

QUEENSLAND WAR GAMER

No 26 September 1987



BAGH NAKH

HEIGHT: 220 cm

WEIGHT: 90 kg(?)

COLOUR: BLACK.

THIS,
GENTLEMEN, IS YOUR
NEXT TARGET. HE CALLS
HIMSELF BAGH NAKH. HE
IS TO BE REGARDED AS
EXTREMELY DANGEROUS.
KILL HIM.

Timo 1987



Queensland Wargamer, No 26, September, 1987.

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EDITORIAL

by Jack Ford

As this will be my last editorial for the "Queensland Wargamer", I should like to cover a number of points relating to the latest developments within our hobby. After being involved with the writing of articles, the production and distribution of the last 13 issues of this magazine, I feel that it's time to call it quits. My last three years as the editor have been a lot of fun but I'm hoping that someone will come forward to take over the reins from me at the Annual General Meeting for QUGS, which is to be held on the 3rd of October (see ad).

At present QUGS does not subscribe to a fantasy role playing magazine and this is unfortunate given the large number of such gamers in our Society. Previously we did subscribe to both "Dragon" and "White Dwarf" magazines but last year the QUGS executive decided to drop our subscription to both of these. The reasons for this decision were that "White Dwarf" had become too much of a Games Workshop house-organ, while "Dragon" is now filled with rehashing of basic D&D facts and rules that it was irrelevant to most roleplaying members of QUGS. The only roleplaying current news that is made available to members is provided through our subscriptions to "Breakout" or "Nexus". The latter is the house organ for Task Force Games (but current subscription will not be renewed) while "Breakout" carries an Australian flavoured section on roleplaying games as well as news and reviews. So if any of you roleplayers would like QUGS to subscribe to, then please tell us. After all, that's what the Annual General Meeting is for.

Boardgamers will know that the "Strategy and Tactics" magazine has been bought by World Wide Wargamers (3W) and has been amalgamated with their "Wargamer" magazine. Both magazines are to remain but under revised formats. "Strategy and Tactics" is to retain the game-in-each-issue format with background articles and "For Your Eyes Only" column; "The Wargamer" will adopt a "Fire and Movement"-type format by having reviews, variants, etc. Military Simulations in Melbourne wrote to QUGS asking whether we wanted to keep our current subscriptions to both magazines. It was decided to maintain the present arrangement until we could view the new formats of both magazines. So far Qugs has recieved the new-look "Strategy and Tactics", containing the game, "Patton Goes to War". It looks good.

Finally there is the issue of the recent attacks on our hobby by the far-right extremist fringe who hide behind the banner of fundamental religion. If you missed the fuss then take note of the completely one-sided, sensationalised account of "Dungeons and Dragons" that was reported in the "Sunday Scum (Sun)" or the lets-blow-it-out-of-all-proportions-so-it-will-work-on-front-page story on the cardgame "Grass" that appeared in the "Sunday Mail". Photocopies of these articles appear in this issue. Full marks go to QUGS member, Keith Fainges, who has single-handedly acted as a spokesperson for Brisbane gamers over the past month. Keith has addressed a group of concerned parents at the Craiglea State High School when a padre from a greater public school spoke to them about the Satanism involved with D&D. As well, Keith was interviewed by the "Express" newspaper chain over the real facts about D&D. In the end, half-baked truths cannot win out against our hobby if we follow Keith's example and keep our cool.

As Sergeant Joe Friday would say :- "Just the facts, Ma'am".

Enjoy this issue,
Jack Ford

OCTOBER MEETING

Date : 3rd OCTOBER

Times : Doors open 9:00 am
AGM meeting 1:30 pm
Auction 2:00 pm
Doors close 5:00 pm

Remaining time during meeting is for game play.

AUCTION CONDITIONS

All members can put items up for Auction, if they so desire.

Private selling is NOT prohibited but encouraged but if any price is OK Auctioning is available

All bids in the Auction must in multiples of \$0.50 or \$1.00 at seller's option.

The following WILL be on sale with asking price listed. If not already sold, will then be put up at the Auction.

"Strategy and Tactics" magazines \$12.00 EACH

No. 73 "Panzer Battles"	74 "Ney Vs Wellington"
75 "Napoleon's Art of War"	77 "Paratrooper"
78 "Patton's 3rd Army"	79 "Berlin '85"
80 "Wilson's Creek"	81 "Tito"
82 "Fifth Corps"	84 "Operation Grenade"
85 "Fighting Sail"	86 "Cedar Mountain"
87 "The Desert Fox"	90 "The Battle of Monmouth"
93 "The American Civil War"	94 "Nord Kapp"
97 "Trail of the Fox"	98 "Central Command"
99 "Thunder at Luetzen"	100 "Superpowers at War"
101 "Cromwell's Victory"	102 "Monty's D-Day"

Special Edition No. 2 "The Soviet Navy" \$6.00 or FREE with 10+ S&T's

"Breakout" Magazines

Vol. 1 No. 1 to No. 19 plus Special Edition 1984 \$2.50 each
\$40.00 the lot!

Other Wargames

"Tobruk" (AH)	\$25.00
"War of the Ring" (SPI)	\$20.00
"Swords & Sorcery" (SPI)	\$20.00
"Ogre" (photocopy)	\$4.00
"Melee" (photocopy)	\$4.00
"Olympica" (photocopy)	\$4.00

