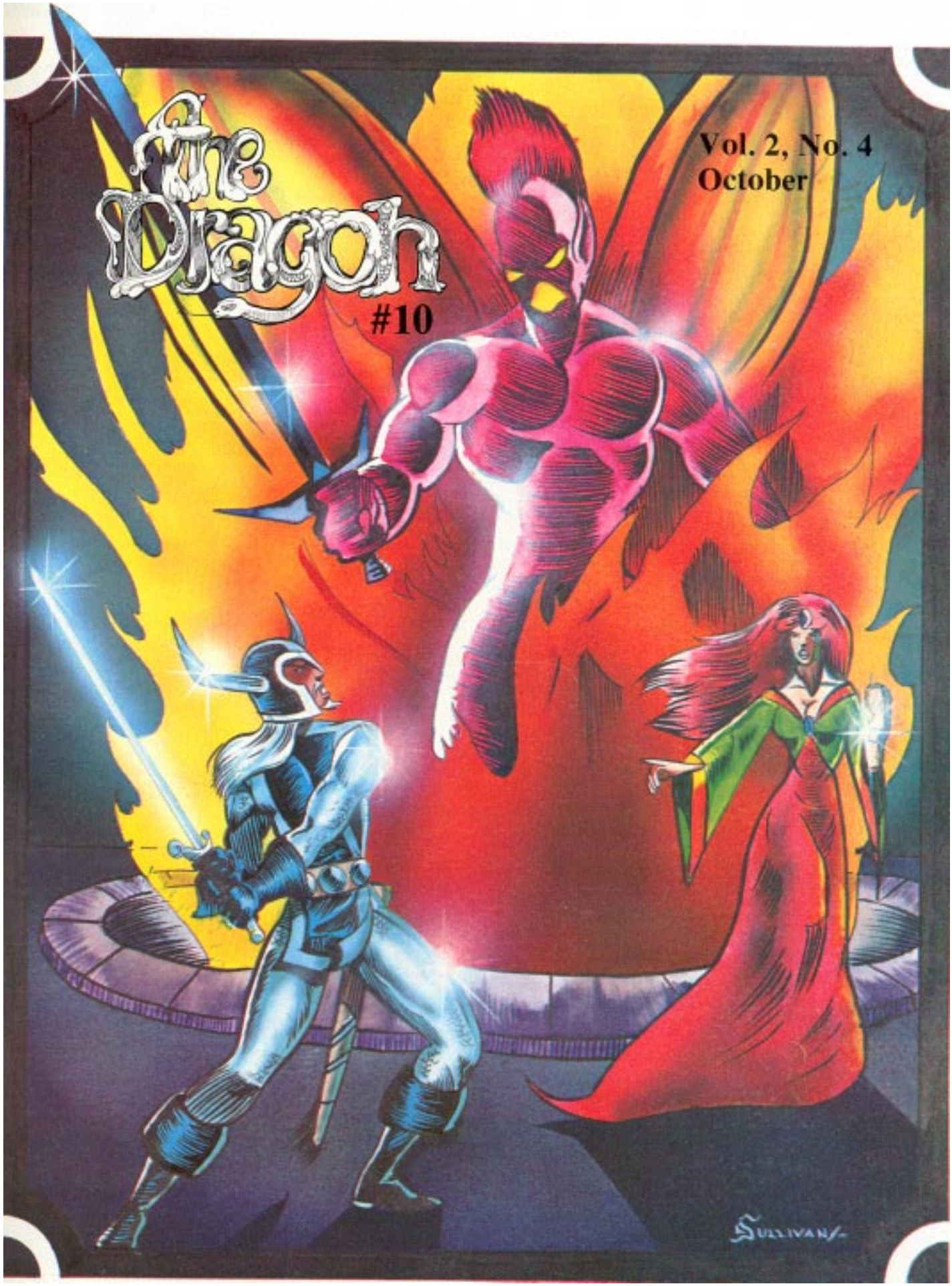
The Dragon
#10
Vol. 2, No. 4
October
SULLIVAN

WINTER FANTASY-2

JANUARY 7-8, 1978

IN

LAKE GENEVA, WISCONSIN
AT THE AMERICAN LEGION HALL

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8:00 A.M. - 12:00 P.M. Saturday
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WE HAVE D & D, MA, AND EPT GAMES ALL SET. A MAH JONGG TOURNEY TOO! BUT . . . WE NEED YOUR HELP! CONTACT MARY GYGAX RIGHT AWAY IF YOU WOULD ENJOY JUDGING A GAME OR TOURNAMENT. THANKS!

Pre-registration will be taken; $3.00 for both days. At-the-door registrations will cost $2.00 each day - $4.00 total for both days. So pre-register!! Please !!

Games will not be pre-registered. Due to the flexibility of the events planned a pre-convention schedule will not be printed. A schedule of events will be posted at the door. For further information contact:

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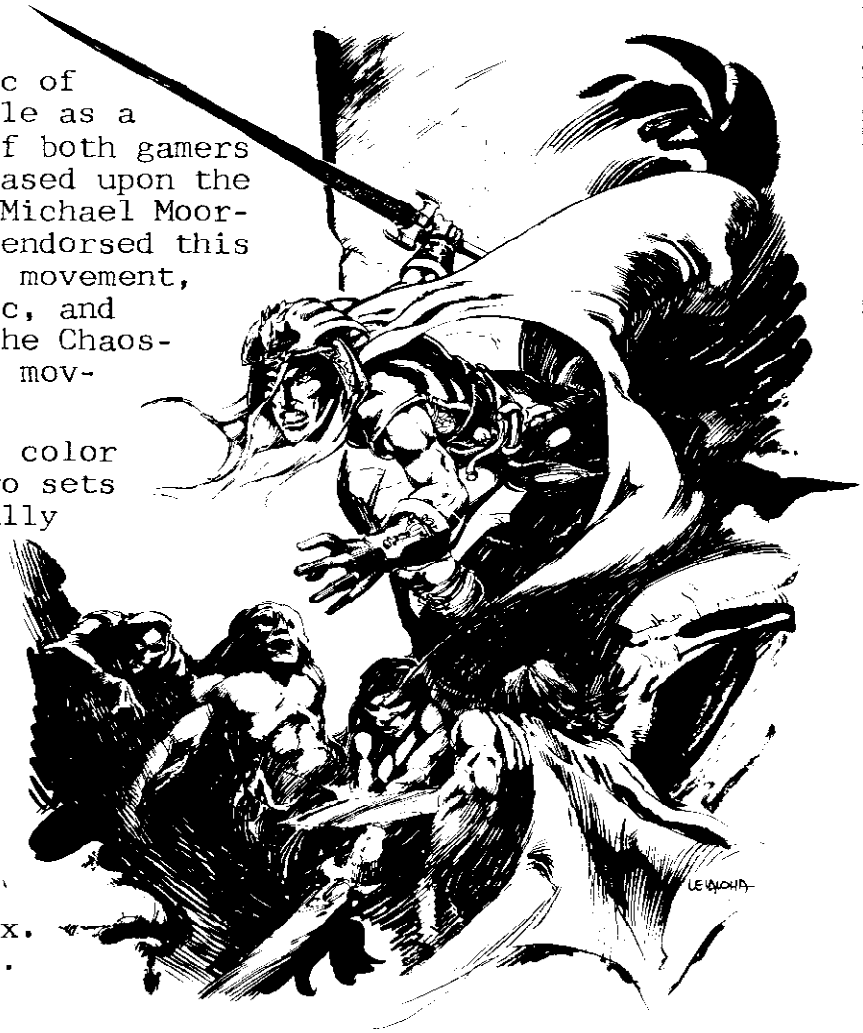

At last, the world famous epic of Elric of Melniboné is available as a boardgame for the enjoyment of both gamers and fantasy fans. ELRIC is based upon the creations of world reknowned Michael Moorcock, who has authorized and endorsed this game. Unique systems of area movement, leadership capabilities, magic, and ally-mustering combine with the Chaosium artistry to create a fast moving and colorful game.

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GenCon X is history now, and we around here are still recuperating. Elsewhere in this issue, you can find a more detailed analysis of the four record-setting days we just had. GenCon X was the biggest wargame convention that has EVER been held, by anyone, anywhere.

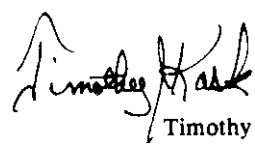
This issue contains 36 pages, which is up four from the old size. The extra four this issue were used for the SNITS board.

This issue is different from those preceding it in a couple of rather significant respects. Look on this page at the TOC, and you will see a new sense and system of organization evidenced by the new listings. This comes partially as a result of the problem we've had to deal with in regard to what is 'official' and what isn't. Variants are now marked as such. When a designer talks about his game, you'll find it under DESIGNER'S FORUM. Pieces pertaining to game structure that are not at variance with existing rules will be found under DESIGN FORUM.

The GOOD NEWS is that this issue came to you by Second Class mail, as did the last. Our permits have finally been approved, which should mean that your issues should start arriving in about 1/3 the time it used to take and around the same time that dealers copies get to the shelves. Subscription hassles over the next two months should significantly decrease, freeing us to utilize our time to much better result. Perhaps we will be able to stay more current with our mail, which is still backed up in mountainous heaps.

The inclusion of SNIT SMASHING should not mislead anyone. This does not mean that TD is going to become a board magazine, nor does it mean that we will publish games on a regular basis. In fact, after SNITS we have one more fantasy/satire game that we hope to include in the next issue. After that, the only similar project we have on hand is DIRT, which seems playable at the present by only the Editor and Assoc. Ed.

See you next issue, along with Fafhrd and the Mouser . . .



Timothy J Kask
Editor

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Editor Timothy J. Kask
Assoc. Ed. Gary Jaquet
Staff Artists Dave Sutherland
Tom Wham
Dave Trampier
Cover by John Sullivan

If your mailing label says TD 10 — this is your last issue

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D&D Variant

Too much loot in your campaign?

D&D OPTION: ORGIES, INC.

by Jon Pickens

(Author's Note: To avoid confusion later, in this article Lawful equals Good and Chaotic equals Evil and you can make your own extrapolations from there.)

This article suggests one answer to a vexing problem that appeared in local play: too much treasure in the scenario. After the players amassed a few thousand GP equipment costs became irrelevant, though the players had nowhere near enough money for luxuries like private towers or galleys. But there was far too much cash for the players to simply leave in their rooms at the local inn. This couldn't be right; Fafhrd and the Grey Mouser never had it so good! And the poor harried ref had to continually devise sneaky ways to divest his players of their ill-gotten gains.

The best solution would have been a simple method for removing large quantities of treasure from the game; releasing the referee to spend more time developing and managing the scenario. The solution is simple:

> "Instead of receiving experience for gaining treasure, players would receive experience only as the treasure is spent."

The expenditure in GP is divided by the level of the character to determine experience. The divisor is limited to the number of hit dice allowed for the character class. The divisor is used only for experience from treasure and has nothing to do with experience for monster kills or miscellaneous experience awarded by the referee.

Only special expenditures reflecting the characteristics of a character class count toward experience (see partial list below). Funds spent for general maintenance, upkeep, advertisement, hireling salaries, and equipment yield NO experience. Neither do luxuries (fine accommodations, castles, etc.) or investments, though income from the latter may be used to increase experience. Hirelings may use their pay to gain experience, but such experience is halved for non-player characters.

Among expenditures used to increase experience are the following:

1) **Sacrifices.** *AN Classes.* This is treasure offered directly to a god or demon, or to his representatives. The offering may be made once per week, and must be made within one week after the treasure has been acquired (though special dispensation for long wilderness journeys should be granted). The offering may not be a payment for services rendered or a bribe, though it may have been the object of a Geas or Quest. Tithes count as sacrifices also. *Referee Option:* If the sacrifice was at least 100 GP per level of the giver, the recipient will grant a wish or fav-

2) Philanthropy. *Lawfuls only.* This includes aid to the downtrodden poor or to any non-player character not a hireling of a player character. A real need must exist and as above, the treasure may not be given in payment or as a bribe. If no visible need exists, the treasure may be given to a local Lawful church or temple for distribution. *Referee Option:* Reaction roll for favor if substantial aid has been rendered.

3) Research. *Magic Users and Alchemists.* Up to 250 GP per level per day may be expended on "general research" each day the MU/Alchemist spends in his chambers. Treasure spent for spell research as in Book I also counts. Expenditures for the production of magical items, potions, or poisons do *not* count toward experience. Production and research may not be carried on simultaneously.

4) Clan Hoards. *Dwarves and other Clannish Folk (probably* Neu*trals).* Experience is given to clan members only for contributions to the public hoard. Such a hoard is heavily guarded, and under no circumstances is a private individual allowed to make a withdrawal (the treasure is, in effect, out of the campaign). A player desiring to contribute to his clan hoard must journey to the hoard or to its keepers, of course.

5) **Orgies.** *Fighting Men (excluding Rangers and Paladins), Bards, Thieves, and all Chaotics (excluding Monks).* Lusty indulgence in wine, women, and song. Maximum expenditure is 500 GP per level per night (250 GP if recuperating and under 50%). A player may orgy continuously as many days as he has constitution points, but then must rest for as many days as he orgied. (For effects on Psionic Powers, see Appendix II.)

Many referees will be able to come up with similar ideas for expenditures. Potential problems with this system are minor. Unearned treasure giving "freebie" levels is not really a factor due to the divisor, since a Level 10 Lord with eight villages of 400 people each (the maximum holding) will only pick up 3400 experience points out of 240,000 he needs for the next level; this is provided he *only spends his income for experience.*

As a matter of fact, I like to beef up fief income by reducing the cost of speialists by a factor of 10 for fiefholders (with the exception of Assassins and Spies). This brings their pay more into line with the average man-at-arms. I also allow fixed investments along the followings lines: A water-powered mill costing 500 GP might return 100-600 GP annually per 100 people within a day's march of the mill. (A list of similar investments can easily be drawn up.)

