

ISSN 0159-0383

QUEENSLAND WARGAMER

No 31
November
1990





Queensland Wargamer

No. 31 November 1990

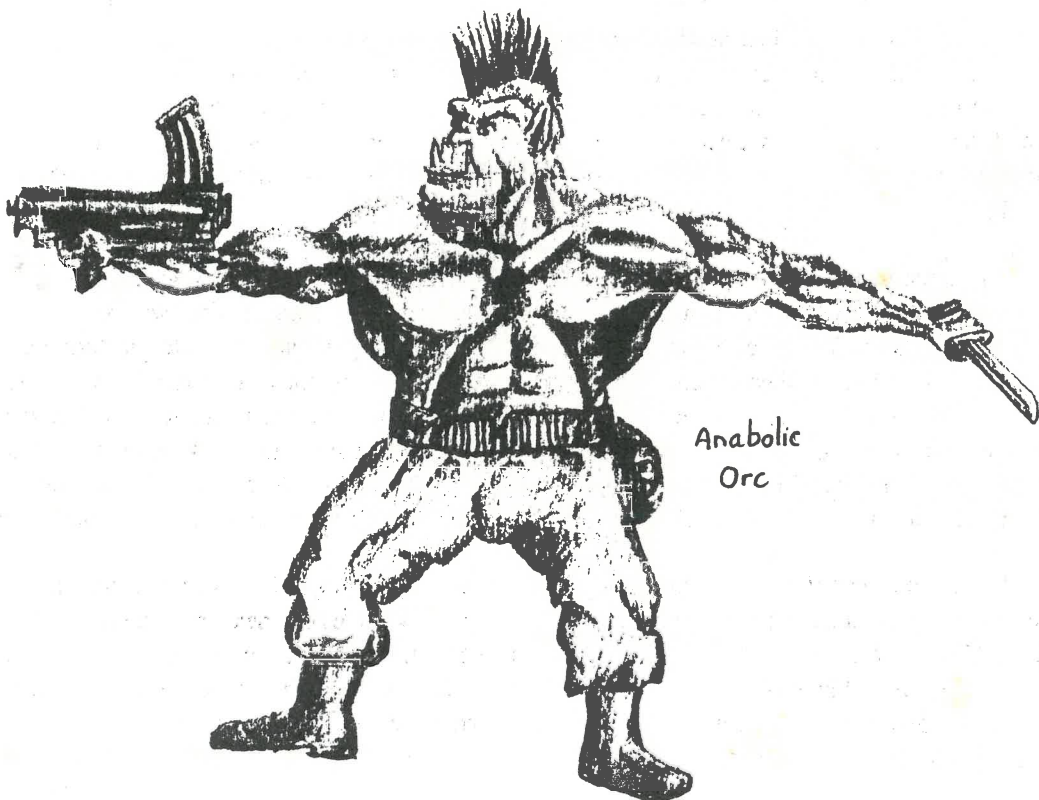
The Queensland Wargamer is the
journal of the Queensland University
Games Society.

Published irregularly during the year.

Editor: Timo Nieminen
Cromwell College
Walcott Street
ST LUCIA Q 4067

Editorial

Here is yet another thrill-filled issue of the Queensland Wargamer, the last for this year. We had hoped to be able to produce two for this semester, but due to a lack of contributions (Your job- without contributions, the Wargamer would be very thin indeed) and a lack of photocopying money, only one is appearing. However, in the tradition of magazines like S&T, we are including a complete game in this issue. (See our back cover) Extra copies of the game can also be purchased from QUGS. We also have an AD&D module, along with the usual reviews, fiction, and articles. We also have an ASL article by Eric Topp, a QUGS member (ex-executive) from many years ago, still keeping up his QUGS contacts. This should keep the boardgamers happy. To make them even happier, we may be including a few real boardgames (small ones) in the Wargamer next year. If you think that we are not giving enough coverage to some area of gaming, write some articles. If we don't cover it, it's due to a lack of contributions. Artwork is also sought, to fill in the little bits at the ends of pages. Very small articles could also be used.



Anabolic
Orc

CENTAURI ALLIANCE

A Review by Mark Marychurch

Coming in the very unusual hexagonal box is Broderbund's new computer role playing game (CRPG). This game has a very well know author, Michael Cranford (previous credits include EA's "Bard's Tale" and "BT II"). So how is this new game for his new bosses? Well, a synopsis is probably in order first.

