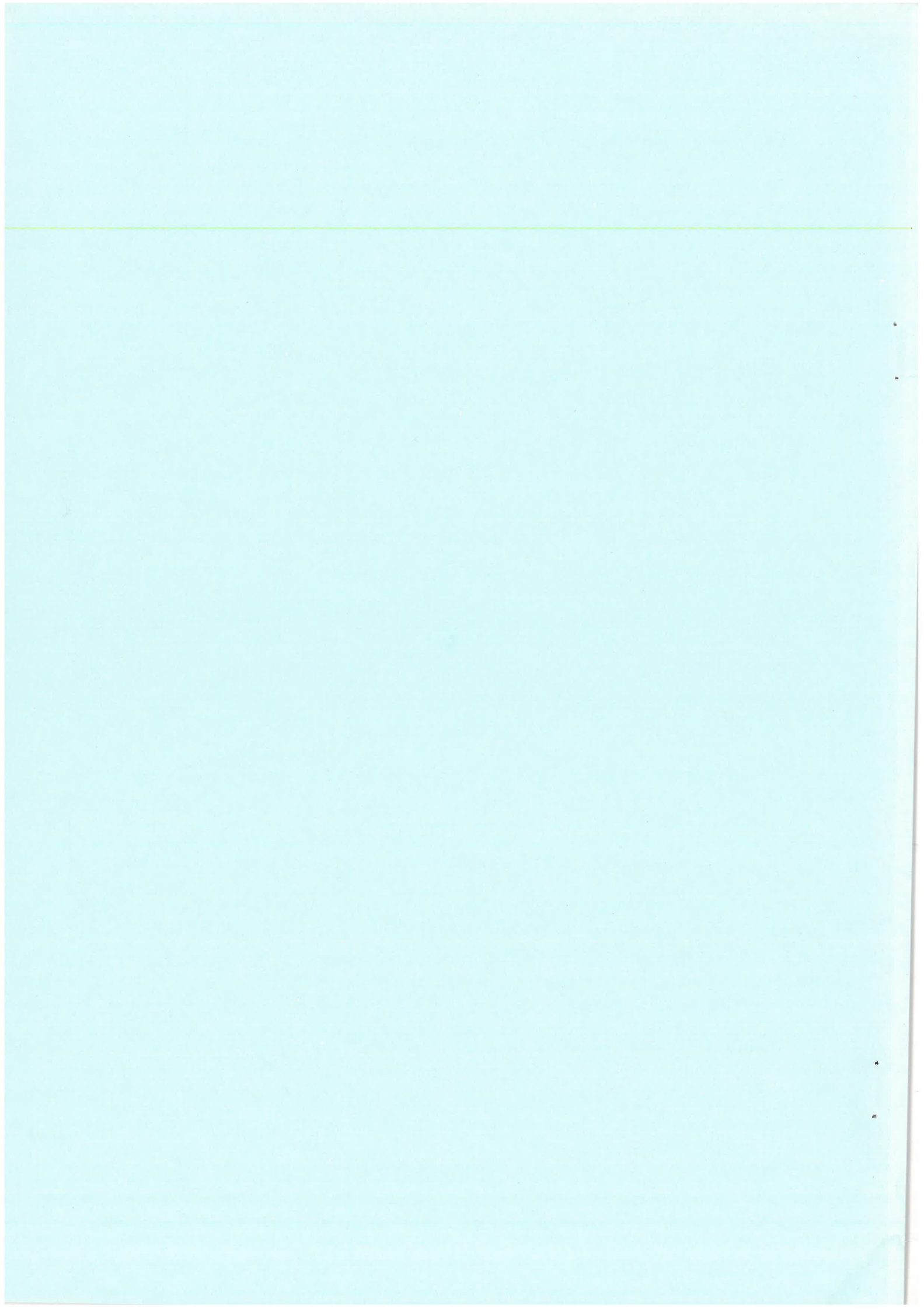


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EDITORIAL.

by Kevin Flynn.

As new editor of this magazine let me say that I will be changing little of its format or content. I will be chasing people for contributions and so ensure a constant flow of different writers.

The last issue of the magazine was labelled March due to delays, this issue is April and puts us back into the bi-monthly sequence we had hoped to maintain.

This issue contains several articles dealing with fantasy role playing games, this is not an indication of my preferences but comes about simply due to having the material available. I do not prefer any type of wargaming over any other (and if I did it would be boardgames) and will not be influenced by screams of fanatics. If I have something to print then I will print it. If you don't like the content then write and say so, I'll print that too.

It is my firm belief that this club must maintain the magazine if it is to grow (not that some people would care about this). Continued existence relies on contribution, contributions bring recognition and glory points. The following is a few suggestions on what to write about.

a. Rules discussions, this was one of the original purposes of the club and the magazine is an ideal medium for solving disputes. All players (especially V&D) must surely have something they would like to bring up (so to speak).

b. Relating games that have been played by the person/s involved. An article of this kind can relate a D&D adventure, a figurines game or any other activity concerning wargames. Boardgames are especially favourable to this form of article.

c. Publishing and display of pre-arranged information, this will surely appeal to the fantasy wargamer who's very life depends on this sort of material. Whole adventures or new and exotic devices can be used; pre-rolled and armed characters with brief or extensive history and personality profiles can be written up, the possibilities go on and on.

d. Stories and fictional tales of adventure???

As a final word let me point out that I am not responsible for typing errors (its the stupid machines fault) or the standard of punctuation and grammar.

Thank you.

GAMES IN REVIEW: RNEQUEST.

Published by Chaosium, USA. Authors: Steve Perrin & Ray Turney.
Cost varies between \$14 and \$18.

Not to be confused with DragonQuest, RQ is a single rules booklet which gives the GM all he needs to know to start a game. Quite a few companion editions have been published to help the less creative of us (myself included) and these will be discussed later.

RQ is drawn from an existing fantasy world called Glorantha and deviates from the main stream of fantasy games available today. In Glorantha the gods are quite active and real, to such an extent that the entire world and style of play revolve around them. Every player will choose a god who he will worship and this will lead him on to adventure and glory. The rules booklet begins with a short description of the pre-history of the land and what the whole thing is about. In the beginning the gods roamed around doing just as they pleased, then Chaos and the Devil arrived with the power of Death and many fell. The resulting war was finally won by the good guys but to prevent another war the 'Great Compromise' was agreed to, this is called TIME. Time binds the universe and the gods, no one can alter or predict it (a wonderful idea for those who have trouble with time).

Being bound by time the gods compete against each other through the mortal realm, dispersing their powers to their followers and trying not to get too involved in the whole thing. Thus players progress with their gods and eventually gain his favours and powers on the way to becoming a HERO and going to heaven.

The real world of Glorantha is set in a bronze age where iron is a rare and sort after commodity. Due to the softness of bronze all the weapons in the game have been allocated hit points to reflect damage received etc. When HPs of the weapon are exceeded then the weapon is broken. Damage to a weapon is received mainly from a very nice set of parrying rules. A spell has been included of course to repair such damage but beginners don't always note these things. One group I played with got very close to being without weapons due to damage taken.

The social world of Glorantha revolves entirely around the Cults of the gods. Each god has his cult, and all players must gravitate around his choosen god/cult. In return for service or money the players cult will teach and train him in the ways of adventuring. The goal of each player is to become a Rune Lord or Rune Priest (or both) of his cult.

