A MURDER AT FLAXTON
Investigative AD&D Scenario

HAUNTERS OF THE DARK
Ghosts in Call of Cthulhu
What do Balrogs, Nazgûls, Ringwraiths and Hobbits have in common?

The answer is that they can all be encountered in MIDDLE-EARTH, the fantasy role-playing game set in the world of J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

The new, revised edition is now published in the UK by Games Workshop and features stunning box art by Chris Achilleos.

A range of official MIDDLE-EARTH figures are also available from Citadel Miniatures to bring the whole world to life.

WHAT YOU GET:
- A 104 page *Middle-Earth* rule book which includes an introductory adventure in the Trollshaws.
- Two full-colour sheets of stand-up cardboard characters.
- Three full-colour play-sheets based on the popular *Dungeon Floor Plans*.
- A map booklet.
- Two 20-sided dice.

Join the Fellowship of the Ring and adventure in the grandest fantasy setting ever devised.

UK published price only £9.95
**Grenadier Models UK Ltd.**

25mm Gaming Miniatures

Dept. W, 29 Grange Road West, Birkenhead L41 4BY  
Trade Enquiries Welcome

---

### FANTASY LORDS

- fantasy miniatures supplied in convenient blister packs.
- Number in () indicates quantity per pack.
- All Fantasy Lords packs . . . £1.25 each.

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>101 Adventurers (3)</td>
<td>119 Hill Giant (1)</td>
</tr>
<tr>
<td>102 Females (3)</td>
<td>120 Wing Folk (3)</td>
</tr>
<tr>
<td>103 Frost Giant (1)</td>
<td>121 Knights (3)</td>
</tr>
<tr>
<td>104 Clerics (3)</td>
<td>122 Wizards (3)</td>
</tr>
<tr>
<td>105 Were Creatures (3)</td>
<td>123 Lizard Men (3)</td>
</tr>
<tr>
<td>106 Skeleton Cavalry (3)</td>
<td>124 Greenwood</td>
</tr>
<tr>
<td>107 Hallings (4)</td>
<td>Adventurers (3)</td>
</tr>
<tr>
<td>108 Koblins (4)</td>
<td>125 Armoured</td>
</tr>
<tr>
<td>109 Orcs (3)</td>
<td>126 Skeleton Cavalry – barded horse (3)</td>
</tr>
<tr>
<td>110 Dwarves (4)</td>
<td>Homoculi (9)</td>
</tr>
<tr>
<td>111 Monks (3)</td>
<td>127 Familiars and</td>
</tr>
<tr>
<td>112 Elves (3)</td>
<td>128 St. George and</td>
</tr>
<tr>
<td>113 Specialists (3)</td>
<td>129 Undead Orcs (3)</td>
</tr>
<tr>
<td>114 Undead (3)</td>
<td>130 Dart Thrower &amp;</td>
</tr>
<tr>
<td>115 Bugbears (3)</td>
<td>2 Undead Crew</td>
</tr>
<tr>
<td>116 Golems (2)</td>
<td>123 Lizard Men (3)</td>
</tr>
<tr>
<td>117 Dragon Men (3)</td>
<td>124 Greenwood</td>
</tr>
<tr>
<td>118 Scorpions (2)</td>
<td>2 Undead Crew</td>
</tr>
</tbody>
</table>

### CALL OF CTHULHU

official miniatures £1.50 per pack.

Three figures per pack.

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>201 Federal Agents</td>
<td>209 Ghoul</td>
</tr>
<tr>
<td>202 Hoodlums</td>
<td>210 Mi – Go and</td>
</tr>
<tr>
<td>203 Adventurers</td>
<td>Serpentmen</td>
</tr>
<tr>
<td>204 Master Criminals</td>
<td>211 Sand Dwellers</td>
</tr>
<tr>
<td>205 Investigators</td>
<td>212 Deep Ones</td>
</tr>
<tr>
<td>206 Cops</td>
<td>213 Daredevils</td>
</tr>
<tr>
<td>207 Ghost and Horrible Companions</td>
<td>214 Law Enforcers</td>
</tr>
<tr>
<td>208 Undead</td>
<td>216 Intrepid Sleuths</td>
</tr>
</tbody>
</table>

### Official MIDDLE EARTH figures from GRENADE

- A great book deserves great figures – we’ve made them.

**SET 1: THE FELLOWSHIP**

- Containing:
  - FRODO
  - MERRY
  - PIPPIN
  - BOROMIR
  - ARAGORN
  - GANDALF
  - LEGOLAS
  - GIHIL

**SET 2: SAURONS**

- Containing:
  - SARUMAN
  - BALROG
  - BLACK TROLL
  - WRAITH
  - MOUNTAIN
  - VAMPIRE
  - ORC CAPTAIN
  - COLLUM
  - WIGHT
  - WARC

Both sets are boxed at £4.50 each.

---

### BUSHIDO

- official figures for role-playing in Nippon. Each pack contains three figures.
- Price £1.25 per pack.

**901 Heroes of Nippon** contains Samurai in robe with Katana and Wakizashi; Samurai in armour wielding Katana 2 handed; Ninja crouching with Waginata.

**902 Ninja Attack** contains Ninja with Waginata held overhead; Ninja slashing with Ninjato; Armoured Samurai shooting bow.

**903 Clan of the Assassins** contains Ninja hurling Torinoko; Nage-teppo or Blinding Egg; Ninja shooting Fukidake; Join in Ninjato.

**904 Swords Against the Shadows** contains Daimyo defending with Katana; Ninja with Kama; Ninja with Shuriken.

---

**MAIL ORDER from address at top of page.**

Pay by cheque or P.O. made out to Grenadier Models U.K. Ltd. Alternatively, pay by ACCESS (see below). Do not send cash or bank notes.

**ACCESS CARD HOLDERS** use your credit card as a convenient way of paying for mail order Grenadier Figures.

Order in the normal way by post, including your ACCESS number or...

**ORDER BY PHONE USING ACCESS** the quickest and most convenient method of all.

Call 051 647 4611. Place your order and have all your questions answered.

**POST AND PACKING**

- 1-4 blister packs add 30p.
- 5 box sets add 30p.
- Any combination of blister packs and boxed sets or any order including a Gamelords Ltd. product – post free.

---

Please mention *white Dwarf* when replying to advertisements.
Are you coming to Games Day? If not, you'll miss a great opportunity to experience all that's best in indoor games. Now celebrating its 10th year, Games Day regularly attracts many thousands of enthusiastic games players to witness and take part in two days of frantic gaming. Strongly featured are popular games such as Dungeons & Dragons, Traveller and Call of Cthulhu. For those of you preferring games of strategy and tactics to high adventure, they'll be a chance to join in science fiction and fantasy boardgames like Talisman, Car Wars and Star Fleet Battles and historical board games such as Diplomacy, Civilisation and Squad Leader. You can buy games or just browse at the many trade stands, including those of major manufacturers, with the chance to look at their latest releases and to participate in a number of demonstration games. Even if you can't find a game to suit your tastes, you can bring your own along - there will be plenty of willing players and opponents! There'll also be demonstrations of 'real life' role-playing and you can find out about it first hand in the 'arena'! Indoor games playing is a fun and expanding activity and Games Day '85 will be the largest event of its kind in the world. If you want to find out what is new in the world of games, come to:

Royal Horticultural Society's New Hall, Greycoat Street, London SW1.
Saturday 28th & Sunday 29th September 1985

The 1985 Games Day Awards will be presented at Games Day '85. It has been decided by the awarding body that the Awards will be decided prior to the event by postal ballot. All you have to do is vote for one item in each category below, writing your choice in the space provided and send in the completed Voting Form, duly signed, to: Games Day Awards, 27-29 Sunbeam Road, London NW10 6JP, to arrive no later than 1st September 1985. All Voting Forms after the count has been made, will then be entered for a draw, for which the first five forms drawn at random will entitle their senders to 2 complimentary tickets to Games Day '85.

Notes: Please vote for proprietary games only, not classical games such as Chess, Go, etc.

Definitions: New Games are any released on or after Games Day '84. Family Games include any game with general appeal. Contemporary Games are any with their background based in the Twentieth Century. A Fan Magazine is any magazine produced by amateurs.

ROLE-PLAYING GAMES
A. Best Fantasy Role-Playing Game:
B. Best Science Fiction Role-Playing Game:
C. Best Contemporary Role-Playing Game:
D. Best Role-Playing Adventure:
E. Best Role-Playing Play-Aid:
F. Best Solo Gamebook:

BOARDGAMES
G. Best Fantasy Boardgame:
H. Best Science Fiction Boardgame:
I. Best Historical Boardgame:
J. Best Family Boardgame:

COMPUTER GAMES
K. Best Computer Adventure Game:
L. Best Computer Arcade Game:

MINIATURE FIGURES
M. Best Fantasy Figures Manufacturer:
N. Best SF Figures Manufacturer:
O. Best Historical Figures Manufacturer:
P. Best Miniatures Rules:

PUBLICATIONS
Q. Best Games Magazine:
R. Best Fan Magazine:

NEW GAMES
S. S. Best New Role-Playing Game:
T. Best New Boardgame:
U. Worst New Game:

OTHERS
V. Best Games Manufacturer:
W. Best Software Manufacturer:
X. Best Games Inventor:
Y. Best Games Personality:

I hereby declare that I have voted only once in the 1985 GAMES DAY AWARDS ballot.

Senders Name: 
Address: 

Signed 

Games Day is an annual event organised and sponsored by Games Workshop Ltd.

Please mention White Dwarf when replying to advertisements.
Issue 67 July 1985

EDITOR: Ian Livingstone
ASSISTANT EDITOR: Ian Marsh
ART EDITOR: Mary Common
PRODUCTION ARTIST: Brian Cumming
PASTE-UP ARTIST: Sheila Dwyer
COVER: Mark Bromley
ILLUSTRATION: Trevor Hammond, Gary Ward, Nicholas Bibby, Angus Loxton, Bill Houston, Brian Williams, John Blanche
TYPESETTING: Anne Kierman
CONTRIBUTING EDITORS: Dave Langford, Bob McWilliams, Dave Morris, Joe Dever
ADVERTISING: Jon Sutherland
PUBLISHER: Games Workshop Ltd
Printed in England
All correspondence should be addressed to White Dwarf, 27/29 Sunbeam Rd, London NW10 6JP.

After nearly ten years of running a poor second to the USA in the creation of fantasy games, I believe that at last, Britain is quickly catching up. First came the solo gamebooks pioneered by Steve Jackson and myself in 1982. The quality of British miniatures is outstanding. Take a look at Citadel's Lord of the Rings figures. And wait until you see the forthcoming D&D figures! As for games, Talisman and Battlecars have been nominated for awards at Origins '85, and no doubt Golden Heroes will follow them. And last, but not least, there is White Dwarf, but I don't need to tell you how good that is!

Features

Haunters of the Dark
Fortified spirits for Call of Cthulhu
by Graeme Davis

Peking Duck
Golden-fried Heroes adventure
by Phil Masters

A Murder at Flaxton
A rum business for AD&D characters
by Michael Heaton

Parlour Game
Sticky endings in AD&D
by Stephen Dudley

Departments

Open Box
Takes the lid off Star Ace, Monster Coliseum and DragonLance

Critical Mass
Science fiction and fantasy book review column
by Dave Langford

RuneRites
Alternative magic for RQ barbarians
edited by Dave Morris

Thrud the Barbarian
Thrud and Lymara get it together
by Carl Critchlow

The Travellers
Hayes feels the odds are against him...
by Mark Harrison

Starbase
Social customs in Traveller
edited by Bob McWilliams

Letters
Readers' questions, views and comments about the hobby

Fiend Factory
The Vivimancer—a powerful ally for AD&D
by Joe Dever

Tabletop Heroes
The Magic Frame—taking photographs of your models
by Jon Sutherland

Treasure Chest
A well-packed page...

Newsboard
All that's latest in the hobby, plus Gobbledigook

Small Ads
Hobby services, contacts, games for sale and announcements

Subscriptions:
Please send and make remittance payable to: Games Workshop Ltd, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01-965 3571, White Dwarf is published monthly. Annual subscription rates are: UK—£15.00; Europe—£22.00; other overseas surface—£22.00; other overseas airmail—£33.00. USA—contact Games Workshop US, 9110 F Red Branch Road, Columbia, MD 21045. All rights on the contents of this publication are reserved.

Overseas Distributors:
USA: Games Workshop (US), 9110 F Red Branch Road, Columbia, MD 21045.
Canada: RAFM Company, P.O. Box 57, Paris, Ontario, N3L 3E5.
New Zealand: Blackwood Gayle Distributors, P.O. Box 28358, Auckland, New Zealand.

Your attention is drawn to the advertisement on the back cover of this magazine for DUNGEONS & DRAGONS® miniatures. The following notices have been omitted from the advertisement, and Games Workshop Ltd wish to apologise for this omission.

DUNGEONS & DRAGONS® is a trademark owned by and used under license from TSR Inc.
DUNGEONS & DRAGONS® miniatures are approved by TSR Inc. The publisher of the 'Fantasy Role-Playing Games' sold under the trademarks DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS®.

TSR Inc. All Rights Reserved
HAUNTERS OF THE DARK

Ghosts, a Non-Mythos Adversary for Call of Cthulhu, by Graeme Davis

Ghosts are variously thought to be disembodied life-forces of dead humans, or entities inadvertently created by events of great psychic tension. They are non-corporeal beings, normally solitary and invisible, and generally haunt areas of past evil or violence, attacking intruders by the use of various telepathic and psychokinetic abilities.

Not all ghosts are malevolent, and most of the more intelligent spirits will have a reason for their actions. The ghost of a murder victim, for example, may only attack those who remind it of its murderer, or who trespass in the place of its death. This is not to say that there do not exist ghosts which are wholly evil and dedicated to the torment of the living. Each ghost must be treated as an individual, and its actions governed by its personal abilities and past history.

ATTRIBUTES

Being a non-corporeal entity, a ghost does not possess physical attributes of STR, CON or DEX. SIZ may be generated as a guideline for describing its Visual Materialisation (see below). The main attribute of a ghost is POW, which governs the abilities available to it, and also takes the place of Hit Points. Any damage done to a ghost is deducted from its POW; when this reaches zero the ghost is rendered inactive. INT should be borne in mind when deciding its actions.

COMBAT

Because of their immaterial state, ghosts may not attack or be attacked by physical means, though they may be attacked with a weapon such as a sword which has been enchanted magically for that very purpose (by using the spell enchant item, for example). An enchanted weapon does half normal damage, which is deducted from the ghost’s POW as stated above.

Since a ghost is normally invisible, it may only be attacked in this manner when it is Visually Materialised.

CHARACTERISTICS

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>INT</th>
<th>POW</th>
<th>DEX</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>3d6</td>
<td>3d6</td>
<td>4d6</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>10–11</td>
<td>10–11</td>
<td>14</td>
<td></td>
</tr>
</tbody>
</table>

Move: 12

Weapon: Abilities only

Armour: None

SA: Unless otherwise stated under the individual ability description below, SAN point costs are as follows:

- Witnessing Minor Manifestation – 1d4;
- Witnessing Major Manifestation – 1d6+2;
- Suffering Minor Attack – 1d4+2;
- Suffering Major Attack – 1d6+2

GHOST ABILITY DESCRIPTIONS

Minor Manifestations

1. **Cold**. Causes intense but harmless cold in a 20’ radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter.
2. **Dust Devil**. Enables the ghost to cause an unnatural swirling among leaves, dust, papers, etc. Costs 1 POW, and can be maintained for up to 5 rounds.
3. **Gust of Wind**. Can be used to slam doors, extinguish candles, raise quantities of dust into a cloud, etc. Costs 1 POW. Creates either a number of small, winking points of light in a 3’ radius, or one 10’ diameter ball of light, similar to a Will-o’-Wisp. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter.
4. **Light**. Enables the ghost to manifest itself in pools of mud, blood, slime, etc. Costs 4 POW; the pools will vanish in 2-20 rounds.
5. **Mist**. Creates a swirling mist in an enclosed area of not more than 10’ radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter. It will be disrupted by draughts or wind.
6. **Noise**. Generates a noise of the ghost’s choosing – moaning, tapping, etc. Costs 1 POW, lasting for up to 5 rounds.
7. **Smell**. Produces a foul atmosphere in a 10’ radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter. The smell may be disrupted by a strong draught or breeze.

Dread

1. **Communication**. Permits the ghost to send a message in the form of telepathic images to one living person. Costs 2 POW per message (lasting 1 round), plus 1 POW per 20 SAN of the receiver. If the receiver makes his or her SAN roll, the message will not be received.
2. **Dread**. Creates a general feeling of unease and tension within a 30’ radius. Costs 5 POW, and lasts for 10 rounds. Characters within the area of effect must make a SAN roll every round, losing 1 SAN on every failed roll. Any character losing 5 SAN will turn and flee, losing no more SAN but attempting a SAN roll every round in order to throw off the panic.
3. **Extinguish Light**. Costs 1 POW for a candle, oil lamp, etc, 2 POW for a gas light, and 3 POW for an electric light or battery lamp. This POW cost will extinguish the light for 5 rounds, and a further similar expenditure will keep it extinguished for another 10 rounds.
4. **Illusion**. As the Minor Manifestation, Mist, above, but POW costs are doubled. The ghost may create images of any description.

MAJOR MANIFESTATIONS

1. **Major Attack**. Requires an attack roll, and if successful, the ghost will attack the target. Costs 4 POW per attack. The ghost may only attack once per round, and may only make one attack per round. The ghost may only attack once per round, and may only make one attack per round.

GHOST ABILITIES

<table>
<thead>
<tr>
<th>A. Minor Manifestations</th>
<th>B. Major Manifestations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cold</td>
<td>Communication*</td>
</tr>
<tr>
<td>Dust Devil</td>
<td>Dread</td>
</tr>
<tr>
<td>Gust of Wind</td>
<td>Extinguish Light*</td>
</tr>
<tr>
<td>Light</td>
<td>Illusion*</td>
</tr>
<tr>
<td>Liquid</td>
<td>Move Object</td>
</tr>
<tr>
<td>Mist</td>
<td>Shatter</td>
</tr>
<tr>
<td>Noise</td>
<td>Shifting Form*</td>
</tr>
<tr>
<td>Smell</td>
<td>Visual Materialisation*</td>
</tr>
</tbody>
</table>

* These abilities are only usable at night.

The number of abilities which a ghost can use is governed by its initial POW (subsequent increases in POW do not bestow additional abilities). Once the number of abilities has been calculated on Table 1, they may be diced for randomly or selected by the Keeper. Note that some abilities are prerequisites for others (see the descriptions of the abilities below for full detail).

<table>
<thead>
<tr>
<th>Table 1: Ghost Abilities</th>
<th>Initial POW</th>
<th>Minor Manifestation</th>
<th>Major Manifestation</th>
<th>Minor Attack</th>
<th>Major Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
<td>19</td>
</tr>
<tr>
<td></td>
<td>20</td>
<td>21</td>
<td>22</td>
<td>23</td>
<td>24</td>
</tr>
</tbody>
</table>

* These abilities are only usable at night.
tion within the mist. If this is done with the intention of deceiving any onlookers (rather than, say, for communication), the victims are permitted an INT x 4 roll to penetrate the illusion.

5. Move Object. A minor form of Psychokinesis, which can move any loose object (ie which is not nailed down or otherwise secured) at a speed not exceeding 3mph. Costs 1 POW/10lb of weight, lasts for one round. May be used aggressively.

6. Shatter. Causes one object of glass, ceramic or a similar brittle substance to shatter violently, showering shards on any within 5' (or below). Anyone caught in the explosion of shards must make a Luck roll: if this is failed, they have received a number of small cuts and must shake out their coats, shoes, etc, before proceeding. If any character rolls 00, the lacerations are more serious, causing 1-2 points of damage and possibly involving the loss of an eye. This ability costs 4 POW.

