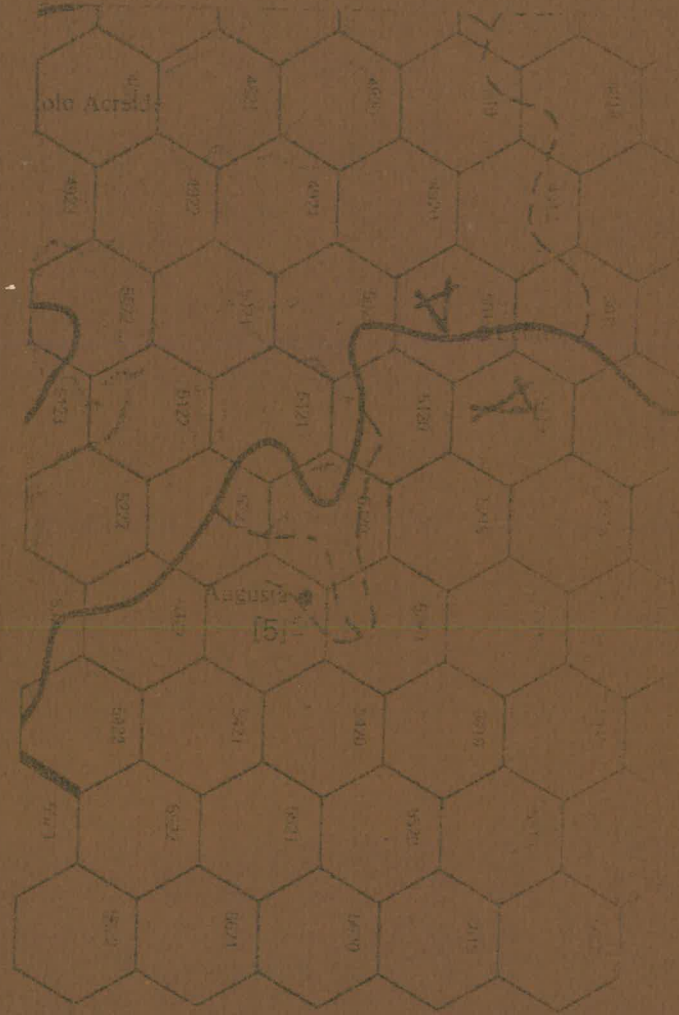


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# Queensland Magamer

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EDITORIAL.

by Kevin Flynn.

On May the 1st and 2nd we will be having our first Games Weekend of the year. Last years effort proved to be very successful for at least one day, this year we hope it will be slightly better attended due to the Ancients Competition we will hold.

This magazine will hopefully be ready by the weekend as we had planned. I personally hope it is as I think it is the best magazine put out yet. Not only do we have several articles from several different people but there is only one article by me, a blessed first. This trend of contribution by members of the club is very heartening, and refreshing.

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Constitutional Amendments, as proposed at the April General Meeting.

1. That the name of the club be changed to; The Queensland University Games Society.
2. That the President of the Club cannot make a motion to the floor, and that his vote can only be used to resolve a tie in the vote.
3. That any motion can only be passed if a majority of attending, in person, members vote so, proxies excluded.

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The Queensland University Games Society (QUGS) meets on the second Saturday of every month (except December and January) at the 'E.G. Whitlam Room', Student Union Building, University of Queensland. Meetings begin between 11.00 and 11.30 am and carry on from there. All forms of Gaming are welcome. If you have any inquiries please ring the Editor (q.v.) or Noel Bugiea (the Secretary) on Ph 371 7360.

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## A MONGOL ARMY

By J. Sandercock

The Mongol army Genghis Kahn led to victory over most of the known world was an entirely mounted force. But, contrary to popular opinion, this was not the first time an all cavalry army ever campaigned successfully. Previous armies that had no infantry were the army of Suren the Saka that won at Carrhae, the Sassanid army that pursued Julian out of Persia, and the hordes of Attila the Hun, amongst others. Nor was the combination of mailed lancers and horse-bow a new innovation, as this had been in use at least since Suren.

Were then, the spectacular successes of the Mongols due to the usual various reasons given; the superiority of cavalry over infantry, their universal use of bow, giving them tremendous bowfire which destroyed their foes, or good generalship.

Ask any wargamer if he believes cavalry is superior to infantry, and you will get differing views depending on whether he uses infantry or cavalry. But the fact remains, only extremely heavily armoured cavalry could ever ride over steady infantry. The extreme of this case is when Sassanid levies withstood fanatical Arab cavalry charges.

Then wouldn't the Mongol's bowfire destroy the foe as they huddled together to withstand a possible cavalry charge? To take a historical example, Suren's horsebow shot at the Roman legionnaires all day without doing more than exhausting and infuriating them. Nor did Hunnic bowfire particularly upset Germans officered by Romans.

This then leaves the last reason for the success of the Mongols, that they had good generals, as being the only undisputed one. That the Mongols did have excellent leadership is beyond dispute. But the enemies that they fought either had poor leadership, or internal disputes which ruined their war effort. The first time the Mongols met really effective enemy leadership, they were defeated.

This is not to say that the Mongol army is useless, it was the best trained and disciplined army of its day! But, like in all cavalry armies, a little deviousness will go far.

The Il-Khanid Mongol army of Persia would be the most interesting Mongol Successor army due to its unusual allies. The Il-Khanid army is basically a typical Eastern army, but one that has a fair assortment of Western allies.

The Mongols themselves usually made up only a small part of the Il-Khanid armies, usually in the proportion of one third Mongols and two thirds allies. Ghengis Khan's 'Yasa', the Koran of the Mongols, gives the composition of the Mongol cavalry as 40% heavy cavalry and 60% light cavalry. The heavy cavalry of the Il-Khans wore looted metal armour for both horse and rider, and carried a small shield. They were armed with a hooked lance, two composite bows, a sabre or mace, and a lasso. The light cavalry had no horse armour, only leather armour, and substituted javelins for the lance. Discipline was severe, with all the members of an *arben*, the basic unit of ten men, being responsible for the actions of any of them. Training was continuous, with the Mongols taught to act as a unit, and not as individuals. A guard of 4000 men existed during preconquest times, and probably formed the nucleus for the army.

The Mongols did not always fight mounted, but were quite prepared

to dismount when horses were panicing because of elephants, when horses were in poor condition, when they were outnumbered, or when they wished to prepare for a cavalry charge against especially redoubtable foes.