To help in this very tricky area of cults is the game-aid book called Cults of Prax (Chaosium, \$14 to \$18). This supplement is well worth the money as it has already been used in the existing original game, so it is ready for use without adjustment. From this book (which also gives you rules for making your own cults) your players can start their careers and all of you can familiarise yourselves with the game mechanics without time consuming pre-game setups. Later you can make up your own cults. One thing does bother me with the cults listed in Prax and this is that players are required to spend considerable amounts of time serving their priest or the cult directly. To the normal

player this is an extreme waste of time and requires some adjustment. Of course you can always change the requirements around.

To start the game you roll up your character. This is done with the tried and true 3D6 (or the variations of this) for the following characteristics: Strength, Constitution, Size, Power, Intelligence, Dexterity and Charisma. Most of these are familiar to you but the following require explanation: Size is the physical mass of the creature, Power is the measure of the characters closeness to his god and therefore how much magick he can use. Power can also be used as the characters luck rating. Most characteristics are variable except size and intelligence, which require intervention from the gods to alter.

From these basic characteristics the following abilities are determined: Attack, Parry, Defence, Hit points, Damage bonus, Perception, Stealth, Manipulation and Knowledge. Most of the above have obvious applications and they are utilised in a very simple way. All skills (abilities and skills are different, one refers to an area of activity, the other to a specific use of the ability) have a base percentage chance to which is added the players bonus plus any experience or training he may achieve. Experience is gained by practical use of the skill during an adventure and training is bought with money from Masters. Training in a skill is usually limited to a specified maximum and players will then have to rely solely upon experience gains. In this manner the authors have gotten away completely from the experience level system, and developed what I consider to be a vastly superior game system.

The mechanics of melee (the basis of any fantasy game) is simple and fun. Each player will have a specific skill level with a weapon in attack and parry, each melee round consists of an attack and a parry for each person (Runelords may make multiple attacks). Should the blow hit then the defender has the option of a shield or weapon parry. If this succeeds then the weapon will take damage, if not then the blow lands against a specific area and damage is inflicted less armour protection. If a shield is used then the shield will absorb damage and the remainder will hit the body where again the armour will protect. Any damage not absorbed by shield or armour will hurt the player underneath.

The effect of damage and what the body can handle is based on the characters constitution, modified by size and power. This total is distributed to the major areas of the body, however the total of the areas will always exceed the maximum points based on constitution. This method allows each area to be relatively strong, unlike the old Blackmoor system where a head hit meant certain death. Needless to say, the character is dead when his constitution based hit points are exceeded, even if all his body areas are still functional.

Special rules allow for limb severing blows and blows that knock the player senseless, recovery can nearly always be made by use of the various Healing spells. Special combat rules allow for critical hits and impaling blows, with optional slashing and crushing blows.

Equally important is magick; this is available from the players cult at a cost per spell. Power is the measure of how much magick a character can use at one time and the characters resist-

ance to another's magick, thus a player's power to resist will vary as he uses magick. When he attains Rune Lord/Priest status he is exempt from this effect. There are two distinct types of magick in the game: Battlemagick and Runemagick. Generally Runemagick is restricted to Rune Lords/Priests.

Most magick is limited and personalised, it will rarely affect more than one target and damage of a direct nature is very small in comparison to what a weapon can do. Assistance in surviving is the purpose of magick and I feel it is a welcome change.

Of all the supplements and companion booklets that have come out about Runequest, "FOES" (Choasium, author David Forthoffer) stands out as a glowing example of what a game-aid should be. The book gives 1200 pre-rolled monsters in a ready to use, easy to understand format. Each monster has a page, the more common getting up to three pages, and each page has around 8 monsters. I thoroughly recommend this book to any GM.

Next in value is a set of small booklets called SourcePaks which are set out in the same fashion as Foes. Each booklet deals with a specific type of monster(s) and for around \$5 you couldn't be better off. Unfortunately writing on these books and on Foes is not a very good idea so the GM will have to develop a quick notation system to use if he wishes to preserve the books.

Several scenario books are available, but I haven't had too much to do with these. Those I have looked at don't appeal as the author has implemented his own game styles and variations into the scenario. This causes no end of confusion for the players who get no clues as to the changes unless the GM tells them right from the start. Once I have a group of players going I don't like to change things on them or force them to adjust their outlook on the game.

Runequest has a few problems that go with all games of the genre; unclarified rules, overlapping rules and vague rules, but all of these can be solved with a little grey matter. If you have played D & D then you will have no trouble with Runequest, and if you are like me you will probably find it very refreshing. In my opinion it is a game that will restore your faith in FRP and stimulate your imagination to greater and nastier things.

Kevin Flynn.

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For those interested the UQGS meets on the second Saturday of every month at the Conference Room of Union College, Upland Road, St Lucia. Meetings begin around 11:00 am and will go through to the afternoon unless something more interesting can be arranged. A formal meeting of the Club will be convened at sometime and Club business will be discussed. Membership at this stage is \$2.00 per annum which will entitle you to a copy of this journal and to a 10% discount on all games bought at Challenge Games (Elizabeth St, City) and the Brisbane Hobby Centre (Adelaide St, City). Game activity is rarely arranged beforehand and any new member just arriving will be lucky to become involved in anything, however you may contact me and ask about anything that interests you. (Preferably between 6.00 and 7.00 pm). As a new member you receive 1 glory point.

CHARACTERS AND TECHNOLOGY
or
(Bloody deviant Referees)

The biggest problem in any Traveller referees life is the character who owns a starship. This article concerns the ways myself and others have developed to overcome this blight on the universe, curbing their star-trotting ways and severely circumscribing their efforts at taking advantage of the varying technological levels within the game.

Tech of Planet Description

- | | | |
|-----|------------------|--|
| 0 | Early Amerindian | Players often decide it would be fun to play god to the natives, this is never charitable, just another way to rip the natives off. As the natives generally get a God-awful shock when the starship lands, the referees should always make sure the player has to find his worshippers first. This can be a difficult task as the native is on his home ground and probably has no desire to be found. |
| 1 | Ancients | The god complex among players is usually worse at this tech level, the main aim being to remove as much refined mineral wealth as possible and at the lowest cost possible. A thoughtful referee will counter these by making the battle armoured alien the local equivalent of the devil. The character may then find it enlightening to discover the effect a dozen catapults at medium range can have upon even the best protected god. The wiley natives will of course fire these from ambush. |
| 2-3 | Napoleonics | This period seems to have a special charm for players. Being alive in an age of revolutionary change, claim the players, the population is more able to accept the high technological innovations players seek to introduce. These innovations are almost always warlike. As a referee I have always found that the simple phenomenon of laser fire being diffracted by battlefield smoke delights players no end. Tanks are harder to deal with however. The best solution is to introduce the odd sign of nuclear holocaust somewhere in the distance past. Once this is done you can feel perfectly free to awaken that spare Ogre you've been saving for a rainy day. Once it senses the power emanating from that enormous AFV your players have imported it's bound to |

reactivate and begin searching for 'the enemy'. You will find it simply marvelous to watch patent Italian tanks emerge from all types of disguises. It is truly incredible to contemplate the fact that tanks with one forward gear and five reverse gears are still in production.

GENERAL NOTES.

Imperial interdiction is an excellent deterrent for players, yet many is the dreadnought quietly making its rounds that has observed a dim blur fading into the opposite starscope. The referees real ace in the hole on low level worlds is the language difference. Players never consider it and it should be necessary to invest several months and a lump sum of credits to even gain a basic vocabulary.

