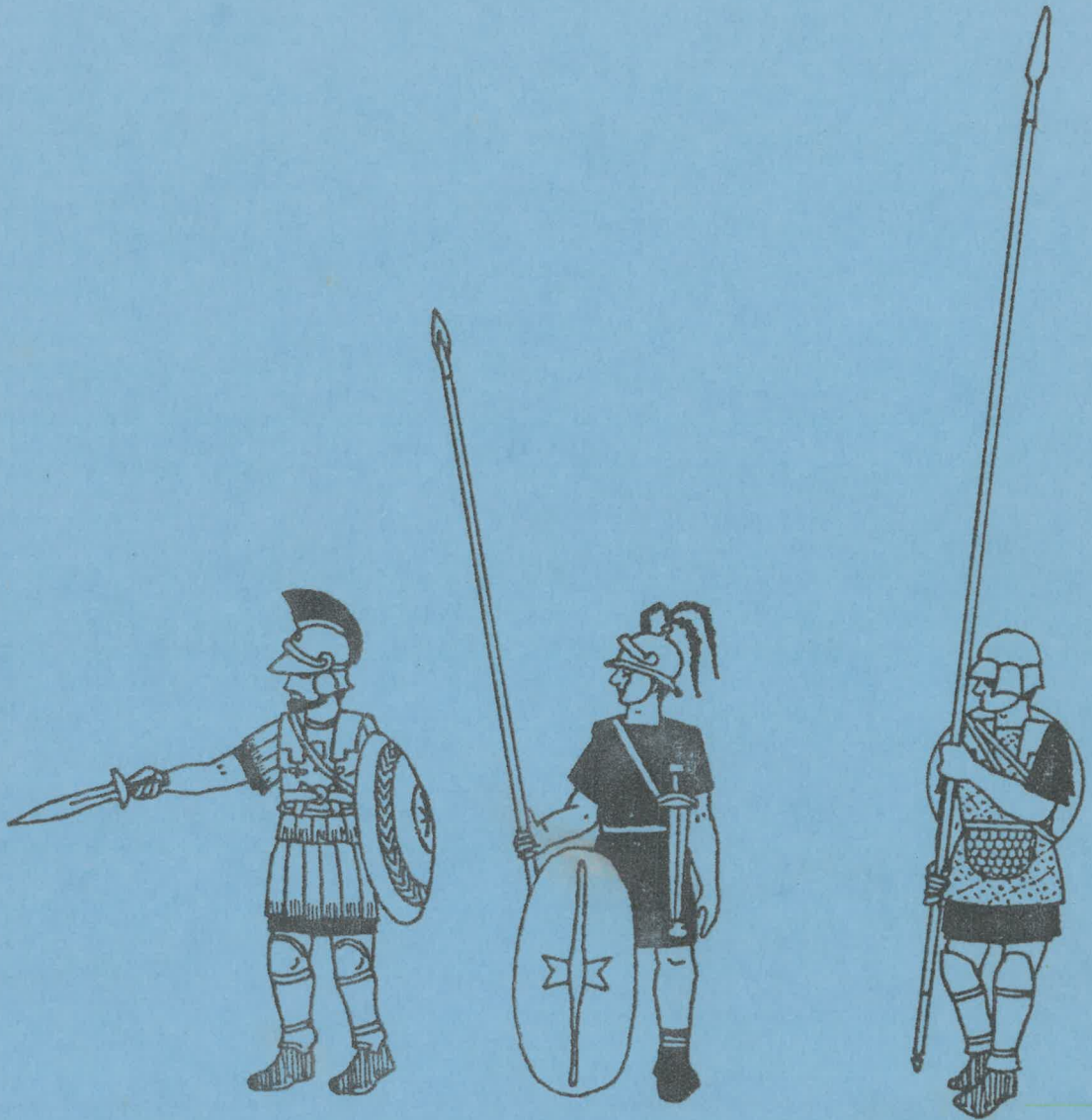


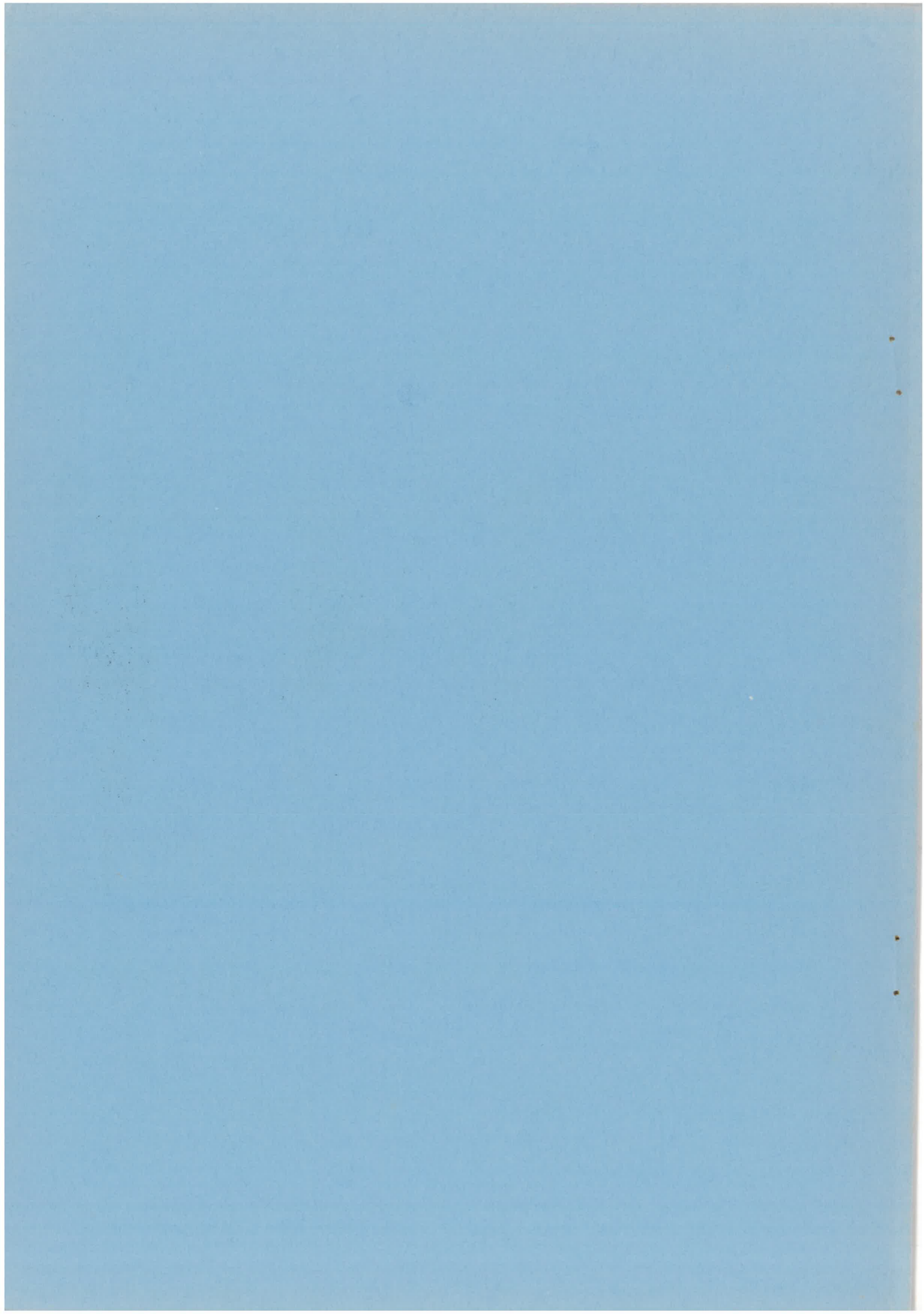
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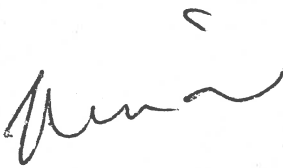
FROM THE EDITOR.

