: 3 – 9 (2d4 + 1)
Armour Class: 4
Movement: 6"/12"
Hit Dice: 2d8 + 3
Treasure: A
Attack: 2 claws for 1d4 each, bite
for 1d6 (or by weapon
type), sting for 1d6 plus
poison, plus special.
Alignment: Neutral evil
Intelligence: Average
Psionic Ability: Special

These rare, 2' tall creatures have large
wings which give them an Aerial Man-
ouvability Class of C. They look like a
cross between an imp and a gargoylo.
Their colouring can range from blue to
green, brown, black, or red, but blue and
green are by far the most common.

The grimp delights in causing difficulty
distress. The sight of a completely
helpless creature about to be torn limb
from limb is hysterically funny to them.
They typically render a party, or lone
adventurer, helpless, lure a powerful
monster within sight of the victim and
then watch to see if the victim(s) in
combat.

In combat, they attack with either a
claw/claw/bite/sting combination; the use
of two weapons/sting; or use of their
special powers. The tail sting also injects
poison (save at +1, or take 2d6 damage).
They can use two weapons (one in either
hand) at one time but these are scaled
down and do only half normal damage.
They prefer not to engage in melee unless
they greatly outnumber their opponents,
but prefer to use their special abilities.

They permanently emanate a disruption
spell (1" range, 1 round duration), and
an abjuration spell (see below). They also
have a special form of disruption spell
which causes things to break, fly off in
the wrong direction, dance about of their
own accord, and generally go wrong (save vs
magic negates) – castable once per day.

They have no psionic attack and def-
ence modes, but do have the following
abilities at the 3rd level of mastery: Mole-
cular Agitation, Molecular Manipulation,
Telekinesis (thrice per day each), and Mol-
ecular Rearrangement (once per week).

DISRUPTION (Enchantment/Charm) Usable by: illusionist Level: 3
Range: 7" Duration: 7 turns
Area of effect: 3"x3" Components: V,S
Casting time: 7 rnds. Saving throw: neg.
This spell causes another caster's spells to
go wrong. When the spell is cast all spell-
using creatures within the area of effect
are required to save vs spells or believe
that all their spells will not work. Thus,
although the victim has not been attacked
in any way, its/her spells have been dis-
rupted by the victim him/herself and will
not work.

ABSORPTION (Abjuration) Usable by: cleric, MU Level: 5
Range: touch Duration: 6 turns
Area of effect: Components: V,S,M
1 individual
Casting time: 1 rnd.
Saving throw: neg.
The recipient can absorb spells which add
up to the total level of the caster. Thus all
saving throws against any sort of magic
are at +4 and whenever a spell is cast at
the recipient, then it may make a saving
roll against spells. Thus if a 10th
level MU casts this spell, then the recipient
can absorb 101st level, or 5 2nd level,
or 3rd and one 1st, etc. to up to 5th level
spells. The material component is a small
iron bar.
Treasure Chest is a regular department dedicated to readers’ ideas for D&D. This issue a collection of miscellanea...
**JUDGE DREDD ON THE SHELF**

Judge Dredd, the game of crime-fighting in Mega-City One is to be released at Games Day '82 by Games Workshop. Designed by Ian Livingstone, an ardent Dredd fan, the game involves players as Judges attempting to arrest notorious lawbreakers like Judge Death, The Angel Gang, Crook the Assassin and others for crimes ranging from Driving Too Slow to Murder. Dredd long will live the Brian Bolland box art and Ian Gibson board art depicting Mega-City One. (There will be a Judge Dredd price competition at Games Day '82 run by Ian Livingstone.)

**EIGHT ‘KILLED’ AT DRAGONMEET**

Attendees at Dragonmeet before they became Dragon meat courtesy of Treasure Trap.

**OVER THE TOP**

Definitely on the fringe of the role-playing hobby are two releases from new companies. Oracle Games from Canada have released Alora Mater, an RPG concerned with a teenager’s life in modern day American high school. It’s a kind of pencil and paper simulation of ‘sex, drugs and rock ‘n’ roll’ with suggested scenarios including gang fights and the control of drug markets. Interesting classroom include Starr, a social queen who hangs around Joecool as if she were a real human, and often grants them ‘favors’ to enhance her popularity!

Next, we have Rencos, the role-playing game of the Viet Nam War published by RPG Inc from Arizona. The atrocities of Viet Nam are obviously long forgotten as quote, within the restrictions of an entertaining game, Reco attempt to be as accurate in its portrayal of the Viet-Nam experience.

**HOT OFF THE PRESS**

As the cost of importing games from the USA continues to increase, more titles are now being printed in the UK. Games Workshop have just released Chaosium’s Cults of Prax, probably the most important supplement to RuneQuest.

**NEW FLOORS**

Back in print after a lengthy repackaging exercise are Games Workshop’s Dungeon Floor Plans together with Dungeon Floor Plans. The original set of 12 cards sheets of printed stone, dirt, flagstone and wooden flooring are joined by an extension pack of trees, grass, water, room features and additional flooring. Now boxed, the good news is that the price remains at £2.99 per set.

**Dicing With Dragons**

Is the title of a new introductory book on role-playing games written by Ian Livingstone. In addition to the chapters on creating RPGs, accessories and peripheral activities such as computer games and ‘role-playing out there is a complete solo RPG included. The槟 sys- tem is entitled Fantasy Quest and the scenario in the book is called Eye of the Dragon.

**Sunday Drivers**

A new role-playing supplement to Car Wars has been published by Steve Jackson Games entitled Sunday Drivers. Also expected soon are Arcadia miniatures.

**FRONTIER EXPANSION**

Star Fleet Battles Expansion No 2 continues the Star Fleet Battles series from Task Force Games. In- cluded are rules revisions, 21 new weapons and scenarios.

**ZOMBIES ON THE LOOSE**

Just seen, crawling up from the bowels of the earth is the latest addition to Citadel’s Fantasy Range. These are the Zombies and, as usual, they are supplied with assorted heads. Seen rising above from left to right are FTZ1: Zombie Staggering Forward, FTZ2: Zombie with Butcher’s Cleaver and FTZ3: Zombie with Club.

Also new from Citadel is the re-modelled F40: Massive Barbarian Hero and a replacement for the Ral Partha ES54: Female Dungeon Victims, one of which is shown.

**Award Winner**

Voting for this year’s Games Day Awards has been very heavy and as a result, Games Workshop have confirmed that the same postal ballot system will be used for Games Day ‘83.

**NEXT ISSUE**

Before your eyes in the next issue of White Dwarf, which is due out on 1st October, will be:

- Troubles at Embercreeks, a O&D epic scenario by Paul Venon based on his Town Planner series; Droids, robots in Traveller by Andy Slack;
- Details of various robots for use in Traveller – by Andy Slack;
- Microview, the new department covering computer games, edited by Mike Denton; plus much more.
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*GRIM REAPER 2*

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