4-5 WWI & WWII

Planets at these tech levels will often have starports. In this case the odd imperial trooper (any non-even number between 1000 and 10,000) will serve to calm the players spirits. However if the occasion arises in which the characters are making first contact with such a planet the referee should immediately halt play until he has read H.G.Wells "War of the Worlds". Then if the artillery and dreadnoughts dont faze the players, lob a few V-2s or ICBMs, remember, the stated tech levels are only guidelines, be creative.

6-8 Nuke Age

Players often feel safe in this tech level range, they feel that whatever else the natives may be they are at least enlightened. Poor saps, I urge you all to remember Rhodesia and the Deep South, then make sure the players are the wrong colour. Even on planets with starports there may be strong anti-Alien sentiment. Please observe the devastating and horrendous thngs the Ku Klux Klan can do with weapons.

If the planet is a first contact situation the players are quite likely to be exploring, in this case they are expecting the worst, dont disappoint them. Give them the worst.

(1) All hunter, killer and nuclear satellites will automatically rotate 180 degrees and commence firing.

(2) If the world is balkanized the authorities that be will believe the players starship is a devious enemy plot and begin firing the satellites without rotating them 180 degrees.

This is called total war. Oh well, so much for the plan to convince the natives of the benefits of building us a new starship. By the way, what natives?

9-15 Stargoin

These people have starships and a high technology. The local police should be able to take care of themselves. The main reason characters will be on one of these planets is to purchase equipment. Economically minded referees should remember that inflation is a continual hazard in any civilized society and inflate the price of the required item by the minimum factor sufficient to force the character to work for yet another year to afford it. By which time....

Even when this technological level exists on a planet outside the Imperium, the planet will at least have a starport and possibly be the centre of a minor Empire. In either case the home system will certainly be defended. These defenses should be automatic or the referee should promote Ronald Regan to Planetary Dictator and make sure he clearly understands the fact that the arriving players have definite communist tendencies.

16-18 Art Intel.
Matter trans.
Anti matter.

Gad!!! You should be struck off the register for even contemplating the things. Immediately consider E.E. 'Doc' Smith's Arisians, superpowerful and reclusive. Make sure their defensive systems have enough power to destroy the rest of the known universe, do so if necessary. These people are gods. Consider changing the laws of the universe. If a player gets equipment at this level he will become so powerful and irresponsible, he will be the referee inside two years.

In all cases, serious or perverse, the traveller referee must be inventive. Make the future technology incredible and never let the past become predictable. If in doubt follow my example.

It was a world vaguely familiar to my players. About TL 4, it showed strong tendencies toward the wild west. Right now they were waiting on the porch for the cattle drive to come into town, quietly gloating over their plans for drunken cowboys. Suddenly the cattle drive rounds the corner and pours into town. The entire party freezes then springs into action. As dice hurtle viciously toward the referee, 1000 cowboys, each securely seated behind the wheel of a supercharged V8 Hereford, fire their auto-rifles in the air with glee.

ARMIES IN CONFLICT.

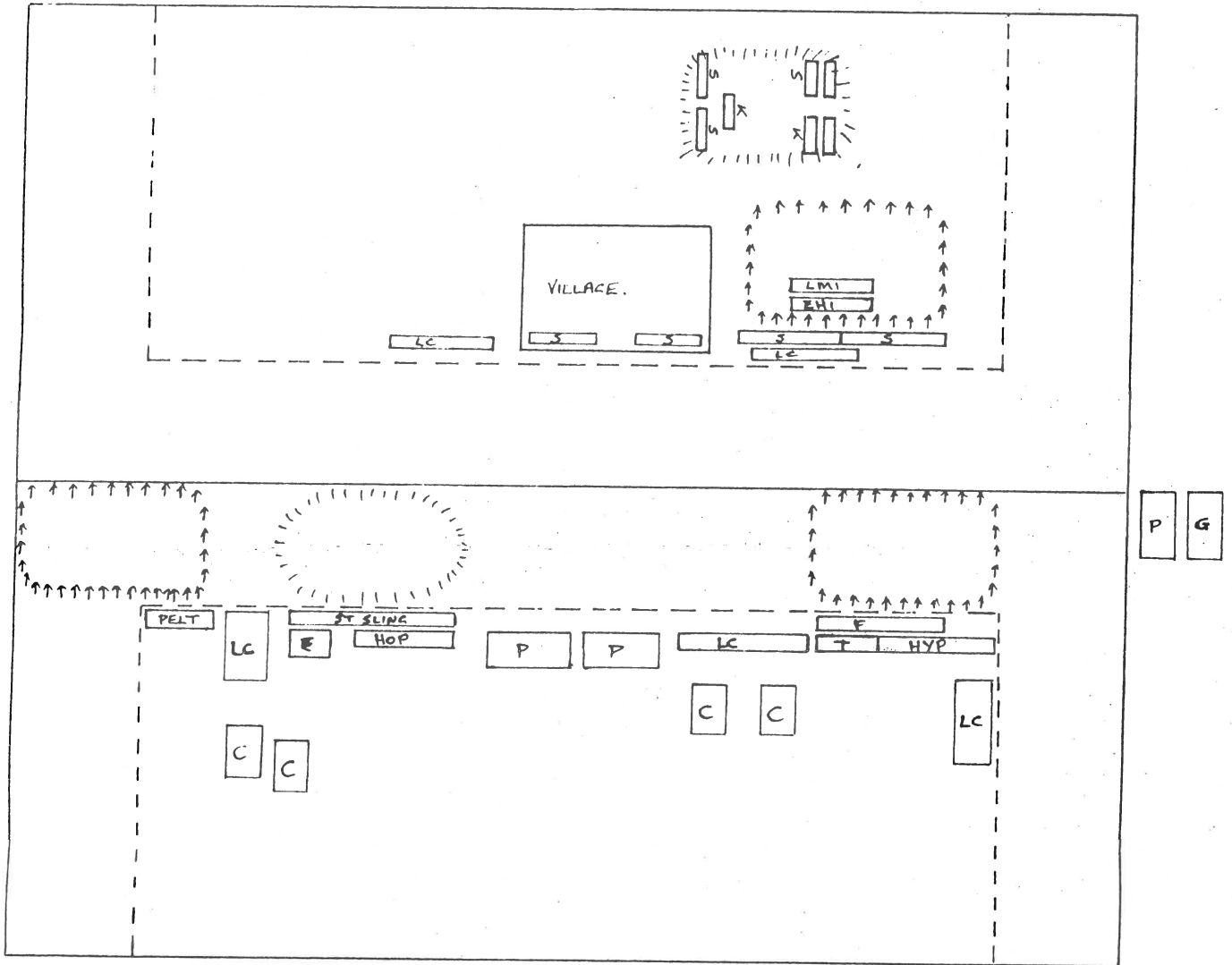
A 15mm scale figurines battle between the Teutonic Knights run by John Sandercock, and the Alexandrian Macedonians run by Kevin Flynn. The game was for 2000 points and used the 6th edition WRG rules.

The Teutonic Army.

- 8 units of Sergeants, HC/Kontos and shield, Reg B
..... 8 figures per unit.
- 3 units of Knights, SHK/Kontos, Reg B
..... 6 figures per unit.
- 1 unit of LMI/Javelin, bow and shield, Irreg C..... 20 figures.
- 2 units of LC/Javelin, bow and shield, Irreg C
..... 10 figures per unit.
- 1 unit of Scandinavian EHI/Two handed sword, javelin and shield,
Reg B..... 20 figures,
- A Generals figure with Personal Standard.
- A Generals Bodyguard with a Holy Relic, SHK/Kontos, Reg A.
..... 1 figure.
- A sub-General (rash) with bodyguard, SHK/Kontos, Reg A.
..... 1 figure.