Books

"Africa Corp"	\$8.00
"Tank Facts and Feats"	\$5.00

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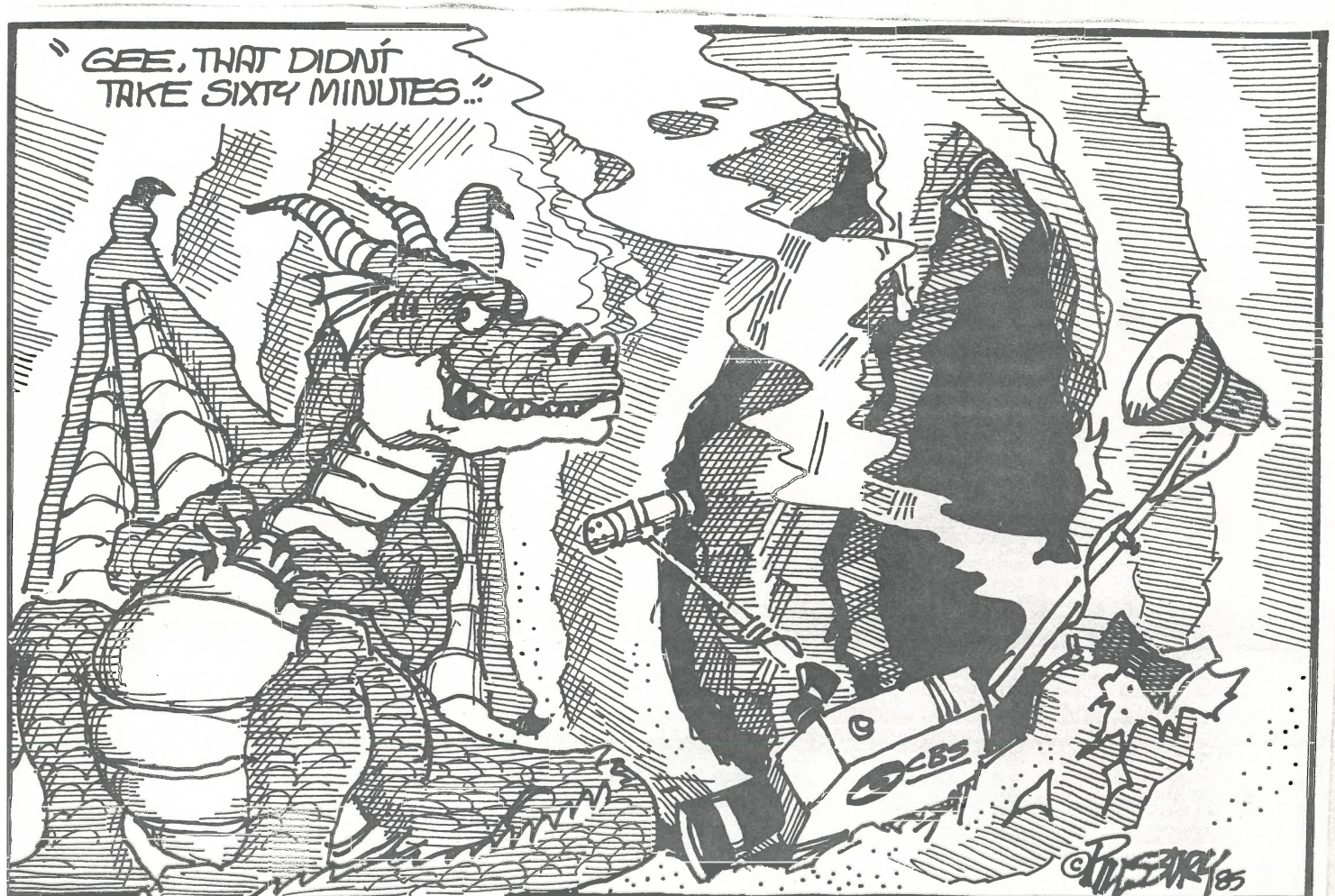
WEATHER IN TWILIGHT 2000

by Paul-Michael Agapow

In a recent "Challenge", this was published as an article. Unfortunately, all the measurements were in Fahrenheit (smart for a game that otherwise is entirely in metric, huh?) and based on variations of temperature from the normal, without supplying the normal temperatures. Therefore see the tables below for a metric conversion and the mean daily temperatures for Poland. These are for the vicinity of Warsaw; Southern Poland (eg. Silesia) is around 2° colder. Anywhere on the Baltic coast has milder weather, the high being 1 degree lower and the low 1 degree higher.

Temperature		Polish Daily Temperatures		
2d6	Change	Mon	Hi	Lo
1	- 8	Jan	0	-6
2	- 6	Feb	0	-6
3	- 4	Mar	6	-2
4	- 3	Apr	13	3
5	- 2	May	20	9
6	- 1	Jun	23	12
7	None	Jul	24	15
8	+ 1	Aug	23	14
9	+ 2	Sep	19	10
10	+ 3	Oct	15	5
11	+ 4	Nov	6	1
12	+ 6	Dec	2	-3
13	+ 8			

Temperature Modifiers : +/- 1 for every 3 degrees previous day was above/below normal; -1 for every day of rain; +2 for every cloudy or snowy + day below freezing.



MAGIC ITEMS FOR RPGS

by the Monday crowd

The following are selected magic items derived from movies and TV. EVERYBODY can identify them or recognise them. BUT they really wouldn't fit into RPG's very well or would they?

THE AMMO CLIP OF HOLLYWOOD : Regardless of how many shots fired, instantaneously refills. Obviously possessed by the A-Team, Rambo, the Professionals.

EVER-EXPANDING BACKPACK : Contains any amount of found treasure, rations, ten foot poles, chains, spare armour, weapons, etc, etc.

THE A-TEAM BULLET : Destroys foliage and buildings but only causes people to fall over (very good for the "TOON" RPG.)

THE RECOILLESS 0.60 CAL MACHINEGUN : Able to be fired from the hip on the run.

IMPERIAL STORM TROOPER BATTLE DRESS : Has the protective value of a millimeter of papermache (and anyone who wears it has a -5 to hit DM)

THE JOH SWORD (D&D) : Whenever found, will speak gibberish. It behaves as if it has a low Intelligence but one hell of a Ego. Acts as +5 against condom vending machines, university students and rational thought.

Alignment : Several million km to the right of Chaotic Evil and Mindflayers. Permanent focus for a 10' radius spell of befuddlement.

THE RED SHIRT OF MONSTER SUMMONING : Can be worn by any NPC who has not previously appeared in the campaign and is of not permanent significance. Summons the surprise monster of the scenario and enables the rest of the (landing) party to see how it works.

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SPECIAL QUIZ

If you can tell us what the secret password used by the Allied troops on D-Day was (NOT the codename, Overlord), write it on a piece of paper (include a Stamped Self-Addressed Envelope) and post it to

JACK FORD
Postgraduate Organiser
c/o Students Union

by the 30th Sept. Upon receipt of your correct entry, you will be posted an official receipt saying "WELL GOOD ON YOU, SMART ARSE!"

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WHERE HAVE THEY GONE ?

by Jack Ford

In December 1986, QUGS carried out its first realistic stocktake of the equipment that should have been in the Games Cupboard. Thus letters were sent out to all members who had outstanding items borrowed from the QUGS cupboard and eventually everyone returned the missing items.

A new detailed check of QUGS records revealed that the following items were now missing:-

"Dragon" magazine number 104

"White Dwarf" magazines numbers 47, 49

"The General" magazine volume 21, number 6

"Strategy and Tactics" magazines number 88 - "B.A.O.R."

number 89 - "SICILY - Race to Messina"

number 96 - "SINGAPORE"

"Wargamer" magazines number 16 - "STURM NACH OSTEN"

number 21 - "BOXER REBELLION"

number 23 - "KASSERINE"

number 29 - "BLITZKRIEG IN THE EAST"

These items have been borrowed by someone and sometime we would LOVE to have them back. So if you have any of these magazines in your possession, please drop them into the Postgrad Organiser's Office (mine) in the Student's Union Complex. If you feel embarrassed about having held onto these QUGS magazines, then simply slip them under the door while on lunch (1pm to 2pm weekdays).

Please remember, the borrowing system exists to benefit all members and it is run on the assumption of mutual trust and honesty, so don't hang onto something which your fellow QUGS members have need of.

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OFFICE BEARER DUTIES ON QUGS EXECUTIVE

Position	Duty
Editor	To oversee the collection of articles for the "Queensland Wargamer", to produce and distribute the "Queensland Wargamer" to all members (with sufficient surplus for BGS and future members) at a rate of at least one magazine per semester.
Treasurer	To maintain the books for the club and submit these books for auditing by the dates specified by Clubs and Societies. These books must cover all income and expenditure of the club for the entire year.
Secretary	To reply to all correspondence received, to maintain an accurate membership list of all paid members from the Treasurer's books, to ensure sufficient membership sheets and membership cards are available at all times, to ensure all members know of next meeting date.
President	To ensure all above tasks are being performed efficiently, to handle all informal enquires about QUGS, to ensure Club room is available and open for meetings, to handle all situations not described above.

These duties are generally not so formal and the entire executive usually shares all above duties. Previous executives are expected to show new members of the executive the ropes.