To begin with, an all-too-brief hello and departure of myself as magazine editor. I will shortly be leaving Brisbane, and therefore wish to express both my regrets at not having acted in this capacity for more than a mere two issues, as well as wishing the Q.U.G.S. members (especially contributors) and the forthcoming editor all the best for the future continuance of this society on campus.

In this edition, Alex prior gives an account of Late Ming and Ch'ing Dynasty cannons; Jack Ford covers a review of Allied strategy in the boardgame "Marita Merkur"; followed by suggestions by M. Marychurch to rules addition in "Spellcasters". Jack has provided additional listings of Q.U.G.S. acquisitions, which are available for your use. Finally, an article by Kevin Flynn about Posions in Fantasy Role Playing.

That's about all I can offer for this edition. Best of luck to all and to the new editor.

Regards,

A handwritten signature in cursive script, appearing to read "Kevin Flynn", written in dark ink.

Utah Parents Exorcize 'Devilish' Game

By MOLLY IVINS

Special to The New York Times

HEBER CITY, Utah, April 30 — This pretty farming town of 5,000 solidly Mormon citizens is nestled in a high mountain valley in the Wasatch Range east of Salt Lake City. It is just past lambing season, and the tiny lambs were tottering after their mothers in the green fields yesterday as an early spring rain fell. It seems an altogether unlikely place for the devil to be at work.

Nevertheless, many of the townspeople are convinced that Satan has been operating here in the guise of the fantasy game Dungeons and Dragons, and an after-school program using the game has been discontinued because of the resulting pressure.

"I can feel the devil right here in the media center," one woman told Michael Tunnell, the school librarian, at a meeting for parents to discuss the issue.

Fomenting Communist Subversion

Teachers and school administrators are left feeling variously distressed, stunned or amused at the reaction to the program that they had hoped would stimulate imagination, creativity and teamwork among talented children. For the teachers' pains, they have been accused of working with the Antichrist and of fomenting Communist subversion.

"Sometimes we have a rather archaic point of view in my state," said Mr. Tunnell, who is a Mormon and a political conservative. "We can't deal with sex education in the schools in any form and when we teach Utah history, we are often accused by non-Mormons of teaching church doctrine. But when we started this thing the last thing we ever dreamed was that it would become a controversy."

Dungeons and Dragons became a college fad in the late 1970's and has since moved into the younger set, where it is immensely popular. It is a complex and mentally challenging game that is played with rule books and a floor-plan for a dungeon. Only the game leader, called a "dragon master," sees the dungeon plan.

Players take an imaginary journey through the dungeon to vanquish mythical monsters and recover treasure. Each player assumes a character — human, elf, dwarf and so on — with strengths and weaknesses partly determined by throws of specially shaped dice.

Complaints Began Right Away

Complaints about the program began almost as soon as the game was started in Heber City in January. It was part of an after-school program for gifted children; there were also special sports, science and Spanish programs. All the children who played had permission from their parents and the game was open to all those who became interested and the children at the school were enthusiastic

A group of parents brought their complaints about the game to the school board and the matter was put on the agenda for the next meeting. At that meeting, attended by parents of the players and by representatives of the parent-Teacher Association, most came out strongly in favor of the game. But another meeting in late March, attended by 300 townspeople, brought out a great deal more opposition.

The parents who were most active in opposing the game issued a statement expressing their satisfaction that it had been canceled and declined further comment as a group. However, Norman Springer, a nondenominational Christian minister, went further.

"Oh, it is very definitely antireligious," he said. "I have studied witchcraft and demonology for some years and I've taught against witchcraft. The books themselves have been taken from mythology and from witchcraft and they are filled with demonology, filled with pictures and symbols that you could find in any basic witchcraft book and use the same terminology."

He said, in particular, that the game's rule books included incubuses and succubuses, male and female demons having to do with lust, and the terminology of magic including a magic circle.

"These books are filled with things that are not fantasy but are actual in the real demon world," Mr. Springer said, "and can be very dangerous for anyone involved in the game because it leaves them so open to Satanic spirits."

"Some John Birch-type people are worried about this being subversive, communist, whatever, I don't know myself. I think it comes from that old subversive source Satan."

The game is manufactured by T.S.R. Hobbies Inc. of Lake Geneva, Wis. Brian Blume, vice president of the company, responded: "The game is a game of heroic fantasy and in order for the players to be able to perform heroic deeds they have to have things to overcome. The things most fun to overcome are things that are evil, foul, rotten and nasty, so we also included some things that were evil, foul, rotten and nasty for that reason."

Douglas Merkley, Superintendent of the Wasatch District Schools, said, "The program polarized our community, so the program is finished as of this year and will not be used next year. It has taken hours of my time and I hope we are all to the point where we've spent enough time on it."

"It's a moot point now, it's over. From an administrative point of view, we need support of all the people in the community. This has been a divisive thing and it will take a long time to mend the fences."

LATE MING AND EARLIER CH'ING DYNASTY CANNON: A NOTE

- Alex Prior

This note should be of considerable historical interest to those now gaming with the Ming army after the publication of the new army lists. It must be stressed however that I do not yet have access to the full evidence as it has only appeared in mainland Chinese publications to date.

When Professor K'oo was at the University of Queensland in second semester 1982 he happened to mention that a cannon cast in two stages had recently been discovered and dated to the reign of the Manchu Abahai, who ruled the Manchu state in the north before the conquest. This two stage bronze-steel casting raises some very important points regarding the state of Ming weaponry.

Those of you who are familiar with the work of Armstrong and Whitworth will know that the multi-stage casting of weapons was introduced to allow more rapid fire through differential heating of the layers, thus reducing jamming and damage to the weapon due to cracking. The fact that multi-stage castings appear to China suggests strongly that the Chinese were aware of the problem and had found a solution. If these guns were in wide use during the Ming they would have had a longer sustained ability to fire with more reliability, and possibly a greater rate of fire, human factors permitting.

Evidence for the development of this technique quite early in China is also supported from another angle, though not in a way which will please Western chauvinists. It is reported to me by Mr. Clayton Bredt, Senior Lecturer in History at the University of Queensland that there exists in the Whitworth museum in England a multi-stage cannon which has been sectioned and polished, and which surprisingly bears Chinese reign marks dating it to the Ch'ing period.