As usual in Mongol armies, allies were used in great quantities. There were three important countries which owed military service to the Il-Khans. These were the Seljuk province of Rum, Cilian Armenia, and Georgia. These allies were used quite extensively, with the Georgians and Armenians often forming one wing, the Turks the other, and the Mongols the centre. The Armenians and Georgians were highly trusted, and, indeed the Armenians were unconquered allies.

The Mongols first started using infantry when they conquered ancient civilizations, and could obtain a considerable levy from them. Paintings of the foot soldiers show unarmoured men with a long spear and bow, and armoured men with a short spear and bow.

The most interesting soldiers of the Il-Khans are the Frankish mercenaries. The Mongols were quite impressed by the valour of the Franks, and hired them whenever possible. In fact, so impressed were the Mongols with the Franks, they forbade their subject states to employ Franks.

Mongol organization was decimal, with all units being a power of ten in strength. The Mongol line-of-battle is somewhat reminiscent of the Republican Romans, with a chequerboard affair of *Jaguns* (a unit of 100 men).

Below is a listing I have created for the Mongol Il-Khanid army, using the WRG abbreviations.

C in C mounted on a horse as EHC/L,B,Sh @100 pts	1
Sub-General mounted on a horse as EHC/L,B,Sh @50 pts	up to 1
Georgian Sub-General mounted on a horse as HC/L,B,Sh @50 pts	1
Armenial Ally-General mounted on a horse as EHK/L,Sh @75 pts	1
Extra to give Generals a personal standard @10 pts for Mongol	
Generals and @5 pts for others	any or all
Mongol Cavalry Reg B EHC/L,B,Sh @15 pts	5 to 40
Mongol Cavalry Reg B LC/JLS,B,Sh @11 pts	10 to 60
Reduction to dismount EHC to HI/LTS,B,Sh @-7 pts	up to 10
Reduction to dismount LC to LMI/JLS,B,Sh @-5 pts	up to 20
Extra to upgrade EHC or HI to Reg A @1 ptr	up to 8
Turks, Iranians and others	
Irreg C LC/JLS,B,Sh @7 pts	20 to 100
Irreg C HC/L,B,Sh @9 pts	up to 10
Irreg C MC/L,B,Sh @6 pts	up to 10
Georgians Irreg B HC/L,B,Sh @10 pts	up to 40
Armenians Irreg B HC/L,Sh @9 pts	up to 40
extra to make Armenians EHK @6 pts	up to 1/3
Armenians Irreg C LMI/or LI/JLS,Sh @3 pts	up to 20
Franks Irreg B HC/L,Sh @9 pts	up to 9
Franks Irreg B EHK/L,Sh @15 pts	up to 6
extra to make all Franks Irreg A Hospitallers @1 pt	all or none
extra to make all Franks Reg A Hospitallers @3 pts	all or none
Turcoples Irreg C LC/L,B,Sh @7 pts	up to 10
Foot Reg C MI/LTS,B,Sh @5 pts	up to 50
Extra to make Foot HI/JLS,B,Sh @2 pts	up to 25
Archers Reg C LI/B @3 pts	up to 25
Two-man light bolt throwers with Reg C crew @20 pts	up to 4

Up to 14 Regular command factors @10 pts

Up to 6 Regular command factors @5 pts to provide EHC to have detachments of Mongol LC

Up to 16 Irregular command factors @25 pts

Mongol mounted and dismounted LC must outnumber Mongol mounted and dismounted EHC.

Armenian and Georgian generals cannot be used unless troops of their nationality are used, and are then compulsory.

Frankish HC and Turcoples cannot be used unless Frankish EHC are also used.

## THE USE OF TOXINS IN TRAVELLER

By Ian Jamle

There are many times during a characters adventures when he or she may come into contact with toxic materials. The PC may be attacked by an animal using poison as a weapon, or a wound may become infected, even the saliva of an animal may react in unexpected ways with the human system. The PC may come across areas contaminated by chemicals, from war or pollution, or the atmosphere of the planet may be toxic. The PC may even wish to employ poison as a weapon, especially on high law level planets where normal weapons are hard to obtain. Even in low law level societies, poison has many advantages over projectile or energy weapons. There is a lot less mess, the target does not even need to be seen (a few bribes should be sufficient to see that the poison is administered).

Below are listed 36 symptoms. Those numbered 11 to 42 come from *The Best of White Dwarf*, the rest from *Poisoning by Drugs and Chemicals* by Peter Cooper F.P.S.

11: Death	31: Convulsions	51: Headache
12: Stimulant	32: Fever	52: Photophobia
13: Confusion	33: Blindness	53: Spasms
14: Nausea	34: Corrosion	54: Disorientation
15: Euphoria	35: Twitching	55: Incoordination
16: Acute pain	36: Paralysis	56: Deafness
21: Sedative	41: Blistering	61: Diarrhoea
22: Tranquiliser	42: Irritation	62: Absentmindedness
23: Choking	43: Weakness	63: Lockjaw
24: Weeping	44: Coldness	64: Dehydration
25: Insanity	45: Cramps	65: Hiccuping
26: Hallucinations	46: Dizziness	66: Coughing

Each poison should have 1D4 symptoms allocated to it. If a person with medical skill is making a poison, allow one symptom to be specified per level of skill. Each symptom should be allocated a severity rating (SR) of 2-12, where 2 is a minor irritation through incapacitation to 12 which would mean major medical treatment.

Some symptoms will have effects on the PC's characteristics. Convulsions, spasms, cramps and twitching will affect dexterity, strength and/or endurance as the referee sees fit. Weakness will always affect strength and endurance. Other symptoms can affect intelligence and education or social standing (diarrhoea). These effects may be applied by adding or subtracting the SR to the relevant characteristic. This may in turn cause other effects. The PC who has had his or her endurance double through a stimulant will be very tired when the effect wears off.

Saving throws may be made on the basis of endurance. A score equal to endurance or less on 3D6 successfully avoids that symptom. Each symptom should be tested seperately. Medical skill should help with saving throws but may be affected by the intelligence and/or education of the medic when treating a poison not personally encountered before. Naturally, the availability of antidotes will have a major effect on the saving throw.

To determine the speed at which the symptoms appear, find first the dosage of the poison by 3D6-3 (0-15). Subtract this from the targets endurance if human or the points needed to stun if animal. If the number is 0 or less then roll as above for time in minutes. If 10 or greater, roll 1D10 for time in hours. The symptom should start at about half the indicated SR and increase by one every combat round (15 seconds). Every hour after the



symptom has become apparent a saving throw may be made. If successful all the symptoms will reduce at two points per combat round.

