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The magazine of Fantasy, Swords & Sorcery
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This issue represents yet another milestone: it closes out the second publishing year. TD has come a long way in the past eight issues, and promises to go even farther in the coming year.

The most significant changes have been sporadic, coming as they could be afforded:

Games — TD printed two complete boardgames in No.'s 10 and 11. While we might admit that we were spoofing certain trends in gaming at the time, none of us figured on the acceptance and success of SNIT SMASHING or SNIT'S REVENGE. Snit T-shirts are just around the corner.

Fiction — TD welcomed Fritz Leiber and Andre Norton to its pages this past year, and published two more fine tales by Gar Fox. The third year kicks off with a tale by Fletcher Pratt and L. Sprague deCamp.

Organization — As we finally seemed to shake the image of being a bi-monthly supplement, the cohesiveness of the magazine has been enhanced by the necessary little labels we now tag nearly every article with. Hand-in-hand with the preceding, our artwork has improved significantly. Part of this can be attributed to the better organization, but most of it stems from a new rapport between editorial staff and the TSR Art Dept.

More color — Not only have we been using more color illustrations, we also welcomed WORMY to our pages this past year. Finieous Fingers, by far the most popular item in TD, went color this past year also.

Article Quality — The quality of submissions in the past year has improved dramatically. We've always been limited to publishing whatever was available, using the best and chucking the rest. The best has been very good of late.

By now you're probably wondering why we've spent so much time blowing our horn. Two reasons: First, it feels good. Besides, magazine people survive on praise and success, even if the praise is self-inflicted. Secondly, none of this past year's success could have been achieved without YOU, the loyal TD reader. What more can we say, other than THANKS?

In some small way, we wish to thank and reward YOU for making us the best selling mag in this field, and the most successful wargaming publication in recent years. Next month, in honor of THE DRAGON's birthday, we are going to give YOU a token of appreciation. How's that for role-reversal?

Timothy J Kask
 Editor

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WINNERS OF THE FIRST "NAME THAT MONSTER" CONTEST

The resultant number of entrants in this contest caught us by surprise, and posed a heck of a problem in selecting a winner. As with any similar judging, much of it is subjective. A number of us here participated in the evaluation of the entries, but I'll take the blame for the final decision.

We had nearly 100 entries, and it took a lot of work to make that into the 13 finalists. I was struck by the fact that there were so many cases of parallel development. At least 20 entries dealt with some new form of demon. What's matter for you??? An inordinate number of entries were super-powerful entities loaded with too many abilities. Another dozen or so saw it as a devil, and numerous others gave it mixed parentage of one sort or the other.

Our thanks to each and every one of the entrants. Almost without exception, the entries were well thought out, but too many of them were super-monsters. And now, for the winners of "Name that Monster" Contest #1.

Winner

The Creature Some Call Jarnkung

Conrad Froelich, Wyoming, OH

About 250 years ago a lonely wizard sought to pass the time by creating, what he thought would be, a monster that could both watch his small keep and make intelligent conversation (unlike his orc guards). These creatures had a long mace-like tail, small horns, and came in a variety of colors in odd designs. He thought them to be just what he needed, they could see in darkness as well as in daylight and seemed fairly intelligent, though lacked any true wisdom. At first the years went by with few problems and the wizard was no longer lonely. Soon, though, he began to discover that books were missing from his library and the orc guards were leaving the keep without apparent reason. The wizard made the error of creating them with too great of an intelligence and strength, they only naturally sought power. A few years later he was overcome, before he realized their potential strength, and his keep thrown down. The creatures then disappeared into the vast wilderness. Neither them nor the wizard were seen for many a year.

It was not until recent times that these monsters have started advancing on civilized areas by attacking outposts and farms. It is now that people call them Jarnkung. No one knows how long they live or even if they die naturally nor how they reproduce, for no young have been seen. It is a known fact that Jarnkung have ESP and rumored that older ones can use psionic powers. The wizard is the only one that knows of their full strength and weaknesses, but he is rarely seen for he seeks to destroy his own creation alone.

Jarnkung

Number Appearing: 1-6 or 2-12 if in lair
 Armor Class: 3
 Move: 9"
 Hit Dice: 5
 % in Lair: 15%
 Treasure Type: Type I Gems and Jewelry plus Type G Magic
 Magic Resistance: 20%
 Highly Intelligent
 Only affected by magic weapons.
 1 Tail = 2-12 points/1 or 2 Weapons = by weapon type
 Alignment = NE (with some lawful tendencies)

First Runner-Up

Cursed Crimson Crawler

Thomas & Edward McCloud, Hayward, CA

Move: 60 feet/turn
 Hit Dice: 3 eight sided + 1 four sided = 3½
 Armour class: 7
 Treasure Type: Instruments of hatred of all sorts including both magic & cursed weapons & other devices.
 Alignment: lawful evil
 Attacks: 2 (See below)
 Damage: 1-6 points/attack

The prototype of the cursed crimson crawlers is the demon Shambar, who was, before the fall of the Legions of Satan, the swiftest runner in Heaven. (Most angels preferred to fly.) Shambar joined Satan's rebellion, and was cast with him into Hell. (As described in Milton's *Paradise Lost*.)

After that fall, Satan took the form of a snake in Eden and seduced Eve into eating the forbidden fruit of the tree of knowledge of good and bad. Because of this, when the demons of Hell applauded Satan's deed all of them were transformed for a time into hissing serpents. (This also is described in *Paradise Lost*.)

Shambar, infuriated by the loss of his legs, and at being forced to crawl, cursed hatred at the Almighty, far more than any other demon. Thus it was that when the other demons regained their demonic forms, Shambar's lower body retained the form of a snake. Shambar and all mockeries of Shambar made by magic hate all those that walk or run, fly or swim.

Note on attacks: Throws heavy rocks (range 10' times hit points, damage 1-12 points). Cursed crimson crawlers are bone breaking wrestlers in close combat. The tail tashes wildly about and usually hits characters other than the principle opponent.

Special abilities: The spiked tail knob acquires through evil magic the cursed crimson crawler's hatred. This pent up bitterness bursts out if the monster is killed, and all those within 30' suddenly become enraged at each other and fight for 1-4 melee rounds. Saving throws apply as against poison, but creatures saved may be attacked by those cursed by the hatred.

Second Runner-Up

The Ulik

By Ann Corlon, Eugene, OR

These are a mountainous-desert dwelling people who live in tunnels and caves. They are carnivorous, tending to eat the smaller lizards of their homeland, but preferring occasional wayfarers who travel through their lands (the smaller and more tender the better).

Their favorite method of attack is to lay in wait for travelers. When the intended victim reaches their hiding place, they rear up, brandishing a short spear or sword. If the victim is surprised, there is a 90% of being hypnotized by the Ulik's pupilless white eyes (50% if the victim is not surprised). When attacking a party of over five people, they will lay in wait in the passes of their mountainous homeland. The Uliks will then throw large rocks down upon the party. These rocks can approach the size of small boulders as the Ulik are very strong. If sorely pressed or cornered, and unable to flee, they will employ the growth on the end of their tail as a mace. This will not occur often as the growth is very tender, and after too much use (10-40 blows with the tail) the growth will fall off. This growth will regenerate after six to eight months.

Their past history is almost unknown as most folk who have come into contact with the Uliks were killed and eaten. It is believed that they are the descendants of an ancient race who angered their god, and as a result received from him a curse that changed them into their half snake, half human forms.

Number Appearing: 1-6

Movement: 14

Hit Dice: 4 + 2

Treasure: I

Armor Class: 4

% In Lair: 20%

Alignment: Chaos

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Honorable Mentions may request extra copy of TD 14 by writing Editor.

SPACE MARINES

Designer's Comments, Corrections and Addendum

by A. Mark Ratner

Many people ask: "Isn't *SPACE MARINES* really modified *STARGUARD*?" The answer is no; if it is a modification of anything, it is modified *TRACTICS*.

SPACE MARINES does owe something to *STARGUARD*. *STARGUARD* was the first set of SF ground miniatures rules I ever played. *SPACE MARINES* actually got its start as rules modifications to *STARGUARD* that I wrote for local use in an SF campaign I was running. Over several years the modifications became almost as thick as the rules themselves, so I finally made the decision to put them together as a new rulebook, completely redoing the entire treatment.

A great attempt was made to make the rules understandable and unambiguous. While this can never be completely achieved, I have tried to play too many sets of rules where no two players could agree on what the rules were saying so I resolved to achieve clarity even if that was at the cost of brevity. To do this I used two things, one, numerous examples, and two, numerous proof-readers who had not helped to play-test the rules and thus only had what was written to go on. While my opinion is biased, I feel clarity was achieved.

SPACE MARINES postulates a very different universe than most SF novels and games. The "normal" view of the future (for example the one *STARGUARD* takes) holds that with more and more powerful weapons ground combat will lose importance. The space ships can devastate or even destroy the planet, so what use are the ground troops? Usually this is answered along the lines of: sometimes you don't want to destroy everything, you want to capture the mine, factory, spaceport or whatever intact. Then there are always police type duties, primitive natives to exploit, etc. These are the uses of ground troops.

In *SPACE MARINES* a different approach is taken. What if the space ships do not dominate the planet? To get this the development of a "Nuclear Damper Field" was postulated. With only "conventional" weapons ships would not be able to dominate the battlefield unless they could hover over it with impunity, an unlikely event in the presence of any planetary defenses. Under these circumstances ground combat assumes major importance. This rationale may or may not be a reasonable course of future events, but it is a *POSSIBLE* one. The author does not necessarily believe the future will be as described in *SPACE MARINES*, the "future history" was specifically chosen to bring about a situation in which ground combat is of major importance.

The various aliens and human civilizations come from many sources. Few of the guesses I've heard at conventions come close to the mark however.

The Mekpurrs were originally inspired by the "killer herbivores" in *SATAN'S WORLD* by Anderson. I changed them to carnivores because I felt that the lion's social order would lead to something like the one described in the novel if the lions had a technological civilization, but the basic ideas came from the novel.

The Rauwoofs have a more personal beginning. I have always liked dogs (some people have accused me of liking dogs more than people) and when in one SF campaign the players were told to pick their species type I looked over the rules we were using, which were partially based on *STAR PROBE*, and out of the various types given in their table I chose canineoid (*kaynine-oid*). I got a lot of ribbing about this (one member of the campaign who was also in a *D&D* campaign with me started painting dog's heads all over my barony, and I responded by putting a dog in my coat of arms). Once I got started on this I made up a social order for the species, etc. When I wrote *SPACE MARINES* and needed aliens it was natural to include them.

The Rauwoofs actually changed quite a bit during the transition to *SPACE MARINES*. In the original, they had very poor hands, and were quadrupeds. They had a high intelligence and used tools, but couldn't use their hands while running, unless they ran three legged, which gave them slower than normal movement and poor accuracy with a pistol (naturally, they couldn't use a rifle while running). This also led to an interesting situation during their primitive days; Rau-

woofs never used shields, they couldn't spare a hand for one. Naturally they tried to get around these problems, and numerous solutions were found, most somewhat less than ideal. The one I postulated they post-eventually used was to rig their helmets with weapons mounted on them like lights on miners' helmets, a "heads up display", and a firing switch they could operate on the move. The Rauwoofs problem of needing their hands to run on leads to all kinds of interesting problems and their solutions, but some playability problems were encountered, and rather than spend two or three pages explaining the situation I changed the Rauwoofs in the interest of clarity. Now I wish I hadn't, I liked them that way, Dralm dammit . . .

The Hissss*st were based on aliens in *The Time Mercenaries* by Philip High. I forgot the exact physical type of the aliens known as *The Nerne*, but they had the same population problem I gave the Hiss. I felt that advanced reptiloids which had developed a feeling for their young such that they tried to insure all their offspring hatched and survived could end up with such a situation. Anyway I didn't want the Hissss*st to be another bunch of SF reptiles which were just feudal knights with space ships and blasters.

Many people have attempted to guess the background of the Irsol, but none have succeeded. The Irsol were inspired by an apparently little known novel by James H. Schmitz whose title escapes me. It was not set in his normal universe of *The Hub*, but one in which humanity was separated into the "floaters" and the "walkers", the former having chosen to live in free-fall, and using anti-gravity suits to "float" when visiting planets.

The Ranan Horde were created by a player in a campaign game I was in a long time ago which used the *SPACE CENTURIANS* rules. One of the names was Rana, and this man drew a letterhead for his game press releases showing the word RANA as if it was made out of stone letters with people peeking out from behind the letters, a mass of people going back to infinity. He called himself Khan of the Ranan Horde. I resurrected this for *SPACE MARINES*.

The Bugs fulfill the effectively mandatory requirement in an SF game for an insectoid race. They were influenced by quite a few bug races in SF.

The Klackons are a cross-breed between aliens in Keith Laumer's book *THE GLORY GAME* and "The Yops" from a story entitled "*With Friends Like These*" by Alan Dean Foster.

The Mertuns' origin is obvious, as I mention H.G. Wells' Martians in their description. The Blarads and Whistlers were thought up just for *SPACE MARINES*, when I decided as long as I had canineoids, felineoids, insectoids, crustaceanoids, as well as humanoid, I might as well have ursoids and avians as well.

The Azuriach Imperium (or the Azzies) have been called "*Space Nazis*". The author refuses to be drawn into an argument about whether such a group is likely. Gamers like them, so they were included. You will notice they have given up their belief in Aryan or white supremacy. With all those funny looking creatures around the Azzies believe in "human supremacy".

The Mercantile League is a cross-breed of the ancient Hanseatic League and Poul Anderson's Polystechnic League, with some influence from modern multinational companies and *STARGUARD*'s Rep-com.

The Galactic Peoples Republic (GPR) was made up for two reasons: one, to give a natural enemy to the Azzies which wargamers expected anyway; and two, since I liked the statement I made about Communism on page 4 of *SPACE MARINES*; this gives me an excuse to publish it. Also I remembered some old SF stories in which the solar system had the national descendants of the US on Earth, Prussia on Mars, Japan on Venus, and the USSR on the moons of Jupiter, and this appealed to my sense of humor.

The Terran Union is patterned after all the basically good-but not always so responsive Earth or Galactic government in many SF stories. It is similar to the early 1960's US government.

As long as I'm explaining the background a word on the weapons and devices is in order. I tried to make the technology consistent with the future history used, and didn't really worry about how the device would work. I used names and concepts common to much SF, blasters, flamers, jump-belts, etc., or extrapolations on existing items, lasers, gyrojets, sensors, etc. I tried to avoid using items from any one story or series, but I didn't always succeed. Giving belated credit, the cone rifle and dallyguns are from *THE TACTICS OF MISTAKE* by Gordon R. Dickson, and the tanglefoot generators are from *THE STAR BEAST* by Robert Heinlein.

It is inevitable that errors will sneak by the proof-readers, and *SPACE MARINES* is no exception. A correction sheet for all errors in the first printing that were caught before the second printing is available. If your book is from the first printing and you don't have copy of the corrections, you can get one by writing to: FanTac Games, 464 Lenox Ave., South Orange, NJ 07079; ask for "The *SPACE MARINES* Correction Sheet" and enclose a stamped, self-addressed envelope. All of these errors have been corrected in the second printing, but there are probably still more we haven't found. If you come across any why don't you drop me a line and tell me about it? You can reach me through FanTac Games.

Rules Clarifications

Despite all the sacrifices on the altar of the great god Clarity, some areas of the rules have turned out difficult to understand. To clear up a few of these:

Rate of Fire

If a man (or alien) fires in the Cover Fire phase, he may perform some other function in the later phases, such as reload, observe, etc. He can also fire again, if his weapon's rate of fire is 1 or more and it is a repeater. Thus a man with a needle rifle (ROF = 1) could fire once in the cover phase and then again in the regular fire phase, if he does nothing else that turn. A man with a type C blaster could fire twice in the cover fire phase and then twice again in the regular fire phase. (This is a change from the rule I used at Gencon, I was experimenting then.) A man with a weapon capable of automatic fire can fire in both the cover and regular fire phases, unless he needs to reload his weapon after auto-fire. Tripod blasters and heavier weapons can only fire as many times per turn as their rate of fire allows, i.e. if a heavy weapon has ROF = 1/2 it can only fire every other turn. Dart rifles and heavy scramblers with ROF = 1/2 take two phases to reload.

Sneak Suits

Sneak suits make the wearer harder to see. Even if he is spotted he should get a target concealment adjustment on the attack dice. If otherwise in the open a sneak suit counts as "less than 1/2 concealed".

Ground Effect Machines

Ground Effect Machines (GEM) only work on planets with an atmosphere, although it does not have to be breathable. This is one reason that AFV's that move as GEM's usually have tracks as a backup movement system.

Optional Wound Rule

If the optional wound rule is used, remember to roll to see if the casualty is killed, and only if he is not killed roll for wound type. Also note that a wound that is treated does not disappear. Treatment only prevents the wound from getting worse. At Gencon last year we had some people who thought that their man who was critically wounded was perfectly all right after having a med-kit applied. This is wrong, the med-kit keeps a man from dying, but he still is a stretcher case.

Fudging on Interpretations

A favorite tactic in many miniatures rules is to fire HE shell at a "point of ground" so that there are no penalties for target movement, (whoever heard of a point of ground moving?) concealment, etc. The problem with this is the "point of ground" chosen is the one the man or vehicle or whatever is standing on. If a man is running full speed it is ridiculous to allow this. Similarly if a man is firing from behind cover with only his head and one arm showing it is absurd to allow fire at "the top of the rock" he is behind without penalty. These are "rule beating" tactics. In the first case it may be true that the ground doesn't move, but as the man moves which point of ground is the one he is standing on changes. The referee should not allow these "rule beating" attempts, but give them the same "to hit" adjustments as the real target. Of course if a particular point is preregistered or zeroed in on, and an enemy runs up to it then that point can be fired on without penalty.