It certainly seems probable therefore that these cannons were in use in the late Ming period and were definitely in use during the Ch'ing dynasty.

* * * * *

ALLIED STRATEGY IN "MARITA MERKUR"

- Jack Ford

While reading through a Q.U.G.S. copy of "Breakout" magazine recently I found an article by Nigel Brand on GPW's "Fall of France" game. I found his game analysis of great interest because I have had the pleasure of viewing or playing all of the Europa series games. Unfortunately I have not yet found the time to play "Fall of France".

In describing two of the Europa games - "Case White" and "Marita Merkur", Nigel states that: "the situations were so one-sided, only masochists could enjoy playing the Poles, Greeks or Yugoslavs". I agree that in "Case White" the Poles stand little chance of surviving the German onslaught. But I believe that winning is not everything in war-

gaming. The Europa series of games provide players with excellent historical recreation of the European campaigns of World War Two. The games also provide players with many interesting "What-if" scenarios. While playing the Poles during a game of "Case White", I was able to use the Increased Polish Mechanisation option to form a scratch armoured force to send into East Prussia. This force captured Konisberg and totally decimated the Luftwaffe units stationed there.

In "Marita Merkur" the allied player is faced with a very difficult task. The allies main aim is to keep their forces intact while at the same time keeping control of both Athens and Thesalonkie. The victory conditions are ambiguous. A Decisive Allied Victory is achieved if a supplied allied unit remains on the Greek mainland by the end of the final turn, while the Axis player wins a Decisive Victory if that player controls either Athens or Thesalonkie. I feel that the axis Victory Conditions have been made too easy to achieve. In reality the fall of Thessalonkie did not result in the collapse of the allied armies. Thus the Axis Victory Conditions should be modified to include the capture of both Athens and Thesalonkie. If allied units remained on the Greek mainland after Athens falls, then it would be natural for the Axis forces to be occupied with the destruction of these units. Also the Decisive Victory Conditions for the german player seem to make it rather pointless to evacuate the allied forces in Greece, or even do battle over Crete.

The majority of the allied units in "Marita Merkur" are Greek and they have certain special characteristics which I will now examine. During the first game turn, the Greeks are compelled to defend themselves against the Italian attack from Albania, but there are certain moves which can make the Greek's job a lot easier. Firstly the Greeks should move one of their static battalions by naval transport to the island of Rhodes, where it should be stationed for the remainder of the game. This move should counter any Italian threat to that island and its airfield. For the remainder of the game Greek naval transport can be used to shuttle reinforcements from the Greek islands to the mainland or evacuate Greek forces to Crete. The component units of the Greek 13th Division should be transported to Thesalonkie in order for the full division to be formed up. The Greek units greatest capability is their attack bonus for mountainous terrain. This bonus will modify most Greek attacks in Albania by + 2 on the die roll. Thus after Turn One, the allied player should reinforce the Albanian front with Greek units, and continually attack the Italian army. The aim should be the capture of Vlore or the destruction of as many Italian units as possible. Unfortunately the normal play is that unless the Greek army has a run of lucky die rolls then the Greek and Italian armies usually settle into a stalemate on the Albanian front. Attacks are really slowed down during Poor or Snow weather turns. The allied player should form a special attack force by combining the Greek mountain artillery and Ezvone units. This force would have a measure of mobility during the Poor Weather turns and could provide an important back-up to a Greek attack.

Though the attacks in Albania will occupy most of the allied player's attention, the threat of German intervention should not be ignored. The Greek/Yugoslav border hex 4314 should be fortified by the Greek Combat Engineer unit. Upon its completion, this fort should be garrisoned by a strong Greek cavalry force including the single cavalry division. The Metaxas Line should also be reduced of Greek Units until there is only

the required 13 regimental equivalents occupying each fort of the line. Thessalonikie should also be garrisoned.

I consider the two most important allied units in the game to be the Greek Salonkia Construction Brigade and the Greek 'S' Combat Regiment. This is because these units are only ones capable of constructing forts for the allied player. From Turn One onwards, they should be used to construct two separate lines of fortifications. In turn one, the Engineer regiment should be placed on hex 4314 where it can build a fort there. After this, the regiment should move to hex 0513 where it can commence building a line of fortification across the spine of Greece. The Construction brigade should move to Thessalonikie in turn 1, build a fort there and then build along the river line until the forces link up with the Metaxas line.

Upon the arrival of the British and Commonwealth forces, they should be moved to occupy the Thermopylae line across the spine of Greece. A mobile striking force (M.S.F.) should also be put together and placed in or near the fort astride the primary transportation line running through Thermopylae. This force is then situated to meet most contingencies caused by German intervention. The most mobile force available to the allies consists of the 19th Greek Motorised Division, the Greek Cavalry Division, the British First Armoured Brigade, the Greek 'D' Cavalry Brigade, the British "W Force" Artillery Brigade, the British 102nd Anti-Tank battallion, the Greek S. Artillery Regiment and (optional) the 2nd New Zealand Division. The New Zealand unit has a movement factor of six which is slower than the rest of the M.S.F. Thus the decision to include it in the M.S.F. to beef up the force can be left up to the discretion of the allied player. The M.S.F. provides the allies with the capability to move quickly to meet the invading German army. The allied player should ensure that the Greek components of the M.S.F. should be readily available to join up with the British components. The cavalry forces should be placed around the fort hex 4314 while the 'S' Artillery regiment should be part of the garrison of Thessalonikie. The remaining British, Commonwealth and Greek forces should be used to occupy the Thermopylae Line.

The Yugoslav army is not automatically a member of the allied forces and is a real handicap to the allied player. If Yugoslavia has a coup then invariably the Germans intervene in the same turn. The Yugoslav army is poorly deployed, badly supplied and prone to desertion. Thus the usual turn of events is that the coup occurs, the Germans immediately invade the country, and during the Special German Invasion Turn and subsequent Axis Movement Turn, the Yugoslav army is wiped off the map. Even more disasterously for the allied player, the collapse of the Yugoslav army means that the German forces stationed in Bulgaria are able to invade Greece by skirting the Metaxas Line. Suddenly the allied player is confronted with his Greek forces being split into two. The allied player should hope that the Yugoslav coup is delayed for as long as possible, while at the same time pounding at the Italians in Albania. Unless a die roll grants a turn of grace between the Yugoslavian Coup and the German Invasion turns, there is very little which the allied player can do in Yugoslavia.

In the Errata Sheet supplied with "Marita Mekur" it is recommended that "instead of tracing supply to any one supply city Yugoslav units must trace supply to any two cities". The reason given for this suggested

change of rule is it will lessen the chance of Sarajevo being used as a mountain fortress by the allied player. I think that this suggestion should be ignored and the original one city supply line rule still apply. This is because the change of rule gives no chance of a 'what if' scenario for the player controlling the Yugoslav army. It ensures the destruction of the entire Yugoslav army by the end of the German Invasion Turn. Historically the Yugoslav army collapsed within a week after the Germans invaded that country. But what if, the Yugoslav government has moved from Budapest to Sarajevo, and continued the struggle against the axis forces from there? If all wargames were designed to finish in a result along historical lines, then there would appear to be little point in playing them! It is still possible for the Axis player to control all the Yugoslavian supply cities and put the Yugoslav army out of the game in one turn. Sarajevo is liable to fall during the first normal player turn after the German Invasion, as it is possible for a German Armoured Group to reach the hex next to it during this period.

