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The Tactics of Dwarves

"Give me a year and a hundred of my kin and I would make this a place that armies would break upon like water". Gimli at Helm's Deep.

Dwarves are by nature strong, resilient and tenacious. Their passion for gold and gemstones gives them excellent memories for the treasures of their past, and the defence or recovery of ancient dwarven riches is their main reason for going to war. Unfortunately these very riches inspire greed in others and continual aggression against dwarves has made them suspicious of other creatures. They are prickly about their rights and always prepared to fight for what they feel to be rightful dwarfish property.

Dwarves have an intimate knowledge of rock and how to use it. They are excellent engineers and expert builders of field fortifications and are quite capable of creating concealed trenches, rockfalls and other hazards to trap the unwary. Dwarves will rarely fight outside the hilly or mountainous regions which provide them with such tremendous advantages.

Their armies, though smaller than the hordes of their evil enemies, are highly organised and well-equipped with weapons of superior manufacture. As individuals, dwarves are excellent fighters and their clerics provide invaluable support for them in battle. They do not normally hire spell casters of other types, because they prefer to rely on good dwarven steel. Their clan leaders, chosen by merit, are sufficiently trusted by their subordinates that dwarf armies will hold together in situations which would quickly scatter troops of other races. For example, if a party of dwarves were cut off from their main army, they would fight their way back to it regardless of casualties through vastly superior number of enemies; surrender would not occur to them. Human generals, used to the discipline and outright desertion of troops of their own race, are frequently astounded by the granite-hard morale of dwarven infantry. It has been said that dwarves know no fear in battle unless pitted against magical or supernatural foes, and even against these opponents dwarves are not as vulnerable as other humanoid races.

Dwarven armies, though smaller than the hordes of their evil enemies, are highly organized and well equipped with weapons of superior manufacture.

Dwarven tactics are based firmly on their unshakable infantry. In a defensive position, which would invariably be entrenched if time allowed, the centre of the dwarven line would be occupied by a few ranks of spear-armed soldiers, while the flanks would be protected by dwarves wielding battle axes, hammers and, occasionally, short halberds. Narrow intervals would be left between the clan-sized companies to allow leather-armoured dwarves with crossbows to come forward should the enemy not deign to attack the position. Though sometimes as much as a quarter of a dwarven army may consist of dwarves with crossbows, they do not favour firing missiles, but prefer to get to close quarters, where their skill at hand-to-hand combat will pay off.

Dwarves place great trust in the solid earth beneath their feet. They hate being up in the air on horse back and will not ride into battle. The lack of a mounted arm makes dwarven armies less mobile and more formal in their tactics than others, but they are not often passive defenders in battle. In attack dwarves move swiftly, act together and take advantage of the terrain as much as possible. While dwarves with crossbows harry the enemy, the main body will advance, not in a phalanx of spears, but in a more open line, which gives individuals room to use axes, hammers and swords to the greatest effect. Dwarves
with polearms guard the flanks of the companies.

It is as difficult to resist the attacks of dwarven infantry as it is to defeat dwarven defences. They normally fight in only four or five ranks rather than the ten or more favoured by humans. Their individual strength, skill and mass prevent these thinner lines from breaking up during a melee, and the extra troops are used to outflank the enemy, to reinforce vulnerable spots, and to provide additional shock troops in attack. This ability to fight in shallower formations can cause an enemy to underestimate the power of a dwarven army. Few commanders will have the opportunity to make the same mistake twice.

Dwarven clans will always fight together in battle. Clan loyalty is very strong and often will override the considerations of their allies. Unfortunately this feeling can lead allies to think them fickle and untrustworthy. The dwarves just say ‘the dwarves are for the dwarves’ and go about their business.

The Tactics of Elves
As Elves have lifespans many times those of other races, their philosophy of life is radically different. In peace they have an abundant love of life, in war they have no fear of death. This attitude to life and death colours the way they fight.

Decades and even centuries of experience enable a high proportion of elves to develop considerable fighting skill. Though their expertise does not equal that of the very best of human fighters, their individual prowess of their warriors. Elves have an almost instinctive understanding of each other, which has emerged from scores of years of living closely together, but they do not bother with the trappings of a formal hierarchical command structure. Elves are closely attuned to nature and to each other, and particularly, which has helped them to develop superb horse-riding skills, even when riding bareback.

Their intimate knowledge of terrain and their natural ability to conceal themselves, especially in woods, makes them excellent scouts. On their own ground whole elven armies might pass close by without their enemies’ knowledge.

The elven race has a wide variety of troop types. Their infantry fight equally well with bow or with sword and buckler, changing weapons as the situation demands, and the accuracy of elven archers is legendary.

The elven race has a wide variety of troop types. Their infantry fight equally well with bow or with sword and buckler, changing weapons as the situation demands. The accuracy of elven archers is legendary, and they are even more deadly than the feared English longbowmen of the real world. Some elves use spears, but bows and longswords, which they manufacture for themselves, are favoured. Their individual skill and natural agility leads elves to disdain the wearing of heavy plate armour, preferring at most light mail and small shields. Most elven infantry would be classified as ‘light infantry’ by human observers. However, this classification is misleading, as it does not take into account the personal fighting ability of the elves, which makes them formidable opponents in hand-to-hand combat, both offensively and defensively, and, of course, as archers they are unparalleled.

Elves are the only race who, as a matter of course, would deploy magic-users on the battlefield. Most of these magic-users are also fighters or are warriors both, so they are less vulnerable than human magic-users, because they can wear armour and still cast spells. The extra power supplied by these magic-users compensates for the main disadvantage suffered by elves, which is their lack of numbers. Though an enemy force fighting elves might feel that it was surrounded and that there was an elf behind every tree, in reality it is much more likely that the elves would be few; they just fight inhumanly well.

Elves tend to take the long-term view of things and are less power-hungry and less materialistic than other races. They are always ready to retreat, if attacked, knowing that they can return at a later date. Elven tactics are fluid, making great use of feigned flights and surprise attacks. Hit and run raids are a favourite strategy, but elves are unpredictable. Sometimes a raid will turn into a full-scale confrontation. Forests provide elves with the opportunity to conceal themselves from any invader for a few days and then to wipe them out by an overwhelming attack from all sides. In more open terrain elves commonly use longswords, still to outflank the enemy, rather than indulging in the grand cavalry charges of human horsemen. However, as elves are excellent horse-riders, they can have it both ways and are quite prepared to melees if it is to their advantage.

Kobolds at War

Early in their evolution kobolds learned that in fair fights with other humanoids the little guys have it on the bigger. Their evil nature and aggressive instincts were not blunted by this setback, and they quickly found the solution to the problem: don’t fight fair. A mistaken sense of racial superiority leads kobolds to hate all other intelligent life forms, and the feeling is entirely mutual. This koboldish inability to get along with other races combines with their small size to give the kobold military an appearance of weakness. Unfortunately for their neighbours, kobolds also have twin strengths to counteract this apparent inferiority. Forced to co-operate with each other, they have developed the best organisation of any of the evil races, and in addition they are skilled in the breeding and training of dangerous animals, who will do a lot of their fighting for them.

Kobold tribes have a strong hierarchy which provides leadership in battle. As kobolds consider themselves to be perpetually at war, the whole of kobold social organisation is given over to providing for war and every kobold is first and foremost a fighter. If there exists a convenient non-kobold enemy, kobolds will refrain from in-fighting amongst
Kobold tribes have a strong hierarchy which provides leadership in battle. As kobolds consider themselves to be perpetually at war, the social order of kobold tribes is given over to war; every kobold is first and foremost a fighter.

though admittedly one of the most successful, crocodiles and lizards of all sizes are trained for battle, both for carrying kobolds as a form of slow cavalry, and for straightforward steam-roller tactics on their own. Giant insects find favour amongst some war bands, but are too difficult to control and a wise kobold chief will play this card last. Finally, there are legends which tell of a kobold air corps, containing those few beastmasters skilful enough to train and fly pterodactyls.

Koboldish battle tactics naturally play to their strengths. As they do not fight well in daylight or against a numerous enemy, the expected line of approach is by stealth, overwhelming the enemy in a night attack. Supply is not a problem, and in the wilderness, when they are forced to improve their ways by some-what makeshift means, they will make use of such contrivances as they can, as they have a lot of stamina, so they can march fast and far. With a bit more training and considerably more care for their weapons and armour, orcs could become quite respectable fighters (from a military, not social point of view). Fortunately for their enemies, orcs are sowldiers, unless forced to improve their ways by some-body large with a long whip. Their tribal organization is typical of a lawful evil social order with the stronger individuals forcing the weaker to obey. The order of superiority amongst tribal orcs is worked out in a similar fashion, with the chief of the top tribe in a group commanding all the tribes.

though orcs are brave, they are usually cowardly like most bullies, so morale is a problem. Strong leadership helps, though disconciplinary measures are of the crudest sort. Orcs will fight well if they are well-led and the troops are kept on a tight rein, but their formations will quickly disintegrate if their leaders make mistakes or fail to control the persistently active rebellious elements. All orcish chiefs and sub-chiefs have bodyguards to help them enforce their disci-pline, but revolts among the bodyguards are common. So, although some chiefs have sufficient prestige and attribution to lead from the back, most will have to do some fighting to prevent their troops from selecting a new leader, with fatal consequences for the previous one.

Orcs always fight on foot, as they are too cruel to living things to have any desire to ride horses. The chiefs of well-organised tribes, which are quite rare, will sort out their so that those with similar weapons will fight along side each other and gain the advan- tage from uniformity. Units of orcs with spears, or ploearms or axes would be formed, and even, occasionally, skir- mish units with crossbows. Lines are usually deep, as a protection against cavalry charges and so that losses can be quickly replaced from rear ranks.

Orchis tribal organization is typical of a lawful evil social order with the stronger individuals forcing the weaker to obey. The order of superiority amongst rival orcs is worked out in a similar fashion, with the chief of the top tribe in a group commanding all the tribes.

Orcs are not subtle in their tactics, unless led by non-orcs. Lacking mounted troops, they manoeuvre slowly and rely on strength more than skill. If attacked by superior forces they will adopt square formations to cover their flanks and rear. Their leaders are fond of outflanking manoeuvres, even when such efforts are predictable, and frontal assaults are common, because it is so difficult to train the troops to perform more intricate manoeuvres, and also because at least orcs can be relied upon to attack. Orcs are clever miners, if they can be persuaded to work, and in defensive positions they will dig in if at all possible. Orc settlements are always fortified. In addition, orc armies will build ballis-tas to support their troops.
The time for SF awards is coming around again. The British SF Association award is for stuff published here in 1982, and the novel finalists are *Helliconia Spring* by Brian Aldiss (*Cape*), *No Enemy But Time* by Michael Bishop (Gollancz), Little, Big by John Crowley (Gollancz), *The Divine Invasion* by Philip Dick (*Corgi*) and *The Sword of the Lictor* by Gene Wolfe (*Sidgwick & Jackson, Arrow*). All are fine books, my firm belief vote went to Little, Big if anyone's interested. Incidentally, those wanting information on the BSFA need only write to 18 closed a stamped addressed envelope.

The Nebula awards are for works first published in the USA during 1982, the voters being the SF Writers of America—filthy professionals who've published little. *Enemy But Time* by Bishop got the vote, except in Canada, where *Aldiss*, who's just delivered *The Sword of the Lictor*, won. *The Sword of the Lictor* is excellent but not SF; my UK-chauvinist will say that Tim O'Neill's *Man and the Planets* is better, putting the boot into numerous physicists and processes are relatively cheap.

There's plenty of edge-of-the-seat suspense and good thumping melodrama in *Man and the Planets* which routinely sends out schoolkids to do fieldwork in World Government by ruling an unknown planet awhile. She landed on Earth (or is it?), causes huge controversy, goes on a three-day walkabout making speeches, and comes to a prophesied sticky end. Only this is Lafferty, pushing 70 but still a bizarre and original author. He is informative, witty, and the book bulges with jokes and philosophy (hard to spot which is which), tall tales and weird people: horned men, sinister yo-yo, dopplegangers, the extra prime number between 5 and 7, and a worm with a gun. Indescribable. I loved it.