Income from gambling should not be a factor either. See Appendix I for some general guidelines and ideas. However, a factor that may cause trouble is the increased importance of monster kills. At the highest levels, fighters may tend to do better and thieves may tend to do worse than currently. Some fine adjustments may be needed, but these are left up to the individual referee.

The advantages of the system are substantial. It not only achieves rapid and easy elimination of large quantities of treasure from the cam-

paign, it leaves the player the choice of whether to buy that much-desired item or whether to get a little closer to that next level. In addition, it gives the players some existence outside the dungeon or wilderness areas. Compare the option with the alternatives.

Establish a Bank. While this gets rid of the irregularity of inn rooms piled with gold, it doesn't really solve the problem of too much money in the campaign. Besides, it gives the players 100% security, and we don't want that, do we?

The Robber Band. Forcing players to hand over their hard-won treasure at sword's point is easy, but leads to low mutterings among the natives and a positively Chaotic dropout rate. It is just too heavy handed to be much fun.

Pay As You Go. Every request for information or a service is accompanied by a liberal "donation" and the Wheel of Fate must frequently be greased with gold. It's better, but it takes a while to wipe out a fortune of several thousand a few hundred at a time. All the bookwork tends to turn the players into a bunch of calculating money grubbers.

Devious Means. Bilking and fleecing operations are fun on occasion, but many are a strain on the stamina of the referee. He must figure out new and unique methods of getting the treasure back after he has spent hours figuring out new and unique methods to hide it and developing new and unique monsters and traps to guard it. Also, frequent trickery tends to reinforce an adversary relationship between the players and the referee, not healthy if the ref wants total control over his scenario too.

In conclusion, it seems reasonable that the most efficient way to get treasure out of the campaign is to make the players want to give it up. The foregoing option does this in a way that is both stimulating and fun. I hope you all enjoy it.

APPENDIX I: GAMBLING

Although any agreeable system can be used to resolve gambling situations, the referee should make sure the odds are at least 60-40 in favor of the House. *En Garde* has an excellent system that may be adapted to D&D by halving the winnings (allowing full winnings with this system makes gambling too important as a source of experience).

Regardless of the system used, the following controls may be used to prevent things from getting out of hand:

1) Limit the amount of treasure in a single wager.
2) Limit the number of bets allowed per week.
3) Require gambling with tokens that cannot be converted back into cash (or can be at reduced value), but may be exchange for equipment or magical items, or kept on account.
4) Charge heavy progressive taxes on winnings.
5) Arrange occasional raids by the authorities or rivals.
6) Establish a secret "house limit" that when exceeded will cause the House to send out high level Thieves/Assassins after the lucky winner (!) to recoup their losses.

GENCON X, 18-21 AUGUST 1977 FINAL REPORT

We are very happy to state that this year's Tenth Annual Convention was the most successful ever! Total attendance for the four days was in excess of 6,000 with 2,300 paid conventioneers, and over 2,600 different people.

There were almost 140 persons at the Third Annual Strategists Club Awards Banquet to see the following awards presented: Best Game, KINGMAKER, Avalon Hill Company; Best Game Design, Richard Berg, TERRIBLE SWIFT SWORD, Simulations Publications Inc.; Best Miniature Figures Release, WIZARDS & WARRIORS, Grenadier; Best Professional Gaming Magazine, THE DRAGON, TSR Publications; elections to the Fantasy Authors Gaming Hall of Fame; C.S. Lewis (posthumous), Fritz Leiber, Andre Norton, and Roger Zelazny.

There were 62 scheduled games and tournaments with over $750 in gift certificates and 11 trophies awarded to contestants. There were also 18 seminars and other events, making a total of 80 scheduled events.

There were 24 exhibitors, most of whom indicated that GenCon X was the most financially successful convention they had ever attended. Several stated that they had double the sales they had made at previous major conventions earlier this year, and one reported that business this year was 250% of that done last year at GenCon.

The special "Dealers Only Day" was an unqualified success. Advance advertising and publicity brought scores of hobby and book dealers, along with several important wholesale buyers to the exhibit hall to view the new items being featured by GenCon exhibitors, discuss which were selling best and how best to display games and figures for maximum sales, and place orders. All parties concerned agreed that the new arrangement was most beneficial and should remain an integral part of the convention.

Media coverage included pre-convention stories in a trade magazine and several Milwaukee and Chicago newspapers, as well as newspaper features in smaller local journals, and on site coverage by TV, radio, trade and hobby magazines, newspaper reporters, and two independent writers. We sincerely thank the news media for their interest in the fastest-growing and most unusual hobby, gaming!

Next year the convention will be held at the Parkside Campus of the University of Wisconsin, located near Racine-Kenosha, on I 94 between Milwaukee and Chicago. Arrangements for GenCon XI are well underway, and we forecast an even larger turnout and greater exhibitor and dealer participation. Facilities at Parkside are such as to guarantee a still better convention in 1978. We hope to see you there next August.

Paid for by GenCon X

APPENDIX II:
EFFECTS OF AN ORGY ON PSIONIC POWERS

Each 20 GP spent on an orgy will reduce psionic point level by one. Every 100 GP spent will have a 10% cumulative change of eliminating one special ability secretly determined by the referee. The psionic points are regenerated normally, while a special ability is returned with each 100 psionic points regained (or all lost points are regenerated, whichever is least).

EXAMPLE: A 4th Level could spend 2000 GP in one day, gaining 500 experience points and losing 100 psi points and two special abilities. For convenience, start regeneration the next day at 6:00 AM. Assuming only one day was spent orgying, the character must spend the next day resting quietly. With a regeneration rate of 12/hour, the character will be completely recovered psionically in just under nine hours, though his hangover won't disappear completely until the next morning.

Design Forum

Designing For Unique Wilderness Encounters

by Daniel Clifton

By use of the following tables, a dungeon master may quickly determine the terrain in which any encounter occurs according to the type of hex the party is travelling through. The tables may also be used to create maps of the area surrounding special sights such as castles, cities, and dungeons. Additionally, the tables are ideal for resolving the shape of battlefields for D + D as well as any other wargame.

For encounters, consider a four foot square area and determine terrain to each corner section of four square feet. If a river flows through the hex in question, then allow a 10% chance that it will flow across the field with an additional 10% chance that it will have a ford (if an encounter with a swimmer is indicated, then the river will always be on the field; and if the party is travelling upon a road, then an appropriate bridge or ford will be located at the river.) To determine the course of the river, first randomly locate it in one of the areas, find the initial direction of flow in chart 6-A, and then plot its course according to chart 6-B from one four-square-foot area to the next until both ends are plotted off the field. Roll on the appropriate chart for each area, plotting the flow of streams as with rivers immediately upon rolling the proper number. Next, find the grade of slopes and hills by rolling on the matching 'A' chart (grade also indicates height, ie. gentle = one level, steep = three levels, etc.). Finally, the run of slopes is determined as with rivers using table 6-C to find the facing of the slopes if it can be decided that some sort of high ground such as a mountain peak exists off the field. Chart 6-C is also used when one slope is indicated to cross another that has already been plotted in which case the new slope will turn to run parallel to the original one, either facing in the same direction (slope faces away from high ground) or the opposite direction (slope faces high ground). If a slope is indicated to cross a river or a stream, there is a 75% chance that it will turn to face the watercourse and run parallel to it off the field. Once the general features are determined, the dungeon master may blend them together at his discretion, shrinking or enlarging any features to fit the area.

Monsters and party will be placed in opposite corner sections. If either is located in dense woods, double chances of surprise and find normal sighting distance between 20 and 120 feet. If either is located in light woods, find normal sighting distance between 20 and 100 yards. If both monsters and party are located in featureless areas with clear lines of sight, halve chances of surprise and normal sighting distance will always be at a maximum.

If this method is used to map larger areas, decrease the possibility of slopes and streams in proportion to the increase in area.

Table #1 — Clear

Die	Feature
1-70	Featureless
71-77	Hill*
78-82	Rough Ground
83-84	Marsh
85-88	Slope*
89-93	Light Woods
94-97	Stream*
98-00	Pond*

Table #1A — Grades

Die	Grade
1-60	Gentle
61-90	Average
91-98	Steep
99-00	Sheer

*Roll Again:

Die	Feature
1-90	No Additional Features
91-95	Additional Light Woods
96-00	Additional Rough Ground

Table #2 — Rough

Die	Feature
1-25	Featureless
26-45	Hill*
46-600	Rough Ground
61-70	Slope*
71-77	Dense Brush
78-85	Light Woods
86-89	Dense Woods
90-91	Marsh
92-95	Stream*
96-00	Pond*

Table #2A — Grades

Die	Grade
1-35	Gentle
36-75	Average
76-95	Steep
96-00	Sheer

*Roll Again:

Die	Additional Feature
1-60	None
61-75	Rough Ground
76-81	Dense Brush
82-94	Light Woods
95-00	Dense Woods

Table #3 — Mountainous

Die	Feature
1-15	Featureless
16-55	Slope*
56-60	Hill*
61-70	Rough Ground
71-75	Dense Brush
76-87	Light Woods
88-95	Dense Woods
96-00	Stream*

Table #3A — Grades

Die	Grade
1-5	Gentle
6-30	Average
31-85	Steep
86-00	Sheer

*Roll Again:

Die	Additional Feature
1-60	None
61-70	Rough Ground
71-77	Dense Brush
78-91	Light Woods
92-00	Dense Woods

Table #4 — Wooded

Die	Feature
1-5	Featureless
6-40	Dense Woods
41-60	Light Woods
61-65	Dense Brush
66-68	Rough Ground
69-75	Slope*
76-89	Hill*
90-91	Marsh
92-95	Stream*
96-00	Pond*

Table #4A — Grades

Die	Grade
1-50	Gentle
51-85	Average
86-96	Steep
97-00	Sheer

*Roll Again:

Die	Additional Feature
1-15	None
16-60	Dense Woods
61-90	Light Woods
91-94	Rough Ground
95-00	Dense Brush

Table #5 — Marshy

Die	Feature
1-5	Featureless
6-25	Marsh
26-55	Pond*
56-65	Stream*
66-80	Dense Brush
81-85	Rough Ground
86-93	Dense Woods
94-98	Light Woods
99-00	Gentle Hill*

*Roll Again;

Die	Additional Feature
1-5	None
6-50	Marsh (None if Hill)
51-70	Dense Brush
71-80	Rough Ground
81-93	Dense Woods
94-00	Light Woods

Table #6A — Initial Run of Rivers, Streams, and Slopes

Die	Course
1	North - South
2	Northeast - Southwest
3	East - West
4	Northwest - Southeast

Table #6B — Course of Runs

Die	Course
1-2	Course turns clockwise
3-4	Course goes straight
5-6	Course turns counterclockwise

Table #6C — Facing of Slopes

Die	Facing
1-2	Slope faces high ground
3-6	Slope faces away from high ground

Convention Schedule 77-78

Great Lakes Convention — Sheraton-Lockport Inn, 515 South Transit Street, Lockport, New York 14094, September 17-18. Tentative schedule of events • Opening ceremonies by local re-enactment group • Boardgaming competition • Miniature competition • Seminars & slide show presentation • Modeling contest • Awards banquet. For more info: Richard J. D'Angelo, 395 South Shore Blvd., Lackawanna, New York 14218.

The Return of ORCCON — Jan. 13-15, '78, Cal. State Univ., Fullerton. D&D, miniatures & boardgames. $2 for pre-registration, $3 at door. For more info, write James J. Meyers, 13718 Norbeck Dr., La Mirada, CA 90638

WarCon IV — Jan. 27-29, '78. Texas A&M Univ. No details available. Contact Jerry Ruhland, 6303 Reiger, Dallas, TX 75214.

GenCon South — Feb. 9, 10 & 11, 1978, Robert Meyer Hotel, Jacksonville, FL. Endorsed by TSR. Contact: Cowford Dragoons, 5333-Santa Monica Blvd., N. Jacksonville, FL 32207

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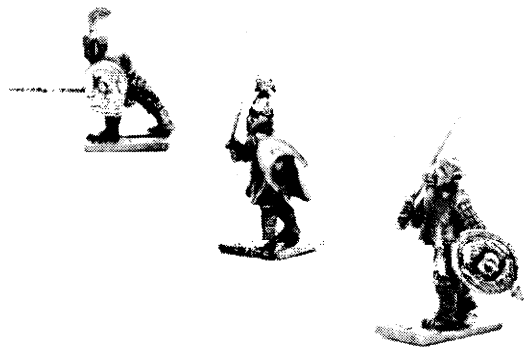

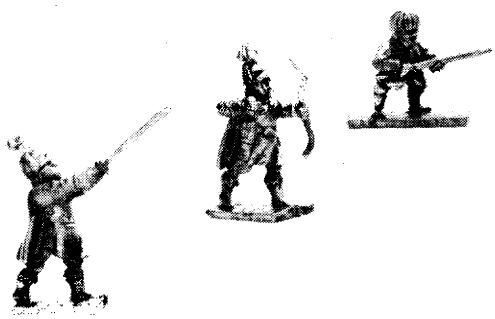

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RANDOM MONSTERS

by Paul Montgomery Crabaugh

No, I don't mean wandering monsters — I mean *random* monsters.

One of the problems with D&D is that the players always know too much. This is news? "You obtain surprise over three Clickclicks."

"Clickclicks? Oh, yeah, they're in Supplement Three. Hand it to me. And where's Greyhawk? It had a note about them." **A** pause. "We shout out 'November'."