7. Illusory Attack. The ghost may manifest itself to perform a fairly simple action which takes no longer than the victim's name duration. The attack must be a touch attack, or a fist attack. The victim must make a Luck roll to avoid being knocked over by the force of the blow. This ability may be used if the ghost is Visually Materialised.

8. Scream. May only be used in conjunction with a Noise manifestation. The ghost may produce a shattering scream, costing a further 3 POW, at the sound of which all within earshot must make a SAN roll or lose SAN as for any other Minor Attack.

MAJOR ATTACKS

1. Aging. This attack is similar to Chill Touch (qv), except that instead of taking physical damage the victim must make a POW x5 roll based on current POW or be aged by d3 x 10 years. For each 10 years of the aging effect, the victim must make a CON x5 roll to survive, victim is incapacitated for 30-CON days). The semi-material nature will impose a -25% penalty on any attack rolls against it. Damage is deducted from the ghost's POW. This ability may only be used once per night.

2. Blindness. At a cost of 4 POW, the ghost may make one victim suffer from Blindness for as a time as it chooses. The victim is blind for 10 rounds. May only be used once per victim.

3. Chill Touch. The victim must make a POW vs POW resistance roll as it makes to attack. If the roll is failed, the attack will cause a cardiac arrest in the same way as Chill Touch (unless a CON x5 roll is made). The ghost's POW is divided by 10 for the chill effects. The ghost may attack one target the manifestation must also come to an end, or until the victim is killed. May only be used in conjunction with Visual Materialisation. At a further cost of 7 POW, the ghost may cause one victim to become a POW x5 roll to survive. May only be used once on any one victim. This ability may only be used once on any one victim.

4. Illusory Attack. May only be used in conjunction with Visual Materialisation. If the attack roll is failed, the victim is struck blind for a number of hours equal to the ghost's initial POW, and must make a SAN roll every hour or lose 1-2 SAN.

5. Nightmares. May only be used in conjunction with Visual Materialisation. This ability may be used to intrude upon the dreams of one sleeping victim. If the ghost succeeds in a POW vs POW struggle the victim must make a SAN roll or lose 1d6 SAN. This attack costs an additional 1d4 x 10 POW.

6. Possession. In order to possess a victim, a ghost may expend any number of POW points, this number being used in a POW vs POW struggle with the victim. If successful, the ghost occupies the victim's body, which becomes totally subject to the ghost's control. The ghost may choose to have the victim's body materialise, in which case the victim is allowed an INT x5 roll to try and break the fascination. By the expenditure of another 1 POW per victim, the ghost may lure them towards the manifestation. As they stumble forward, each victim must make a Luck roll each round at a cumulative 5% penalty to avoid tripping or walking into an obstruction. The ghost may deliberately lead victims into dangerous surroundings. The fascination lasts until broken by the victim, or until the victim is attacked, touched or otherwise brought back to reality, and when the fascination is broken by the victim, the manifestation must also come to an end, regardless of its normal duration. Victims who have succumbed to the fascination lose 1 SAN if the SAN roll is made.

7. Shifting Form. May only be used in conjunction with Visual Materialisation. This is a limited form of Visual Materialisation, and may be used to work on the nerves of one victim. At a cost of 1 POW, the attack causes the victim to be struck once. Attack percentage is as for normal fist attack, and if the attack roll is failed, the attack will cause a cardiac arrest in the same way as Chill Touch (unless a CON x5 roll is made). The ghost's POW is divided by 10 for the chill effects. The ghost may force one victim to make a POW vs POW resistance roll as it makes to attack. If the roll is failed, the attack will cause a cardiac arrest in the same way as Chill Touch (unless a CON x5 roll is made). The ghost's POW is divided by 10 for the chill effects. The ghost may attack one target the manifestation must also come to an end, or until the victim is killed. May only be used once on any one victim. This ability may only be used once on any one victim.

8. Psychic Violence. At a cost of 6 POW, the ghost may force one victim to make a POW vs POW conflict. If successful, the victim loses 1 SAN to SAN; if it is successful they are killed, and the ghost may add the victim's POW x5 SAN to its own POW. This attack costs 1 SAN per round and cannot exceed 1d4 x 5 SAN.

9. Ride. This ability may only be used in conjunction with a Visual Manifestation. The ghost may attack one sleeping victim, after the manner of the succubus of folklore, intruding on his or her dreams and 'riding' them until dawn or they are interrupted. The ghost may expend any number of POW points. These are used to calculate a POW vs POW conflict with the victim. After the first 9 rounds, this POW point is halved, and after each subsequent 9 rounds the POW point is halved again. If the attack fails, the victim must still make a SAN roll or lose 1d4 SAN. If this latter roll is successful, the victim will lose 1d4 SAN.

REGAINING POW

All ghosts regain POW at the rate of 2 points every 24 hours; if a ghost is reduced to zero POW it is temporarily disrupted but not destroyed, though an Exorcism performed under these circumstances has a 100% chance of success with no POW loss for the exorcist. (There will be more on Exorcism, and Clergymen as a profession, in next month's Crawling Chaos.)

SPECIAL GHOST TYPES

The following are a few common types which appear in British
folklore, treated in terms of the above system. The list is by no means exhaustive, and Keepers should feel free to add to it.

THE BANSHEE
The Banshee is exclusively a female spirit, and normally haunts a particular building or family. In some cases she is the ghost of a young woman who died violently in the place that is now haunted; in others she may just be the woman of the family who died when young.

For much of the time a Banshee is inactive. She wails as a portent of death for the member of the family to which she is attached, and will often be heard rather than seen. Where Visual Manifestations have been recorded, she takes the form of a young and often beautiful woman, with flowing hair, a pale complexion, and eyes red from continual crying.

A variant form of Banshee is the Bean-Nighe, or 'Little Washer By the Ford', believed to be the spirit of a woman who died in childbirth and doomed to exist as a ghost until the time when she would have passed away from old age had she lived. She is invariably visible, seen apparently washing clothes in a river – the funeral shroud of someone in the family or village she is attached to who is about to die. Her Visual Materialisation normally presents a more matronly appearance than that of a Banshee.

While the manifestation of these spirits is often a portent of death, most commonly through age or disease, they do not seem to be responsible for the deaths and are seldom aggressive, though their lament is highly unsettling. The Keeper might optionally rule that a person for whom a Banshee appears must make a CON×5 roll on each nightly manifestation in order to survive to the next dawn. Each appearance will reduce the percentage chance of recovery through medicine or other means by an amount equal to the Banshee's POW.

### Characteristics

<table>
<thead>
<tr>
<th>Range</th>
<th>Average</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>-</td>
</tr>
<tr>
<td>CON</td>
<td>-</td>
</tr>
<tr>
<td>SIZ</td>
<td>2d6+3 10</td>
</tr>
<tr>
<td>INT</td>
<td>3d6 10-11</td>
</tr>
<tr>
<td>POW</td>
<td>1d6+6 9-10</td>
</tr>
<tr>
<td>DEX</td>
<td>-</td>
</tr>
</tbody>
</table>

**Abilities:**
A. Noise
B. Visual Materialisation
C. Scream

**SAN loss:** By abilities used.

THE BLACK DOG

**Characteristics**

<table>
<thead>
<tr>
<th>Range</th>
<th>Average</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>-</td>
</tr>
<tr>
<td>CON</td>
<td>-</td>
</tr>
<tr>
<td>SIZ</td>
<td>2d6+6 13</td>
</tr>
<tr>
<td>INT</td>
<td>3d6 10-11</td>
</tr>
<tr>
<td>POW</td>
<td>1d6+10 13-14</td>
</tr>
<tr>
<td>DEX</td>
<td>-</td>
</tr>
</tbody>
</table>

**Abilities:**
A. None
B. Visual Manifestation
C. None
D. Psychic Violence

**SAN loss:** 1 point for seeing the Black Dog, otherwise none unless attacked. In many cases Black Dogs are mistaken for large, normal dogs.

Black Dogs appear in several parts of the British Isles. The origin of some is unexplained, whilst others appear the form taken by certain human spirits. All appear as large black dogs, about the size of a calf, with a shaggy coat and glowing fiery eyes. On most occasions they will go about their inscrutable business, taking no heed of anyone they encounter. Some have been known to appear as a death omen in the same way as a Banshee, while others guard churchyards, and a few have been known to help people overcome unexpected dangers. One story tells of a traveller who suddenly found himself accompanied by a Black Dog whilst walking through a forest at night, and later learned that certain of his enemies were planning to waylay him but were deterred by the sight of the beast. Another tells of a Black Dog which prevented the crew of a fishing-boat from reaching the harbour as they were about to embark on a night-fishing trip. Towards dawn a sudden storm blew up in which the boat would certainly have been lost had it sailed. Mostly, however, these beings seem content to leave alone and be left alone. Anyone who speaks to them, strikes at them, or otherwise tries to approach or deter them will be summarily attacked with Psychic Violence, and the Black Dog will continue on its way.

### The Will-o-Wisp
The Will-o-Wisp invariably haunts wild areas, and shows a marked preference for bogs and wetlands. It manifests itself as a floating ball of light and appears to travellers in an attempt to lead them astray amongst the quicksands and sinkholes. It is rumoured that some may feed on the ebbing life force of a drowning victim, perhaps using a variant on the Ride ability. It may be that these entities do not regain POW in the normal way, but constantly need to replenish it by this other method. This matter is left for the Keeper to decide, as he sees fit.

<table>
<thead>
<tr>
<th>Range</th>
<th>Average</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>-</td>
</tr>
<tr>
<td>CON</td>
<td>-</td>
</tr>
<tr>
<td>SIZ</td>
<td>-</td>
</tr>
<tr>
<td>INT</td>
<td>1d6 3-4</td>
</tr>
<tr>
<td>POW</td>
<td>2d4+2 7</td>
</tr>
<tr>
<td>DEX</td>
<td>-</td>
</tr>
</tbody>
</table>

**Abilities:**
A. Light
B. None
C. Fascination
D. Ride (see above)

**SAN loss:** By abilities used.
**UK4 WHEN A STAR FALLS**

by Graeme Morris

Hurled like a blazing spear from the night sky, the shooting-star would shape the fates of many — so it was written. The adventurers have the chance to reforge destiny. There is everything to gain... or to lose... when a star falls.

*When A Star Falls* is an AD&D® Adventure for 6-10 characters of levels 3-5.

---

**UK5 EYE OF THE SERPENT**

by Graeme Morris

Gazing down from the pinnacle of Hardway Mountain, who would not be drawn by the far-off glint of the Serpent's Eye? The descent will be hard, for the mountain knows neither mercy nor compassion.

*Eye Of The Serpent* is a one-on-one, first level, AD&D adventure, which can also be used for a party of 4-6 characters.

---

**UK6 ALL THAT GLITTERS...**

by Jim Bamba

Ahead the river breaks into white water; these must be the rapids marked on your mysterious parchment. Idly, your thoughts drift to the treasures promised at the journey's end. Only the bravest will live to discover that all that glitters is not gold, but much, much more!

An AD&D Adventure for 5-8 characters of levels 5-7.
**ESDEVIM GAMES**

Low Cost Mail Order Specialists

Wide selection of board games and sets for CHESS, GAMES, SHAG, WARGAMES, CIVILIZATION, RAL PARTHA, O.S.T., DENIZEN + ASGARD, Fantasy and Science Fiction miniatures at manufacturer's prices. P.P. 10% (30% min. £1.30 max.). Overseas p&p 30% (80p min.).

**Science Fiction**
- *Dune* (AH) £16.95
- *Space Harrier* £45.00, *The Cuer* £14.95
- *Judge Dredd* £7.95
- *Foundation* (AH) £23.00
- *StarCraft* 
- *Softbox* 1, £2.75
- *SRS Commander* Rulebook 1 £23.10
- *Taltan* £1.85, *Reinforcements* £0.90
- *StarCraft* GDW £7.95
- *Cygn* £7.95, *Cygn* (GDW) £7.95
- *StarCraft* £12.95
- *Creatures* (Stray Press) £3.95
- *Stargate* £2.95, *Destiny* £2.95
- *Darkstar* £4.95, *Galactic Empires* £9.95
- *Dragon Low* £3.95
- *Earth* £1.85
- *Galactic Empire* £3.95
- *Gruen* £12.95
- *Hammer* £16.95
- *Space Station* £16.95
- *Superstar* £1.95
- *T advantage* £5.95
- *The Last Starfighter* £14.95
- *StarCraft.fake* £9.95
- *Super Star* £19.95
- *Space Station* £20.95
- *StarCraft* £16.95
- *Space Station* £22.95

**Role Playing Rules**

**SF-Traveller R. S. (GDW) £8.95**
- Traveller Role £12.95
- Highguide, Monetary Books £8.95
- Traveller Role £14.95
- *Atlas of the Imperium* £7.95

**Scenarios**

**SF-Star Trek R. A. (FASA) £9.95**
- *Star Fleet* £14.95
- *Trek* £14.95
- *Trek* £16.95
- *Traveller Role* £9.95

**Special Offer**

**New Arrival**

**RPG Role Playing Rules**

**SDM (SPE) 1** £7.95

**Board Game**

**Minute Rules**
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15
- *The Empire of the East* £0.15

**Call of Cthulu (Ch) £9.95**
- *Ghosts* £12.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95
- *Dungeons and Dragons* £14.95

**Pay in Sterling please**

**History of Wargames**

**Wargames**
- *Fiefdom* £22.95
- *Yesterphase* £23.95
- *Battle for the Galaxy* £24.95
- *Battle for the Galaxy* £24.95
- *Battle for the Galaxy* £24.95
- *Battle for the Galaxy* £24.95
- *Battle for the Galaxy* £24.95
- *Battle for the Galaxy* £24.95
- *Battle for the Galaxy* £24.95

**Lessee**

**Nautical & Alternate History**

**Ships**
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95
- *Carrier Ships* £14.95

**ESDEVIM GAMES (W7)**

185 Victoria Road
ALDERSTON Hants GU11 1JU
Tel: Alderston 311443 or (pennings) Pawnnum 722629

Please mention White Dwarf when replying to advertisements.
Axles Armies
25mm WARHAMMER BATTALIONS
£19.70 + £1.30 P&P
MEN OF THE ORIENT · MEN OF THE WEST
DWARFS · GOBLINS · ORCS ·
HIGH ELVES · UNDEAD · SKELETON
PLUS NEW BATTALION BOARFACE ORCS
Each Battalion comes with full points list
15mm FANTASY ARMIES Good and Evil
£16.50 + 98p P&P

NEW!
GRENADIER
FANTASY LORDS.
FIGURES.
Made in the UK Only £1.25 per pack
RAL PARTHA IMPORTS
New range unseen in this
country until now

Axle says:
WHY NOT VISIT THE
GUARDROOM
AND SEE OUR
COMPLETE RANGE OF
GAMES AND FIGURES.
"The Friendly Games Shop"

The Guardroom
38 WEST ST., DUNSTABLE.
Tel: (0582) 606041
2 miles from Junction 11 on the M1

The Lost Shrine of Kasar-Khan
"The Lost Shrine of Kasar-Khan", from Integrated Games, is the latest release in the Complete Dungeon Master series (unique fantasy gaming modules containing all the floorplans needed to play the scenario, plus a wide range of other accessories). See White Dwarf 66 for a review of "The Halls of the Dwarven Kings", the first set in the series.

Kasar-Khan (£4.95) and Dwarven Kings (£7.95) are distributed to trade exclusively by:

BEAST ENTERPRISES LTD
Divinity Road, Oxford, OX4 1LR.

(Also available direct by post, P&P:
UK free Europe +25% Elsewhere +50%).

R-F
An exciting scenario by TORTURED SOULS! - with realistic settings from ENDLESS PLANS
(containing: a fully detailed scenario; six sheets of full-colour floor plans; four sheets of artifacts (maps, scrolls, etc.); four sheets of NPC statistics; and a dungeon master's screen)
for use with all fantasy role-playing games such as AD&D, D&D, RQ and Warhammer

Please mention White Dwarf when replying to advertisements.
In Open Box, science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. Ratings are on a scale from 1 to 10, in several categories, with an overall rating based on the reviewer’s opinions.

**OPEN BOX**

**STAR ACE**
Role-Playing Game
Pacesetter Games

£16.95

*Star Ace* is a new SFRPG from Pacesetter, the breakaway TSR employees who have already produced *Chill* and *Timemaster*. The box contains a 64-page *Basic Training Manual*, a 32-page *Wilderness Briefing Manual*, a 16-page scenario, a map of the Wilderness Sector, a sheet of counters, and three ten-sided dice.

The background to the game is a decadent interstellar empire, dominated by Terran-descended humans. A few worlds, the rebel Alliance, are fighting the Empire. This alliance now includes, and is dominated by, Earth. At present there is an uneasy truce between these two powers, but both sides are engaged in espionage and subversion. The Alliance subversion groups are called Star Teams, and all player characters are assumed to be members of such teams. All team members belong to one of four guilds, called Free Orders, which roughly correspond to character classes. The Free Order of Spades are weapons specialists, Hearts are technologists, Clubs are psionics, and Diamonds specialise in deception and stealth. Each order has its own skills and limitations, which can only be improved by promotion through the ranks or by paying for training, and tends to attract members of one of several player races. There is no provision for skill improvement by experience, or for cross-training between orders. It isn’t possible to have a multi-classed Club/Diamond psionic thief, for example, but most combat skills, apart from unarmed combat and a few special weapons, can be learned by anyone. Skill levels are related to characteristics, and improvement generally gives an increase in the number of uses per round, rather than an improved chance of success.

All characters start with a starfighter spacecraft, three weapons, a spacesuit, equipment for two skills, and some money. Some other equipment and a few spacecraft are described, but almost everything is combat-orientated. Some of the weapons are extremely gross: one gun is capable of causing hydrogen fusion in distant objects, igniting a self-sustaining nuclear explosion. This device can destroy almost anything. By comparison, all the spacecraft are curiously weak; a few fighters should be able to take out anything, up to and including an Imperial Dreadnought. The combat rules allow ships to make violent manoeuvres, such as 180° turns, provided the pilot can make a skill roll. As in most SFRPG’s, combat is two-dimensional.

The scenario included with the game is *Deuces Wild*, an introductory adventure in which a Star Team is sent to find a missing agent on an Imperial planet. Complications include treachery, a barroom brawl, and a final space combat. It isn’t particularly subtle, but does a reasonably good job of showing most facets of the rules.

While I tried to find something novel or interesting in this game, there just isn’t anything special to report. The rules tend to explain things badly, and are biased to give player characters incredible advantages, almost to the extent of the famous *Space Opera* player characters may not be killed’ doctrine. Related sections of the rules are scattered in a curiously disjointed fashion; for example, the guilds are described on pages 16-18 of the *Basic Training Manual*, but guild-related skills aren’t explained until page 44. The background is a bland mixture of *Star Wars*, *The Last Starfighter*, and other space-opera, and just isn’t convincing. All in all, a dull and uninspiring game and I think that Pacesetter should have tried to develop something completely new, rather than re-hashing old themes and producing a disappointing result.

<table>
<thead>
<tr>
<th>Production:</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value:</td>
<td>6</td>
</tr>
<tr>
<td>Ease of Use:</td>
<td>6</td>
</tr>
<tr>
<td>Complexity:</td>
<td>5</td>
</tr>
<tr>
<td>Overall:</td>
<td>5</td>
</tr>
<tr>
<td>Marcus L Rowland</td>
<td></td>
</tr>
</tbody>
</table>

The *Dragonlance* series of AD&D modules, conceived by Tracy Hickman, has now developed into something potentially larger than any other linked venture ever produced by TSR. The modules link up with novels, figures, and a plethora of marketing devices all designed around the concept. Modules *DL1* (already reviewed here) to *DL4* form the first stage in a massive quest-adventure using the same set of characters, which presumably will outstrip even the famous *Giant-Drow* series of modules produced by Gary Gygax.