Similarly, if a man is behind a rock near a tree so placed that an HE round (or other warhead) hitting the tree will have him in the KZ without the rock being in the way the tree can be fired at normally. When in doubt use common sense.

Robots

Another area of misunderstanding is the rules on robots. The requirement for orders written two turns in advance are only for major decisions, such as "switch objectives from hill 892 to hill 473." Routine matters such as exact course while moving along a pre-stated general path to the objective, firing at enemy targets in sight, etc. are assumed to be part of the robot's general orders (routine activities program).

As a guide to the use of these rules, the robot should have general orders that state whether it will move from cover to cover at all times, by the most direct route, by the most direct route till fired upon and then from cover to cover, whether all robots in a group move at the same time or if some cover the others, etc. Then the written orders only have to say something like "proceed to hill 867 from hill 554 via hill 367 and hill 958." Until the robot reaches hill 867 it does not need new orders unless it wishes to make a radical change of route.

Actually the written orders are one and one half turns in advance. Orders written at the start of turn 5 (phase two) are carried out in turn 6.

The robot's general orders should specify if it fires whenever an enemy is visible, whenever an enemy is within *N* inches, whenever enemy vehicles are visible, etc. The priority of targets must be specified, i.e. does the robot fire at the closest enemy first, the closest enemy firing at the robot, the closest vehicle, vehicles before troops, powered armor before light infantry, etc. Naturally any change to the general orders must be programmed in advance.

REMEMBER, IF THERE IS ANY WAY TO MISUNDERSTAND AN ORDER A ROBOT WILL FIND IT.

All of these rules on robots refer to robots without direct supervision. Robots can be controlled similar to androids. The robots will always obey their controller. All the rules above are used, but the controller can change a robot's programming by writing the change at the start of the turn in which the change is to take effect (in phase 2). If the controller is knocked out the robot will not change its orders for at least 6 turns, after which it will use the normal robot rules. A new controller can take over in less than 6 turns, but he needs the robot's command code (which cannot be given out too readily or the enemy can use it) and has a one third chance of gaining control each turn. Each robot is rolled separately for control, but all which are under the same command code are rolled each turn. Naturally the man needs a robot control box or commo gear compatible with the robots'. Remember, if you use the command code over a normal communicator the enemy may hear it. If the enemy gets the command code they can try to take control like any other new controller.

Rules Modifications

There are two areas of the rules that require modification, and as long as we're working on them we may as well add a few related topics.

Scatter

The first is the scatter rules. The ones published were designed for artillery. For some reason the problem this causes did not show up in playtesting, perhaps because the scatter rules were changed several times during playtesting.

The problem is with small HE (and similar) weapons. A grenade launcher should not scatter as far as a howitzer. This problem became so acute at Gencon that the hand scrambler was dubbed "the scatter-gun". The hand scrambler had been too effective in playtesting and was weakened in the final rules, but it seems we went too far.

The ranges for a hand scrambler should be: short = 4", medium = 10", long = 18", and extreme = 36". Also please note the difference between the type B and C versions is that the type B can fire in both the cover and regular fire phases as described previously, while the type C is a single shot weapon and cannot fire in both phases (you will recall I specified the weapon must be a "repeater").

The scatter rules should be replaced by the following:

Hand Grenades scatter 1"

Direct Fire Weapons (except missiles) scatter as follows:

Close Range:

1/2 chance of scatter 1" in random direction, roll die — 1,2 = short of target, 3,4 = right or left, 5,6 = long (over target). Otherwise the shell

scatters 2-12" long.

Medium Range:

Roll die for direction as above, if scatter is long distance is 1-6") otherwise 1-3".

Long Range:

Roll direction as above, distance 1-6"

Extreme Range:

Roll a die (either a 6 or 8 sided) for direction, splitting up the directions possible equally. An 8 sided die is best, with 1 = N(North), 2=NE, 3 = E, 4 = SE, 6 = SW, 7 = W, and 8 = NW. Then roll 2 six-sided dice, and take the larger of the two as the distance scattered in inches.

Direct Fire Missiles scatter as if at medium range. Indirect Fire Weapons scatter the same as direct fire weapons at extreme range, except that the scatter distance for Rockets is the sum of the two dice (2-12) and for Missiles only ONE die is rolled for distance.

Aircraft

Aircraft (or more correctly flying machines) that attack while moving slowly using their weapons in a "normal" manner (like a ground vehicle might) scatter normally. Aircraft attacking by Bombing roll one die for scatter direction using the 1, 2 = short, 3, 4 = right or left, 5, 6 = long as in direct fire above. At low altitude distance is 1-6" from one die, at medium altitude it is 1-6" but is the larger of two dice, and at high altitude the distance is 2-12". Rockets scatter like bombs, Missiles scatter like bombs at low altitude. "Smart bombs" behave like missiles, both for to hit purposes and for scatter.

Speaking of aircraft, fire at anything flying (but not a things float- ing just over the ground like GEMS) that misses counts as a clear miss and goes off the board unless the shell, missile, etc. has a proximity fuse or equivalent. If so unguided projectiles that miss but come within 3 of hitting (i.e., if the to hit number was 19 and a 16, 17 or 18 was rolled) scatter (in the air, no effect on the ground) such that they may be close enough to affect a target, but no other target will be affected unless the flyer is part of a swarm. If the shell was within 1 of hitting the scatter is 1-6", roll 1 die. If within 2 of hitting, roll two dice and take the larger. If within three of hitting the scatter distance is 2-12". Guided missiles that are not specially designed for use against aircraft count the same as these, but anti-aircraft missiles can explode nearby if they are within 6 of hitting. Within 1 or 2 roll one die; 3 or 4 roll two dice and take the larger; 5 or 6 roll two dice and take the sum. If extended scale is used, all distances must be doubled. You can either simply double these values or use 12 sided dice instead of 6 sided.

Aircraft Movements

The aircraft (flitter and shuttle craft) section of the movement rules was done incorrectly. Unfortunately everyone who helped me playtest the rules made the same mistake I did. We had allowed a flitter, for example, to start from the ground, move 160", and stop at the end of the turn. The acceleration rates were only used for attempts to increase the speed beyond normal. THIS IS WRONG. At Gencon some people started using the rules right, and the problem was noticed.

In a standard atmosphere (like Earth's) all of the aircraft can decelerate at about 360"/turn squared by using the atmosphere as well as their engines to brake. In vacuum acceleration and deceleration are the same. In atmospheres thinner or thicker than standard adjustments must be made. Space prohibits a detailed explanation of this, but you should be able to work it out.

In vacuum speeds are limited only by orbital speed (faster than that and you start to fly out into a higher orbit) and, at low altitude, the pilot's ability to prevent a crash. Discounting the crash problem at very low altitude (it is already covered in the rules) speed in atmosphere is limited by air resistance, which is greater at low altitude than high. In a standard atmosphere the speed of sound (mach 1) is about 260"/turn in the regular game scale. At high altitude speeds of mach 4 to mach 6 are about right for these kind of vehicles. At low altitude shuttles can go just under mach 1 while flitters can reach a maximum speed of about mach 2. Again these speeds will vary in other atmospheres.

The following table gives the maximum acceleration of various aircraft in vacuum and standard atmosphere and the maximum distance the aircraft can go in one turn if it both starts and ends the turn stationary. If an aircraft starts stationary and accelerates at its maximum all turn it will move half its acceleration value in inches. (All of these values can be worked out from freshman physics given the acceleration and deceleration.)

Aircraft Acceleration & Deceleration

Aircraft Type	Maximum Acceleration		Max. Start to Stop Distance	
	in Vacuum	in Atmosphere	in Vacuum	in Atmosphere
Flitter: Light	300	150	72	54
Heavy	225	120	54	48
Transport	225	100	54	40
Shuttle Craft: Lt.	225	90	54	36
Mdm.	150	75	36	32
Hvy.	150	60	36	27

As we have seen, air movement from place to place becomes complicated when you wish to land. For example, if you wish to move some troops 300" by transport flitter, on turn one the flitter can accelerate fully to a speed of 100, moving 50 in the process (we are in atmosphere). On turn two the flitter can continue to accelerate from 100 to 200 in speed, moving an additional 150" for a total movement in the two turns of 200". In turn three the flitter decelerates at a rate of 200 (its maximum is 360 so it is OK) moving 100" in the process and ending at rest.

NEW RULES (optional)

FORWARD OBSERVER (FO) RULE:

Whenever a unit fires on something it cannot see (indirect fire, aircraft, etc.) it is depending on the Forward Observer (FO) who is directing the fire. There is always a chance that the FO will make a mistake and give the wrong map coordinates, etc. If he does the Aiming Point will be wrong, and a die roll that "hits" means the point the FO specified (the Aiming Point) is hit, but not the target. If the attack is a miss the scatter is from the AP also. If the FO makes a mistake, find the AP by rolling scatter like a missile in indirect fire. Check each turn to see if the FO corrects his mistake, until he does, no further roll is required until a new target is chosen. Fire at preplanned registration points is not subject to this rule.

Note the object of military value may not be visible but the target may be. An example of this is an air unit attack on a weapon in a small building. The unit calling for the attack can see the weapon but the aircraft cannot. Still, as long as the aircraft can see the building the attack counts as "direct". Similarly, any target on a readily identifiable map feature will not have the coordinates mistaken.

Any time an indirect fire weapon's crew can see the target they are acting as their own FO. They count as trained FOs.

Fire missions planned from a map such as blind fire will always have the right coordinates, but this should not be allowed unless some form of hidden movement is used.

The turn sequence on page 13 of *SPACE MARINES* has indirect fire plotted in phase 2. Unless the crew is acting as their own FO, or the fire is at a preplanned registration point the FO must have done the observing in the previous turn. Fire at a registration point still needs an FO but he can do the observing as the first of his two functions that turn.

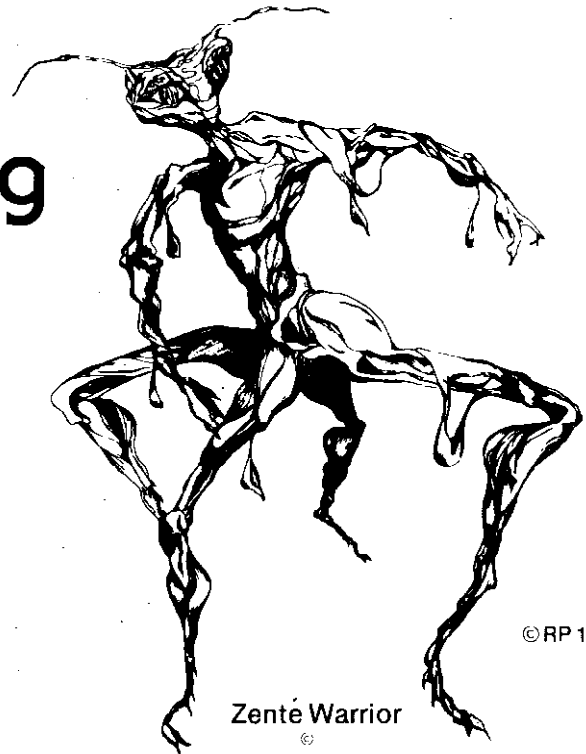
For the FO to get the Aiming Point right he must roll an 8 or better on two six sided dice. A table of adjustments to the die roll follows.

FO Die Roll Adjustments:

FO is/has:	
Specially trained FO	+3
NCO or officer (cannot also get bonus above)	+1
Moving	-1
Making long jump	-2
Moving on unstabilized vehicle (more than 2")	-2
Moving on stabilized vehicle more than 60"	-2
Moving on unstabilized vehicle more than 60"	-3
Pinned by enemy fire	-1
Militia	-1
Veteran	+1
Union Guard, Irsol, or Metrun	+1
Ranai or Hiss	-2
Klackon	-1
Brain Bug (other Bugs cannot act as FO)	+5
Robot	+2
Android	-3
"Nth" turn at same target (if attacker is not aircraft)	+ 2/turn
Sensor gear	+2
Inertial tracker (cannot also get sensor bonus)	+1
Wound other than light	-1

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Are you it?



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AIRCRAFT SPECIAL RULES:

Aircraft as targets for ground fire must use the vehicle size die roll adjustments. Count light flitters as small vehicles, other flitters light shuttle craft and landing craft as medium vehicles, and medium shuttle craft as large vehicles. If anyone should bring a heavy shuttle craft in range of enemy weapons it should use an adjustment of +8 to the die roll.

Aircraft fired on by missiles may be able to avoid the missiles by "jinking" or taking extreme evasive action. If the crew has time to see the missile and react give light flitters a -4 on the dice, heavy flitters a -2, and transport flitters, light shuttle craft and landing craft -1. Medium and heavy shuttle craft are not maneuverable enough to benefit from this.

Some judgement is required as to whether the crew has time to jink, but as a general rule, any aircraft at high altitude or at medium altitude and at least 5 feet from the missile launcher will have time.

AIR TO AIR COMBAT

Since aircraft move too fast to conduct air combat on the same size table as the ground combat a system of air to air combat using a simple set of die rolls is useful.

Roll one normal die for each aircraft (be sure you can tell which die corresponds to which aircraft) and adjust rolls according to the following table. Then when an aircraft gets an adjusted roll of 3 or more better than its enemy's it has obtained an advantageous position and can fire its weapons with a 1/3 chance to hit (roll each weapon separately). The enemy may return fire only if it has a turret with all-round traverse, and it has only a 1/6 chance to hit. Note that weapons are assumed to be automatic weapons (ROF = A) or explosive warheads with proximity fuses, other weapons have a negligible chance to hit an aircraft. If a non-automatic warhead weapon "hits" it means it explodes near the target, 1/2 chance target is in the KZ, 1/2 chance it is in the CZ. Automatic weapons score 1-6 hits, roll for penetration and results.

If a roll of 4 or more better than the enemy's is achieved, a missile may be fired instead of a regular attack (if missiles are carried) in which case there is no return fire.

If the adjusted die rolls are equal the two sides may make a head-on attack, each side firing with a 1/6 chance to hit, but if either side wishes to avoid this it may at a cost of an extra -1 on its roll next turn.

Aircraft that are performing some mission other than air to air combat can only fire in the head-on case or with turret weapons as the other side attacks (i.e. if they get the better roll no combat occurs) unless they break off their mission.

In multiple combat it is assumed aircraft will give priority to saving friends over killing enemies, and thus will break off attacks to take an enemy off their wingman's tail for example. Therefore compare the highest scoring adjusted die roll for each side, then the next highest, etc. The only races that may not abide by this are Bugs and Klackons. Referee judgement is required in that case.

Effect of hits:

All penetrating hits (screens and armor must both be penetrated if the craft has them) are rolled for effect using the vehicle tables on page 34 of the rules, but the effects are slightly different since aircraft are built with more redundancy than ground vehicles (one of the reasons they cost more). A result of no effect or vehicle explodes seems self-explanatory, and is unchanged. A result of permanent damage from a warhead disables the aircraft, it will crash but the crew can eject. A permanent damage result from other weapons gives the aircraft a minus two to its subsequent combat rolls. A result of temporary damage from any weapon gives a minus one to the subsequent combat rolls. The effects are cumulative, and when minus eight is reached the craft is disabled. If the aircraft explodes all aboard are killed. Otherwise crew casualties are rolled normally for multiply crewed craft, but in craft with only one or two crewmen, each has only a 1/12 chance to be a casualty because the cockpit is specially protected.

AIR TO AIR COMBAT TABLES:

Regular Air to Air adjustments

Flitter — Light	+4
Heavy	+2
Transport	+1
Landing craft	+1
Shuttle craft — Light	+0
Medium	-2
Heavy	-4
Continuing mission (other than air to air)	-4
Light flitter not jettisoning load (except AA missiles)	-2
Heavy flitter not jettisoning load (except AA missiles)	-1
Aircraft "jumped"	-4
Aircraft has altitude advantage (first round only)	+1
Aircraft Tech level — A	+2
B	+1
C	+0
D	-1
E	-3
F	-4
G	-6
H	-8
I	-10
J	-12

Missiles:

Missiles other than AA missiles use normal combat tables for direct fire. AA missiles use the following table. AA missiles mass as much as medium missiles (1/2 as much as heavy). Warhead counts as type D.

AA missile table — Roll two six sided dice; if adjusted roll is:
 7 or better a direct hit is scored,
 6 or better a near miss is scored,
 4 or better a periphery miss is scored.

Adjustments:

Missile type — A	+2
B	+1
C or less	+0
Target is Light Flitter	-2
Heavy Flitter	-1
Heavy Shuttle Craft	+3
Target not jinking	+3
(continuing any mission other than air to air. Target can start to jink after initial combat roll but before missile fire roll, i.e. the craft continues its mission until it sees the enemy missile fired but before it can see if the missile will hit or miss it starts to jink.)	
Target Tech Level higher than missile Tech Level	-1/level difference
(this accounts for ECM, etc.)	

Examples of lower tech levels:

- Level D — F15 = Lt. Flitter, F4 or MiG 25 = Hvy. Flitter, C5A = Hvy. Shuttle
 - Level E — MiG 21 or F5 = Lt. Flitter, B58 = Transport Flitter, A4= Hvy. Flitter
 - Level F — MiG 19 or F100 = Lt. Flitter, B47 = Medium Shuttle
 - Level G — MiG 15 or F84 = Lt. Flitter, B57 = Lt. Shuttle Craft
 - Level H - F80 or Me262 = Lt. Flitter, B36 = Mdm. Shuttle Craft
 - Level I — Fw190, P51, etc. = Lt. Flitter
 - Level J — Pre-WWII
- 20th century missiles count as tech level C, D, or E, with type E or F warheads


Terrain

Some people have asked for more exotic terrain and terrain effects. Most cases of exotic terrain will be one time affairs, i.e. "On this planet the terrain is . . .", which must be left to the referee. Battles will probably normally be fought either on Earth-type planets (or something close to Earth-like) or on airless rocks, both of which are already covered. However, some guidelines for unusual terrain may be of interest.