The Macedonian Army.

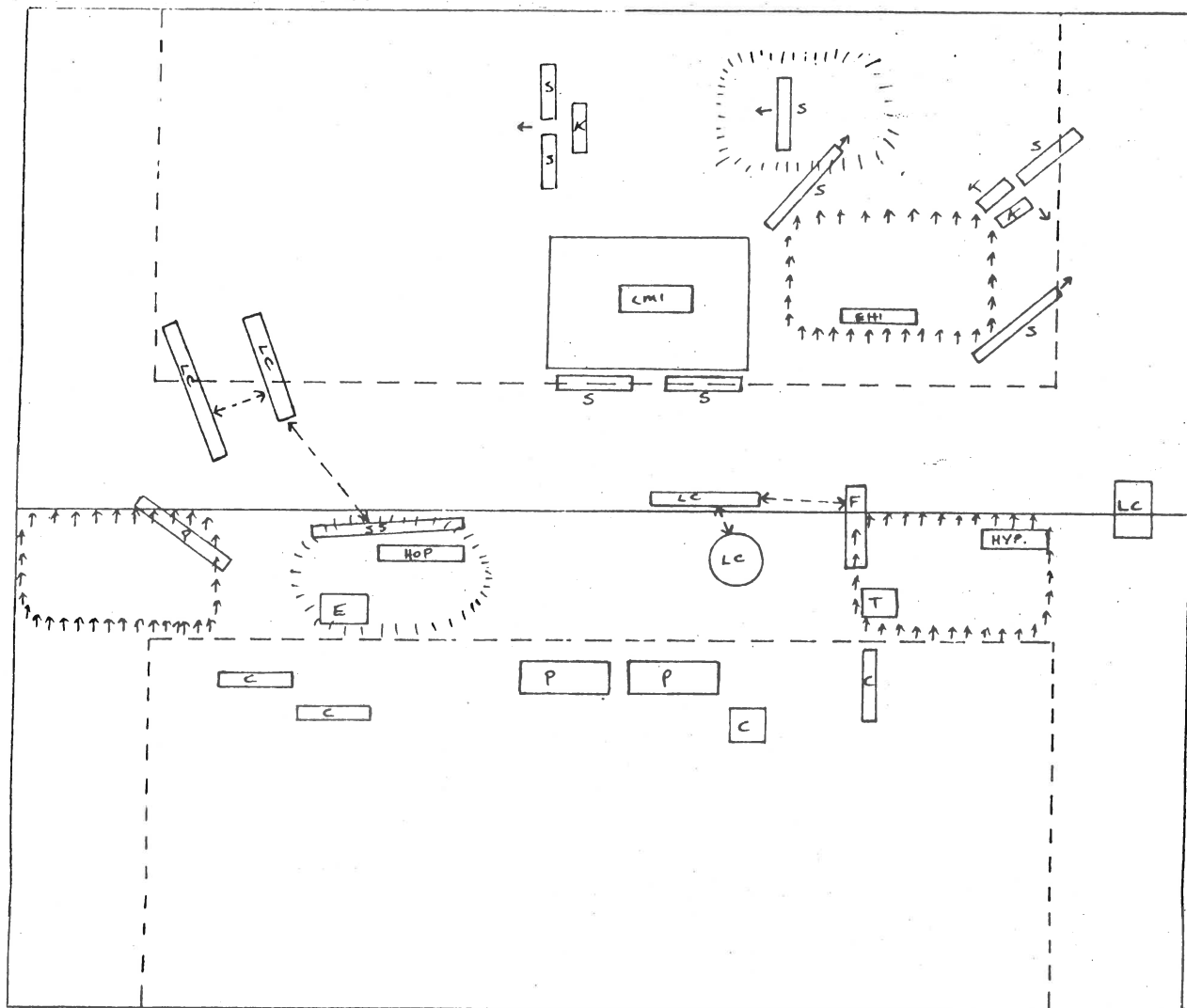
- 4 units of Companions, HC/Kontos, Reg A..... 9 figures per unit.
- 1 unit of Greek HC/Javelin, Reg C..... 11 figures.
- 1 unit of Persian HC/Javelins, Reg B..... 12 figures.
- 1 unit of Thessalian LC/Javelins, Reg C 10 figures.
- 1 unit of Thracian LC/Javelin, Irreg C..... 10 figures.
- 1 unit of Scythian LC/Bow, Irreg C..... 10 figures.
- 1 unit of Elephants, armed driver and pikeman, Irreg C
..... 3 figures.
- 2 units of Phalangites MI/Pike and shield, Reg C
..... 60 figures per unit.
- 1 unit of Hypaspists LMI/Long spear and shield..... 22 figures.
- 1 unit of Hoplites MI/Long spear and shield, Reg C
..... 24 figures.
- 1 unit of Thracian Peltasts LMI/Two Handed Sword , javelins and
shield, Irreg C..... 12 figures.
- 1 unit of Greek Peltasts LMI/Long spear, Javelins and shield
..... 20 figures.
- 1 unit of Staff Slingers LI, Reg C..... 12 figures.
- 1 unit of 12 LI/Sling and shield, 12 LI/Bow, Reg C.
- A Generals Figure.



1. Initial set up.

The two armies are set up and the generals ponder their first moves. The Macedonian is puzzled by the Teutonic set up as it does not use the full potential of his cavalry and he has also cramped himself up by hiding near the forest and towns. The Macedonian set up is conservative, his cavalry held back while his anti-cavalry infantry is placed forward, the elephants were hidden behind a hill. The Macedonians have also attempted a flank march with a unit of Persian HC and Greek HC, but with the Teutonics placed the way they are, things don't look nice however.

The first move sees the LC of both sides move forward into shooting range of each other, the lighter troops of the Macedonians move into the forests and the hill is occupied. The Phalanx remains stationary. The Sergeants and Knights of the Order move off the hill getting ready to deploy to the wings. The Sergeants in front of the forest withdraw while the infantry take their place. The Sergeants in town advance out and make ready to mount.