"That's right, the Clickclicks fall over dead."

Sound familiar?

The answer is to occasionally throw a monster at the party that keeps them on their toes, one that they have never seen before because it is unique. No rules cover it, so they have to find out the hard way what it's like.

And how do you do that? By taking the following tables and rolling dice. Just work your way through the tables one by one, and you will end up with a guaranteed original, unknown, random monster.

This table is suited for the local group's dungeons, and I should warn you that we around here fall somewhere between Lake Geneva and CalTech in philosophy. These tables are therefore geared to a 20-level dungeon, with each level being typically populated by monsters of the same level. (Goblins on first level, Gnolls on second, and so forth.) Obviously, if you are running a five-level dungeon and the first monster your parties find is a very old Green Dragon, you'll have to compress the tables somewhat. If you're running a 60-level dungeon — I don't want to know about it.

Now that that's over, here come the tables. Just take them in order.

INTELLIGENCE

Die	Intelligence
1-3	Highly intelligent
4-5	Semi-intelligent
6	Unintelligent

TYPE

Die	Type
1-4	Mammal
5-7	Reptile
8	Undead

ARMOR CLASS

Die	AC/M	AC/R
1	3	2
2-3	4	3
4-6	5	4
7-9	6	5
10-11	7	6
12	8	7

M = Mammal
R = Reptile
Undead AC = (1-8)+ 1

ALIGNMENT

Die	Alignment
1	Law
2-3	Neutrality
4-8	Chaos

Undead are always Chaotic.

SPEED

Die	Speed
1-3	6
4-7	9
8-10	12
11-12	15

HIT DICE

Die	Hit Dice
1	Level +3
2-3	Level +2
4-5	Level +1
6-9	Level
10-11	Level-1*
12	Level-2*

"Level" is the level of the dungeon, on this table only.
*If result is non-positive, treat as 1/2 hit die.

HIT DICE MODIFIERS

Die	Modification
1	+2
2-3	+1
4-5	0
6	-1

U N D E A D

Undead are turned by Clerics as if they were Undead of level HD/2; i.e., a 2HD Undead saves as a Zombie. Undead of level 17+ are treated as Vampires.

SPECIAL CHARACTERISTICS

HD	1	#Sp. Ch. 2	3
0-2	80	90	00
3-5	50	80	95
6-8	40	75	90
9-12	30	60	80
13-16	20	50	75
17-20	10	40	60
21+	01	30	50

The number shown is the % score needed to have that # of Special Characteristics.

DAMAGE DONE

	Level of Monster					
Die	**1-4**	**5-8**	**9-12**	**13-16**	17-20	21+
1	1-3	1-6	1-8	1-10	2-16	2-20
2	1-4	1-8	1-10	2-12	2-24	2-24
3	1-6	1-8	2-12	2-16	2-24	3-30
4	1-6	1-10	2-12	2-16	3-30	4-40
5	1-8	2-12	2-16	2-24	3-30	5-50
6	1-8	2-12	2-16	2-24	5-50	1-100

Damage done by intelligent monsters is by weapon type; by unintelligent monsters is by bite; and by semi-intelligent monsters is 50% chance of each.

SPECIAL CHARACTERISTICS II

The Special Characteristics are organized by type (mammal, reptile, undead). If a given number has several characteristics grouped thusly: n/m/o/p/q/r, it means that the exact characteristic is determined by the level of the monster: 1-4/5-8/9-12/13-16/17-20/21+.

MAMMALS

1	Hostile to Dwarves
2	Hostile to Elves
3	Hostile to Hobbits
4	Hostile to Magic Users
5	Hostile to Clerics
6	Hostile to Paladins

(Cont. overleaf)

MAMMALS (Cont.)

7 Regenerates 1-3/1-4/1-6/1-8/1-10/1-12 hits/turn.
8 Does double damage
9 Only silver/magic weapons effective
10 Silver/magic weapons do double damage
11 Has poison whip, does 1-4/l-8/1-12/1-20/death/death
12 Flier, speed 24
13 Bite is poisonous, does 1-3/1-6/1-8/1-12/1-20/death
14 Bite causes disease, fatal in 1-20 days
15 Gaze causes Stun 1-4/Stun 1 -8/Stun 1-12/paralysis/stone/stone
16 Web
17 Monster has horn, does 1-6
18 Claws do 1-4 each
19 Missiles ineffective
20 Silent movement
21 Proboscis does blood drain, 1-4/turn
22 Has Charm Person spell
23 Has nothing/Magic Missile/3-dice FBM-dice FB/5-dice FB/6-dice FB
24 Has antimagic shell

REPTILES

1 Paralysis touch/Paralysis gaze/Stone touch/Stone breath/Stone gaze/ Disintegrate touch
2 Poison bite, does 1-4/1-6/1-10/1-12/1-20/kill
3 Sting in tail, does 1-6/1-8/1-10/1-12/paralysis/kill
4 Breathes cold, does 1-3 hits/every four levels
5 Breathes lightning, does 1-6 hits/four levels, kills at 17 +
6 Breathes fire, does 1-8 hits/four levels
7 Increase AC by 1 (i.e., from AC6 to ACS)
8 Increase AC by 2
9 Add 1 HD
10 Add 2 HD
11 Movement -3
12 Flier, speed 18
13 Flings 1-4 tail spikes/four levels
14 Regenerates 1-3 hits/four levels
15 Commands snakes: 1-6/2-12/3-18/1-6 Giant/2-12 Giant/3-18 Giant
16 Does double damage
17 Legless, speed + 3
18 Bite causes disease, fatal in 1-10 days
19 Magic/Silver weapons do double damage
20 Fangs do 1-4/bite extra
21 Gaze causes confusion
22 Slow spell has double effect
23 Claws do 1-4 each
24 Tongue is whip, does 1-4

UNDEAD

1 Missiles ineffective
2 Only magic weapons effective
3 Only magic/silver weapons effective
4 Only magic/silver weapons effective and at ½ damage
5 Destroyed by fire
6 Destroyed by sunlight
7 Destroyed by running water
8 Destroyed by holy water
9 Destroyed by cold
10 Turned by cross
11 Turned by mirror
12 Turned by garlic
13 Turned by wolvesbane
14 If human killed by undead, becomes undead
15 Undead is Lawful (and not affected by Clerics)
16 Turns/dispels Clerics*
17 Charms Person
18 Touch does nothing/paralysis/rotting disease, 1-12 turns/ drains 1 level/ drains 2 levels/drains 3 levels
19 Commands Rats: 1-20/1-100/1-4 Giant/1-8 Giant/1-12 Giant/1-20 Giant
20 Commands Wolves: 1-4/ 1-6/ 1-8/1-8 Dire/ 1-10 Dire/1-20 Dire
21 Flier, speed 18
22 Gaze does nothing/confusion/confusion/paralysis/paralyis/stone
23 Destroyed only by fire
24 Invisible

This Undead is not affected by Clerics; instead, Clerics are affected by the Undead. Divide the level of the Undead by 2 and treat this as the level of Cleric the Undead corresponds to on the Undead table. Divide the level of the Cleric by two and treat this as the type-level of Undead on the Undead table to which the Cleric corresponds. Use the table normally to find out if the Cleric is turned or dispelled, (Turnabout is fair play.)

OTHER CHARACTERISTICS

Roll % dice: a score of 01-70 means no more characteristics; 71-85 means one other characteristic; 86-95 is two; and 96-00 is 3.

Die	Other Characteristic
1	No head
2	3 eyes
3	4 eyes
4	Stalk eyes
5	Unusually long fangs
6	Unusually long claws
7	Antennae
8	3-segment body

PHYSICAL DESCRIPTION

You should also know what the monster looks like. Undead do not have a physical description (assume a figure under a cloak if you wish). For everything else, start rolling on these tables.

SIZE

HD	Small	Medium	Large	
1-4	1-4	5-11	12	Roll on a 12-sided
5-8	1-2	3-9	10-12	Small = 0-3 feet (approx)
9-12	1	2-8	9-12	Medium = 3-12 feet (approx)
				Large = 12 + feet (approx)

HD	Small	Medium	Large
13-16	1	2-7	8-12
17-20	1	2-6	7-12
21+	1	2-5	6-12

LIMBS

Die	# legs	Die	# arms
1	1	1	1
2-5	2	2-4	2
6-7	3	5-7	2 tentacles
8	4	8	3

EXTERIOR COVER

Die	Mammals	Reptiles
1-4	Hair	Scales
5-7	Skin	Skin
8	Feathers	Hair

COLORING

Die	Mammals	Reptiles
1-6	gray	green
7-10	white	gray
11-12	black	gray-green
13	brown	blue
14	green	red
15	blue	black
16	red	yellow
17-18	striped	striped
19-20	spotted	spotted

For stripes or spots, roll the die again twice. Ignore further stripe or spot results, unless a stripe result gets another stripe, in which case you have a triple-stripe scheme. For spots, the first color rolled is the background; the second is the color of the spots.

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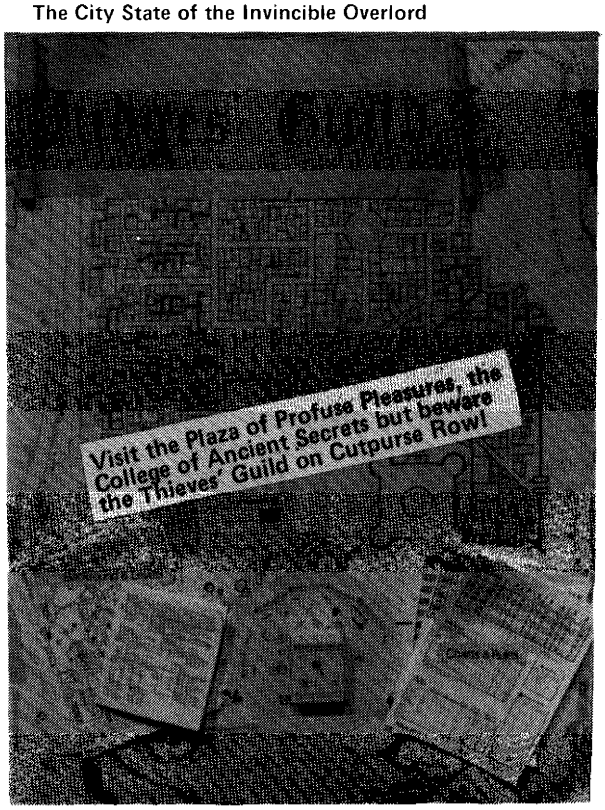

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Design Forum

Let There Be A Method To Your Madness

by Richard Gilbert

WHEN DESIGNING A DUNGEON; before you begin madly scattering chutes, monsters, and secret doors, take a moment to figure out what it's all for. If you are postulating a world with any sort of "realizm" at all, you must appreciate that a dungeon doesn't just come into being for the hell of it. To the peoples of your world, digging a dungeon out of solid rock is a tremendous task, one not to be undertaken lightly.

With some rare exceptions, the dungeons which a player encounters have been abandoned by organized society. However, it required an organized society to build them in the first place. You, as the designer, must think like the builders when you design a dungeon, and allow for all of the necessary functions of the dungeon.

Don't be concerned that the players entering your organized dungeon will have too few difficulties in traversing it. Any D&D player quickly develops the suspicious mind and almost paranoiac attitude necessary for survival. His fears, coupled with his general lack of information about your dungeon, will make your dungeon far more mysterious than you would ever believe.

If organization and detail seem like too much extra work for you, then relax. It won't take you any longer to create a dungeon this way, and in fact it will probably be faster, due to the benefits of being organized, knowing exactly what each area is for and why it is there. The time you spend in initial planning is cancelled out when you set up the individual levels, because you don't spend ten or fifteen idle moments wondering what to do with the next level. You already know! Using the basic ideas I'm about to describe, I have created a ten level cave-dungeon complex, complete with maps, monsters, treasures, and legends in only seven hours time.

Before you do anything with a dungeon, you should have specified where it will be located, what the surface area looks like, and what, in capsule form, its history is. The two chief items of the history are its age and who built it. Age is important, expecially time elapsed since it was last in regular use, because it determines the condition of any perishable items found within, and for some worlds, what sort of artifacts could be present. The builder, that is, the being who caused the castle dungeon to be built, is the single most important factor to develop before actually working on the dungeons.

The builder's occupation, social standing, alignment, and personality will decree a great number of levels just for his own personal use. These are levels with specific functions which are unique to his type of character. Give the builder's character a few personal tendencies, such

as being sneaky, grandiose, austere, or a hater of straight lines, and you have a blueprint of what to put in your levels and, better still, a pattern on how they should look.

Again I say relax! Players entering your dungeon will not soon, if ever, perceive this pattern. First of all, players usually are prone to not seeing the forest for the trees, and secondly the rooms are no longer used for what they were intended. Here's an example of what I mean: take a walk down a street which still has a number of store buildings standing which antedate 1910. Look at them closely. Then without asking anyone or looking it up somewhere, figure out what each of them was for. How many did you get right? Now try it in pitch darkness by torchlight, with monsters around, and without any little tell-tale signs like railroad tracks, truck sized doors,or distinctive shape on something four centuries old instead of a mere three generations . . . They'll never guess, either.