Thus a situation can arise where the entire Yugoslav army is out of supply, before the first Allied Player Turn after the invasion. To counter this, the Greek cavalry forces (less the M.S.F. components) stationed at the fortified hex 4314 could strike into Yugoslav to assist in the recapture of the supply city of Skoplje. This move would probably doom the Greek cavalry to eventual destruction, but it would keep the Yugoslav in the field for a further turn and thus help relieve the axis threat to Greece. The Yugoslav army should attack wherever they can, but as many units as possible should be directed to the recapture of Skoplje. An attempt to recapture Sarejevo may also be attempted. For pure spite I would send Yugoslavian attacks against the Italian City of Zara. Unless the situation is truly exceptional for the Greek army in Albania, it should be disengaged during the first turn after the German invasion. The Greek Army should move as quickly as possible towards Central Greece, where it can prepare to meet the German invasion. If possible the town in Larisa should be garris

The rule concerning Yugoslav Collapse is unclear concerning the fate of the Yugoslav Air Forces. According to the rules once every Yugoslav Supply source is axis-controlled (simultaneously) then the Jugoslav army ceases operations. Accordingly, in the games I have played it has been mutually agreed that the Yugoslav Air Force units are not removed from play. Thus it gives these units the chance of escaping to Greece and reinforcing the small allied forces stationed there. Thus the Hurricane unit should fly a transport mission to Kotor, the Messerschmitt and Fury Units fly transport missions to Thesalonkia, and the Blemhiem and Dornier bombers units transport themselves to Larisa.

There is little that the allied air forces can do in Marita Merkur because they are so heavily outnumbered by the Axis Air Forces. An allied bomber force could be concentrated at the major airfield at Lorisa to support the Greek army in Albania. The British Mixed Fighter should be stationed at Lorisa to afford some fighter protection to the area. It would be able to fly interception missions, if the Italian air force should attack either Thessalonikie or Lorisa. The single British night bomber unit could be useful for launching night raids upon Brindisi or Vlore. Every allied air unit should be stacked with at least one anti-aircraft unit.

After the German Invasion Turn, there is few options available to the allied player. Defence against the Axis forces is the main aim, while the allies should always watch their "backdoor" for a German parachute attack. Corfu should be evacuated as soon as possible and a

strong fighter defence established around Athens and Patri. Patri should be garrisoned by a small allied unit such as the Marine Defence Brigade. The Allied player should ensure that no Greek unit is cut-off from supply or it will suffer from the Greek Collapse Rule. The allied bomber force at Lorisa may be used to slow the axis advance by cutting supply lines, or attacking the Axis airfields at Sofia or Yugoslavia.

This strategy outlined for the allied player may not ensure his or her victory in "Marita-Merkur". If the die rolls go against the allies there is little that can be done to stop the axis from winning a decisive victory. But from experience gained in playing the game, these moves at least give the allied player a chance of surviving!

* * * * *

SPELLCASTERS: A FEW SUGGESTIONS TO RULE ADDITION

- M. Marychurch

In the AD & D rules, at the moment a M.U. or Ill. casts an allotted number of spells by having to pick a limited number of his available spells, hoping to have picked the right ones before adventuring. To change this into a fairer selection system, these spell casters would have to place their spell books in a more important role rather than before, when lost, stolen or etc., he just went and obtained a new book from his mentor and starting again.

The character can now cast any spell in his book (with a chance of success) without having to remember it beforehand. Why? This is supposing the book is actually a physical/mental extension of the character and so would be similar to the 'core' memory of a computer. And the spells are received by the caster from the book by a psychic link.

Now the relatively bad news. The book must now be in a place the character knows well and must be within 2 miles of him and in extreme safety. This would obviously mean the character cannot take the book on an adventure, travel is slightly different and will be commented on later, as no adventure can be classed as being safe as they usually have some danger associated with it. So if the book is stolen or moved i.e. taken from its 'home', he suffers 2016 damage and must undergo a system shock survival roll. (To all you anti-MU's out there, the movement must be at least for 30 minutes and over 30 feet, or similar at the DM's discretion).

Now if the survival roll is failed, the MU/Ill gains an insanity, rolled randomly or by any DM's other obtermination. This is due to the mental anguish caused by the loss as the link between the two is severed. If he saved, the MU must regain the book within Intelligence in days. Max. Iu. Spelluseable normally e.g. a 2nd level MU had his book stolen and so as his max. level usable is 1st, he must regain the book in 12 days if his Int is 12. If he doesn't regain the book within that time, he loses a level every day thereafter until he either regains the book or becomes 0 level thus losing spell-casting ability. If he regains the book during the level loss period, he returns to his original level after as many weeks as he had lost levels,

regaining at a level/week.

These levels are not studies for, as they are returned, not earned. The loss is full including W+ pts and other gains normally obtained.

As journeys are intended to be safe (between towns and alike, not outdoor adventuring) to travel with the book would be permitted. But if attacked, woe betide the character.

The spell book itself has as many pages as there are spells known by the character, i.e. no black pages. When a character gains a new spell either by gaining a level, making his own or finding a scroll, governing conditions for the additions. A scroll would be made or obtained of the spell in question which would be shown later.

When a character is killed, a strange process is begun. His book must roll a system shock survival roll for each spell in the book using the characters chance for the roll. Those that make it return to the scrolls they were originally when obtained by the character but when he is gone, they revert back. Those that fail become dust and CANNOT be restored and are gone for good. The time of day for this to occur would be determined by a DM due to the availability of resurrections. But the period & its other possible effects should be similar to the one for lost books. The character still must roll to understand the new spells if found and alike. And for those worrying about the right spell, it aids in the scroll formation and not in actual addition of spells directly to a book. Thus characters cannot fill their book with each others spells instantly.

The method by which a spell is added using a scroll, would be over a period of (20-intelligence) days. The scroll is inserted into the book and left. The M.U. cannot cast any spells in this insertion period allotted to the addition. He can journey, adventure or anything but cannot leave the 2 mile limit or cast spells. After the time allotted, the book must make a system shock survival roll like that one earlier. If made, the scroll is now a page. If not, then a second roll is required. If made, the scroll is destroyed as earlier. The character may never add the same scroll again (but not necessarily the spell). For multiple spell scrolls, extra blank volume pages must be added with the scroll and the scrolls distribute themselves over the pages. The normal rolls for a page addition must be done but spells also must survive a transfer roll (system shock again).

For spells without a surviving page to transfer to, almost must roll to see if they are able to last until a second page addition is made where upon a second set of rolls occur. All spells that fail the survival rolls are gone. If a book is damaged, the character suffers equal points damage if a save/magic is failed and visa versa; character damage = book damage. To repair book damage, wound spells, lay hands or rest will remove damage. Until done, the book can only send a reduced number of spells. Given by.

$$\# = \frac{\text{Hits taken}}{\text{Total Hits}} \times \text{No of Spells In.}$$

N.B. Hits are of characters.