It's the far future (23rd century) and Earth has colonised the solar system. As humanity pushed outwards, it met several other races and, rather oddly, they all decided to ally for mutual benefit rather than conquer each other. (This is rather naive really, as everyone would probably admit. Mr Cranford's rather obvious religious dedication would demand his game's history not follow the natural course, I'd say. This doesn't stop shooting and blasting in the game though!) So as this multiracial, mutual support group has settled down to developing the interstellar wilderness, they've come under attack from insurgents and invaders from Daynab. Rather than mobilise an army and space navy, the combined governments decided to send a team of agents (your party naturally) to investigate and neutralise the invaders and other threats.

The storyline synopsis I've just given would appear biased towards ridiculing the game. I would say however that it deserves it. It is rather lame and unimaginative to use the old plot of setting military personnel adrift by firing them (letting them go freelance is the game's description) and then expect them to investigate without backup, except access to armory (shop), biobanks (healing) and a training depot. This is not a good way to start a story.

Onto the game itself. The team is up to eight characters of a variety of races. There are humans, manstraks (lizards, like Gorns), donsai (elf-like), arcturians (insects), valkyryn (avians), praktor (shape changers), illusions and automats. Each can have a variety of skills (weapons, technical and psionic) with each race having its own specialities as well as vital characteristic limitations (hit and psionic points). Each character can attain a maximum of 10 in any individual level with the weapons and psionic use limited by current level. The races that can have psionics (magic) have Body, Mind and Shapechanging available initially with Energy and Matter available later, probably when sufficiently advanced. (The manual says that information about changing specialities would be discussed later, but it isn't. That is a poor piece of editing.) Weapons included Hand to Hand, slug throwers, energy and thrown weapons. Better quality and more destructive items are available from foes and the various stores that can be found. All up, this is very similar to BT and other RPGs. A fantasy game coated with science? (The quote - "A sufficiently high technology will be indistinguishable from Magic" reversed.)

The game window consists of the usual 3D perspective view or a top down map with the other window displays having active psionic or item icons, character order and command/text windows. Notable by its absence is a damage register. The level of damage is accessible by looking at each character or during combat. Also maps are not saved or retained in any way so you have to physically copy the map before leaving the current map, which would defeat the purpose of a mapping feature. Also item management is non-conventional: you select the item after you have given the order. XPs are listed as the requirement for next level and therefore reduces with experience. However, only 1000 extra XPs can be held if a level is attained without the necessary training being undertaken, which can be frustrating if you are stuck a long way from the training depot.

In combat, the only unique feature appears. A hex map in projection (which resembles Battlechess) is depicted for tactical movement and ranged combat. The party occupies one hex while enemies are scattered over the grid. The first four party members only can attack or be attacked by melee weapons while all party members can use or be attacked by projectile weapons or psionics. The map also shows blocked areas which can channel movement allowing some strategy to be used. It is also possible to change or use appropriate items during combat so characters can adapt to the situation.

QUGS LOGIC PUZZLE COMPETITION

Last issue's crossword competition was not a big success - we received only two entries. The correct entry was submitted by Gary Johnson and Daniel Nolan who won a Mars Bar each for their efforts.

This issue's competition is a logic puzzle. You can write your answers onto a plain sheet of paper and send it to Taina Nieminen, c/- History Department, University of Queensland, or drop it in to Room 324 at the Gordon Greenwood Building (next to the Abel Smith Lecture Theatre).

All correct entries will go into a draw, to take place at the first 1991 meeting which will be on the second of March next year.

Five members of a games club played the fantasy adventure game of *Sorcery and Swordfights*. Each player had a different character and each won a different number of gold pieces before his character was killed off. From the clues given below, can you work out who played each character, say how many gold pieces the character won and establish how he died?

Clues

1 One player won forty gold pieces before his character died of starvation in a dungeon cell.

2 The dwarf won at least twenty more gold pieces than the character who fell down the pit.

3 It was the magician who met his end at the hands of a patrol of orc guards; he did not win exactly ten more gold pieces than any of the other characters and he was not played by Charles.

4 Edward was not the player who won just twenty gold pieces.

5 It was David whose character was turned to stone; he did not win ten more gold pieces than Bill, whose character was the elf.

6 Alan amassed a total of sixty gold pieces before being eliminated from the game; his demise was not the result of falling down a pit.