Free-Fall Combat

Combat should take place in free-fall. The usual conception of how this might come about is men in spacesuits hopping from rock to rock in an asteroid belt. Unfortunately, this is absurd. If you were to stand on an asteroid in the asteroid belt you would probably be unable to see any other asteroid without instruments, and certainly couldn't jump to one.

A more realistic scenario is combat in and around a space station with its internal artificial gravity off, or a fight on a ship, say between "Hill-lifters" (hijackers, from a story by Gordon Dickson) and the

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crew where the crew puts the ship in free fall to make use of their superior space experience.

Combat now becomes three dimensional and Newtonian (i.e. if you have a speed it remains constant until you perform an action to change it). Flying Belts (not Jump Belts) give the wearer an acceleration and deceleration capability of 60, 80 and 100 inches/turn squared for types C, B, and A respectively.

Humans (and any other species not specifically mentioned) can accelerate to a speed of 3"/turn by pushing off a wall, etc. (This is effectively an instantaneous acceleration, so they move 3" that turn.) Similarly they can decelerate up to 4"/turn by "landing" on a wall or similar object in their way, although they may "bounce off" if they misjudge the required force. For any deceleration over 1"/turn roll a die, subtract one from the number rolled, and if the number is equal to or less than the deceleration the man has "bounced off" in a random direction at a speed of up to 2"/turn. Personnel with extensive free-fall experience (vac-suit expertise in 7" TRAVELLER) increase these values to acceleration of 4, deceleration of 6, and no chance of "bounce off" under 2. Men can prevent "bounce off" if there is something they can grab onto. They can decelerate more than the values allowed here but may be injured by the impact. For each inch/turn over the maximum "Allowable" there is a 1/16 chance of injury. When the chance for injury reaches unity the injury should be considered disabling.

Powered armor types A, B, and C can accelerate and decelerate at three, two and one half, and two times the value for a normal experienced man respectively. The maximum deceleration without "bounce off" is unchanged.

Reaction packs and pistols are common. The pistol allows a velocity change of 1"/turn, packs allow 2"/turn. The acceleration and deceleration is gradual.

Men may decelerate by using a lifeline, but the deceleration vector must be colinear with the line. A man can decelerate gradually up to 6"/turn without special gear. With the regular "lifeline" gear of a spacesuit, deceleration of up to 12"/turn gradually or 4"/turn instantaneously is allowed. Any more than these values will lead to a "jerk" effect which will accelerate the man back toward the line's end. The "jerk back acceleration" is equal to the amount of deceleration minus the "allowable deceleration", and is applied gradually on the turn following the deceleration. *Note:* a lifeline can only be used for deceleration if it is taut, and after a jerk it is slack.

Irsol can only accelerate one and decelerate two without special gear. They will not "bounce off" at speeds less than two. For free fall movement Irsol armor counts as type A. Naturally all Irsol are free fall experienced.

Klackons and Bugs can only decelerate and accelerate at half as much as humans (by muscle power, equipment is the same) but all Bugs count as experienced. Brain Bugs are similar to the Irsol. Mertuns count as experienced. Mertun Tripods cannot move any better than regular Mertuns in free fall.

Any weapon or devise with recoil affects the user. Slugthrowers, grenade launchers (except rocket grenades), hand scramblers, needle rifles, etc. all have recoil. It would take about twelve rounds from a slugthrower to give a man a velocity of 1"/turn.

Sonic weapons do not work in a vacuum, of course. Indirect fire is impossible in free fall. In melee the following values should be used instead of the ones on page 46 of the rules (anything not shown here is unchanged):

Metrun	4	Klackon	9
Irsol in powered armor	9	Whistlers	2
Mertun tripod	6	Bugs	5
Free fall experience	+1		

Underwater Combat

Combat under water or other liquid is different than combat on the surface. The liquid slows all motion and will stop anyone (or anything) that does not constantly apply force to keep moving. The combat is three dimensional (although some participants could be on the bottom if it is close enough). Note that Bugs and Whistlers can swim in suits, move 1/2" per turn. Powered armor also can swim at 1/2" per turn.

Other races use the water value in the movement table. Klackons are particularly effective underwater (remember they're amphibious). Flying vehicles equipped to operate underwater will have their maximum speed cut to about one tenth normal, their acceleration to one

third, and their deceleration tripled. Jump belts cause the wearer to float but have no other effects.

Radiant energy weapons have their range cut by a factor of ten under water, (by different factors for different liquids.) Sonic weapons have their range doubled.

All weapons except sonics and HE have their penetration roll reduced by one underwater. Flamers are useless underwater, as are slugthrowers. Gryojets and cone weapons work fine however. Scramblers and grenade launchers only work if specially designed, and have their range cut to a quarter normal. Dart rifles' ranges are cut to a quarter and needle rifle ranges are halved.

Most stunners are radiant energy weapons but some are sonic. HE burst diameters are unchanged for regular effects, but have a concussion effect at three times normal burst radius. This effect dazes all personnel, and can cause injury, roll a 5 or a 6 on a normal die for injury, (no injury if the man is in powered armor.) Scramblers and stun bombs have normal effects. Other liquids will have different effects on this.

Visibility is greatly reduced, but the amount is highly variable. Without special equipment visibility will rarely exceed 2", except for Klackons who can "see" 12" underwater. (They are using a sense other than vision.)

Below 50 meters deep artificial light is needed to see. Searchlights let men see 4", visorscopes double visibility. Sensors work normally underwater. Again, other fluids will have different effects.

Combat on a planet with no ground like Jupiter is a variant on the underwater case, exact effects depending on local conditions (in other words the referee's problem!)

Exotic atmospheres might have strange effects. One example is a chlorine atmosphere which would block out all sunlight from the surface, but which could be seen through almost normally with searchlights, etc. since thicknesses of several kilometers is needed to block light significantly.

A planet with a sea of dust provides numerous problems. It is similar to the underwater case, but dust is COMPLETELY opaque. Special sensors are required. Sonics will not work in dust, all ranged weapons are almost useless. Gyrojets and other rockets will work but their path is totally erratic. Dust also insulates against concussion effects, and reduces the effect of most warheads. Combat will probably degenerate to melee.

Other interesting worlds might have winds so high aircraft are unsafe and men are blown away. Crawlers are required here, and the tank enthusiasts will have a field day. Of course if the planet were to have a frictionless surface as well, even they would have trouble!

Possibly the strangest "terrain" would be a space station with some decks in free-fall, some in high gravity, others low gravity, all at differing angles.

Other terrain types are up to the referee. If you have an interesting one why not drop me a line?

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Review

NOMAD GODS

by J. Ward

Nomad Gods, designed by Greg Stafford and edited by Tadashi Ehara, gives to any fantasy wargamer, not just a game, but an ongoing world in miniature. The game itself is the second of three in the Dragon Pass Series, but a complete set of scenarios in itself.

The basic premise deals with a set of five primitive nomadic tribes that roam an area of the earth (not necessarily our earth) that has been blasted by some titanic battles of two gods named Ragnagnar and the Storm Bull. These tribes roam an area called the Plains of Prax with herds of animals to help them through the uninhabitable areas. With this in mind, the beginning players start the game each with a tribe with the object of the game to steal other tribes' herds (the one great source of wealth in the game). The detailing of every tribe (one of them not human) and the combat & skirmish tables are so well thought out that even the first-time gamer will have no trouble playing the game.

While the above is enough reason to buy the game, there are several other factors that bring a great deal of sophistication and tactics to the game. The use of "magic", the summoning of "tribal deities", and the possession of "magic items" all make a rough and tumble game of huge proportions. The magic items take the form of artifacts that have survived the original god struggle and are now able to provide support to tribes that need them when traveling in the chaparral of the plains (an area where water and food are nonexistent). The use of magic comes not only in combat; it works through the half crazed tribal shaman for the summoning of spirits and divine aid. The spirits, ghosts, and gods that are useable in the game are much too numerous to detail in this writing. Their function in any given scenario is to provide the "big guns" in magical and physical combat. While the normal units run around with average attack factors of 3, 4, and 5 the spirits have factors like 18, 20, and 15. Spirits can also make greater magical attacks (far different from physical combat) having factors like 10, 12,

and 20 to name just a few. The use of these beings and the abilities a shaman has are all employed with a certain amount of risk.

While all of this is going on, a random factor moves through the game in the form of a counter called the ETERNAL BATTLE. This counter travels at random on the Plains of Prax representing the struggle of the gods frozen in time. Counters that get accidentally caught up in the path of the battle stand a good chance of ceasing to exist. The counter may also be a source of "Bodies of Old and Ghost Warriors"; creatures that are long dead, but magically able to fight if one takes the risks and wins their aid.

The criticisms that must be dealt with are few in number. In using the bowmen of the game, little consideration is given to the protection of the beings attacked. The skirmish charts deals only with the number of arrow units involved. This gives a big advantage to the fast bowmen tribe. All those gamers who like to visualize every detail of their battles will find the magical artifacts depressing as they are in the shapes of things like a comb, a pair of scissors, a step ladder, and the like. There is a group of counters that are not used for this game, but are for the next game. The designer explains that players of this game would be confused by their explanation without having the last game in hand. This fact would make all the logically disposed wargamers shudder with irritation, but it just made me want to make my own rules for their use.

In playing the game this writer enjoyed the use of the Bison people. A tribe with some heavy combat factors and (at least when I used them) luck when it comes to summoning spirits. The Impala tribe (the ones with the bows) can be very hard to handle (especially if they get some good die rolls). For all of those people who like to play the real bad type, there is the tribe of the Morokanth. This tribe uses herds of humans to sustain their animal needs over the inhospitable parts of the plains.

All in all, the game *Nomad Gods* works on so many levels that it can't fail to be a real pleaser. For information on this game write

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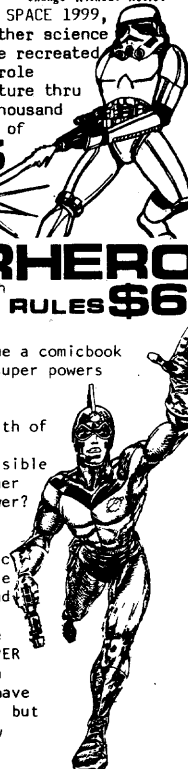
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SOMETHING A LITTLE DIFFERENT: *COSMIC ENCOUNTER*

Reviewed by Tony Watson

Innovation of any sort is always something of a risk, and that axiom holds true even in the wargame market. The risk can be magnified if the producer of the game is not one of the hobby's stalwarts, but a new company proffering its initial endeavor.

But then, there are times when the newcomer really shines. Eon Product's *COSMIC ENCOUNTER* is one of those instances.

If you read any of the many SF magazines or gaming journals, you have probably already encountered an ad for this game. It has probably been one of the most widely advertised SF game to date. I know that when I first saw the ad I was curious and a bit skeptical about the game; perhaps it would be a good game, but would it appeal to SF gamers of a serious sort?

When I received my copy, I opened it with eager anticipation of what type of game *COSMIC ENCOUNTER* would be. I found some people to play it with, quickly read the rules (they are only a few pages long) and sat down to play the game. I was quite impressed. We played two games that first night and twice that many on the following day.

It is hard to say just what type of game *COSMIC ENCOUNTER* is; it defies the normal categories we wargamers deal with. It is certainly not a standard style game. There are no factors on the counters, no CRT or associative dice, and movement is not regulated by the familiar hexgrid. Rather, the game is a combination of RISK-style strategic games and role playing games, with diplomatic action thrown in. The result is highly playable, fanciful, and very fun.

The physical quality of the game is good. The mapboard consists of five black and white hexagons measuring 9" across. They are made of good cardboard and not flimsy. Four of these boards are playing areas for the up to four players (one board per). Each has a pattern of five planets arranged in a semicircular manner and a large star. These represent the home planets of that player. The fifth board is placed in the center and contains only a single black hexagon termed the "warp", actually just a pile for dead units.

The counters themselves are circular cardboard chips coming green, red, blue, and yellow; there are twenty to a set. The rules refer to them as tokens though the more martial of players will probably think of them as armies. Personally I see them as not only representative of military power but of cultural and economic influence as well. In the game they are used for the attack and defense of planets.

A deck of cards serves the function of the dice and random events pack of a game like KINGMAKER. The deck is divided into two basic types of cards: challenge cards and edicts. Edict cards are comparatively rare and fairly important. Each has a tongue-in-cheek name such as "Stellar Gas" or "Cosmic Zap". These cards are used for such things as stopping a player from using his special power or freeing dead units from the warp.

The game is won by the first player to attain five bases on the planets of the other players. Bases may only be gotten by the use of a challenge. Each turn a player draws a disc from the destiny pile; this will give a color matching the home system board of one of the players. He must make his challenge for that turn against a base on that board, though not necessarily a base of that color. The attacker then places his tokens (from one to four) in the large end of a cardboard device called the "hyperspace cone" which serves as a playing aid only, and places the narrow end on the planetary base (defending tokens) to be challenged. He may call for allies and any other player so invited may contribute from one to four tokens as well, sharing the fate of the attacking force. The defender may call for allies at this point, setting them on a different area of the cone. The challenge cards now come into play with both the defender and attacker playing one card. There are two types of challenge cards: Attack rated by denominations of 4, 6, 8, 10, 12, 14, 15, 18, 20 and 30 (middle numbers are by far the most common) and Compromise cards. The values of any attack cards are added to their respective token totals and the highest total wins. All losers (allies included) go to the warp while the victors, if attacking, gain a base or, if defending, save the base. Winning defensive allies may claim a reward: one card from the deck or one dead token from the warp for each token participating.

The second type of card, the Compromise, is handled a bit differ-

ently. Any player using it against an attack card automatically loses, but he may claim a consolation. He may pick at random from the victor's hand, a number of cards equal to the number of tokens he lost. If both players put down compromise cards, the two involved players have one minute to reach an agreement. Anything is negotiable, from trading bases or cards to forming more formal alliances. Since this is the only time players may discuss the game, the play of compromise cards is important. If the two fail to make a deal, both lose three tokens to the warp.

The card deck is an integral part of the game, since they are difficult to replace. Each player starts with seven and they may only obtain more by consolation, reward, deals or drawing a new hand of seven once all of his challenge cards are expended.

The final aspect of the game is the most interesting. These are the alien cards of which there are fifteen. Each card is very nicely illustrated in color with an imaginative depiction of the alien represented. The cards are the flavor of the game both esthetically and in the actual play. At the beginning of the game, each player selects a card at random, assuming that alien's power for himself. Each of these powers allows the player to bend the rules a bit or gives him a special advantage. For example, the "Zombie" aliens have the power of immortality and do not have to go to the warp when defeated while the "Oracle" is allowed to see the opposition's challenge card before selecting his own.

The interaction between the various aliens is the key to the game. Since there is such a large number and it is unlikely that the same ones will always be chosen, each game is a bit different from any other. Because each alien's power is different than the other's, strategies are also altered as what will be useful against one alien may not work as well against another. The different types mesh quite subtly; one alien may be better equipped than others to deal with a certain alien.

COSMIC ENCOUNTER plays quickly and simply, but its simplicity is misleading. Strategies are present, and must be followed to win. Players must be observant and know the potentials of his enemies as well as themselves. The game is something like Go in that play is much more thoughtful than a reading of the rules would imply.

COSMIC ENCOUNTER is billed as "a science fiction game for everyone" and this is very true. The simplicity of the rules, short time of play (usually about 45 minutes) and the game's color make it appealing to non-wargamers. More serious players can enjoy its laid back atmosphere and simply have some fun. Both types of players will be rewarded with some very good times.

COSMIC ENCOUNTER is a new type of SF game (I should emphasize that last word as in no way is this a simulation or does it appear to strive to be) and it hits it mark quite squarely. From both a physical and design point of view it is a very good game.

COSMIC ENCOUNTER is available from Eon Products Inc., 96 Stockton St., Dorchester, Mass. 02124 for \$10.00 (boxed).

Additional alien cards are available from the manufacturers. These are new races, and allow for expansion of the game.

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ROBOTS AS PLAYERS IN METAMORPHOSIS ALPHA

by Barton Stano & Jim Ward

On the lost star ship, "Warden", there is a small compound located near a ruined city. The inhabitants of the compound are descendants of the radiation disaster that struck the ship. Their distant ancestors had tried to restore sanity to the nearby city, but soon realized that the task was too great for them. They were forced into this decision because of the increasing frequency of mutant attacks upon the compound. The ever-decreasing group was forced into building a small "safe" area from which they could venture out only at need. For years, in their self-imposed isolation, the group tried to learn about the much changed ship and its devices, for huge gaps existed in their knowledge. These gaps were created when their highly trained ancestors were killed before they could pass along their knowledge. Their lack of know-how worried them, for if they had advanced weapons, they could foil any mutant attack. Their need to find out more about the ship was demonstrated when a strange mutated humanoid got through their defense system. So, in an effort to find out what there was to discover about the mutations of the ship and the ship's lost knowledge, they sent out scouts. They did not want to risk themselves for their fear of mutants was overwhelming. They were instead able to create self controlled robotic devices to do the job.

The robots are equipped with the best equipment they have, but this is not very formidable compared to what they think their ancestors were capable of. They never want to be able to communicate with the device lest some unknown mutant was able to track the robot back to its source. To insure that this never happens the final program was very complete. It states that the robotic unit is to explore the mutant filled ship studying mutants and any discovered devices of the ancients. This information is to be sent back on a one-way radio circuit. The unit was programmed with the combined knowledge of the compound on technical devices and a program block was given it so that it could never approach the place of its creation. These units were sent off and while many of the units were quickly destroyed, some of them gave their creators much valuable information.