*DL2, Dragons of Flame* continues the story from *DL1*. And this is the main idea behind the *Dragonlance* series: the characters are telling and reliving a story through predetermined characters. There are various rules changes and hints for GMs to show them how to run this style of adventure (information which is somewhat redundantly repeated in every module), and anyone thinking of running the whole of the *Dragonlance* saga should bear in mind the potentially confining feeling that is part and parcel...
of this series. The players will have to adapt to fit the characters rather than the other way round, and will have some challenging moments, but the authors have tried to develop the characters in a realistic manner. It is debatable how close this is to the original concept of role-playing: in some ways the characters in DragonLance are simply acting out roles cast by the background figures, two stiff pairs of race-trap sects, one semi-oval and one straight. On which there are also a dozen chariot markers, which can be cut out, and a rangestick marked out in various scales.

The theme of gladiatorial combats in the Roman style, essentially gladiatorial and other combats and chariot races.

The Coliseum Book gives background historical detail on the organisation of coliseums and the games in them (reasonably accurate, to my knowledge), offering ideas on staging such games in a RQ world, and then moves on to chariot racing, the rules for which take up almost half the book, with further detail about chariots and their use historically. The rules are worked out in considerable detail and include many innovative features, which could be applied to other types of racing or other situations (eg the effects of a crash). Basic to the racing are the rules for expenditure of extra fatigue points per melee round to gain speed; it is also supposed to be to some mathematical ability will be needed to make proper use of these, but they offer scope for individual involvement. Also, since this is racing Ben Hur style, there are rules for the killing of opponents; since much risk to all participants is involved, I am not sure how true to reality this is, but it offers an extra twist. Rules for shooting at targets along the course are also provided.

The book also contains rules for miniatures, and can be expected to be of interest to some. However, the rules are not true to any real event, and the rules for miniatures are not detailed enough. The rules are also not well explained, and it is difficult to see how they could be made to work.

The Monster Book, intended for GM's only, first provides stats for historical types of gladiator and other combat opponents (many involving some individualised master gladiators, but nothing that is not in the RQ3 Creatures Book). It then rather inconveniently provides a range of encounters for GM's to use, some in the Bardlands style with individualised leaders and standardised followers, and some individual or grouped monsters, again entirely from the Creatures Book, but with specified stats, skills, spells, etc rather than averages. The human and humanoid groups are particularly useful for the indication that they provide of what average encountered NPC's may be expected to be. Generally, the spell-casting levels and fatigue points (even negative!) for those in good armour, and are generally very reasonable, though the leaders and a group of experienced adventurers seem exceptionally good.

Unlike a scenario, coliseum combats and chariot races can be staged many times, but despite this, the potential impact of the characters is limited. The individual features of general use, I cannot see that the high price is fully justified by the contents particularly when so much of the Monsters Book essentially repeats what is already available in GM's.

**Complexity:** 7  
**Usefulness:** 5  
**Overall:** 6

Oliver Dickinson
Today I plotted an alarming graph. Extrapolating into 1986 or 1987, the figures tell their own story, just as reaching such levels that after I've classified the novels on a standard scale ('brilliant', 'OK', 'mediocre', 'unreadable', or 'trashy'), there will be approximately one actual review. Rather than classify, I'm trying to impress friends with conjuring tricks, only to discover that for him magic actually works. Bobkett's joke might repay repetition - just sufficiently more polished than the real thing to amuse without becoming unbelievable. The point which gets my thumbs-up is the way in which magic and fantasy do not completely sport from the hero's life the moment he's been taught some cheap moral lesson; here the poor sod has to learn to live with a responsibility for the next sixty years.

David Harvey, author of The Song of Middle-Earth [Unwin 143pp £10.95], won International Mastermind with Tolkien as the special guest. In this, he shows a terrifying command of factoids in this, the 5,271,009th book about Middle-Earth. The thesis, according to the foreword, is twofold: firstly, that Tolkien's work is unique, and less derivative than critics say, and that critical comparisons are to be dismissed; secondly, that Tolkien was creating a 'Mythology for England', of unparalleled interest. The book contains many points showing how millions of themes from past mythology crop up in Tolkien... From this dodgy start, Harvey waffles on to recount large chunks of Tolkien, with sporadic mentions of mythic parallels. His puddling of fact and paraphrase lacks argumentative thrust and doesn't reach any real conclusion. (For criticism that does, try Tom Shippey's excellent Tolkien's Key [Unwin.]) This stodge should appeal to hobbits, who you'll remember 'liked to have books filled with things that they already knew, that was fair and square with no contradictions.'

In brief: Top Fantasy ed Josh Pachter [Dent 311pp £9.50] comprises two dozen 'author's choice' stories: most are good, a few are rotten, a couple aren't fantasy. Authors range in fame from Ballard, Bradbury, Disch and Le Guin to obscure folk who presumably had influence, such as for example Josh Pachter... Bob Shaw's Orbisvile Departure [Granada 192pp £1.95] is a taut, compelling sequel to the nifty Orbisvile, which appeals despite its utter inability to believe in all-potent alien 'Uttans' who have a universe to run and can read minds and whatever of reading V: EAST COAST CRISIS by Howard Weinstein and A C Crispin [NEL 305pp £2.50], normalisation of a certain TV series. Storyworld [Pulp 220pp £1.95] is a fantasy for 'young adults' whatever that means. The teen hero has the usual dumbages; he tries to impress friends with conjuring tricks, only to discover that for him magic actually works. Bobkett's joke might repay repetition - just sufficiently more polished than the real thing to amuse without becoming unbelievable. The point which gets my thumbs-up is the way in which magic and fantasy do not completely sport from the hero's life the moment he's been taught some cheap moral lesson; here the poor sod has to learn to live with a responsibility for the next sixty years.

Right on.

Inglorious, who on his visit to Earth masters only the ring-pull can. Cleverly antiromantic touches make this a lot more appealing than you might expect from the cover or the chill news that it's volume 5 of a trilogy. Above average, I suppose.
WE'RE SERIOUS ABOUT

GAMES

At the VIRGIN GAMES CENTRE, we've gone to great lengths to bring you the best. We've travelled the ENTIRE PLANET in order to acquire the WIDEST POSSIBLE RANGE of... Science Fiction Fantasy Games, War Games, Role-Playing Games, Fighting Fantasy Games, Books, Magazines, Miniatures, Paints, Dice, Accessories and Model Robots.

Everything you could want - plus a host of games you never knew existed - and a knowledgeable staff to act as your guide.

GAMES CENTRE

172 Union Street, Aberdeen • 94/96 Briggate, Leeds • 22 Oxford Street, London W1

Please mention White Dwarf when replying to advertisements.
RuneRites is a bi-monthly column for RuneQuest players, edited by Dave Morris.

LOAM WOLVES

Barbarian Magic

by Barry Atkins

This month we have an alternative to battle magic among the barbarian tribes. Barry originally designed this system for Glorantha, but points out that it is all the more appropriate now that RQ has ‘gone European’.

Also, Oliver Dickinson has kindly obtained some clarifications for RQ3 which are included this issue.

I can also announce a winner for our ‘Rites competition that ran way back in February. The copy of Soloquest goes to Peter Lloyd of Nottingham, who correctly identified Robert Dale’s spells as the Breath of Lyr, the Key of Annwn, the Caudron of Annwn and Fimbulwinter.

Commiserations to everyone else who entered. –DM.

The possession of standard battle magic spells by barbarians is in fact highly unlikely. The priesthood of a primitive tribe is rarely as idle as their more civilised counterparts—who all the other duties they must perform, the priest cannot afford to waste weeks training their lay membership to use spells.

Initiates may be worth the effort owing to their guaranteed loyalty to priest and faith.

The following system is designed to add campaign flavour to the barbarian hordes. It even gives you a chance to be masochistic and go around without a shirt on. (Liberate rather than macho, in the case of lady players! –DM.) It is not a radical departure from the essential RQ rules, replacing as it does both the knowledge and focus of battle magic with a Rune drawn in magic earth-loam.

Use of Barbarian Magic

In order to use the ten Power Runes in this way, a lengthy (1 hour) ritual is needed. This ritual, the Song of Earthpower, summons up the power of the local Earth Goddess (actually, I would make it the tribe’s ruling deity rather than worry about the element involved –DM) to enchant the magic loam, which is then used to paint the particular runic symbol involved on the character’s body. When the character wishes to use the spell, he utters a short prayer to the Goddess and makes a POW × 5 roll. If he is successful, the spell activates and he loses POW as per normal battle magic. No clothing may be worn over the battle Runes, and no more than three may overlap in a given area. One point of earth-loam must be applied for each Rune needed.

The Song of Earthpower

The Song is a Knowledge skill learnt at a cost of 200/400/800 from the tribal elders. Barbarians born and bred have a basic 30% ability; others begin at 0%. A fumble on the roll is an automatic fumble, but a successful roll allows the user to obtain a point of earth-loam; this sacrifice is only temporary, but the character must overcome a POW of 10 to ‘persuade’ the Goddess to enchant the loam. If this roll fails, he has expended his HP for nothing.

The loam, once gained, must be applied within one hour. Its magical potency lasts for 24 hours. It may be applied as any of the ten Power Runes, with these effects:

- **Harmony Rune** (drawn on chest). This provides the battle magic spell co-ordination. Normal POW cost.
- **Disorder Rune** (drawn on chest). This gives the effect of a fanaticism spell. Normal POW cost.
- **Fertility Rune** (drawn on chest above heart). This provides a healing spell—up to a maximum of healing 4.
- **Death Rune** (drawn on both hands). For a POW cost of 5, this gives a spell which adds 4d4 damage to all successful blows but reduces Parry skill by 40%.
- **Stasis Rune** (drawn on chest). This can be stacked up to four points of loam to act as a protection spell. However, the caster must choose between the protection being effective against either cutting or smashing attacks, as the skin takes the characteristics of either granite or malleable clay.
- **Movement Rune** (drawn on arms and legs). For each point of earth-loam (up to a maximum of 4), this gives a variable ENC on sneak ability is to be preferred; even leather padding might creak, according to Sandy.
- **Illusion Rune** (drawn on face). This useful Rune, when combined with bloodcurdling battle cry, waving of bloodied axe, etc., provides the effects of a demoralize spell—but with a +10% chance of omen’s POW.
- **Luck Rune** (drawn on chest). This supplies a 2 point spell which replaces the user’s Attack and Parry rolls with a (d6+4) chance of success. Luck Rune is an automatic fumble, but a successful roll always counts as a slash/crash/impace.
- **Fate Rune** (drawn on chest). This Rune leaves a character calm and collected, but affects the comments on the chart, that you can say anything you wish at 31%+, ought to apply; those at 30% or less are likely to be pretty dumb or (through lack of POW or APP) totally insignificant, and as a result ignored.
- **Cultural weapons should be laid everywhere and named as a base. Cult magic given free to initiates or paid in reward for services ought to be obtained in a more reliable fashion than through the chances of spirit combat. Perhaps cult spirits will teach spells on command. Cults can supply foci needed to cast spirit magic.
- **All rituals take 1 hour per magic point used, unless otherwise specified.
- **Warding should be based everywhere as a Common spell (it is not in the rules for converting RQ2 characters.
- **Cultural weapons should be omitted from Civilised Farmers’ equipment, contrary to my expectation.
- **Language. With one’s own language, the comments on the chart, that you can say anything you wish at 31%+, ought to apply, those at 30% or less are likely to be pretty dumb or (through lack of POW or APP) totally insignificant, and as a result ignored.
- **Sandy suggests substituting second sight for detect life in the scenario; this is a 3-point spell, which it would take 15 years to get the entitlement to learn free, but it is available from the Esrola cult, which detect enemy is not. □

(Some of these seem very useful, but I don’t think the system is unbalanced. Remember that spells must be paid for twice under these rules—once to enchant the loam, and once when the spell is activated. The advantage of the use of armour, and I would also apply the restriction that loam can only be enchanted on one’s home territory, where one’s ruling deity is powerful. –DM.)

RUNEQUEST 3 CLARIFICATIONS

by Oliver Dickinson

Thanks to a prompt response from Greg Stafford and Sandy Petersen, I am able to clear up some points raised in my review (WD64) or in letters to Chaosium.

1. Encumbrance. A list of ENCs for common objects will be published, with other errata; meanwhile, remember the rule that at ENC=1ko, relatively, Pennies are 100 to an ENC, like Lunars before. Cormac’s PC sheet (Players Book p13) shows ENCs for pack, waterskin, and firelighter, though is unreliable otherwise.

2. The p66 definition of the effect of ENC on Sneak ability is to be preferred; even leather padding might creak, according to Sandy.

3. The cost of spirit spirit magic. You could either work out the charge for a spirit or make it to cost spell teaching (Gamemaster Book p30), or name an arbitrary price, perhaps treating the cost of spirit magic of a tribe as a base. Cult magic given free to initiates or paid in reward for services ought to be obtainable in a more reliable fashion than through the chances of spirit combat. Perhaps cult spirits will teach spells on command. Cults can supply foci needed to cast spirit magic.
Part Five

Thrud has joined a group of mercenaries who are defending a small village against the Black Currant and his evil hordes. At the moment, they are teaching some of the villagers their skills for the impending battle.

Right ladies! I'm going to show you how being a woman can be an advantage in a fight.

You two men - attack me!

Oops! Butterfingers! You dropped my sword!

Ha - sexist scum!

Any questions?

On second thoughts - how many of you can use a bow and arrow?
A Champions and Golden Heroes Scenario for 3-6 Characters by Phil Masters

INTRODUCTION

Peking Duck is a mini-scenario for a small group of moderately able characters. All organisations and groups mentioned can be changed as appropriate for your campaign, and different supervillains can be developed for it. A group of three superheroes ("The Outlaw Line") is given to save time for those who do not wish to use their own creations, but self-designed characters can certainly be used. A number of supervillains mentioned are generic, and should only be used if the superhero group is exceptionally strong.

BACKGROUND (PLAYERS AND GM)

Our heroes have recently established a contact — a ‘normal’ with shady connections who has provided them with a certain amount of useful information, partly for payoffs and partly, he claims, out of hatred for the evil effects of certain categories of crime. Now he has come through to them with an urgent tip-off. His story runs as follows.

Certain of the Tongs operating in London’s Soho have a ‘business centre’ through which a certain amount of dubious merchandises are kept. This is an eminently respectable high-class Chinese restaurant, the Fo Yen Wok. Normally, this ‘drop’ is used with such care and discretion that a raid would find nothing, but tonight, a large quantity of refined heroin is scheduled for sale. There is only one problem; the Tongs have bought themselves a contact in the Metropolitan Police Drugs Squad — identity unknown — and any tip-offs reaching the authorities will almost certainly cause this individual to warn his paymasters to cancel the operation.

The Fo Yen Wok is easily located; it is sited on a street not far from Soho Square. It is a high-class establishment, specialising in Peking duck and other kinds of Chinese food, with a high turnover of customers. It has not yet opened its opening hours (6pm to midnight), the fact that it has eating areas on two floors, and the fact that it backs on to a narrow alleyway; fire exits from one lead out the way, via an open wrought iron staircase in the case of the upper floor.

GM’S NOTES

The players know little when they begin this scenario; what they have to discover is that most of what they do know is lies. The truth is complicated.

The Fo Yen Wok is a perfectly respectable establishment, noteworthy only in that the owner pays his protection money tardily if at all. Because of this, the Tongs have decided to use the restaurant in a devious plan. The heroes’ contact is a Tong double agent, set up to distract the superheros; he will be found to have vanished when the characters next seek him out. While he sets up the heroes, his bosses have quietly informed Antonio (Tony) Rigatoni, a Mafia boss with worldwide interests, of the scheme. They wish to disrupt business over a meal, and have named the Fo Yen Wok as the place.

The idea is to get the restaurant smashed up in a fight, Rigatoni scared and perhaps arrested, and the heroes humiliated — all with no risk to the Tongs.

Two things have gone wrong with this elegant plan. Firstly, and trivially, Tony Rigatoni is a suspicious man, and always has a bodyguard in tow. Secondly, the Northingham Corporation, an outwardly respectable multinational combine with some dubious sidelines, has Tong headquarters bugged. They also want to talk to Tony Rigatoni — rather more seriously — and they have decided to use the restaurant in a deviant way, via an open wrought iron staircase in the case of the upper floor.

The restaurant staff and customers are detailed in Table 2. These are interesting people, and are designed to suit the nature of this scenario. How appropriate for your campaign, and different supervillains can be developed for it. A group of three superheroes ("The Outlaw Line") is given to save time for those who do not wish to use their own creations, but self-designed characters can certainly be used. A number of supervillains mentioned are generic, and should only be used if the superhero group is exceptionally strong.

The layout of the Fo Yen Wok is shown in Fig 1; the properties of some of the fixtures and fittings are given on Table 1. The general style of the décor is that of a large and well-appointed establishment with an almost tame level of Shrinkin operation could even hope to squeeze through.

J. Outer Office. This is where most of the restaurant’s paperwork is kept, a work and organisational cabinet. It is here that suspicious, and will decide that none are to be found after a number of minutes equal to 45 minus his or her INT. (GH: 30 + 1d6 minutes.)

K. Inner Office. Business negotiations relating to the restaurant are usually conducted in here. There is some paperwork in the desk, much of it in various dialects of Chinese; a character able to speak some form of this language will conclude that there is nothing suspicious after (25-INT) minutes. (GH: 10 + 1d6 minutes.)

L. Kitchen. The unquestioned centre of the restaurant, and somewhat crazy cook. All the food is cut and cooked and by normal standards are totally disorganised. The refrigerator, freezer and cupboards are packed with wonderful Chinese oddities.

M. Upper Fire Exit. This is the emergency door — clearly signposted from the eating area — has a similar opening mechanism to that downstairs (see G). It leads out to a wrought iron staircase.

THE SUPERVILLAINS

The Northingham Corporation: This is an eminently respectable, American-based multinational company with interests in aerospace, electronics, computer hardware, engineering and the arms trade. So much is all that the world — including 98% of Northingham employees — knows. If anyone added that certain senior Northingham executives add to company profits (and their own salaries) by exploiting the Corporation’s huge resources and great geographical dispersion in pursuit of dealings in any and every illegal drug, in projects to disrupt ‘unco-operative’ governments and replace them with their own friendly dictatorships, etc, then the result would be a libel prosecution. This would not make the additional statements untrue.

The key to Northingham’s illicit activities is its ‘special projects unit’ — AKA the dirty tricks department. Through this, a large force of well-armed mercenaries is paid and equipped, and, in addition, a number of supervillains are paid to do precisely the same thing. The mercenary activities are detailed in Table 2. These are essentially normals (apart from the Mafiosi), but they have a variety of skills and talents. All will be curious about superheroes and averse to combat, although most will fight back if attacked. The proprietor (Mr Chong) will be very unhappy if people start smashing his restaurant up, and will run around, getting in the way, much as possible.

Most important of all is Kang, the chef, who is a genius in the kitchen — assisted by her daughter, Kang Se. He may well be seen harboring certain weapons in the event that someone is certain to attack anyone harming her. He fights with a huge Chinese cleaver (10d6 killing attack + 1d6 strength bonus). (GH: Pierced and penetrates.)

A. Restaurant Front. The building has a large plate glass ‘shop’ window, but there is a full, opaque curtain immediately behind this. A small, discreet menu card is on display. Entry to the establishment is through a small porch with two sets of doors, both with patterned glass window panels.

B. Reception Area. On the right as diners enter the Fo Yen Wok is a reception counter, in which the owners (Tongs) take telephone calls and look after hats, coats, etc, storing them in a curtained alcove. This area is lit by a central ceiling fixture and a number of small wall lights.

C. Bar. This is a full pub-type set up, simply a place where bottles and glasses are kept, and from which a drink's liquid refreshment is dispensed. The stock is on wooden shelves behind a waist-high counter.

D. Stairs. These are constructed of light wood, and are clean in design; any person on them can be seen at least partially, from areas of both floors.

E. Upper Dining Area. Note the upholstered wall benches in one corner.

F. Waiters' Cubicle. A small area where bills can be prepared and orders passed to the kitchens via the 'dumb waiter'. Food and used tableware are also moved around via the dumb waiter. This cubicle also has a small bathroom, through which a fair amount of dubious merchandise passes.