FINALLY IT'S UP TO YOU!

ORIGINS OF A CHAMPIONS CAMPAIGN

by Timo Nieminen

Deciding some time ago to run a Champions (due to the loss of the old GM) and having some players available, I set out to create a workable Champions campaign. Most of the initial design work was done during my three month long Christmas holiday, during which I was out of contact with the players. I already had the character design for one of the players with me.

First, I had to make some decisions about the type of game I was going to run. What restrictions, if any, on character types would exist? How closely would I follow the letter of the rules for character design? How much of my campaign would I lift from other sources? I decided that the point totals for characters need not balance, but characters must be 'reasonable', ie. nobody has anything without a good reason. This resulted in a great deal of freedom in designing characters, and also players could spend points on things that simply aren't cost-effective.

Next, I decided to use the Marvel Comics universe for most of my background. This can save me a great deal of work, and I only need use the bits I want. Also, Australia is pretty much a blank spot on the Marvel universe map, so I don't have to worry very much about the effects of my original design in Australia on the rest of the world. Doing this also gets me abused by Allan Bradley, who believes my entire world should be my own creation.

The campaign was to be set in Brisbane, as it's one of the large cities in Australia, and the one I (and the players) am most familiar with.

Some of the player characters in the campaign :

THUNDERBIRD

Val	Char	Cost	Cost	Powers	End Pnts	Disadvantages
55	STR	45	42	Armour, +15PD,+10ED	15	Secret ID
23	DEX	39	30	15" Teleport	6	20 Enrage 14- when dependents harmed (recover 8-)
38	CON	56	5	2x mass for teleport	1	15 DNPC:Wife,blind,(incomp) 8-
20	BODY	20	10	4x distance for 1 extra phase	2	15 DNPC:Incomp,8- (2yr old daughter)
10	INT		10	Combat use (teleport)		
15	PRE	5	18	STR affects desolid, costs END	5	30 H:Organised crime 8- 30 H:Malevolent mystic forces 8-
10	PD	-1	5	1 skill level in Hand-to-Hand combat	5	5 P:Code vs Killing
10	ED	3			8	8 P:Protective of family, total commitment
5	SPD	17	2	Law 11-		
19	REC		10	Find weakness 11-, all STR attacks*	20	20 P:Hates bullies and bullying, will attack
76	END				20	20 P:Protects weak,irr.acts
67	STN				10	10 2x stun (Ego blasts)

*special freebie from GM allows this to apply to all of them

184=char cost+132=powers=total points=316 188=disadvantage total

Notes: Thunderbird's origin is magical in nature. He doesn't know very much about it, except that he was given his powers by some spirit force, and that he is a "Protector of the Weak". He is a half-breed Canadian Indian.

This character is quite powerful, as he can teleport up to people and then hit them.

BAGH NAKH (see the cover of this issue)

Val	Char	Cost	Cost	Powers	End Pnts	Disadvantages
25/10	STR	12	1	Geology	10	Unusual looks 11-
38/10	DEX	67	4	1d6 Luck*	15	Bad publicity 11-
23/10	CON	21	4	Climbing 14-*	15	Secret ID
14/10	BODY	6	8	Acrobatics 17-*	13	H:Robomaster 8-
13	INT	3	4	Stealth 17-*	35	H:Organised crime 11-
10	EGO		5	1/2 END cost STR*	13	H:Police 11-
14/10	PRE	3	18	+11" running (=17")	3	35 H:Southern Squadron 8-
7	COM	-2	5	Instant change	8	P:Fear of being hit
20/2	PD	12	20	Missile deflect 17-,	20	P:Warped sense of justice,
15/2	ED	8		vs all (dodging)*		irr. acts
7/3	SPD	20	20	1 1/2 HKA*	8	P:Hunts drug dealers on 14-
10/4	REC		15	0 END cost for HKA*	30	P:Tendency to berserk in
46/20	END		28	Find weakness 16-,HKA*		combat after fighting often
39/20	STN		2	UV vision*	20	V:2x stun magnetic attacks
			12	Scent tracking*	20	V:2x stun electrical
			1	Discriminatory smell*		attacks
			10	+4 enhanced smell*		
			5	+4 enhanced vision*		
			5	+4 enhanced hearing*		
			2	Ultrasonic hearing*		

150=char cost+169=power cost=total cost=319 232=disadvantage total

* Useable in Hero ID only

For characteristics with two values given, the one on the left is in hero ID only.

Notes: Bagh Nakh is a black cat who likes nothing better than killing criminals.

This character was originally designed by Allan Bradley for the player in another campaign. A few changes were made, such as getting rid of resistant defences and adding the Find weakness. Bagh Nakh is a murdering vigilante. He considers himself to be a hero. The police do not agree with this. The player has this to say about the character.

"Why do I like playing Bagh Nakh? Well, I guess it's just because I'm that kind of guy. He's the type of guy who's easy to understand. His motives are easily grasped (the good of mankind) and his methods remain uninhibited by any moral obstruction. Everything is clear cut to him (in fact, he can see through almost any physical problem after a few moments). A place for everything and everything in it's place, but he's never yet found a better place for the true criminals of this world than under the ground.

A man of action, his vocabulary being (voluntary) limited to promises (eg. "You're going to spread like butter!"). A force who it's not safe to ignore. Cats keep coming back for Whiskas."

MILITARY TRIVIA

by Jack Ford

By April 1865, the Confederate States of America was near collapse and nowhere was the situation as desperate as in the Department of the Trans-Mississippi. This Department had the poorest military resources of all of the areas of the Confederacy, and this was particularly so with its navy. Commodore Leon Smith commanded a navy; consisting of three useable transports, "Mark T", "General Quitman" and "General Hodges", a half-built woodenclad, "Missouri" and a small cotten-clad gunboat, "Frank Webb", holed up in the Red River region of Arkansas.

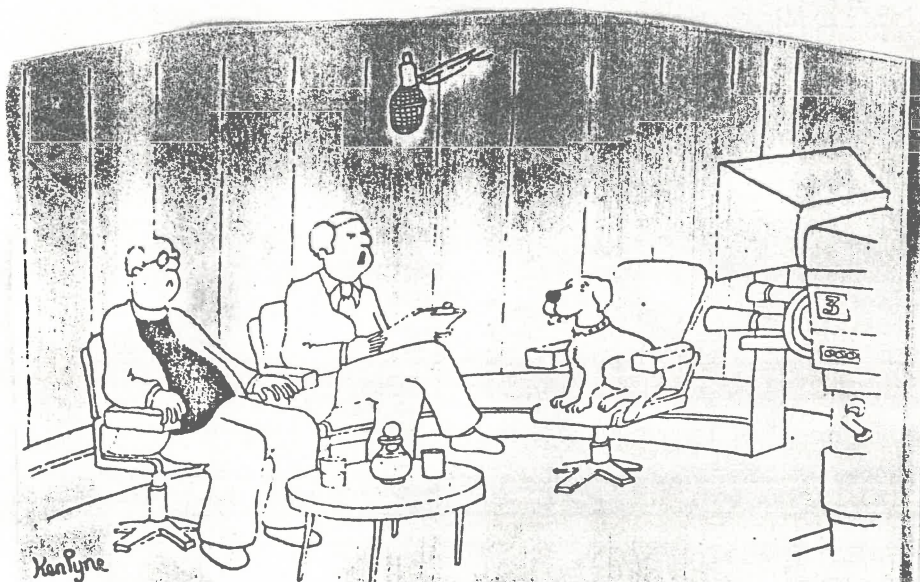
On April 7th, the "Frank Webb" under Lieutenant Commander Charles W. Read hauled up anchor and headed down to the port of Alexandria, up river from where the Red River meets the Mississippi. There the gunboat loaded up with turpentine, resin, 250 cotton bales and pine knots and then headed down to the Mississippi with the ultimate goal of reaching the open sea in the Gulf of Mexico. On the April 23rd, camouflaged by a foggy and moonless night, this little gunboat slipped past the Union naval squadron near the mouth of the Red River.