On a smaller scale, hero Dancing Bear and his motley crew come across a rotting wood door reposing on the floor in front of an empty doorway. Through the doorway they see a 10' x 10' room with small bits of rotting wood, intermixed with glass and metal, on the floor to the left, a rusted iron ring on the back wall, and a larger pile of rotting wood on the floor to the right. In the far right corner is a dark stain on walls and floor, except for a lighter patch on part of the floor. Much dust and small skeletons. What was this room used for? You don't know!!! (Heh, heh)

You, as the builder, know perfectly well. The ring on the wall is a doorhandle, leading to several cells beyond. The junk to the left is the remains of a few flails of the cat-of-nine-tails variety, which had wood handles and leather flail straps, in which were imbedded jagged bits of metal and broken glass. The metal and glass remain, the wood is rotting away, the leather straps were gnawed away by rodents, and the cloth bags tacked on the wall which held them are long since dust. The debris on the right was once the desk and chair of grizzled old Sergeant Lumbago, the warden of this cell block, whose habit of spitting tobacco juice at his battered and long lost cuspidor (it was buried with him as an act of sanitation) has forever marked the corner where it sat, now marked only by a lighter area amid the constant storm of his expectoration. Either you or old Lumbago could have told the esteemed Dancing Bear that there was nothing behind the semi-secret door but skeletons and perhaps the undead, but he will just have to find out for himself.

Keep it simple and stick to a plan! They won't know what you've done! What looks so obvious to you on paper is the deepest of forbidden mysteries to everyone else. Dungeons take time enough to create, so don't overdo them. Make it easy on yourself.

Now let us consider the planning of the actual dungeon. I am postulating a castle on a small hill, deep within a forest. About a thousand years ago, a local tribe erected crude stone fortifications here for their women and children. The site was in use for a few centuries and then abandoned. About four hundred years ago, a young, energetic wizard named Nappo claimed the site. He brought in a few hundred orcs and built the present castle on the old foundations, expanding outward and downward. The orcs were put to work creating a dungeon complex, which project continued of and on until Nappo's death. Assisted by magic, Nappo lived there for 120 years. In the 275 years since Nappo died, his orcs have continued to inhabit the place, greatly hindered by the various monsters on which Nappo loved to experiment. Their numbers are much reduced, and the castle is now a backwater area.

Now for the drawing board, The builder, Nappo, was a wizard, so at least one level is needed for labs, libraries, and storage of related equipment. Nappo experimented on monsters, so space is needed for further laboratories, cages of all sizes, food storage for the beasts, and all relevant sundry items. (Always allow for storage rooms in your levels, it was a long hike to the surface!)

The upper levels should have living space for several hundred orcs, with attendant storage, kitchens, perhaps temple space, and maybe even sewers or some system for waste removal. Rotten food and excrement might have been simply heaved down some convenient underground crevasse, which some unlucky player might fall into. These levels would be connected by fairly wide ramps, as defense dictates that the orc soldiers must be able to reach the surface quickly.

Here also would be the main armory, with its own guardroom or other security precautions, plus fairly easy access to drinking water.

Below these levels would lie cells, torture chambers, and anything else intended mainly for the orcs use, such as possibly an arena for practice and entertainment.

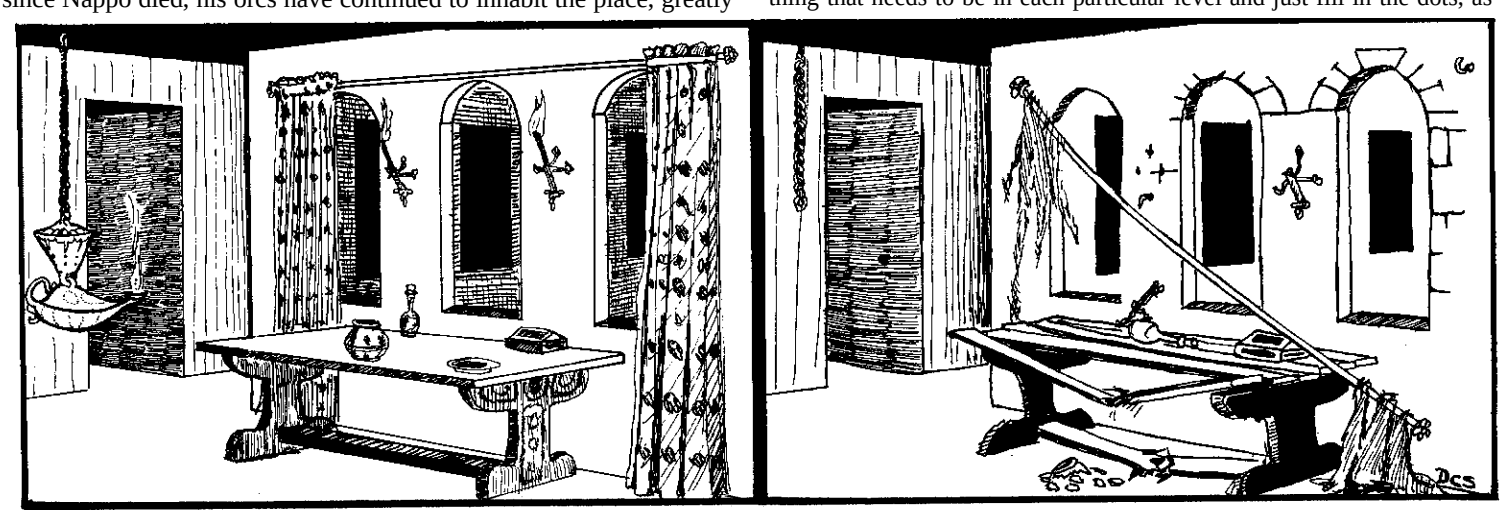
Leading off in a separate series of levels would be Nappo's part of the dungeons. First, a number of levels devoted to guardrooms, mazes, and traps to snare intruders. Then would come Nappo's underground quarters, from which one would gain access to labs, animal or monster pens, and Nappo's treasury. This entire series would be interconnected by narrow stairways, as it is unlikely that anything bulky would ever be carried in here. Remember that dungeon excavation is very laborious, and where it was unnecessary it was not done.

The entire dungeon complex would probably not have more than fifteen separate levels, plus a few stray corridors leading nowhere, intended for further levels which were not completed due to Nappo's death. None of the levels would be more than eight levels below the surface.

So, now we have a general purpose for each and every level and we haven't marked up a single sheet of graph paper! All this was ac-complished with only a few basic assumptions carried to their most basic conclusions. We are now ready to do some sketching.

The next step is to draw up two views of the dungeons as a whole, one a vertical cutaway and the other a horizontal overlay. This gives you the continuity between levels, and with a little simple geometry you can even measure the length of a sloping passage with precision. The indifidual levels on these drawings should be represented by rectangles showing their extreme boundaries, and both drawings must, of course, be to scale. I would recommend 200 feet to the inch, or whatever scale allows you to fit everything on one sheet of paper. Now fill in all of your connecting halls, stairs, and so forth, and finish up these two drawings by writing in the main purpose of theme of each level within the corresponding rectangle. Viola! Instant dungeon!

You have now completed all the necessary preforations for creating your dungeon. You have already determined the size of each level, the general contents of each level, and the location of all exits and entrances to every one. Now all you have to do is find room for everything that needs to be in each particular level and just fill in the dots, as



deviously, as you wish!

So much for the basics. Nappo's dig was rather elementary, as it was merely an illustration. He was only given three personality facets; being an MU, being fond of animal experimentation, and needing space for his orcs. These alone generated fifteen levels, and assumed him to be both celibate and a recluse. The more a builder is developed, the more rich and varied his dungeons.

Many traits of character can find expression in additional dungeon levels. Did he have frequent visitors? Add guest rooms with corridors, plus secret passages for the builder to spy on them. Also add another water source. Did his visitors travel alone? Not likely, unless the visitor was Gandalf. You'll need space for their retinues.

Was the builder a temporal ruler? Add throne room, conference rooms, guard rooms, more secret passages, and perhaps a regalia room where Count von Bombast donned his robes of state. Also rooms for visiting dignitaries and their retinues, secret passages for von Bombast's spies and assassins, secret rooms in which von Bombast conferred with his spies, and a chamber or two for the dignitaries to cool their heels in, while von Bombast gets settled in his gilded chair.

A gourmet requires extensive kitchens and pantries, along with a host of attendant small rooms. Kitchens are fun. They can possess any number of mysterious sights, sounds, and smells, not to mention hungry beasts. For one thing, ovens must be vented to the surface to avoide baking the cooks. The vents can let in water, light, and above all, air. The vents will act like an empty pop bottle does when you blow across the top. Depending on the wind outside, the vents will produce an all-pervading sound from a low hum that will make your bones vibrate to a continuous piercing shriek that numbs mind and ears. Spilled spices may smell like the burning of priestly incense, while simultaneously the wind noice from the vent may resemble a Gregorian chant. Your poor, misquided adventurer may think he is on the verge of disturbing the summoning of Demogorgon, when in fact someone threw a lit torch down the vent where it landed in a sack or oregano, while on the surface a moderate breeze has sprung up. How prosaic, but how utterly terrifying to the few swordsmen underground, alone with their fears.

One of the more common traits among people of power has always been a predilection for a varied sex life. In European history, ruling men created comfortable nests for their lovers, which were as lavish as the men pleased or could afford. European women, such as Catherine the Great or Lucretia Borgia, did not have the same options, but they could appoint their lovers to their personal guard. The lovers would thus gain enough money and prestige to make themselves quite comfortable. Doubtless Cleopatra had other means at her disposal, but information is regrettably scarce. Use your imagination. A D&D world does not have to be similar to Europe, as Dr. Barker has shown us so well.

As a final thought, if you want a really well-fleshed dungeon, throw in the religious element. In the entire history of mankind, only shelter has caused more construction than religion. Also, religious organizations tend to be well-heeled enough to build with impunity.

A main temple can easily be a level by itself. You can have separate rooms for rituals, artifacts, treasuries, vestments, confessionals, sacrifices, meditation, scrivening, instruction, administration, punishment, smaller chapels, and chapels for the worship of each god in a whole pantheon. There can be special rooms for memorials, christenings, burials, marriages, exorcism, penitence, fasting, and so on ad infinitum. Libraries full of scrolls! Secure rooms for summoning! Just the living quarters can be endless!

These are just a few ideas to help you put together a dungeon, and they are intended to take out some of the more fatiguing side effects of design. I know that creating dungeons had become a tedious task for me until I hit upon this systematic approach. I am certainly not saying that every dungeon should be full planned out. A builder might be completely mad or might delight in total disorganization, in which case a systematic approach is inappropriate. The idea is that it should be fun to design a dungeon, not a chore. Try a more organized approach, and enjoy yourself!

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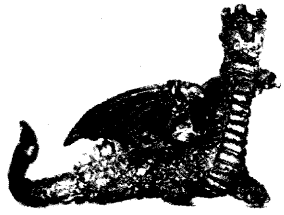

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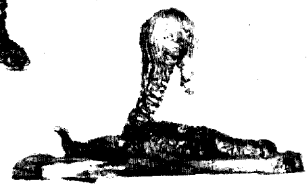

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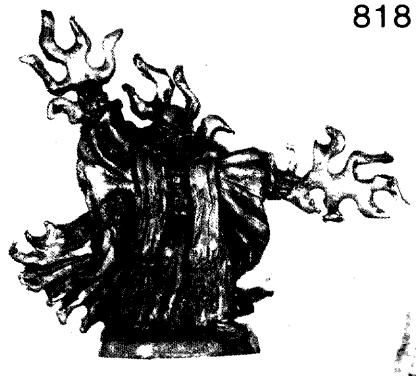

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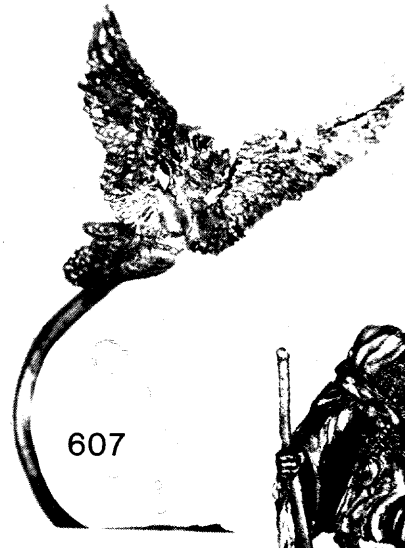

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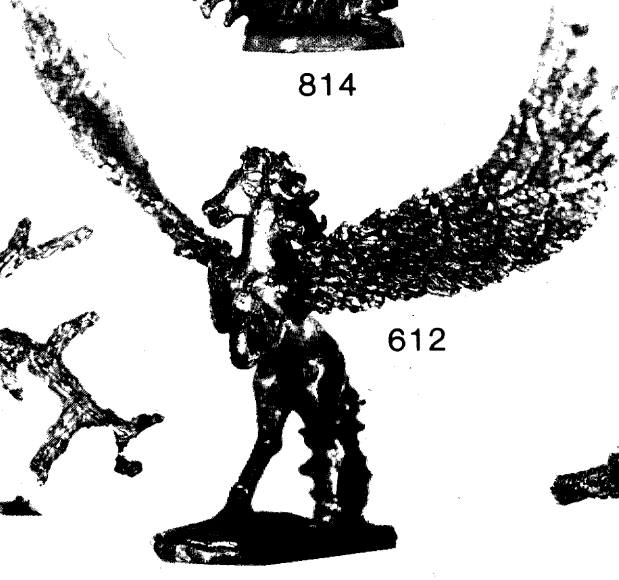

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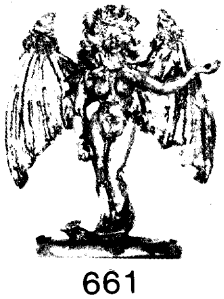

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SNIT SMASHING©

A Bolotomus waits by the side of the Sea. A Snit scurrys out of the surf, squeaking a lusty "GO! GO!" as it rushes towards a Snandergrab. A desperate run... the Snit makes it and plants his Snotch... POW!! More Snits... New Snits swarm from under the Snandergrab and plunge into the Sea. Since they are the only creatures in the sea, they frolic peacefully under water... until the awful moment when they get the URGE. The hapless Snits, driven from the water by a force they don't understand, once again rush out onto the beach seeking a Snandergrab for their hot little Snotches.