G. Kitchen. This is an eminently respectable high-class Chinese restaurant, the Fo Yen Wok. Normally, this ‘drop’ is used with such care and discretion that a raid would find nothing, but tonight, a large quantity of refined heroin is scheduled for sale. There is only one problem; the Tongs have bought themselves a contact in the Metropolitan Police Drugs Squad — identity unknown — and any tip-offs reaching the authorities will almost certainly cause this individual to warn his paymasters to cancel the operation.

The Fo Yen Wok is easily located; it is sited on a street not far from Soho Square. It is a high-class establishment, specialising in Peking duck and other kinds of Chinese food, with a high turnover of customers. It has not yet opened its opening hours (6pm to midnight), the fact that it has eating areas on two floors, and the fact that it backs on to a narrow alleyway; fire exits from one lead out the way, via an open wrought iron staircase in the case of the upper floor.

The restaurant staff and customers are detailed in Table 2. These are interesting people, and are designed to suit the nature of this scenario. How appropriate for your campaign, and different supervillains can be developed for it. A group of three superheroes ("The Outlaw Line") is given to save time for those who do not wish to use their own creations, but self-designed characters can certainly be used. A number of supervillains mentioned are generic, and should only be used if the superhero group is exceptionally strong.

The layout of the Fo Yen Wok is shown in Fig 1; the properties of some of the fixtures and fittings are given on Table 1. The general style of the décor is that of a large and well-appointed establishment with an almost tame level of Shrinkin operation could even hope to squeeze through.

J. Outer Office. This is where most of the restaurant’s paperwork is kept, a work and organisational cabinet. It is here that suspicious, and will decide that none are to be found after a number of minutes equal to 45 minus his or her INT. (GH: 30 + 1d6 minutes.)

K. Inner Office. Business negotiations relating to the restaurant are usually conducted in here. There is some paperwork in the desk, much of it in various dialects of Chinese; a character able to speak some form of this language will conclude that there is nothing suspicious after (25-INT) minutes. (GH: 10 + 1d6 minutes.)

L. Kitchen. The unquestioned centre of the restaurant, and somewhat crazy cook. All the food is cut and cooked and by normal standards are totally disorganised. The refrigerator, freezer and cupboards are packed with wonderful Chinese oddities.

M. Upper Fire Exit. This is the emergency door — clearly signposted from the eating area — has a similar opening mechanism to that downstairs (see G). It leads out to a wrought iron staircase.

THE SUPERVILLAINS

The Northingham Corporation: This is an eminently respectable, American-based multinational company with interests in aerospace, electronics, computer hardware, engineering and the arms trade. So much is all that the world — including 98% of Northingham employees — knows. If anyone added that certain senior Northingham executives add to company profits (and their own salaries) by exploiting the Corporation’s huge resources and great geographical dispersion in pursuit of dealings in any and every illegal drug, in projects to disrupt ‘unco-operative’ governments and replace them with their own friendly dictatorships, etc, then the result would be a libel prosecution. This would not make the additional statements untrue.

The key to Northingham’s illicit activities is its ‘special projects unit’ — AKA the dirty tricks department. Through this, a large force of well-armed mercenaries is paid and equipped, and, in addition, a number of supervillains are paid to do precisely the same thing. The mercenary activities are detailed in Table 2. These are essentially normals (apart from the Mafiosi), but they have a variety of skills and talents. All will be curious about superheroes and averse to combat, although most will fight back if attacked. The proprietor (Mr Chong) will be very unhappy if people start smashing his restaurant up, and will run around, getting in the way, much as possible.

Most important of all is Kang, the chef, who is a genius in the kitchen — assisted by her daughter, Kang Se. He may well be seen harboring certain weapons in the event that someone is certain to attack anyone harming her. He fights with a huge Chinese cleaver (10d6 killing attack + 1d6 strength bonus). (GH: Pierced and penetrates.)
Torpedo (Champions)

<table>
<thead>
<tr>
<th>Value</th>
<th>CHA</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>35*</td>
<td>STR</td>
<td>18</td>
</tr>
<tr>
<td>14</td>
<td>CON</td>
<td>8</td>
</tr>
<tr>
<td>13</td>
<td>BODY</td>
<td>6</td>
</tr>
<tr>
<td>11</td>
<td>INT</td>
<td>5</td>
</tr>
<tr>
<td>13</td>
<td>EGO</td>
<td>8</td>
</tr>
<tr>
<td>14</td>
<td>EYE</td>
<td>7</td>
</tr>
<tr>
<td>10</td>
<td>ED</td>
<td>2</td>
</tr>
<tr>
<td>4*</td>
<td>SPD</td>
<td>5</td>
</tr>
<tr>
<td>12</td>
<td>REC</td>
<td>4</td>
</tr>
<tr>
<td>20</td>
<td>END</td>
<td>2</td>
</tr>
<tr>
<td>10</td>
<td>STUN</td>
<td>2</td>
</tr>
</tbody>
</table>

Total + Powers Cost: 96

OCV=6
DCV=6
ECV=4

Powers

- +1 Skill in all combat
- 23 Armour: -9 PD, +12 ED*
- 13 Active Soma
- Infra-red Vision*
- Radio Hearing*
- 4 pt Flash Defence*


History: One of Norththing's legitimate American engineering labs once received a contract from the US government to produce a powered sub-aqua suit with offensive capabilities for use in espionage, infiltration, and similar missions. The project was canceled but Norththing, hating to waste such a useful toy, surreptitiously transferred the prototype suit to their Special Projects Unit, who gave it to a loyal hireling named James Finchon. Codename Torpedo. Finchon has served Norththing well enough to come to the attention of the CIA.

The Torpedo suit is a lightweight design, built of carbon-fibre reinforced polymers and incorporating such useful gadgets as high-power boot squackets, artificial senses, and four wrist-mounted, rocket-propelled 'mini warheads' with fragmentation effect. Finchon can use these and the suit's artificial strength to good effect in battle. The design's main weakness lies in the internal circuitry, which can disrupt violently under certain conditions.

Vendetta (Champions)

<table>
<thead>
<tr>
<th>Value</th>
<th>CHA</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>STR</td>
<td>26</td>
</tr>
<tr>
<td>16</td>
<td>DEX</td>
<td>24</td>
</tr>
<tr>
<td>36</td>
<td>CON</td>
<td>38</td>
</tr>
<tr>
<td>10</td>
<td>BODY</td>
<td>10</td>
</tr>
<tr>
<td>6</td>
<td>INT</td>
<td>4</td>
</tr>
<tr>
<td>15</td>
<td>EGO</td>
<td>16</td>
</tr>
<tr>
<td>15</td>
<td>EYE</td>
<td>16</td>
</tr>
<tr>
<td>15</td>
<td>ED</td>
<td>8</td>
</tr>
<tr>
<td>15</td>
<td>SPD</td>
<td>15</td>
</tr>
<tr>
<td>15</td>
<td>REC</td>
<td>15</td>
</tr>
<tr>
<td>15</td>
<td>END</td>
<td>15</td>
</tr>
<tr>
<td>15</td>
<td>STUN</td>
<td>15</td>
</tr>
</tbody>
</table>

Total + Powers Cost: 195

OCV=6
DCV=6
ECV=6

Powers

- +2 Persuasion
- +3 Martial Arts +1 x3 damage (6d6 punch, 2d6 kick)

History: Marco DiMaggio was one of the most trusted hoods in Pittsburgh's leading Mafia 'family'. Not too bright, perhaps, but totally loyal and very, very honourable (in Mafia terms). His 'don' knew Marco well and began to fit him out as a perfect bodyguard; extensive training in unarmed combat was added to a cat-like natural poise and a sixth sense for danger, and a sophisticated lightweight jacket of body armour was purchased for this 'human weapon'. That was just before Pittsburgh's other, smaller, family decided to expand - violently.

Marco's boss and most of Marco's comrades were wiped out, and Marco was left for dead. All that saved Marco was the care of his doctor, and his own burning desire for revenge - revenge that was obtained when Marco DiMaggio assumed the black and grey body suit and black head mask of 'Vendetta'. Annihilating dozens of his sworn foes was excellent final training in personal combat; it also brought the attention of one fanatic FBI investigator. Now Vendetta sells his skills to the highest bidder, never breaking his word, and never trusting anyone.

The Shadow Dancer (Champions)

<table>
<thead>
<tr>
<th>Value</th>
<th>CHA</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>STR</td>
<td>2</td>
</tr>
<tr>
<td>23</td>
<td>DEX</td>
<td>38</td>
</tr>
<tr>
<td>23</td>
<td>CON</td>
<td>26</td>
</tr>
<tr>
<td>10</td>
<td>BODY</td>
<td>2</td>
</tr>
<tr>
<td>14</td>
<td>INT</td>
<td>4</td>
</tr>
<tr>
<td>14</td>
<td>EGO</td>
<td>8</td>
</tr>
<tr>
<td>10</td>
<td>EYE</td>
<td>7</td>
</tr>
<tr>
<td>14</td>
<td>ED</td>
<td>2</td>
</tr>
<tr>
<td>14</td>
<td>SPD</td>
<td>15</td>
</tr>
<tr>
<td>10</td>
<td>REC</td>
<td>2</td>
</tr>
<tr>
<td>10</td>
<td>END</td>
<td>2</td>
</tr>
<tr>
<td>10</td>
<td>STUN</td>
<td>2</td>
</tr>
</tbody>
</table>

Total + Powers Cost: 75

OCV=8
DCV=8
ECV=7

Powers

- Do not work in strong light (+1%)
- Must be strong shadows in area surveyed (+1%)
- Must be strong shadows near both themselves and their victims (+1%)
- Both points must be linked by deep shadows (+2)
- Becomes 7 in strong light

History: Natasha Mallory was a low-power mutant telepath with no great interest in using her powers for good or evil, but an immense streak of nosiness. This did her no harm whatsoever until the day she realised to her horror that the innocuous passer-by she was probing somehow found the strength to break into her mind. The 'demon' attacked and captured Natasha, and had dragged her halfway across the city before she somehow found the strength to break free. She almost made it home - but not quite; she was not rescued.

The Shadow Dancer wears a simple cream-colored costume and a short black cape; the observant may also notice that much of her body, and especially her face, appears to be in deeper shadow than usual. Her powers to the highest bidder.

The Pirate (Champions)

<table>
<thead>
<tr>
<th>Value</th>
<th>CHA</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>STR</td>
<td>10</td>
</tr>
<tr>
<td>26</td>
<td>DEX</td>
<td>7</td>
</tr>
<tr>
<td>18</td>
<td>CON</td>
<td>16</td>
</tr>
<tr>
<td>10</td>
<td>BODY</td>
<td>16</td>
</tr>
<tr>
<td>10</td>
<td>INT</td>
<td>3</td>
</tr>
<tr>
<td>19</td>
<td>EGO</td>
<td>3</td>
</tr>
<tr>
<td>10</td>
<td>EYE</td>
<td>8</td>
</tr>
<tr>
<td>10</td>
<td>ED</td>
<td>3</td>
</tr>
<tr>
<td>10</td>
<td>SPD</td>
<td>5</td>
</tr>
<tr>
<td>10</td>
<td>REC</td>
<td>6</td>
</tr>
<tr>
<td>10</td>
<td>END</td>
<td>4</td>
</tr>
<tr>
<td>10</td>
<td>STUN</td>
<td>4</td>
</tr>
</tbody>
</table>

Total + Powers Cost: 67

OCV=8
DCV=8
ECV=5

Powers

- Climbing (13 or less)
History: Like Nothinghouse, the United States Standard Oil Corporation (USSO Corp) maintains a clandestine range of special projects department, with which often exploits the work of USSO's medical products division. One project developed from the ideas of a company psychologist who suggested that many supposedly 'super-powered' individuals directly had the self-confidence and drive to exploit a widespread latent human potential. His employers challenged the researcher to prove this, and found an experimental volunteer one Lars Van Helme, an embittered ex-US navy man who had been invalided out after an accident cost him one eye. The result of an intensively course of hypnosis, chemically-induced psychosis and brainwashing was moderately successful; Van Helme's personality has now been warped into line with his favourite image of a hero - derived from the old Hollywood pirate movies. USSO have fitted him out with three appropriate weapons; a lightweight, one-shot hand blaster (disguised as a flintlock), a titanium alloy throwing dagger, and a superbly balanced titanium/steel cutlass, which Van Helme carries attached to his wrist by a near-unbreakable metal cable. The Pirate now serves USSO when they need him, and the highest bidder at other times.

MR SMASH (Champions)

<table>
<thead>
<tr>
<th>Value</th>
<th>CWA</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 STR</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>16 DEX</td>
<td>18</td>
<td></td>
</tr>
<tr>
<td>33 CON</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>20 BODY</td>
<td>146</td>
<td></td>
</tr>
<tr>
<td>5 INT</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>18 EGO</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>7 PRE</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>15 COM</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>12 PD</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>15 ED</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>18 REC</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>36 END</td>
<td>31</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>90</td>
<td>Powers Cost: 25</td>
</tr>
</tbody>
</table>

MR SMASH is a three-foot tall robot, very heavily built, with four arms fitted with fairly sensitive triple claws and a variety of special sensor devices in its head unit. His experimental robotic brain is mounted within the chest space.

The Villains: Final Notes

These, or any other appropriate super-baddies may be used in this scenario; if others are used, bear in mind that much of the combat will be indoors, so avoid powers that only work in large open space. For simplicity, Hunters should not generally appear in the scenario; obviously, the heroes should receive the same privilege.

The Nothinghouse Corporation was originated by Tony Green. The Shadow Dancer is based on an idea by Steve Gilham. To both these, my thanks.

History: Back in 1967, a very large number of hippies went east, look for a hero to tell them the meaning of life. New Messiah was as naive as any, but he was lucky; his guru was really unusual. In addition, Millish had the determination and tactic to last out a rigorous and competitive course of training for mind and body. Andrew might have spent the rest of his life in a tiny monastery in the foothills of the Himalayas, but after some years, a letter reached him from an old schoolfriend who needed help. Returning to Britain, Andrew was shocked to find how the holdout in the foothills of the Himalayas, but after some years, a letter reached him from an old schoolfriend who needed help. Returning to Britain, Andrew was shocked to find how the 

Mandala (Champions)

<table>
<thead>
<tr>
<th>Value</th>
<th>CWA</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 STR</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>24 DEX</td>
<td>24</td>
<td></td>
</tr>
<tr>
<td>20 CON</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>14 BODY</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>16 INT</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>21 EGO</td>
<td>22</td>
<td></td>
</tr>
<tr>
<td>15 PRE</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>16 ED</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>7 EGO</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>10 PD</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>10 ED</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>12 SP</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>13 REC</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>30 END</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>31 STUN</td>
<td>31</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>142</td>
<td>Powers Cost: 235</td>
</tr>
</tbody>
</table>

History: When UNTIL decided to form a special aerial combat unit, one of their first recruits was an engineering graduate and champion gymnast named Janice Luczeni. After a few weeks, her instructors were unanimous on two things; Luczeni was brilliant, and Luczeni was a hot.
Note: All Torpedo's powers derive from the armour he wears, which also incorporates a radio receiver. It is powered by a super-compact battery that lasts a rather short life (Torpedo has a super strength after a few attacks, at the SS's discretion). Weapon Skill applies to 4 suit-mounted 'mini-missiles'; these act as Light Projectiles (1d6+3 HT, 2d6+1 HT), and are explosive and can attack up to 4 opponents within a chosen target point. The suit is equipped for sub-aqua work, allowing Torpedo to 'swim' at 15 pm per frame (drawing on battery power) and manoeuvre with ease under water.

Vendetta (alias Marco DiMaggio)

HTC: 64
Defence Class: 6
Costume: Light
Movement: 6m
Powers
Intuition 1, Martial Arts (Pugilism 2 plus Judo Throw), Skills (1 Hide in Shadows), Vigour 7.

Note: All Vendetta's powers derive from long experience and hard training, plus fanatical drive.

The Shadow Dancer

HTC: 57
Defence Class: 6
Movement: 6m
Powers
Energy Immunity 3 (cold, ice, cosmic), Heightened Senses 1 (radar), PSI Powers (Hallucinations, PSI Blast, Telepathy, Skills (Hide in Shadows), Stunner, Teleport 1).

Note: Shadow Dancer's powers are a mixture of natural psionic talents enhanced by her mystical experience, and mystical power of 'negative energy' and shadow. Energy Immunity requires her to be conscious in deliberately deflecting damaging energies, her 'radar' is awareness of anything happening in nearby darkness, her Hallucinations are invariably of shadowy forms, her PSI Blast and Telepathy both demand the presence of shadow or darkness. Her Stunner is actually her mystical ability to cause a victim of energy attack to faint, her Teleport is her (limited) ability to 'flow' through shadows. She will avoid strong light at all times since she loses her powers in strong illumination.

The Pirate

HTC: 51
Defence Class: 6
Movement: 7m
Powers
Advantageous Background 2 (Traing already included in STR and DEX), Weapon Skill 2 (Lightweight Sword, either 1H or 2H penetrative), Special 2 (Psychoconditioning and minor weapons).

Note: The Pirate derives his powers from his complete belief in himself, his martial skills, and a swashbuckler's style. He can perform any minor feat of agility or skill that is in keeping with this image. He carries two one-use weapons which he can employ at Weapon Class 3; a throwing knife and a blast pistol disguised as a flintlock (2d6 HT, 4d6 HTC and reduces target's Damage Dividers by 2).

MR SMASH (no alias)

Weight: 208lb
Height: 5'7"
Handedness: Right
Movement: 15m
Powers
Ad优势ous Background 2 (Speciality; 2), four-armed, three foot tall robot, Cybernetics 1 (computer brain), Health 3 (disease/radiation immunity, environmental survival anywhere a sealed machine can function, toxin immunity), Heightened Senses 2 (Enhanced hearing, infrared vision), Strength 1, Tough Skin.

Note: This robot's small size and multiple well-co-ordinated limbs give it the Dodge and Strike modifiers above, and allow it to climb very easily. Since it is only a simple-minded machine it is also quite slow and lacks any sensory attributes (colour blindness, no chemo sensors), it can use a Scramble Powers hit, it will run amok.

THE OUTSIDE LINE

Mandala (alias Andrew Mellish)

HTC: 45
Defence Class: 6
Movement: 6m
Powers
Advantageous Background 2 (Previous Training included in DEX and EGO), Agility 1, Energy Immunity 1 (heat/flame), Martial Arts 1 (Oriental Grade 1 plus Judo Throw), PSI Powers (Telepathy as Speciality, Telekinesis, Telepathy), Skills 1 (Hide in Shadows).

History: James Vernon was once a very ordinary sort of guy, a junior mining engineer working for a Hong Kong-based oil company that was investigating new methods of extraction based on 'modulated seismic permeability'. Somehow, inexplicably, Vernon annoyed the local Tongs while working at company HQ, and they paid him a visit one night while he was working overtime. The heavies accidentally pushed Vernon into an experimental vat after short-circuiting one of the machines; they were more than a little surprised when the grey, stone-like being who climbed out of the vat attacked them, and didn't stop until they had knocked them all flat.

Vernon's company flew him home to London, where with the aid of various doctors he managed to gain control of his new, variable, molecular structure. This power was to prove useful when the vengeful, featureless Tongs reappeared, but even so he was once only saved by the aid of Mandala, who invited him to help form the Outside Line. Vernon's consent came as much out of gratitude as enthusiasm; he is still unsure about his heroic potential, and remains less than fond of combat, but he has taken the identity of Shaile, due to his appearance, which resembles damp grey rock.

Shaile can control his body's molecules, and can absorb silicon and water from his vicinity (usually from dust and vapour in the air) to reinforce his body; he can even transform himself to a rock-like form. This can compensate for the normal physical weaknesses of his new body, but concentrating on it prevents him using his 'inward control' for other purposes. His new form is also strikingly quick, responsive, and elastic.
Note: All Mandala's powers derive from his physical and mystical training. His immunity to fire is achieved by reminding himself of the illusory nature of such ephemeral forces—an act of will precluding the simultaneous use of his psionic talents.