Because of the nature of this possible player character, it is recommended that only one player of any group play a robot. One big advantage to the Star Ship Master is that if a robot player is killed the SM can start another robot off in the same general direction with all the knowledge of the old unit. The SM should give every robot player a small amount of technical knowledge, given in such a way that it forces the player to still experiment with many of the possible devices of the ship. These robots are not controlled by bands or other robots.

To set up a player as a robot, you roll no dice. The player is given 115 points for structural creation and 100 power points. The player creates the kind of unit he or she wants with strengths and weakness that only they know about. The structural points are used for the movement factor, computer factor, physical devices, armor, sensory equipment, and weapons. The power points serve to beef up special sections.

MOVEMENT UNITS:

These units propel the robot and only one movement device is allowed per robot. The units lose speed when weight is added or damage is taken. The SM should determine what the effects are on movement.

<u>TYPE OF UNIT</u>	<u>SPEED</u>
"Forest" Propulsion Unit	96 KPH (60 mph)
Standard Propulsion Unit	48 KPH (30 mph)
"Garden" Propulsion Unit	40 KPH (25 mph)
Low Propulsion Unit	20 KPH () mph)
Anti-gravity Unit.	Height Only
Treads (Tracks)	15 KPH () mph)

COSTS & WEIGHTS

<u>Unit Type</u>	<u>cost</u>	<u>Operational Weight</u>
"Forest" PU	30 Structure Points	500 lb.
Standard PU	25 Structure Points	400 lb.
"Garden" PU	20 Structure Points	350 lb.
Low PU.	15 Structure Points	500 lb.
Anti-Gravity U	30 Structure Points	900 lb.
Treads.	45 Structure Points	1,500 lb.

For every five power points added to a propulsion unit there is an increase of five KPH and twenty pounds of operational weight. In the case of the Anti-Gravity unit, it can raise the robot up to 500 yards; with the addition of five power points it can raise it up to 1,500 yards.

COMPUTER UNITS:

There are basically four different types of electronic brains. Each one is responsible for the controlling of the power relays needed when using broadcast power, the use of the devices the robot is equipped with, and the logic systems needed for travel. The following is a detailing of what each unit does:

Single Logic System: The system will work all the devices with a dexterity of ten. It is able to use only two systems at the same time.

Dual Dependent Logic System: These are two separated computers that must work together to control the entire system. In case of malfunction or damage, one computer can control any one system of the robot. This system is able to use any three systems on the robot at the same time. It gives the unit a dexterity of twelve at all times.

Dual Independent Logic System: This is just two separate systems that are able to use any four systems of the robot at the same time (dependent on the power accumulation capacity). In case of damage it is able to control the robot as the single logic system. It gives the unit a dexterity of fifteen at all times.

Triple Semi-independent Logic System: This is the most complex of all the robotic systems and allows the unit to use any six systems at the same time. If power is available it is usually able to repair itself and it gives the robot a dexterity of eighteen. This system greatly increases the ability of the robot to figure out ancient devices (judges option as to the total ability).

For every fifteen power points added to the computer unit, it is able to use one extra built-in robotic system (over and above the norm for the unit). For every ten power points added to the computer unit, it is able to add one to the robot's dexterity (up to eighteen).

Computers

<u>TYPE OF UNIT</u>	<u>COST</u>
Single LS.	10 Structure Points
Dual Dependent LS.	15 Structure Points
Dual Independent LS	20 Structure Points
Triple Semi-independent LS	25 Structure Points

PHYSICAL DEVICES:

All of these parts are located in the trunk of the robot.

Lead Shielding: Robots have a base ten *mental resistance* and a base ten *radiation resistance*. One of these shields raises both scores by four points. Each shield weighs fifty pounds.

Lights: These are two moveable lamps that can be used to dazzle enemies.

Quills: These are six inch steel quills that can be located anywhere on the unit. There are fifty quills per set and five of them can be launched if ten extra structure points are spent. These spikes have a range of fifty yards and a weapon class of three.

Boxes: A robot may have up to four of these eight cubic foot exterior boxes. Each comes filled with 100 computer power points and 100 structure repair points. This is the only way a robot may get spare parts in its beginnings. Always keep track of how many points are left in each box.

Radiation Detector: This device is effective up to 100 meters and can determine intensity levels.

Water Proofing: A robot is normally water-proofed to twenty feet of water; with ten extra structure points it is good for ten extra feet of water.

Resistance to Heat & Cold: A robot is normally resistant to temperatures of -40 degrees F to plus 120 degrees F. Every five points of structure increases that resistance on either side up/down five degrees.

Single Grasping Claw: Twelve meter (39 feet) extension, with a lifting capability of 100 kilograms (220 pounds).

Light Tractor and Repulsion Beams: They are able to hold or repel masses of up to 90 kilograms (200 pounds) with a range of 3 meters.

Insecticide and Herbicide Sprayers: These have a range of twenty meters and the effectiveness is up to the referee. For every ten added structure points given this item, there are twenty shots above the normal thirty.

Physical Devices

<u>TYPE</u>	<u>cost</u>
Lead Shielding	20 Structure Points
Lights	5 Structure Points
Quills	10 Structure Points
Box	15 Structure Points
Radiation Detector	5 Structure Points
Water Proofing	5 Structure Points
Single Grasping Claw	20 Structure Points
Tractor & Repulsion Beams	30 Structure Points
Sprayers	30 Structure Points

ARMOR:

An armor type must be chosen; only one may be used.

<u>Class</u>	<u>cost</u>
Armor Class One	50 Structure Points
Armor Class Two	45 Structure Points
Armor Class Three	40 Structure Points
Armor Class Four	35 Structure Points
Armor Class Five	30 Structure Points
Armor Class Six	25 Structure Points
Armor Class Seven (Lots of bare wire)	20 Structure Points
Armor Class Eight	15 Structure Points

Note: The duralloy shield will not aid in a robots armor class or the use of other types of armor.

SENSORY EQUIPMENT:

The use of these is the only way a robot can sense the world around it. The repairing of any of these units costs two structure points. The taking of any of these units not only costs the stated structure points; they also take ten power points per system.

<u>Sense</u>	<u>cost</u>
Vision as a human	5
Heightened Vision as the mutation	10
Hearing as a human	5
Heightened Hearing as the mutation	10
Smell as a human	5
Heightened Smell as the mutation	10
Touch as a human	10
Heightened Touch as the mutation	15
Analyzer: if given a small sample of soil, living matter, or the product of living things, it can tell the effect it has on that matter with its systems. Detecting radioactive ground or poison material are its best functions.	15
Voice: This is the only way a robot can communicate with others	10
Infra-red & Ultra-violet spectrum receivers	15
X-ray unit with a range of three yards.	10

WEAPONS SYSTEMS:

There are two types of weapon systems: one that uses structure points and one that uses power points. The wave type weapons need power points and are treated like mental attacks with a mental resistance of thirteen normally.

Structure Weapons Systems

Slug Ejector: Fires ten slugs per melee round with each doing two dice of subduing damage. It comes with 200 slugs that are reusable. 100 extra slugs may be acquired for ten extra structure points.

Radiation Beam: This is a base ten radiation emitter. It is useable every three melee rounds unless it is the only structure weapon. In this case it can be used every other melee round. The intensity can be raised one level for every five structure points added.

Capture Nets: These nets have a weapon class of 5 for hitting and do no damage when striking but do entangle anything they hit. There is a 1-40% chance that there will be no movement for the next three melee turns after being struck. It takes a torch a melee turn or a human three melee turns to get rid of the net.

Sonic Blast: This is the same as the mutation and useable every three melee turns.

Selective Sonic Blast: Using a parabolic reflector this system can focus the sound in a three feet area.

Heat Generator: As the mutation

Physical Weapons: Swords, maces, axes and the like are built into a tentacle of tentacle or claw. These weapons have a base strength of twelve. The addition of ten power points raises the base strength by two.

Power Bolts: These bolts are treated as a heavy crossbow. There are ten with the system and they are reusable. The firing rate is two per melee round.

POWER WEAPON SYSTEMS

Paralyzation Wave: This wave is as the mutation *mental paralyzation* with a range of twenty yards.

Force Field: This system is the same as the mutation in effect, but it takes five dice of damage. When overloaded it is forever useless. For every additional five power points a die is given to the shield.

Repulsion Beam: As the mutation with the force field dice.

Magnetic Control: As the mutation

Weapons Systems

<u>Weapon Type</u>	<u>cost</u>
Slug Ejector:	10 Structure Points
Radiation Beam	10 Structure Points
Capture Net (1)	10 Structure Points
Sonic Blast	10 Structure Points
Selective Sonic Blast	15 Structure Points
Heat Generator.	10 Structure Points
Physical Weapon.	5 Structure Points
Power Bolts.	15 Structure Points
Paralyzation Wave	15 Power Points
Force Field	15 Power Points
Repulsion Beam	20 Power Points
Magnetic Control	15 Power Points

DAMAGING OF ROBOTS?

Every robot should start out with eighty hit points. It takes damage just like any other mutant. For every drop of one-fourth in the number of hit points there is a loss of one-fourth of the robots body functions. The player makes a list of the order of the functions that will be lost before the total destruction of the unit. For every piece of lead Shield added on add ten hit points.

Along with the concept of damage to robots is the need to figure in the effect of fatigue on the machine parts. After four weeks away from the compound, a robot must start expending five structure or power points a week to maintain its trim. If this is not done then the referee rolls every day with a 5% chance that the unit will suffer a system that breaks down.

COMPUTER MALFUNCTION TABLE

<u>%</u>	<u>Malfunction</u>
1-15	Movement System Damaged
16-23	Tentacles or Claws
24-34	Weapon System
35-65	Trunk
66-95	Power System*
96-100	Unit Logic System

**Roll again to determine where the system is located.*

REPAIR TABLE

<u>Percent Damaged</u>	<u>Time Needed for Repair</u>	<u>Cost in Structure or Power Points</u>
1 - 10 %	1 hour.	5
11-20%	2 hours.	10
21-35%	2.5 hours.	15
36-49%	3 hours.	20
50 - 79 %	3.5 hours.	25
80 - 96 %	4.5 hours.	30
97 - 99 %	10 hours	30
100%	5 days	50

A player might wish to not spend points on fixing a unit, but merely jerry-rig the system. In this case the ship master rolls a percent secretly to determine how long the jerry-rigging works. A system may only be jerry-rigged twice.

Repair Duration

1 Day	1-10%
1 Week	11-35%
30 Days	36-89%
Permanently	90-100%

NOTE: Illusion generation, mental control, life leech, mental transparency, death field generation, and de-evolution do not work on robots.

cont. on pg 20

EXCERPT FROM AN INTERVIEW WITH A RUST MONSTER*

*Translated into Common by Michael McCrery

Editors' note: Michael McCrery, a dungeonmaster from Philadelphia, Pa., brings us the account of some rather unusual happenings from a recent D&D campaign. According to Mr. McCrery, '... The rust monster mentioned is, in actuality, a non-player character who, several 'years' ago, was polymorphed into a rust monster in my dungeon. Now, whenever someone rolls an encounter with a lone rust monster, I apply a 05% chance that it will be this character. He cannot, of course, address himself to anyone unless through the use of magic they (players) attempt to speak to him. He is, however, more or less cognizant of his former existence, and usually will only attack an expedition when attacked first. And many novices will attack anything that moves, out of panic. The combat described was actually fought, with the weapons stated. In some cases, some strange numbers were generated as modifiers for the appropriate weapons. For example, a haunch of moose acts as a +1 mace, while a pencil acts as a -5 dagger. At least, in the right hands. . .'

PROLOGUE

"... and so there I was. A rust monster, and stuck in that dungeon."

"But surely you tried to escape," I said. "In all of that time didn't anyone recognize you for what you were?"

"The closest I ever came to being rescued," my guest replied, "was several years back when I stumbled onto a group raiding the dungeon. I figured that if I followed them they would lead me to the surface, eventually."

"What happened to them?" I questioned.

"A real bunch of nerds. They obviously didn't know anything about dungeons and almost got themselves killed off the short time I was with them. When a Hobgoblin king sent them on a quest I figured I would be better off on my own again."

"With your years of experience in that dungeon," I prompted, "surely you can relate some details that might help others to survive their expeditions." I lit a taper in the fire and touched the flame to my pipe.

"There's not really much to tell," my guest replied, pausing to scratch behind one ear. "It's more a matter of experience than general knowledge."

"Isn't there anything that might help?" I asked.

"Oh, maybe some small things, but they're more in the line of common sense than anything else."

"For instance?" I prodded.

"Well, I guess I could tell you a little about this bunch of dimwits I encountered. They did *everything* wrong. They had no business even being in a dungeon. The way they were prepared they wouldn't have survived a trip to the grocery store."

"When I first encountered them I was hopeful enough, as they looked like blooded warriors. Oh, boy, was I ever wrong about that! I can still picture them approaching me from out of the darkness. I saw them coming almost a hundred meters away. They were boldly marching down a two meter corridor, torches ablaze, announcing their coming to all within sight. At first I figured that they must be some pretty heavy dudes to expect to get away with such an elementary lack of caution. They didn't even have a thief scouting the way for them. But I began to suspect the truth when I saw that they didn't even have a dwarf with them. Can you imagine that? Not even a dwarf!"

I shook my head in amazement as I scribbled notes. My guest continued:

"There were five of them. There were two fighter types, the first one wearing shiny new armor and carrying a rusty, nicked battleaxe that looked like it had come from somebody's trash heap¹. The other was a real skinny dude carrying a sack with a bent sword sticking out of it. Between these two a magician and a samurai were carrying the second biggest shield I had ever seen with another samurai on it². The

shield was also rusty and dented. It was then that I started to give up hope that my salvation had come, but I decided that it couldn't hurt to try them, especially as it had been almost two years since I had seen any outsiders.

"I stood my ground and waited for them to catch up to me," he continued. "When they finally saw me they didn't seem afraid, but the magician did try to cast some kind of spells. I have no idea what they were supposed to do. Nothing seemed to happen. Then he tried to lure me away by casting a ventriloquism spell and calling to me. He used several languages, most of which I couldn't understand. I decided that I would have to make the first move."

"Slowly I approached them, and, although the smell of iron was almost irresistible, I managed to restrain myself and get across to them my friendly intentions. At least they picked up the shield again and continued on their way. When I followed they didn't try to dissuade me. I figured that maybe they were returning to the surface with their wounded. Wrongo again."

"I think I know the kind you mean," I said, refreshing my guest's drink (Geritol over carriage bolts). "A bunch of Sunday explorers. But you haven't really given me much hard information."

"I'm coming to that," he said, sniffing at my andirons. "Rotten alloy," he muttered. Suddenly he turned and looked me full in the face. "Do you know," he said, "those idiots were carrying the Sword of Toshio³ in that sack and didn't even know it? And they with a perfectly healthy samurai in the party."

He lay back down in front of the fire, and after a lap at his drink continued. "But it's hard information you want," he said. "Well, I followed them through the passages of that place, and they didn't even know where they were going. They hadn't had the foresight to carry any food or water with them and were already hurting when I had encountered them. After several hours things got pretty tight. Finally, we came to a fountain and they stopped to drink. They didn't even realize that they were taking potions. The mix in that fountain constantly changes so I don't know exactly what they got, but some of them could have been quite useful. As it turned out, at least one was . . ."

(MIS)ADVENTURE AT A DOOR⁴

After resting, the party tried one of the smaller exits from the Room of Fountains and found themselves in another of the seemingly endless two meter corridors. The rust monster that had been following them (because of Richard's high charisma, they supposed) continued to tag along.

After an uneventful trek they came to a door blocking the corridor. A quick consultation produced the consensus that the door should be tried. Fred, their door opener, his strength the major resource of his body, grabbed the handle before the others could stop him and tried the door. It never occurred to him that the space beyond might be occupied, and so the others stood in horror watching as he rattled the bolted portal.

Failing in his first attempt, Fred stepped back and spit into his hands. He got a firm grip on the handle once more and got the door in his face as it was pushed open from the other side.

"What do you want?" demanded the bass voice of the figure confronting them. They looked up. And up. The man facing them either had a bad glandular disorder, or was a midget giant.

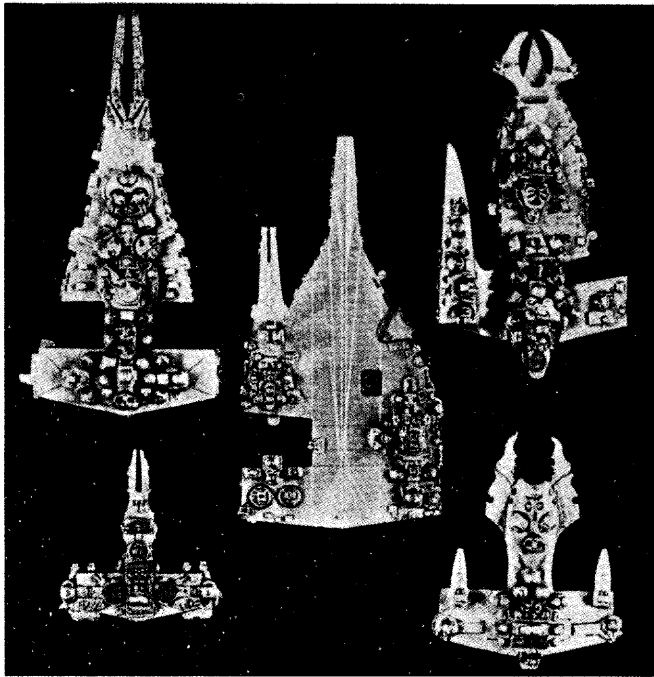
"We seek passage," said the weak voice of Me, the magician, filtering upward from behind the shield. At the first sight of this behemoth he had rolled poor Ari to the floor and pulled the shield up in front of him.