A PC with enough medical skill may be allowed to specify the dosage, speed of action, and the length of time it remains effective, but saving throws may still be made, possibly with some die modifications.

Poisoning of ones enemies has always been a much used ploy of the nobility and as such it should be used to a much larger extent in Traveller than the rules suggest, given the power that the aristocracy must hold in the Imperium. Frank Herberts *Dune* gives a good insight into the use of poison. His society even has words to indicate poison in food (*chaumas*) and poison in drink (*chamurky*). It is an accepted part of life that food and drink is scanned by "snoopers" before consumption.

Please, before your character tries to smuggle a laser rifle onto a law level 9 planet, or get ready to blow your enemy apart with a SMG, give a thought to poisoning; it is so much tidier.

## THE RUNE LORD. RUNE PRIEST CONFLICT

By Joe Sutherland

In the role-playing game Runequest, a Rune Lord is someone who is able to increase all physical skills without limit, and who does great deeds in the name of his deity; a Rune Priest is someone who concentrates on increasing his magical prowess in service to his deity. However, it is possible to train to any desired level of magical or physical prowess as either a Rune Lord or Rune Priest and then begin training as the other, but Runequest rules are unclear in some respects as to what abilities are retained when the change is made.

The purpose of this article is to give one set of optional rules for when a Rune Priest decides to become a Rune Lord, or vice versa.

### **COMMON TO ALL RUNE LORDS & RUNE PRIESTS.**

The Rune-level will be given free board at any cult refuge, and if he is captured an attempt will be made to either rescue or ransom him. The cult may also supply a horse and armour, and other equipment.

The cult will summon a spirit which the newly invested Lord or Priest may attempt to persuade to become his Allied Spirit. He may not have more than one allied spirit at once, but if it is somehow killed he can obtain a replacement.

The Rune-level must support his cult. Ninety percent of his income, and all the magical items he cannot personally use, must be donated to the temple treasury.

The Rune-level, and especially the Rune Lord, has a lot of freedom in most cults, but he must come to the aid of the cult when needed.

At any time when he is not needed in a cult emergency a Rune-level may apply for leave from normal duties. This may be for many reasons: the Rune-level may wish to train in skills he normally does not have time for; he may wish to become an associate member of a friendly cult to obtain skills or powers not available elsewhere; or he may wish to undertake a quest.

### **ADVANTAGES OF BEING A RUNE LORD**

Normally, a person can through a combination of training and experience achieve a rating of 100% in his skills. A Rune Lord can increase his skills past 100% through experience. This gives an advantage because he can operate better in difficult situations where the chance of success is reduced, such as fighting in the dark.

Iron is a very rare commodity in Runequest, and armour and weapons made of iron are superior to the bronze, however, one of iron's properties is that it inhibits the use of magic. A Rune Lord is able to attune iron with the aid of his God, so that the attuned iron does not hinder him. Also, if the cult has iron available it will supply a new Rune Lord with as much of a complete set of iron armour and weapons as it can.

The Rune Lord is not in general limited in which skills he may learn and train in (The Rune Priest is limited), although some cults may discourage learning some skills and in rare cases prohibit them.

## **THE RUNE LORD(PRIEST) AND THE RUNE PRIEST(LORD).**

(For the purpose of this article a Lord(Priest) is a Rune Priest who has become a Rune Lord, and a Priest(Lord) is a Rune Lord who has become a Priest. The brackets denote the former profession.)

At any time that a Rune Lord fulfills the requirements for becoming a Rune Priest, such as having a POW of 18 or greater, he may do so.

A Priest who has the qualifications to become a High Priest may choose instead to take leave from cult duty and begin training toward Rune Lord status. While training, he still retains all privileges of his status as a Priest. When he has achieved the necessary skill levels to qualify, he may become a Rune Lord.

### **ADVANTAGES OF BEING A RUNE LORD(PRIEST)**

The Rune Lord(Priest) is able to increase all his skills past the normal limit of 100% through experience.

He can, with the aid of his deity, attune iron so that it does not hinder his use of magic. His cult will supply as much of a complete set of iron armour and weapons as it can, if he is not already fully equipped.

He is no longer limited in which skills he may learn and train in, except that some cults may have special limitations.

He may sacrifice to his God for non-reuseable Rune Spells in addition to the reuseable ones he received as a Priest.

He gains the Rune Lords advantage of calling upon divine intervention, with 95% chance of success, at the cost of between nil and ten points of POW.

The Rune Lord(Priest) can use all the Rune spells he learned while he was a Rune Priest on a reuseable basis as long as his POW is 18 or more. If his POW drops below 18, he cannot pray to regain the spells until his POW increases back to 18.

### **DISADVANTAGES OF BEING A RUNE LORD(PRIEST).**

The Rune Lord(Priest) loses the priestly advantage of having a greater than normal chance of gaining a POW increase through experience because he no longer concentrates on increasing his magical prowess.

### **ADVANTAGES OF BEING A RUNE PRIEST(LORD).**

The Rune Priest(Lord) is now able to sacrifice to his God for the use of Rune magic on a reuseable basis, and any non-reuseable spells which he sacrificed for before becoming a Priest, and which have not already been cast, also now become reuseable.

He has an increased chance of gaining a POW increase through experience because of his preoccupation with magic, and POW is a measure of magical potential.

The Priest(Lord) can attune more iron, but by this time should be fully equipped.

A Rune Lord may sacrifice to his God for the use of a more powerful type of magic called Rune Spells, on a one-use basis. Once the spell is cast it cannot be regained without further sacrifice.

Because of his close ties with his God, a Rune Lord is able to call upon aid from his God with a 95% chance of success. Divine Intervention is covered in the Runequest rules more completely. In return for this divine aid, the Rune Lord loses attribute points from his characteristic Power (or POW). These lost points can be slowly regained through experience.

(The characteristic POW represents a persons ability to work magic. The higher a persons POW, the easier it is for him to successfully overcome anothers resistance to his magic, and the harder it is to be overcome himself. POW is also a measure of spiritual strength and the favor of the Gods.)

A Rune Lord always resists spells and spirit combat with his maximum normal POW. Even if his POW is temporarily reduced from, say 19 to 5, through casting spells or otherwise, he would still resist as if it were still 19.