Skylight (alias Janice Lucenzi)  
Weight: 133lb  
Height: 6'0"  
Handiness: Right  
Strength: 4+17=21

Powers  
Adventurous background 1 (Previous Training; increases included in DEX), Cybertics 2 (2 Specials: Force Deflector and Flash Grenades—see Notes), Flight 1; Reactions 1, Skills 1 (Communication), Wallcrawling 1, Weapons Skill 1 (Laser).

Table 2a: "Normals" Appearing

<table>
<thead>
<tr>
<th>No/Name/Role</th>
<th>DEF</th>
<th>BODY</th>
<th>SIZE</th>
<th>HTK</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Mi (Receptionist)</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2. Waiter 1</td>
<td>11</td>
<td>10</td>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>3. Waiter 2</td>
<td>10</td>
<td>9</td>
<td>11</td>
<td>10</td>
</tr>
<tr>
<td>4. Mr Chong (Owner)</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>5. Cook/Cook</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>6. Kang Se (Cook's daughter)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>7. Fred (Customer)</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>8. Bill (Customer)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>9. Jane (Customer)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>10. Steve (Customer)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>11. Myra (Customer)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>12. Tony Rigtono (Cust &amp; Mafioso)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>13. Marco Vennecci (Bodyguard)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>14. Insp Kenneth Dalhousie (Police)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>15. Con Poldo (Policeman)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>16. Con Perkins (Policeman)</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
</tr>
</tbody>
</table>

Table 2b: "Normals" Appearing (Golden Heroes)

<table>
<thead>
<tr>
<th>No/Name/Role</th>
<th>DEF</th>
<th>BODY</th>
<th>SIZE</th>
<th>HTK</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Mi (Reception)</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>8</td>
</tr>
<tr>
<td>2. Walter 1</td>
<td>5</td>
<td>4</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>3. Walter 2</td>
<td>5</td>
<td>4</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>4. Mr Chong (owner)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>5. Kang (Mafioso)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6. Kang Se (Kang's daughter)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>7. Fred (Cust)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>8. Bill (Cust)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>9. Jane (Cust)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>10. Stewart (Cust)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>11. Myra (Cust)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>12. Tony Rigtono (Cust &amp; Mafioso)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>13. Marco Vennecci</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>14. Insp Dalhousie (Police)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>15. ConPoldo (Police)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>16. Con Perkins (Police)</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

Table 2c: 'Normals' Appearing (Champions)

<table>
<thead>
<tr>
<th>No/Name/Role</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>EGO</th>
<th>PRE</th>
<th>COM</th>
<th>PD</th>
<th>ED</th>
<th>SPD</th>
<th>SPD</th>
<th>REC</th>
<th>O/DC</th>
<th>DC</th>
<th>DC</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Mi (Reception)</td>
<td>6</td>
<td>12</td>
<td>9</td>
<td>11</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2. Waiter 1</td>
<td>11</td>
<td>10</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>9</td>
<td>8</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3. Waiter 2</td>
<td>10</td>
<td>9</td>
<td>11</td>
<td>10</td>
<td>10</td>
<td>11</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4. Mr Chong (Owner)</td>
<td>9</td>
<td>12</td>
<td>9</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>5. Kang (Cook)</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>6. Kang Se (Cook's daughter)</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>7. Fred (Customer)</td>
<td>11</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>8. Bill (Customer)</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>9. Jane (Customer)</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>10. Steve (Customer)</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>11. Myra (Customer)</td>
<td>9</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>12. Tony Rigtono (Cust &amp; Mafioso)</td>
<td>9</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>13. Marco Vennecci</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>14. Insp Kenneth Dalhousie (Police)</td>
<td>10</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>15. Con Poldo (Policeman)</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>16. Con Perkins (Policeman)</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>10</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Table 3: 'Effects' Applied

<table>
<thead>
<tr>
<th>Effects</th>
<th>DC</th>
<th>DC</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8&quot; Running</td>
<td>+10</td>
<td>+8</td>
<td>+6</td>
</tr>
<tr>
<td>Acrobatics on 11 or less</td>
<td>+10</td>
<td>+8</td>
<td>+6</td>
</tr>
</tbody>
</table>
ROLL YOUR OWN ENDING: Here is your chance to roll the end of The Travellers. And remember to modify your die roll in Hayes’ chances of survival: DM-12.

1. "The Prisoner goes crazy. The Key is lost. Someone tells the Travellers that the Key is needed to prevent the freeing of the prisoners."

2. "Just as all are arguing about the fate of the prisoners, someone tells them that the Key is needed to prevent the freeing of the prisoners."

3. "Our heroes are in a dangerous situation. They are in a Prison and must escape."

4. "Before they can leave, they are caught by the Prisoners and taken to a cell."

5. "But just before they go, they are attacked by the Key."

6. "The Prisoners turn out to be the same people who attacked them. They are in a Prison and must escape."

GAVIN

THE END.
There is one rather glaring omission in the Traveller rules. They tell you how to generate planets, but do not tell you what to do with them on Earth. The answer is that it needs much fleshing out. Since this is the only planet we know, you must make sure it is well-documented and that the players have plenty of opportunities to interact with it.

A convenient way to start is to have human beings on Earth. The Traveller rulebook gives some guidelines on how to create human-like societies, but you should always be thinking about the long-term effects of human activity on the planet. For example, you might want to consider the long-term effects of human colonization of the moon or Mars. You could even create a society that is totally alien to human beings, but still has some resemblance to a real-world society. This could be a great way to introduce new players to the Traveller universe.

Social Customs in Traveller by Anna Prince

One of the most important aspects of Traveller is the social customs of the different races and cultures. These customs can affect the way the players interact with the planets and each other. You should make sure that the customs you choose are consistent with the rest of the Traveller universe.

There are a few things you should consider when creating social customs. First, you should make sure that the customs are consistent with the rest of the Traveller universe. For example, if you have a society that is based on human values, you should make sure that the customs are consistent with human values.

Second, you should make sure that the customs are consistent with the rest of the Traveller universe. For example, if you have a society that is based on human values, you should make sure that the customs are consistent with human values.

Finally, you should make sure that the customs are consistent with the rest of the Traveller universe. For example, if you have a society that is based on human values, you should make sure that the customs are consistent with human values.

I hope this has been helpful. If you have any questions, please feel free to ask. I would be happy to help you create a social customs system for your Traveller campaign.
### Tabletop Games

#### Fantasy Figures

- **Reaper 15mm Fantasy Figures**: Germany's leading Sci-Fi combat & Laserburn scenarios.
  - **New 15mm Reaper Figures**: Various characters and scenarios.
  - **New Fantasy Miniatures**: Figures & accessories for various games.
  - **Dwarfs & Giants**: Selection of miniatures.
  - **Characters**: Female Clerics, Warriors, and more.
  - **Equipment**: Various armors and weapons.

#### Metal Magic

**Super New Range of 25mm Fantasy Figures by Gemaing's Leading Designer from TTG.**

<table>
<thead>
<tr>
<th>Fighter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1a</td>
<td>Human Warrior</td>
</tr>
<tr>
<td>1b</td>
<td>Elf Warrior</td>
</tr>
<tr>
<td>2a</td>
<td>Human Warrior</td>
</tr>
<tr>
<td>2b</td>
<td>Elf Warrior</td>
</tr>
</tbody>
</table>

#### Metal Magic

- **New & Improved**: Fantasy figures by Germany's leading designer from TTG.
- **Fantasy Figures**: Various characters and scenarios.
- **New Fantasy Miniatures**: Figures & accessories for various games.
- **Dwarfs & Giants**: Selection of miniatures.
- **Characters**: Female Clerics, Warriors, and more.
- **Equipment**: Various armors and weapons.

#### Even Smaug is Welcome at Rainbow Games

Come and see our vast range of Role Play Games, Play Aids, Miniatures, and Modelling Equipment.

ILONDAYS: Monday to Friday, 9:00am to 5:30pm
CLOSED THURSDAYS
ALSO AT SHAMBLES ARCADE, Entrance from Smith Street

#### Laserburn

- **New Laserburn Scenarios**: Various fantasy and sci-fi themes.
- **Adventures & Miniatures**: Suitable for all levels.
- **Stockists**: Most roleplaying, wargame, fantasy and sci-fi games.
- **Fantasy and Sci-Fi Posters in stock.**

#### Hobbyhorse

**For the finest range of fantasy role-playing games in the country.**

- **Special offers always available—**
  - Citadel, Essex, Grenadier Miniatures, thousands in stock, Prince August Moulds, Playing Aids & Accessories etc.
  - Fantasy and Sci-Fi posters in stock.

#### Midland Games Centre

**A New Games Shop in Warwick**

174 Kings Road, Brentwood, Essex. Open Mon-Sat 9.00am-6.30pm.

**Telephone:** 0277 227043

- **Entry:** From Smith Street or public car park at rear.

Please mention White Dwarf when replying to advertisements.
After 18 months of preparation, Steve Jackson’s new venture is now complete!

The Tasks of Tantalon is a full-colour large format adventure quest book. Like the Trials of Hercules, the reader must solve Tantalon’s 12 tasks to reach the 13th and most difficult. This involves the book’s ingenious secret known only to the author, illustrator and editor and involves a cunning device never before used in publishing!

Each Task is a puzzle which is solved by studying the beautiful full-colour illustrations by Stephen Lavis. Will you be able to solve Tantalon’s Task’s and unlock the secret of the book?

Available July from Book and Game Shops everywhere

32 pages Full Colour throughout Hardback £5.95

from Oxford University Press
A Murder at Flaxton
An AD&D Adventure for Low-Level Characters by Michael Heaton

PLAYERS' INFORMATION
Flaxton is a coastal village 25 miles south of the city of Brecor, your home town. It is a small place consisting of some huts occupied by fishermen, two stores and one inn. The inn, The Black Squid, serves as a stopping place for merchants and travellers between the cities of Brecor and Zerler, 30 miles further south, being approximately one day's journey from each. Thus the inn flourishes, but the rest of the village is rather run down.

Three weeks ago a body was discovered on the beach at Flaxton. It was that of a customs official, Bar Clorin, who two days earlier had left Brecor to travel on official business to Zerler. His hands were tied behind his back and his throat had been cut.

The sheriff of Brecor sent two constables to Flaxton to investigate. They have not returned, nor has a third sent three days ago to try to trace them.

The sheriff knows you to be adventurers, and has asked you to pose as travellers 'just passing through' Flaxton, and to find out what is going on. The reward for information leading to Clorin's killer and the whereabouts of the missing constables is 1000gp; the reward for catching the killer dead or alive is 3000gp.
A MURDER AT FLAXTON

DM'S INFORMATION
Sterrn Shortshaft, a dwarf, has been the owner of The Black Squid at Flaxton for 25 years. For the last 24 of those years he has also been a small-time smuggler, and recently he has taken to pressuring likely guests at his inn into the service of the Slave Ships of Veridor, a neighbouring country. In both of these activities he is in league with Seriда, a pirate from Veridor.

Sterrn is currently also aided by a Magic-User, Corbider, and a Fighter, Bertram, both of whom are staying at the inn masquerading as guests. Such associates do not last long; Sterrn eventually intends to murder Corbider and pressgang Bertram, recruiting new henchmen to take their place.

Bar Clarin was killed by Sterrn, who knew him to be a customs officer and thought (wrongly) that the illicit operations had attracted official attention. He murdered Clarin whilst the latter slept, took the body via the secret passage to the caves, tied the hands together to a heavy stone and threw it into the sea. Unfortunately the stone became detached and the tide washed the body onto the beach. The three constables who came to investigate the death all stayed at the inn and were pressganged, and are tied-up in room 4 of the abbey cellar.

Every Monday morning at 2.00 am Corbider watches for a signal from the island, which he can see from his bedroom window. If Seriда has any 'goods' she will light a bonfire on the island, which she will extinguish after five minutes. If all is well Corbider will place a burning lantern in his bedroom window as a return signal, and he, Bertram and Sterrn will make their way to the island via the secret passage from the inn. If the return signal is not made, Seriда will leave immediately.

Once a month, as well as delivering the contraband, Seriда will collect any new 'slaves'. The party should arrive at Flaxton a day or two before the next such collection.

FLAXTON (Map 1)
Flaxton is a sleepy fishing village at the mouth of a river estuary. The village is a haphazard arrangement of about 60 huts, although fewer are shown on the map for the sake of clarity. They are single-floor, wattle buildings between 10 and 20 feet square, usually with only one room, a single door, and no windows. They tend to be heated by an open fire in the centre of the room where necessary, and have a small, closable hole in the roof for the smoke to escape. The locals are generally friendly towards strangers, but are a little wary of them after the recent murder.

The economy of the village is based entirely on fishing. The fishermen keep some of their catch for their own consumption, but sell the main part at the docksides of Breccor or Zezler. The fishing fleet leaves at between 4.00 and 5.00 am every morning, and returns between eight and twelve hours later, depending on the quality of the fishing. Because of the need for an early start, most of the village will be asleep by 9.00 pm.

A. The Black Squid (Map 2)
This is an old, well-kept inn with attached courtyard. Whatever his faults, Sterrn Shorthaft certainly runs a nice hostelry.
A MURDER AT FLAXTON

and he is a very popular figure with the local who do not have the slightest suspicions of his more nefarious activities. All the staff are well-paid and well-treated. Apart from Sternn himself, none of the staff lives on the premises.

Food and drink are of the best quality, and prices are generally as in the Players Handbook. Rum is a speciality and costs 5sp per measure. The party should wonder how an inn in such a poor village manages to do so well, even allowing for the regular passing trade.

Charges for full-board accommodation: double room - 4gp; single room - 3gp; stable (including food) - 10sp per horse per night.

Ground Floor
1. Male WC.
2. Female WC.
3. Stables. These are 10' high and open along the inward-facing wall.

where there are posts for tethering horses. One carthorse, belonging to the owner, will be tethered here when the party arrives.

4. Courtyard. This is of hard-packed earth. There is a small cart here which belongs to Sternn and is used by Corbider for the disposal of smuggled silk.
5. Kitchen. This room, like the rest of the main building, is 12' high and of stone construction. It contains a fire place (as marked), a table, cupboards holding foodstuffs and utensils. Erin Bird will be here at lunchtime and early evening. The trap-door opens onto a spiral stair down to the cellar, it is locked at all times, and Sternn has the key.
6. Public bar. The bar itself runs from the corner formed by the kitchen to the opposite wall, with a flap to allow access to the public area by the bar staff. The bar will be manned as previously indicated, with Sternn helping at very busy times. The public area is basic but clean, and has a roaring log fire in the winter months. The busiest time is between 6.00 and 8.30pm, when the place is full of locals. Food is available between noon and 2.00pm and 4.00 and 8.00pm daily.
7. Store room. Shelves line the walls of this room, which is used mainly for storage of food. Some bottled drinks are kept here as reserves for the bar, but the main stock is in the cellar.
8. Landlord's living quarters. This room contains a table and chair, an unmade bed, and a safe. The safe contains the deeds of the inn, 2 gems (250gp each), 10 gems (100gp each), a bag holding 2500gp, Corbider's spell books and a small stoppered bottle.
A MURDER AT FLAXTON

In the latter is the drug Sternn uses on his victims.

On the table are the accounts ledger, an inkstand and some quills.

Stern will offer to let the party keep any valuables in his safe. They will be secure as long as the party survives, although Corborider will want to study any spell books left there.

First Floor

Access to this floor is by steps from the courtyard. The door at the top of the steps is not on this room has been locked, and guests staying at the inn are issued with a key. Bedroom doors are also normally locked; Sternn has duplicate keys to each so the chambermaid will have a key to each room that is let.

Bedroom doors are numbered as on the plan. Rooms 1, 2, 3 and 4 are double rooms, rooms 5, 6 and 7 are single rooms. Rooms 1, 2, 6 and 7 are available should the party wish to stay at the inn. Each room contains a bed (single or double), a table (on which there is a pitcher of water, a bowl and a lantern), a chair and a pipe (with or without a book) and a jug on the wall for clothing.

Room 3 is occupied by Corborider, room 5 by Bertram. Nothing of value, other than a change of clothes and possibly Bertram’s silver, is stored there. This room has therefore been the room the occupant is absent.

The window in room 4 looks out to sea, as does the one in Corborider’s room, and the island can be seen from here. The current sea is therefore the room has therefore been "wizzard-locked" by Corborider. Sternn will claim that the room has been booked by a merchant called Sarf Anh who will pay in full shortly with his wife, and will refuse to let it.

Room 8 is a linen closet.

Cellar

The spiral stair from the kitchen leads down here. The barrels hold beer or rum, the rack holds dozens of bottles of wine, port and sherry. Questioning of the bar staff might reveal that although a dozen or so barrels are open to either room when the occupant is absent.

The window in room 4 looks out to sea, as does the one in Corborider’s room, and the island can be seen from here. The current sea is therefore the room has therefore been the room the occupant is absent.

The window in room 4 looks out to sea, as does the one in Corborider’s room, and the island can be seen from here. The current sea is therefore the room has therefore been the room the occupant is absent.

The window in room 4 looks out to sea, as does the one in Corborider’s room, and the island can be seen from here. The current sea is therefore the room has therefore been the room the occupant is absent.

The window in room 4 looks out to sea, as does the one in Corborider’s room, and the island can be seen from here. The current sea is therefore the room has therefore been the room the occupant is absent.

The window in room 4 looks out to sea, as does the one in Corborider’s room, and the island can be seen from here. The current sea is therefore the room has therefore been the room the occupant is absent.

To the west is a large cave-like chamber inside. It contains a large rowing boat used to ferry contraband from the island. Bertram also uses the boat once each day to row to the island to feed the dogs in the abbey cellar, the time he does this varies but will always be when there is no risk of being seen by the fishing fleet.

2. This is a temporary storage area for contraband prior to its disposal. It contains four bales of silk, each worth £500, two barrels of rum worth £1000 each, and three barrels of red wine worth £200 each. There is also a chest for transporting money from which Sternn pays Serida for his stores; it holds two sacks, one of 2000gp and one of 2500sp, but is trapped with a sliding blade which will sever the 30% chance of it not being activated. The chest is locked and Sternn has the key.

B. The Chandler’s Store (Map 4)

1. This is the bedroom. It contains a double and a single bed for the Chandler, his wife and his son.

2. Living/eating area

3. The shop. A chest on the counter contains 25gp, 50sp and 75sp. Goods for sale include: lanterns, candles, oil, cheeses, rope, sacks (as in Players Handbook); large net; rope; small net; harpoon – 2pg; (treat as spear, -1 damage due to barb); hooks – 1pg per box of 20; sailcloth – 3sp per yard, and oars – 5pg per pair.

Ruzo also has three second-hand rowing boats for sail. Each is a 6-tum boat:

Boat A: 50gp. Very seaworthy
Boat B: 40gp. Looks good, but leaks a bit. 50% likely to sink per turn afloat.
Boat C: 20gp. This one looks like a small shabby. It is very leaky, 25% likely to sink per turn afloat.

Ruzo will inform the party that boats B and C are not guaranteed for safety until he has repaired them. This will take one and two weeks respectively, and will raise the price to 50gp. The price of each boat includes two sets of oars.

C. The General Store (Map 4)

1. The bedroom. It contains a double bed. A loose stone under the bed conceals a chest which holds 200gp, 150sp, 200sp.

2. Living/eating area

3. The shop. Perdo sells food and drink mainly, but also offers for sale is a selection of ironmongery, hardware, clothes, etc. Prices tend to be expensive. A cash register on the counter contains 30gp, 15sp, 50gp.

Note. Apart from the inn, the stores (B and C) are the only stone buildings in the village. They are both simple, single-storey, structures with no windows and a single door leading outside.

D. The Beach

38 single-masted fishing boats will be moored here when the fleet is not at sea, most of these will be two or three men crews. When the fleet is out, the younger children of the village use the beach as a play area, although a few men, too old now to fish, will be here repairing nets and sewing sails. The point marked ‘a’ is where Bar Clion’s body was discovered (by Ruzo Brid).