His eyes searching for a moment, the figure blocking the door finally found the tassel of Me's hat sticking up beyond the rusty shield. "How about that!" he said. "A talking shield. Well, shield, passage you'll not have!"

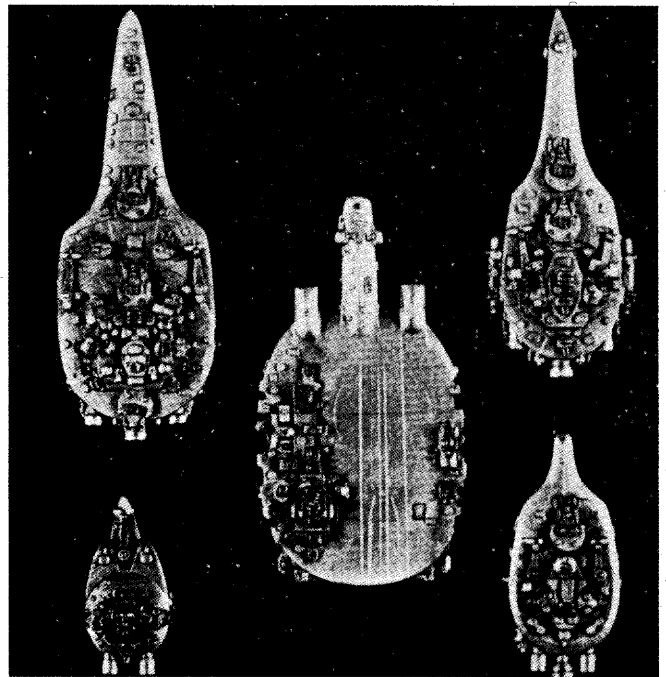
Fred, not being one for diplomacy, cried, "Then we'll force our way past!" and pushed against the figure with all of his eighteen strength. The man stood his ground, laughing.

"If it's a fight you want," he said, "just a moment while I grab my armor," and slammed the door in Fred's much abused face.

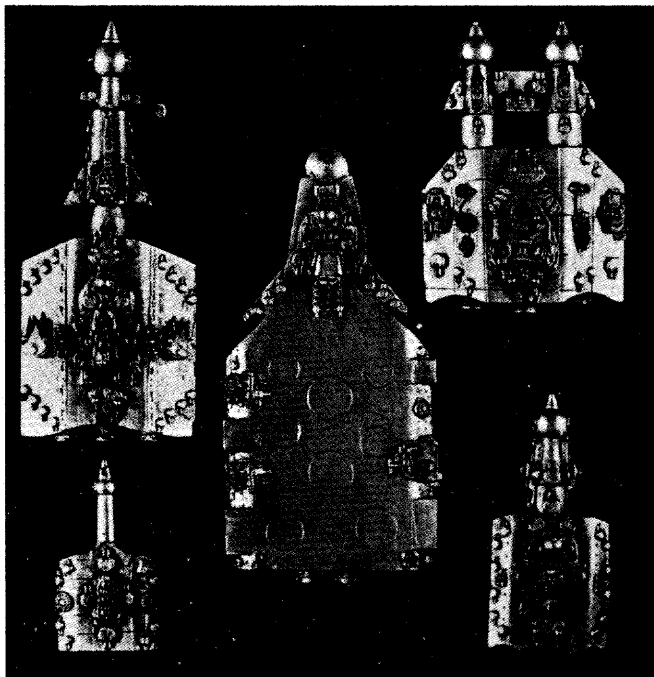
With the closing of the door Richard the Boor elected to exercise the better part of valor, but, before he could fully turn and execute a strategic withdrawal, the door flew open again. Their adversary stood before them, dressed only in a plastic bag. "Draw your weapons!" he demanded.



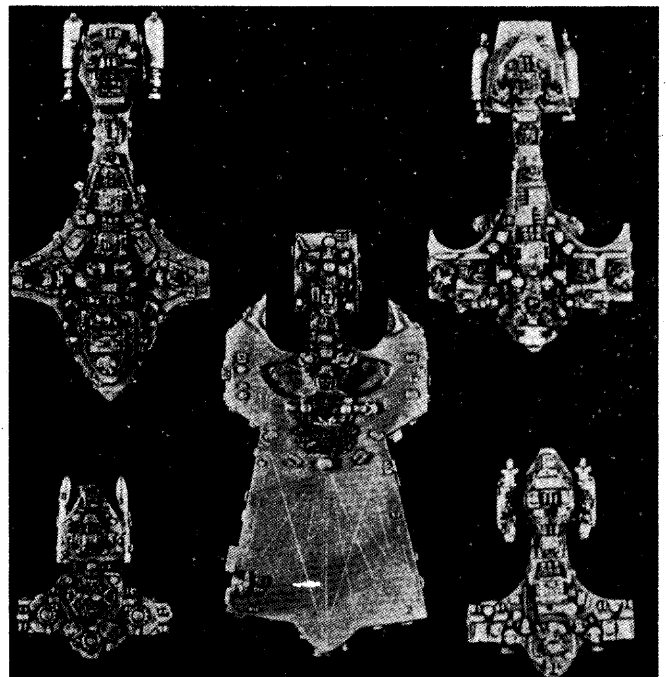
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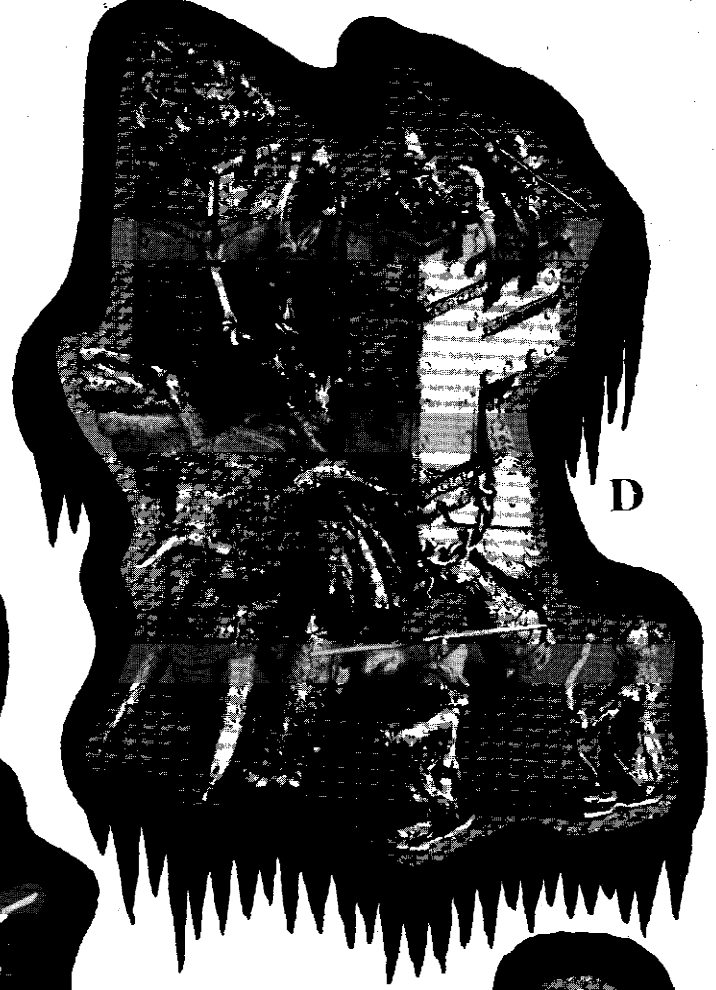
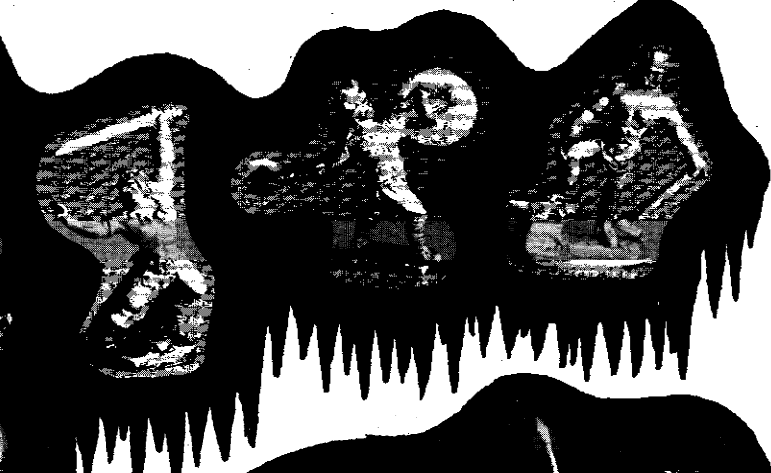


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"Varlet!" yelled Fred, noting the other's empty hands. "Wouldn't have me do battle with an unarmed man and so dishonor myself?" In reply his adversary let fly a beefy fist catching the witless warrior on the button. "Ooof!" said Fred, sitting on the floor.

"Hey, Hengel," called a voice from beyond the door. "How many are there?"

"Three warm and one stiff," Hengel called back over his shoulder. "And a rusty shield with a funny hat."

"That's Hengel," cried another voice. "Always one to hog all of the fun."

"Okay, okay," Hengel cried, stepping back into the room. "Come on in, you guys," he called out the door. "I've got some friends here who want to play, too."

Fred, never one to refuse a fight (or win one, either) jumped up and, drawing his battle-axe in the mistaken belief that it was enchanted issued his battle cry and charged into the room.

Richard the Boor turned to the others and said, "We'll never get out of here without him to open doors for us."

"Of course you realize," said Sauri Itasha, pulling out his katana, "this encounter could have been avoided if you hadn't missed catching our idiot when he tripped over that pit."

"Don't blame me," responded Richard irritably. He was always a little touchy about any subject that could spoil his chances for Paladinhood. "I never voted to take an idiot with us in the first place," he said. "He was only a liability to us. Had to be picked up every hundred feet or so, and always dribbling a trail of blood behind us for every monster that came along to follow."

"Gentlemen, gentlemen," called Me, stepping between them. "Are we going to save Fred from his folly, or stand here and bicker among ourselves?"

The others stood a while considering the ramifications of just pushing the door closed and walking off. "Come, come," said Me, hastening before someone called for a vote. "We'll need him to open these stupid doors for us, anyway."

"Yeh," said Richard. "Besides, I probably couldn't be a Paladin if we just left him without making some effort to help." And then, in a rare flash of psychic ability, "But that fool is going to be the death of me yet!"

Richard pushed the door fully open and they reconnoitered the situation. A few feet inside the door Fred stood, panting, blood dripping from his face and pooling on the floor. As they watched he cut loose a mighty slash that buried the head of his axe in his opponent's side. Calmly, the man responded with a left jab followed by a lightning one-two, and the blood ran freer from Fred's nose.

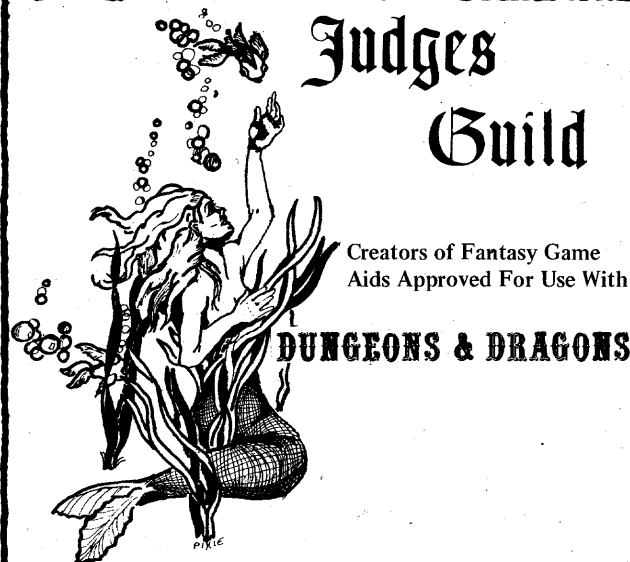
Weapons in hand, Richard and Sauri rushed into the room. As they did so two more figures such as the one confronting Fred stepped up to meet them. The first, wearing plate, engaged Sauri with sword. The second had apparently been preparing lunch when they had tried the door, since he was standing over a Coleman stove with a big frying pan. Although he was naked when Richard and Sauri rushed into the room, he had seized a handy meat cleaver and, with one swift chop, severed a haunch of moose from a nearby hanging carcass and spun to face Richard, the haunch grasped firmly in his hand. He tossed the cleaver back over his shoulder.

A fourth figure sat at a small table sharpening his sword. "Hey, Hengel," he cried. "I thought you said there were four of them." When Hengel turned to answer, Fred put his back into a mighty chop, designed to split Hengel from crown to crotch. Hengel reached out a hand and grabbed the battle-axe in mid-swing, checking it.

"Well, there's kind of a runty magician out there. You want I should fetch him in for you?" he said. Fred was straining to pull his weapon from the other's grasp. This was a difficult task because his feet were barely on the floor.

"Don't bother," sighed Me, drawing his dagger. "I'm coming." Pushing the over-sized shield before him Me entered the room. He noted that Sauri's opponent had tossed away his sword and was fighting with a penknife. He also saw that Richard's helmet was agleam with blood, but not his own.

Me strode into the room and faced the last of its occupants. The man stood and, seeing what appeared to be a rusty shield wearing a funny hat facing him with a dagger, laughed. He glanced over the top of the shield and said, "Oh, there you are," and laughed again. He



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tossed his sword back onto the table and reached inside of his chainmail. His hand came out holding a pencil. Glancing at the blunted point he turned to a sharpener on the wall. Inserting the implement, he began softly humming as he turned the crank.

Being more interested in survival than in some abstract fighter's creed, Me seized on this opportunity to jump past his shield and attack. His knuckles white on the pommel, he repeatedly plunged the dagger into the man's back.

His task, completed, the man turned and stared vacantly at Me, while the panicked magicer fled back to the safety of his shield. The man followed casually.

Me wrestled the shield up before him and crouched like some turtle waiting for an alligator to lose interest. His opponent walked up and, with one thrust, rammed the pencil stub, and a good length of his arm, through both the shield and the magicer's body. He withdrew his arm and, as Me fell to the floor, he wiped the blood from his wrist and went to look for a ball-point pen, realizing that a pencil was useless against plate armor.

Meanwhile, Fred was inflicting a good deal more damage on his opponent than the man was showing signs of receiving. At one point, Hengel put a foot across Fred's toes and used him like a punching clown. A right cross, and wait for him to pop back up, a left jab, and wait for him to pop back up, etc. Fred was rapidly tiring.

Sauri, meanwhile, had found his opponent to be a little more agile than expected. He was having some trouble hitting the man, while his foe in no way suffered the same ill. Indeed, Sauri was a little worried about the damage he was taking. Then, a sudden thrust, and he was looking up his opponent's arm as the man pulled his knife from the gaping wound in Sauri's chest. Sauri felt a great wave of pain ripple through him, and fell to his knees. He knelt there saying a last prayer to his ancestors, awaiting the final blackness. After a few minutes he realized that such a wound should have been instantly fatal. He opened his eyes and looked down, beneath his mail. Then his eyes spread wide as he watched the ragged edges of the wound creep together and form a scar, which slowly faded from view.

Muttering a hurried prayer of thanks, Sauri didn't pause to question this miracle, but made use of it. Grabbing up his katana he leapt to his feet screamed "Banzai!", and attacked his equally stunned foe with a renewed vigor. Several fatal wounds later he managed to make a solid attack and was rewarded by his blade slicing through the man's shoulder, his arm dropping to the floor. Sauri's training took over and instinctively he stepped in and dealt the final blow, his blade raking along below the man's chin to cleanly sever the head.

Sauri turned then, to see how Richard fared. He was in time to see one last blow of the now pulped haunch descend and reduce Richard to a lump on the floor. Not waiting, Sauri stepped in and soon had this man reduced to his components, like some ghoulish butcher shop.

Seeing what had happened to his friends, the fourth man stopped his search for a pen and leapt for his sword, but too late to avail him any protection. With the flush of success and the promise of invulnerability Sauri soon laid him low, his wounds closing of their own accord almost as soon as they were made.

Sauri turned once more, pausing only long enough to insure that the blood had ceased to flow from the last of his wounds, and saw that Fred was vainly trying to stop the assault he was undergoing. Fortunately, his opponent did not realize the futility of trying to punch into insensibility someone like Fred, to whom insensibility was the natural state.

Muttering in his native tongue something that sounded like "Matsubisipanasanik", Sauri leapt to the attack and soon this last opponent joined his companions.

While Fred strove to push his nose back into some semblance of its former self, Sauri checked Richard and Me and found them beyond help. He then set to searching the room. By the time he finished, Fred had tried the only other exit from the room, the door with the big sign reading, 'Major Treasure Room', and found that it resisted his greatest efforts. He failed to notice that the keyhole matched the pattern of the key laying on the table.