The Bolotomi are aware of the needs of the Snit. Bolotomi go to great lengths to push or carry Snandergrabs down from the mountains to the seashore for the Snits. If there were no Snits, what would the Bolotomi smash? Smash? Did we say smash? Indeed yes! A Bolotomus that could not smash Snits would most certainly waste away for lack of anything better to do. Snit Smashing is a game about the never ending struggle of the little Snit to survive in a world full of bored Bolotomi.

PREPARE FOR PLAY

Carefully remove the game from the center of your copy of the Dragon. Cut the mapsheet away from the playing pieces. For best results, glue the Snit counters-to cardstock before cutting them out. The counters provided are not meant to be a limit on the number of Snits allowed. If you need more, make more... they're fun to draw. Some are named, to give you the idea. You name the rest as you go. You will also need a couple pencils, a six sided die, and, if you are unable to photocopy the Snit Record Sheet, some lined paper to record your Snits and their moves.

GENERAL DESCRIPTION OF THE GAME

Snit Smashing is played in turns. Players alternately assume the role of the Bolotomus and the Snits. A complete turn consists of two runs for the Snandergrab... one by each player, running his or her own Snits. Play continues an unspecified number of turns until one player punches the other or wins the game by achieving victory conditions.

THE VIRGIN BIRTH OF SNITS (this game is rated PG)

The game begins on the assumption that the first Snit, the Parent, has successfully made it to the Snandergrab and planted its Snotch. Each time a Snit sticks its Snotch in a Snandergrab, three new Snits are created. Thus each player begins the game with a Parent Snit and three offspring.

6. Both players again secretly write their moves for the next bound. Play proceeds as in the RUN IN for nine bounds or until all Snits are either smashed or have reached the safety of the Sea. Snits may not hide under the Snandergrab during the RUN TO THE SEA. Snits which do note make it back to the Sea in nine bounds dry up and die and are removed from play.

7. Players now reverse roles and repeat steps one through six. After both players have had a chance to run their Snits, a turn is complete. If niether player has won the game, proceed to the next turn, using the Snits which survived from the previous turn.

HOW TO WIN

There are two ways for a player to win the game:

Snit Victory - occurs when a player's Snits have multiplied so rapidly that the other player's Bolotomus is overwhelmed by sheer numbers of Snits. For purposes of the game, this number is set at 18 Snits. (you may raise or lower this number to suit your taste for Snit blood) At the end of any complete turn, a player with 18 or more Snits safely at sea has acheived a Snit Victory.

Bolotomus Victory - Occurs when the Bolotomus has exterminated all of the opponant's Snits.

Victory is determined at the end of each complete turn. If both players have achieved a victory, the game is a draw. If one player achieves both a Snit and a Bolotomus victory, he or she wins a Double Victory and is allowed to gloat incessantly until the next game.

MULTI-PLAYER SNIT SMASHING

All of the rules for two player Snit Smashing apply, with the following changes and-additions:

All players set up their Snits in the Sea. Snits of opposing players may occupy the same hex. Each player runs Snits and, at the same time, writes secret orders for a Bolotomus.

After setting up the game, all players roll the die to establish a Bolotomi Seniority System (pecking order). In any case where two or more Bolotomi reach to move the Snandergrab, the Most Senior Bolotomus has the honors and makes his move. Other Bolotomi reaching for the Snandergrab in that bound just lose their turn. When two or more Bolotomi smash the same Snit, credit for the kill goes to the most Senior Bolotomus. After each complete turn, Bolotomi Seniority rotates clockwise around the table. Bolotomi are not allowed to discuss and coordinate their smashes.

A Snit may be ordered to follow another player's Snit. A Snit thus ordered is simply placed in the same hex as the Snit it is following, after that snit moves. If the Snit that a Snit is following moves faster than the follower, move the follower as far as possible in the direction of the Snit it was following. If two Snits are ordered to follow each other, niether Snit moves.

Bolotomus Victory in the multi-player game is determined by keeping track of smashed snits. The first Bolotomus. to smash 18 or more Snits achieves a Bolotomus Victory. You may smash your own Snits if you wish, but they do not count towards the Bolotomus Victory.

SNIT ABILITIES

All Snits have two factors important for play of the game: LIFE FORCE, and SPEED. As each Snit is created and named, its Life Force and Speed are determined and recorded on the Snit Record Sheet. Life Force is a measure of how long the Snit will live. Roll a single die for each Snit to determine its Life Force. SPEED indicates the maximum number of hexes that a Snit may move in a single bound while running to and from the Snandergrab. A Snit's speed is always ½ of its parent's speed + a six sided die roll. Life Force and Speed factors will change during the course of play.

A Player's initial Parent Snit begins the game with a Life Force of 4 and a Speed of 4.

PLAY OF THE GAME

1. Both players create their starting Snits (Parent & 3 offspring).

2. Roll die to determine who will play Snits first. Snit player sets up his Snits on any blue (Sea) hex(es). There is no stacking limit. Any number of Snits may occupy the same hex.

3. The Bolotomus player places the Snandergrab anywhere on the board. The Snandergrab must always be completely within the field of play.

4. Both players now secretly write their moves for the first bound. The Snit player writes a destination (letter and number code for the hex) for each Snit. Snits may move in any direction or combination of directions as long as they do not move more hexes than their Speed Factor in a single bound. The Bolotomus player decides whether to smash Snits or move the Snandergrab (a nasty ploy). A smash can be indicated by writing the number and letter code for the hex. To move the Snandergrab, the code should be preceeded by the letters MS (Move Snandergrab). If the Bolotomus moves the Snandergrab, it may not attempt to smash in that bound.

Once moves are written, both players exchange record sheets. The Snits are moved first and then the Bolotomus either relocates the Snandergrab or marks the center of its smash. The "Smash" of a Bolotomus consists of the hex indicated and the six hexes immediatly surrounding that hex. Any Snits thereunder are quite dead and removed from play. A smash may overlap the Snandergrab, but Snits under the Snandergrab are immune to smashing. Any Snit which ends a bound under the Snandergrab is home free and set aside for reproduction.

This phase of the game is called the RUN IN and continues for up to nine bounds, or until all Snits are either smashed or are safely under the Snandergrab. Movement stops after nine bounds and any surviving Snits that haven't made it under the Snandergrab lose one extra factor of Life Force (exhaustion) and are (sportingly) allowed to plant their snotches and reproduce. This completes the RUN IN.

5. The Snit player now brings on the three offspring of each Snit that planted a Snotch in the Snandergrab. All Snits that reproduce must subtract one (permanently) from their Life Force. A Snit with a Life Force of 1 would plant its snotch, reproduce, and then die, When the Life Force of a Snit reaches zero, the Snit is dead and is removed from play. Any Snit that successfully plants its Snotch gains one point of Speed (experience). All new Snits are named, given a Life Force and Speed (see Snit Abilities), and then set up on top of the Snandergrab in preparation for the RUN TO THE SEA. (the Bolotomus trys to get them coming and going)

SNIT RECORD SHEET

NAME OF SNIT	LIFE FORCE	SPEED	BOUND 1	BOUND 2	BOUND 3	BOUND 4	BOUND 5	BOUND 6	BOUND 7	BOUND 8	BOUND 9

Weights & Measures, Physical Appearance and Why Males are Stronger than Females; in D&D

by P.M. Crabaugh

Nothing too ambitious. In one article, I hope to provide a new way of handling encumberance, a way of describing the physical appearance of your characters, and — hopefully! — provide an equitable and reasonable method ofhandling sexual differentiation. Should space allow it, I will also give you working blueprints for a warp drive and a one-page synopsis of the Mind of God. Oh, well.

I'll start off by saying that I borrowed some of this from the Warlock rules printed in the *Spartan*, #9 — the idea of a Size characteristic, at least. But the concept is here heavily modified and made more rational. (I hope.)

Size is an additional characteristic rolled on 3 six-sided dice. In addition, all characters should also roll Build on one six-sided, with a 1 indicating a Light Build, a 2-5 meaning a normal build, and a 6 indicating a heavy build. Build is functional only for human beings, but roll it up for non-humans anyway. (I'll get to that.)

Now that you have your Size and Build, and have presumably chosen the sex of the character, you consult the following tables for your height and weight. Weight is given in pounds; one pound is presumed to equal 10 GP.

HUMANS (male)

Size	Height	Weight (lt)	Weight (mdm)	Weight (hvy)
3	5-1	120	135	145
4	5-2	120	135	150
5	5-3	125	140	155
6	5-4	130	145	155
7	5-5	130	145	160
8	5-6	135	150	165
9	5-7	140	155	170
10	5-8	140	160	175
11	5-9	145	160	180
12	5-10	150	165	185
13	5-11	155	170	190
14	6-0	160	175	195
15	6-1	160	180	200
16	6-2	165	185	205
17	6-3	170	190	210
18	6-4	175	195	215

HUMANS (female)

Size	Height	Weight (lt)	Weight (mdm)	Weight (hvy)
3	4-10	100	110	120
4	4-11	105	115	125
5	5-0	105	115	130
6	5-1	110	120	130
7	5-2	110	125	135
8	5-3	115	125	140
9	5-4	115	130	140
10	5-5	120	130	145
11	5-6	120	135	150
12	5-7	125	140	155
13	5-8	130	145	155
14	5-9	130	145	160
15	5-10	135	150	165
16	5-11	140	155	170
17	6-0	145	160	175
18	6-1	150	165	185

ELVES HOBBITS

Size	Males Height	Males Weight	Females Height	Females Weight	Males Height	Males Weight
3	5-0	105	4-11	95	2-6	35
4	5-1	110	5-0	95	2-7	35
5	5-2	110	5-1	100	2-8	35
6	5-3	115	5-2	100	2-9	40
7	5-4	120	5-3	105	2-10	40
8	5-5	120	5-4	105	2-11	45
9	5-6	125	5-5	110	3-0	45
10	5-7	130	5-6	110	3-1	50
11	5-8	130	5-7	115	3-2	50
12	5-9	135	5-8	120	3-3	55
13	5-10	140	5-9	120	3-4	55
14	5-11	145	5-10	125	3-5	60
15	6-0	150	5-11	130	3-6	60
16	6-1	150	6-0	135	3-7	65
17	6-2	155	6-1	140	3-8	65
18	6-3	160	6-2	145	3-9	70

Size	HOBBITS Height	HOBBITS Weight	DWARVES Height	DWARVES Weight	Height	Weight
3	2-4	30	4-0	85	4-0	80
4	2-5	30	4-1	90	4-1	85
5	2-6	30	4-2	95	4-2	90
6	2-7	35	4-3	100	4-3	95
7	2-8	35	4-4	105	4-4	100
8	2-9	35	4-5	110	4-5	105
9	2-10	40	4-6	115	4-6	110
10	2-11	40	4-7	120	4-7	115
11	3-0	45	4-8	125	4-8	120
12	3-1	45	4-9	130	4-9	125
13	3-2	50	4-10	135	4-10	130
14	3-3	50	4-11	140	4-11	135
15	3-4	55	5-0	145	5-0	140
16	3-5	55	5-1	150	5-1	145
17	3-6	60	5-2	155	5-2	150
18	3-7	60	5-3	160	5-3	155

Bonuses and Penalties: If a character has a Size greater than or equal to 16, he may add 1 hit per die. If it is less than or equal to 5, he may subtract 1 hit per die. It is highly recommended that you calculate armor weight as a fraction of body mass. Specifically, leather armor weighs 15% of the body mass; chain mail 30%; and plate mail 60%. The only other mods are for being female: Females add 2 to their Constitution score and 1 to their Dexterity score.

That and body mass are the only differences between male and female. Before somebody throws a rock, let me explain. As Jacob Bronowski pointed out, as well as, no doubt, many others, there is remarkably little difference between male and female humans (the term is here extended to include the Kindred Races), compared to the rest of the animal kingdom. There is little physiological difference, no psychological difference (Think about it. Consider that human societies have been both matriarchies and patriarchies. Don't let your own experience blind you to history.), and so forth. (For example, we are one of a ridiculously tiny number of species that mate face-to-face, accenting the lack of difference.) (Most of us, anyway.)

Therefore, rolling female strength with a six-sided plus and eight-sided, or any other method that causes gross differences to occur, must be rejected as incorrect (Although you are free to include what you want in your own fantasies, as the Kindly Editor has pointed out.) Why have any differences at all? Well . . .

At last count, the Constitution bonus should be there because it happens to be true. The last reports I saw showed that females are more resistant to Disease, are better-suited to endurance events, and so forth, than males — strongly suggesting a higher Constitution. The Dexterity bonus is because I assume that a somewhat lighter build overall, with associated somewhat more slender fingers, would make females more suited to picking locks and such than us thick-fingered clods with facial hair.

Why not have every character female? Beca a moment, I'm going to define carrying capac terms of body mass, putting females at a di tage. It seems to me that there are really two ki strength: How well muscled a person is, in the of how developed the musculature is, and physical force, which is largely dependent on The former seems to be to be reflected in Strength characteristic, and females have no penalty there; the latter should be reflected Carrying Capacity. (I myself am in terrible shap but I weigh more than anyone else I know, a and somewhere in that mass there are enoug cles, however poorly developed, to cause me the one used as a pack mule by my friends.)

To get on with it, to determine maximum ca capacity, check your strength against the fol table and find your multiple, by race. This mu is applied against your body weight to get your maximum carrying capacity.