E. The Chapel

This is a simple, single-storey stone building. Nearly 20 feet wide, with no windows and one small wooden door in the centre of the wall facing the road. It is dedicated to Manannan Mac Lir, but is for private worship only, having no resident cleric.

F. The Cliffs

The coastline here forms a short but sheer drop to the sea 30 feet below. At the base of these cliffs, at the point marked ‘b’, is the cave mouth to which the secret tunnel from The Black Squid leads.

G. The Pasture

Most of the soil around Flaxton is too dry and sandy to support livestock or to cultivate. The area known as ‘The Pasture’ is a little better, and here the womenfolk of the village keep a few goats for milk and grow a few vegetables to augment their diet of fish.

H. The Island and the Abbey (Map 5)

The island is little more than a single hill rising from the sea. On the summit are the remains of a building, so ancient that besides the stone floor only the bases of a few walls and some rubble are left, believed to have once been an abbey. The ruins are rumoured to be haunted, and although there is no truth in this it helps to keep the villagers away.

1. The beach is the only place on the island where a boat can land. The base of the island is covered in dense vegetation, but a narrow, indistinct trail leads through from this beach to the ruin.

2. The Ruins. The remains of a fire will be visible just outside. It is thought the fire has been drenched to prevent any smoke being noticed the next day. Rubble at point B covers a loose flooring-stone, which if lifted out reveals a flight of stairs leading to 3 (see below).

3. The door to this room is locked; a successful listening roll will reveal snarling and barking behind it. The room contains 4 war dogs, 75gp of sacks of silver (200gp each), 10 barrels of red wine (200 gp each), 15 barrels of white wine (200gp each), 5 barrels of horse meat (350gp each) and 5 barrels of rum (1000gp each).

4. The three constables are held prisoner here, awaiting collection by Serida. Their hands and feet are tied together. Also in the room are some chunks of dried meat and a barrel of water, which the prisoners consider as best they can. The constables are laced with a small quantity of Sternn’s soporific drug, just enough to keep the prisoners quiet.

THE CAST

Sternn Shorthart; AC7/4; 17HP; LVL3/2
FighterThief; NE; Dwarf; STR16; INT11; WIS9; DEX17; CON15; Cha-10. Shortsword and dagger, leather armour and shield when necessary.

Sternn poses as a retired miner, but is in fact an ex-associate of Sternn who purchased The Black Squid with ill-gotten loot. He appears to be a happy-go-lucky, friendly fellow, very concerned about the well-being and comfort of his guests and customers.

He is always on the lookout for potential pressgang victims. He will attempt to befriend any strong-looking male guest aged below 30 who looks unlikely to be traced back to the inn (advisers beware!), and towards the end of the evening will offer a drink ‘on the house’. The drink will be laced with a soporific drug, making removal of the body in the early hours of the coming morning...
A MURDER AT FLAXTON

Scale
0 10 20 Feet

MAP 4

THE STORES

easier. Anybody asking after the guest the next day will be told that he checked out first thing in the morning.
Stern will admit that Bar Clarin stayed at the inn, but will say that he stayed only one night and left early the next morning. He will claim to be shocked at the murder and saddened at any dispute it might bring to the village. He will say that the constables also stayed at the inn, but on both occasions left after one night intending to continue their investigations at Zerler.

Corber: AC10; HP: 9; LVL3; MU: NE; Human; STR: 10; INT: 7; WIS: 13; DEX: 12; CON: 10; CHA: 12. Dagger. Spells: Burning hands, magic missile, web.

Corber poses as a silk merchant. He occupies room 3 of the inn but is rarely seen in the bar. His spell books are in Stern’s safe and contain the following spells: [First Level] Read magic, burning hands, detect magic, magic missile, sleep; [Second Level] Knock, web, wizard lock.

Bertram: AC10/4; HP: 13; LVL3; Fighter; NE; Human; STR: 14; INT: 9; WIS: 13; DEX: 10; CON: 13; CHA: 12. Bystander and dagger, chain mail when necessary.

Bertram poses as Corber’s bodyguard and occupies room 5 of the inn. He is handsome in a rugged way, but a bit of a lecher. Most of his free time is spent in the bar, but Stern keeps an eye on him and will not let him get too drunk for fear of his becoming overly talkative.

Serida: AC4; HP: 36; LVL5; Fighter; NE; Human (female); STR: 14; INT: 14; WIS: 10; DEX: 13; CON: 13; CHA: 17. Longsword, dagger, chain mail and shield.

Serida is a very beautiful and very evil pirate. She is a smuggler of fine silks, wines and spirits, and a pressgang agent for the Slave Ships of Veridion. She is involved in many operations other than this and there is a price on her head of 1000gp.

She is always accompanied by her dog, Sting, (war dog; HD2+2; 16HP; AC6), which is savagely loyal to her. When visiting the island, she is normally alone apart from Sting. When due to collect new slaves, however, she takes two crewmen with her. These will be first level Fighters, AC5, armed with shortswords and having 6 hit points each.

The Constables. The three constables are imprisoned in room 4 of the abbey. They are first level fighters named Vilk Stin, Baler Carbic and Barn Corister with 5, 3 and 6 hit points respectively. They have no armour or weapons, and although willing to help the part if rescued they will all fight at –2 due to the effect of the soporific drug.

Innocent Bystanders. The party will encounter most or all of the following around Flaxton. All are human, zero level, and have 3 hit points.

Ruzo Brid. Male, aged 35. A happy, friendly man. Ruzo is the chandler and is a black-haired, full-bearded, peg-legged ex-fisherman.

Eri Brid. Female, aged 33. The wife of the above, Erih works as the cook at The Black Squid. She is a short, fat red-head.

Ori Brid. Male, aged 15. The son of Ruzo. Ori works as a fisherman in the morning and helps in the store in the afternoon. He is much like his father as a younger man.

Ferdo Grizzler. Male, aged 60. Ferdo owns and runs the general store. He is short, stout and misshapen.

Karmi Grizzler. Female, aged 59. The wife of Ferdo, Karmi also works at the store. She is tall, thin and haughty.

Dond Skrit. Male, aged 40. A jolly fellow, Dond is a fisherman by day and the barman of The Black Squid by night.

Imogen Skrit. Female, aged 20. The daughter of Dond, Imogen is the evening barmaid at The Black Squid. She is a beautiful flirt, but her father keeps an eye on her.

Donna Sterin. Female, aged 25. Donna is chambermaid and day-time barmaid at The Black Squid. She is the daughter of a local fisherman, and is single and rather plain.

In addition to the above, there are about 60 fishermen and their families living in the village.
WE DON'T CLAIM TO HAVE EVERY GAME IN THE UNIVERSE BUT YOU'LL BE SURPRISED JUST HOW MUCH WE HAVE!

MAIL ORDER WELCOME.
BARCLAYCARD & ACCESS ACCEPTED.

We carry all major and most minor role-playing systems with a full supporting cast of scenarios and back-up material.

We stock almost every conflict boardgame currently available in the UK.

Our 2nd hand games section offers out of print games.

We offer an extensive choice of historical and fantasy figures by:
ASGARD, CHRONICLE, DENIZEN, CORVUS, ESSEX, GRENADE and others.

In 15mm you'll find JACOBITE and TABLETOP FANTASY, SF and HISTORICAL MODELS.

PLUS
SKYTREX 1/300 MODERN. ROS and HEROICS 1/300 figures.

All this with a full logistic support of acrylic and enamel paints, 50 plus different rules sets, 25 plus different magazine titles, dice, Gallia buildings, Prince August cast your own, Integral Terrain, Torchlight, Dungeons and .........

5 Wellington Terrace, Bayswater Road, Notting Hill Gate, London W2.
Telephone: 01-727 9275

Open 11.00-5.30. Late Night Thursday 7.30.
Saturday 10.00-6.00. Closed Sundays.

A great adventure for the beginner, a challenge for the Experienced player.


Are you good enough to be a STARSHIP CAPTAIN

Stardate 2401, invaders sighted but megaloads leave the galaxy free for humanity.

Components - Full colour illustrated box, shrink-wrapped. 1 Record Pad. 6 Play Sheets. 2 Game Turn Sheets. 2 Complete Fleets of Full Colour Starships, Asteroids and Mine Fields. 9 Play Boards Maps of Deep Space. 1 Rule Book. 1 Scenario Book. 1 20-Sided Dice. Zip-lock bags to hold playing pieces. Beginners Guide Sheet. £12.95 post free.

Standard Minatures new range of Fantasy Figures are ideal for 'Dragonroar' or any role-playing game. Send s.a.e. for catalogue of miniatures and full colour brochure illustrating the fantastic range of wargaming accessories and unique strategy games.

STANDARD GAMES War Hedgehog

Standard Games & Publications Ltd
For FREE BROCHURE on all our products, send s.a.e. to Standard Games, Arlon House, Station Road, Kings Langley, Herts. Telephone: 09277 68328.
USA - Wargames, 1410 Promenade Bank Centre, Richardson, Texas 75080. Telephone: 214 241 3425.

Please mention White Dwarf when replying to advertisements.
WE SPECIALISE IN
FANTASY, GAMES
FIGURES, COMICS, ART,
BOOKS, BADGES, VIDEOS ETC.
THE LARGEST STOCK OF
FIGURES ON THE COAST
MAIL ORDER TOO
Dear WD,

Although there appears to be some disagreement of late, WD reviews are usually quite reasonable in content. Obviously many (or most) people will disagree with the opinions of the reviewer, but there is usually sufficient information included to allow the reader to get a fair idea of what the game is like.

The main thing I want to say about the Letters Page is that it should be longer. There are a lot of intelligent, literate people playing games out there in readersland and it is important to create a forum for their views.

David 'D&D is best' Eagles (WD65), all I can say is go read imagine (I -Ed). Seriously enough, one answer to what he sees as a problem is to feature more small scenarios - possibly less actual scenarios and more ideas that referees can tailor to their own campaigns, for example, and more discursive articles.

The Traveller scenario, Smile Please, was fun to read, probably fun to write, but could quite possibly suck to play, as these joke scenarios often do.

Finally, Fiend Factory should be stopped or hanged immediately. Official and unofficial sources have created thousands of D&D monsters, few of which improve the quality of the game. Too many different creatures ruin the 'feeling' reality. Present monsters in detail and don't restrict FF to AD&D.

Yours faithfully,
Paul Weatherly, Ramsgate.

Dear WD,

I am 14 years of age and have been reading WD for the past year and a half, and I really must confess that I've noticed several changes to your magazine which I do not feel are all for the better. Your Small Ads and Newsboard have increased dramatically and are much more helpful and interesting. Thud gets more side-splitting by the month. How did that? These are the only improvements that have been made, in my opinion.

RuneQuest has been voted Best RPG at Games Day, yet what does it get from WD for its achievement? Less than AD&D, and often less than Traveller. I've even noticed the absence of RuneRites in WD64. Surely the best game of the year should be treated better? The Superhero games seem to be getting all the credit for the success of RG. Must you remove a good department to make way for every single role-playing game that is released? Next, you'll be scrapping Fiend Factory to make way for a column devoted to Toon!

That's not all. To sum it up in three words: Wot no Microview! Most of my friends who role-play own home computers (including myself). It is supposed to be bi-monthly but seems to have turned bi-earthy! WD62 and WD64 should have included a portion of Microview. I think you would very much like to know the reason for this.

With hope for the future, James Badcock, London.

Our last survey, now completed, has shown a remarkable change in trends. Both Microview and Counterpoint received far from favourable responses and have been discontinued (hence their absence). Similarly, poor old Fiend Factory isn't as popular as it used to be and is going bi-monthly, being open to any system. Its replacement will be a Toon. . . (ahem!).

In reply to Paul's point about Smile, Please I had one response along the lines of 'My players almost lynched me at the end of it...' - apparently much fun was had by all. -Ed.

Dear WD,

Please reprint Phil Masters' article on NPCs in Superhero RPGs. I'm sure it is very interesting, but I have no intention of spending several hours ruining my weight trying to work out what the text is. You may claim that all of those red spots before the eyes are the result of too many late nights watching the snooker, but I know better.

Yours, Paul

Pete Tamlyn, Aylesbury.

And ruin our first Magic Viewer article? Never . . ! -Ed.

Dear WD,

Instead of having scenarios for one or two game systems, why not have scenario ideas dashed out on a few pages, or scenarios without any stats at all? You could have scenarios for all fantasy, Superhero or science fiction games.

Another form of this 'generalisation' can be used in the Conans - for example, Thulda - Thulda's RuneQuest, Starbase etc, have fantasy, SF etc. This will make articles more interesting for everyone, thus giving you a larger readership.

Yours sincerely,

Ailbe O'Sullivan, Aylesbury.

RuneQuest has been voted Best RPG at Games Day, yet what does it get from WD for its achievement? Less than AD&D, and often less than Traveller. I've even noticed the absence of RuneRites in WD64. Surely the best game of the year should be treated better? The Superhero games seem to be getting all the credit for the success of RG. Must you remove a good department to make way for every single role-playing game that is released? Next, you'll be scrapping Fiend Factory to make way for a column devoted to Toon!

That's not all. To sum it up in three words: Wot no Microview! Most of my friends who role-play own home computers (including myself). It is supposed to be bi-monthly but seems to have turned bi-earthy! WD62 and WD64 should have included a portion of Microview. I think you would very much like to know the reason for this.

With hope for the future, James Badcock, London.

Dear WD,

I am writing to back up both Nigel Esley (WD61) and Christopher Leishman (WD63). I read both letters and joined in the universal hatred of the Dungeons & Dragons cartoon et al. Then I went to my local games shop and saw... The Quest for the Dungeon Master game with the self-same characters that star in the aforementioned cartoon. Then, looking at the scenarios to console myself, my eyes rested on a package entitled Quest for the Heartstone and, could that be, no surely not, it is Strongheart the Paladin.

Continental greetings,
Wout Thielemaen, Bruges.

Dear WD,

I have been reading this magazine since issue 25 and have finally been driven to despair by some of the letters in issue 65. Firstly there was Chris Maltman complaining that 9th level characters have more experience than 8th level ones. This, though being true, is nothing to do with the point that Michael Watkinson brought up in WD63.

9th level characters have more experience at killing and pillaging than 8th level ones, not architecture. It doesn't take a great deal of fighting experience to hire an architect and some builders.

Yours sincerely,
Bruno Giordan, Blackmore, Essex.

Dear WD,

I am writing to back up both Nigel Esley (WD61) and Christopher Leishman (WD63). I read both letters and joined in the universal hatred of the Dungeons & Dragons cartoon et al. Then I went to my local games shop and saw... The Quest for the Dungeon Master game with the self-same characters that star in the aforementioned cartoon. Then, looking at the scenarios to console myself, my eyes rested on a package entitled Quest for the Heartstone and, could that be, no surely not, it is Strongheart the Paladin.

Continental greetings,
Wout Thielemaen, Bruges.

Dear WD,

I have been reading this magazine since issue 25 and have finally been driven to despair by some of the letters in issue 65. Firstly there was Chris Maltman complaining that 9th level characters have more experience than 8th level ones. This, though being true, is nothing to do with the point that Michael Watkinson brought up in WD63.

9th level characters have more experience at killing and pillaging than 8th level ones, not architecture. It doesn't take a great deal of fighting experience to hire an architect and some builders.

Yours sincerely,
Bruno Giordan, Blackmore, Essex.

Dear WD,

I am writing to back up both Nigel Esley (WD61) and Christopher Leishman (WD63). I read both letters and joined in the universal hatred of the Dungeons & Dragons cartoon et al. Then I went to my local games shop and saw... The Quest for the Dungeon Master game with the self-same characters that star in the aforementioned cartoon. Then, looking at the scenarios to console myself, my eyes rested on a package entitled Quest for the Heartstone and, could that be, no surely not, it is Strongheart the Paladin.

Continental greetings,
Wout Thielemaen, Bruges.

Dear WD,

I am writing to back up both Nigel Esley (WD61) and Christopher Leishman (WD63). I read both letters and joined in the universal hatred of the Dungeons & Dragons cartoon et al. Then I went to my local games shop and saw... The Quest for the Dungeon Master game with the self-same characters that star in the aforementioned cartoon. Then, looking at the scenarios to console myself, my eyes rested on a package entitled Quest for the Heartstone and, could that be, no surely not, it is Strongheart the Paladin.

Continental greetings,
Wout Thielemaen, Bruges.

Dear WD,

I am writing to back up both Nigel Esley (WD61) and Christopher Leishman (WD63). I read both letters and joined in the universal hatred of the Dungeons & Dragons cartoon et al. Then I went to my local games shop and saw... The Quest for the Dungeon Master game with the self-same characters that star in the aforementioned cartoon. Then, looking at the scenarios to console myself, my eyes rested on a package entitled Quest for the Heartstone and, could that be, no surely not, it is Strongheart the Paladin.

Continental greetings,
Wout Thielemaen, Bruges.
PARLOUR
GAME

An Examination of the Arachnid Assassin in AD&D
by Stephen Dudley

Deep in the coolest and most inaccessible of reaches of the caves, hang ranks of neatly-wrapped bodies, whose death-blue faces bespeak the faint life that still throbs in their hearts. Gems and gold, bright shields and keen axes, glitter in faint glow of the lichens, where they have been built into the tunnel walls. With the faintest of whispers, the hunters return, dragging her shapeless prize beneath her. Her armour glints in the pale light, and her eight eyes shine more brightly than the inedible jewels lining her lair. . . .

From Shelob to the loathsome monstrosity lurking in the bath, spiders are the very stuff of nightmares, but how often are these fearsome creatures considered ‘boring’ in game terms, and how rarely do they inspire the awe due to the second most successful creature on the planet? Like man the spider can use and change his habitat to its best advantage, but unlike man, the spider has felt little need for major evolutionary change for hundreds of thousands of years. It is, quite simply, a miracle of design. Let us consider its advantages:

Speed for size it can rival, at the sprint, a horse.
Plate armour (unlike mail, providing complete protection) which would make a lord proud to wear.
Complete combat stability, due to low centre of gravity, and multiple legs (try tripping or overbearing a spider!)

A mode of locomotion which retains this stability on the move.
Up to 4 spare legs when at rest! Legs highly sensitive to vibration, touch and taste.
Multiple eyes giving wide angle of vision, and near perfect range-finding.
A specialist technological ability which does not have to be learnt by the young spider. (Most are orphans at birth.)
An automatic safety rope, combined with a climbing ability to which there is no natural obstacle.
Immunity to charm and command spells - does anyone speak ‘spiderish’?
Venom which would make an assassin green with envy.
Last, and certainly not least, something to make magic-users sick with frustration: a completely controllable, permanent multi-form web which requires but 1 segment to cast, and needs to be anchored only to the spider. The spider is virtually immune to its own web, and has what amounts to an unlimited supply.

When we consider that this is true of a non-magical, fellow inhabitant of the planet, it is remarkable that the FRP possibilities of this beast are usually so grossly overlooked. Here follows some examples of the awesome capabilities of the spider which DMs, and possibly referees of other RPGs, might like to bear in mind.

Spider Silk
This is an incredibly tough protein polymer ejected in liquid form from the spider’s spinarettes. This hardens immediately on contact with the air to form the distinctive gossamer strands. The silk itself has an incredible tensile strength, and, indeed, this is not merely dependent on the size of the spider: the Asian species, Nephila spins a silk that is so tough that natives use it to make fishing nets, yet the female who spins up to 984” of it per day, is only 0.86” in total length, on average. In a millieu of fire-breath does not have, how much tougher might such silk be?
The varied nozzles on the spinarettes (spigots and spools) regulate the size of each strand produced; from a single strand to a film of fine strands. To use this varied armory to best effect, the spider has a claw at the tip of each leg with hairs to guide the silk into it. These hooks allow the silk to be spread out or woven. They also allow the spider to glide down the silk strand with ease, and enable almost instantaneous braking. The silk can be trailed or gathered in the legs and used to parcel prey. Most strands are not sticky; the sticky strands are formed by a separate spinarette, and woven into the strand of silk. The gum oozes out of the centre of these filaments rather like oil in a wire cable, and thus remains effective for a considerable time. The spider does not stick to its own gum because of an oily secretion, with which it covers its legs. Characters might be allowed to discover this for themselves, and avail themselves of a similar organic, fatty coating as a defensive measure when embarking on a spider hunt . . .