It was not until 9.20 am (broad daylight) on April 24th, when she chugged past the Union-held port of Donaldsonville, was she recognised as a Confederate warship. Amazingly she did not encounter Union naval opposition until she reached New Orleans at the mouth of the Mississippi River. Showing a Union flag, and with full throttle, the "Frank Webb" evaded all but three of the cannon shells fired at her and steamed into the Gulf of Mexico.

That night, when it seemed that she had escaped from the might of both the Union's river and sea-going navies, the "Frank Webb" encountered the Union steam sloop, "Richmond". Commander Read spun his gunboat about and attempted to run back into the many estuaries at the mouth of the Mississippi. Then the Union gunboat, "Hollyhock" appeared in front of her, and the gunboat was trapped. Read ran up the Confederate battle ensign and took on his two larger opponents. Eventually the plucky little "Frank Webb" was run aground on a sandbar after having been shot to pieces. Read set fire to her, to avoid the capture of the gunboat, before abandoning this last effort at Confederate naval manouvers on the Mississippi River.

Incidentally, General Lee had surrendered the Army of Northern Virginia to General Grant some fifteen days previously.

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"Here in the studio to discuss reincarnation, we have on my right the Reverend Norman Richards and on my left Attila the Hun."

ATTENTION QUGS MEMBERS !!

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FROM: Jack Ford

Postgrad Office (371 1611)
or any Club meeting



LIMITED INTELLIGENCE RULES FOR DIPLOMACY

by Paul-Michael Agapow

1. Players will be unaware of the positioning, type or nationality of any units except :
 - (a) their own,
 - (b) units in territories adjacent to their own forces,
 - (c) any units adjacent to or in their home country,
 - (d) any encountered in battle ie. reconnaissance by fire,
 - (e) that divulged through intelligence, probing and in the initial setup.
2. For the purposes of the above, a sea zone is handled the same as a land zone.
3. With their orders for a turn, a player may do any one of the below :
 - (a) issue one press release,
 - (b) release two rumours,
 - (c) send one message,
 - (d) probe one territory.
4. Press release : a statement that will be released to all players.
5. Each rumour will be forwarded to 2 players at random. Note that the two rumours released may be identical.
6. A message is a statement that will be sent to one specifically designated country.
7. A player may order a probe on a single zone. Information will be forwarded as to the occupying forces of that zone. Note that the degree of accuracy and extent of the information may vary.
8. Note that in each of the above, the originating player is not identified unless it is clearly stated in the body of the message (ie. you can send whatever you want).
9. In addition, pieces of intelligence will be distributed by the referee on an approximately 50/50 basis, ie. half of what you will receive will have been issued by other players.
10. Most battle actions will become common knowledge and be issued as intelligence (perhaps).
11. Note that in turn results, no distinction is made about information received, there is no way to arbitrarily separate rumour from message from intelligence issued by the referee.

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MILITARY TRIVIA

When the US Army CENTCOM was the RDF (Rapid Deployment Force), it took longer to deploy one of its divisions than it did to deploy a normal US Army light division.

WEAPON MODIFICATION FOR TWILIGHT 2000

by Peter Chen

Personalising a weapon in TWILIGHT 2000 can only be achieved through a gunsmith roll. Say a character wished to modify a weapons clip, mechanical skill could also be used in conjunction with gunsmith to give the character a better chance in successfully completing the task.

In roleplaying, there is an infinite variety of possible situations, so one table can only act as a guide or an example. When a situation arises where these tables are useless, use them as a guide.

Additional Skill Table

Skill/Attribute	Modification
Gunsmith	Base Skill
Mechanic	Allows major structural changes at one level simpler
Electronics	Permits electronic sights and targeters to be adjusted, repaired and sabotaged
Combat Engineer	Allows "booby trapping" of weapons with plastic explosive
Intelligence	A bonus of -1 point/attribute level when attempting an average or difficult action
LCG, CRM, PST, HW	-1 to die roll/5 skill points on easy tasks, -1/10 skill points on average tasks

Sample Tasks

Task	Base Difficulty	Useable Skills/Attributes
Clip modification	Average	GS, MEC, INT, CRM
Booby trapping weapon	Difficult	GS, INT, CBE
Mount modification	Average	GS, MEC
Ammo modification	Easy (varies)	GS, INT, CRM
Aligning mounted weapons	Easy	GS, INT
Neutralise weapons firing power	Difficult	GS, MEC, INT

NB. Additional skills need not be used at players choice.

Critical Failure Examples

Clip modification	The clip produced is faulty and if used will break, jam or fall out of gun in combat
Booby trapping weapon	Weapon explodes while being trapped
Mount modification	Mount damaged while being modified
Ammo modification	Ammo is set off while being modified. 1d4 rounds hitting character
Aligning mounted weapons	The two weapons are incorrectly aligned and a DM of +20 occurs when they are fired
Sawing off weapons	Weapon destroyed during sawing
Neutralising weapon firing power	Weapon remains working or has telltale signs of tampering

NB. If the character makes a critical failure in gun modification, it may go unnoticed, so make an average gunsmith roll to determine whether the fault has been noticed.

General Factors Table

DM	Reason
-10	Correct tools used
+10	Incorrect tools used
+40 to impossible*	Weapon in good repair
-5	Character performed similar task before
-15**	If two or more people are working on same task
-5	If weapon from personnel weapon's chart for character's nationality

* Depends on task performed

** If more than one person is doing the task then average the skills or groups of skills used before attempting the roll.

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IT WAS FUNNY AT THE TIME....

In a game of "Attila the Hun"/"Alaric the Goth", the Western Roman player remarked to a Barbarian player, who had just landed troops from a ship onto the southern coast of England - "You realise there has never been a successful invasion of Britain since 1066!"

He then realised the game was set in approximately 300AD. GOOD ONE!

.....

In a recent game of TWILIGHT 2000, a player went out hunting for food and encountered a flock of pigeons. After several abortive attempts at attack and reencounter with the same flock, the pigeons reappeared 30m away. In desperation, he opened fire with a DshK 12.7 mm machinegun and rendered 78 points of damage; effectively vapourising the 5 hit point pigeon.

As a sideline, the pigeons in TWILIGHT 2000 weigh from 1 to 6 kg. The implications for King George Square are best left undescribed.

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THE ULTIMATE CIVILIZATION EXPANSION !!!

by Mark Marychurch

(If you think this is serious, well, I've got a very nice bridge for sale!)

Nearly every boardgamer has encountered that doyen of game's meetings, that eternal champion for the elusive seventh player, that totally ahistorical (but favorite of Tony White) game :- CIVILIZATION !