"What the hell," said Sauri, coming up empty handed. Fred shrugged. They dragged the shield back to where Ari was propped up against a wall and, lowering him onto the shield, began their long trek back.

cont. on pg 20

ARCHIVE MINIATURES

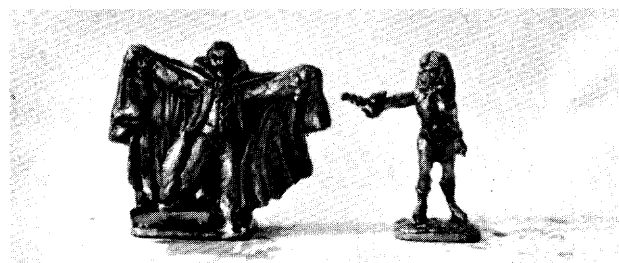
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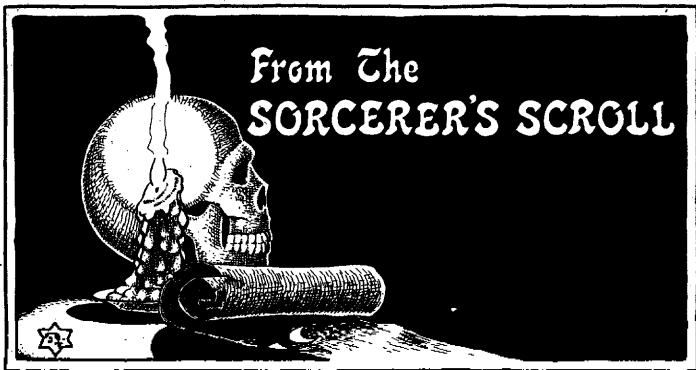
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D&D RELATIONSHIPS, THE PARTS AND THE WHOLE

Comments on the state of the game

by Gary Gygax

Not a few D&D enthusiasts are puzzled about what is going on with the game. They are wondering what the "new Basic Set" of D&D is, will the **Original** game be around much longer, and what **ADVANCED D&D** is and when it will be available. As briefly as possible, I will attempt to answer all such questions, for we have no desire to confuse DMs and players as to what is taking place.

Before the third supplement (**ELDRITCH WIZARDRY**) was in print, it had been decided that some major steps would have to be taken to unify and clarify the **D&D** game system. This project began then, but such a long and complex task cannot be accomplished quickly if it is to be done right, and if nothing else we were determined to do it right! Organizational work was in progress when correspondence with J. Eric Holmes, professor, author and incidentally a respected neurologist, disclosed that the Good Doctor was interested in undertaking the first stage of the project — the rewriting and editing necessary to extract a beginner's set of **D&D** from the basic set and its supplements. The result of his labors is the "Basic Set" of **D&D**.

"Basic" **D&D** does not differ greatly from the **Original** except that it is far better structured — thus far more understandable for an individual previously not acquainted with the concept of fantasy role playing. The rules clarify things and are changed in a few minor areas which do not materially affect existing campaigns. There are a few new first and second level spells. It is important to note, however, that the "Basic Set" is NOT aimed at the existing group of enthusiasts, it is designed solely for new players. It has rules which take players only through the first three experience levels! If they enjoy the game they must then obtain either **AD&D** or **D&D**. As advertisements have boldly proclaimed, the set has everything needed to BEGIN PLAYING **D&D**. Whether or not the work is purchased for purposes of having a complete collection of **D&D** material, IT IS NOT NECESSARY FOR PLAYERS ALREADY ACQUAINTED WITH THE MECHANICS OF **DUNGEONS & DRAGONS**. Well then, what about references in the new work which direct the reader to **ADVANCED DUNGEONS & DRAGONS**? you might well ask.

The "Basic Set" was done with care, and it can lead to either the **Original** game or to the new, as yet unfinished, **ADVANCED D&D**. Because of the numerous supplements and articles necessary to make **D&D** a more easily understandable and multifaceted game, we decided that a whole new game was in order. There were too many gray areas in the **Original**, too many different books, too many varying approaches offered. However, the first work will never be done away with, for it offers a system which still attracts many persons. Whether from a nostalgia standpoint, from a desire to collect anything pertaining to **D&D**, or because of the content which will be excluded from the concept of the new game, we at TSR are certain that **Original D&D** will always be in demand. The only part of the system which will be revised to fit into **ADVANCED DUNGEONS & DRAGONS** is **Supplement IV, GODS, DEMI-GODS, & HEROES**. Here is what the new game will consist of:

ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL was anticipated to be ready prior to Christmas. (As usual, there were delays, mainly from the printer and the binder.) I am drafting the final manuscript for the player's book, and a rough outline of the referee's volume is on hand, so work on that can commence as soon as the former is completed. Furthermore, Messrs. Kuntz and Ward are hard at work revising the G, D-G, H supplement so that it will be ready

to go into print late in 1978 or in early '79. The player's and referee's books should be available in the summer of '78. Thus, **A D&D** will consist of four books — three main parts and a supplement. The **MONSTER MANUAL** and **GODS, DEMIGODS, & HEROES** will fit into the **Original** game system with a bit of care on the part of the Dungeon Master, if such is desired. But all-in-all, **ADVANCED DUNGEONS & DRAGONS** is a new game. To state this in terms of existing board-games, for example, **AD&D** and **D&D** will bear the same relationship as **STALINGRAD** does to **RUSSIAN CAMPAIGN**. The former is a truly classic game, but the latter is even better. Nonetheless, devotees will wish to have both! Furthermore, to carry the analogy a bit further, parts of **RUSSIAN CAMPAIGN** can be incorporated into **STALINGRAD** to give the latter new horizons in respect to the strategies and tactics of play. While each game will retain a following which adhere only to one or the other, most players will certainly wish to have both regardless of which they find themselves playing more frequently.

In summation, the "Basic Set" of **D&D** is aimed at new players, those persons as yet uninitiated to the wonders of fantasy role playing. While it channels these new adventurers towards the **ADVANCED** game, with its better ordered and more clear rules, it suits such players for play of the **Original** game just as well. Nearly all of the **Original** booklets will remain unchanged and in print, only G, D-G, & H will be revised to fit into **ADVANCED D&D**. The whole of **AD&D** will be a better, cleaner system aimed at improving the understanding of the role playing game system. The first three books, the main part, will be ready in mid-1978 if all goes as expected. I am certain that you will find them worth the wait!

Rust Monster fr pg 19

EPILOGUE

"Idiots never made it, though," my guest said, his voice now somewhat slurred. "The nerds tried to sneak through the audience chamber of the Hobgoblin king while he was sitting in judgement. But they convinced him to spare them and, in return, agreed to undertake a quest. That's when I split. Even if they did lead me out, I didn't want to be seen in their company."

MORAL

When you drink from a public fountain, you never know what you'll get.

Footnotes

1. It has been ascertained from other sources that the party in mention had just ripped-off a giant's trash-masher.
2. Ari the Samurai on the shield had been paralyzed in a previous encounter.
3. Sword of Toshio, looks like an ordinary sword, bent and worn from use, which has been discarded. But in the hands of a samuri it takes on its true appearance as a katana of great power. Extremely lawful. Intelligence of 12, Ego of 3. Has a special purpose. Named for its first owner, Toshio Kubiyashi.
4. As reconstructed from my guest's remarks, and other sources. — Author

Robots in M-A fr pg 13

There are several robotic features that are built in. They are: water proofing, three, four foot long tentacles having claw-like fingers at the ends, broadcast power pick-ups, one-way radio transmitter, and an innate resistance to electrical shock.

NOTE: In the case of Anti-gravity system, it is necessary for the unit to push itself in leaps. This causes it to travel at about the same speed as a human.

Examples:

"Forest" PU30 (SP).....	.80 (PP)	Speed 176 KPH
Triple (S-ILS)25 (SP)		
1 Box15 (SP)		
Vision5 (SP).....	10 (PP)	
Hearing5 (SP).....	10 (PP)	
Power Bolts15 (SP)		
Armor Class (7)20 (SP)		
"Garden" PU20 (SP).....	.60 (PP)	Speed 100 KPH
Dual ILS20 (SP).....	.30 (PP)	
1 Box15 (SP)		
Heightened Vision10 (SP).....	10 (PP)	
Armor Class 625 (SP)		
3 Physical Weapons15 (SP)		
Capture Net10 (SP)		

The Adventures of Monty Haul #1**MONTY HAUL AND HIS FRIENDS AT PLAY**

by James M. Ward

Author's Note: Not many people have been exposed to the working staff of TSR. They are a very unusual bunch of talented people. Not all of them play Dungeons & Dragons (amazing though it may seem) and a good percentage of them have worked on or are developing a set of war game rules. I have the pleasure of often going down to Lake Geneva and talking with them about war gaming in general. Several concepts always crop up in the conversation. Many of the TSR guys have massive numbers of miniatures with which they are able to inundate the unwary with equally massive amounts of detailed information. Many of them have a period or periods of history that they are thoroughly familiar with.

They all have this feeling of "disdain" for any judge, referee, or starship master they can call a "Monty Haul" type judge. While I can usually keep my head above water with the first two points, the last one makes my knees start to shake and my mind seek the inner recess of my skull. You see, I know myself for a semi-Monty-Haul-type judge and a plus one dagger twists in my heart everytime they are condemned. In an attempt to strike back, I created Monty Haul and his friends (all very clearly members of the TSR staff).

These war gamers are your not too typical players and I have tried hard to exaggerate everything about them, but it wasn't easy. Some of the TSR gang do have enough miniatures to fill a bushel basket. Some of them can quote page for page from war gaming books of all types. Some of them can paint miniatures at fantastic rates with amazing detail. So, when you read about them and their war gaming styles, remember that I tried to blow everything out of proportion and that wasn't easy. The stories that follow detailing Monty and his gang are all things that happened or could have easily happened considering the TSR group.

Editor's Note: Now that Jim has assassinated our collective character, it's my turn to return the favor. Jim is a junior high teacher and ass't. football coach in Prairie du Chien, WI. If not for that minor detail, Jim would love to, and probably would, be one of us. (Which shows you just how mentally deranged the poor guy is.) In the months to come, TA of MH will poke some shots at our personal foibles, but usually within the framework of a much more serious satirical statement.

We do not, for example, have any 30th level PC's, nor do we play monsters as PC's, Mike is not hung up on bi-planes alone; if we let him be a choo-choo, he'd be just as happy. Dave (II) is not really an EPT freak; it's just too late now to repair the damage he received while bashing others/being bashed in SCA. As editors are perfect, all you read about me is a lie.

It all started when we got together one Saturday for our weekly game of something. I was really up for a fantasy battle, but Monty had just painted ninety WW I tanks that morning and wanted to try a little

skirmish against the Polish armies that all the rest of us had. We talked him out of that idea fast and the discussion began again on what we should do. I suggested the fantasy miniatures battle, but someone else wanted to D&D. This immediately ended the discussion because no one in their right minds could turn down a chance to D&D.

We all got out our best player characters. While I had several thirtieth level fighters and wizards, I decided to pull out my ancient gold dragon for the trip. Looking over what the other guys were going to use, I saw the usual mix of balrogs, demons, monks, paladins, and iron golems. Freddy even decided to go have his plus eight purpose sword with its ego of eighteen and intelligence of twenty-eight, or was it twenty-nine? Well anyway, I saw right away that it wasn't going to be anything more than an average game and so I sat back to take it easy. Then, to everyone's horror, Monty pulled out his new universe, which he had just completed last night and we all went wild. Everyone started talking at once, wanting to use nine or ten wishes to find out about the universe or wanting to use their favorite artifact or X-15 computer for the same reason. We then all decided that the day could not be spent D&Ding.

I again suggested we play some fantasy miniatures and we all agreed to try that, but Monty was strangely silent. He pointed out that since all twelve of us had chipped in and gotten a copy of "Swords and Spells" (I had gotten a coupon) we should go by those rules. Besides, Monty said, he had just read the rules a half-an-hour before he came.

We then had the same fight we have everytime we want to have a fantasy miniatures battle. What exactly from our vast hordes of figures from all ages and universes (some not even known yet) could we use as fantasy figures. Freddie said he had just that morning painted the entire "12 o'clock high bomber wing" and wanted to use that saying he could cite examples from several books dealing with planes flying into fantasy worlds. We quickly shut him up and made him sit down. Another one of us said that just last night he had painted all his 300 space marines and wanted to use them and we made him shut up even quicker. I then said that the figures used should be from a culture or time where they commonly used swords and that brought some grumbling from the Tractics boys of our group. Monty was all for bringing out his 200 legions strong Airfix army; the one he had painted last Sunday during the commercials. That started us off again on how many figures we should use. Robert wanted to use his 400 French cavalry that he had just painted Tuesday night and naturally the thought of those pistols made everyone decide on an added definition of fantasy.

It was agreed upon that the figures had to come from a sword using culture written about by a famous fantasy (not science fiction) author. This brought us back to the number of figures we should use and in the interest of getting the game started less than three hours late, we decided on an arbitrary fifteen figures plus one special being related to that culture. Almost everyone started reaching for their storm giants and dragons, but Monty with a wicked smile on his face pulled out



fifteen Viking type men and women and an old dude in a chair. He had done an unusually fine painting job on them, but they were very colorful for Vikings. I figured the guy in the chair must have been someone mighty special with an artifact or something and we all started making guesses on the weapons the puny Vikings were going to use. It just wasn't Monty's style to bring out a batch of humans that could get blown away by something small like Ernie's squad of iron golems or Jake's flight wing of red dragons. Then Monty hit us with the bombshell. Since he was limited to sword using cultures written about by fantasy authors he had decided to use the fifteen toughest Norse Gods with Odin leading them. We all started shouting unfair at once, while we were putting away our dragons, golems, and undead and bringing out tougher things.

After long debate, in which our first move was to make Monty put away his Gods, we decided on a new definition. We would use figures taken from sword using cultures. It had to be written about by a noted fantasy author. The fifteen figures had to be normal everyday beings of that culture with normal weapons and armor for that culture. The special being could have one weapon not above plus three, special armor not above plus three, or one spell, and they couldn't be so strong that a direct hit from a panzerfaust couldn't kill them with one shot. That last point was brought up by the Tractics boys, but it still sounded good to the rest of us.

Mounts and movement factors were discussed when Tom brought out sixteen knights on sixteen platinum dragons. We thought that knight types generally were found on chargers (not the cars, he had those too) and this was how they were to be mounted. Dave pulled out some really strange Petal Throne things that nobody could make head nor tails of. I think he called them *hooggies* or something like that, but we made him put them away stating that they were never written about in a fantasy book. After all was said and done we had a pleasant mix of knights, dwarfs, elves, ogres, winged men from Mongo, nomadic horse archers, elephant riding Greeks, giants, Swiss pikemen, and Romans.

Monty and I had wisely held back when everyone was digging into their bushel baskets of miniatures and bringing out things. In fact, while everyone else was grabbing figures Monty and I were deciding terrain and who would be on whose side. I said a desert area with a few big sand dunes and little other terrain would be fun and everyone but Pete with the wood elves agreed (he was shouted down). Monty decided a free for all with no one siding with another would be good. The point was brought up that natural enemies like giants and dwarfs shouldn't ever fight together no matter what (which really hurt the two Diplomacy buffs that had the dwarfs and giants). Finally Monty felt he couldn't hold back anymore and brought out sixteen of the prettiest tyrannosaurous Rex you ever saw. He also brought out two comic books and a novel none of us had ever read to support his use of them. Over a loud and long protest by the single F.I.T.S. lover in our group who wanted to argue logically for the fact that such a group would never realistically come together. All the rest of us surveyed the playing area; with its assemblage of monsters, magic, men, and his flying men of Mongo, and laughed him into silence. It was my turn to place my figures on the board and while I took out by black enamel coffer from its fishing tackle resting place I started to talk about Edgar Rice Burroughs. I mentioned the fact that no one could doubt that Burroughs was one of the greatest of fantasy writers. I saw the beads of perspiration start to form on eleven foreheads. I also mentioned as I opened the black coffer shielding its contents from all the others that his Mars series was certainly a culture using swords. I saw the Tractics and Diplomacy boys turn pale and Monty tried to pull back his dinosaurs, but I held his hand.

With a gleam of triumph in my eyes, I pulled out sixteen of the nicest, best painted set of green martians the world has ever seen. Each one had a radiation rifle, a radiation pistol, and two swords at hand. I could see the looks of fear in eleven eyes and the grim determination of eleven jaws. The battle was brief and when it was over the heaped bodies were laid around the martians inches deep. *Endit*

The Cthulhu Mythos Revisited

Dear Editor,

Being an avid fan of Lovecraft, I was appalled by the article in your February, 1978 edition of the Dragon concerning the Cthulhu Mythos. Not only have I read Lovecraft, but also August Derleth, Clark Ashton Smith, Robert Bloch, Robert E. Howard, etc, and I am hooked on D&D. So I waited impatiently for any recognition of the Mythos, only to be disappointed by a partial list, underrated aliens (namely the Great Race), and your account of Alhazred's death.

About Azathoth, according to Eibon — the great Hyperborean wizard, it is Ubbo-Sathla, the *Source and the End*, that is the center of the universe, not Azathoth, Ubbo Sathla's twin.

Ubbo-Sathla's spawn includes Zulchequon, Abthoth, Nygotha, Yig, Atlacha-Nacha, Bytis, and dark Han. While Azathoth's spawn were Nyarlathotep, Yog-Shothoth, Cxaxukluth, and yet others.

From these were the Great Old Ones built.

According to the genealogical information, the following revisions can be made.

First, the Elder Gods, after they defeated the Great Old Ones, stripped Azathoth of a lot of his power, so his hits should be lowered to 200 to 225.

Cthulhu, first spawn of Yog-Shothoth, and the second most powerful of the Great Old Ones, is underrated. His hits should be raised to 350. A major weapon of Cthulhu to any who knows of him is to connect the character's mind with his dreams (of course there is a saving throw). The results of Cthulhu's dreams is insanity. The Mythos is scattered with insane characters who have discovered too much; Justin Geoffry (Robert Howard), Arthur Wilcox Hodgins* (Lin Carter), Dan Harrop (August Derleth), and Gottfried Mulder (Lin Carter).

The Elder sign, also known as the five-pointer Mnarian starstone, cannot control Cthulhu in R'lyeh, instead the seal of R'lyeh resembles the symbol of Aquarius the water carrier, against a buried city with the shape of an octopoid creature in the center.

One great misconception about Cthulhu is the statement made about him retreating in the face of Hastur. No way, before making statement read "The Return of Hastur" by August Derleth. A battle will not only occur between the two, but a climatic one.