The book is damaged if struck by a blow due to PC, NPC, monster, burned, zapped, dropped etc. The survival rolls required everywhere are not the constitution score's equivalent system shock chance but that equal to having a constitution equal to his intelligence. eg. an MU has Int.15 and Con.9, the score at which magic system shock is judged is 15.

Now you may say when is he going to give us the chance of using a spell or at least try to use a spell. Well, assuming a computer-type system as before, there will be two spell access levels. The upper is of limited number and is equal to the number presently useable while the lower is the rest of the characters spells. The basic chance is the magic system shock survival as given earlier. For an upper level spell, the chance is unchanged while a lower level has it at the half chance. The disposition of spells in each level are set when the MU rests and prepares us before in the original rules. If the spell shock roll is failed, the MU does a save/magic to prevent the spell to occur on the character or its reverse which ever is worse. (When you stuff it, you do it badly).

Clerics and druids can use this system also even though they have no spell books. The same sort of spell acceptance/casting roll is needed with wisdom being used instead of intelligence with the spell failure values given in the original rules being a reducing modifier ie olel 5% spell failure now - 5% on chance to cast spell. The spell access levels also are in force so a low wisdom cleric has little chance of a lower access level spell being cast successfully.

That about ends this rule addition article but one thing is for sure, if you don't like any part, forget about it or adapt it but to me, it seems to be generally logical and sensible and since I have used it and it works (most of the time!) give it a thought next time in your campaign.

* * * * *

RECENT ACQUISITIONS FOR THE Q.U.G.S. LIBRARY

- Jack Ford

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Ian Heath. Armies of the Middle Ages. Volume One.
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David Woodward. Armies of the World 1154 - 1914.

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Avalon Hill's "The General" Volume 18. Number 4
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Number 8

White Dwarf - Role Players Magazine Numbers 28, 29 and 32
(donated by Eric Topp)
Number 39
Number 41

Brisbane Wargames Society magazine Signalman Number one.

The Devils Advocate (magazine of the Melbourne University Dungeons and
Dragons Association) Edition 9.

Charge (magazine of the Canberra Wargames Society) Volume 4
Numbers 3, 4, 5, and 6

Rally Point (magazine of the South Australian Historical Wargames Society
Incorporated). Issues 30, 31, 32 and 33.

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THESE ARE FACTS - The autobiography of Air Marshal Sir Richard Williams, K.B.E., C.B., D.S.O.	14.95
AUSTRALIAN CHURCHES AT WAR, Dr M. McKernan - A detailed examination of the attitudes and responses of Australian churches to the demands of the Great war at home and on active service.	15.00
<u>PUBLICATIONS ON THE WAR MEMORIAL COLLECTIONS</u>	
AUSTRALIAN WAR MEMORIAL BOOKLET - Pictures and descriptions of some significant relics, paintings dioramas, and photographs in the Memorial collections (postage and packing \$1.00)	2.00
HALL OF MEMORY - Paperback, description with illustrations in colour (postage and packing \$1.00)	0.75
AUSTRALIAN WAR MEMORIAL PAINTINGS, Ronald Monson - Paperback, illustrated (postage and packing \$1.00)	0.75
THE SHELLAL MOSAIC, A.D. Trendall - Paperback, illustrated description of the discovery, origin and design of this relic (postage and packing \$1.00)	0.60
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Six charts of the Australian War Memorial aircraft mural by Harold Freedman. Postage \$1.20 for up to six charts + \$1.00 packaging

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Chart 2 1919-1939	"	" "	0.50
Chart 3 1940-1942	"	" "	0.50
Chart 4 1942-1944	"	" "	0.50
Chart 5 1945-1953	"	" "	0.50
Chart 6 1954-1971	"	" "	0.50

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Postage \$1.20 for up to six posters + \$1.00 packaging.

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On to Victory	"	" "	2.00
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Lambert War Sketches	1.00
Sali Herman	.50

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Sidney Nolan, George Lambert, E. Hilda Rix Nicholas,
Arthur Collingridge, Colin Colahan, W. Leslie Bowles,
George Benson, Will Dyson and Frank Hurley
(postage 40 cents) 0.30 each

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0.40

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(2) VIEW FOLDERS - War Memorial scenes in colour
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POISONS IN FANTASY ROLE PLAYING

- Kevin Flynn

Being a basically simple (lazy) person, not liking complexity, but at the same time liking variety, I decided upon the following ideas. Poisons are a subject that many games either ignore or brush over with very brief rules. History is marked with many poisonings and a fantasy world has no right to claim to be different, especially a fantasy world with wild tribesmen.

Poisons will be rated via a level system, 1-10 in scale, where 1 is the weakest and 10 is the strongest. What values you assign to these ratings will depend on the game you play. In D&D for example each rating might equal one dice, and you might want to increase the range up to 20. In The Fantasy Trip your top range would be around 10d6. In all cases a save throw will half the amount of damage suffered.

There are many different types of poison, and I am not at all familiar with the subject, but I decided on the following six as the best examples.

A. Senses Poison, directly effecting one or more of the five senses, causing loss of co-ordination and possible permanent damage to effected sense. Physical damage is half normal as the poison does not work in a direct way. Effects are -5% to all abilities per potency level of the poison. There is a 1% chance per potency level that the sense effected will be permanently destroyed. A successful save throw will negate any permanent damage possibility. The effect of the loss of a sense will vary, loss of sight might well reduce all abilities to 10% of original values. I leave this to the individual GM.

B. Nerve Poisons, full damage effects as well as loss of 5% per potency level of the poison from abilities. Nerve poisons are very nasty and cost twice as much as other poisons. There is a 1% per potency level chance of permanent damage to the nervous system with appropriate loss of ability in all areas. Should a character suffer 25% of his total damage potential from this poison he must make a save throw or be paralyzed. At 50% damage another throw or he will fall unconscious, and another for each 10% more over 50%.

C. Hormonal Poisons, similar to Type A poisons but aimed solely at specific organs of the body. Half physical damage but 2% per potency level of permanent damage effecting characteristics (constitution, strength etc).

D. Paralytic Poisons, half normal damage but if 25% damage is suffered then a save throw must be made of the character will fall down, unable to move. For each 5% damage over 25% a further roll must be made (or optionally a -5% modifier). At 50% damage a modifier of -10% will be applied to all save throws. Paralytic poisons can take up to a week to fully wear off.

E. Cellular Poisons, causes full damage by direct destruction of body cells. A permanent scar may occur at the entry point but otherwise damage occurs all over the body.

F. Corrosive Poisons, similar to type E but damage will be to one single area of the body, where-ever the poison hits. Permanent scars are very likely. If you play with infection then these poisons can be very nasty as some nasty people like to add extra things to it.

Cont/...

Poisons will always come in powder or liquid form, but they can be concentrated into other forms:

A. Oral, must be ingested into the body via some method, contact with the skin, or even over a cut will have little effect.

B. Contact Poisons, seeps through pores or cuts entering the blood system and working from there. Must be brought into contact with flesh.

C. Blade Venoms, a honey like liquid of concentrated poison, entering the body via cuts made with a weapon usually. Can be used as a contact poison as well.