Strength	Race Human	Elf	Dwarf	Hobbit
3	1.0	1.0	1.5	2.0
4	1.2	1.2	1.7	2.2
5	1.3	1.3	1.8	2.3
6	1.4	1.4	1.9	2.4
7	1.6	1.6	2.1	2.6
8	1.7	1.7	2.2	2.7
9	1.8	1.8	2.3	2.8
10	2.0	2.0	2.5	3.0

Strength	Race Human	Elf	Dwarf	Hobbit
11	2.0	2.0	2.5	3.0
12	2.2	2.2	2.7	3.2
13	2.3	2.3	2.8	3.3
14	2.4	2.4	2.9	3.4
15	2.6	2.6	3.1	3.6
16	2.7	2.7	3.2	3.7
17	2.8	2.8	3.3	3.8
18	3.0	3.0	3.5	4.0

After you get through multiplying, you have the maximum amount the character can carry and still stagger along at speed 3. He can carry ½ the maximum and move at speed 6; 1/3 at speed 9; and ½ at speed 12.

That takes care of the functional distinctions. Now, if you want to get a mental image of your character, start rolling on the following tables. If an image clicks before you reach the end, go ahead and stop rolling — although I suggest that you write down the rest of the categories. This can help your identification with the character in question enormously, I've found. Note that these tables are intended for humans, and work poorly to not at all for non-humans. I'm sorry, but I simply haven't seen enough elves to be aware of the range of physical appearance they have.

The first thing is Build — which you already rolled. This does not only affect body mass, it can affect appearance. A Light Build generally means someone who whould be described as "slender". A Heavy Build, well, for a Heavily Built male, think of Conan. For a Heavily Built female, think of Wonder Woman.

The rest is located on these tables:

Eyes (20-sided)

Die	Color
1-7	Brown
8-13	Blue
14-17	Green
18-19	Steel-Gray
20	Golden

Hair (20-sided)

Die	Color
1-8	Brown
9-10	Black
11-16	Blonde
17	White
18-19	Gray
20	Red

Hair Length (10-sided)

Male	Female	Length
1-5	1-2	Short (4")
6-9	3-7	Medium (8")
10	8-10	Long

Skin (20-sided)

Die	Complexion
1-3	Pale
4-6	Fair
7-11	Normal
12-14	Tanned

Males have a 30% chance of having a beard.

Skin (0-20)

Die	Complexion
15-16	Dark
17-18	Black
19-20	Oriental

Voice (4-sided)

Die	Pitch
1	High
2-3	Medium
4	Low

Handedness (2 6-sided)

Die	Handedness
2	Ambidextrous
3-4	Left
5-12	Right

Habitual Expression (20-sided)

Die	Expression	Die	Expression
1-2	Carefree	12	Preoccupied
3	Cynical	13	Aloof
4-6	Neutral	14	Puzzled
7-8	Serious	15-16	Frowning
9	Cold	17-18	Smiling
10	Gentle	19	Aristocratic
11	Angry	20	Amused

Facial Features (6-sided, 20-sided)

Roll a six-sided and subtract two. If the result is positive, the character has that many non-average facial features; roll them up with the 20-sided. If two possibilities are given, each has a 50% chance of occurring.

Die	Feature	Die	Feature
1	Large/Small Eyes Sharp/Soft Features	11	Large/Small Ears
3	Round/Narrow Face	12	Facial Scar
4	High Forehead	13	Freckles
5	High Cheekbones	14	Curly Hair
		15	Upturned Eyebrows
Die	Feature	Die	Feature
6	Large/Small Nose	16	Pointed Ears
7	Large/Small Jaw	17	Wide/Thin Nose
8	Large/Small Teeth	18	Overbite
9	Full/Thin Lips	19	Round/Narrow Eyes
10	Epicanthic Fold	20	Eyes Set Far Apart/Close Together

Put the rocks down again, if you read the Complexion table. The reason that 16 out of 20 possibilities are variations on caucasian is not that I think that that represents the actual population-distribution; it is because the literature of swords & sorcery is *primarily* (but not entirely) concerned with caucasians. You will note that some strange combinations can turn up in appearance — e.g., blue eyes, white hair, black skin, epicanthic folds. If you don't like them, rule them invalid. Personally, I like the variety. Carbon-copy people are dull.

Probably the best way to use this stuff is in combination with the Birth Tables in *The Dragon #3*. Not only do you get a large amount of data on which to build your character's character, so to speak, you also get a kind of mini-game, spending hours just rolling up new characters . . .

D&D Variant

Gaining a New Experience Level

by Tom Holsinger

Existing rules for D&D/EPT are very unclear concerning the mechanics of how a character gains the new abilities, hit points and whatnot upon reaching a new experience level. "At the end of an adventure" is about all they say. Well, some characters go on lengthy adventures and others get lost and stay away from home longer than they had intended. Others simply transfer their domicile, sometimes without knowing in advance where they're going to settle down. The vague existing rules do not cover this kind of thing.

What is needed is some sort of definite ritual that characters may undergo at any time once their total experience points qualify them for a higher experience level. This ritual should be dangerous enough to make it desirable to undergo it in a relatively secure location (as opposed to the boondocks) without being so dangerous as to make it lethal outside populated areas. The importance of ruined temples in wilderness areas immediately comes to mind as a means to this end. They can serve a purpose beyond repositories of loot and monsters.

I break this whole procedure down into four parts. Referees may omit the middle two if they desire. The first requirement is of course acquiring the necessary experience points. Second, a character must attract the attention of the gods as only they may grant the abilities of a new experience level. Basically, a character is lighting a signal fire, "Hey, I'm ready now!" Third, a cleric of the character's own alignment must intercede with the gods so that only the gods of the character's alignment show up and not some other, possibly hostile, gods. Finally, a character must become so weakened physically and psychically that the emissaries of the gods may get by his subconscious defenses and lay the new abilities on him.

Because of the important role of clerics in this process, when this article refers to alignment it means Good/Evil/Neutral, not Law/Chaos/Neutral. Clerics are not Lawful and Chaotic, they are Good and Evil, in my scheme.

Good guys may attract the attention of the good gods by entering a temple of the good gods and engaging in fasting and prayer for a certain period. The utmost degree of concentration is required. There is no danger from the gods of other alignments in this event (they have a low opinion of piety) and so the good clergy need not be paid off to protect the fasting good guy from other gods. This reduces their income so a substantial free-will offering must be made or the temple's organs will be tuned during the supplicant's prayers.

An alternative to this is for the good guy to sacrifice some relatively powerful Evil or Neutral creature in a Good Temple. The creatures must have a total hit dice of double the number of the new experience level, and each individual creature must have at least half as many hit dice as the number of the experience level. Example: to reach the fourth experience level, a total of eight hit dice in monsters must be sacrificed and the monsters must have at least two hit dice apiece. The sacrifices must be conscious and not under the influence of magic.

Good guys may not sacrifice neutral humans though they may sacrifice evil humans. Sacrifices to attract the attention of the gods require the participation of a cleric to alert the particular gods desired that this is for them. There is a 50/50 chance that when neutral creatures are sacrificed that Good gods will notice and 50/50 that Evil gods will notice, when a cleric is not involved in the sacrifice. When Evil creatures are sacrificed without the involvement of a Good cleric, there is a 50/50 chance that nothing will happen. Naturally, clerics expect to be paid for their services.

Bad guys may attract the attention of the Gods by sacrificing Good and Neutral creatures using the same sacrifice rules as for good guys. However, they may sacrifice Neutral humans as well as good ones.

Notes: The sacrifice of humans is generally forbidden in a populated area because too many people get upset. Necktie parties and the like. The hard feelings Druids have towards those destructive of trees allows the ritual sacrifice of a tree to count as a sacrifice of a one hit die Neutral creature. Mistletoe counts as ten hit dice. The tree must be at least ten feet tall and alive (i.e., potted) when sacrificed in a temple. It is a lot of work to rip a large tree out of the earth & cart it alive into a temple without being seen by a Druid.

Bad guys may also attract the attention of the gods by committing sacrilege against the gods of other alignments. Sacrilege by Evil characters usually takes the form of violence and the various ways to commit it will be discussed later. There is a correlation between the degree of sacrilege and the desired experience level. Evil clerics must be paid to protect bad guys against the possibility of neutral gods showing up when sacrilege against the good gods is committed. The services of evil clerics are not required when sacrilege against neutral gods is committed. This doesn't bother evil clerics because they wish to avoid the honor of a position on the Druids' shit list.

Neutral characters may attract the attention of their gods by getting laid while perched in a mistletoe tree (now you know where that tradition came from). Druids must be paid for this privilege with their precious mistletoe trees, though they will throw in a free Cure Light wounds spell to remove the stickers afterwards.

In the absence of a large mistletoe tree (or if it's booked up too far in advance), neutral characters may attract the gods by committing sacrilege against good and evil. Sacrilege by neutral characters takes the form of practical jokes. The services of a Druid must be engaged to ensure that evil gods don't show up when sacrilege is committed against good, and to deter any vengeance from evil clerics should be their gods be outraged.

Sacrilege by neutral characters against the good gods usually takes the form of assaults upon the dignity of good clerics and expressions of great disrespect towards their temples (the best are revealed only during services). Sacrilege against the evil gods usually consists of arranging for evil clerics to get the credit for some honorable and good deed.

Sacrilege by bad guys against clerics and druids usually takes the form of physical attack. Sacrilege against temples takes the form of theft and vandalism. Starting a forest fire is sacrilege against Druids.

Breaking up a sacrifice of some other alignment is sacrilege usable by any alignment against any other alignment, as is holding religious rites of an alignment (not necessarily one's own) in a church of another alignment. The latter usually gets the gods hopping mad and a cleric of one's own alignment is absolutely essential to ensure that the friendly gods arrive first. Conning a character of a different alignment into committing sacrilege against his own alignment counts as committing sacrilege yourself and is a lot safer. However, a cleric of your alignment has to be notified and paid in advance to make certain that you get the credit for it. Beings under the influence of magic don't count, it must be a true con.

When clerics are not involved, there is a basic 60% chance that the right gods will notice when sacrilege is committed against the good gods. There is a 40% chance that the wrong gods (Evil if you are Neutral, Neutral if you are Evil) will notice. There is a basic 50% chance that the gods whose temple was outraged by the performance of a ritual of a different alignment within it will show up immediately and kill (no chance for revival) those responsible.

When the wrong gods notice, use your imagination as to the consequences. The evil gods will be likely to harm good guys and vice versa, while merely changing the alignment of neutral characters to their own. Neutral gods will be more likely to assign a quest to good and bad guys, to the benefit of the nearest temple or some deserving neutral character (you will be his bodyguard for a year at half normal pay with no share in any treasure).

If you don't want to use the above rules concerning attracting the gods' attention, you don't have to. But clerics should be involved somehow, say simply paying them to pray to the gods of their alignment that here is some deserving character who has served valiantly and well in their service (to the tune of a donation of . . . gold pieces) and should be granted the new abilities of a higher experience level.

Once the attention of the appropriate gods has been gotten, it is necessary to assume the proper physical and psychic attitude, i.e., complete exhaustion. The only **reliable** means of achieving this state is to become thoroughly inebriated following great physical activity. Then the Emissaries of the Gods, commonly known as the Great Pink Elephants, will come to a character while he lies in a drunken stupor and give him the new abilities. Characters are weak and vulnerable while they are getting drunk, drunk, and hung-over, which is why it is dangerous to go through this ritual in the wilderness.

Dwarves, elves and hobbits are tougher than men and so have a more difficult time getting bombed. This is why there are limits on the experience levels they may reach.

This is also why characters usually build their own castle in the wilderness when they reach the 7th experience level. As characters rise in experience levels, they get more hit points and are generally tougher and better able to hold their liquor. They also have to do wilder things to attract the attention of the gods.

Townsfolk object to the commotion caused by characters trying to get the gods' attention, and to having it ripped up by drunken characters picking fights (so as to become physically exhausted). After all, there are hazards in dealing with a loaded magic-user looking for a fight.

Therefore, when characters reach the 7th experience level, a large delegation of the local militia will heave them over the town walls after they pass out. Then the character has to move into the boonies to set up his own castle and defy anyone to say that his parties cause too much noise.

Cities contain Guild Halls for each profession (Thieves' Guild, Warrior's Guild, etc.) in which members of that profession may carouse in safety and comfort. There are even mass affairs in which dozens of characters all the same experience level get promoted. "You are hereby invited to the party at which Exlax the magician becomes a Wizard."

Magic-users, illusionists and bards may memorize and cast only those spells which they know. They learn spells upon gaining a new experience level and by paying a Wizard to teach them the spells. When a new experience level is reached and the new abilities include being able to use a new spell level, spells of that level are learned from the Great Pink Elephants in the following fashion.

Make a list of the ID# of the spells of that level in the order in which you desire to learn them. Your intelligence determines how many and which particular spells you learn, using the table on page 8 of **Greyhawk.** You learn a total number of spells equal to the "Minimum # per Level" column when the Great Pink Elephants lay all the new abilities on you. Then go down your list, rolling percentile dice for each spell. If you roll a number equal to or less than the number given in the "% Chance to Know any Given Spell" column, you learn that spell. Continue down the list (and start over if necessary) until you have learned the "Minimum # per Level" of spells. You might not learn the spells you want.

You build up to "Maximum # of Spells Knowable Per Level" by acquiring more experience levels or paying a Wizard to teach them to you. The number of additional spells you learn, for each spell level you already know some of, is equal to the number of spells of that level you can memorize, based on your new experience level.

Example: a magic-user reaches the 5th experience level. His intelligence is 14 so he is guaranteed to learn five spells of the 3rd spell level. When he reaches the 6th experience level, he may memorize a total of two 3rd level spells so he automatically learns two additional 3rd level spells. He would automatically learn only one 3rd level spell when he reaches the 7th experience level because with an intelligence of 14, he can know only eight different spells of the 3rd spell level.