The Certain Trap
The construction of webs with their amazing silk, is the distinctive trademark of most spiders. Most DMs, rightly enough, discard the idea of using the conventional orb-web on the grounds that it is only effective against aerial creatures, but then forget the many highly serviceable variations which have been sufficiently successful to ensure the survival of the species which developed them.

Achaerana Riparia spins a web solely for crawling morsels, mostly ants, by joining a very scrappy scaffold web to the ground with highly elastic, tautly stretched wires. These are only weakly attached to the ground, and are coated with an extremely sticky gum. When an insect blunders into this vertical minefield, it becomes stuck fast. Further struggling breaks the weak anchorage of the strands, and the tension whisks the unfortunate tidbit up to the waiting spider (Figure 1).

Atypus, the purse-web spider, spins a silken tube which hangs out of the end of its vertical burrow. The tube (vaguely resembling a purse) is then camouflaged with a climbing ability to which there is no natural obstacle. The spider does not stick to its own gum because of an oily secretion, with which it covers its legs. Characters might be allowed to discover this for themselves, and avail themselves of a similar organic, fatty coating as a defensive measure when embarking on a spider hunt . . .
threads. Motionless and unseen, it hatchling to adult may require up to six months. Lowering its armour-like outer casing, the spider's armour-like outer casing. A sharp rise in blood pressure splits the case just below the eyes, and the spider embarks on the long and dangerous process of climbing out of its old skin. It is during this time, when the spider is completely helpless, suspended in a safe place, that the most highly articulated spider may be administered (Figure 3).

Some African species work together in huge communal webs, hunting in packs and sharing the proceeds. Groups of spiders barely a third of an inch in length have been known to cover several miles of jungle with sheet webs . . .

The daddy longlegs, Pholcus, contains itself with a scant set of almost invisible trip/warning lines, while the fearsome Drassiles does not spin a web at all, but trails a sticky straightjacket of strands over the legs of its prey. The enemy thus impeded, one quick envenomed stab, and "bon appetit!"

Two spiders put their silk and gum to even stranger use; the bolas spider and the spitting spider. The bolas or 'angler' spider swings a short length of gum-coated silk. Anything which touches it immediately becomes stuck fast, and the spider reeles it in (Figure 4). Particularly large or strong catches are 'played' in to exhaustion before the spider will tackle them. The spitting spider stalks within range and then sprays a stream of gum through its fangs, the oscillation of which throws the gum in a zig-zag pattern over the hapless entrée, and the slow-limbed spider ambles over to dine. Then there is Ummidia Nidicoleus: imagine, you will, a party of hardy and avaricious adventurers; imagine too their elation at the discovery of a well-concealed subterranean entrance leading to a short length of well-constructed tunnel which continues for some distance before turning a corner. On turning that corner, imagine their surprise at seeing a large trapdoor spider scrabbling out of a concealed niche, and blocking their exit!

Of Love and Death . . .

It is a myth that the female eats the male after mating; if it is not careful, the female simply eats him . . . Out of this stormy relationship are born a multitude of tiny eggs, which the female carefully wraps in silk, and hangs in a safe place. When the spiderlings eventually hatch, they are exactly like their parents in all but size. From hatching to adult may require up to six months. Their size, the spider's armour-like outer casing. A sharp rise in blood pressure splits the case just below the eyes, and the spider embarks on the long and dangerous process of climbing out of its old skin. It is during this time, when the spider is completely helpless, suspended in a safe place, that the most highly articulated spider may be administered (Figure 3).

Some African species work together in huge communal webs, hunting in packs and sharing the proceeds. Groups of spiders barely a third of an inch in length have been known to cover several miles of jungle with sheet webs . . .

The daddy longlegs, Pholcus, contains itself with a scant set of almost invisible trip/warning lines, while the fearsome Drassiles does not spin a web at all, but trails a sticky straightjacket of strands over the legs of its prey. The enemy thus impeded, one quick envenomed stab, and "bon appetit!"

Two spiders put their silk and gum to even stranger use; the bolas spider and the spitting spider. The bolas or 'angler' spider swings a short length of gum-coated silk. Anything which touches it immediately becomes stuck fast, and the spider reeles it in (Figure 4). Particularly large or strong catches are 'played' in to exhaustion before the spider will tackle them.

The spitting spider stalks within range and then sprays a stream of gum through its fangs, the oscillation of which throws the gum in a zig-zag pattern over the hapless entrée, and the slow-limbed spider ambles over to dine. Then there is Ummidia Nidicoleus: imagine, you will, a party of hardy and avaricious adventurers; imagine too their elation at the discovery of a well-concealed subterranean entrance leading to a short length of well-constructed tunnel which continues for some distance before turning a corner. On turning that corner, imagine their surprise at seeing a large trapdoor spider scrabbling out of a concealed niche, and blocking their exit!

Of Love and Death . . .

It is a myth that the female eats the male after mating; if it is not careful, the female simply eats him . . . Out of this stormy relationship are born a multitude of tiny eggs, which the female carefully wraps in silk, and hangs
To: Arrow Publications, Dept. AF. 17-21 Conway Street, London, WIP 6JD

Please send me further information on: Lone Wolf Software please

Name

Address

Please mention White Dwarf when replying to advertisements.
YOU NEVER KNOW WHO’LL DROP IN AT

GAMES WORKSHOP

MANCHESTER
Unit 162, Marsden Way,
Arndale Centre (Tel: 832 6863)
Open Mon-Sat 9.30am-5.30pm
Manager: Steve Lovett

BIRMINGHAM
Unit 37, West Court
New Street Shopping Centre
(Tel: 632 4804)
Open Mon-Sat 9.30am-5.30pm
Manager: Laurence Miller

LONDON
1 Delling Road, Hammersmith, W6
(Tel: 741 3445)
Open Mon-Sat 9.30am-5.30pm
Thurs. 9.30am-7.30pm
Nearest tube: Ravenscourt Park
Manager: Timothy Olsen

SHEFFIELD
95 The Moor (Tel: 750114)
Open Mon-Sat 9.30am-5.30pm
Manager: Pete Berry

NOTTINGHAM
41a Broadwalk, Broadmarsh Centre
(Tel: 585744)
Open Mon-Sat 9.30am-5.30pm
Now stocks imported American comics
Manager: Keith Tait

GAMES WORKSHOP - THE SPECIALISTS
IF WE DON'T HAVE IT... ... THEN YOU PROBABLY DON'T NEED IT!!
Fiend Factory is a bimonthly department for readers' new creatures.

Vivimancers are created from high level characters at the time of their death by a patron deity on the NG plane of Elysium. Their prime object is to aid goodly characters in their struggle against evil. They can operate on all planes except the Prime Material Plane, which is forever barred to them. The nature of the Vivimancer ensures an inimical attitude to undead, devils and demons, but especially Necromancers. Vivimancers are spiritual forms but retain physical appearance, characteristic scores (of which INT must be 17+ and WIS 15+) and weapon proficiency from their original incarnation, but start at first level. For every fifty years of existence they increase one level, to a maximum of fifteen. After 750 years, or if they are killed, the spirit leaves the body and goes to the plane it would have when the original incarnation died. Each patron deity may only have one Vivimancer at a time.

In combat and for saving throws, Vivimancers are equivalent to Clerics. They are NG, have eleven hit dice, a natural armour class of two (DEX can modify) and may only be hit by +1 or better weapons. Additionally, they have a 50% magic resistance and a detect invisibility chance of 50% +1% per level. The only magic items they may use are weapons and Roses (qv). The moon is of special significance; Vivimancer abilities are tied in to its phase and the crescent moon is their personal symbol.

Most Vivimancers undertake their work as discreetly as possible. Favoured characters (especially those worshiping the patron deity) may receive a Rose. In the Elysium home of a Vivimancer it is usual to find a well-stocked library, for they are hoarders of information. These homes are typically large, temple-like structures, surrounded by gardens full of the scent of roses. Within the boundaries of the garden, it will always appear be summer, and the...
therapeutic properties triple the usual rate of healing of characters staying there.

Abilities
All Vivimancers have the following innate abilities:

1. Immunity to all the powers of undead creatures.
2. Telepathic communication with the patron deity.
3. Automatic recognition of other Vivimancers.
4. Knowledge of a creature's or object's alignment unless masked by magic, etc.
5. Turn undead as the following table:

<table>
<thead>
<tr>
<th>Level of Vivimancer</th>
<th>Equivalent Clerical Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>9</td>
</tr>
<tr>
<td>4</td>
<td>12</td>
</tr>
<tr>
<td>5</td>
<td>15</td>
</tr>
</tbody>
</table>

6. Morphic Counsel. The ability to give a prophetic or advisory dream to any character on the Prime Material Plane during the period of a crescent moon. The dream is typically accompanied by an overpowering fragrance of roses.

7. Manufacture Rose. A Rose is a special magical gem, roseate in shape and about three centimetres in diameter. It glows with a strong light which varies in colour according to the moon's phase - pink at the new moon, through to yellow at the full moon. A Rose is usually implanted into the upper arm of the chosen person so that the glow is faintly visible, although especially favoured characters may be allowed to wear a Rose on their forehead - this increases CHA by 1d4 (to 18 maximum). A Vivimancer may make one Rose for every fifty years of his existence. There are six types:

- **Rose of Reincarnation.** Automatically reincarnates its wearer three times before losing its magic. Once the initial reincarnation has been made (as acquired ability), the subsequent ones will be exactly the same.
- **Rose of Raising.** Automatically raises its wearer up to 1-12 points before losing its magic. One point of CON is lost after the first raising.
- **Rose of Plane Locking.** The bearer can resist any non-deitied plane shifting up to five times. Voluntary plane travelling is still permitted.
- **Rose of Healing.** This will heal its possessor five times, as desired, before losing its potency.
- **Rose of Mind Reading.** Duplicates the Vivimancer ability of Mind Reading for five one-hour periods, at the owner's wish.
- **Rose of Restoration.** Restores energy levels lost by its owner. The level returns 1-4 hours later and protection is given for five such attacks.

A Rose used to its full extent becomes a gem of 4-7000gp value.

Acquired Abilities
The following abilities can be selected by a Vivimancer each time he attains a new level:

- **Cure Blindness.** Cures 1-4 points of blindness, however caused.
- **Neutralise Poison.** At a touch, the Vivimancer neutralises all forms of poison or removes harmful or addictive drugs from a victim's system.
- **Polymorph Self.** As the MU spell, except that the form is still spiritual and the Vivimancer keeps special abilities.
- **Renewing Touch.** Cures 2-24 points of damage when the Vivimancer lays his hands on the victim.
- **Return to Inner Plane.** The Vivimancer, if he chooses to use the power, may travel instantaneously to any of the inner planes, except the Astral, Ethereal and Prime Material planes, from any other plane. The arrival point is at the Vivimancer's personal discretion. Return to Outer Plane. As for the above ability, except any outer plane can be the destination.
- **Teleport Other.** As Teleport Self except others may be teleported. One extra person can be teleported for each additional level of the Vivimancer above fourth.

Level 3 Abilities

- **Cure Insanity.** The Vivimancer may cure any form of insanity, but cannot alter personality traits (greed, ruthlessness, etc). Psionically induced insanity is only cured temporarily.
- **Healing Touch.** Touching the wounded person restores all but 1d6 hit points in 3-6 rounds.
- **Polymorph Others.** As the 4th level MU spell.

Level 4 Abilities

- **Deitic Word.** On uttering this word, the Vivimancer may cause one of four effects: (a) Restore Will, preventing the victim from performing anything arduous for 1-10 turns, or (b) Slow (as spell) for 1-8 turns, or (c) Paralysis for 1-4 turns, or (d) Unconsciousness for 1-2 turns. There is no save against Deitic Word, and it affects everyone within hearing range.
- **Reincarnate.** As the spell of the same name, but the following table is used to determine the outcome (roll d100):

<table>
<thead>
<tr>
<th>Level</th>
<th>01-05</th>
<th>06-10</th>
<th>11-15</th>
<th>16-20</th>
<th>21-25</th>
<th>26-30</th>
<th>31-40</th>
<th>41-50</th>
<th>51-60</th>
<th>61-70</th>
<th>71-80</th>
<th>81-90</th>
<th>91-100</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gnome</td>
<td>Dwarf</td>
<td>Halfling</td>
<td>Raven</td>
<td>Owl (25% giant owl)</td>
<td>Eagle</td>
<td>Human</td>
<td>Halfelf</td>
<td>Elf</td>
<td>Centaur</td>
<td>Horse</td>
<td>Fowl</td>
<td>Good Dragon (4HD)</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(if none, roll again)</td>
</tr>
</tbody>
</table>

Resurrection. As the Clerical spell, except there is an additional 10% survival chance. The subject can have been dead for a number of years equal to the Vivimancer's level. 1-2 days complete rest are required of the raised person.

Note. The scent of roses typically accompanies the curative and healing powers outlined above.
WHEN THE SMOKE CLEARS... 

MIDDLE-EARTH APPEARS

Step through the misty haze into the greatest fantasy realm of all time. Excitement awaits in the legendary land of Hobbits, Orcs, Elves, Balrogs and Dragons. Journey through Mirkwood forest, encounter the hideous monster Shelob, or engage in battle for the vast treasure hidden deep within Lonely Mountain. Return to Middle-earth with:

Middle-earth Boardgames:
The Fellowship of the Ring — a two player game of the quest to destroy the One True Ring.

Lonely Mountain — a multi-player game where players attempt to snatch treasure before Smaug awakens.

The Battle of Five Armies — the climactic struggle between the evil Goblins and the allied armies of Elves, Dwarves, & Men.

Middle-earth Role Playing, a complete set of guidelines for adventuring in J.R.R. Tolkien’s world. Supported by:

Campaign Modules:
Angmar
Umbar
The Court of Ardor
Northern Mirkwood
Southern Mirkwood
Isengard
Moria

Adventure Modules:
Bree & the Barrow-downs
Dagorlad & the Dead Marshes
Cirith Ungol & Shelob’s Lair
Hillmen of the Trollshaws

These products are available at better retail outlets worldwide. Distributed in Canada by CANADIAN HOBBY-CRAFT, in the UK by GAMES WORKSHOP LTD., and in Australia by JEDKO GAMES.

All copyrights and trademarks, TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, BERKELEY, CA. No unauthorized use permitted.

Dealer inquiries welcome.
IRON CROWN ENTERPRISES
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902
MORE GREAT OFFERS FROM

ESSEX FANTASY

Dwarf Army 60 figures ............... £12.95
Gnome Army 60 figures ............... £12.95
Goblin Army 60 figures ............... £14.95

Great Scaley Orc Army ............... £27.95

NEW

KNIGHTS OF EVIL RAIDING PARTY
CONTAINS

MOUNTED BARON
BARONESS ON FOOT
MOUNTED STANDARD BEARER
SIX MOUNTED EVIL KNIGHTS
TEN DISMOUNTED EVIL KNIGHTS

ONLY £10.95

MONSTER PACK ...................... £3.45
ADVENTURER PACK ................... £3.45

TELEPHONE SALES: 0268 682309

ESSEX MINIATURES, UNIT 1, SHANNON CENTRE, SHANNON SQUARE,
THAMES ESTUARY ESTATE, CANVEY ISLAND, ESSEX.

GAMES WORKSHOP
US

9110F RED BRANCH ROAD
COLUMBIA, MD 21045

TEL: (301) 964 0262

FOR

GOLDEN HEROES
WHITE DWARF, WARHAMMER,
TALISMAN, Dr. WHO,
BATTLECARS, JUDGE DREDD,
DUNGEON FLOOR PLANS,
DUNGEON PLANNER,
plus all the best from the UK

Please write for full details

Orders under $25 add $1.50 post and handling.
Maryland state residents, please add 5% sales tax.

CLUB DISCOUNTS—QUANTITY DISCOUNTS
TRADE ENQUIRIES WELCOME

Please mention White Dwarf when replying to advertisements.
Tabletop Heroes is a regular feature covering aspects of figure modelling, by Joe Dever.

THE MAGIC FRAME
The Low-Down on Close-Up Photography Part One: Equipment

Many readers have asked for advice on how to take photographs of their figures without the need for expensive equipment. This issue, therefore, I will be covering the basic equipment you need for the job and in next month's TTH I shall be showing you how to use it and how to avoid the many pitfalls of close-up photography.

The Camera
The 35mm single lens reflex camera (SLR) is ideally suited for the task. Starting at around £40 second-hand, they have useful features such as interchangeable lenses and a built-in light meter (typically through-the-lens (TTL)). Understanding how to use your camera is important and will only come through practice. The features we require are slow shutter speeds (2 seconds or longer) and small lens apertures (f16 or f22) as opposed to the fast shutter speeds and maximum apertures vaunted by manufacturers.

The standard 50mm lens supplied with the camera is quite adequate for model photography and, when used with extension tubes, gives a performance comparable to purpose-made close-up lenses. Extension tubes don't suffer from the same problems as add-on close-up lenses which generally soften detail and have optical imperfections.

Accessories
The long exposure times used in model photography require the camera to be well supported to prevent a blurred picture due to 'camera shake'. A tripod and cable shutter release are good investments here and a medium-weight tripod with adjustable legs and centre column makes an ideal all-purpose support. Cheaper, light-weight tripods are much more subject to vibration.

Lighting
Effective lighting is surprisingly cheap: two angle-poise lamps (Habitat work-lamps are ideal), some photographic bulbs (photofloods) and some white cards to use as reflectors are all you need. Flash has its limitations. If used as the sole source of illumination, although there are two methods of avoiding the problems which I shall cover in Part Two.

Direct lighting can produce unwanted glare but this can be easily overcome by diffusing the light through a screen of greaseproof paper.

Film
The type of film that you load into your camera will have a marked effect on the quality of your photographs. In model photography we require a film that will capture fine detail and 'slow' films are ideal for this purpose. The speed of a film is denoted by its ASA number and the films we require have an ASA of between 20 and 75. Into this bracket fall the following: Colour Print – Agfacolor CNS-2 (ASA80), Kodak VR100 (ASA100), Vericolor II Tungsten (ASA80); Colour Transparencies – Agfachrome 64 (ASA64), Kodak Ektachrome 64 (ASA64), Kodakchrome II Type A Tungsten (ASA40); Black and White Prints – Ilford Pan F (ASA50), Kodak Panatomic X (ASA32), all of which are recommended.

Daylight colour films are designed for use in natural light and under artificial light (photofloods) you will need a correction filter (Blue 80A) to compensate for the 'yellow cast' of artificial lighting. Tungsten films are specifically designed for use in artificial light.

Props
Finally, you need some scenic accessories to make the background of your photographs more appealing. Coloured background papers are effective, cheap and readily available, but avoid light colours or white since they will give a false reading to cameras with TTL metering.

The most suitable colours are dark blue, sky blue, light green or black. Good-quality photographs of landscapes provide an alternative to one-coloured backgrounds but require some foreground dressing to make the scene convincing. Coloured scenic flock, as used by railway modellers, can be used to cover a figure's base and link the foreground with the photographic background. Lichen, twigs, small stones and pebbles, sand and even salt (for snow) can form the basic ingredients of your 'props box' with which you can make attractive settings for your models.

Equipment Checklist
35mm SLR Camera (preferably with TTL metering)
50mm Lens (smallest aperture f16 to f22)
Extension Tube Set
Tripod (preferably with tilt/pan head)
Flashgun
Cable Shutter Release
2x Angle-Poise Lamps
2x Photoflood Bulbs (try 75W Philips E27s)
A4 size White Cards (as reflectors)
Greaseproof Paper (for diffusing light)
Colour/Black and White Film (slow to medium speed)
Conversion Filter (Blue 80A for daylight film)
Coloured Backing Papers
Frame (to support backing papers)
Scenic Background Photographs (from brochures, books, etc)
Scenic Flock (fine grain grey, brown and green)
Set Dressing (lichen, twigs, pebbles etc)
Brush and Tweezers (for dusting figures and removing fluff)

This Month’s Pics
Fig 1 shows the incredible Sven (star of stage, screen and Warhammer scenario!) and a Citadel Elf fighter, both painted by Tony Dymowski. It’s interesting to note that although both were finished in the same paints (Hum-brol enamels), Sven appears much brighter to the eye due to his green/yellow base.