#### **ADVANTAGES OF BEING A RUNE PRIEST**

The Rune Priest's major advantage is the ability to sacrifice for Rune magic on a reuseable basis. Rune Magic is more powerful magic than the normal Battle magic (which is available to all). The Priest relies on power supplied by his God to throw the spell. Once the Priest has cast a Rune spell, he cannot throw it again until he spends a day in his temple praying. Rune magic is regained at the rate of one point per day of prayer.

Because he concentrates on learning magic, a Priest has a greater than normal chance of his POW increasing through experience. This is useful as, to get Rune magic, the sacrifice the Priest must make is points of his own characteristic POW.

A Rune Priest can attune iron in the same manner as a Rune Lord, but the cult will not supply any iron.

When he has sacrificed for 15 points of reuseable Rune magic, and fulfilled all the other requirements set out in the Runequest rules, the Rune Priest may choose to become a High Priest if there is a position vacant or if he can get permission to start a new temple.

#### **DISADVANTAGES OF BEING A RUNE PRIEST.**

The Rune Priest must do as the High Priest orders. His duties are long and time consuming, and he does not have the time to maintain his dexterity (or DEX) based skills at a higher level than  $DEX \times 5\%$ . The only skills which may be increased through training are oratory, and those knowledge skills taught by the cult. All other skills can only be increased by experience.

A Priest may not voluntarily reduce his POW below the minimum of 18 which is necessary to become a Priest. If it happens to him involuntarily he must take a leave of absence from the priesthood until he regains his POW. While his POW is less than 18 he cannot regain normally reuseable Rune magic, although when he gets the POW back he can pray to regain the spells.

When he has sacrificed for 15 points of reusable Rune magic, and fulfilled all the other requirements set out in the Runequest rules, the Rune Priest(Lord) may choose to become a High Priest as well, if there is a position vacant, or if he can get permission to start a new temple.

Dexterity based skills which were in excess of DEX x 5% before becoming a Priest will be maintained at that level, and all other dexterity based skills are limited to a maximum of DEX x 5%.

A Rune Priest(Lord) and a Rune Lord(Priest) both have a Rune Lord's advantage of always resisting spells and spirit combat with their maximum normal POW, even if their POW has been temporarily depleted.

#### **DISADVANTAGES OF BEING A RUNE PRIEST(LORD).**

When he becomes a Priest, a Rune Lord must do as the High Priest orders (although this is the case in most cults anyway). As a priest his duties are long and time-consuming, and any skills which were not previously higher than DEX x 5% are limited to that level. The only skills which may be increased through training are: Oratory, and those knowledge skills taught by the cult. All other skills can only be increased by experience.

The Rune Priest(Lord) cannot voluntarily reduce his POW below the minimum of 18 which is necessary to become a Priest. (Because of this, a Rune Lord serving as a Priest cannot appeal for Divine Intervention as a Rune Lord as this may reduce his POW below 18). If his POW is reduced involuntarily, he must take a leave of absence from the Priesthood until he regains his POW. While his POW is less than 18, he cannot regain normally reusable Rune Magic, although when he gets the POW back to 18 he can pray to regain the spells.

#### **THE RUNE MASTER.**

The Rune Master is someone who, through some unknown method (perhaps involving some great quest), attains mastery of both the Magic Rune and the Mastery Rune, and is thus able to progress simultaneously as a Rune Priest and a Rune Lord.

The Runequest rules do not give any rules for the Rune Master, and do not state that it is possible to become a Rune Master, however, they do seem to imply it is. Also, the publishers of Runequest(Chaosium) have advertised further future additions to the Rune Quest series of rule books, such as MORTAL LORDS and HEROQUEST, and I am hoping that HEROQUEST will give rules on becoming a Rune Master.

#### **ADVANTAGES OF BEING A RUNE MASTER.**

The Rune Master can increase all his skills past the normal limit of 100% through experience.

He can attune more iron, but is probably over-equipped by this stage already.

He can sacrifice for Rune Magic on a reusable basis.

Because of his possession of, and understanding of the Magic Rune, the Rune Master has the Priest's increased chance of gaining a POW increase through experience.

The Rune Master always resists spells and spirit combat with his maximum normal POW, even if his POW has been temporarily depleted.

The Master suffers no restrictions on the skills he is allowed to learn and train in (other than special cult restrictions which some cults may insist upon).

When he has sacrificed for 15 points of re-useable Rune Magic, and fulfilled all other necessary requirements, the Rune Master may choose to become a High Priest if there is a position vacant, or if he can get permission to start a new temple.

If a Rune Lord(Priest) has any Rune Magic known on a one-use basis before he becomes a Rune Master, then the Rune Spells become re-useable when he achieves mastery.

#### **DISADVANTAGES OF BEING A RUNE MASTER.**

The Rune Master cannot voluntarily reduce his POW below the maximum of 18 which is necessary to become a Priest. (Because of this, he cannot appeal for Divine Intervention as a Rune Lord as this may reduce his POW below 18 [I am not really sure that a Rune Master should suffer this restriction. J.S.]). If his POW is reduced, he cannot pray to regain normally re-useable Rune Magic until he regains his POW.

## SUMMARY

### COMMON TO ALL RUNE-LEVELS.

1. Board and succor by the cult.
2. Gains an Allied Spirit.
3. Donates 90% of all income to the cult and any magical items which cannot personally be used.
4. Must come to the aid of the cult when needed.
5. Can apply for leave of absence from normal duties.

### ADVANTAGES OF BEING A RUNE LORD.

1. Can increase abilities past 100% through experience.
2. Can attune iron so that it does not hinder spell use. (The cult will supply a set of iron armour and weapons if it has them).
3. Can continue training in all abilities.
4. Can sacrifice for Rune Magic on a one-use basis.
5. 95% chance of Divine Intervention.
6. Always resists spells and spirit combat with his maximum normal POW.

### ADVANTAGES OF BEING A RUNE PRIEST.

1. Can sacrifice for Rune Magic on a reuseable basis.
2. Greater chance of POW increasing through experience.
3. Can attune iron so that it does not hinder spell casting.
4. Can become a High Priest eventually.

### DISADVANTAGES OF BEING A RUNE PRIEST.

1. Must do as the High Priest orders.
2. Cult duties take up a lot of time.
3. Dexterity based skills limited to DEX x 5%.
4. Only training allowed is in Oratory and cult knowledge skills.
5. Cannot voluntarily reduce POW below 18 (cannot regain spells while POW is less than 18).