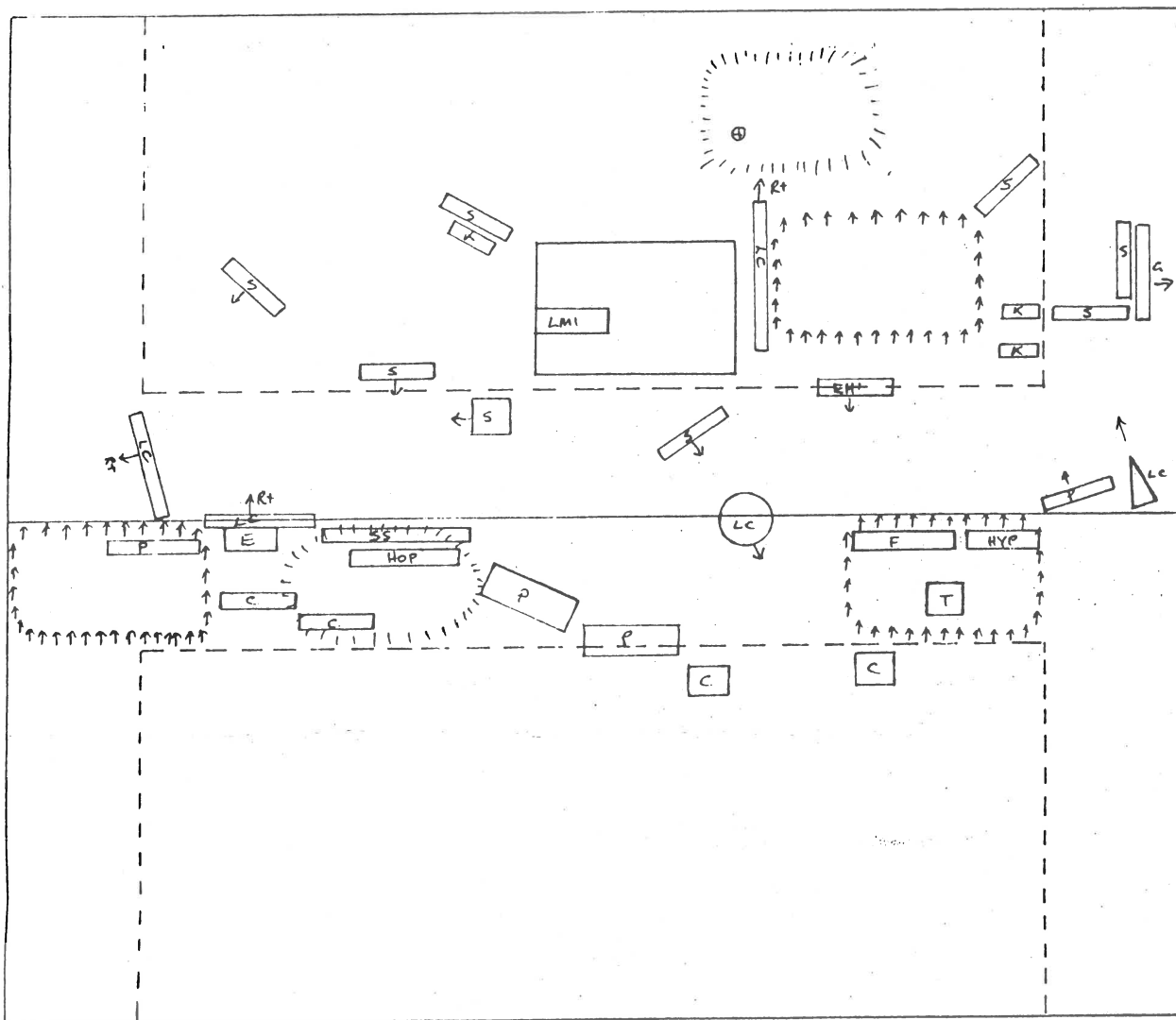


2. End of Move 2.

In move two the missile troops of both sides move for position and fire at each other, in this situation the Macedonians have the advantage and the Teutonic should have withdrawn, they didn't however and severe casualties are recieved on the LC in the middle of the board, their morale is now poor.

The Phalanx remains stationary and the Hoplites hold the hill. Light Mediums hold both forests of the Macedonian flank and the Teutonic cavalry is moves away, this gives the Macedonian a chance to try a few charges before the superior cavalry of the enemy can come into effect, he moves for position.

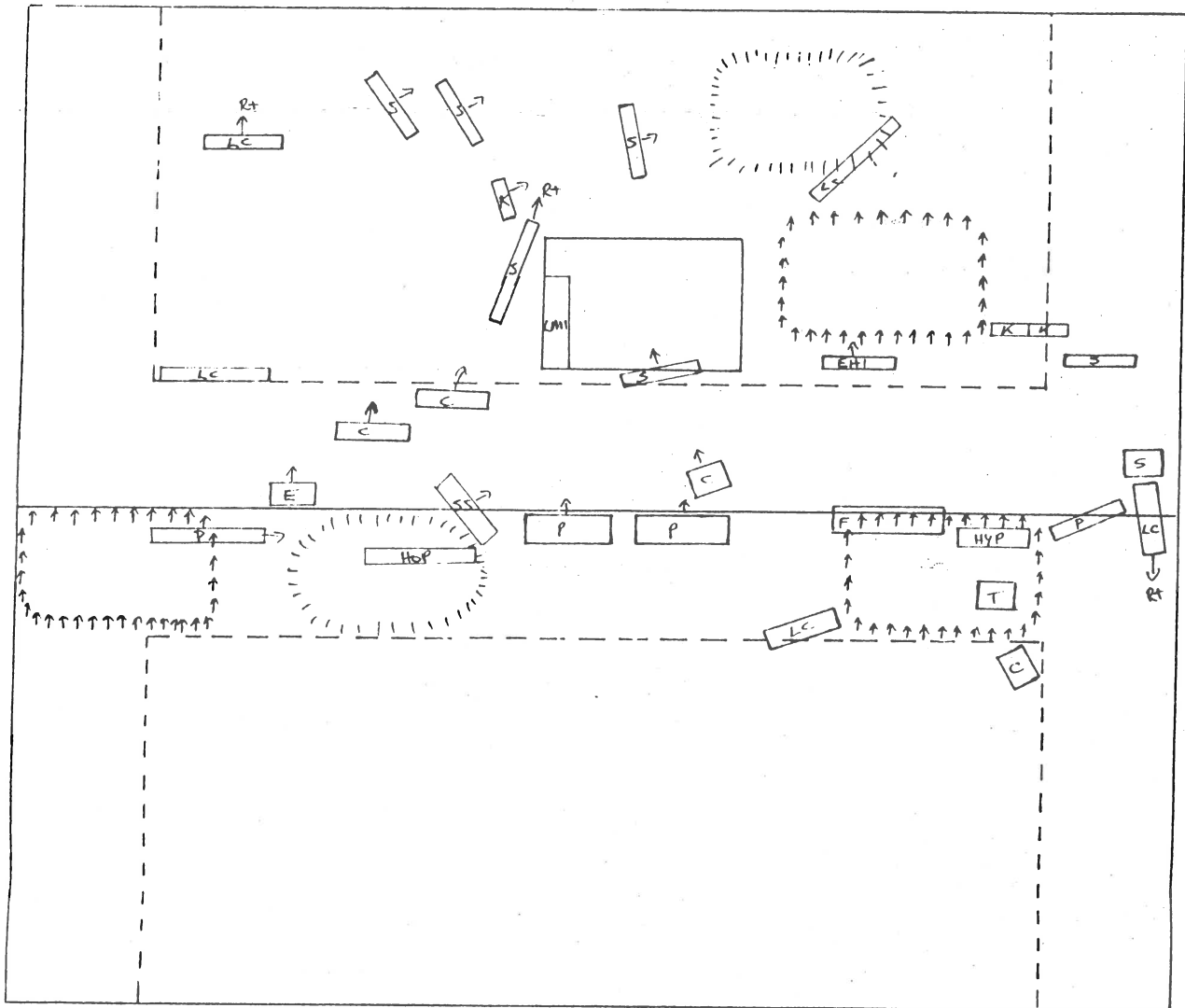
The Teutonics move in all directions, apparently unsure where to get involved. The Sergeants in front of the village mount, those who began in front of the forest have now retired completely. The EHI takes position in front of the forest and the LMI move into the village probably trying to get within range of the elephants and to support the outnumbered right flank.



3. End of Move 4.

In the third move the Macedonian LC charged their counterparts, the Teutonic centre unit breaking from large archer casualties while on the other side the shielded Teutonic LC routs the enemy LC. In the pursuit however they are charged by the elephants and the Teutonic player chooses to counter charge (probably to do some damage to the elephants and also to stop pursuing where they would be seriously hurt by the peltasts, in either direction a rout will result).