People who like *Star Trek* immensely will no doubt enjoy *Jo* Trimble's book of anecdotes and trivia, On The Good Ship Enterprise (Starblaze 286pp £5.95). It's uncensored and unauthorised, the cover boasts, but you could have fooled me. Certainly there are references to Kirk-Spooking (which is what naughty fans imagine the Captain and First Officer getting up to in their spare time) and how Harlan Ellison says uncensored titles like -- @#$","&**", but the book froths with too much uncritical enthusiasm and too much exclamation marks for comfortable reading.

Finally, let me recommend one newish American author, Rudy Rucker. If you're lucky you may find a remaindered *Virgin Books* edition of his *White Light*; if not, grab the Ace paperback of this remarkable mathematical SF novel. It does the sort of things with infinitesimals which *Through The Looking Glass* did with chess. Another odd Rucker book is *Software* (Ace 212pp £2.25), about what it's like to become a robot operated by the software of your own personality, and the book bulges with reference to every problem in interpersonal relations, goes on a three-day walkabout, comes to a sticky end. Only this is Lafferty, pushing 70 but still a bizarre and original author. He is informative, witty, and the book bulges with jokes and philosophy (hard to spot which is which), tall tales and weird people: horned men, sinister yo-yo, dopplegangers, the extra prime number between 5 and 7, and a worm with a gun. Indescribable. I loved it.

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In Open Box, science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities.

Solomani Rim Chartered

TRAVELLER SUPPLEMENT 10: The Solomani Rim £2.95
GDW

The Solomani Rim is a kind of souped-up Spinward Marches; it is a pregenerated campaign background and map for a Traveller campaign, comprising 16 subsectors - each delineated in the standard Traveller format, with a double-page spread devoted to each subsector, comprising a subsector map and statistics for each planet thereon, together with a short descriptive paragraph - some explanatory material, an essay on the history of the region, an index, and an overall map of the subsector.

Hindsight is always 20/20 - but this is how Spinward Marches should have been done. The descriptive material gives one a background which will easily generate adventures, and details of a humanoid race to leaven the usual homogeneous mixture of humans. The centre pages are given over to a reduced-scale map of the sector - superior to the pull-out map of the Paranoia Press sectors, and a concept I first saw in a now-aborted Games Workshop project. This makes it much easier to relate the subsectors to each other, and so regulate travel between them. The subsector maps themselves have the much-improved symbology of Twilight's Peak, whereby bases and travel zones can be read directly from the map. Population levels are now roughly indicated by typeface size, with extremely high levels denoted by large capital letters - a further refinement.

Part of the map is a distorted form of the old Imperium board, and there are also occasional mentions of real stars such as Sirius.

For those without the time or inclination to design their own campaign background, this is the best pregenerated background currently on the market; it is already supported, further, with several adventures - Marooned/Marooned Alone, and Argon Gambit/Death Station for example. Though I must say, I don't feel it has broken any new ground; and as GDW have said themselves, there are already enough subsector maps around.

Overall: Novice Expert 9 2 Andy Slack

MAN, MYTH & MAGIC £14.95
Adventure 1, Episode 5
- Death to Setanta £3.95
Adventure 1, Episode 6
- The Kingdom of the Sidhe £3.95
Yaquinto

Man, Myth & Magic is a loosely historical role playing game set in the ancient world, especially in and around the Roman Empire, in the first century A.D. The boxed set consists of basic and advanced rules, a scenario book holding one basic adventure and the first four parts of adventure 1, a pad of character sheets, two miniscule percentile dice, and a folded sheet of maps and plans. The two rule books and the scenarios total 116 pages including several more maps.

The 24-page basic rules are supposed to be learned by experience, in a gradual process of character generation, training, and fairly simplistic adventuring. While this might seem a good way to teach the game, in practice it means that much more text must be read to find each new rule or modifier of existing rules. For example, pages 4 and 5 of the first book cover basic character generation and eight simplistic unarmed combat rules, and are followed by a six-page episode in which the player characters cross part of Rome to find the Gallicus, a gladiator training school (all characters are trainee gladiators). By carefully reading this section it is just possible to extract rules (for a simple wrestling match, the result being predetermined by the characteristics of the opponents - there is no chance of a lucky die roll to overcome a stronger opponent. These turgid passages illustrate this game's fatal flaw, the fact that its authors are so determined to be entertaining that they waste the referees time with inane and almost certainly annoying jokes and comments, lengthy descriptions of fairly simple objects or places, and silly names for NPCs. Experienced players and referees will probably use the basic rules for about half an hour before moving onto the advanced section.

Book 2, at 40 pages, is more coherently organised and covers a more complex character generation, combat, and magic system which incidentally supersedes or modifies virtually every point covered in the basic rules. Player characters are randomly produced from several possible races and professions, by a process called 'reincarnation' which the character must undergo at the end of each adventure. Characteristics are retained but may be modified by the new form or profession. This rule is probably the reason that a full pad of character sheets is provided, since virtually every facet of a character may be changed by each reincarnation and must be rewritten, all mag-
The book also holds some reasonably interesting scenarios which they discover the secret of the Great Pyramid, and in a cliffhanging episode 2 Caligula 'hires' the players to find out the true nature of a 'Temple of Liberty'. The game is well-constructed and imaginative. This scenario runs to four pages of text.

Episode 6 continues the adventure, and is mostly set in the world of the Sidhe. A few of the story's enigmas are resolved but the ending is yet another crisis for the players. This was the most enjoyable scenario of those I saw. By now it is probably apparent that I did not like Man, Myth & Magic. The rules are too derivative, simplistic and ambiguous, and do not give a realistic feeling of the ancient world, and the players may too little free will, although the detailed explanations and descriptions may help novice referees. If the authors had focussed their attention on a more accurate simulation of the reality, my opinion might be different. As it stands, I doubt that I will play this game very frequently.

Positive points are reasonably good presentation, with each book and scenario having an identical glossy cover illustration, the large pad of character sheets, and some useful maps which might be adaptable for other systems. The dice, though small, seem well made and accurate.

Set Episode 5 Episode 6
Playability 5 5 6
Enjoyment 5 5 6
Skill 4 6 7
Complexity 5 4 6
Overall 5 4 6
Marcus L Rowland

STAR EXPLORER
Fantasy Games Unlimited

£9.95

Fantasy Games Unlimited boldly proclaims that players can now 'adventure on the final frontier' by playing Star Explorer. The scene is set, and players going where no man has gone before will find unending opportunities for comments such as 'the engines will not stop now'. It may be, but this game is well-construed and immensely playable.

Before play commences, the Star Explorers design their starships. Components are on a more coherent system, making money. Secondary abilities and professions determine the characters' life chances, and add a Prime ability which may possibly one or more disadvantages.

The combat system used is reminiscent of that in RuneQuest, although greatly simplified, with armour protecting specific areas and capable of absorbing a proportion of each blow, and characters being able to hit any desired part of the body. The type of weapon used modifies damage but not strike probability, and it is assumed that any character of a given race and profession can use any weapon which makes one or more specified types. As characters progress they gain skill which is applied to all weapons used. A surprising omission from this section is the lack of any rule regarding the possibility of inactivity. You've watched the television series, you've seen the movies, now play the game.

Rules:

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Alan E Paul
A TASTY MORSEL

by Oliver Dickinson

A tale of Griselda's exploits in Pavis, Glorantha.

Personally, I always consider it smart to take a good look around you, or be facing the door, when you are speaking of someone else, in case that someone else may appear unexpectedly and take exception to what you are saying. Which is what this blowhard who is holding forth on Trolls in Loud Lilina, there is no need to do for he is sitting back in a chair, so that his topknot hangs over the edge, and he is by no means looking at the door, but at us, to see how impressed we are. For, to hear him tell it, he knows more about Trolls, or Uz as he calls them, than they do. He is a big guy and he is clearly very proud of his topknot, which he is always running a hand over; I judge he may be from the Llama Riders originally, since they favour long topknots. Anyway, he takes to speaking of real high shots among the Trolls that he knows of, and he mentions Pikat Yaraboom, and someone else says that Griselda knows him. He asks who is this Griselda, and when we describe her he laughs very loud.

'A red-head' he cries. 'Why, the only use Pikat Yaraboom has for such is to eat them! It is my guess that this Griselda does not know him any more than she knows Zorak Zoran.'

Well, it is most unfortunate for the guy that Griselda is entering just then. She certainly moves fast, and before anyone can draw breath there is a whoosh and a snick, and she has her sword in one hand and his topknot in the other. She tosses it on the table in front of him and says, 'Mind your manners!' The guy goes all headed, but I will not let a Troll carry me, bucking under his swing and putting her sword-point to his throat, 'and that is why I do not kill you,' and she grins at him. There is no pleasantness in the grin, and the guy gives a kind of shudder, and drops back in his chair with all the fight gone out of him; he just says, sounding puzzled, 'Then how come he doesn't eat you?' Griselda contemplates him for a moment as she sheathes her sword, and says, 'Buy me a drink and I'II tell you.'

Well, the guy is at the counter spilling clacks all over the place as he pays for the drink, and someone else politely offers Griselda his seat, and we all gather round, for this promises to be such a

Did you ever hear the one about how Griselda was captured by Dark Trolls and how she got out of it? Read on and discover the awful truth!

'When I am younger,' she says, 'I am not dumb the way some dolls are, but I take risks. It is because I take risks that I wind up in the hands of Trolls, but I am better off than the guy I have for breakfast. For some reason I just had to wind up with this something of Trolls. My father says to me and my brothers, 'You need never meet Mostali if you don't go underground, or Aldryami if you stay out of their forests, or Dragonwits if you keep clear of their cities, but there are Trolls everywhere, so get to know something about them if you wish to improve your chances of survival.' I figure he knows what he is speaking of, for he adventures quite some in his youth, so I pay him what I can afford to learn some Darktongue, and what he knows about Troll customs, for my old dad seldom does anything for nothing. And so, when the party I am with is jumped one night by Trolls, I know what to do. I huddle down to dodge the slingstones as best I can, and I take out this piece of meat which I carry for just this purpose, and I throw it out and call in Darktongue, 'Come and eat, and let's talk!' This impresses the Trolls enough that they spare my life, and in fact they do not lay a finger on me, except that one touches my hair and says something to the others which I fail to catch. I am still a prisoner, with a rope round my neck, but this is better than being dead like the others. After the Trolls finish going through my camp, we head across country, and after they stop at a Troll village and leave a lot of stuff some take me on. I do plenty of walking in the next few days, and it is a good thing that the days are sunny and the Trolls take cover during the day, so that I get some rest, or I will probably croak. As it is, I am not in very good shape when we get wherever we are headed, but I will not let a Troll carry me, for I am determined to show that I am not weak the way they like to think humans are.

'I can tell that we are visiting some very important Troll from the way that those bringing me behave, so I keep bent as they do, and when I am brought into his presence I lie flat, as my father tells me to do, until I am told to get up. One of those bringing me makes a speech in which he offers me as a present, and while he does so I sneak a peak at Pikat Yaraboom, for this is who it is. He is surely unusual even for a Troll, for he has this great big left hand, and his eyes seem very odd and faraway, and when he smiles I can see that all his teeth

© Oliver Dickinson 1983.
are sharp. He seems quite pleased, and one of his aides addresses me in good Tradetalk and tells me that I am now being to long him and will be well-treated if believe in him. I take him in my best Darktongue, and I can see that this goes down quite well with the Trolls. I stay with them for weeks and get to talking Darktongue much better and learn much more about them and why they do not have to do any work and am offered all I can eat of good human food, though of course none of it is hot as Trolls are very leery of fire. The Trolls just laugh and say after a feast I should go ahead and press food on me and I find myself getting somewhat plump in places, so I start taking some exercise. For some reason this interests me, and I try to look tough like the way I was trained and they encourage me to show what I can do and even pit me against their tougher Trollkin, and since, though I say it myself, I am better than a raw hand at fighting in a few weeks and get to talking states that as far as she can tell I am all right, and for sure I am in a very tough on how their drinks affect us. One of his and passes the word that I am his friend.'

Finally he grates out, ‘I can still chop off your legs, and maybe I will for cheating me of the rest of you.’

‘I play my last card and say, ‘I don’t mind losing a little bit here and there, but I hope that just this once you will be satisfied with an appetiser.’

says, “these drinks are fine for Trolls, but no human can take them!”