D. Gas Bomb, made up by an experienced alchemist this form will effect a small area and need only be breathed to take effect.

Type A poisons are the normal form of all poisons, to create type B required two doses of type A and a skilled person. To create type B requires 4 type A or two type B. Type D costs 8 type A etc. This is obviously a simplification, some poisons just wont work except via one method but I am assuming a little magic amongst it all that allows transformation to the various types freely.

The EFFECTIVENESS of a poison represents the time it takes before it takes effect on the body. An easy way to determine this is to roll on an appropriate table rated from instant effect to very slow effect. Using ld10 or ld20. The exact timing of the effect can be determined randomly, for eg:

an effectiveness 6 poison might effect a character every minute, roll d6 to determine which round it occurs in. The GM could just decide that the effect occurs at the end of the round/phase.

With the above tables it is easy to determine how much it costs to make a single dose of a specific poison as follows:

$\$10 \times \text{Potency} \times \text{Type} (1 \text{ or } 2) \times \text{Form} \times \text{Effectiveness}$.

A potency 5 poison, effecting the senses, in contact form with effectiveness 10 would cost $10 \times 5 \times 1 \times 2 \times 10 = \1000 per dose. If materials are provided to the maker then the \$10 base converts to \$1. If a character is making the poison then half the cost but he must make a save throw per dose or be fully effected by the poison (as appropriate) and must make another save throw to determine effect. Time required to make a poison can be found as follows:

Cost in dollars divided by 100, in days.

A single batch of poisons can include as many doses as the player likes, but only one specific poison can be made at one time.

Having got this far it should be easy to see that all poisons can be labelled by four values, those listed above, and the format one could use is as follows: Potency/Type/Effectiveness/Form.

The poison above that costs \$1000 dollars a dose would appear as 5/A/10/B.

SAVE THROWS: Should be allowed only if there is a chance that the poison would not be totally effective. If a character drinks a glass of poison then he will definately suffer the full effects of the poison and no save throw should be allowed unless he has immunity.

Cont/.....

IMMUNITY: After being effected by any poison the player has a chance using a d10, equal to the potency of the poison of gaining immunity. Immunity can be in two forms.

1. +5% for EACH successful immunity roll vs a specific poison added to all future save throws against that poison. Immunity allows a save throw at all times.
2. The person becomes immune to 1d6 damage of that poison whenever it effects them. This accumulates so that a character could become totally immune to specific poisons.

I personally prefer the first system. If you find you have a player going around drinking lots of potency 1 poisons so as to gain immunity to them then I suggest you bring in the "Accumulative Effect". This special rule allows the GM to decide that the previously drunk poisons have not been cleared from his body and the new dose reactivates it, and possibly combines with it to create a REALLY nasty poison.

Speaking of combining poisons, should this occur then a new poison will be created, having the effect of the stronger of the two plus an extra dice of strength. For example, say you combined 5/A/10/B with 7/D/8/C, you take the stronger of the characteristics and use those; 7/D/10/C and then add one to the strength, 8/D/10/C. In regard to the letters A is the weakest value. The GM may rule that a considerably weaker poison will have no effect on the strength of a stronger poison, say if there is 4 points difference. The new poison created will be one dose only.

FINDING POISONS. Depending on your game your characters will require skills to find poisons, especially plant based poisons. Most DMs will be familiar with animal and insect poisons, and can make an easy judgement (doesn't have to be exact) as to their type and potency etc. Players will obviously be in the know about the presence of poison but nothing much else. Plants however aren't that easy.

The presence of poisons can be an encounter in itself (the players enter an open area in the forest, filled with lovely blue flowers?), or part of an encounter (amidst the flowers is a basilisk?). Whether the players pick it up will depend on their imagination and skills. Doctors, Druggists, Naturalists, Alchemists, MUs, herbalists, botanists and assassins will be familiar with poison. Some games may assign a chance of knowledge, others don't. I normally make a simple judgement by myself, based on how powerful I have made the poison. (the party despatches the basilisk and runs around gathering the pretty blue flowers, the alchemist however finds a small fungi on a tree at the edge of the clearing!?). Don't make it obvious that a plant is poison, make sure they have to carry a whole shrubbery around whenever they get the encounter unless recognition occurs.

Once found a plant/animal has to be processed to gain the poison. Remember that a single plant/animal, or even 10 kilos of plant, may not yield one dose of poison.

Cont/....

The following tables may be of some help.

Quantity to make one dose from plants.

1. 100 grammes	A d10 need not always be used, after all 50
2. 200 grammes	kilos of plant is a lot of flowers.
3. 400 grammes	POTENCY: roll d10 normally. Potency can be
4. 800 grammes	increased by concentrating multiple doses.
5. 2 kilos	4 X 1 POT = 2 POT poison
6. 4 kilos	4 X 2 POT Poison = 3 POT poison.
7. 8 kilos	etc.
8. 20 kilos	EFFECTIVENESS: ROLL d10
9. 40 kilos	TYPE: 1 = Type A. 2 = Type B
10. 50 kilos	3 = Type C 4 = Type D
	5 = Type E 6 = Type F

ANTIDOTES: can be considered exactly the same as poisons in classification, cost and discovery. To work an antidote must match up exactly in regard to type AND effectiveness. (A more daring GM may also like to introduce variants of the same poison, like; 5/A.8/C[a]). The potency of the antidote will cancel out that much potency of the poison.

Antidotes can be taken before a person is effected by a poison but will only last an hour when used this way. The Effectiveness of an antidote has no real meaning except to identify it to a poison. GMs could also decide to allow some antidotes that stop several types of poison at once, and a real treasure would be a universal antidote. Any antidote will work against any amount of poison, while it lasts. All antidotes would have an effectiveness of 6 for cost purposes.