### ADVANTAGES OF BEING A RUNE LORD(PRIEST).

1. Can increase skills past 100% through experience.
2. Can attune iron so it does not hinder him.
3. Can continue training in all abilities.
4. Can sacrifice for more Rune spells on a one-use basis.
5. 95% chance of Divine Intervention.
6. Always resists spells and spirit combat with maximum normal POW.
7. While POW remains above 18, all spells learned as a Priest are reusable.

### DISADVANTAGES OF BEING A RUNE LORD(PRIEST).

1. Loses the Priest's greater chance of gaining a POW increase.

### ADVANTAGES OF BEING A RUNE PRIEST(LORD).

1. Can sacrifice for reuseable Rune Magic and all previously one-use Rune Magic becomes reuseable.
2. Greater chance of POW increase through experience.
3. Can attune iron so that it does not hinder spell casting.
4. Can become a High Priest eventually.
5. Skills in excess of DEX x 5% are maintained at their present level; all other DEX based skills are limited to a maximum of DEX x 5%.

6. Always resists spells and spirit combat at maximum normal POW.

#### **DISADVANTAGES OF BEING A RUNE PRIEST(LORD).**

1. Must do as the High Priest orders.
2. Cult duties are time consuming.
3. Only training allowed is in Oratory and cult knowledge skills.
4. Cannot voluntarily reduce POW below 18 (cannot regain Rune Spells while POW is less than 18).
5. Loses the Rune Lord's 95% Divine Intervention.

#### **ADVANTAGES OF BEING A RUNE MASTER.**

1. Can increase skills past 100% through experience.
2. Can attune iron so it does not hinder spell casting.
3. Can sacrifice for Rune Magic on a reuseable basis, and all previously one-use Rune Spells become reuseable.
4. Greater chance of POW increase through experience.
5. Always resists spells and spirit combat with maximum normal POW.
6. Can continue training in all abilities.
7. Can become a High Priest eventually.

#### **DISADVANTAGES OF BEING A RUNE MASTER.**

1. Cannot voluntarily reduce POW below 18 (cannot regain Rune Spells while POW is less than 18).
2. Loses the Rune Lord's 95% Divine Intervention. [I probably would not use this restriction].



Like a wall, from horizon to horizon, the trees of Gonorra stretched into the distance. Standing 200ft tall each tree was a mighty tribute to the powers of nature.

"An impressive sight, is it not?" said Mandle.

"Only from the outside," replied Boris. "Once inside the awe will be replaced with foreboding."

"You seem to know a lot about this place brother." questioned Kand.

"You've got to stop spending time at that Abbey, Kand. Every time we leave you spend the next week calling me brother. I prefer your more adventurous side," said Boris, winking towards Mandle, a smile spreading on his lips.

"I do not adventure for myself as you well know," stated the slightly miffed Cleric "the Abbey requires money to help feed the needy and to preserve the Words of Our Lord. I happen to be best suited for this job." He dug his heels into the flanks of his horse and rode towards the forest.

"You shouldn't taunt him so, Boris. At least not this soon after we have left town. You must give him time to adjust."

They both moved after Kand, catching up just short of the forest edge. Riding at a slow trot they moved under the cover of the forest.

The forest was old, having existed for many thousands of years, yet it was still strong. The mighty trees were up to 20ft wide at the base and branches did not begin for at least 100 feet up the trunk. The leaves were green and red of colour, deep and full of life, they covered the forest floor like a carpet. Little light penetrated the canopy directly but enough diffused through to make seeing easy after adjustment.

The three horsemen rode easily between the trunks, with their two mules. Unlike other forests no roots hindered their path for the trees of Gonorra had a unique tap root that was as deep as the tree was tall. Leaves and little light inhibited undergrowth so that only small ferns and mosses grew in any great numbers. Game trails were clearly visible and these cheered the party, at least they would not go hungry.

After an hours riding Boris called the company to a halt. "Up ahead is the Giant's Trail. It rings the inside of the forest and spoke trails lead into the heart and Castle Tranabor. We will have to cross the ring trail and then follow one of the spokes. It will be dangerous to cross as many giants use it. Not to mention the giants slaves and servants. Should anyone see us we will be given away."

"What of the spoke trail, will that not also be dangerous?" asked Kand.

"We can stay in the cover of the forest, travelling adjacent to the trail, reducing the chances of our being seen."

"How far to this ring trail we must cross?" asked Mandle.

"It is about two hundred feet away."

"Then I suggest we pad the horse's hooves here for I have a spell that

will aid us to cross unseen but not unheard."

They quietly dismounted and recovered the leather bags from the mule packs, placing them carefully around each of the animals' hooves. Remounting, Mandle lifted himself on his saddle and chanted a quick verse, his finger moved deftly and a small piece of Yellwood was cast into the air, never to come down.

"Quickly and quietly, we have about ten minutes."

Urging their horses forward they moved through the trees until they could see a broad path up ahead. At a slower pace they left the cover of the forest and moved onto the path, looking right and left they could see no one. The path itself was very wide, around 50ft, and had no life at all growing on it. The hard earth rose as dust wherever the hooves of the horses settled.

Taking the lead Boris moved forward, followed by Kand and Mandle. Silently they moved across to the cover of the other side, not daring to breathe. Once in the trees they moved quickly, to get distance between them.

Boris stopped shortly and turned to face his companions, but they were not there. His shield came up and his right hand grabbed for his longsword. A pain shot through his right leg and he swung to the left side of his horse, dropping to the ground. He bent down and broke the arrow shaft close to the skin; then raced for a nearby tree. More arrows thudded into the ground near him as he ran. Obviously they were out to capture him, hence the leg shots. He thought of his other sword and felt an urge to draw it, but resisted. Sheathing his sword he took out one of the darts hidden behind his shield and listened carefully. A fluttering noise from the left gave him a target; jumping out with his shield forward he hurled at the dimly seen target and leaped back behind the tree. Thudding noises told him that arrows had just missed him and then a high squeal told of a true hit, his own. The squeal faded and a soft chittering replaced it. Boris drew another dart and readied it for action. His leg was beginning to feel numb however and he suspected drugs were taking affect. He had to act quickly or he would be lost. He whistled gently and his horse answered from nearby, he then launched himself in the opposite direction, racing for another tree. A single arrow hit the ground in front of him, diving over he rolled and stood up in one motion, the dart flew and struck home with another squeal. He dived behind the tree just as more arrows homed on him. He was feeling dizzy now, not long before he blacked out. Something had to be done.

Just then a louder chittering went up and was mixed with squeals of pain, Kand and Mandle cried out in victory. Boris felt the world slip away.