‘Here is my chance, so I say very clear-

‘This causes quite a silence, and some of them are dumb and but no human can take them!” Xiola Umbar priestess looks ready to think he picksa lily. I

‘Well, one day I mur approvingly. Pikat Yaraboom studies quite some

‘He will eat me?’ I say. She rolls is just like human beer, and I can use hang on her words. Finally, Lilina says, ‘zillion to one. The only plan I think of is when I finish it is like a flaming dagger Griselda smiles.

‘Ittastes as good as it looks, but a topknot.

‘Naturally, I am not at all popular with the tougher Trollkin, in fact they give me plenty of licks on the back of their necks, but the ordinary workfolk all pleased to me at defeating the tougher ones, because these just naturally love to push the rest around. Any Troll will tell you that and I am here to say that plenty are not so dumb as they act, but they figure it best to appear that way, for Trolls are apt to kill Trollkin who act too smart. I get so quite, and I will talk to them when they have the time, which is not often, and they treat me very friendly. Well, one day I happen to comment to one of my friends, and she looks at me a little slyly and I angily at make quite an impression, and even Pikat Yaraboom comes to watch occasion-

‘For now, yes,” she says, “but you may prefer to be an Enlo” so soon for life is bet-

‘You are saying I am to die?” I say, somewhat horrified. “What do I do wrong?”

‘Why, nothing,” she says. “But it will be Dark Season soon, and that is when the great lord will have his special feast.” ‘He will eat me,” I say. She rolls her eyes, and looks all around, and then almost in a whisper, “You mean they don’t tell you? Why else do you suppose they feed you so well? The lord thinks you are good to eat. But never say I am the one to tell you or they will eat me, too, before my time,” needs an effort, and nothing seems to be impressed, for he takes very little

‘It was quite well, with lumps in it, and the smell tell. None of them understand this, not even a smart-talking slave, and I know myself, I am better than a raw hand at Pikat Yaraboom is not laughing, and he

‘Well, why?” I say. “Will you let me have some food?” And she says, “You must

‘This is where I

‘I ask for what will happen to me if I cannot

‘I don’t care as now I

‘Imagine, I do not care as now I

‘He lets out the biggest bel-

‘I know what will happen to me if I cannot save myself. Finally he grates out, “I can still chop off your legs, and maybe I will for cheating me of the rest of you.”’

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‘Now this may seem a setback, but I am prepared for it, and say I will choose my prize later, if I win. This is a form of learning, and the rules are that I get to choose a drink, and then someone else does, and finally he does; I must drink a good mug of each, and none can be beer, which they drink and just kukuan beer, and I say in direct. ‘Why little copperhead,” he

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SORCEROUS SYMBOLS

by Phil Hine

Sigils — magical marks — can be used as useful variants on the more usual amulets and talismans.

Sigils can only be made by Neutral magic-users, as the necessary skills have been imparted from master to apprentice, only down this particular branch of MU's (includes NG and NE).

Sigils are special kind of magical rune, first developed by a Neutral sorcerer and passed on by him to his numerous disciples. They are a specialized form of picture-glyph, engraved on a silver plate, and worn like an amulet.

The power of Sigils lies in the vast, untapped resources of the subconscious mind. The particular form of a Sigil is attuned to a specific, wished-for desire. When the Sigil is consciously concentrated upon, energy is released from the user's subconscious, causing the effect of the Sigil is created for.

Sigils can only be made by Neutral magic-users, as the necessary skills have been imparted from master to apprentice, only down this particular branch of MU's (includes NG and NE).

Proficiency to make the basic type of Sigil is gained at the 6th level. More complex Sigils can be made when the MU progresses to Lvl 8, and later Lvl 10. To be taught the necessary silver crafting and design skills the MU must have Int and Dex Prime requisites of 12 or greater. Those MUs who have received instruction in this arcane science, will also possess the spell hypnotism [see below].

Minimum Level of Creator
This is the minimum experience level an MU must be to create a particular type of Sigil.

Minimum Int of User
This is the minimum Intelligence score a character must have to use the Sigil type.

Concentration Time
This is equivalent to casting time for spells. The user must concentrate intensely on the Sigil, visualizing its form and not performing any other activity. This activates the Sigil to release its energy.

Final Session
After the MU has finished engraving the Sigil onto its silver plate, a final session must be held, where the future owner of the Sigil is present. The MU then proceeds to put the character into a hypnotic trance. No Saving Throw is made as the recipient of the plate is a willing subject. Sometimes the character might independently hire a witness, the voucher-safe that nothing of an underhand nature takes place. Once the character is in the trance, the MU 'suggests' that whenever the Sigil is concentrated upon, the desired effect will manifest itself.

Dr Arcos the Arcane: 'Go forth and slay me a cyclops. Bring to me its eye and I shall reward you with a Sigil of Strength. Deal?'

Munchskull Bloodaxe: 'Deal!'
that trance, he is given the suggestion that whenever he concentrates upon the Sigil, he will become very strong, for a brief period. This suggestion lasts for some time, as whenever the Sigil is activated, the conviction is further impressed on the subconscious. By concentrating on the Sigil, the necessary subconscious energy is released.

If however, the MU is constructing a Sigil for his own use, the final session is different in that the MU hypnotises himself in front of a mirror, and is able to implant the Sigil's use into his own subconscious, coming out of the trance directly after the suggestion has been made.

**Examples of Type A Sigils**

**Sigil of Fire Resistance**

This Sigil, when activated, renders the user immune to the effects of normal fire and gives +2 on Saving Throws vs magical fire. If a save is made, no damage is sustained from magical fire attacks and if it fails, only half damage is taken. **Duration:** Permanent.

**Sigil of Healing**

When activated, this Sigil allows its user to heal 2-7 hit points of damage on his or her body. **Duration:** Permanent.

**Sigil of Strength**

A small Tiger's Eye gem must be set into the design of this Sigil. Its use increases the user's physical strength by 1-4 points (to a max of 18/50). **Duration:** 1 round.

**Sigil of Curing**

This Sigil works in a fashion similar to the Lv3 clerical spell, *cure disease*. It will cure completely any such afflictions within 1-6 days. The user must use the Sigil once a day until the disease lessens gradually until at the end of a given period the disease has disappeared completely.

**Examples of Type B Sigils**

**Sigil of Light**

This Sigil produces an effect similar to the Lv1 clerical spell, *light*, but only the user benefits - no other creature can see the light. **Duration:** 1 round/level of creator.

**Sigil of Alignment Sensing**

When activated, this Sigil allows the user to sense the alignment of any creature within 1" in front of him. **Confuse alignment** and similar devices fail the use of other Sigils. **Duration:** 1 round.

**Sigil of Protection**

This Sigil causes a similar effect to the Lv1 clerical spell protection from evil. **Duration:** 1 round/level of character.

**Examples of Type C Sigils**

**Sigil of Holding**

When activated, the Sigil allows the user to hold (as hold person) one humanoid creature immobile. After concentrating upon the Sigil, the user will be able, within the next turn, to deliver a verbal command in 'Stay where you are', with such command and authority that the target must save vs spells at -2 or be effected for 1 round/level of Sigil's creator.

**Sigil of Fear**

When activated, this Sigil causes its user to appear so fearful and terrible that all creatures below 6th level/HD must save vs spells or retreat from him (range: 2" circle). While the effects last, 'fear' creatures will not approach closer than 4" from the wielder of the Sigil and will not attack. **Duration:** 1 round/level of creator.

**Sigil Restrictions**

A particular Sigil can be used only twice a day, and there must be a period of 6 hours between users. Those who attempt using Sigils outside of these strictures will find that the strain on the subconscious mind causes a black out lasting 1-6 hours, followed by severe headaches for a further 1-4 hours. Similarly, a character may not possess more than 1 Sigil at any time, as attempting to use different Sigils causes a similar subconscious strain. Each Sigil has 10-40 charges after which it ceases to be an effective trigger. As each Sigil is unique, it cannot be recharged, except by returning for another session with its original maker, if this is not possible, the character must find another MU willing to make another for the same purpose.

Sigils cannot be used while their owners are under the effect of any mental type spell, ie hold person, fear etc, nor can they be used if the owner is under psionic attack. DMs should note that though mind-related, Sigils are not all related to psionics and do not register as such when used near psionic detecting creatures.

DMs should formulate their own Sigils, tailored for use in their own campaigns. The Sigil should not have too powerful an effect, keeping within the 1st-3rd level spell range. Sigils cannot be used to manifest material or semi-material things ie they cannot reproduce the effects of *web* or *fireball*, for instance.

As for buying the services of a Sigil-making MU - again this really depends on individual campaigns and how much money there is flying about. Still, if the opportunity arises, the MU's bill could read something like this:

<table>
<thead>
<tr>
<th>Duration</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 days:</td>
<td>500gp</td>
</tr>
<tr>
<td>Material:</td>
<td>1000gp</td>
</tr>
<tr>
<td>Hypnotherapy:</td>
<td>2000gp</td>
</tr>
<tr>
<td>Sigil Type:</td>
<td>Cost 4000gp (type A)</td>
</tr>
<tr>
<td>VAT:</td>
<td>1500gp</td>
</tr>
<tr>
<td>Total:</td>
<td>12000gp (cash or similar goods equivalent).</td>
</tr>
</tbody>
</table>

**HYPNOTISM (Enchantment/Charm)**

**Usable by:** MU (Neutral)

**Level:** 3  
**Range:** ½"  
**Duration:** 5-10 rounds (trance)  
**Area of Effect:** 1 person  
**Components:** V, S  
** Casting Time:** 1 segment  
**Saving Throw:** None

This is a variant of the Lv1 illusionist spell of the same name. It can be used for willing participants and produces the necessary trance state for suggesting a message to the targets subconscious mind. Apart from its use in the charging of Sigils it can, at the DMs discretion, have other uses, such as curing phobias and other 'mind alterations'. It is not as powerful as the illusionist's spell, *suggestion.*
Dear WD,

Issues 38 and 39 contain a variety of comments about my letter in WD37 which refers to Lew Pulsipher’s article about the Necromancer in edition 35. First let us clarify Lew’s intentions. The article itself is sub-headed ‘An AD&D Character Class’. The editor’s contention - that it was intended as an NPC - is disabused both by this and by Lew’s own comment in issue 38.

Next I turn to the impalement gentleman who writes in Issue 38 to ‘put me straight’. Perhaps he would like to produce evidence in support of his thesis that the AD&D system advocates evil clerics, assassination and so forth. I grant that the system includes reference to these elements but that is a far cry from advocating them. In any case my original contention was about the introduction of a character class which is evil; I must accept the presence of assassins in the original work though I have never seen a player successfully sustaining the running of an assassin character for long in the presence of sensible players. Trevor Graver’s second point - something he alleges I forget - is something to which I entirely respect his viewpoint. In any case my letter in Issue 39 was to ‘put me straight’. I have obviously experienced the Striker and an inconsistency about the game is played in practice do not greatly exasperate me. Of course this contention is not extend to the Revenant, which is an undead creature? Further, to change the concept of alignment is simplistic and outmoded, and thus urge games masters to discard it in the cause of good role-play. The view of Mr Turnbull and others might be that this is ‘interfering’ with true D&D - but rules are made to be broken.

Cheekily,

Dave Morris, Woking.

Dear WD,

I have recently bought a copy of Striker and an inconsistency about the vehicle design rules has cropped up.

Surely, as well as affecting aircraft (in the form of drag point and G efficiency), lack of streamlining should affect the speeds of other vehicles. Assuming that the speeds are already worked out for vehicles with radically sloped fronts, drag points for moderate slopes and vertical faces, taking into account the height and width of the vehicle, would be very helpful (I suggest 2 for good slopes and 4 for vertical face multiplied by the average of the height and width).

Secondly, the rules for the use of terrain following radar and avionics for VT aircraft of an advanced rules should apply for grave vehicles.

Meanwhile I will take this opportunity to say that I am impressed with the new look White Dwarf. How can you put so much extra into it without increasing the price? Anyway, enough buttering up. Now that you have expanded your games coverage how about printing something for Top Secret or Stormbringer?

Yours,

Stephan English, Bucks.