Don't get me wrong. Civilization is an excellent game from The Avalon Hill Game Company (we don't want to be sued!) but was not designed by them. (I believe it came from the English company, Hartland-Trefold, like 1829 now reworked to be TAHGC's 1830!) It's main problem seems to be a severe lack of variety in scenario. In that the game generally follows the same basic path with little scope for varying the strategy used to improve one's chances.

Given the game is based around the trading of commodities and the development of skills which lead to acquiring the supposed hallmarks of a civilization, there really isn't much variation. TAHGC has helped by having available optional commodity cards which expand the game, giving more ways to get wealth. This variation/expansion has led to another, NOT officially approved, variant. The 8 (and 9) player games. (The game was originally designed for a maximum of 7 players but squeezing more players in does make it more interesting but the North Africa players, Africa and Egypt, tend to win though.)

This leads to the ultimate quest for the ultimate expansion for CIVILIZATION. And here it is !!! What does it include you may ask ? Well, how about literally hundreds more areas and city sites; many more players; more trade cards; more civilization cards and new victory conditions!! Impossible? Of course! This article is only to fill space. And that's the aim and victory conditions! You have to be the first player to move his entire population into space!

The map has been increased to include the whole world. There are new trade cards up to an individual value of 94 (Plutonium) and including such valuable items as digital watches, heroin, velcro shoes and diplomats! (Yes, you can trade diplomats but too many in play and ultimate disasters ensue, like formation of UN. More passable disasters like terrorism, diplomatic incidents, trade embargoes, nuclear meltdown, Inquisition/National party governments, and of course Armageddon! New civilisation cards will be Electricity (S), Fusion Technology (A & S), Dianetics (C) and Food Franchises (A).

How much does this ultimate expansion of ultimate expansions cost? (I dunno I'm just making it up!). Well, like any game to be taken over by TAHGC, the cost will be approximately the square of the original cost. Also it will be coming from OS and requires exhaustive additional playtesting (stuffing up) by the staff of TAHGC. So for the original cheap version (ie. this article) about \$0.26, but for the official, and of course only acceptable, version from TAHGC about \$200.00.

Expensive?? Of course it is! But since everyone will want it (Whadda ya mean Bull****?), the price is quite justified. For those who for some reason don't want the official version, you'll find the map and other information on page 107732 of this issue (if we can fit it).

Yet another useful article from QUGS - "Where any crap will do!"

SOURCE MATERIALS AND INSPIRATION FOR TWILIGHT 2000

by Paul-Michael Agadov

This is a list of places to find possible adventure plots, background and technical information for TWILIGHT.

BOOKS

The Zone series, by James Rouch

Terribly written, rabidly right wing, and excessively violent and gory. That being said there is some technical info and ideas for fire missions buried in here.

Trauma 2020 series, by Peter Beere

Not as bad but still pretty sickening. Useful for city adventures in the more "civilised" part of the post-nuclear world.

"Poland" by James Michener

Long and not of direct relevance but will give you ideas for settings and the feel of the place.

"The Third World War" and "The Third World War: The Untold Story", by General James Hackett et al.

Although these deal with a more "conventional" WW3, these are probably the definitive reference for casual acquaintance with tactics, equipment, organisation and setting. In addition, the authors have adopted an anecdote style that makes it all much easier to read.

"On The Beach", by Neville Shute

Extremely well written (and highly pessimistic and accurate). Good for nuked out settings and places.

"Chickenhawk", by Robert Mason

I pick this as a representative of books about the Vietnam War. In terms of real life, this is probably the closest you'll get to TWILIGHT, particularly in the Persian Gulf region. In addition, it's extremely well written.

"Inside The KGB" and "Inside The Soviet Army", by Victor Suvarov

Written by a defected Soviet general, these are a first-class source of info on Spetnaz, the KGB and other nasties to throw at your players. Explains the basis for some of the rules in TWILIGHT. Interesting too!

"Red Star Rising", by Thomas Clancy

Another fictional account of a conventional WW3. Very well done. Apparently the plot was worked out with the help of a gamer. Good for technical info.

FILM/TV

"Threads", "The Day After" and "Testament"

Criticised as they were (especially the second), these will at least give you some idea of the devastation for these nuked out locations.

The Mad Max series

Excellent for those out of the way, devastated locales. Shares some common background, eg. no petrol.

"Escape From New York"

A veritable gold mine. John Carpenter has built up an intriguing background with this. The TWILIGHT 2000 module, "Armies Of The Night", was obviously heavily ripped off this.

"Apocalypse Now"

Apart from the similarities of Vietnam to TWILIGHT, have you ever considered transferring the plot to Poland 2000AD?

"BattleTruck"

A Mad Max rip off, set in New Zealand. Strangely enough, it seems to share a lot of similar background with TWILIGHT.

OTHER

The Car Wars games

Seriously, while a little more high tech and civilised than TWILIGHT, the setting is similar; a partially balkanised devastated and decentralised USA. Also uses local maps and settings a fair bit. Ideal for stateside scenarios and ideas.

The "Scout" comic series

Somewhat weird in parts, but once again set in a devastated (not from nukes but economically collapsed) and militarized US, circa 1999. Entertaining and good for ideas, esp. in the Texas/Nevada regions.

GENERALLY :

- books/films about Vietnam, El Salvador, Nicaragua, Afganistan. These are the closest analogues to TWILIGHT-style warfare (no fixed front line, low level of armoured warfare, large number of non-professional fighters; conscripts, partisans, guerillas, etc).

- travel books, geographical texts for places and settings.

- info on military equipment, eg. Military Technology Review, the army etc., Army open days, WRG Modern army lists and Military Modeling are just a few.

- Use your imagination. First instance, the Thirty Years War bears a striking resemblance to TWILIGHT: local recruitment and resupply, cantonment style warfare, "marauders".

DON'T USE:

- Chuck Norris or Rambo films. Anyone who tries to act like Stallone in TWILIGHT will invariably end up very dead (and should!), unless their referee is outrageously considerate (or also thinks those movies are serious and accurate!)

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MORE MURPHY'S RULES - But Where Do You Put the Esky?
by Keith Fainges

In that infamous game "SQUAD LEADER" (please don't ring, I don't play), you can have a SdKfz 251 (Hanomag) with 8 exterior missiles, towing a Flak 36 20 mm cannon with 2 mortars and a full squad of men on board. So with one counter, you can have heavy artillery + local fire support and an anti-aircraft capability with a full squad of troops.

(What does it get per mile? - PMA)

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"STARPORT BLUES" - A TRAVELLER SCENARIO

by Peter Chen

Introduction

The characters have landed on an orbital starport which slowly revolves around the dwarf star, Pithan. The starport is a self-governing mining colony which mines the ore rich asteroids orbiting the star. The starport is a C class port which does not hold a scout base. Gravity is Earth equivalent and the colony has a law level of one.

The players have a problem. In the purchasing of their ship (a modified free trader with a pulse laser), the characters undertook a large debt. To maintain their starship and pay the last installment on their ship, the characters were forced to undertake a very illegal job. If all goes well, then the characters will be out of debt and have paid off their ship; if they make a mistake....

The Job

The characters have to smuggle a shipment of very powerful nuclear explosives past customs, off the station and to a ship waiting at a rendezvous point just out of the Pithan system. The characters have been advanced enough money to pay for the docking and fuel costs and will receive the last installment when the explosives are delivered.