Hastur is underrated, he is the third most powerful Old One. His

hits should be raised to 325. He is the *KING OF AIR!!!!!!!*

Shub-Niggurath is not connected with Abthoth or Ubbo-Sathla, it is a separate entity. It is worshipped by people that live in more damp places where Shub-Niggurath likes to roam. Shub-Niggurath mated with Hastur to produce Ithaqua, Lliogor, and Zhar, entities of the wind. These three are very powerful.

If Alhazred was eaten alive in Damascus what is he doing in the Nameless city as an intact zombie that tells Dr. Shrewsberry where R'lyeh is? An Arabic volume of the *Necronomicon*, called Al Azif does exist. The Celaeno fragments, the *Book of Eibon*, and the *Pnakotic Manuscripts* are equal if not superior to the *Necronomicon*.

Cthugha is fourth on the list of Great Old Ones, his hits should be raised to 300, and Nyarlathotep raised to 295.

If you're wondering who is number one — YOG-SHOTHOTH his hits should be raised to 400. You can say that is rather powerful; you're damn right. The Great Old Ones are so powerful, that the total power of the Elder Gods could not destroy them; only imprison them.

As far as your Byakhee, there is no evidence for a 100 hit bird; maybe fifty. The Shantaks, a mountain of a bird, could be classified as a 100 hit creature.

The Deep Ones can actually progress in levels as a magic-user.

The Great Race of Yith only 30? If so the universe would be controlled by the Great Old Ones themselves!!!! They are more like 100 hits apiece.

Try Primordial Ones instead of Old Ones from the Mountains of Madness. Using Old Ones twice is not only redundant of another creature (the Great Old Ones), but confusing.

Instead of Shaggoths, these creatures are known as Shoggoths.

These may seem trivial, but if Howard Phillips Lovecraft, August Derleth, or Robert Howard saw your use, they'd roll over in their graves not once but at least ten times.

Sincerely Yours,
The High Priest of the Great Old Ones
In the Service of Nyarlathotep
Gerald Guinn

*Arthur Wilcox Hodgins is actually in an institute for the criminally insane, after killing a nightguard who tried to stop him from destroying a statue of one of Cthulhu's spawn, Zoth-Ommog.



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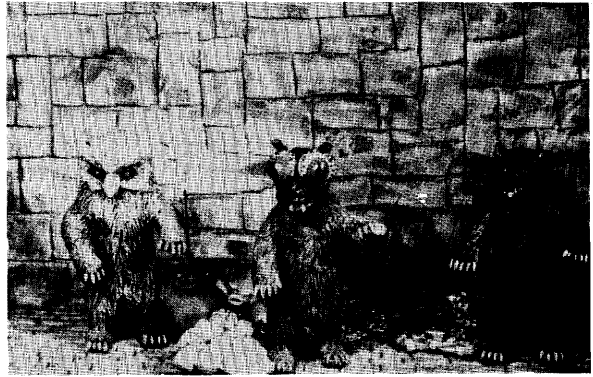
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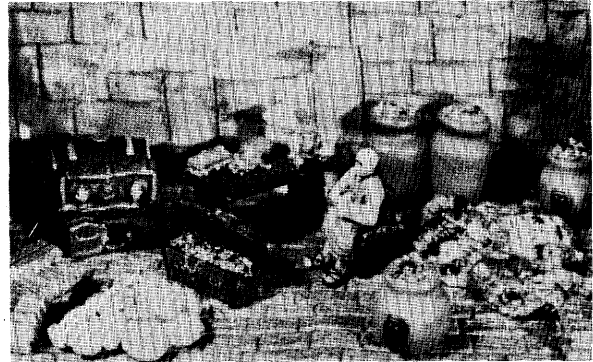
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Designer's Forum**THE TOTAL PERSON IN *METAMORPHOSIS ALPHA***

by James M. Ward

The concept of role playing revolves around the idea that you become a "being" from a world that can only be imagined. This being reacts to the problems of every day life, along with those unusual ones that often come up, in a way that guarantees that beings survival. The enjoyment that is to be realized from this type of gaming is from the pleasure of overcoming problems. These created beings are usually started full blown out of the minds of the players with hit points, a mental resistance, and the like. To make the game more enjoyable and allow any given player a slight edge in Metamorphosis Alpha (something that is often needed as the players can attest to) I have created a few charts that give the player a past to work with. There are also charts that help those in a village discover what can be had there. In using these, if problems come up that are caused by the illogic of the die roll just start over in that chart or on the whole thing.

ENVIRONMENT FROM THE EARLIEST TIMES TO THE PRE-ADULT YEARS:

- 1 Simple Village Area
- 2 Ancient Town Area
- 3 Engineering Section
- 4 Forest Area
- 5 Mountain Village Area
- 6 Fully Operational City
- 7 Island
- 8 Simple Village Area
- 9 Single Powered Villa
- 10 Powered Horticultural Area
- 11 Inter-ship Corridor
- 12 Large River Village Area

ACTIONS IN THE PRE-ADULT YEARS:

- 1 Time Was Spent Hunting
- 2 Time Was Spent Plant Gathering
- 3 Time Was Spent Fighting Mutated Creatures
- 4 Time Was Spent In General Weapons Practice (non-powered)
- 5 Time Was Spent In Working With Simple Technological Devices
- 6 Time Was Spent In Learning About Advanced Technological Devices
- 7 Time Was Spent In Healing And Helping Others
- 8 Time Was Spent In Hunting
- 9 Time Was Spent In Hunting
- 10 Time Was Spent In Studying Mutants Of All Types
- 11 Time Was Spent Around Radiation Areas
- 12 Time Was Spent In Learning To Read The Ancient Language

BASIC INTERESTS AND/OR TALENTS

- 1 Knowledge Of Powered Weapons
- 2 Knowledge Of Poisons & Antidotes
- 3 Hunting
- 4 Hunting
- 5 Combat Of Any Type
- 6 Collecting Domars
- 7 Mapping The World
- 8 Knowledge Of Technological Items In General
- 9 Knowledge Of Transportation Devices Of All Types
- 10 The Use Of Non-powered Weapons
- 11 Knowledge Of Medicines Of All Types
- 12 Knowledge Of The Powers Of Mutants Of All Types
- 13-20, No Special Interests or Talents

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- 16 Working With Poisons And Their Antidotes
- 17 Knowing The Effects Of Plants And Herbs
- 18 Understanding The Types And Abilities Of Robots
- 19 Working With Computers
- 20 Communicating With And Beguiling Creatures Of All Types

MATERIALS SUPPLIED FROM AND/OR AVAILABLE IN A TRIBAL SITUATION:

- 1 Some Type Of Weapon: Stone Dagger, Sword Frond, Spear, Bow & Arrow
- 2 Carrying Items: Sack, Bandoleer, Back Pack, Belt & Pouch
- 3 Living Area: Large Hut, Small Hut, Lean-to, Under A Tree, A Hole In The Ground, An Ancient Building, In The Open
- 4 Stories Told Around The Campfire:
 - A. Dealing With Mutant Attacks
 - B. Dealing With Hunting And Fishing
 - C. Dealing With Robots
 - D. Dealing With An Imagined Technological City
 - E. Dealing With The Use of Magical Color Bands
 - F. Dealing With Flying Devices Of Any Type
- 5 Trained Beings Of The Village (guards): Jegets, Cring Plant, Congaroid, Singing Vine, Dogs, Cats, Changers, Winged Biters
- 6 Available For Trade At Very High Prices, Are These Items:
 - A. Several Different Types Of Color Bands
 - B. Poison Antidote
 - C. Heavy Crossbows & Bolts
 - D. Poison (variable intensity)
 - E. Domars
 - F. Energy Cells
- 7 Advice And Knowledge From The Experienced Travelers Of The Village
- 8 Other People Willing To Travel With Out From The Village
- 9 Things To Raise Your Armor Class: Shields, Cured Hide Armor, etc.
- 10 Food Designed For Traveling

Mutants

In thinking about the background of the mutant (which should be different from that of any given human, their background and more importantly who their parents were can be a very important factor. The fact that a mutant parent had nine mutations and the other one had seven should also be reflected in the children of the two. Taking this into consideration, the following chart should be used in creating a mutant. First a player should roll a die to find what side they favor (mothers or fathers) and this will be the side that will give them all but one of the possible mutations. The other side will give the remaining one of their mutations. In the case of having a human parent the mutant will gain the benefits of the human constitution (by rolling eight-siders for hit points and having a plus two on the constitution versus poison chart) and will have no physical defect (even if the chart indicates that the mutant should have one).

MUTATION GENERATION CHART:


Mothers Side	Fathers Side
1 Third Generation Mutant	Fifth Generation Mutant
2 Human	First Generation Mutant
3 Sixth Generation Mutant	Third Generation Mutant
4 First Generation Mutant	Second Generation Mutant
5 Fourth Generation Mutant	Human
6 Tenth Generation Mutant	Tenth Generation Mutant
7 Seventh Generation Mutant	Second Generation Mutant
8 Fifth Generation Mutant	Tenth Generation Mutant
9 First Generation Mutant	Third Generation Mutant
10 Eighth Generation Mutant	Human
11 Human	Ninth Generation Mutant
12 Tenth Generation Mutant	First Generation Mutant
13 Human	Human
14 Second Generation Mutant	Ninth Generation Mutant
15 Ninth Generation Mutant	Fourth Generation Mutant
16 Third Generation Mutant	Third Generation Mutant
17 Ninth Generation Mutant	Ninth Generation Mutant
18 First Generation Mutant	Fourth Generation Mutant
19 Second Generation Mutant	Sixth Generation Mutant
20 Human	Human

First through Third Generation Mutants always have a Physical Defect, Fourth through Seventh Mutants always have a Mental Defect, Eighth Through Tenth Generation Mutants have both a Physical and a Mental Defect

If a player wanted to use all of the charts, he or she would have to be a mutant that was living in a mixed village of mutants and humans. A die roll of an eight tells the player that they have a total of eleven mutations (assuming that the player favored his father) and this included the two necessary defects. The player in my game would be allowed to pick the other nine mutations on either the mental or physical charts. Another die roll tells the player that he grew up in an engineering section (thus allowing him a certain knowledge of metals and the opening and closing of doors). His time was spent in working with simple technological devices and he has a talent for combat of any type (giving him a plus to hit and on damage). He is especially good with a sword (another plus for him).

He has a stone dagger, a sword frond, a bandoleer, and lives in a small hut. His village talks of robots when they are around the campfire. The shaman of the village will trade poison antidotes and energy cells for new technology devices he hasn't seen before.

What you end up with after a number of die rolls is not just a character with a sort of personality, but a being with some very helpful traits. Traits that will allow that person to survive in a very hostile environment.



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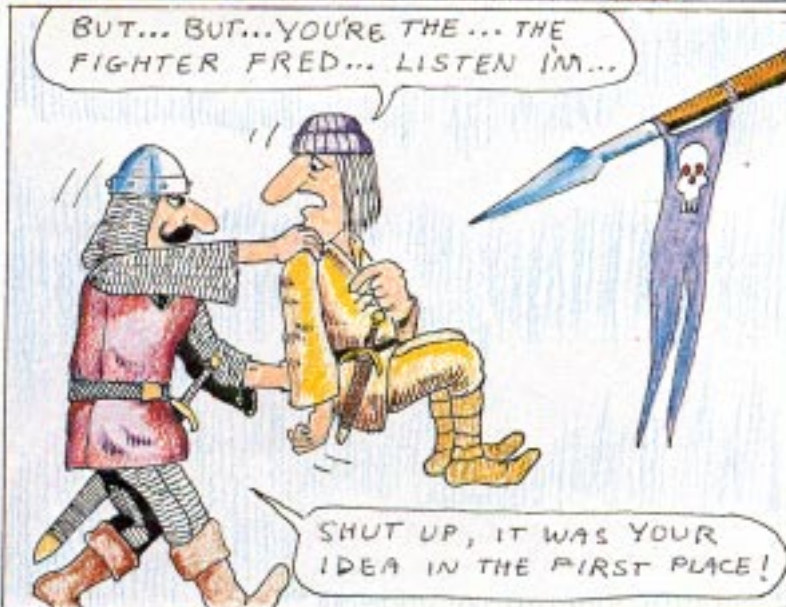
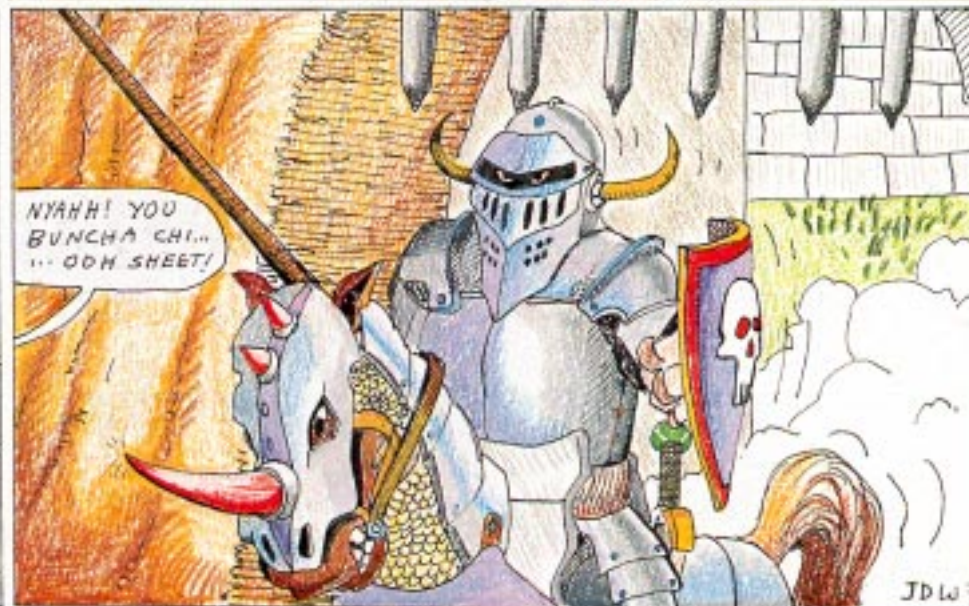
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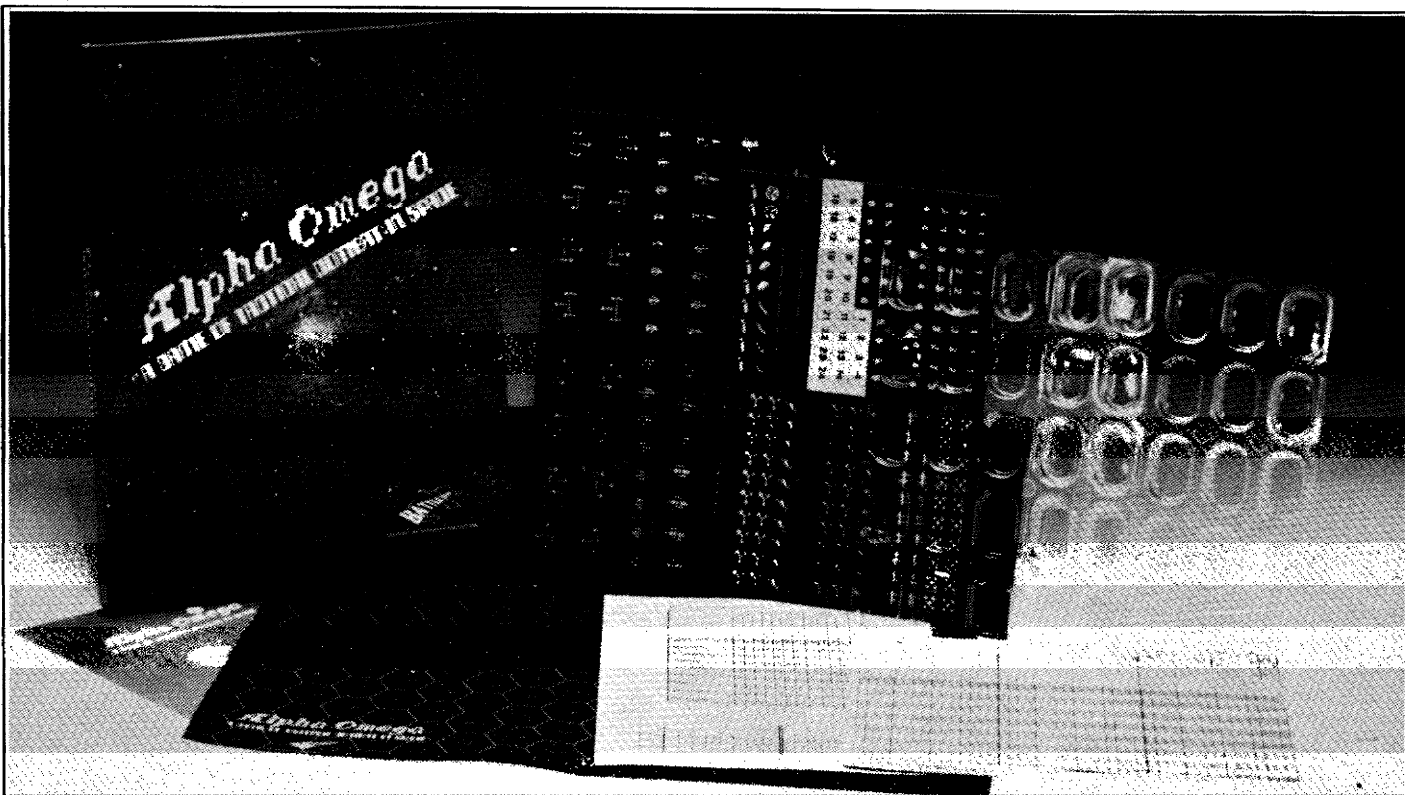
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Lycanthropy — The Progress of the Disease

by Gregory Rihn

Q. What Do You Do With Eight Werebears? A. Whatever They Want.

Recently, an encounter involving a group of adventurers in hostile territory who were trying to pass as chaotic and a group of presumed chaotic who turned out to be lawful werebears resulted in one of the surviving adventurers catching the "werebear disease." This led to considerable speculation on the part of other characters regarding the advantages of being able to become a bear invulnerable to ordinary weapons whenever the going got tough, especially now that there was a friendly lycanthrope handy to inoculate them at minimal pain and cost. Obviously, werebearhood is not the answer to all an adventurer's dreams. However, just as obviously, a referee does not want every character in his campaign to be able to become a bear at will. The prospect of an epidemic of lycanthropy breaking out forces the promulgation of some rules limiting the abilities of player-character-lycanthropes, while still retaining the role as a playable option.