Dear WD,

I was interested in an advertisement for an adventure pack gracing your pages. It was unique in being an offering of eight different RPG systems. What are you waiting for? Writing scenarios simultaneously for 2 or 3 systems would please a lot many gamers and inject sincerity into the idea of a ‘new look’ WD. Are we then to look forward to developments in this field, breaking the D&D monopoly on scenarios without upsetting its followers? Yours hopefully,

Gary Sugden, Humberside.

Now that we have 4 extra pages we shall be giving a lot of coverage to other systems anyway, whilst still retaining the amount of D&D and Traveller. This should keep everyone happy. We will be publishing a few multi-system scenarios, as well - it is, after all, a pretty good idea. -Ed.

Dear WD,

Issue 39 was excellent, especially now that you have realized that other RPGs exist apart from Dungeons & Dragons and Traveller. Although Slayground was not brilliant, it’s a start. I am in total agreement with Gary Saul, White Dwarf is the best value magazine on the market, for 75 pence the only other periodicals are a lot of badly printed, third rate fanzines. One problem though, I find that other people’s opinions of White Dwarf should be read but not on the Letters page, we can form our own opinions can’t we? I like other people’s useful comments though... whoops!

Yours,

Paul Rolles, Southampon.

Dear WD,

In my recent AD&D scenario, the Eagle Hunt, the description of room 68, the Temple of Kali, is incomplete. Immediately after the sentence, ‘This is a trap for intruders’ should be, ‘There is a gilded statue of Kali on the west wall, 30’ above the floor, inset with false gems for eyes. Total value 5gp.’

Yours,

Marcus L Rowland, London.

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LETTERS

ARE YOU A CHRISTIAN?

VISIT THE LIONS

AT THE

COLOSSEUM

White Dwarf,

27-29 Sunbeam Road,

London NW1 6JE

20
THE SNOWBIRD MYSTERY
by Andy Slack

A Traveller scenario using the Traveller Basic Set and Book 4.

Important: WD40 is essential to play this scenario, as the ship used in the scenario is detailed in that issue. Additional, but not essential information may also be found in this issue's Starbase.

Module 1: Introduction

This is a Traveller scenario for 2-4 players, who are agents of the elite Covent Survey Bureau (see Starbase this issue), and should all be run through one year and six months from the time of their assignments. The Traveller Empire does not always, and amongst other measures, the Empire has control of the Imperial Inspectorate, a body of picked high-ranking officials who travel widely with their own armed forces and pay periodic surprise visits to the provinces to check up on the sector dukes and sector admirals. The latter is something which, when applied to a ship by several thousand tons of shipping with a hundred or so crew on board, the agent sector duke keeps his eyes open, and can spot such an unexpected audit several weeks away by means of high-jump couriers and intelligence estimates. Similar methods inform most of the other officials with their hands in the cookie jar in time for their activities to be covered up, unless they are plotting something really major, like a revolt, in which case the mobilisation of troops and ships would be difficult to conceal, and the only hope left would be to destroy the visiting Inspector and his men.

Yeol Salash, Sector Head of the Covent Survey Bureau for Sector Antares, has read the computer compilations and siftings of reports from detached duty, sector, and other sources, and realises that an Imperial Inspector is on the way to audit the sector, and can be expected to arrive in a few weeks. This gives him some time, and he has been augmenting his private fortune by the somewhat legal method of using CSB shipping to smuggle the contraband narcotic hyperex, popularly known as 'yag', and an addictive form of combat drug. This would be bad enough, but could be covered up in the normal way of things. However, the latest shipment of yag has gone missing; the ship carrying it had followed a flight plan in accordance with normal procedures, and by collating the various sources of data at his disposal, Salash estimates that the ship disappeared in the Shangrila system. He realises to his horror that Shangrila is one of the stops for the Inspector, according to his computer's predictions from earlier checks. Quickly he transmits the necessary orders; a group of agents are to be assembled from nearby systems at Shangrila and search for the missing vessel and its load of yag, using the cover of asteroid miners searching for ore strike in the system's outer moons and planets. The agents won't, of course, be aware of the fact they are searching for yag.

Players

Module 3: Briefing and Commit

As you may have noticed, the Bureau main interest in Transstellar Lines, a minor space lane carrier in the sector, to facilitate a diversionary tactic in the field, and to exploit any opportunities on hand, the agent sector duke keeps his eyes open, and can spot such an unexpected audit several weeks away by means of high-jump couriers and intelligence estimates. Similar methods inform most of the other officials with their hands in the cookie jar in time for their activities to be covered up, unless they are plotting something really major, like a revolt, in which case the mobilisation of troops and ships would be difficult to conceal, and the only hope left would be to destroy the visiting Inspector and his men.

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Enclosures:

1. Shangrila system (Module 6)
2. Exotic class scoutships (WD40)
3. Navigational analysis of most likely locations of the snowbird (Module 5)
4. Personnel records of the snowbird's crew (Module 5)

Players

Module 5: Snowbird Encounter

1. Norton Fitzwarren: Command Pilot (60,884A) Pilot-2, Computer-1
2. Follen Coblach: Navigator (7C689) Medic-1, Navigation-1, Mechanical-1, Jack of Trades-1
3. Wuye Holloway: Chief Engineer (88478B) Pilot-1, Engineering-3, Jack of Trades-1
4. Addison Wessey: Second Engineer (48398) Engineering-2, Gunnery-1, Steward-1
5. Mirilla Vigrasse: Medic (79C784) Medical-2, Small-Water-Craft-1

The Command Pilot and Chief Engineer are both CSG agents; other crew members are not, and believe with them.

Players

Shangrila (C668547-6, Agricultural, Non-Industrial, good security, no military installation, little importance. Texas) is the first port to the Empire. Due to the Empire’s needs for protection of an obtrusive nature, since Shangrila is a considerable distance away, the agents are told. As part of the price for this, the Empire maintains a small port facility to service its naval and ship contacts, which is also available to civilians for normal fees. The port facility has reasonable repair workshops, but refined fuel is hard to come by, and costs double the normal rates to civilian buyers. The world has an equatorial diameter of slightly over 9,650km and being of normal density, a surface gravity of approximately 0.8 standard g. The atmosphere is normal for pressure, and breathable by humans without assistance. Some 80% of the world’s surface is covered with oceans, dotted with chains of islands supporting fishing communities and a thriving light industry producing excellent mid-tech speedboats with which the locals are often adept, despite the law level of 7. It is relatively easy to obtain licences for tech 6 weapons. The world is a great plane on all items of tech level 7-10 and 7-15 above the starport, except for medical gear.

Shangrila is the second world out from its G7 primary, and the climate is temperate at best, some quite cold in winter or at high latitudes. There are four large world in the star system and two gas giants; the gas giants are the fourth and seventh worlds from the star, the fourth being the larger at approximately jovian size, with 14 known moons and occasional claims for more. This is the main site for the asteroid mining which occurs on an irregular basis, usually by offworlders who believe that there is no local competition there is more chance of a lucky strike.
A1: Bridge

The bridge in the ship's wheelhouse is perfectly composed, and relaxed, as if they're just perched on a ledge between these two couches, and on it are an empty pill-bottle and a water bottle of flexible plastic. All the controls on the bridge near the crewmen in the left-hand couch with a notepad with a pen. The navigator is wearing his headsets.

Obviously, if the gravity is at work, the small grey amulet on the notepad will fail. It is covered with deliberate calculations. How long will the crewman survive under various regimes of emergency measures. Near the bottom, the navigator’s table contains: the lights under several times, heavily. If other pages of the charts are still under the identification of the man in the left seat, he is the pilot. Also present are his will, a brief log of the time since they were last anchored. The navigator looks at the finder to deliver two letters which are to be found in his pockets. The log is the pilot to the last, and will tell the players that little time may not know, but near the front in large letters is an underlined, memorized in fast drug to take out their supplies of oxygen and food, and from provided they are found by such-and-such a date (given in the log under their search) they can revive. The crew will eventually be able to pick up, the 8th week, but don't let the players find them moving about! The whole log only covers about 10 cm.

The pill-bottle bears numerous formulae, trade names, and the character with Medical skill to deduce that it contains a drug.

The letters in the pilot's pockets are addressed to his girlfriend (content fairly predictable and harrowing) and to the Manager of Transitter Lines. The latter includes plans leading up to the crew’s death and the cause of the ship’s worsening situation. Recommendations as to how to prevent the resurrection of the mishap are given, as is a rather unattractive description of the motor.

Characters examining the bodies should realise that something is wrong; they are in no way decomposed, and are even slightly warm. They are the pilot and the navigator.

A2: Pilot's Station

This is a fairly normal-looking station. It is left neat and tidy, and the only thing that stands out is a jacket of a young girl and a metal strongbox on the desk.

The strongbox contains about what you'd expect; a report of circumstances on technical manuals describing pilot's procedures for the ship's average ‘emergency dose'. It seems a highly vacillating wall of the ship is destroyed while the occupant is asleep (all the stairways have been breached). Lightly inked drawers is a bundle of letters from the pilot's girlfriend, and a collection of excellent quality tapes for the entertainment system. The hologram is in the form of a cube about 10 cm on a side, with a stud near the bottom of the wall. Pressure, if released, may not have to go through a short period of movement and action (always the same loop) in which she smiles and says endeavoring things, obviously meant to cheer the pilot up and assure him of their affection. The strongest thing is that, although there are some means of achieving the intended effect, the pilot will only attempt to open it; on a roll of 9-20 he succeeds out to the ends of the world.

A3: Navigator's Stateroom

An unremarkable stateroom. There is a small locker, whose contents are unknown as this is not fully packed away neatly.

The contents of the stateroom are fairly standard except for the theatre where the navigator has a PDA, and is somehow addressed to a family which the players will know from their briefing includes the navigator's parents. Indeed, if opened, its contents may allow for one passage in which the navigator urges his parents to look after his affairs, the disposal of his death, for their own good; he advises them paternally that he died in the service of this Empire, for security reasons. He states that he was aware of the risks, and considered the task worthwhile.

A4: Chief Engineer's Stateroom

This stateroom contains nothing that you've ever seen abroad a ship - things are carelessly strewn about, which is not entirely out of the question. The contents of the wall could lure loose objects dangerously. The wet posters on the walls and numerous empty bottles are obvious. The desk, as well as the papers on it, are very much the same. The armchair is designed in lowered in softly covered seat, headrest, and in the corner on one of which the navigator was sitting, covered with tools, parts and bits of workshop, and the other covered with tools, parts and bits of workshop.

The basic design of this ship is that of a box of six darkly structured in the middle. There is nothing of special noteworthiness here.

A5: Sick Bay

This room can obviously serve as a stateroom or sick bay to guests. At the moment is set up as a sick bay.

There is only normal medical equipment to be found, though obviously stateroom facilities are present, including bedform - bed folded up into the wall, and so on.

A6: Crew Common Area

A deserted common area with all the cooking and recreational facilities stayed away. There are numerous posters or specify morning safety procedures on the walls in prominent places.

A careful search of this room will reveal nothing, except a bundle of clothes, a few novels which have fallen down behind the seat cushions.

A7: Medic's Stateroom

An apologetically stateroom with a large rack of medical supplies. The stateroom is not inhabited; the only fault is a view on the desk. Posters cover the far wall, and are concerned with the ship's medical care. At the moment, it is occupied by a doctor, although there are some pictures of high performance small watercraft.

A8: Medic's Stateroom

A character mostly concerned with medical care, but about one-quarter of them have titles such as 'Antarctic Power Boat News', or 'Handling Speed Boats on Cold Worlds'. It should be obvious that the medical's hobby is powerboating. A second character is a character of Engineering, and appears as a character attesting to her skill, and membership cards for several boat clubs, some of which could conceivably form the basis of future club premises in future adventures. A character collecting and studying the instructional manuals for six months, provided he has some practice as well, will acquire one level of expertise in Small Watercraft. It is not possible to use the boat after the end of the time. A further attempt is permitted, but the character's skills are of a simplified nature, and a character of Small Watercraft 2 or better can gain no benefit from them.
A5: Main Airlock

This is an ordinary airlock, containing safety lines and umbilicals, facilities for their attachment, and other EVA stores such as lights, overalls, and so on. There are half-a-dozen vac suit presents.

A thorough check of the airlock will reveal that all the air tanks on the vac suits have been emptied and are exhausted of air. The crew have used them to seal off the ship'sboard life support by bleeding their content into the atmosphere aboard.