7 The fifty gold pieces were the warrior's total reward.

8 The character eaten by the dragon was not the cleric.

	Cleric	Dwarf	Elf	Magician	Warrior	Twenty gold pieces	Forty gold pieces	Fifty gold pieces	Sixty gold pieces	One hundred gold pieces	Eaten by dragon	Fell down pit	Killed by orc patrol	Starved in dungeon	Turned to stone
Alan															
Bill															
Charles															
David															
Edward															
Eaten by dragon															
Fell down pit															
Killed by orc patrol															
Starved in dungeon															
Turned to stone															
Twenty gold pieces															
Forty gold pieces															
Fifty gold pieces															
Sixty gold pieces															
One hundred gold pieces															

Player	Character	Number of gold pieces	Manner of demise

Claws of Bagh Nakh: A Champions Column

The Champions GM Screen Package Reviewed

A Champions product which I recently saw and bought was the 'GM Screen and Accessories for Champions'. Should you rush out and buy it too? Probably not, unless you feel rich, or particularly want some of the things that you get with the package. The whole thing was, I thought, fairly expensive (at about \$20). For your money you get: a card screen with most of the tables used in play printed on it, a map (with 1" hexes) of a generic street intersection complete with a bank on the corner, a sheet of 60 full-colour cardboard superhero figures (Some of them are villains and bystanders.), and a 48 page booklet.

This booklet is the component which I would consider the most useful. It contains a summary of everything in the rules needed to design characters, namely the cost summaries of all of the powers from the powers sections, along with necessary tables. It also includes summaries for skills, talents, bases and vehicles. This section, however, does not actually replace the rulebook, but is a good cheap portable version. (The Champion's Player's Handbook perhaps?) It also includes a lot of character sheets (photocopiable for personal use) with a variety of different poses on them. The pictures on the sheets are smaller than the ones in the old edition of Champions, and are otherwise the same as the better half of the old ones. A similar result can be obtained either by using the old edition character sheets or hybrids produced by a bit of cutting, pasting and copying.

The rest of the components could be useful, if you like tables at your fingertips. The figures are nice, but they would be more useful if the villains depicted on them were actually in your campaign. I think that most could be found in modules or Enemies books. The figures could also be used to inspire some character creation.

Well, that's what you get for your money. If you plan to use everything, it could be quite worthwhile. Otherwise, it seems a bit expensive. (If you find a cheap copy, somewhere, somehow,)

Real World Equipment for Characters

Are you tired of having ineffective powers? Are you left on the ground dodging blasts from flying energy blasters? This can be cured without resorting to bathing in radioactive slime in a mad quest for new powers through further mutation. The answer: real world gadgetry. Devices that can be acquired without any great genius. Many of them would even be legal. So

let's go for a quick look at the possibilities.

Armour: Australia has quite strict laws regarding the availability of bullet-proof armour for private citizens, but the vigilantes won't care and those with legal sanction should be able to get approval. A bullet-proof vest might be a good start (OIF, 11- activation), and a helmet can also be added. The new US Army helmet can be purchased for about \$300. (An improvement to your activation roll.) It would be difficult to provide complete protection without super-technology (eg Iron Man and friends). Where bulletproofness is not essential, riot protection deserves to be looked at: fireproof overalls, riot helmets, riot shields. Other protective devices might include: gas masks, full NBC protective gear, nuclear bomber pilot's goggles (designed to stop the flash from H-bombs-- a lot of Flash Def.) and sporting equipment. (Cricket pads, helmets, groin protectors, and all sorts of stuff.)

Weapons: A lot of sporting equipment can be used here as well. (See the Turtles movie.) What can hit a ball can hit your foe. (Plenty of room for theme heroes here.) Guns can also be purchased, but will often be very strongly discouraged by legal authorities. A vast wealth of "non-lethal" weaponry can be found in the arsenals of modern riot control forces. Batons (Hand to Hand Attack), riot guns, and riot gases are all used. Riot guns tend to be of 37mm or 40mm calibre. They usually fire either baton rounds (ie. rubber bullets-- perhaps 8D6 vs PD-- and not so harmless as often assumed) or gas grenades. (The gas perhaps should be bought as a fairly small NND, perhaps one or two dice, over an area, and lasting for, say, one turn.) Riot guns tend to be single shot weapons, but some have magazines for three to five or more shots. Water cannons are not likely to be practical, unless the user can carry a large pump and a large amount of water. Don't forget the spray-can Mace, or chainsaws.