Each time a character reaches a new experience level, he may choose to forget one spell of each level that he previously knew in order to make room for other spells of that level.

Game Reviewers Wanted

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by Grenadier

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DEPT. 2

THE TACTICS OF DIPLOMACY IN STELLAR CONQUEST

BY Edward C. Cooper

Wondering how Diplomacy effects *Stellar Conquest* since communication for negotiation purposes is forbidden by rule? Diplomacy! — In a *Stellar Conquest* game??? "Impossible!" comes the cry...

...But is it?

Diplomacy is the "X" factor in any wargame, the crucial but unpredictable, ellusive factor capable of upsetting the most stable civilizations. Nations have fallen, empires crumbled away to dust — not of weakness; they lacked a proper understanding of the implications of diplomacy as a weapon of warfare. The mightiest of domains can be brought to its knees in the face of overwhelming unity by a score of lesser nations. Institutions conceived and created by man can be destroyed by the same power of imagination.

In *Stellar Conquest,* because there is no verbal communication permitted, diplomacy can be an awesome weapon if implemented correctly.

It can kill you if applied wrong.

The old cliche' "Actions speak louder than words . . . " takes on added meaning in SC. You CAN achieve an active alliance and never say a word. LET MOVES SPEAK FOR YOU. To move any way you choose is certainly not against the rules.

In theory, diplomacy is a non-aggressive way to settle differences. But there are many dangers inherent to the whole human conception of diplomatic negotiations and the intricate socio-economic patterns governing the conduct of warfare. With a multitude of factors to be calculated precisely and so many individuals needing to know accurate results before the wheels of decision turn, the danger of miscalculation on the part of the *individual* grows systematically. And all it takes in push button warfare is one man.

Diplomacy is one of war's triggering mechanisms. You can fool with the structure of things, change — modify, replace this — add that; yet underneath the surface tension, the threat of instituting too much change at one instant in time to a point where the entire structure cannot absorb the patterns of stress, increases alarmingly in direct proportion to the complexity of the negotiation. There are and always will be "X" factors associated with human action. The more complex the action, the bigger degree of deviation by "X".

Miscalculations in SC are usually a player's last. (Beginners especially: diplomacy is a good way to make up for the disadvantage of not having an overview of the game from play experience. It should enable you to hang right in there with the better players as long as you don't commit yourself. This will mean conservative play, but the longer in, the more learned.)

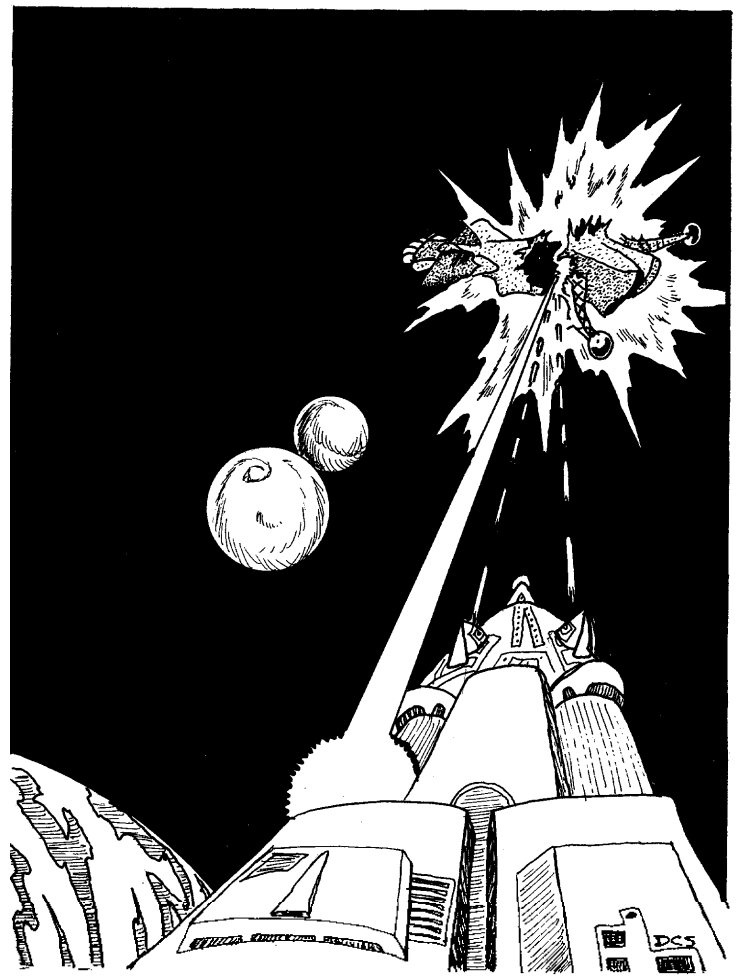
Limited intelligence, a main feature in *Stellar Conquest,* requires players to ferret out knowledge blindly, by themselves. Gaining more knowledge than the next player is essential to a winning strategy — and to effective diplomacy.

For this reason, a pre-planned exploration program cannot be overemphasized. Before the game has started, plan at least 8 turns (2 production years) ahead. And keep this "safety margin" at all times. Too many players worry about exploration moves from turn to turn. This wastes precious mobility (by having to retrace movement) and can jeopardize the player's own position in the game by failing to achieve maximum expansion. Knowledge from exploration results is an important cornerstone to diplomatic policy in SC. The best diplomat is the one who is best informed.

Reconnaissance tactics are the method of implementation for this diplomatic policy. They can delay a player's expansion if not limit it totally and still avoid a war that can shoot the hell out of a carefully built up economy.

Let's go back a minute. "Gaining more knowledge is essential to a winning strategy and to effective diplomacy." Reviewing this and tying it in with the above implies that a player must take an active hand in limiting another player's success while promoting his own. What is Diplomacy???

For SC, the Law of Diplomacy shall be defined as, "Those actions



leading to the acquisition of reliable, vital information by friendly forces while limiting outside knowledge of this information through methods not likely to precipitate a war."

Any movement a player makes in SC may have heavy diplomatic overtones. This may help some to understand why they are always being attacked and cannot figure out why. What may seem an innocent move by you may take on deadlier meaning to another rival if he is better informed on the area you are moving through than you are. Intelligence, Diplomacy, Movement, all combine together in *Stellar Conquest.*

In border areas, moves *must* be of a clear cut nature, with no guesswork needed on the part of the player who's border you are scouting, unless, of course, you are going to war, and then just the opposite is mandatory. Make sure that player knows you are only scouting. Having few counters on a border is one way to relax suspicions. If you send a SCT into enemy territory while a mass of counters are lying on the border, regardless of whether they are warships or not, for all he knows that SCT is a squadron of ESC's looking for a target to soften up for the main invasion force lying in wait.

Always stop and consider what another player may make of your move if you were in his shoes. Master the technique, it's not hard to be understood. All it takes is a little serious effort and patience. (Like not reacting violently if one of your warships is destroyed on the border or in neutral space.) Your new success will make the effort worth it. You you're attack prone, people will suddenly cease to attack you any more. A player cannot fight a major war in SC and *expect* to win. It's possible, but not probable.

For example, heavy activity has recently been noticed around a somewhat inconspicuous red star near the fringe of one of the adjoining borders. Heavy activity is highly unlikely for the particular star type. Is this a massive "dig in" maneuver, an elaborate buff to distract you from real intentions; is he trying to make you think this very thing, or, just possibly, by making all the fuss is he trying to tell you he is interested in the planet and wants you to know he has no hidden intentions? Possession in SC is nine-tenths of the "Law".

Not only must **a** player know how to use diplomacy, he must know how to receive it as well . . . and many times when dealing with less experienced players it's hard to spot.

The player may be trying to get you to investigate. As the mission is purely an informational one (and you don't want to seem to be reacting hostile by sending warships) you send a SCT. The rival may fire on your SCT or he may not, it depends on his intentions. (Note: in the Basic SC game combat is mandatory at the meeting of two warships; realistically, combat should never be *mandatory* — there is always the option, even if the races are so different as to lack understanding of the other. Being sophisticated enough to have inter-galactic travel, they should realize the need for caution. In SC, the races are bound to be relatively humanoid since the cluster is attractive to Sol type inhabitants. Most tournament level versions of SC give players the option of combat.) If the SCT is fired upon, obviously, you must assume he doesn't want you around at all and his activities are less than friendly.

In this case, it is your time to react. What is an appropriate response, what is adequate to get your point across without unnecessary antagonism? The appropriate response can make or break a game.

Since we will assume war is undesirable, and you wish to show concern without provoking conflict of great magnitude, one, two, or even three (if more than one capital warship is at the target star) ESC are sent with orders to initiate one fire turn in response to the destroyed SCT, (since the SCT *was* destroyed) then *withdraw.*

Your point has been made fairly clear. You don't necessarily like it, but it's tolerable so long as no further aggressive indications are made.

On the other hand, it may be to the advantage of your opponent to not fire on the SCT at all. By this diplomacy, goodwill is indicated (and he also shirks the responsibility of any violent acts.) Even though his force is now known by you, it must be you who attacks if you wish him removed, and all the other players will only *see you attacking him.* Thus, a reaction of hostility is less likely, even though he's nestled on your border. A few ships will have to be dispatched to patrol the area, but there is no gain by having a major conflict breaking out if he only exerts rights to one planet. In fact, if you're smart, you may interpet the gesture as a friendly one on his part. He could have destroyed the scout and still achieved the same result as in the previous example, but by not destroying it, his planet can exist in relative safety for years to come.

This is a typical interchange between two players that speaks for itself. You don't have to go to war to win in *Stellar Conquest.* In fact, from the standpoint of the rules on conquered colonies and game winning, it really is not feasible to-enter a major conflict-unless something drastic has happened to your colony early in the game and the production, regardless of the drawbacks, is desperately needed.

It is entirely possible to play SC, never into a war of any kind, and score a major victory. (I guess too many players go to war for some action???) SC deals with cultural influence: this does not mean open conflict. Many times, the threat of retaliation alone is a deterrent to war. Ships are costly and any loss makes itself felt, production-wise, and in terms of planets you have to garrison with forces.

It is not practical to try and totally eliminate an opponent in SC. Therefore, since most opponents are still going to be in the game at the end, (in some strength or other) it's to your advantage to learn how to live with them!

Recon missions for diplomatic use and exploration deal basically with three fundamentals: 1) being unpredictable 2) using information to deduce another players future moves 3) scouting the other players effectively. The question is not one of *why,* but *how.*

The answer is to use *two* weapons systems in an effort to gain the diversity needed to remain unpredictable. They must be fairly cheap systems (expendable *if* necessary) yet reliable to get specific job criteria done. Use of the ESC in a combined combat-reconnaissance role in conjunction with SCTs has proven most effective. Combining mission objectives into one is a necessity in order to get the most out of performance and still insure the survivability of your delivery system. You cannot afford to lose IU by too many losses of SCTs and lone ESCs.

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Many players find that economics play a bigger role in *Stellar Conquest* than they thought, especially after they have had the chance to become involved in their first interstellar war. As an experiment, try it sometime. Watch the other two players in the game take advantage of the situation.

The best way to probe the enemies line of defense (influence) is to use the SCT-ESC in a random pattern set up to keep the opponents off balance.

One way of keeping another player from tracking your ships after they have been discovered is to withdraw to the nearest star hex and merge the ship with another ship(s) and then move??? out of that hex. This will throw a foe's intelligence into a frenzy, maybe lead him to the wrong conclusions — advantageous to you. You'll also avoid having him second guessing you (and guessing right), pouncing on the lone ESC or SCT and slowly nibbling at your pocketbook.

With the capability of purchasing 3 SCTs for one ESC, the three SCTs can appear as three different presences on the game board. Think, are you invading? Another player does not know for sure. The BIG factor in your favor is, if he has a suspicious activity going on where he has capital invested, HE CAN'T TAKE THE CHANCE YOU AREN'T. Capital at stake requires he play it safe, restricting any further advance until his lines and supplies catch up and ships for support are available. Also, by bluffing in one direction, you may get him to withdraw forces from another area in support of his attempt to crush your "Invasion."! Simply hit him where he withdrew the forces from! While he is recovering from this blow, you are out exploring the dense area of planets. By the time he arrives, you'll be waiting for him. His culture is boxed in with no place to go; he has lost the game.

Learn how to block an opponent's attempts to gain knowledge about your quadrant without creating a war.

Try and pick off his SCTs! There is no better way to delay his expansion than this. And it doesn't cost anything except a little more time planning the turn. Try and shift forces so they are constantly ending up in star hexes. Don't leave a star open just because it had nothing there. Make your foe find out for himself! It is pretty obvious if it's right on the front line and you don't guard it you consider it unimportant.

If you are successful in picking them off, there is no way a player can expand until he gets more — which is the next production year, plus the time to move them to the front. The player who over uses his SCTs faces the danger of serious losses. He is forced to use ESCs to investigate and he may lose 8 IU if it blunders into something.

The last point of emphasis is the game end. Rule 10.1.3 is in effect at the end of the game when planet points are totalled up. One of the standard debates about the tactics of diplomacy is whether they can be advantageous to you at game end, or hurt you if someone is using them against you. The answer to both questions is yes, they can.

By the closing turns, a few DNs and quite a few ATKs will be present. The less expensive, less powerful ESC is ideal to guard back lines, reserving capital ships for last minute defense and attack.

If a SCT alone penetrated the front lines, it would only lose any battle. But by using the ESC-SCT system it is possible some ESCs might slip through and gain you a planet or cause you to lose one if you are someone else's victim. One point in the defender's favor: an opponent has to guard his own planets from last minute aggression and any force he sends is unlikely to be large. He would probably be out for one and only one planet.