A10: Ship's Locker

This room is about half-full of survival stores. There are a few bladies and rifles, preserved rations, mark-white, lugs, and similar items.

The referee should feel free to add appropriate items to the above list as the characters search; however, note that all types of filter mask or respirator are missing, the chief engineer has gasified them for the mysterious apparatus in an emergency system to the drives. An open tool kit is in the crawley, as are several maintenance manuals and an empty bear can.

A12: Drive Room

This room contains controls for the engines of the ship, and monitors to them. There are two cameras above the consoles, both occupied, the people in them being too busy to even notice the camera's presence. The man on the right is the chief engineer, the official。（言語）

A13: Starboard Drive Access Crawlway

This passage obviously allows access to the drive machinery for repairs. All the internal panels are missing, and there are signs of attempts at repairs. All the inspection panels have been removed and there are clear attempts to jury-rig some kind of emergency system to the drives. An open tool kit is in the crawley, as are several maintenance manuals and an empty bear can.

B1: Payload Bay

This contains a number of racks of extremely complex electronic equipment, whose purpose is unknown, but which a character with Engineer skill can determine from a brief inspection that the manoeuvres drives are hopelessly damaged by some sort of internal explosion, possibly a component failure of an unusual type, and can only be replaced.

B1: Port Drive Access Crawlway

This passage obviously allows access to the drive machinery for repairs. All the internal panels are missing, and there are signs of attempts at repairs. All the inspection panels have been removed and there are clear attempts to jury-rig some kind of emergency system to the drives. An open tool kit is in the crawley, as are several maintenance manuals and an empty bear can.

B2: Circulation Space

An empty control room. To either side are small alcoves with couches in them, obviously control positions for the two ventral turrets.

The ventrals are remotely controlled from here, and are currently fitted with sensors of various kinds.

B3: Air Rft Bays

Both these rooms contain a standard air襜 and facilities for their launch and maintenance. There is nothing of particular interest here.

B5: Circulation Space

An empty control room. The nearby inspection plates have been removed and someone has obviously been monitoring the situation here.

The engineers and medic have been working here to stretch out their oxygen supplies by tapping with the nectar.

B6: Emergency Air Lock

A cramped chamber containing a single vac suit and a small first aid kit.

The air bottles of the suit are empty - see A9 for the reason.

C: Freaher

A small room containing sanitary and washing facilities, apparently adaptable for zero-gravity use. Nothing of interest.

C8: Cargo Hold

The valve leading into the hold seems to have been deliberately wrecked, and quite thoroughly. A notice attached to the door on the outside, bearing the words 'Transstellar Lines Announces the contents that are confidential personal records of the company, and under Imperial law the crew are within their rights and facilities for their launch and maintenance.'

The finders are requested to inform Transstellar of the ship's location.

The players will doubtless eventually find a way to get into the hold, perhaps as a result of violence by the players in entering the area, perhaps due to a sudden lurch when the manoeuvres system failed. One crate has come loose and burst open, spilling recording modules everywhere; small oblong objects about the size and shape of tape cassettes. And sometimes also, a couple of larger containers marked Erasable Recording Modules, probably from the cargo hold.

D: Toroidal Turret

This turret has controls for the beam and missile rack fitted to the ship. All its systems are turned off, with an open flag indicating to use in emergency navigation in the case that the computer malfunction is impossible to pilot jumps manually, but perilously difficult and time-consuming and with a great chance of error. The octant and its accompanying manual are there more for reasons of morale than practical necessity.

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Referee Only

Each week that the players spend in space, the referee should roll a 1d6 and consult the encounter table below:

<table>
<thead>
<tr>
<th>Dice</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>2—6</td>
<td>None</td>
</tr>
<tr>
<td>7—8</td>
<td>Decathlon 1</td>
</tr>
<tr>
<td>9—10</td>
<td>Decathlon 2</td>
</tr>
<tr>
<td>11</td>
<td>Decathlon 3</td>
</tr>
<tr>
<td>12</td>
<td>Type T- naval</td>
</tr>
<tr>
<td>13—15</td>
<td>Hugin Class scoutship</td>
</tr>
<tr>
<td>16</td>
<td>Type T- mercenary</td>
</tr>
</tbody>
</table>

This table differs from the standard encounter matrix in that it introduces two new types of vessels:

Type M Merchant: (Book 2) A standard subclass of smuggler. Usually engaging in peaceful trading carrying passengers and freight to and from distant worlds. They are capable of carrying one to two 30-tan vessels, 20 passengers, and a cargo of up to 10-12. A Model M computer is usually equipped with the appropriate software to help in the navigation of the ship and its cargo. If the players need something aboard the ship, the merchant will be more than happy to help, provided they are willing to pay the appropriate fee. If the players try to get onto the ship without paying, they risk being turned away or even having their goods seized by the merchant's crew.

Decathlon Class: Using a 400 ton hull, the Decathlon class represents a step up from the standard free trader, purchased by successful captains of medium-sized interstellar trading companies. Its main advantage is the powerful jump drive, F, rendering it capable of jump-3 and making most worlds accessible in a single day. It is a fast, agile vessel, perfect for companies that require quick delivery of goods. The power plant for the Decathlon class is a 1000-tan supports the crew of 40-50, including 20-30 weapons and cargo, and has a maximum cargo capacity of 500-600. A Model M computer is fitted adjacent to the bridge. There are 14 standard crew compartments, all of which include a toilet and a private room with a small bed. Four spaces are unoccupied, but no weaponry is installed. A standard system for the ship's engine is a standard air force engine with air conditioning, and there is a cargo hold of 60-70. A standard system for the ship's engine is a standard air force engine with air conditioning, and there is a cargo hold of 60-70.

A standard design, the Decathlon class cost 10,000 credits and take 12 months to build at a Tech Level 8 shipyard. A crew of 5 is required, including a captain, two engineers, and two gunners. Hugin class vessels are not uncommon in the ranks of the Imperial fleet, though it may be possible to have other owners - pirate ships, with a high crew-to-strength ratio, 100-120, are more common. The Hugin class vessels are very rugged and can survive in the most hostile environments. They are used by the Imperial fleet for various tasks, such as patrolling the edges of the known universe, providing security in areas of high threat, and acting as training vessels for new pilots. Many of the Hugin class vessels are equipped with the latest technology, including advanced sensor arrays, powerful weapons systems, and advanced computer systems. However, the cost of building and maintaining these vessels is very high, and they are not commonly found outside of the Imperial fleet.
Unarmed Combat II

Unlucky Eddie (Varley!) Setting him up in the first RuneRites column (WD30) drew some flak, but Garner of unarmed combat, let alone special skills, in RuneQuest terms, and so I do not wish to endorse a particular system, but single out some points made.

Toughening up
Andrew Roberts made the very important point that arms and legs would have to be toughened to be able to parry weapons or deliver damage through armour without taking unacceptable damage. This toughening would produce a 'shield' effect, which would only operate for a deliberate attack or attempt at parrying, not as ordinary armour, and would be detectable, in the form of hard callouses etc., by any other practitioner of unarmed combat at Spot Hidden ability + 5% for each point of 'shield'. The maximum number of 'shield' points on any limb is 1 per 10% attack/parry ability with that limb; the cost is cumulative, starting at 200L for an arm, 300L for a leg (going up to 400/600, 600/900, etc). One effect will be to slow down DEX-based skills; for each 'shield' point taken 1 from DEX for the purposes of the Manipulation bonus (I take it that only 1 is subtracted as long as there is no more than 1 anywhere -OD) and 5% from highly manipulative skills like Lock Picking (but only if that hand has been toughened, obviously). The relevant results will then be, in the case of Armour Parry (for which a 300-500-1000L progression in training is suggested):

**Damage**

It seemed generally felt that this should depend on the level of skill or be partly temporary or non-lethal. Some provided complex tables to model this, but I wonder if GMs are ready to cope with yet another table! In Oliver Macdonald's system, damage caused in the ordinary way by fist, foot or head is normally temporary, regained at a rate of 1 point per hit location per 2MR, but a special hit (20% or less) will do proper damage as well (ie same as temporary, or roll separately), and a critical will ignore armour or do double damage. But Dave Morris's system of stun damage, done in Brawling (of which more below) if no weapon is used, and accounting for most of the damage in Fisticuffs, may seem preferable. This damage is temporary, but an area reduced to 0 points or lower will not function until the character's Recovery Rate has brought it back to 1HP. This rate depends on CON, which govern how many 6 second periods (1/2MR's) are required to regain 1 point in all locations. Thus:

<table>
<thead>
<tr>
<th>CON</th>
<th>Recovery Rate</th>
<th>Time to Full Health</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>4</td>
<td>1 day</td>
</tr>
<tr>
<td>5-9</td>
<td>3</td>
<td>2 days</td>
</tr>
<tr>
<td>10+</td>
<td>2</td>
<td>3 days</td>
</tr>
</tbody>
</table>

Healing can also repair stun damage, at a rate of 2 points per 1 of healing, but will affect any ordinary damage first. This will involve some extra bookkeeping during a MR, but despite what is said in RO this is necessary anyway to keep track of POW cost, effect of spells, incapacitations (which take place as soon as delivered) etc. Dave's system for doing real damage as well as stun damage (see below) might seem cumbersome; I would suggest that GMs use their brains, bearing in mind that criticals and specials should have the effect of knocking unconscious, breaking a bone or similar. A highly skilled boxer or martial artist could always announce the intention of not doing lethal damage, for great skill allows judging one's blow (a similar system could be used with weapons if you wished to knock someone unconscious and not kill, something for which present rules make no allowance specifically.)

**Skills**

A distinction clearly needs to be made between martial arts proper and ordinary fighting, such as might be necessary in emergency in battle or appropriate in a bar room brawl. Dave Morris separates Fisticuffs (which includes kicks and blocks), in which training is possible, from Brawling, which can only be improved by experience. I like his Brawling, and his description follows.

Brawling covers the full range of brutal fighting techniques - gouging, throttling, butting, pummelling, etc. It is primarily dependent on the character's characteristics rather than on training.

**Brawling Damage Table**

<table>
<thead>
<tr>
<th>Die</th>
<th>Skill Level(%)</th>
<th>Roll</th>
<th>01-04</th>
<th>05-08</th>
<th>09-12</th>
<th>13+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>5-6</td>
<td>55555</td>
<td>55556</td>
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<tr>
<td>2</td>
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<td>1d4+1</td>
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<td>1d8+6</td>
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<tr>
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<td>1d10+7</td>
<td>1d10+7</td>
<td>1d10+7</td>
<td>1d10+7</td>
<td>1d10+7</td>
</tr>
</tbody>
</table>

**Skills**

The basic chance in Brawling is 25%; ability can be increased only by experience, to a maximum of 75%. A brawling character cannot parry, but if he or she has a Defence bonus the above is an exception — it is the first round that a combatant tries to initiate Brawling if the other combatant can parry the tackle, using Fisticuffs ability if he has no weapon, then Brawling does not take place. Brawling character has the option of using ability in Fisticuffs or with a dagger, at half normal value, if this is higher than his or her Brawling ability.

In Brawling, attacks are rolled every 6 seconds (1/2MR). Roll 1-6 for strike rank, with the following modifiers:

STR +5 | ST 5+ | DEX +6 | +1

**Brawling Damage Table**

<table>
<thead>
<tr>
<th>Die</th>
<th>Skill Level(%)</th>
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<td>1d10+7</td>
<td>1d10+7</td>
<td>1d10+7</td>
</tr>
</tbody>
</table>

The resultant number is the damage done.

**Skills**

As he notes, if these rules are used, Head Butt, Kick and Fist no longer apply, but Grappling may still be learnt; any damage taken from a throw should be rolled in the same way, for stun damage. GMs might want to develop these systems further.

I hope this is enough to give people ideas; I have not been able to incorporate everything sent in for lack of space, but thanks for it all, contributors! The topic is still open for comments; I can't believe everything's been covered. Contemplate the marvellous illustration to Rumble in the Tin Inn (WD33), for instance...
Referees will need normal materials only

Regulatory Unit 7

This group can be set up with any desired number of personnel and vehicles, but with the following resource limits:

Total budget = $50,000
Driver Skill = 35
Gunner Skill = 20
Group Prestige = 25, but there must be no more than one double ace or two single aces in the group.