Darkness, his eyes were open and it was still dark, perhaps they'd drug his eyes out, or the poison had blinded him.

"Mandle, Kand!"

"So, you're with us again brother," replied Kand's voice from the darkness to his right.

"Is it dark or am I blind?"

"Its night in the forest, you've slept for a good six hours."

Memory returned "Where the hell were you when I was being killed." he said as he tried to sit up, but dizziness sent him falling to one side.

"As you may have gathered if you had thought about it, we avoided the ambush and attacked them from their rear. We had complete faith in your ability to stay alive." said Mandle from somewhere.

"Thanks a lot, I'll take up that beleif about you two in the future."

"Here eat this."

A plate was shoved into his hands, warmth and the smell of hot food made him feel a lot better, so he gulped down the stew with his fingers. After finishing he asked, "What were they, the attackers?"

"Pixies" replied Kand "A forest type, not very nice sort either."

"Judging by their teeth" said Mandle "I'd say they are meat eaters. Unique specimen to say the least, must be an isolated case, I know of no other Pixies that eat meat."

Mandle went on but Boris had lost interest, lying on his side he went soundly to sleep.

The next morning brought sunlight and the smell of fresh food over an open fire. Boris rose and stretched his muscles, his leg did not hurt and inspection of the wound showed only a small scar.

"Mandle healed you last night while you slept." said Kand from the fire.

Breakfast was quickly over and the mules loaded up. They remounted and took to the trail.

"Yesterday evening I found one of the spoke trails you mentioned over to the left. If we keep to this general direction we should run with it." said Kand.

"How far do you think we are from the castle Boris?" asked Mandle.

"I have only a rough guess but I would say three days riding."

They were quiet after that, listening to the noise of the forest, weary of any shifts in the shadows that might indicate another Pixie attack, but none came that day, or the next. On the third day they came to a clearing.

"What do you think?" asked Mandle.

"Something strange that's for sure, the trees wouldn't allow this space to just sit here." replied Boris.

"Well there's only one real way to find out," said Kand, urging his horse to the right, "I'll circle around while you watch."

His horse moved around the clearing at a slow pace, eyes sweeping back and forth for any sign of what it might be that belonged to this clearing. Nothing happened and he rejoined the company.

"I think I can make out a stone slab under the leaves, perhaps it is the enterance to something." mused Mandle, "We may as well find out." At which they all dismounted and each gave himself a quick check before advancing into the clearing.

The tension rose as they edged forward, feet feeling the ground with each step.

"I was right," said Mandle, "see the stone under the leaves, and something is drawn on it."

They moved to the edge of the stone and with staff and sword cleared away the leaves to reveal a solid block of granite on which was engraved a pentangle with a cross at its centre.

"A warning!" gasped Kand in recognition.

"You know what it means?" questioned Boris.

"An ancient seal, it was used to bind creatures of great power, I would not want to disturb it willingly."

"I feel no emanation of power here," said Mandle, "I would venture to say the being has died or escaped."

"I doubt that very much, the block would be shattered if the creature had escaped. As for death, these wards were only used against creatures who had little fear of death."

"What are we to do with it then?" asked Boris. "Ignore it? I have a feeling we shouldn't."

"I tell you brothers, there are powers beyond our comprehension, we should not disturb them."

Mandle moved onto the stone and examined it closely. "There is a door of sorts here at the centre, I think we can enter, and it does not break the runes. This was meant to be used for some reason or it would not be here. Your creature can't be too powerful if they left an entrance for people to use."

He pulled out his dagger and probed the stone. Boris joined him and added his efforts, Kand clutched his ankle and mumbled a short prayer. After a lot of scraping and jabbing, they managed to move the block, and plant a wedge, from here they edged it outward and open.

"Phew, what a smell" stated Mandle as he peered into the hole. "I can't see a thing down there." Getting up he went to the mules and retrieved a lantern, a rope ladder and a role of loose rope.

Kand took this opportunity to point out his reluctance to enter the tomb. "Apart from the danger that this presents, it is also a distraction from our true mission, if we should survive we may be so weakened as to have to return to relative safety for a while. The Mage will not be very happy about this."

"Be quiet Kand" hissed Boris, his head tilted to one side over the opening, "Your constant moralizing makes me puke at times!!!"

"Besides, I can feel it in my bones that there is something down there that is worth our while. Wealth does not come to the cautious, only to the bold", said Mandle.

"And death to the foolish!" replied Kand.

Mandle tied the lantern to the end of the rope and lit the wick.

"We'll drop it down with the rope and see what effect it has" he said.

Boris bent over the opening and began to slowly feed the rope out. Mandle lay down and manauvered the lantern with his left arm. The light of day had revealed a stairway that spiraled down into the darkness. With the lantern lowered they could see a short distance around the first curve. Each step was engraved with a pentacle of power; a warding against the powers that may be held within.

"After you Boris" said Kand.

Boris lowered his foot to the first step and gingerly brought it into contact. Suddenly a loud and penetrating voice spoke to them....

"Beware! Within lies the Demon of Shadare...He who drank the blood of thousands before being defeated. All who enter here do so at their own risk. Those who do so may only leave if the Demon is slain. May your God go with you!".

"A rather dramatic introduction don't you think?" asked Mandle with a chuckle.

"Demons are not to be taken lightly Mandle", said Boris scornfully, "I would normally be inclined to leave here now, were it not for a feeling I have that we must face this challenge if we are to succeed in our quest."

"We have never faced a demon of this power before." remarked Kand. "Mandle is perhaps complacent due to our recent successes. We must not overlook anything. You will wait while I prepare a protection for ourselves," whereupon Kand drew a small candle from his vests and placed it on the stone. A flick of flint on steel brought it alight, to reveal a dull green flame. "Stand near to me," and as they stood he intoned a prayer to his god. As his words slowly blurred together his hand reached over the candle flame. The flame did not burn the skin. His hand moved through to touch Boris then Mandle. His touch was as hot as fire and left a small burn where it touched, but both bore the pain easily. The flame dimmed and went out, a trail of smoke weaving into the air.

"The power will protect us somewhat from the demon, but it will not stop him."

Boris nodded and moved back into the stairs, placing his foot on the first step again, and again the voice rang out, repeating its message. They ignored it this time and pressed down into the darkness, Kand following the hero and Mandle bringing up the rear with a lantern.