Referee

For the characters to do their job, they must first get the explosives past the starport's security. In the case that they are discovered (very possible), they will have to fight their way to their ship and blast their way past the airlock and into space. If the characters give themselves up if discovered, the game is over for the players and the game is up for the characters.

The characters can attempt to smuggle the explosives past the security any way they can. Handle this as best you can.

The characters have one other choice, they could abandon the explosives and leave the system. In this case, the rendezvous ship (an ex-patrol cruiser) will try to kill the characters. If the characters manage to get to the rendezvous point then they will pull up beside the other ship and a boarding link will be set up. When the airlock is opened, the characters will have to face a group of seven people who believe that the best way to cut costs is to cut the characters from the scene. Make the boarding party a stiff fight for the characters but don't overkill. If the characters win the fight then they can recover the money, the explosives and have an ex-patrol cruiser. (For a following adventure, the cruiser could be stolen and the characters face a problem with the owners.)

The Explosives

The explosives are the ideal terrorist weapon; small, light and very powerful. Shape of a spray can with a digital timer on the base and a magnetic plate on the side.

The Starport

A: The Lobby. This is a noisy place with about 20 to 30 people here at one time. This area is patrolled by four guards (UPP 95C689 Autopistol 3) armed with an autopistol and five spare clips each.

B: The Refreshment Stand. An area where snacks and drinks can be purchased. One person is serving.

C: Main Square. This is not part of the port. 100 to 200 are here at any given time. The square holds shops and can be exited by a number of roads.

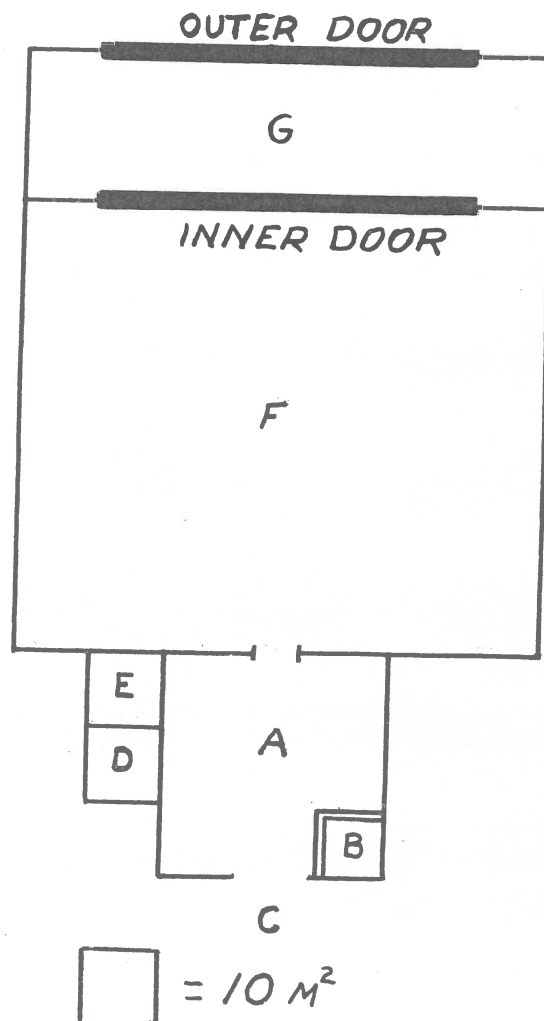
D: Male Restroom.

E: Female Restroom.

F: Parking and Launch Area. The area holds the ships. The place has technicians, engineers and six guards. The area's floor is totally covered by ships and has a high ceiling, allowing ships to hover above the floor and before the ship is moved into the airlock and then into space. The high airlock doors cover one wall.

G: Airlock. The area is provided so ships can enter and leave the station. If the characters have to make a break for the airlock, the doors will not be opened and so they will have to be breached. This is not a hard task, the characters' ship's pulse laser would penetrate the doors in seconds. If this occurs then the launch area will be sealed in with the blast doors before much air escapes, preventing any pursuit.

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Symmetry Publications

P.O. Box 858,
Subiaco 6008,
Western Australia.

Queensland Uni. Games Society,
c/o Clubs and Societies Office,
University of Queensland,
St Lucia Qld.

Attention: Club President,

December first this year sees the release of **Downtime** a new Australian gaming magazine, which requires the support of all Australian gamers. For **Downtime's** success we require articles and illustrations dealing with the themes of fantasy and science fiction roleplaying, play by mail games, computer games and reviews.

Downtime will be professionally produced on a bimonthly basis in a format similar to GDW's old Journal of the Traveller's Aid Society. At a cost of \$3.00, **Downtime** will be one of the cheapest professional gaming magazines on the market.

Downtime would welcome any submissions and all contributors will be remunerated on the following scale:

\$10.00 for articles,
\$ 5.00 for artwork and
\$20.00 for cover art.

All articles must be typed double spaced on A4 paper, and all artwork must be no larger than an A3 sheet and no smaller than half an A4 sheet. These rates, while not initially high, will increase as our distribution expands.

Please note that submissions for the first issue must reach us by the 16th of October 1987 and must include a stamped self addressed envelope.

In order to gauge the demand for **Downtime** we would appreciate preorders as most of our initial run will go to retail outlets.

So as to draw the attention of the gaming community to **Downtime** magazine we have enclosed a number of posters which we hope you will distribute.

We hope that you will support this venture by contributing to the magazine and the purchase of the finished product.

Yours Faithfully,

A handwritten signature in black ink, appearing to read 'S.J.', with a long horizontal flourish underneath.

Stephen Johnson,
Downtime Magazine.

GAMES PEOPLE SHOULD PLAY (or at least attempt to!)

by Paul-Michael Aqapow (with M. Marychurch)

Most game players, including myself, tend to be blinkered in choosing games; sticking only to set-types or having preconcieved ideas about what other games are like. So in an attempt to broaden your horizons, here are some games "playtested" by members of the OUGS executive and subsequently recommended. (Games currently out-of-print will be noted by OP.)

JUNTA (West End Games) :- What can I say? Takes the black humour and hearty cynicism of "NUCLEAR WAR/ESCALATION" and injects them into a rollicking game of power politics in a third world country. Executions, assassinations, coups and the siphoning off of foreign aid all combine in this fun gamer's romp. Recommended for aspiring Oliver Norths and Che Gerveras everywhere.

EMPIRES OF THE MIDDLE AGES (SPI) OP :- From the ridiculous to the sublime. Not everyone's cup of tea, and can be somewhat long. However if you extend it out over several nights, reward will be forthcoming. More for the serious gamer.

RAIL BARON (TAHGC - we don't want to be sued) :- Don't wince, it's actually quite fun. I suspect tactics somewhat just go by the board, as opposed to luck, and once you start losing, it happens in a big way. But still good as a beer & pretzels game.

(Note by M. M. - If you ever play games with Bruce Stebhens, you play railway games! Funny enough though, they tend to be easy to play, difficult to master and a lot of fun!)

COLD WAR (Victory Games) :- 4 player only. Military/political/economic world domination game. Highly abstract and a bad initial setup can screw you totally. Still, it combines the right amount of luck and guesswork with simple mechanics to give a good game. Easy to teach. Highly recommended.