The flank march comes on and the Greek HC goes straight into melee, loses and breaks off successfully, retiring off board. The Sergeants in front of the village split, one charging the LC which skirmishes while the other moves to the right flank. Considerable support has now reached the Teutonic front line and Macedonian aggression is limited. The Phalanx starts forward and the Companions are brought up. The Macedonian LC of the right flank forms into wedge and charges the flank of a Sergeants unit, this results in the Sergeants receiving the charge at a halt and the figures fighting on either side being equal.



4. End of Move 6.

The LC lose and rout, the Sergeants pursue. A Companion HC unit is brought around to support the flank. The other Companion unit charges the rallying Sergeants in front of the town who skirmish.

At this stage of the game the Teutonic player makes a strange move, on the right flank he retires all his cavalry at once, the Macedonian leaps upon this chance and charges with a Companion unit. One Sergeants unit breaks and another becomes shaken from the effect.

The Macedonian player then finds himself in trouble, he cannot pursue the poor morale condition of the Teutonic right flank as he has too few units, not to mention that the charging Companion unit has gone impetuous and will therefore be destroyed in it's pursuit. He also has to worry about archers in the town shooting his elephants. He finally decides to withdraw, leaving the impetuous unit to it's own fate.

On the other flank a stalemate results, the superior cavalry of the Knights will not attack as they are outnumbered by the Macedonian in units, a charge by either side will result in sev-

eral routs and neither wishes to risk anything. The Greek HC and the pursuing Sergeant unit do not return after three attempts.

In the next two moves, which have not been recorded, the right flank of the Teutonic army is turned about and begins advancing with the result that the Companion is routed and almost destroyed. The rest of the Macedonian army has retired successfully however and the rout has little effect. The Phalanx splits into two directions, one to assist the left Macedonian flank and the other to confront the EHI, which promptly retires back to the woods. The Sergeants unit in the village continues moving and thus releases the Companion unit which charged it, this unit then moved to assist the Macedonian right flank. The Sergeants pursuing the broken LC on the right rally back and both sides steady themselves.

Darkness has now arrived due to there being no light in the shed where the game was played, both players agree to a draw and retire to gloat and grumble about their glories and goofs.

A few interesting points revealed themselves during the games progress:

1. Never retire large numbers of units at the same time unless there is no enemy able to charge you.
2. Units that cease hand to hand combat must receive all charges at the halt.
3. LC in wedge can possibly beat a standing HC unit.
4. Never assume you can outshoot a superior force by getting a good die roll, archery is much too deadly in the new rules to risk anything.
5. Effective and intelligent use of terrain can result in undreamed of results, especially with the effect of surprise sightings from unfriendly cover.
6. Don't go impetuous unless you are sure you can follow up your success in the following moves, always see ahead.
7. There is no note seven.

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UQGS members please note: There will be an annual general meeting of the Club on the second Saturday in July. Positions on the executive will be up for grabs, so all you prospective presidents, treasurers and secretaries please be there with your supporters. All other club members are urged to be there as well.

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The First Law of Wargaming: When all else fails, read the instructions.

The Second law: The probability of anything happening is in inverse ratio to it's desirability.

Ginsberg's Thereoms. (1) You can't win. (2) You can't break even. (3) You can't even quit the game.

SPELL DETERMINATION FOR NPC WIZARDS - D&D.

Every GMs bane is rolling up men encounters at a moments notice. Of all the character types the wizard is the hardest. What spells a wizard knows and will have prepared are two different things. The following tables will help you determine the first, the choice of spells he holds ready should be selected in reference to the situation and possibly by what the players are carrying, if they walk around armed to the teeth with fireballs then why can't your wizards do so as well.

The number of spells a wizard will know is determined by:

Number of Exp levels above the level the
Wizard gained the spell*.

x D6 **

3.

* E.g. A wizard of 10th level gains 2nd level spells on 3rd level, so $10-3=7$, the GM will roll 7 six sided dice and total the rolls then divide by 3. Say our GM rolls 3,4,5,2,3,2,4 a total of 23. Then the wizard knows $23/3 = 8$ spells of the second level.

** Special: For every 6 rolled on the dice, the wizard will automatically get one extra spell added to his total. Thus a roll of 6,6,4,3,2,4,1 would yield 11 spells.

Determination of spells can be done by random roll, straight from the spell listings using the following distribution:

1st Level Spells.

01-05 Charm Person.	58-60 Hold Portal.
06-10 Magic Missile.	61-63 Jump.
11-17 Sleep.	64-66 Light.
18-23 Shield.	67-69 Mending.
24-28 Protection vs Good/Evil.	70-72 Identify.
29-31 Affect Normal Fires.	73-75 Message.
32-34 Burning Hands.	76-78 Nystuls Magic Aura.
35-37 Comprehend Languages.	79-81 Push.
38-40 Dancing Lights.	82-84 Shocking Grasp.
41-43 Detect Magic.	85-87 Spider Climb.
44-46Enlarge.	88-90 Tensors Floating Disc.
47-49 Erase.	91-93 Unseen Servant.
50-52 Feather Fall.	94-96 Ventriliquism.
53-54 Find Familiar.	97-00 Write.
55-57 Friends.	

3rd Level Spells.

01-06 Dispel Magick.	57-59 Fly.
07-12 Fire Ball.	60-62 Gust of Wind.
13-18 Haste.	63-66 Infravision.
19-24 Hold Person.	67-69 Invisibility 10' rad.
25-30 Lightning Bolt.	70-71 Leomunds Tiny Hut.
31-36 Slow.	72-75 Monster Summoning 1.
37-39 Blink.	76-78 Phantasmal Forces.
40-43 Clairaudience.	79-83 Protect vs Evil 10' rad.
44-46 Clairvoyance.	84-88 Prot vs Normal Missiles.
47-49 Explosive Runes.	89-92 Suggestion.
50-52 Feign Death.	93-96 Tongues.
53-56 Flame Arrow.	97-00 Water Breathing.

SPECIAL WEAPONS TABLE.

Name of Weapon.	Up to 150'	. 800'	..1600'	..2400'
Rifle, SMG.	4	13	17	20
Bipod, pivot mounted MG or HMG or 20mm flak. *	8	10	13	20
Tripod, wheeled, turret MG or HMG. **	10	10	10	13
Bazooka, PIAT etc.	8	17	.	..
Grenades.	13
Flame Thrower ****	5
20 to 35mm flak. ***	10	10	10	13
2" or 50mm mortar	..	13	13	.

- * These weapons may shoot to 3200' needing a 20 to hit.
- *.. These weapons may shoot to 3200' and 4000' needing 13 and 20 respectively to hit.
- *** These weapons may shoot to 3200' and 4000' needing 13 and 17 respectively to hit.
- **** Armour or like material will not modify the hit chance, magical protections of most kinds will aid. Flammable material will catch fire instantly and do further 1D8 for 3 rounds.

MODIFIERS:

-3 if target is moving. -5 if you are suprised. -1 for armour 0 or -1. -1 for each 2 extra AC above -1. -6 for first shot at a target more that 1600' away. -5 for first mortar shot. -2 for second mortar shot. +1 for every hit. -3 for hand held MG/HMG.

DAMAGE:

Rifles will do 2-12 points, SMG 1-10 points per hit (fired in bursts of 4 bullets or more.), MG 4-24 points per hit, HMG 5-30 points per hit, Mortar 5-30 in 10' radius (save will do half damage), flak 6-36 points per hit, Bazooka 7-42 points, Grenades 4-24 points flame thrower 6-36 points per burst.