Note: At this time I was not aware of the increases in strength, speed, and hit dice of these beings that are recommended in the Blackmoor supplement. While these are desirable, their use makes the imposition of some limitations even more necessary.

The Onset of the Condition

As per *Dungeons and Dragons* guidelines, characters bitten by lycanthropes have a 50% chance of catching the condition, with the first shape-change occurring in 30-60 days.

Due to the supernatural nature of lycanthropy, the disease disrupts the physical and mental channels of supernormal energies. Therefore, over the period of incubation the victim of lycanthropy will suffer a proportional loss of all magical, clerical, or psychic ability, which becomes complete with the onset of the first transformation.

The first transformation will usually be involuntary, characteristically occurring during dreaming sleep, or during a period of physical or mental stress, such as combat. At this time the lycanthrope's newly gained animal nature will tend to predominate, (95% chance) resulting in blind panic. The victim must then be calmed or subdued, at which time the victim's human *persona* may assert control, although there is a 10% chance that the shock will cause insane subjugation of the human *persona* to the animal nature, which will persist even when the victim is returned to human shape, and must be cured in the manner of other insanities. Thus there is a distinct chance that a new lycanthrope may escape into the wilderness and assume the life of a beast, unless restrained by his friends.



DAT

The new lycanthrope cannot revert to human shape of his own will, as he lacks sufficient experience to control his bodily process. Even more experienced lycanthropes cannot control the process perfectly, and there is a decreasing chance that they may not be able to change back, which should be checked upon each transformation. There is also a slight chance that the animal nature may assert itself. Both should be checked upon each transformation to the wereshape.

Fortunately, there are a number of ways in which reversion to human shape may be effected. More experienced lycanthropes of the same weretype may induce shapechange in either direction by the laying on of hands. A *polymorph others* spell can effect the change to human shape without affecting the ability to become an animal at a later time. An illusionist may hypnotize the subject and induce the change. (*One dungeon I am aware of has mysterious machines which can reverse the shapechannel!*) A clerical *cure disease* or a healing *cure lycanthropy* spell cast upon the subject while in animal form will result in permanent loss of the disease and reversion to human form. There is a slight chance that an exhausted lycanthrope may revert to human form while sleeping, but this is undependable. (About 5% chance, higher if exhaustion is extreme, or the subject has been severely wounded.)

The Progress of the Condition

Werebears are the most usable type of lycanthrope for player characters. (*Note: Non-player werebears are usually lawful, and extremely reluctant to contribute to the spread of the disease, sternly disapproving of those who do.*) All others, (wolf, rat, boar, tiger) while retaining their intelligence and cunning in animal shape are less able to control their beastly natures. This carries over into their human lives, so that they become progressively more wild, dangerous, and animalistic in



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Friday -	9:00 a.m.		12:00 midnight
Saturday -	7:30 a.m.		12:00 midnight
Sunday -	8:30 a.m.		6:00 p.m.

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For: Pre-Registration - Accomodations
General Information

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habit and in attitude. They come to prefer the company of their own kind and similar animals and to be untrusting, at best, and generally hostile toward normal humans.

Werebears will also tend to become more bearish in nature. They will add a bearish layer of fat. They will sleep much of the time in the winter, if they are able. They will prefer wilderness of towns, and will lead solitary lives, perhaps accompanied by one of their own kind of the opposite sex, and possibly children.

Note: Children of uncured lycanthropes inherit the condition. Lycanthropy, however, is not transmissible via intercourse, but only via the bloodstream. Children of chaotic types can be taught to change as soon as their parents are able to teach them. Hereditary werebears, or others not raised among their own kind, will have their first transformation at the onset of puberty. Lycanthropes in animal shape are sterile as regards normal animals of the same type, which is why the woods are not full of the offspring of lycanthropes who went insane and believe themselves beasts.

Lycanthropes of all sorts will tend to become more hairy when in their human forms. Note that this will be human hair, growing in the ordinary human patterns. A man's beard, for example, would become more thick and heavy, brows grow together, and body hair become more evident. Women, however, will not grow beards unless they are already disposed to do so. Finger and toenails become thicker and more clawlike. There is a tendency, for teeth to gradually become more pointed. All forms experience a change in body odor which will make it impossible to go near horses or mules. Werocats in advanced stages have been known to retain slit pupils (and presumably catlike night vision) in their human shapes. All lycanthropes will be recognizable by a fine growth of hair in the palms of their hands, on on the soles of the feet.

The Wereshape

With the exception of werocats and some extraordinary werewolves, a lycanthrope in his animal shape has all the attributes of an ordinary animal of his type, though werewolves tend to be large as wolves go. This includes sight, hearing, scent, mass, etc., and often extends to specific variations among werocats, where tigers, loepards, panthers, and pumas have been reported, and bears, including black, grizzly, and even polar werebears.

While there are many things animals may do that are beyond human abilities, werereatures suffer the limitations inherent in their animal shapes. For example, animals cannot see colors. Lycanthropes may not speak human languages while in animal form, though they may still understand those that they know. They may learn the language of the species of their wereshape, and may understand and speak it in their human shape if they are sufficiently intelligent. (*Note:* Cooperation between lycanthropes and the animals they resemble is not necessarily automatic. For example, in order to gain the cooperation of a pack of real wolves, a werewolf would have to fight and subdue the "alpha wolf", or pack leader. Probably a simple matter, since the wolf's claws will not harm the werewolf. It should take considerable effort to round up and control any number of bears, tigers, or similarly solitary or paired creatures.)

Lycanthropes in animal shape will not be able to use standard weapons or any equipment intended for human use. (Requiring a thumb to grasp, etc.) This should include magic items intended to be activated by humanoid energies (rods, etc.). Passive magical items such as amulets or rings of protection may be used if they can be retained upon the beast form. Most potions will not work upon lycanthropes in wereshape. Poison, however, will.

(Note that rats, unlike other animals, lack a vomit reflex and thus can successfully be poisoned by substances and dosages that another animal would throw up and get out of their system. Accordingly, the saving throw of wereshaped wererats against ingested poisons should be reduced.)

When changing to the wereshape, the lycanthrope must shed clothing or equipment that would hamper him. Full plate or chain armor is thus not recommended. Such items do NOT "disappear" and "reappear" when a lycanthropic shapechange is made. Lycanthropes will find it advisable to wear loose clothing that is easily discardable. They will generally prefer leather, skins, or wool fabrics to metal, cotton, linen, or silk.

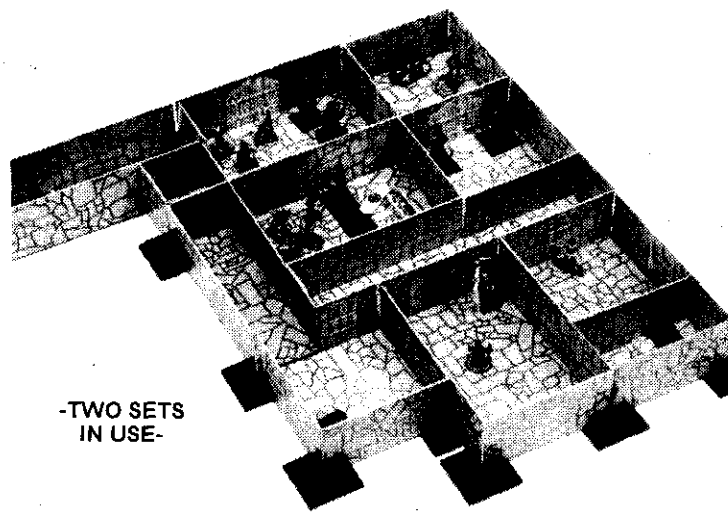
The Lycanthrope Experience

Persons who have just become lycanthropes cannot revert to human form at will until they have gained 2500 experience points in addition to their previously gained experience. They may transform only once per day on their own, and may still involuntarily transform during dreams or periods of stress, and such transformation uses up their one chance per day. More experienced lycanthropes can induce a second shapechange in others, but this requires a full day of rest in those it is done to, and cannot be done more than once per day, as the lycanthrope in whom the change has been induced will be completely exhausted upon return to human shape. Reversion to human shape *must* be assisted in such a case. Ability to transform more frequently, change back at will, and be free of involuntary transformations increases with experience gained.

All experience gained during one's tenure as a lycanthrope must be calculated in two ways: first, to determine one's skill in dealing with one's lycanthropy; and second, for all standard purposes. For example, a fourth level fighter, may contract lycanthropy. He still possesses the skill and experience of a fourth level fighter, and operates as such in his human shape. However, he will suffer the inconveniences of a first "level" werebear — involuntary transformation, inability to change back, etc. Once he has gained 2500 experience points since the date of first transformation, he will be a second "level" werebear but probably still a fighter of the fourth level. By the time he has gained 10,000 experience points since the date of first transformation he would be a fighter of the fifth level and a werebear of the fourth. Initially he would fight as a "monster" of four hit dice in wereshape (unless the *Blackmoor* modifications are in effect), and, when he gained another hit die as a fighter, assuming fighting experience is retainable from one shape to another, he would add one as a bear. As a fighter by trade, if he is cured, he may retain the full value of experience earned while a werebear.

If a magic user or other "specialist" cannot or elects not to be cured, experience gained since first transformation will affect his *fighting* skill in the same manner, since he will have effectively have retired from magic use. He would have to fight as a magic-user of his hitdice

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due to his unfamiliarity with fighter's equipment. Referee's may calculate how long it would take such a person to use a sword effectively, if it is possible at all. It is assumed that some bearish instincts will aid him in fighting as a bear.

Clergy, of course, will not necessarily suffer the handicap of being unfamiliar with weapons and armor. Though werebear clerics would lose their miraculous powers, they may retain their holy orders, depending on the ruling of their establishment of religion. They will obey the usual weapon restrictions in order to remain in good standing. The cleric's ability to turn undead may at the DM's option be reduced by half (as with psionics) or retained fully, since this power uses none of the ordinary spell trappings, but seems to depend more on the cleric's wisdom, devoutness, and courage in his faith.

If a magic-user, cleric, or psychic has allowed the disease to progress to a point where there has been a measurable loss of special abilities before being cured, it will require the same amount of time for the lost abilities to be fully recovered. Magic-users, cleric, or psychics who have been a lycanthrope for some time before being cured may apply only 50% of the experience earned during that period to his lifetime total, as experience for these classes should hinge on the use of their supernatural powers.

Thieves generally function as fighters in this regard. This is the only other class where lycanthropy may prove to be a positive asset, due to increase in strength, endurance, etc., and there seem to be few drawbacks for this class.

Rangers function as fighters, but cannot gain any holy or magic powers while the disease persists.

Bards are treated as the other classes. Over the long haul, bard characters will suffer a loss of charisma, due to excessive hairiness, pointed teeth, animal breath and body odor, a taste for raw meat, and the disconcerting tendency to become an animal from time to time. His chances to charm should be somewhat reduced.

Characters who become lycanthropes in the course of the campaign may retain the skills to use magical devices that they were able to use before infection. If a character begins life as a lycanthrope, he/she may be a fighter or a thief, and may use appropriate magical items. Potions may affect lycanthropes while in human form (and have generally human metabolism). A lycanthrope may drink a potion in human form and then attempt to change shape. The referee should determine the results at his option.

The change from man to beast is not instantaneous, although time of transformation reduces with experience. The lycanthrope may still attempt to fight during this period, although at considerably reduced effectiveness, as a man for the first half of the conversion period, by which time hands have become too much like paws to grasp weapons, and as a beast, with increasing efficiency for the remainder of the period. The lycanthrope will not be fully invulnerable to normal weapons until the change is complete, taking half damage from normal

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weapons at the half-way point. A low-level werebear who takes six rounds to change fully would fight as follows: round one, normal level; round two, level minus two; round three, level minus four; round four, bear minus four; (claws and teeth have reached minimal offensive effectiveness) round five, bear minus two; round six, normal bear ability. Of course somewhere in here he has to shed his clothes. Hopefully, if he is changing intentionally, he can get it done before the fight starts.

Further Options

These are not necessarily recommended, but are put forward to inspire further experimentation.

A known lycanthrope in a party may have an adverse effect on morale, depending on how well he is known/liked by the other characters.

Allow lycanthropes to reject some damage when turning to animal form, as druids do.

Allow new characters a percentage chance (say, 1-5%) or some other criterion, to be a hereditary lycanthrope or some such from the beginning. Humans only.

Other weretypes. Other cultures have were-eagles, -sharks (a natural for mermen . . . and were-hyenas. Fairy tales have skinchanging swans and seals. Horror movies have produced wereapes and even weresnakes. Anthony Boucher's "The Compleat Werewolf" mentioned a man who was a were-dinosaur. Obviously, this would rapidly get out of hand if not rigidly controlled.

Allow lycanthropes to be hit by ordinary weapons, but to regenerate damage, even if "killed" immediately, as vampires do. This would be costly in energy, and require rest. Wounds made by silver or

Level	Experience	Changes per day	Chance of Involuntary Changes	Chance of Changing Back Voluntarily	Chance of Beast Nature Predominance	Speak language of species (% comprehension)	Time required for change
1	0	1	50% combat or sleep	0%	10%	0%	6 melee rounds
2	2500	1	50% combat or sleep	50%	09%	10%	6 rds
3	5000	2	25% combat/sleep	60%	08%	20%	4 rds
4	10000	2	25% comb/10% sleep	75%	07%	30%	4 rds
5	20000	3	10% comb/10% sleep	80%	06%	50%	2 rds
6	35000	3	5% comb/5% slp	85%	05%	75%	2 rds
7	50000	4	5%/5%	90%	04%	90%	1 rd
8	100000	4	0% comb/5%	95%	03%	95%	1 rd
9	150000	5	0%/02%	99%	02%	99%	1/2 rd
10	200000	5	0%/01%	99%	01%	100%	1/2 rd

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magic weapons do not regenerate.

Werebeings killed and not raised may not rest quietly, may come back as some form of undead to haunt their friends. The legend that a man who was a werewolf in life may become a vampire after death is fairly well-known.

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CARRION CRAWLER

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: 3-7
MOVE: 12
HIT DICE: 3+1
% IN LAIR: 50%
TREASURE TYPE: B
NO. OF ATTACKS: 8
DAMAGE/ATTACK: Paralysis
SPECIAL ATTACKS: As above
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (9' long)
PSIONIC ABILITY: Nil
Attack Defense Modes: Nil



Carrion crawlers strongly resemble a cross between a giant green cutworm and a huge cephalopod. They are usually found only in subterranean areas. The carrion crawler is, as its name implies, a scavenger, but this does not preclude aggressive attacks upon living creatures, for that insures a constant supply of corpses upon which to feed or for deposit of eggs. The head of the monster is well protected, but its body is only armor class 7. A carrion crawler moves quite rapidly on its multiple legs despite its bulk, and a wall or ceiling is as easily traveled as a floor, for each of the beast's feet are equipped with sharp claws which hold it fast. The head is equipped with 8 tentacles which flail at prey; each 2' long tentacle exudes a gummy secretion which when fresh, will paralyze opponents (save versus paralyzation or it takes effect). As there are so many tentacles with which to hit, and thus multiple chances of being paralyzed, these monsters are greatly feared.

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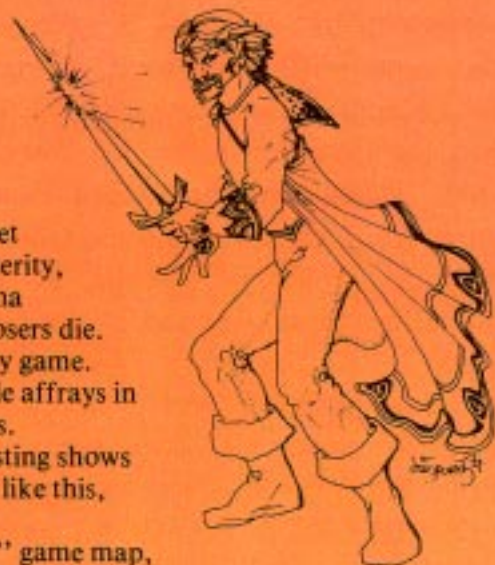
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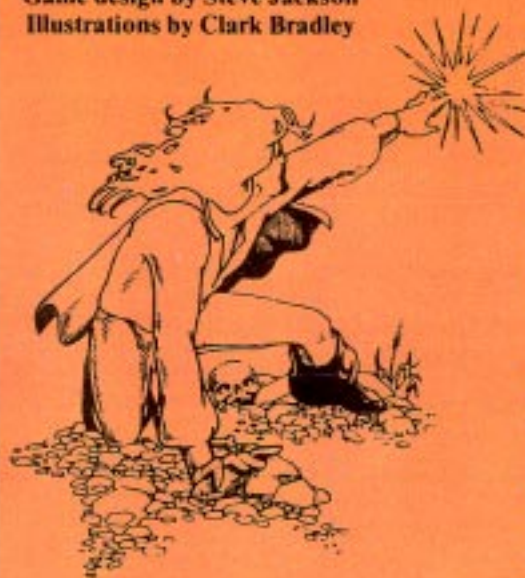
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