HELLTANK/HELLTANK DESTROYER (Metagaming) OP :- An obvious attempt to rip off GEV/OGRE. (They admit it.) Doesn't work quite as well, and your first game will be a carnage until you work out the implications of certain rules. Still very good, relatively fast and easy.

WABBIT WAMPAGE (Pacesetter) :- Those slapstick based cartoons from Warner Brothers and the rest as a game (?). Actually I think this is silly (and that implies to any game where a squirrel attacks a rabbit with a chainsaw!). Still it appeals to some. Not bad.

SHOOTING STARS (Yaquinto) OP:- A space combat game. The basic game is oversimplistic while the advanced game is mind boggling (and virtually unplayable). However the intermediate is just right (something like Goldilocks and the 3 Bears?) and has some excellent solitaire scenarios.

CIVILISATION (TAHGC) :- Another ancient empire building game. Simple enough, although it is reasonably easy to screw yourself up. Personally I found it interesting but not overwhelmingly so. Others (needless to say) disagree.

1776 (TAHGC) OP(?) :- Gasp! An American War of Independance game? I was a doubter but the low counter density, terrain and few other features lead this to be a very clean playing game. Some of the reinforcements are a little odd (ie. too far away to EVER reach the battle) but otherwise fast and simple. Ross (Nelson) is always ready for a game and no matter who loses, Americans will die.

ACE OF ACES (Nova Games) :- WWI aerial dogfighting game. Is there anyone out there who hasn't played this yet? Well, do so. Easy, simple, small, fast, plays great.

ATTILA THE HUN/ALARIC THE GOTH (SSG) OP :- Unfortunately now out-of-print, this "Fall of the Roman Empire" game involves a lot of dice luck, is highly abstract, woefully inaccurate but a terrific game. Buy it if you see it!

RIVETS (Metagaming) OP :- Sort of in the stable of GEV/DGRE. Two robotic armies try to beat the spot out of each other. Simple rules, easy to learn and play, but very, very frustrating as tactics and planning are quite important - definately a fun game!

(A note from M. M. - A pity that quite a few of these "good" fun games are out of print, especially the little game companies. I suppose it tends to prove that most gamers don't try things a little different or not in their "interest area", whatever that implies.)

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ANNOUNCING : QUGS OFFICIAL BICENTENNIAL EVENT.

THE ANT ARMY/PIZZA HUT SPACE RACE MONSTER GAMING TOURNAMENT

The first official Australian Ant Army Championship!!

An Ant Army round robin followed by Pizza Hut Space Race game

State and National Titles

(In true Australian convention tradition, we have democratically selected two games that are out of print and not played by anyone outside the organisers.)

Also featuring :

- * Our monster Ant Army game with 17 boards, 82 teams and 257 ants.
- * Pizza Hut Space Race roleplaying competition.
- * Awards for best painted 20 mm Ant Army and 1/300 scale Pizza Hut Space Race microarmour.
- * Winners cup to be presented by surprise international gaming megastar.

DON'T FORGET AND GET THOSE ENTRIES IN QUICKLY

PLACES ARE LIMITED TO 16 MILLION.

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GAME VARIANTS AND RULES CHANGES

by Paul-Michael Agapow

For TWILIGHT 2000 - change skill levels for Novice, Experienced, Veteran and Elite troops to 20, 40, 60, 80% respectively.

- Aimed fire : a turn of aiming prior to firing is not necessary, but ROF is reduced to one. Moving in that round or the one before is not permitted.

- Gun modification (see article this issue) : deliberate damage and repair of weapons can be handled thus : The sabotage roll maybe made as a DIF, AVG or ESY : Gunsmith roll (player's choice), with the repair roll being an identical level of difficulty. Thus the amount of effort put into disabling the weapon is reflected in the repairing difficulty. (Optional: The roll to disable small arms is one level easier.)

For JUNTA - for faster coups allow all pieces to be moved in a turn.

For AD&D - roll for initiative only once, at the start of combat, and allow that party to retain initiative. Give reduced or no XP's for treasure. For 1st and 2nd level assassins allow thieving abilities at standard DEX bonuses.

For CIVILIZATION - 8 player game requires using the additional (variant) trade cards available from TAHGC. Run as normal with either a new player selection card being made or use dice rolling to determine selection order.

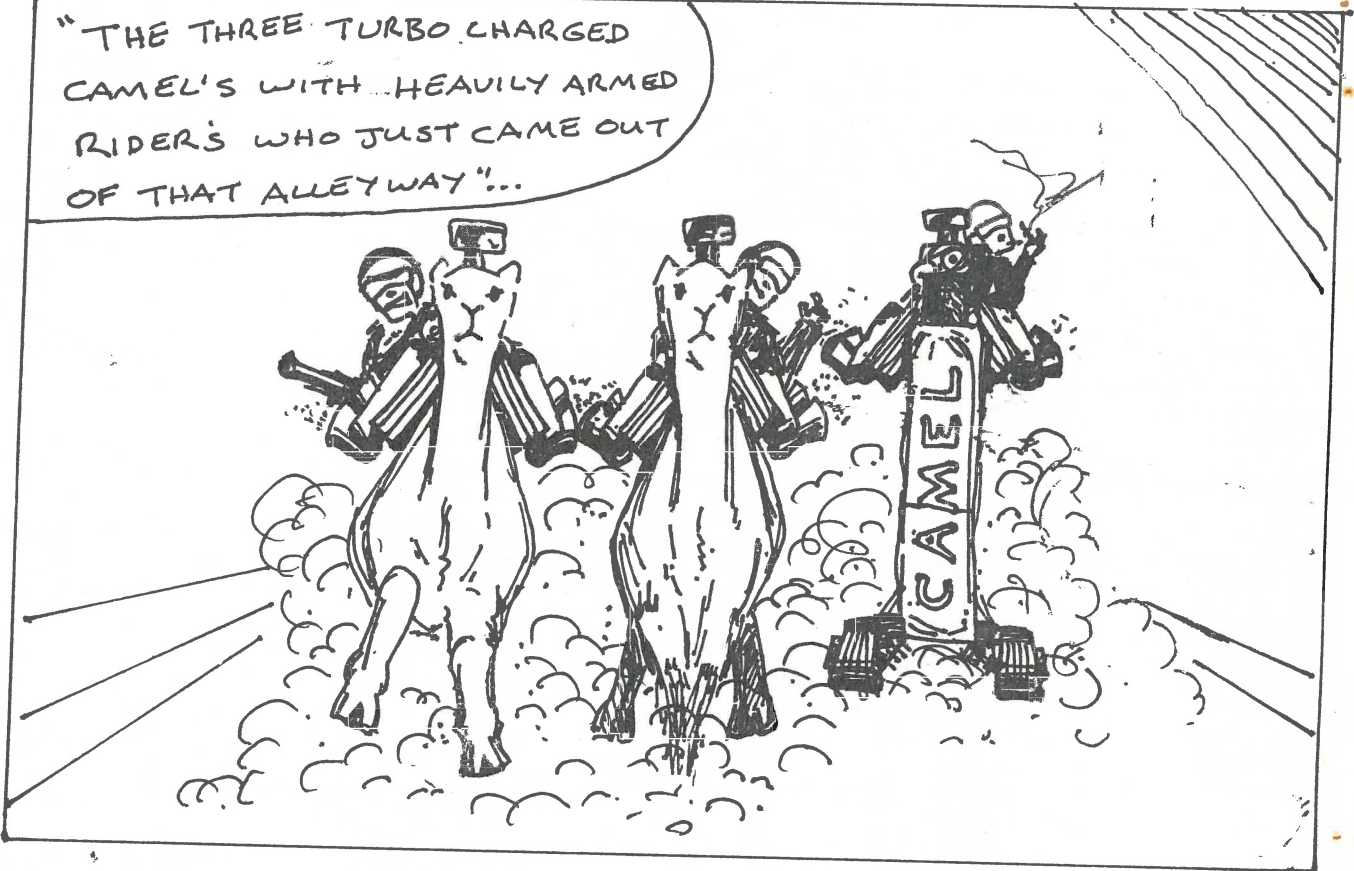
For TRAVELLER - to give hitpoints to characters, use STR + END + SIZ (as per animal encounters) and use the number roll for penetration in STRIKER and/or AZHANTI HIGH LIGHTNING as damage.