The above rules are far from complete and GMs are urged to change anything they don't like. Rate of fire is difficult to handle as a D&D melee round is 60 seconds and a full clip can be fired in that time. Belt feed guns should not exist as the leather will have decayed. Jamming is quite likely followed by possible misfire. The +1 per hit modifier applies to successive rounds, not to successive bullets in automatic fire.

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SWORDS THAT PACK A PUNCH.

It is fairly obvious to any D&D player who has attained the higher levels that Heroes tend to be left behind by MUs in the power stakes. To counter this threat I have the following tables for you, however I will warn you that some swords will be so powerful that they should be handed out with care.

Sword type

- 01-40 Longsword.
- 41-60 Shortsword.
- 61-75 Scimitar.
- 76-85 Bastard Sword.
- 86-90 Broadsword.
- 91-00 Two Handed Swords

Alignment

- 01-45 Lawful.
 - 46-75 Neutral.
 - 76-00 Chaotic.
- (Note: swords do not have good or evil align, they are for order or chaos or a balance of the two.)

Purpose: Lawful swords will paralyse victims they hit, save at -2. Neutral swords will add 1 to save throws vs their purpose for each 10 ego points. Chaotic swords will kill (save vs Death Magick).

PLEASE NOTE THAT PURPOSE POWERS WILL ONLY WORK VS THE PURPOSE, AND AT NO OTHER TIME.

On a roll of 95-00 a sword will have a purpose vs . . .

- | | | |
|------------------|---------------------|------------------------|
| 1. Magick Users. | 8. Undead. | 14. Flyers. |
| 2. Heroes. | 9. Lycanthropes. | 15. Giant Types. |
| 3. Clerics. | 10. Giants. | 16. Giant Types. |
| 4. Thieves. | 11. Dragons. | 17. Swimmers. |
| 5. Law/Chaos. | 12. Demons. | 18. Misc Monsters. |
| 6. Men. | 13. Enchanted Mons. | 19. Animals. |
| 7. Monsters. | | 20. Roll two purposes. |

Intelligence and Ego: every sword with a purpose and 25% of others will have intelligence of 1-20 (+3 if purpose sword), and an ego as determined below. Sword/User conflicts will be talked about later.

Intelligence

Powers of the Sword.

- | | |
|---------|---|
| 1-7 | None. |
| 8-10 | Empathy, one power from group one. |
| 11-13 | Empathy, two powers from group one. |
| 14-15 | Empathy, two powers from group one, one from group two, reads magick. |
| 16-17 * | Speech, three powers from group one, one from group two, reads magick and speaks languages. |
| 18-19 * | Speech, three powers from group one, two from group two, reads magick and speaks languages. |
| 20 * | Telepathy, three powers from group one, two from group two, one from group three, reads magick and languages, speaks languages. |
| 21 * | Telepathy, three powers from group one, three from group two, one from group three, reads magick and all languages, speaks all languages. |
| 22 * | Telepathy, three powers from group one, three from group two, two from group three, reads magick and all languages, speaks all languages. |
| 23 * | Gestalt, four powers from group one, three from group two, two from group three, extra-ordinary power, reads magic and all languages, +40 to its weapon bonus roll. |

* All swords will radiate light to 60 ft if drawn and in the hand.

Languages

01-50	One language.	Actual language type is up to the GM
51-70	Two languages.	but it should be sensible and relevant
71-85	Three languages.	to the sword. A purpose sword
86-95	Four languages.	would obviously speak it's own language.
96-00	Five languages.	

Ego table: add up the following points for powers held by the sword.

Power.	Ego points
each '+' to hit of sword.	1.
each primary ability	1.
each secondary ability	2.
each tertiary ability	3.
purpose	5.
speaks language	1.
speaks all languages	1.
telepathic	2.
read magic	1.
reads language	1.
reads all languages	1.
extra-ordinary sword power	3.
gestalt	4.

Gestalt is the melding of the sword and it's owner into one entity, it is so powerful that it will cause shift of alignment to some extent and can severly change the character, likewise the sword will change to meet its owner. Gestalt swords are extremely loyal and protective. They will mourn for one year after the death of their last owner during which time all their powers will be inactive. (Really sneaky types could even say they do not respond to detect magick either.) If picked up by their owners slayer within 24 hours of the death it will destroy itself and the holder completely, no save throw.

GROUP ONE SWORD POWERS (Primary).

As per the table on page 167 of the DM's Manual (AD&D).

GROUP TWO SWORD POWERS (Secondary).

- 01-04 Clairaudience.
- 05-08 Clairvoyance.
- 09-12 ESP.
- 13-16 Telepathy.
- 17-20 Telekenesis.
- 21-24 Teleport once per day.
- 25-28 X-Ray vision.
- 29-31 Illusion generation.
- 32-34 Levitation.
- 35-37 Flying.
- 38-40 Heal 8 points per day.
- 41-43 1-3x strength of group one power once per day (Strength can be chosen to represent range, duration, level etc.)
- 44-46 Speak with dead.
- 47-49 Invisibility.
- 50-53 Infravision.
- 54-56 Move 50% faster.
- 57-60 +1 to AC. (better)
- 61-63 Water breathing.

- 64-66 Speak with animals.
- 67-70 Fire resistance.
- 71-73 Speak with plants.
- 74-76 Heal 12 points per day.
- 77-79 Teleport twice per day.
- 80-83 Stone to flesh (and vice-versa) once per week.
- 84-87 Monster summoning one.
- 88-90 Locates treasure 12" range.
- 91-92 User is at half strength while using sword.
- 93-96 User attacks anyone within 20ft.
- 97-00 Monster summoning two.

Several players have pointed out to me that a power that works once per day can be used once at 11.55pm and again at 12.05am, players who wish to do this are not worth commenting about (let alone playing with) but as a solution it is suggested that the power will work again only after a 24 hour period has elapsed. The same theory applies to powers used weekly.

The following tables of Tertiary Sword powers are mainly taken from the Artifact Powers Tables of the DM's Manual with modification and some extras. If the powers of a sword seem wrong, then feel free to change them around.

GROUP THREE SWORD POWERS (Tertiary).

Tertiary powers can only be used once per day unless marked as follows:

- * 1-100 charges
- ** 1-20 charges
- *** 1-10 charges
- @ roll another power as well.