* * * * *

Club Directory December '82

Appendix A	Total	Regular	Ages	Main grouping
ACT Scale Model Society	31	varies	10-30s	
Adelaide University Wargames Club	30	-	-	
Albury-Wodonga Games Club	30	20	15+	mainly students
Alice Springs Simulation Club	22	18	12-32	18-25 yrs
Ashburton Wargames Club	20	15	16-25	mainly 18+
Australian Plastic Modeller's Assn (NSW)	130	50	12-60	
Bathurst District Modelling Group	27	15-20	12+	
The Bathurst Lancers	varies	15	12-40	half 12-17 yrs
Belmore Barbarians	-	-	-	
Bendigo Wargame Group	10	6	14-40	average mid 20s
Birrong Wargames Club	15	8-10	18-30	20-25 yrs
Brisbane Wargames Society	-	40-50	12-40s	
Brisbane Scale Modellers Club	-	-	-	
Bundaberg & District Wargaming Society	20	8	15-50	25 yrs
Canberra Wargames Society	53	15-20	10-30	16-18 yrs
Carey D&D Club	20-30	15-20	13-17	High School
Castle Hill High School Wargames Group	40	25	13-17	15 yrs
Croydon-Lillydale Association of Wargamers	-	3	-	
Doncaster Wargames Group	6	4	14-20s	
Dragonlords	63	30-40	12-42	average 19 yrs
Flinders University Role Playing Society	28	-	18+	
Frankston Wargames Association	44	30	12+	
Freiwilligen Kriegspielers der Wotan	12	4-6	20-40	20-40
Grenadiers Wargames Club	9	7	15-30	even spread
Griffith Uni Tacticians & Strategists	varies	8	18-25	
Group North Historical Wargames Society	35	29	13-50	Early 20s
Hawksburn Wargames Club	varies	27	11-22	High School
Highton Games Association	9	5	<20	16-17
Jobart Wargames Club	45	25	12-45	average 15-25
International Plastic Modellers Society	150	30	15-60	25-40 years
International Plastic Modellers Soc. (WA)	52	37	14-62	20-35
Ipswich Wargame Club	8-12	-	18+	adults
LaTrobe Valley Wargames Association	20	-	-	
Launceston Wargames Group	6	4	20-25	
League of Ancients	19	14	18-30s	mainly 20s
League of Unreasonable Gentlemen	15	15	18-22	University
Melbourne Floating Wargames Group	4	4	15-30s	
MUDDA	250	-	16-25	mainly students
Miniature Generals Club	12	10	18-30s	
Monash University D&D Club	20	12-15	-	19-20 years
Monash University Wargames Club	10	6	-	mainly students
Mountain District Modelling Society	35	25-30	9-50	19-20 years
Mulgrave Wargames Group	12	6	16-30s	mainly adults
Napoleonic Wargames Society	30-35	12-15	15-40	mid 20's
Newcastle Wargames Club	30	20	14-40	18-30 yrs
North Shore Wargames Club	41	30	8-40	12-20 yrs
Nowawading Wargames Club	45	22	15-45	mainly students
N.W. Strategic Games Club	varies	3	mid 20s	
Organization of Knox Wargamers	10	5	18-25	
Oramatta Wargames Club	50-60	20-30	12-25	average 16 yrs
Osborne Vale Wargames Group	8	7	19-20	
Orth Military Modelling Society	35	12-15	13-50s	20-35 yrs
Orth Wargames & Modeling Society	12	8	17+	20s
Queensland Role Players	130	70	10-45	17-24 yrs
MIT Science Fiction & Comic Club	60-70	30	15-25s	20-21 years
Rockhampton Wargames Group	varies	4	25-35	
St Kilda D&D Group	10	8	20-30	
Stasilpol Wargames & Tactics Assn	12	6	16-20s	mainly 20s
Secondary School Wargames Federation	30	-	-	

Soldiers of the Queen Sutherland Skirmish Society	40	15-20	16-30	18 yrs
South Australian Historical Wargames Soc	61	37	10-35	about 20
South Australian Plastic Modellers Assn	-	-	-	
South Eastern Wargames Society	16	10-14	14-26	average 18 yrs
S.P.A.S.M.	20	20	20+	Adults only
Tasmanian University Union Wargames Club	12	6	18-22	20 yrs
The Armidale School Wargaming Club	20	12	13-18	16 years
The Blue and the Grey Militia, Wargaming Troop	-	-	-	
The Friends of the White Sheep Turks	12	8	25-33	20s
The Gamers' League	14	11	17-19	mainly students
The King's School Wargaming & Military Modelling Society	40	20	16-18	High School
The Order of the Eagles	6	3	20s	
The Wizards' Council	-	-	-	
Thornbury Wargames Club	25	20	16-30s	18-25 yrs
Travellers of the Region	11	7	16-19	
University of Newcastle War Gaming Society	-	-	-	
University of Queensland Wargaming Soc	35	10-15	16-30	17-25 yrs
University Wargaming Club	-	-	-	
Warg Aimers of Azathoth	27	15	12-30	15-18 yrs
Waverley Scale Modelling Club	55	25-35	-	60% juniors
89th Regiment	12	6	22-36	

QUEENSLAND

BRISBANE SCALE MODELLERS CLUB

Meet:

Activities:

Fees:

Contact: 1/822 Wynnum Rd, Cannon Hill 4170

BRISBANE WARGAMES SOCIETY

Meet: 3rd Sunday of the month, 9am-4pm at Lang park Police Boys Club, Caxton St, Paddington (opposite 'The Underground')

Play: Napoleonic 25mm 15mm; Ancients 25mm 15mm; Role playing games (D&D, Traveller); WWII 1/76 1/300; Vietnam 1/76 1/300; Boardgames (all types)

Fees: Employed \$12, unemployed/students \$6. Onlookers free entry to meeting, first game free, second either fee or join club

Contact: Paul Gilbert (07) 3915070

BUNDABERG & DISTRICT WARGAMING SOCIETY

Meet: Every Sunday afternoon at 19 Coolanblue Ave, Innes Park

Play: Ancient 15mm (WRG); Boardgames; Role playing (Traveller and others); Renaissance 15mm (WRG); Modern 1/300; Napoleonic 25mm (WRG)

Contact: C.R. Edwards 792113, Potters Rd, M/S 108, Bundaberg 4670

GRIFFITH UNIVERSITY TACTICIANS & STRATEGISTS

Meet: 10am every 2nd Sunday in The Hub, on campus

Play: Modern & WWII 1/300 (WRG); Fantasy; Boardgames

Contact: University Union Office, Kessels Rd, Nathan 4111

QUEENSLAND ROLE PLAYERS

Meet: 9.30-4.30 every 2nd Sunday at the Buffalo Club, Constance St, Fortitude Valley

Play: All role playing & board games (D&D campaign now in 2nd year)

Fees: \$5 students, unemployed, juniors. \$8 for working people. Door fees \$0-40 members and \$1 non members, no charge for first meeting

Contact: 118 Smith Rd, Woodridge 4114
16 Rupert Tce, Ascot 4007

ROCKHAMPTON WARGAMES GROUP

Meet: Mondays 7pm at members home

Play: Ancient 25mm (WRG); Napoleonic; American Civil War

Contact: R. Williams 079 21857, 10 Bencke St, Rockhampton 4700

UNIVERSITY OF QUEENSLAND WARGAMING SOCIETY

Meet: On 2nd Saturday of each month, 11am at Union College, Upland Rd, St Lucia

Play: Role playing games (D&D, Traveller); Ancient 15mm 25mm (WRG); Napoleonic 25mm (WRG); WWII 1/76 1/300 (WRG); Boardgames

Fees: \$2 per year

Contact: Clubs & Societies Office, Union Building, St Lucia 4067

IMPORTANT NOTICES

THE NEXT Q.U.G.S. MEETING IS AT 1.00 p.m. SATURDAY 16TH AUGUST.

The position of Editor of this magazine is now vacant. Anyone interested in the position MUST attend the meeting in August when the election will be held.

* * * * *

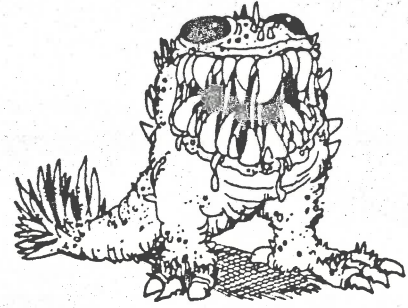
THE GAMES AUCTION - is to be held on SATURDAY 2ND JULY, between 10.00 a.m. and 5 p.m. in the E. G. Whitlam Room of the Students Union Complex, University of Queensland. Anyone (including non-Q.U.G.S. members) are invited to bring along any items they wish to sell. You may buy, barter or trade with people at the auction, but no refunds will be given.