Within these limits any desired allocation of money and skills may be made, but the budget must be used for all purchases, including personal weapons and armour.

Equipment. All normal methods of vehicular construction are available. A few stock vehicles are also available, but nothing like the range in later years:

- Mini Sherman: Standard Model, $8,350 (no design options).
- Hotshot: Standard Model, $15,320 (no design options).

The slightly high prices of these vehicles reflect the fact that they are built for the arena market, not for mass sales. An early model of armed cycle is also available, the Ninja (later discontinued):

- Ninja: Medium cycle, super power plant, heavy suspension, PR Tyres. Cyclist Skill = 10
- Armour: Front 5, Back 5, Right 3. Mounts one rear spikedrop.

Introduction

In an effort to gain legislative support in making road duelling legal, the American Pro-Am Autoduellists Association (APAAA) has set up an illegal ‘policing’ organisation nicknamed the ‘killers’ by the press and TV which is intended to stamp out the worst excesses of road violence - the predators who rob or kill defenceless civilians. The policing organisation is divided into independent regulatory units (or cells), receiving their orders by scrambled telephone, telex or courier. Regulatory unit 7 is the latest addition to this force, a mixed group of veteran arena fighters and novices based in Tucson, Arizona.

Sometime before the legalization of Autoduelleing most road vehicles were still unarmed, although a few manufacturers had begun limited production of stock vehicles with combat capability.

Assignment: Freeway Deathride!

A Car Wars mini-scenario by Marcus L Rowland

San Fernando
Pasadena
San Bernardino
Long Beach
Newport Beach
Laguna Beach
Oceanside
San Diego

Los Angeles

PACIFIC OCEAN

---

* * *

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Assignment: Freeway Deathride!

Option: Sidecar armament can be replaced with a machine gun and extra magazine for an extra $700, characteristics remaining unchanged.

In addition to normal combat equipment, players may wish to purchase items from the following list, most of which are only obtainable illegitimately:
- Police radio transmitter/receiver - $450 (1 available)
- Police uniforms (Arizona state police) - $200 (2 available)
- Used police car (unarmed, unarmoured) - $1200 (1 available)
- CB radio (unlimited supply)
- Radio jammer $500 (1 available)
- Flare pistol & 5 flares $95 (unlimited supply)

Once the team have prepared their equipment and allocated skills and prestige the referee should check that all is in order then brief the group for their first mission.

**Mission 1:**

**APAA TELEx C458 ++ CLEAR TEXT OF SCAMMED MESSAGE ++ SECRET ++

FROM: APAAA CENTRAL CLEARING, FRESNO, CALIFORNIA.
TO: REGULATORY UNIT 7, TUCSON, ARIZONA.

MESSAGE BEGINS: UNIDENTIFIED ARMED VEHICLE ATTACKING LONE CIVILIANS ON LOS ANGELES - SAN DIEGO FREEWAY. ASSAILANT APPEARS TO BE A MALE, 25, AVERAGE HEIGHT, THIN BUILD, WITH SHORT DARK HAIR. 30 MILES AN HOUR. 1976 BROWN SEDAN.

TO: PREPARE FEMALE VICTIM, MOTIVE UNKNOWN.

5 KILLED, 9 INJURED TO DATE. STRONG FEM/MA POLITICAL PRESSURE FOR FAST SOLUTION, PROBABILITY 25% THAT EFFECTIVE APAAA ACTION WILL GAIN SUPPORT OF THIS INFILTRATIVE LOBBY. MISSION BOUNTY $20000.

MESSAGE ENDS.

If the team make enquiries they will learn that this stretch of Californian freeway runs through hilly ground near the coast. It has been the scene of several vicious motorcycle gang raids. All towns in the area maintain strong defences, but the road is relatively undefended, with State Police presence limited to car convoys or single armoured cars. The team will also learn that Arizona and California police officers and other police and radio transmitter, but entirely different uniforms. Prolonged enquiries will eventually let the team discover that all attacks have taken place at dusk, on weekends, and between Santa Ana and Oceanside.

Whatever plan the team adopt should reflect these circumstances. Other important factors are traffic density, which is only one vehicle for several miles of road; communications, with the effective ranges of CB rigs and Police radio transmitters, but entirely different uniforms. Prolonged enquiries will eventually let the team discover that all attacks have taken place at dusk, on weekends, and between Santa Ana and Oceanside.

Whichever plan the team adopt should reflect these circumstances. Other important factors are traffic density, which is only one vehicle for several miles of road; communications, with the effective ranges of CB rigs and Police radios 10 miles and 30 miles respectively; visibility, which is restricted to 1 mile and 10 miles respectively (flares are visible at 5 miles range, and increases visibility to 2 mile range from the flare); and the real or apparent sex of team members - female team members or disguised males are more likely to attract the killer's attention.

The killer is Jerome Partick, an autoduelist who was run down by a woman driver and severely injured in his last arena combat. He was paralysed from the waist down but has built and armed a specially modified van with hand controls for all systems. Partick knows that the woman who injured him lives in California, but does not know her real name since she fights masked as the 'San Diego Angel'. Partick cannot persuade any legitimate arena to let him fight her, due to his physical condition, and has resorted to random attacks on women drivers at weekends since he believes (mistakenly) that she must use the freeway to return to her home after arena combats. Partick's home is in Laguna Beach and he generally travels South to the outskirts of San Diego then North as far as Santa Ana, attacking the first lone women driver he encounters. Partick is extremely wary of traps and will be alert for any obvious ambush or decoy vehicle. Partick's van is a unique vehicle, and any other driver using it would suffer a 5 modifier on combat skill!

**Partick's Vehicle**

**Van:** Heavy Chassis; heavy suspension; super powerful hydraulic suspension; rear 205/70R15, 80 mph. Front 10. Back 10. 70, Right 10, Under 5, Top 5. Mounts 2 forward linked machine guns, rear mine dropper, rear oil sprayer. Accessories fire extinguisher, integrated computer. Weight 5195lb (including driver and 150lb wheelie loaded via rear door ramp) with six empty cargo spaces and one empty equipment space (wheelchair occupying 2 spaces). Any significant cargo or equipment increase will reduce acceleration; normal characteristics are weight 5195lb, handling class 2, acceleration 10mph, cost $14650.

**Wheelchair:** Custom built from motorcycle parts; 2 standard tyres (+ 2 small carry-all) small cycle power plant; mounts smoke screen unit and two concealed submachine guns under the chair arms. Weight: 150lb. Handling class 0, acceleration 5mph, maximum speed 35mph, cost $2,700 (mostly for specialised metalwork and labour).

Partick himself is armed with a loaded heavy pistol and two concealed grenades, and carries $340 in a wallet (also holding his California state police credit cards, etc) with a further $2100 concealed in a safe in his home (keys on van bunch). His home garage holds a super power plant, a rocket launcher, and two machine guns, plus an assortment of useful tools.

If inexperienced players use this scenario the referee should avoid any complications. However, an experienced party should be given additional problems such as police intervention or another group of manhunters, led by the San Diego Angel herself (Double ace, skill Driver 22, Gunner 16, Cycle 7, drives a Hotspot) out to catch the freeway killer for the glory of Womens Liberation.

**Mission 2**

Motorcycle gang kidnaps the governor of Texas and holds him for $10,000,000 ransom. The team must find and eliminate him (without harming the governor) before the police reach them. Suggested equipment budget for cycle gang $46,000. Possessions are police action, National Guard action, and rival gang action. Bounty: $75,000 plus possible legalization in Texas.

**Mission 3**

Armed hijackers (probably experienced autoduellists) steal a tactical atomic bomb and threaten Las Vegas. The team must catch them (without detonating the bomb) and return it to the Air Force Base without being arrested. Suggested equipment budget for the hijackers is $80,000. Possible complications are CIA and/or military activity, desert conditions, and subversion - one or more members of the hijack gang could infiltrate the team as new members, and thus be in a perfect position to arrange 'accidents'. Mission bounty is $80,000 plus possibly swinging the military lobby towards autoduellists.

**Mission 4**

A lone assassin, apparently a very experienced autoduellist with military skill, is attacking members of the Mafia and Mafia-owned businesses. The Mafia have offered a $100,000 reward for his or her death and wield enormous political influence. The team must either kill or fake the death of the assassin. Suggested equipment budget for the assassin is $75,000 to be spent on one vehicle only. The referee may optionally allocate normal passenger space to weapons systems at a cost of $300 and 50lb per space, or allow multiple power units in a single vehicle, when designing the assassins machinery. Possible complications are police action and/or Mafia hit teams.
Fiend Factory is a regular department for readers’ D&D monsters. This issue sees the continuation of the series...

INHUMAN GODS

More Divinities for Psuedo-Men: Part III
by Phil Masters

FROSTMEN
Kraada, Demigod
Armour Class: -2
Movement: 22'
Hit Points: 160
No of Attacks: Nil
Damage/Attack: Nil
Special Attacks: Gaze, fear, earthquakes
Special Defences: See below
Magic Resistance: 60%
Size: L (10' diameter)
Alignment: Lawful Evil
Worshipper's Align: Lawful Evil
(Frost Men)
Symbol: Black Disc
Plane: Negative Material
Cleric/Druid: 8th level cleric
Fighter: Nil
Magic User/illusionist: 7th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: IV
S:19 I:22 W:21 D:12 C:22 CH:-2

The history of this god is obscure; some suggest that he is a renegade son of Cryonax, Prince of Evil Cold Creatures [see the Fiend Folio]. It is thought that Kraada was once worshipped by a sect of humans, who were driven out by society because of their evil ways; to aid them, and as a reward for their fidelity, Kraada lent them the dreadful power of his one-eyed gaze. Certainly, frost men clerics refer to him as 'the giver', 'the first eye', or 'he who rewards truth'.

In form, Kraada appears as a low, hulking, dark, somewhat crab-like being, with a single, large eye on his front edge. This eye has an innate true seeing power, and can see in any conditions - even magical darkness; it can also, up to six times per day, project a blast of cold in a 60' long cone, 5' wide at the point and 20' wide at the base, doing 6-60 points of damage to all caught within (halved by a save vs breath weapon). Kraada has no weapon or body attack ability, but this gaze is but one of his deadly powers; he can also cast two earthquake spells per day as a 30th level cleric, cause fear to all in a 20' radius as the spell thrice per day (save vs spells negates), create darkness (5' radius) with the power of a tenth level cleric at will, cast a magic missile at seventh level power at will, and summons 1-4 ice toads once per day.

Kraada radiates (non-harmful) cold, detectable up to 50' away; his body is so cold that any being touching it takes 2-12 points of damage, and any object touching it must save vs destruction by cold - weapons which harm the god save at -1 due to force of contact. The deity is immune to cold, petrification, level draining, and all the effects of earthquakes; poison, lightning, and gas do him half normal damage.

Clerics of Kraada have never been known to attain more than second level abilities. They sacrifice by cold or crushing at small, well-hidden shrines.

MOUNTAIN GIANTS
Zrunta Mountainheart - Lesser God
Armour Class: 0
Movement: 18'
Hit Points: 320
No of Attacks: 2
Damage/Attack: 5-60
Special Attacks: Thrown Boulders for 4-32
Special Defences: +2 or better weapon to hit, spell reflection.
Magic Resistance: 45%
Size: L (28' tall)
Alignment: Chaotic Neutral
Worshipper's Align: Chaotic Neutral
(Mountain Giants)
Symbol: Mountain
Plane: Limbo
Cleric/Druid: 8th level cleric
Fighter: As 16+ hit dice monster
Magic User/Illusionist: 6th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: VI
S:25 (+7,+14) I:20 W:16 D:19 C:23 CH:15

Somewhere in Limbo there lies a great mountain range, at the centre of which is a vast peak; at the heart of this mountain is a cavern, in which broods Zrunta, father to all Mountain Giants - usually, it is said, picking his teeth with Slaad weapons...

Zrunta only intervenes occasionally in the universe of men and giants, for he is essentially a libertarian; his creed is that all beings - especially mountain giants - should make their own way in freedom and independence. However, if lesser races are too weak and silly to avoid enslavement by his offspring, that is their problem. On the other hand, any lesser being with insolence to enslave a
mountain giant is looking for trouble (and has a 3% chance of being punished by the god). Incidentally, Zrunta is unlikely to be worried if his descendants break nominally sacred vows to lesser beings.