- 01 User has no need to eat or drink.
- 02 Wizard Eye. *
- 03 Add 1-3 to prime requisite while using.
- 04 Charm monster. *
- 05 Sleep (always one creature minimum, save for higher levels). *
- 06 10D6 Fireball. *
- 07 Slow Spell. *
- 08 Polymorph any object. **
- 09 Fear. *
- 10 Shape change as Druid. **
- 11 10D6 Cold Ray. *
- 12 Finger of Death. **
- 13 Halves all damage taken in melee.
- 14 Paralyse. *
- 15 Dispell Magick.
- 16 10D6 Lightning Bolt. *
- 17 Conjure Elemental once per week.
- 18 Conjure Djinn once per week.
- 19 Conjure Efreet once per week.
- 20 Conjure Invisible Stalker once per week.
- 21 User may become ethereal for one hour per week.
- 22 Spell Turning.
- 23 Death Spell. **
- 24 Power Word Stun. **
- 25 Touch turns opponents bones to jelly. **
- 26 Sword has the power of a Gem of Seeing.
- 27 User loses one hit point per use permentantly. @

- 28 User loses one characteristic pnt when weapon first touched. @
- 29 User suffers double damage while attacking with sword. @
- 30 User becomes 2 inches shorter per use. @
- 31 As 27 but only 25% chance. @
- 32 As 28 but only 35% chance. @
- 33 User loses one level on first touch. @
- 34 This artifact contains the spirit of another person. After a set number of uses (1-1000) the spirit will swap places with the owner (a save is allowed, but it must be made every time the sword is touched.) @
- 35 Sends the user on Holy/Unholy quest once per year. @
- 36 User must save vs Death when first touching the sword. @
- 37 Each time the sword is used there is a 15% chance of part of the users body falling off. (Cannot be regenerated.) @
- 38 User obtains a charisma of 3. @
- 39 1% Cumulative chance each time the sword is used that it will take control of the wielder and attack his nearest ally until he is dead. Once activated a new chance will build up etc. @
- 40 Immune to all poisons.
- 41 Anti-magick, magick does not work for or against him.
- 42 User becomes lawful. @
- 43 User becomes choatic. @
- 44 User becomes Evil. @
- 45 User becomes good. @
- 46 User becomes Neutral. @
- 47 Radiates a Protection vs Evil/Good 10ft rad.
- 48 User cannot touch or be touched by any metal (except sword).
- 49 The powers of the sword are not activated until a specific creature is destroyed by it. @
- 50 2% Cumulative chance that the person will become ethereal in any particular stress situation. He will remain so for a variable time. He has no control of this power.
- 51 Requires human sacrifice and will then work for 7 days.
- 52 Consumes 10-100% of all income the player receives. @
- 53 User may summon a Type 1 demon for 4-24 rounds.
- 54 Time stop. **
- 55 Artifact wish per year.
- 56 Limited omniscience once per year.
- 57 Power Word Kill. ***
- 58 Raise dead fully. **
- 59 User has 18 Charaisma while holding.
- 60 Death Ray. ***
- 61 Disintergrate. **
- 62 Reroll all characteristics with 4D6. Any higher rolls will apply while using the sword.
- 63 Sense danger 30ft.
- 64 May use legend lore or Commune once per month.
- 65 Restoration. **
- 66 Mind blank upon user.
- 67 Improved invisibility. **
- 68 Roll extra group 1 power.
- 69 Roll extra group 2 power.
- 70 Roll extra group 1 and 2 power.
- 71 Roll 2 extra group 1 powers.
- 72 Roll 2 extra group 2 powers.
- 73 Roll 2 extra powers from group 1 and 2.

- 74 Roll 2 extra powers from group 3.
- 75 Choose any group 3 power, the choice will be made by the wielder after he has picked up the sword, the first thing he says or does that is similar to a listed power is the power the sword will acquire.
- 76 Raised one level while using.
- 77 Tracks as a 10th level Ranger.
- 78 +1 to save throws (above all others)
- 79 +2 to save throws.
- 80 +3 to all save throws.
- 81 Acts as 5th level MU.
- 82 Acts as 7th level MU.
- 83 Acts as 6th level Cleric. (wisdom 16)
- 84 Acts as 8th level Cleric. (wisdom 17)
- 85 User is immune to all but silver or magick weapons/attacks.
- 86 User is immune to all but magick weapons/attacks.
- 87 As 27 but 40% chance. @
- 88 As 28 but 40% chance. @
- 89 As 27 but 50% chance. @
- 90 As 27 but 80% chance. @
- 91 Sword does maximum possible damage every hit.
- 92 Sword does minimum damage with every hit. @
- 93 User is lowered a level while using. @
- 94 +10% to encounter reactions.
- 95 -10% to all encounter reactions.
- 96 Will damage any type of creature in any form.
- 97 User attains 18/00 strength.
- 98 User attains 18 dexterity.
- 99 Never surprised. (no free hacks on character).
- 00 Sword does double damage.

EXTRA-ORDINARY SWORD POWERS.

- 1. Locate objects ability (any range).
- 2. Flaming Sword etc.
- 3. Cold sword +3, +5 vs fire users.
- 4. Dancing sword.
- 5. Holy sword.
- 6. One wish per year.
- 7. Drain life levels.
- 8. Vorpal blade.
- 9. Two wishes per year.
- 10. +6 +6 vs all creatures.
- 11. Sharpness.
- 12. Detect Alignment 12" radius.
- 13. 1-3 wishes per yea.
- 14. Spell storing.
- 15. Acts as 9th level MU.
- 16. Acts as 10th level Cleric.
- 17. Monster Slaying.
- 18. Spell Reflection.
- 19. True sight 12".
- 20. +7 +7 vs all creatures.

WEAPON HIT BONUS TABLE.

01-30	+1.
31-40	+1, +2 vs creature.
41-50	+2.
51-60	+1, +3 vs creature.
61-70	+1, +4 vs creature.
71-75	+3.
76-80	+2, +3 vs creature.
81-85	+1, +5 vs creature.
86-88	+3, +3 vs creature.
89-90	+4.
91-92	+2, +4 vs creature.
93-94	+2, +5 vs creature.
95-96	+3, +5 vs creature.
97-98	+5.
99	+5, +5 vs creature.
00	Extra-ordinary sword power.

Creature Type Table.

1. Lycanthropes.
2. Men.
3. True Giants.
4. Undead.
5. Flyers.
6. Giant types.
7. Dragons.
8. Swimmers.
9. Demons, elementals etc.
10. Others.

SWORD DOMINANCE: To find who will dominate who, add the ego and intelligence of the sword together and compare it to the strength and intelligence and the level of the potential user, then consult the following table:

User has more than 10 points over sword.....	total control.
User has between 6 and 10 pts over sword.....	control 80%.
User has between 1 and 5 pts over sword.....	control 70%.
User is equal to sword.....	control 60%.
User has between 1 and 5 pts less than sword.....	control 50%.
User has between 6 and 10 pts less than sword.....	control 30%.
User has 11 pts or less than sword.....	control 10%.

A dominance roll will not be taken if the user is doing what the sword wishes him to do, secondary motives such as greed will not concern the sword, it is not concerned with morals. If the user losses control then he will do as the sword directs unless it is in considerable difference to the users wishes, in which case a new dominance roll will be taken and this is final. Dominance will last for 30 minutes after which time control will lapse.

Loss of WPs will affect the control chance, each Wp taken resulting in a 1% less chance of control.

A person dominated by a sword will act as the sword, thus a first level character will not flee from a dragon if under the control of a higher level sword (although a new dominance roll would be required). Likewise all save throws will be made as if the sword were the affected party, the user becomes a propulsion system for the sword.

The level of a swords power is determined as follows:

Sword Intelligence.	Level of power.
1-7	6th
8-13	7th
14-15	8th
16-17	9th
18-19	10th
20	11th
21	12th
22	14th
23	16th.

A user may willingly elect to give dominance to the sword at any time but there is a 10% chance his soul will be lost and the character dead, no save or return possible. The sword will also require extravagant compensation in the form of treasure or a quest.

Telepathic swords will know what their users are thinking at all times, no save or protection is possible. Empathic swords will sense danger to themselves and fight back accordingly. A threatened sword will try to dominate with a 20% bonus, success will mean freedom and possibly revenge. Due to the nature of Gestalt swords, no nasty thoughts will ever be considered as the user would have to be considering suicide.

A sword may at anytime revoke all its powers except its hit bonus (not his damage bonus if any, this too may be withheld), as long as it has intelligence.