The SCT itself is not a major factor. Rather, it is the release mechanism of a game strategy designed to get a minimum of points with the game end coming before the attacked player can retaliate.

Face it, if you've played badly all along this strategy is not going to up and win the game; but if you've played well, avoided major conflicts and the game is close, (and how do you know it's close — by recon tactics!) it may just get you the one or three points you need to avoid the 80% margin.

If you're the daring kind as far as diplomacy and movement tactics go, or if you feel you just have to take the chance to win; toward the latter production years of the game, slip two or three SCTs into your *back* lines. Players may think a SCT sitting on one of your planets is an ATK or squadron of ESCs. Assuring one player next to you of your friendship by the use of diplomatic moves (moving ships up to the border and back again a few turns prior to game end) quickly move up reserves to make a last minute grab fest at one or two planets of another player. This may encourage the player assured of peace to participate with you, which is all the better for you. You can win the game, or lose it if an opponent finds an unguarded planet held by a SCT. Nevertheless the object of the game is to win. Second, third, fourth; are all last place finishers in the game of race survival.

What is the best defense against diplomacy? More diplomacy??? That is why it is so effective. There is no definite solution to an "X" factor governed by so many variables.

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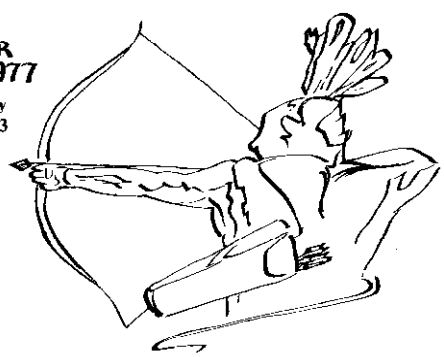

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COMMUNICATION: In 15 minutes, 500 crazed Ugandans led by Idi Amin will charge into this classroom. Calm them.

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SOCIOLOGY: Estimate the social implications which would accompany World War I-II. Set up an experiment to test your hypothesis.

BASIC MILITARY TACTICS: Underneath your desk, you will find a .45 calibre automatic pistol and a combat knife. Outside the classroom you will find a foxhole. Demonstrate the tactics to be correctly used to defend the foxhole from the 500 Ugandans who will attack the foxhole when you are in it.

WEAPONS ENGINEERING: A disassembled AK-47 has been placed on the desk beside you. With it is an instruction booklet printed in Russian. In 5 minutes, a hungry tiger will be let loose in the classroom. Handle the situation as you see fit. Be prepared to justify your actions.

POLITICAL SCIENCE: Take a position for or against the use of truth as a political tool in peacetime. Prove your position.

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'OT DOG! YOU GONNA BWEATH DA FIRE AN' BOIN 'EM TO A CWISP?
NOPE... I'M GONNA STUMP ÉM.
YOU GONNA STUMP 'ÉM INTA DA DOIT?
NOT A BAD IDEA, BUT A CLASS DRAGON ALWAYS STUMPS THE CHUMPS WITH A RIDDLE.
A WIDDLE? I DUNNO, WOIMY... I DON'T TINK DEY GONNA BUY IT.
THAT'S O.K... I DIDN'T BUY THEIR BOWLING BALLS EITHER...
I STOLE 'EM.
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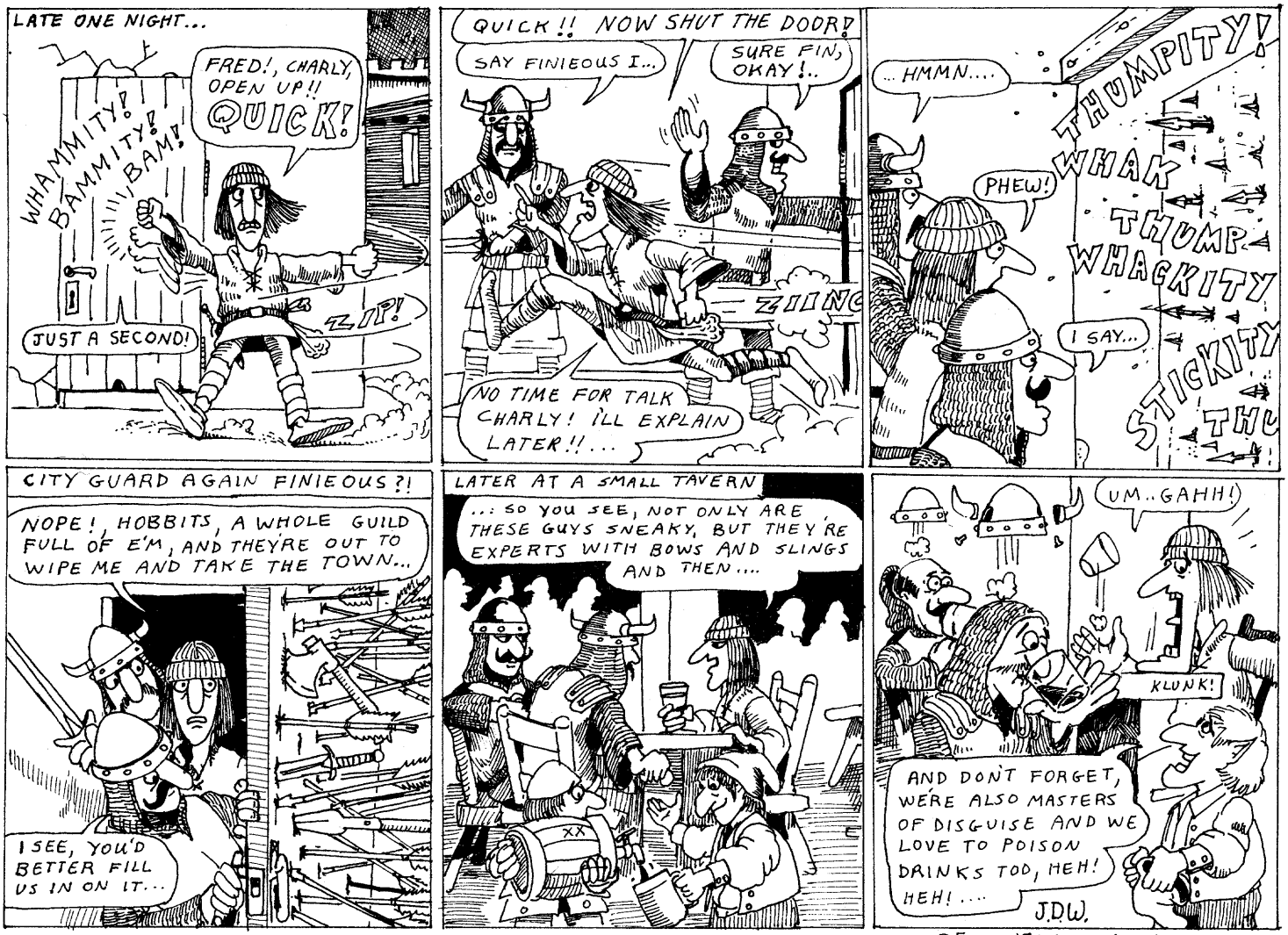

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6 Issue Sub	9.00	2nd Class to No. America and Hawaii
No. America including Hawaii, Overseas	20.00	Air Mail Overseas

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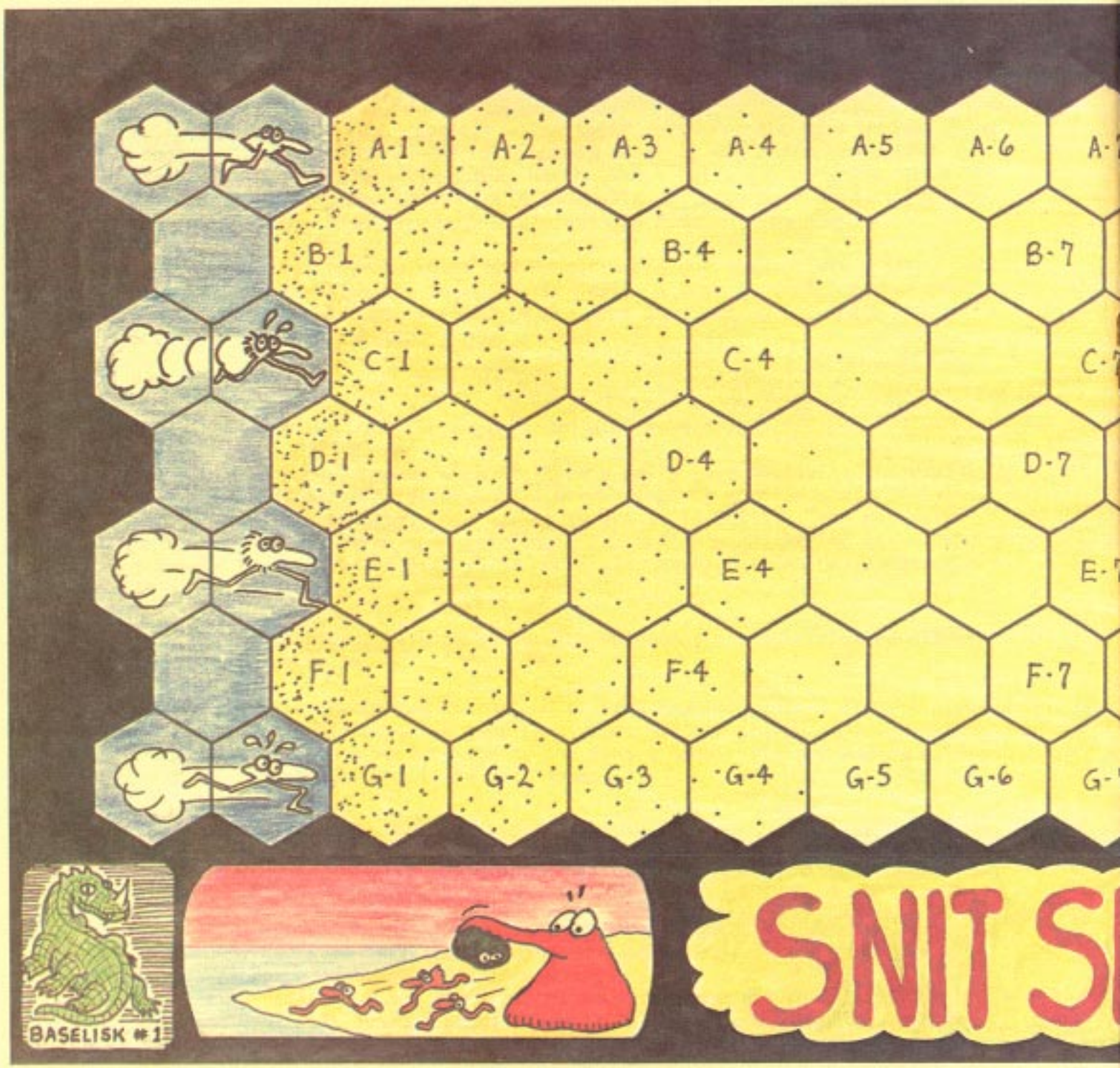
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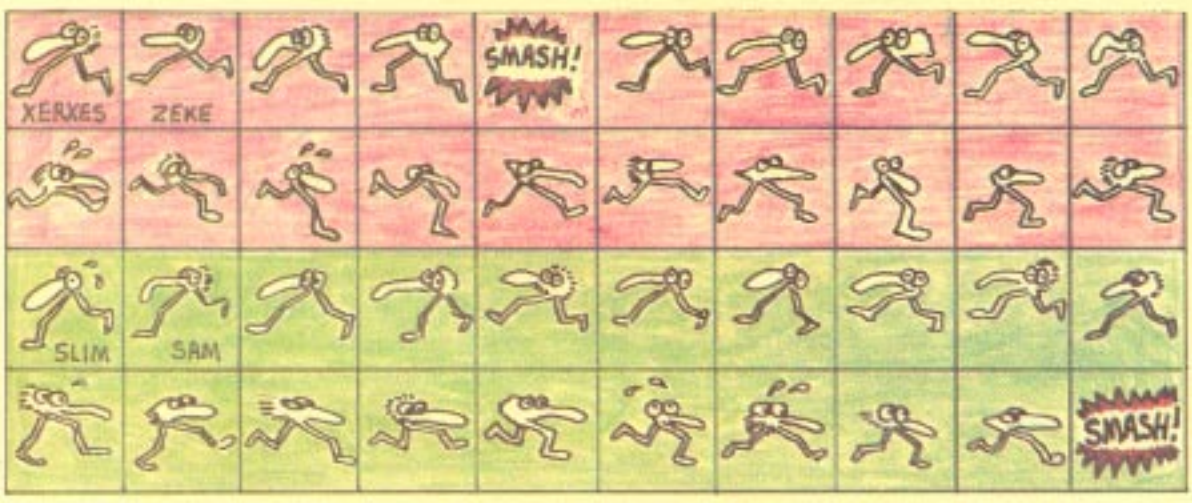
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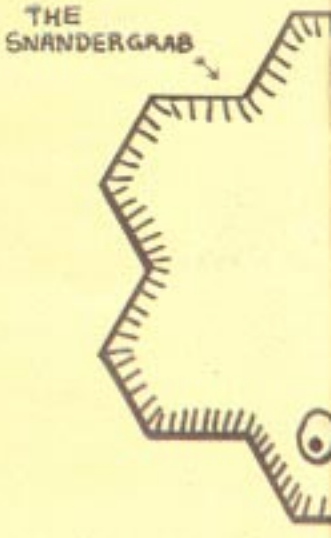
THE SNANDERGRAB

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