Zrunta fights with a great stone club in each hand, doing 5-30 points of damage on a hit, but he can also tear great boulders from any rock surface and toss them up to 30' with devastating effect. In general, however, he prefers to summons one or more of his four elder sons (as required); these are mountain giants of great size, with maximum hit points, +2 to hit, and +2 to all saving throws. Zrunta can gate in any of the four at will; once per day he can also summon certain monsters, who take 1-3 rounds to appear; these will be 2-5 mountain giants (45%), 3-8 hill giants (10%), 6-36 ogres (30%), or 4-16 trolls (15%). Also once per day, Zrunta can speak a holy word.

Mountain giant shamans are curiously weaker than those of most giants, probably because the race has little inclination to religion; they are limited to 5th level advancement. However, a few witch-doctors with abilities of up to fourth level of magic-use have been reported.


Greenmen have a somewhat underdeveloped concept of mythology, but one being whom they generally respect highly is Carratirath, who appears to represent all their ideals of sophistication and power. This being is remarkably unlike, possessing two arms and a human face, but accounts vary as to his other characteristics and composition.

Carratirath seems to be a wandering warrior of considerable talent; he will routinely hang out with some tribe of greenmen, or in one locale, for an unpredictable period before vanishing into the ethereal plane, to appear elsewhere just as mysterious.

ly. If necessary, he can summons his bodyguard - ten large greenmen, each with at least five hit points per die, armoured to AC3, and wielding two halberds each. The deity himself usually attacks with a +2 broadsword, but if he is disarmed, or if he wishes to take an opponent alive for questioning, he will employ his monkish open-hand combat ability. He also carries a wand which will project a bolt of lightning, 1" wide and 6" long, doing 36d damage, once per turn.

Greenmen priests are few and far between, only appearing in the largest greenman communities; such limited reports suggest that they are shamans of no more than third level clerical ability.

GRIMLOCKS

Grimlocks will worship virtually any being of exceptionally evil inclinations, but they have special regard for a loathsome Daemon called Klogg, probably because he rather resembles themselves. Klogg is a huge, slightly hunched humanoid with white, staring eyes, whose body is covered with patches of loose, dead skin, and who emits an unpleasant, decaying stench. Klogg can see ultra-violet and infra-red radiations only - nothing in the visible spectrum - but his sense of smell allows him to tell the type, approximate numbers, direction and distance of any being within half a mile, and his hearing is so good that he is never surprised (magical silence alerting him by a simple absence of sound). He fights with two talons, each doing 2-20 points of damage from this rending. Klogg can only be harmed by +2 or better weapons, and paralysis or poison in any form is useless against him, as are fear-based attacks, disintegration, death magic, and visual illusions. This demigod is also quite immune to all first level spells, and has a 99% resistance to all second level; this resistance is reduced by 5% for each level above second of the spell, making Klogg 84% resistant to fifth level magic, for example, and 64% to ninth level. Klogg also regenerates any damage not caused by fire, acid, or holy water, at the rate of 4 points per melee round. The latter attack form does him 4-9 points of damage on a full hit, 1-3 with a splash.

Klogg has a number of magical powers, of which he can use any one on any round in which he is not otherwise engaged. He can cast curse on up five beings at up to 6" range, or bestow curse on a single individual within 2'; detect or dispel magic as a 15th level magic user, and >
The element of fire courted and bred with of their parents; they are loyal children, despite such rules, Halnass, a prince of dren, who inherited powers from both the lords of the four elements are often and returned to their respective planes, where cages of sorcerous strength were created for future favours; Klagg is clever enough to keep such promises, as this guarantees that such summoned creatures will co-operate in future.

This being speaks only his alignment tongue, that of grimlocks, and the various dialects of daemonkind, but he can communicate with any intelligent being by a limited form of telepathy. Grimlock priests are shamans of up to 3rd level clerical ability; the race has no witch-doctors. Worship invariably takes underground temples. Clerics usually communicate with any intelligent being that being still in his form, limited. This being speaks only his alignment tongue, and might follow, should and found refuge in lairs on the Material Plane; these are the lava children to contact with other races, mainly because they seek magical devices to use in the quest to free their deities.

<table>
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<th>Deity</th>
<th>Sphere of Control</th>
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<th>Reimant</th>
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<th>Holy Days</th>
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<td>X</td>
</tr>
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<td>Quorggg</td>
<td>Lava Children</td>
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<td>Black</td>
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On occasion, one of the two deities breaks free from captivity, or is summoned by magic that can penetrate his or her prison; on such occasions, the escapee tends to wander the planes, battling those who try to re-capture him or her, while seeking some way to free the other partner. Neither has ever succeeded, and in fact it seems certain that divine forces of immense power would intervene were any being ever so foolish as to attempt to bring the two together (by, for example, two gate spells). However, lava child clerics often seek the way to bring their two great ancestors to the same point in space and time, such as use of scrolls or devices bearing or projecting with or gate spells, and can summoned to all fire and heat attacks, all death magic and gas attacks, and the blows of weapons of less than +2 enchantment. Cold-based attacks, on the other hand, do him 25% extra damage, and even cold water does him injury (1-4 points from a pint thrown over him, one point from a splash). He can produce flame at will, cause any thing burnable he touches to catch fire, and thrice per day can summon a 12-dice fire elemental [see the Monster Manual] or phantom stalker [see FF] to serve him freely. On the Prime Material Plane, he is 50% likely to be encountered in the company of 5-20 lava children, including 1-2 clerics and sometimes (50%) a magic-user; if he is alone, he can summon such a bodyguard if he desires, although they will take 3-6 rounds to arrive.

Quorggg, the Stone Mother, is naturally immune to all earth magic, patricfaction, poison and death magic; she is treated as always making her saving throw to nullify any evil device to use in the quest to free their deities.
Starbase is a bi-monthly department devoted to readers’ ideas for Traveller, edited by Bob McWilliams. This issue, a new Imperial organization, also for use with this issue’s scenario.

The Covert Survey Bureau

An Imperial Intelligence Agency by Andy Slack

There are certain tasks which any government must perform, but to which it can never publicly admit; the secret and darker side of diplomacy, also called espionage. The Terran Empire is no exception, and it, too, has an instrument which performs distasteful tasks for the good of the state. This is the Covert Survey Bureau, usually referred to as the CSB, an obscure corner of the Imperial Terran Scout Service whose openly-acknowledged brief is the survey of newly-discovered cultures to assess the desirability and likely results of more formal contact, and the optimum methods of contacting the cultures. In addition to its stated task, the Bureau also sifts reports by serving and detached scout personnel; monitors and intercepts messages within and beyond the Imperial borders; creates and breaks codes and ciphers; prevents espionage by foreign powers against the Imperium; supports revolutionary, terrorist and pirate organisations whose actions further the state’s ends; and conducts espionage operations beyond the Imperium borders. The CSB has a controlling interest in several medium-sized companies, including a merchant shipping line, to aid its operations.

Actual structure is fluid, but in four layers. At the top of the pyramid are administrators, responsible for overall strategy and policy.

The second layer is composed of case officers or directors, local commanders who control and pay agents on a day-to-day basis. These are rarely involved in any dirty work, and normally have a legitimate cover as, for example, an embassy official.

The third layer is that of the agents or operatives, who perform actual operations as directed by a case officer. Their main activity is developing contacts who can pass them useful information, typically by bribery, blackmail, seduction or threats. If sabotage or assassinations are required, these persons carry it out. Agents are normally native to the world of their employment, and frequently believe themselves to be working for someone other than their true employer. Agents are at the full mercy of the local authorities if caught, unlike the case officer, who will either have diplomatic immunity or work from the relative safety of the starport’s extraterritoriality. Therefore, agents are told only what they need to know.

The lowest layer consists of contacts, couriers and cutouts who obtain and transfer information, orders and so on for agents. These are invariably natives and often innocent of any treasonous intent, believing their tasks are legal and for respected citizens: either that, or they don’t care who they work for, or think they are working for someone supporting their own ideological position.

Player character agents of the CSB will be of two kinds: the potential case officer and the roving paramilitary troubleshooter. Normally recruited from Imperial service in their thirties, player agents are trained for one year at the Covert Survey School [see Star Patrol, White Dwarf 20]; each year thereafter, there is a 1 in 6 chance that they will be recalled for further training, being groomed for promotion. Agents are paid a monthly retainer according to ability - Cr250 for each point that the sum of their intelligence and education exceeds 16, plus a further Cr1,000 for each assignment to Covert Survey, Covert Survey School, or Intelligence School.

The CSB only hires freelance adventurers in the following cases: Where a sacrificial decoy is needed, if risks are too great for their own men, if there is no suitable CSB agent available, or if the Bureau cannot afford to be linked to the operation in question.

Inter-service rivalry between the CSB and the naval intelligence units is great, leading to much intrigue as the services try to discredit each other - this is mainly because they compete for appropriations for a limited budget.

Because of the sheer size of the Empire and the Bureau, different departments often work at cross-purposes; the secretive nature of their work compounds this.
Discs as Weapons in AD&D

by Paul McCree

Treasure Chest is a regular department featuring readers’ ideas for D&D.

No doubt many of you will have seen, or at least heard of, Walt Disney’s film, "TRON. The weapons used in the film (‘Frisbee’-like discs hurled at the opponent) lend themselves well as additions to the existing AD&D stock of weapons.

To use a disc, a character must be both strong and dextrous; he/she must have STR 13+ and DEX 14+ to employ the disc effectively. Non-proficiency penalties apply.

Discs are made from lightweight wood or metal, or from bone such as that found in dragon skulls or sections of dragon vertebrae. Damage caused by a bone or wooden disc hurled in combat is 1-4 and 2-5 from a metal disc. Also the disc has a certain chance of stunning the opponent as follows:

- Base 25% chance, modifiers as applicable:
  - -2% for every HD over 5 up to max of -20% (15HD)
  - +5% for every HD under 5 up to max of +20% (1HD)

Other modifiers:

- +5% if creature is flesh, +10% if creature has AC 7-10, -10% if creature has AC 3-5, creatures with AC 10-20 cannot be stunned.

Once thrown, the disc must be retrieved before it can be cast again, with the exception of magical discs which always return to the caster whether they hit the intended target or not. Some magical discs are listed below.

Vorpal Disc

This disc behaves as the vorpal sword in all respects except damage which is 2-7.

Disc of Shock

This disc is a +2 weapon inflicting 2-7 damage and a further 1d6 electrical damage if the to hit roll is exceeded by 3 or more. The disc owner receives a bonus of +2 to all saving throws versus electrical attack.

Torus

This disc is doughnut-shaped. When thrown, the disc floats high in the air, positioning itself over the adversary’s head. When this condition is reached, the disc expands and then drops on the opponent, trapping him/her in it as the disc constricts again to a diameter just large enough to allow the victim to breathe. This inflicts 1-6 damage and holds the poor unfortunate until the releasing command word is given. The disc can be thrown at the opponent at the owner’s discretion, in which case it is at +1 to hit and causes 1-6 damage.

Crystal Disc

This is a glass steel-ed disc, +1 to hit and inflicting 2-7 damage in combat. When thrown, the disc expands and then a command word spoken, the disc causes part of the surface to become transparent. This transparency functions only one way; the disc user can see in, but occupants cannot see the disc user. This transparency functions on doors and walls of up to one foot thick. As second command word cancels this function. Also, when the disc is held up and peered through by the owner, it functions as a true seeing spell.

Disc of Eyes

A +3 disc is which has been cast three spells as enchant an item, wizard eye and permanency. In combat, the disc always position itself to strike the adversary’s eyes. If the adversary has no eyes, the disc will strike the torso for 2-7 damage. The ‘modified score to sever’ table of the vorpal sword must be consulted to determine whether the opponent is blinded or not. Note that blindness is permanent against a wall or door and a command word spoken, the disc causes part of the surface to become transparent.

Disc of Dismissal

This disc is a doughnut-shaped. When thrown in combat, this disc is +2 to hit and inflicts 2-7 damage in combat. When thrown, the disc expands and then a command word spoken, the disc causes part of the surface to become transparent. This function turns the disc into a transparency and functions only one way; the disc user can see through objects, but occupants cannot see the disc user. This transparency functions on doors and walls of up to one foot thick. A second command word cancels this function. Also, when the disc is held up and peered through by the owner, it functions as a true seeing spell.