END OF PART II

## A CRITISM OF DRACULAS ARMY

By John Sandercock

In this article I wish to present my views on David Buglers listing of Draculas army. I first of all admit that I have not done as much research as David, so I will not dispute what troops he has placed in the army, but mainly his interpretation of them into WRG terms.

Firstly I would like to question his decision to make Wallachian cavalry regular. Regular troops are usually part of a full-time professional standing force, and always trained to operate as a body not as individuals. Wallachian cavalry was feudal in nature, and consisted of a militia, who, although operating as a standing force in campaign season, would not receive sufficient drilling to be classed as regulars.

Next I would like to discuss the morale of the Boyars. To quote David, *'the Boyars are A class Irregs because they are less well trained, but liable to impulsive attacks and suddent collapse of morale'*. Surely this argument would mean they are Irregular D, as they are prone to impulsive attacks, like Irreg As, but have a dubious morale, unlike the excellant morale of Irregular A's.

The number of Knights appears to me to be greatly exaggerated. In my own research into the Teutonic Knights and the Holy Roman Empire, I have determined that the Sargeants outnumbered the Knights by at least two to one, and most likely three to one. Therefore the number of Knights is always dependant on the number of Sargeant men-at-arms.

Moderating the number of Knights, only one third of the Courtier Heavy Cavalry put on could be upgraded to Knights, the number of Boyars should be halved and double the number of retinue should be used, and only 6 of the Hungarian 'Knights' would be WRG Knights, the rest being Heavy Cavalry.

Finally I would like to support the Editors view on making the militia pikemen into long spearmen. The term 'pike' was terribly misused, with virtually any spear longer than a man being called a 'pike'. The pike was a German Mercenary weapon at this period, with most militia using a long spear. However, if they are upgraded to mercenaries, the pike becomes very probable.

This is meant as constructive critism, and I hope it is seen as that. I would like to see David redo his listing taking into account my arguments, and would welcome any comments on my comments.

AUSTRALIAN NAVY IN WORLD WAR II

By Jack Ford

Australian Naval Losses.

1 Heavy Cruiser

*Hmas Canberra* (10,000 tons).  
sunk by enemy cruisers 9/8/42.

2 Light Cruisers.

*HMAS Sydney* (6,830 tons).  
sunk by German raider 19/11/41.  
*HMAS Perth* (6,980 tons).  
sunk by Japanese cruisers 28/2/42.

4 Destroyers.

*HMAS Waterhen* (1,100 tons).  
sunk by German aircraft 28/6/41.  
*HMAS Vampire* (1,090 tons).  
sunk by Japanese aircraft 9/4/42.  
*HMAS Nestor* (1,690 tons).  
sunk by German submarine 16/6/42.  
*HMAS Voyager* (1,100 tons).  
scuttled after running aground 23/9/42.

2 Sloops.

*HMAS Parramatta* (1,060 tons).  
sunk by German submarine 27/11/41.  
*HMAS Yarra* (1,060 tons).  
sunk by Japanese cruisers 4/3/42.

3 Corvettes.

*HMAS Armidale* (650 tons).  
sunk by Japanese aircraft 1/12/42.  
*HMAS Wallaroo* (650 tons).  
sunk in collision with merchant ship 11/6/43.  
*HMAS Geelong* (650 tons).  
sunk in collision with tanker 18/9/44.

2 Auxiliary Minesweepers.

*HMAS Gorrangai* (223 tons).  
sunk in collision with merchant ship 20/11/40.  
*HMAS Patricia Cam* (301 tons).  
sunk by Japanese aircraft 22/1/43.

1 Hospital ship

*HMAS Centaur* (3,222 tons).  
sunk by Japanese submarine 15/5/43.

2 Coal Hulks.

*HMAS Kelat* (1,849 tons).  
*HMAS Westralia*.  
both sunk by Japanese aircraft 26/1/42, 19/2/42.

2 Fairmile motor launches.

*ML 827*, run aground and lost.  
*ML 430*, sunk by Japanese submarine 13/8/44.

1 Naval Lugger,

*HMAS MAVIE* (14 tons).  
sunk by Japanese aircraft 19/2/42.

1 Depot ship

*HMAS Kuttabal*  
sunk by Japanese midget submarine 1/6/42.

2 Amphibian aircraft - *Walrus* 25/9/40 and 29/4/41.

2 Whalers 20/4/41

15 Sleeping beauties (1 man submersible boats) 28/9/43

AUSTRALIAN MERCHANT NAVY LOSES WWII

1 Coastal Steamer, *Nimbin* (1052 tons).  
sunk by German mine 5/12/40.

Phosphate Vessels,

*Trladic* (6378 tons).  
*Trlaster* (6032 tons).  
*Trlona* (4413 tons).  
all sunk by German raider 8/12/40.

Trawler *Millimumul* (287 tons).  
sunk by German mine 26/3/41.

Coastal steamer,

*Mareeba* (7,126 tons).  
sunk by German raider 26/6/41.

Merchantman *Rabaul* (5618 tons).  
sunk by raider 7/7/41.

Motor Vessel *Kooloma* (4068 tons).  
sunk by Jap aircraft 3/3/42.

Passenger ship *Neptuna* (5952 tons).  
sunk by Jap aircraft 19/2/42.

Coastal Trader *Zealander* (6683 tons).  
sunk by Jap aircraft 19/2/42.

Iron-Ore Steamer,

*Iron Knight* (4812 tons).  
sunk by Jap sub 8/2/43.

Iron-Ore Steamer,

*Kowarra* (2125 tons).  
sunk by Jap sub 24/4/43.

Iron-Ore Steamer,

*Woolongbar* (2239 tons).  
sunk by Jap sub 24/4/43.

Merchantman *Nelore* (6982 tons).  
sunk by U-Boat 15/6/44.

Iron-Ore Steamer,

*Iron Chieftain* (4812 tons).  
sunk by Jap sub 3/6/42.  
*Iron Crown* (3353 tons).  
sunk by Jap sub 5/6/42.

Trawler *Durunbee* (223 tons).  
sunk by Jap sub 3/7/42.

Army Depot Ship,

*Indunna Star* (81 ton).  
captured 22/1/42.