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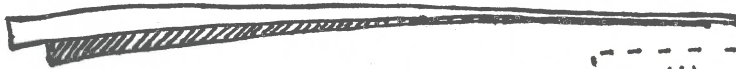




"THE THREE TURBO CHARGED
CAMEL'S WITH HEAVILY ARMED
RIDERS WHO JUST CAME OUT
OF THAT ALLEYWAY"...



To Be Continued...



THANK GOD

Unlike Sons + Daughters

Yes folk's, episode 7 will mean
the usual, necessary but unexplained,
car chase.

(now to play with my match box toy's
for ideas voan voan)

AARON

* * * WARNING * * *

AGM MEETING OCTOBER MEETING (Oct. 3)

Apart from usual meeting, there will be TWO other things, a SALE DAY AND Election of Office Bearers for 1988!

Up for grabs will be the following :-

- 1) President
- 2) Treasurer
- 3) Secretary
- 4) Editor of this Magazine

An article describing the duties of these positions will be included elsewhere.

SALE DAY will be as before so bring your spare games, spare cash and you.

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Personal Note on the Office Bearer Election.

All, repeat All, positions will be vacant and NO, repeat NO, current occupant wishes to run again. Therefore if NO-ONE, repeat NO-ONE, runs for these positions, the Club will FOLD, repeat FOLD!!!

This is a FACT, repeat FACT, and will be a tragedy (not a repeat) as this club was one of the first of this type in Brisbane and is currently enjoying an amazing increase in membership numbers. Therefore, there can be NO, repeat NO, reason for this very good club (There has been some real stinkers, believe me!) to go, except for the very disheartening, but quite prevalent, level of apathy that we seem to have.

There's no denying that there can be a lot of work involved in being on the committee but when it is shared by the entire committee, it isn't that bad or time consuming and can be rather satisfying, and something that can give a great deal of pride.

So get off your f<*& (butts) and run!!! Give yourself a challenge, 'cause if YOU, repeat YOU, let this club fold, and you will if you don't run and get involved, then I guess you'll have to live with it!!

by Mark Marychurch
(Typist!)

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MURPHY'S RULES

In TRAVELLER 2300, there are some SIDEARMS that allow skilled users the possibility of hitting targets at 4 kilometres without any telescopic aid.

(@. Can you even see someone at 4 clicks, let alone hit them, no matter how good a shot you are?)

MORE WEAPONS FOR TWILIGHT 2000

by Who do you think?

(Heavily plagiarised from an article in Dragon. While Twilight already has a plethora of weapons, these are just basically to serve as chrome and add a spot of change, like magic items in D&D)

HK13 light machinegun: basically a GPMG in 5.56mmN. Used by some West German troops.

RDF 3, Arm X 1, Dam 4, range 75/100, 8 burst magazine, price \$1500
Availability (C/R)

HK4 pistol: A civilian pistol, used by some law enforcement agencies. Is available and convertible between several calibres. In .22 and .25mm, it functions as a .22 automatic. In 7.65 & 9mmP it is as above but with an Arm multilex of x3 (C/R) \$250.

P95: pistol used by some German police. Functions as 9mmP but mag 3 or 4 (Wt .2), Wt = .8 (C/R) \$200

VP70M: Basically a pistol that comes with a holster that can be fitted as a shoulder stock to allow automatic fire.

Wt: pistol 1.5 kg, stock/holster 5 kg, mag (6 bursts) .5 kg, ammo 9mm

	RDF	Range	Dam	Armour
with stock	3	20	1	X 3
without	2	15	1	X 3

Price \$750, availability (R/R)

Steyr AUS: standard combat rifle of the Australian army. Adjustable for left or right handers. Functions for all purposes as a IW. Availability for Australian region = C

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Bid to ban

SHOCK!

school pot

OUTRAGE!!

game

See "Horror Story"

OVERLEAF



The Sunday Mail 20th Aug 1987

Parental guns smoke over Grass' craze

State Cabinet is set to ban a marihuana card game popular with Queensland high school students.

The Police Minister, Mr Gunn, confirmed yesterday he had asked the drug squad to investigate the game, called *Grass*, after complaints from parents and citizens groups.

The game, which sells in toy stores for about \$10.50, invites players to gamble on the outcome of fictitious drug deals.

An investigation by The Sunday Mail found the game was popular at a number of GPS schools and regularly played on school grounds by children as young as 13.

Mr Gunn said parents and citizens groups were up in arms, and demanding urgent action to ban the game.

Copy-cats

"While the game involves only *Monopoly*-type money, I'm told it is being played by teenagers who are very irresponsible," he said.

"Most kids are copy-cats, and it could be argued that the game would lead to experimentation with actual smoking of marihuana. I will have a report early this week and I'd be very surprised if the game were considered suitable for teenagers."

Mr Gunn said parents and citizens groups had a valid argument anyway in criticising a game using drug trade terms such as 'pot' and 'dope weed'.

Other terms used in *Grass* include 'stone high'. The cards contain phrases such as 'steal our neighbor's pot', 'utterly wiped out', 'euphoria', and '\$100,000 paddle'.

The game is described on its manufacturer's label as "wheeling and dealing for a very desirable weed".

In *Grass*, players are dealt cards and have the option of

By RIC ALLEN and
JO OLIPHANT

buying a range of marihuana ranging from the cheap variety of "home-grown" to the most expensive — "Dr Feelgood".

The object is to make \$250,000 while stopping competitors from becoming rich. The game was devised by an ex-New York detective, Mr Ed Lee. He describes it as "an intoxicating card game — the only legal way to enjoy grass so far".

Mr Lee, who yesterday said he had "not made a fortune" from the game, denied *Grass* would entice teenagers to experiment with drugs; on the contrary, it was anti-drugs.

In the instructions, players are told: "We suggest you begin gradually with *Grass*, till you get used to it."

No winners

Mr Lee said *Grass* was an anti-drug game because there were no real winners.

"The game can never be won. If played properly, all competitors eventually are 'busted,'" he said. "There is no way you can come out in front. The game presents the fallacies of the drug industry and helps the kids realise the danger of buying marihuana."

Mr Lee said the game was very popular in the US. It often was used as a visual aid in schools and colleges to stimulate discussion on drugs.

In Australia, *Grass* is distributed by Venture Games, which describes it as a "steady seller" and says it never actively promoted it because it anticipated possible adverse reaction.