Disc of Dismissal

This disc is designed for high-velocity flight and its rim is perforated by many small holes, the effect of which is to produce a high-pitched scream when the disc is in flight. It is this scream that gives the disc its name and power. The sonic whine stuns all hearing within a 100ft line from the disc thrower (save vs magic allowed at -2 on the die for 1-4 rounds and deafens them for a further 1-6 turns.

Although this disc is not actually magical, it strikes at +2 to hit because of its high speed and inflicts 3-12 damage for the same reason. Note - because the disc is non-magical, it will not return to the caster’s hand.

Creatures from the outer planes require hits equal to half their HD (fractions rounded up) to dispel. Creatures from the Ethereal and Astral Planes are not dispelled by the disc, but they suffer 2-18 damage from a successful hit.

Likewise, creatures existing in two or more planes (eg vampires) or whose awareness extends into two or more planes (eg most inanimate objects) are not dispelled by the disc but take damage from a hit (3-18). Also, when the disc owner has the disc in his/her hand, he/she is rendered immune to gaze attacks.

If the disc is hurled at a high order creature (eg a god, demigod or demon prince) the disc may be used as a one-use weapon, instantly exploding causing 3-30 damage to all within 40 feet (except the deity). Obviously, the deity will not be amused!

The 80% of these discs with one-use lifetime explode as the target creature is struck sufficient times to dispel it, and although this explosion causes no damage, it temporarily blinds all creatures that view it. Note - this disc can dispel Astral and Ethereal creatures also, but are still destroyed in the process.

If cast at a Prime Material creature, these discs behave as non-magical metal discs.

Anti-Magic Disc

A disc constructed from a magically inert lightweight metal on which has been cast enchant an item, anti-magic shell, and permanency. The disc behaves as the 6th level MU spell mentioned above; that is, it can be used as a shield against magical spells and attack forms if it is held out as a barrier between the disc owner and the potential magical threat. In addition to this, the disc has a 25% chance of reflecting any spell cast at the disc owner back at the spell caster. The disc can dispel illusion as a 10th level illusionist twice per day.

If hurled at a prismatics phere, the disc will pass through it and strike whatever is contained therein without actually dispelling the sphere itself. However, the disc can only perform this function once on any particular sphere, subsequent attempts causing the disc to become useless as a weapon for 1-6 days afterwards. The Anti-Magic Disc is the only weapon known that is capable of this action. Very few of these discs exist.

Sonic Disc

This disc has been specifically designed for high-speed flight and its rim is perforated by many small holes, the effect of which produces a high-pitched scream when the disc is in flight. This scream that gives the disc its name and power. The sonic whine stuns all hearing within a 100ft line from the disc thrower (save vs magic allowed at -2 on the die for 1-4 rounds and deafens them for a further 1-6 turns.

Although this disc is not actually magical, it strikes at +2 to hit because of its high speed and inflicts 3-12 damage for the same reason. Note - because the disc is non-magical, it will not return to the caster’s hand.
CONVENTIONAL START TO THE YEAR

After the winter hibernation, convention season started again with Games Fair and the first Northern Games Day. Games Fair was held again at Reading University with Gary Gygax as guest of honour. Apart from AD&D, RuneQuest and Traveller games, there was also an impromptu pinball challenge between Don Turnbull of TSR UK and White Dwarf editor, Ian Livingstone. Sadly Ian lost the challenge but had an excellent excuse in that he was playing with a bandaged wrist, suffering from squash injuries of a dislocated bone and torn ligaments.

The PR people cited were four sets of more figures were released. Examination of the graph above, left, White Dwarf's own Jamie Thomson managed to defeat the Treasure Trap champion (the one with the hairy legs) to win a free expedition at the Treasure Trap castle. Other successes were Michael Bruton and Lindsey Le Doux Patton who won the painting competitions on Saturday and Sunday respectively. Adam Novak won the AD&D competition, Charles Prossman the RuneQuest competition, and Raymond Pullar the Traveller competition.

Heritage Lost

The US company Heritage, at one time in the thick of the US hobby games industry, has gone into liquidation. Their most popular games will in all probability be available through other companies. Already Barbarian Prince, the most popular of their Dwarfstar Games has been taken by Avalon Hill.

SOLO TRANSatlANTIC CROSSING PLANNED

Ian Livingstone and Steve Jackson's series of solo adventures published in the US by Penguin as the Fighting Fantasy Gamebook series are to cross the Atlantic. The Warlock of Firetop Mountain, Citadel of Chaos and Forest of Doom are scheduled to be published in the US by Del in October. Ian Livingstone's Dicing with Dragons, which also contains a solo adventure, will be published in the US by the New American Library in November. The American revisions will be done by White Dwarf's US contributing editor, Lew Pulipher.

INVISIBLE FIGURES SEEN IN BLIZZARD PASS

The shadowy figures that lurk in Blizzard Pass can now be seen in TSR's new module MI. It is a Basic AD&D solo adventure for thieves and is the first in a planned series of Invisible Ink Modules. Certain sections of the module are printed in an invisible ink. When you choose an action, you must rub the appropriate section with a special pen which makes the invisible print appear.

Other new TSR modules which should now be available are: AD&D Modules 12: Tomb of the Lizard King; 13: Pharaoh; and 14: Oasis of the White Palm; and the new Star Frontiers Module SF2: Starspawn of Votturias.

WHAT'S IN A NAME?

Avalon Hill have entered the fantasy role-playing field with their new game Powers & Perils. However, the name has already earned the unfortunate nickname of PeePee in the American trade.

MAKE IT A DATE

Dates have now been fixed for the two major games conventions this year. Dragonmeet will be on Saturday, 16th July at the Central Hall, Westminster.

Games Day will be later in the year on the weekend November 30th at the newly refurbished Royal Horticultural New Hall, Victoria, London.

NEWS

INCREASE IN TRADE FIGURES LIKELY

There has been an increase in the trade figures for this month. A spokesperson for the CBI remained unenthusiastic, pointing out that this was due to the fact that more figures were released. Examples cited were four sets of 15mm adventuriers, from Games of Liverpool pool, designed for use with Fantasy Games Unlimited's Space Opera. Pictured above are the five Human Adventurers of SOH1. Other figures quoted included the new releases from Chronicle Miniatures pictured here. They are (from left to right): CMS: Mummy; CM#: Wight and CT7: Evil Dwarf.

The spokesperson also stated that the increase was not as large as the government would wish us to think because of Citadel Miniatures revolutionary new casting techniques which meant that virtually each figure produced was a new creation, citing the newly revamped Dungeon Adventurer and Dungeon Monster Starter Sets as an example. Two of the new monster sets (Vandamar, Warrior of Chaos, and Zombie) are pictured below, right.

In a written statement last night, the government replied that they thought the figures for the month were very promising.

INCREDIBLEIY LOST

The success of Car Wars continues to grow. Steve Jackson Games plans to release no less than six Car Wars expansion sets this year. They will include an Autoduel Arena, a Sunday Drivers expansion, a supplement entitled Convoy, a Reefer's Screen, and believe it or not, a Champions and Car Wars tie-in book.

MOTORWAY MADNESS SPREADS

The shadowy figures that lurk in Blizzard Pass can now be seen in TSR's new module MI. It is a Basic AD&D solo adventure for thieves and is the first in a planned series of Invisible Ink Modules. Certain sections of the module are printed in an invisible ink. When you choose an action, you must rub the appropriate section with a special pen which makes the invisible print appear.

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NEXT ISSUE

Irrilain is Coming! The first in our six part serialization of a full AD&D city, Chultulhu. Now, how to hunt the minions of Chultulhu in the 1980's. Shamus gets a case - further tales of Griselda from Pavis; Castles in the Air - Castle theory in D&D; the final part in the inhuman God series; Microview: Role Rites; all the other regular departments and much more.
A Chance Not To Be Missed
Miser's Hoard, a different FRP magazine with ideas. For a review see Dragonfords. Send 35p for a review copy or SAE for issue 2 (15p p&p) to Ian McKeown, 22 Hall Lane, Uptonmum, Essex.

For Sale
FRP items and games, Cherry Lea, Wells Road, Dundry, Bristol.

Postal Chess
Play chess against a computer by post. Send in your move or ask for computers move. State if beginner, average or good. Only 25p per move and SAE to Dave Owen, 45 Wintringham Rd, Grimsby, South Humberse DN32 0PD.

Ragnarok Books

Urgent Message...
Have obtained copy of Quasis & Qussaries by sending Microjewels, 54 Stiggins Drive, St Albans, Herts -- contains AD&D scenarios, solo adventure, Traveller, reviews and more... Send help! This could mean the end of medio-fancies.

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Dragonfords VI Participation/Demonstration Games
We will be running exciting games for Dragonfords VI, July 16th, Central Hall, Westminster, London. If you would like to create and run a participation adventure using your favourite FRP -- AD&D, RQ, Traveller, Bushido or a demonstration of fantasy or SF milieu's wargaming, then contact me: Clive Bailey, Games Workshop, 27/29 Sunbeam Road, London NW6 6JP.

HELP!
Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D NW London
Help! 21yr old D&D player needs contact with groups in the London area. Speciality: maniac dwarves. Contact: Chris on 01-485 6686 evenings.

Adults!
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Man, Myth & Magic, Wimbledon/Putney
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Postal Campaign
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Aqahzal
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T&T Players Wanted
Can you play T&T, RuneQuest and do you live near Halifax and are you willing for a club with whom to play? Contact: Steve Humphreys at weekends or evenings. Tel: Halifax 822657.

RPG Brentwood
Challenge to all adventurers in the Chelmsford/Brentwood area! Do you exist? Ages 16+ welcome for AD&D/Traveller/Aftermath. Novices especially welcome as well as experienced RPGers. Contact: Steven Ingastenton, Chelmsford 4302.

AD&D Ox/Bucks
Two aged players (21-26) in need of games in Oxford, Bicester or Thame, or players/DM able to get to 49 Brill Rd, Oakley, Bucks. Write or phone: The Bril, M&RS Station, Fyfield Rd, Ongar, Essex CM5 0HW.

Wanted
In Salford/Manchester area. First level Magic-user requires DM and any other Basic D&D participants who would like to form a group. Send SAE to Andrew Devine, 75 Doveleys Rd, Salford, Lancs. First seven accepted.

AD&D/Car Wars, SF&F players in Willenhall area. Willing to play other games. Contact: John Aston, 59 Stubbington Close, Willenhall, Staff, WV13 2DF. Tel: 0938 6410.

Superhero Design Contest
Design the villain for any superhero system and you could win £10. All entries must be original. Will be judged on character conception and originality. Send entries to Supercorp, 2 Essex Court, Hammersmith Grove, Lon- don W6. All entries become the property of Adventure Guild. Closing date: 1st September 1983.

Postal Campaign
Anyone who is interested in taking part in an AD&D postal campaign or who would like to form a club. Send SAE to Richard Downes, 2 Brisbane Ave, Singtonbourne, Kent ME10 1XZ.

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CLUBS

STEVENAGE, HERTS

Contact: P Bone, 35 St Margarets, Stevenage, Herts. Tel: 51741.

BATH
Bath University D&D Club Games: AD&D, wargames, board-games, D&D, 're-enactment', modern outdoor exercises. Other systems played and games welcome. Time: 2.30 to late Fridays during term. Place: University main campus. Contact: The Secretary (John Kirkpatrick) D&D Soc, Univ. Bath, Claverton Down, Bath, BA2 7BT, Bath University, ask for the Students Union general office and leave a message.

DERBYSHIRE
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Comments: Willing to try other games to please members, any age. Contact: P Straw, 270 Heanor Rd, Ilkeston, Derbyshire DE7 8TG.
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NEW - Man, Myth & Magic Character Sheets £2.95

Man, Myth & Magic and Vaquinto’s other role-playing game Pirates & Plunder are distributed in the UK by Games Workshop Ltd. If you experience any difficulty in obtaining these games simply send an SAE to:
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Car Wars is published by Steve Jackson Games and distributed in the UK by Games Workshop Ltd. The game and its supplements are available from better games shops everywhere, but in case of difficulty contact Games Workshop's fast mail order service at 27/29 Sunbeam Road, London NW10 6JP.
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