## ENEMY NAVAL LOSSES WWII

### Italian

- 1 Light Cruiser *Bartolomeo Colleoni* (5069 tons).  
sunk 19/7/40.
- 1 Destroyer *Espero* (1073 tons).  
sunk 28/6/40.
- 4 Submarines *Gondor* plus 3 human torpedoes (615 tons).  
sunk 30/9/40
- Console Generale Liuzzi* (1031 tons).
- Uebi Sceble* (613 tons).  
sunk 29/6/40.
- Dessie* (620 tons).  
sunk 28/11/42.
- 4 Auxiliary Schooners,
- Tireremo Diritto* (150 tons).  
sunk 25/12/40.
- Zingarella* (190 tons).  
sunk 30/12/40.
- Diego* (150 tons).  
sunk 21/1/41.
- Unidentified  
sunk 16/4/41.
- 1 Blockade runner,  
*Cortellazzo* (5292 tons).  
sunk 1/12/42.
- 5 Merchant Vessels,
- Remo* (9780 tons).  
captured 11/6/40.
- Romolo* (9780 tons).  
sunk 11/6/40.
- Unidentified  
sunk 12/11/40.
- Hilda* (4901 tons.).  
sunk 27/8/41.
- Caboro* (5225 tons).  
captured 25/8/41.

### Vichy French

- 1 Destroyer *L'Audacieux* (2569 tons).  
sunk 23/9/40.
- 2 Merchant Ships,
- Marechal Gallieni* (1559 tons).  
captured 24/9/42.
- Admiral Pierre* (4391 tons).  
sunk 29/9/42.



*Hakusan Maru* (2197 tons).  
*Kizan Maru* (5077 tons).  
Both sunk 27/8/43

1 Junk                    *Mustika*        (100 tons).  
Sunk 28/9/42

6 Barges                3 sunk 22/4/44  
                          1 sunk 15/9/44  
                          1 sunk 9/6/44  
                          1 sunk 15/8/45

Danish

1 Merchant Vessel  
                          *Africa* (8597 tons).  
                          captured 13/4/40

As well the RAN was responsible for the detainment of 30 Norwegian Merchant vessels on 19/4/40.

Also a total of 507 mines were destroyed, and a total of 43 aircraft (1 Italian, 8 German, 34 Japanese) were destroyed. 5 small rafts were also destroyed on 26/4/45, and various Vichy French small craft were captured on 8/9/42.

The total shipping was 54 vessels consisting of 1 light cruiser, 1 auxiliary cruiser, 2 destroyers, 1 sloop, 4 gunboats, 8 submarines, 1 minesweeper, 1 patrol launch, 4 auxiliary schooners, 1 transport, 3 midget submarines, 2 raider supply ships, 2 fast blockade runners, 2 tankers, 15 merchant vessels, 1 junk and 6 barges.

Subsequent losses by tonnages were:-

RAN:- 38,469 tons.

RAMM:- 72,155 tons

Australian Total:- 110,623 tons.

Italian Navy:-            39,186 tons  
Vichy French Navy:-    8,519 tons  
Persian Navy:-           2,271 tons  
German Navy:-            77,857 tons  
Japanese Navy:-         17,670 tons  
Danish Navy:-            8,597 tons

Enemy Total :- 154,100 tons.

QUEENSLAND UNIVERSITY GAMES SOCIETY.

NAME. \_\_\_\_\_ AGE. \_\_\_\_\_ SEX: M / F.

ADDRESS. \_\_\_\_\_ PH. \_\_\_\_\_

1. How long have you been playing simulation games?  
Less than 6 months. Less than 1 year. Less than 2 years. More than 2 years.

2. How much do you enjoy them?  
You don't. Helps pass the time. Good way to pass the time. Good fun.  
Great stuff.

3. Do you belong to an organised club? Yes / No  
If yes, please give the name, meeting times and place? \_\_\_\_\_  
\_\_\_\_\_

4. Do you play with a regular group? Yes / No.

How many people are in it? \_\_\_\_\_

5. Please rate your interest in the following game areas on a one to five scale, where one indicates boring.

D&D, AD&D: _____	Runequest: _____
Other fantasy role playing: _____	Science fiction role playing: _____
Ancients figurines: _____	Napoleonic figurines: _____
Modern figurines: _____	Other figurines: _____
World Wars boardgames: _____	Other historical boardgames: _____
Other boardgames: _____	Multiplayer board/card games: _____
Non-simulation games (Chess, Go, Mah Jong, etc): _____	

6. Please list in order of preference, your 3 favorite games?

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

7. Do you have a regular playing time (say, Friday night)? \_\_\_\_\_

8. How many hours per fortnight would you spend on simulation games? \_\_\_\_\_

9. Do you prefer? Coffee, Tea, Soft drinks, Juices. Other: \_\_\_\_\_

10. How much money would you have spent, in total, on simulation games? \_\_\_\_\_

11. How many games do you have? \_\_\_\_\_

**QUESTIONS 12 to 22 are for ROLE PLAYERS ONLY.**

12. Do you prefer to: Play ... Referee ... Both?

13. What do you think is the ideally sized group (excluding the referee)? \_\_\_\_\_

14. Which is your favorite FRP / SFRP? \_\_\_\_\_

15. Would you be interested in:  
Playing in a championship? Yes / No  
Refereeing a championship? Yes / No

16. How long have you been playing? \_\_\_\_\_

17. How long have you been refereeing? \_\_\_\_\_

18. How would you rate yourself? *Slow ... average ... good ... great.*

19. Have you ever played outside your normal group? Yes / No  
If yes, did you fit in well? Yes / No  
Do you still play outside your normal group? yes / no

20. How do you think you would cope with strangers? \_\_\_\_\_

21. Which character do you like playing the most? \_\_\_\_\_

22. How much would you pay to enter a competition, and what sort of prize would you expect? \_\_\_\_\_

**QUESTIONS 23 to 31 are for FIGURINE PLAYERS ONLY.**

23. Which periods do you play? \_\_\_\_\_

24. What Scale(s)? \_\_\_\_\_

25. Which rules normally? \_\_\_\_\_

26. How many points do you like to play? \_\_\_\_\_

27. Which armies have you painted? \_\_\_\_\_

28. How long have you been playing figurines? \_\_\_\_\_

29. Would you compete in a championship, maybe over two weekends? Yes / No

30. How much would you pay to enter a competition, and what sort of prize would you expect? \_\_\_\_\_

31. Do you have any suggestions for a competition system? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

32. Do you think games weekends are worth coming to? Yes / No

33. How often would you like to see them held? \_\_\_\_\_

34. Would you attend an annual convention? Yes / No

35. What sort of competitions would you like to see/enter? \_\_\_\_\_  
\_\_\_\_\_

36. Anything else to say? \_\_\_\_\_

Return this questionnaire to the Editor, address at front page, please.