The Jabberwock featured in Fig 2, is one of two variants of this mythical monster currently available from Citadel. This one was assembled, painted and based by Jackie Hands, and won her a first prize in the recent Citadel Open Day painting competition.

In Fig 3, we see a magnificent Giant Troll (Asgard Miniatures), painted and based by its designer Nick Bibby. Nick achieved the subtle shading and toning of his figure by applying a wash of drawing ink to the basic undercoat, and I hope to examine this technique in greater detail in a future TTH feature.

Fig 4: Relaxing on the throne of Barad-dur, we see Sauron the Dark Lord (ME61), mega-baddie of the Citadel Lord of the Rings range. ‘0f’ Big Eye’ is supplied in kit form with the whole model standing some 60mm high.

In Fig 5, we witness the latest Law vs Chaos diorama by the staff at Citadel Miniatures. It features the handiwork of John Blanche, Dave Andrews and Tony Ackland, who claim to have ‘knocked it together during a lunch break’. Further examples of their midday modelling, together with some useful painting tips, can be seen in the latest Citadel Journal (priced £1.50).
Are you looking for A PLAYER A GAME.

THE SAGE offers computer controlled NATIONWIDE CONTACTS for players of all ROLE PLAYING GAMES.

For details please send a "STAMPED ADDRESSED ENVELOPE" to:

THE SAGE
8 ADELAIDE CLOSE, DURRINGTON, WORTHING, SUSSEX.

RITZ TOYS
100 Queensmere
Slough, Berks.
Telephone: 753 0678

Open Mon-Sat 9.00-5.30

Large selection of D&D, RuneQuest, Tunnels & Trolls, Traveller, Citadel Miniatures, Boxed Fantasy & Science Fiction Games

GAMES 'N' MODELS
66 GEORGE STREET,
HULL. NORTH HUMBERSIDE.
TELEPHONE: (0482) 24910

DAILY OPENING HOURS: 10am till 5pm

FANTASY GAMES
BOARD GAMES, CITADEL MINIATURES,
CEREMONIAL STUDIOS FIGURES, MAGAZINES.

MEDWAY GAMES CENTRE
1 CHURCH STREET
CHATHAM, KENT
Tel: MEDWAY (0634) 814750

Fantasy Games, Board Games,
Computer Games, Figures Micro to Maxi

Open Mon-Sat 9.30-5.30
(Closed Wednesday) VISA

GAMES STORE
161 Linthorpe Road, Middlesbrough
Cleveland. Tel: (0642) 247553

We stock:-
DUNGEONS & DRAGONS, RUNEQUEST,
TRAVELLER, TUNNELS & TROLLS ETC.
AVALON HILL — FULL RANGE
SOFTWARE — SPECTRUM, CBM 64,
VIC 20, BBC.

Mail Order accepted
Open Mon — Sat 9.30am — 5.30pm

John & Julie
201 Milton Road (opposite Renault Garage), Southsea, Hampshire. Tel: 0705 755439

We stock:-
DUNGEONS & DRAGONS, CITADEL MINIATURES & PAINTS, TRAVELLER, WARHAMMER ETC

Open 9am—6pm MONDAY—SATURDAY
Early Closing WEDNESDAY 1pm
Discounts on Group Purchases.

JOTO
7 Lawrence Sherriff Street,
Rugby CV22 5EJ
Warwickshire
Tel: Rugby (0788) 62372

Open Mon-Sat 9.00am-5.30pm

Discount scheme for clubs
TRAVELLING LIGHT

Useful Backpacks for AD&D

BARANTHUM’S BACKPACKS

by Russell May

Baranthum was a powerful Magic-User whose quest for knowledge took him on many an interesting and dangerous adventure. On his travels, he liked to keep in touch with his friends, and also found a need to return the many invaluable items he collected to a safe place. In the later part of his life he fabricated three sets of backpacks to help solve these problems. Although Baranthum has long since passed away, the backpacks still exist and appear from time to time carried by various owners.

Common Features

There are two backpacks in each set. They are made from tough brown leather and on each there is a silver ‘B’ stitched onto the top of the backpack flap. Although the same size as a normal backpack, they are heavier (25gp encumbrance). Each pack is lined with a soft, sparkling black material, the special property of which is to teleport items within either of the packs will remain for at least two hours. Thereafter, everything in the pack will disappear, causing the pack to become noticeably lighter and limp. These items will rematerialise in the other Switch Pack (but will obviously return again, unless removed!).

Switch Packs

Distinguishable from the others by their electrum buckles, these were used by Baranthum for the speedy transfer of items between people whilst adventuring. When found they will contain 1-10 items 50% of the time. Any item placed within either of the packs will remain for at least two hours. Thereafter, everything in the pack will disappear, causing the pack to become noticeably lighter and limp. These items will rematerialise in the other Switch Pack (but will obviously return again, unless removed!).

Notes

The DM should decide where to place the packs and whether or not the companion pack is currently owned by someone else. Correspondence with an unknown person or creature could prove interesting and there are a number of adventures to be developed out of ownership of a pack. What if a merchant innocently sells the Transfer Pack whilst retaining the Receiver Pack? Or perhaps a party needs a specific item from their pack and, at the crucial moment, that it is no longer there?

STARTING EQUIPMENT

by Stephen Bland

Newcomers to AD&D may be rather bewildered when faced with the extensive equipment lists in the Player’s Handbook. The following ‘standard issue’ equipment should prove useful for anyone still in a quandary over what they should spend their starting money on.

Containers

Backpack; small iron box – in backpack (this is useful for small but valuable objects, for important scrolls that will not be needed in a hurry and such items as a Scarcab of Death – see DMG): Belt – around waist; 4 flasks – attached to belt; and 2 pouchbelts – attached to belt.

Small Iron Box. As well as the uses outlined above this should contain paper and ink and parchment for writing down instructions and notes. On a trip into a strange dungeon or cave, he will need these items to write down notes and directions. As a go-bag for the party it should hold spare supplies of food and water.

Pouchbelt A. 2 buds of garlic – one of the anti-vampire materials; 2 sprigs of belladonna – useful against lycanthropy; a bag of flour – thrown over an invisible opponent it will negate invisibility; 1lb of salt – useful against giant spiders; 2 holy wafers – must be put in a vampire’s cut-off head to insure permanent death (together with a stake through the heart), and various worthless but gaudy gems and trinkets – to bribe low intelligence monsters.

Pouchbelt B. 20 spikes – can be used to climb up walls and as a distraction for rust monsters while armour is frantically removed; 1 grapple – to be used not in combat but in order to get to the other side of an obstacle but also as a method of pulling tripwires at a safe distance; and a tinderbox with flints and steel.

Belt. Padded gloves – can be used to negate poison and electrical attacks but their bulk makes it impossible to do fiddly jobs like opening locks or removing traps with them; and a club – for beating rust monsters to death!

Backpack (Outside). Attached to the left side are three torches and a 1’ long hollow tube which can be used to breathe underwater. Attached to the right side is 50’ of rope – this can be fixed onto more rope and/or the grapple; also on the outside of the backpack will be rods, staves and wands, so placed as to be reached easily from over the shoulder like an arrow from a quiver.

Backpack (Inside). Iron rations for one week; most magic items (unless otherwise stated on the character sheet or obviously in a different location).

Other standard items. High, hard boots – on feet; robe/cassock – torso; noseplugs – on string around neck – useful against poison gas; earplugs – on string around neck – useful against banshee walls.

The total cost of the standard equipment list is 25gp and its approximate weight is 75gp. Added to this, each character must buy a weapon and appropriate armour and shield.
The Generic Universal RolePlaying System

For every era
For every character
For every universe
For every serious roleplayer

GURPS

Coming this summer from:

STEVE JACKSON GAMES
BOX 18957-Z  AUSTIN, TX 78760

Distributed exclusively in the UK by Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 6JP
**HALL OF THE THINGS**

Dragonmeet once again proved itself to be one of the hottest events in the gaming calendar, drawing a huge crowd to Central Hall, Westminster on the 25th May. The shift to late spring did little to prevent the typically warm atmosphere building up, and T-shirts were the order of the day – although few gamers could match the lurid red and yellow ones sported by the Games Workshop staff!

At the tradestands, several new products were evident – Legacy of Eagles from Games Workshop, Killer Penguins et al from Standard Games – although, battle of the event must have been between Citadel and Grenadier UK, both of whom had Lord of the Rings figures on show. Figures also featured strongly in many events, with no less than four Warhammer demo games being present. For those with plenty of Woolam still left in them, Simon Burley and company were there running Golden Heroes.

Lucky gamers could also join in the numerous AD&D games that sprang up in various corners of the hall, although the loathsome horrors of Call of Cthulhu did their best to make them eat Exponents of 'real-life' role-playing were few and far between this year, although a number of site/earth adventurers still straddled around the hall, terrorising the natives. One organiser, however, of the annual game brochures, is best left anonymous after his attempts to sell a clandestine week-end to two members of rival gaming magazines...

Crowded, hectic, but fun was the verdict of the majority of gamers. It is noted, however, that the next Dragonmeet will move to larger premises.

**Dragonmeet Prizewinners**

Painting Competition: Single Figure 25mm - Mike Brunton; Single Figure, over 25mm - Fraser Gray; Single Figures, special Graham Pritchard; Group Figures, 25mm - Graiham Pritchard; Group Figures, over 25mm - Spencer Warner; Group Figures, diorama Graham Pritchard; Golden Heroes Competition – Mark Ludford; AD&D 'Hellspun' Competition – Paul Coward; AD&D 'Magic Touch Figure Painting' Competition – Alastair Cooper.

**CITADEL EXTERMINATED**

Citadel, in co-operation with FASA, will be producing figures for the Dr Who RPG, with Daleks being the first scheduled to glide out of their Nottinghamshire factory. Meanwhile, their first scenario pack for Warhammer: Blood Bath at Orcs Drift is nearing the final stages of production. The pack will contain full campaign details, cut-out buildings and complete cut-out colour armies for the Orcs, Dwarfs and Elves.

Other new products on the horizon are the second Citadel Journal and more acrylic paints to expand the current range.

**IN BRIEF**

Avalon Hill UK have changed their name to TM Games. They will, however, continue to be the sole importer of Avalon Hill and Victory Games. The change in name allows them to launch forthcoming products, such as Endless Plans, without any complications about Avalon Hill as their title. TM Games TM? Aargh . . . !

Beast Enterprises are now the sole distributor of Incax Games new range of Complete Dungeon Master Products. Rumours are rife about the collapse of Treasure Trap: failure to secure sufficient funds for new projects and lack of a suitable venue being amongst them.

**NEWSBOARD**

**NATURAL EXHIBITIONIST**

Paul Aagaard, Games Workshop's new Conventions Manager, is currently devising a number of new events for Games Day '88. Included in these is the Games Day Quiz, which will see the combined minds of Games Workshop celebrities pitted against those of the general public. Lectures and workshops featuring well-known fantasy artists, figure painters and White Dwarf contributors are also in the pipeline to provide Games Day with even more events for attendees.

Registration forms for Official events and an entry form for the Quiz will be printed in next issue, with full details of how to purchase your Games Day ticket in advance. Games Day '88 is on the 28th and 29th of September at the Royal Horticultural Society's New Hall, Greycoat Street, London SW1.
KJC Games, Britain's leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called ...

CAPITOL
BRITAIN'S MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME!

CAPITOL Features —
- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- CAPITOL's simplified order formats are easy to remember. No coding for orders into computer cards or other gimmicks.
- CAPITOL has an easy to understand rulebook, complete with numerous examples.
- CAPITOL was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of CAPITOL prior to release.
- Runs on an IBM PC, using 512K.

KJC Games has been running Play By Mail games for about 5 years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn with 48 hours.

To enrol in CAPITOL send a £6.00 cheque/PO/international money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitols costs £1.75 for the first 50 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to:- KJC Games, PO Box 11, Cleveleys, Lancashire FY5 2UL.

In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockout usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshops' production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are 75p. Send to KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire, FY5 2UL.

Please mention White Dwarf when replying to advertisements.
GAMERS IN EXILE

We stock an excellent range of wargames, role-playing games and figures.

Pax Britannica 20mm;
American Civil War 30mm;
7yrs War and 20mm Colonials.

T.S.R. Standard
Avalon Hill Dixons
Citadel Games Workshop
Platoon 20 Heroics/Ros
MIKES MODELS (Renaissance and 7yrs WAR)

Opening Hours:
Monday 1.00pm–7.00pm
Tues-Sat 10.00am–7.00pm

When you haven’t got all night–play

STAR SEARCH

The Compelling New Board Game

A Tactical Race through the hazards of deep space
for 2–4 players lasting 1–2 hrs

when you have first visit

Croydon’s leading R.P.G. & Fantasy
Figures stockist
1st floor
Croydon Indoor Mkt. Park St.
01 760 0078
G.M.s wanted for saturday
games at the shop

Please mention White Dwarf when replying to advertisements.
## Heroes Miniatures

**THE NIGHTMARE WORLD OF MONSTROUS EVIL**

**GOTHIC HORROR & ADVENTURE FIGURES.** 45p each unless stated.

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>GH1</td>
<td>Adventurer with holstered pistol</td>
<td>30p</td>
</tr>
<tr>
<td>GH2</td>
<td>Adventurer in hat &amp; leather jacket</td>
<td>30p</td>
</tr>
<tr>
<td>GH3</td>
<td>Adventurer in suit</td>
<td>30p</td>
</tr>
<tr>
<td>GH4</td>
<td>Professor</td>
<td>30p</td>
</tr>
<tr>
<td>GH5</td>
<td>Female Adventurer</td>
<td>30p</td>
</tr>
<tr>
<td>GH6</td>
<td>Henchman</td>
<td>30p</td>
</tr>
<tr>
<td>GH7</td>
<td>German stormtrooper</td>
<td>30p</td>
</tr>
<tr>
<td>GH8</td>
<td>Animated Corpse</td>
<td>30p</td>
</tr>
<tr>
<td>GH9</td>
<td>Cloaked Figure</td>
<td>30p</td>
</tr>
<tr>
<td>GH10</td>
<td>Nude Female</td>
<td>30p</td>
</tr>
<tr>
<td>GH11</td>
<td>Masked Martial Arts Warrior</td>
<td>30p</td>
</tr>
<tr>
<td>GH12</td>
<td>Apeman</td>
<td>30p</td>
</tr>
<tr>
<td>GH13</td>
<td>Vampire</td>
<td>30p</td>
</tr>
<tr>
<td>GH14</td>
<td>Female Vampire</td>
<td>30p</td>
</tr>
<tr>
<td>GH15</td>
<td>Wolfman</td>
<td>30p</td>
</tr>
<tr>
<td>GH16</td>
<td>Werewolf</td>
<td>30p</td>
</tr>
<tr>
<td>GH17</td>
<td>Ghost</td>
<td>30p</td>
</tr>
<tr>
<td>GH18</td>
<td>Wolf</td>
<td>30p</td>
</tr>
<tr>
<td>GH19</td>
<td>Daemon</td>
<td>30p</td>
</tr>
<tr>
<td>GH20</td>
<td>Ghoul</td>
<td>30p</td>
</tr>
<tr>
<td>GH21</td>
<td>Insection</td>
<td>30p</td>
</tr>
<tr>
<td>GH22</td>
<td>Skylord</td>
<td>30p</td>
</tr>
<tr>
<td>GH23</td>
<td>Sea Devil</td>
<td>30p</td>
</tr>
<tr>
<td>GH24</td>
<td>Snake Lord</td>
<td>80p</td>
</tr>
<tr>
<td>GH25</td>
<td>Lizard Lord (W/sword)</td>
<td>£3.00</td>
</tr>
<tr>
<td>GH26</td>
<td>Amorphic Horror</td>
<td>70p</td>
</tr>
<tr>
<td>GH27</td>
<td>Snake man (W/spear)</td>
<td>60p</td>
</tr>
<tr>
<td>GH28</td>
<td>Winged Madness</td>
<td>£1.30</td>
</tr>
</tbody>
</table>

### POST & PACKING RATES

- 30p minimum, 10% over £3.00, post free over £20 unless stated. Overseas 60% air mail, 15% surface.

### NEW. The mercenary (A6) is now available riding our war Mammoth. Code AM1

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>GH29</td>
<td>Tenticled Terror</td>
<td>£3.00</td>
</tr>
<tr>
<td>GH30</td>
<td>The Transformation</td>
<td>50p</td>
</tr>
<tr>
<td>GH31</td>
<td>Scientist</td>
<td>50p</td>
</tr>
<tr>
<td>GH32</td>
<td>Female Adv., in Coat</td>
<td>50p</td>
</tr>
<tr>
<td>GH33</td>
<td>Female Adv., in Evening Dress</td>
<td>50p</td>
</tr>
<tr>
<td>GH34</td>
<td>Priest</td>
<td>50p</td>
</tr>
<tr>
<td>GH35</td>
<td>Male Adv., in Jumper</td>
<td>50p</td>
</tr>
<tr>
<td>GH36</td>
<td>Female Adv., in Long Dress</td>
<td>50p</td>
</tr>
<tr>
<td>GH37</td>
<td>Man Made Monster</td>
<td>50p</td>
</tr>
<tr>
<td>GH38</td>
<td>Masked Henchman Firing Pistol</td>
<td>50p</td>
</tr>
<tr>
<td>GH39</td>
<td>Masked Henchman with Rifle</td>
<td>50p</td>
</tr>
<tr>
<td>GH40</td>
<td>Heroic Aviator</td>
<td>50p</td>
</tr>
<tr>
<td>GH41</td>
<td>Evil Master</td>
<td>50p</td>
</tr>
<tr>
<td>GH42</td>
<td>Anti-Hero</td>
<td>50p</td>
</tr>
<tr>
<td>GH43</td>
<td>High Priest</td>
<td>50p</td>
</tr>
<tr>
<td>GH44</td>
<td>Female Follower Dancing</td>
<td>50p</td>
</tr>
<tr>
<td>GH45</td>
<td>Follower</td>
<td>50p</td>
</tr>
<tr>
<td>GH46</td>
<td>Sacrificial Slab</td>
<td>50p</td>
</tr>
<tr>
<td>GH47</td>
<td>Victim</td>
<td>50p</td>
</tr>
<tr>
<td>GH48</td>
<td>Alien Take-over</td>
<td>50p</td>
</tr>
<tr>
<td>GH49</td>
<td>Female Alien Vampire</td>
<td>50p</td>
</tr>
<tr>
<td>GH50</td>
<td>The Ultimate Horror</td>
<td>£4.00</td>
</tr>
</tbody>
</table>

---

**NOT JUST STAMPS**

17/19 Crendon Street, High Wycombe, Bucks.
Tel: (0494) 41717
Open Mon-Sat 9.30am-5.30pm
Closed all day Wednesday

**STOCKISTS OF ALL FANTASY & WAR GAMES. MAIL ORDER (lists on request). Discounts for clubs, and player contact board.**
Each Starter Set contains eight fine cast metal miniatures from Citadel, for use in any role-playing game system. Available now from all good shops or direct from:
CITADEL MINIATURES, CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM
Fantasy comes alive...

Dungeons & Dragons
Miniatures

THE MASTERFUL NEW RANGE OF OFFICIAL D&D® MINIATURES FROM CITADEL. MONSTERS & ADVENTURERS OF ALL CLASSES, IN BLISTER PACKS OR BOXED SETS, AVAILABLE AT ALL GOOD GAME SHOPS OR DIRECT FROM CITADEL MINIATURES MAIL ORDER, CHEWTON ST, HILTOP, EASTWOOD, NOTTS.