Soft drinks, coffee and tea will be available at the auction.

For further details contact Kevin Flynn on 226 2668

* * * * *

Arcanacon



1st-4th September, 1983.

Role-Playing Games Convention

D&D Tournament

"SILVERWRAITHE QUEST", an unusual adventure planned by MUDDA's most imaginative and experienced designers, co-ordinated by Rhys Howitt. There will be three two-hour sessions over four days (three days for interstate people) and teams will be of six.

Traveller Tournament

"DRIFTER", by John Haward. 'Alien' eat your heart out! High-G adventure in an unfriendly corner of space. Teams are of six.

Top Secret -- Personal Involvement Adventure

"TROUBLE IN FANDONIA" by Nicholas Cowell and Steve White. Individual participation in the intrigues within the Citadel -- headquarters of the Fandonian Secret Services. Entry is individual and places are limited, so be quick.

ALSO

D&D PROBLEM-SOLVING TOURNAMENT by Mark Harrigan. Much 'toil and trouble' for the players in defeating the witch's curse on the world!

INTERESTING THINGS DO HAPPEN IN NOOPE by Mark Holsworthy. A Runequest adventure in a boring little village.

AND several demonstration games in many role-playing systems. At present we are hoping to run Bushido, Call of Cthulhu, Stormbringer, Dragonquest and a couple of systems soon to be released. (If any GM is interested in designing a demonstration tournament, we'd like to see you!)

Fantasy Banquet and Fancy Dress Parade

Details still being worked on, but it should be good. The dinner is followed by ALL NIGHT FILMS and then a CHICKEN AND CHAMPAGNE BREAKFAST for the survivors.

Diplomacy Tournament

For those who like role-playing countries rather than barbarian yobboes. Each person has the opportunity of playing three times, with different countries.

Cosmic Encounter Competition

The qualifying rounds are with sets 1-3, the final one with EVERYTHING. MUDDA has had teams in training for six months now in preparation for the event, where they hope to triumph over Canberra and Phantastacon scum.

Ace of Aces playoff

non-stop videos

video games arcade

computer display

OVER \$2000 in prizes

Games Area

We will have a large number of games available for general use, and some comfortable areas there if you wish to bring your own games along.

REGISTRATION

It will normally be possible to play in only one major tournament (D&D, Traveller, Top Secret, Diplomacy) but you can join as many minor tournaments as you feel you have time for.

Interstate and full-time people are able to take part in all activities except the Diplomacy tournament, provided you are able to make it by the end of the Friday night. The convention actually starts on Thursday morning, and we hope to get most locals through early sessions by the weekend. Our overall aim will be to avoid rushes of any sort; so that registration can occur quickly and painlessly.

We encourage all participants to get their entries in soon; it is an advantage to us to have some money to arrange activities, and it is an advantage to you because you are assured of a place. There is a levy of \$4.00 on entries received after the 25th August (including entries accepted at the convention), which is intended to act as a disincentive for lateness. Furthermore, every month we will have a grand draw of all entries received to that time, and a prize will be posted to the winner -- it is obviously advantageous to get your entry in soon so that you are eligible for as many draws as possible.

FEES

The convention registration fee is \$7.00 for students and unemployed, \$11.00 for others. If necessary, add the \$4.00 late levy, and add \$4.00 for whichever major tournament (D&D, Traveller, Top Secret, Diplomacy) you wish to play in. Minor tournament prices are not finalised yet, and you will be able to join these at the convention. The Fantasy Banquet is a separate event, but prices have not yet been finalised.

Arcanacon is organised by the MUDDA role-playing club,
and proudly sponsored by:

Supplyline

15 Saladin Avenue, Glen Waverly 3150.

Location

MELBOURNE UNIVERSITY UNION BUILDING, Tin Alley (Corner of Swanston Street and Elgin Street, Carlton). Take a 1 or 15 tram from the city. For those who have attended Phantastacon, the University starts a couple of blocks further up, about five minutes' walk, than the Town House.

Enquiries, Registrations

c/- Nicholas Cowell, 18A James Street, West Preston 3072.
or ring Nicholas (03) 480 1261 or Steve (03) 874 8324.

September 1-4 Arcanacon

ENTRY FORM

Name _____ Phone () _____

Address _____

Postcode _____

Team name (if any): _____

REGISTRATION FEE

- Student, Unemployed. \$7.00
- Other \$11.00
- Late levy (if received after 25th August) \$4.00

MAJOR COMPETITION

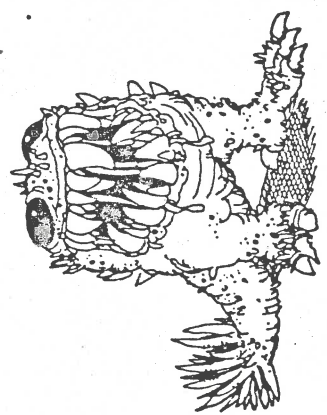
It will not be possible to play more than one of these, with the exception that it is possible to play both D&D and Traveller. (If any member of your group wants to play in both competitions, your group must play in the first session of the day. Combined entries will not be accepted after 25th August.) Each competition costs \$4.00. Places in some may be limited, so please mark these in order of preference (combined D&D/Traveller entries mark both as 1st preference please).

- SILVERWRAITHE QUEST (D&D) Teams of six. Pref: _____
- DRIFTER (Traveller) Teams of six. Pref: _____
- TROUBLE IN FANDONIA (Top Secret) Individual Entry. Pref: _____
- DIPLOMACY Individual Entry. Pref: _____

MINOR RPG COMPETITIONS

The number and variety of these competitions will not be finalised until the convention. It is envisaged that there will be a charge of \$2.00 for each competition, and registrants should be able to play in several of these as well as their major competition. Please tick which competitions you are likely to enter, so that we know numbers to cater for.

- D&D Problem-solving Tournament _____
- Ace of Aces _____
- Cosmic Encounter _____
- Runequest _____
- Dragonquest _____
- Bunnies and Burrows _____
- Villains & Vigilantes _____
- Superhero Today _____
- Bushido _____
- Call of Cthulhu _____
- Stormbringer _____
- Rolemaster _____



Any others you would like to see? _____

FANCY DRESS BANQUET

To be held in the extraordinary Newman College Dining Hall, at a cost of \$10.00 per head. \$ _____

TOTAL FEES: \$ _____

I hereby agree to abide by all the rules and conditions set by the organisers, and by the decisions as to the interpretations of those rules and conditions by the organisers. I also agree that I have no claim against the organisers for any loss, damage or injury to my person or property arising from anything connected with the convention or competitions.

Signature: _____

RETURN TO ARCANACON, P.O. Box 843, PARKVILLE 3052.

ARCANACON IS ORGANISED BY THE MUDDA ROLE-PLAYING CLUB AND SPONSORED BY SUPPLYLINE.