Other devices: SCUBA gear, metal detectors, flares (bought as darkness?), firefighting asbestos suits, rubber gloves and gumboots (for electrical insulation), steel-capped boots (both offense and defense), radios, and hearing amplifying helmets. (They really exist and they have overload protection so gunshots won't deafen you.) Infra-red sights and binoculars. Light amplifier binoculars. Flashlights. (Which can even give you +2D6 HHA.)

Remember, this is far from a complete list. Most of these items can be purchased fairly readily (assuming that you have the money) and will give a boost to some heroes style or effectiveness. The occasional villain could turn up with equipment like this, and no powers.

HUNTING THE DESERT FOX

An Expanded DYO Scenario Generation System For ASL

One of the best features of **Advanced Squad Leader** is the fact that it is an "open-ended" system. This means that it allows players to design their own scenarios in order to simulate virtually any ground combat in the European theatre of operations in WWII (assuming that they have the necessary counter mix).

With the release of new modules for **ASL** and in particular the desert warfare expansion, **West Of Alamein**, I have found it necessary to enhance the scenario generation system developed by Greg Schmittgens and Charles Kibler (described in the **General** 24/1). In addition I have made a slight change to the Scenario Design Sequence to save time when first determining the setting of the scenario i.e. first determine the date of the scenario and then choose (or randomly select) the theatre of operations.

The North African theatre of operations has been virtually ignored by the **SL/ASL** system prior to **West Of Alamein**. As a result there is a dearth of printed scenarios available. One of the objectives of this article is to save fellow **ASL** enthusiasts time spent researching historical settings for their DYO scenarios so that they have more time to play them.

1. Date

Interpret a result of September or December 1945 as being September or December 1939. Reroll any result in which there was no combat in any theatre during that month or where the players lack the necessary counters for one nationality.

2. Theatre Of Operations

The theatre of operations is chosen by both players using a random die roll where there is disagreement; for example if the date is March 1942, combat is possible in the North African and Eastern Front theatres so on a roll of 1 - 3 the scenario takes place in North Africa and on a roll of 4 - 6 the scenario is set on the Eastern Front. The following are additions to the theatre of operations tables.

Month	East Front			
	Ge	Fi	Po	Ru
9/39	-3		+1	-1
10/39				
11/39				
12/39		+1		-2

	North Africa				North Africa					North Africa			
	Ge	It	Br		Ge	It	Vi	Br		Ge	It	Br	US
6/40		+1	-1	6/41	0	+2	+2	-1	6/42	-1	-1	+1	
7/40		+1	0	7/41	+1	+2	+2	-1	7/42	-1	-1	+1	
8/40		-1	+1	8/41	+1	+2		-1	8/42	+2	+2	+2	
9/40		-2	+2	9/41	-1	+2		0	9/42	+2	+2	+2	
10/40		+1	-1	10/41	+1	+2		+1	10/42	+2	+2	-2	
11/40		+1	-1	11/41	0	+2		-1	11/42	+2	+2	-2	-2
12/40		+2	-2	12/41	0	+2		-1	12/42	+1	+2	-2	-2
1/41		+2	-2	1/42	0	+1		0	1/43	0	+2	-1	-1
2/41		+2	-2	2/42	+1	+1		+2	2/43	0	+2	0	0
3/41	-2	0	0	3/42	+1	+1		+2	3/43	0	+2	-1	0
4/41	-2	0	0	4/42	+1	+1		+2	4/43	+1	+2	-2	-2
5/41	0	+1	-1	5/42	-2	-2		+2	5/43	+2	+2	-2	-2

Ge: Germany Fi: Finland Po: Poland Ru: Russia
It: Italy Br: Britain Vi: Vichy France

If both players have decided on a North Africa scenario, determine the region in which the scenario is set by cross-referencing the date on the following table:

Date	Region
6 - 10/40	Egypt
11 - 12/40	Libya
1 - 3/41	Roll a die; 1 - 4 Libya, 5 - 6 Ethiopia
4 - 5/41	Roll a die; 1 - 4 Egypt, 5 - 6 Ethiopia
6 - 7/41	Roll a die; 1 - 4 Egypt, 5 Ethiopia, 6 Syria
8 - 10/41	Roll a die; 1 - 5 Egypt, 6 Ethiopia
11/41	Roll a die; 1 - 5 Libya, 6 Ethiopia
12/41 - 4/42	Libya
5 - 10/42	Egypt
11/42 - 1/43	Roll a die; 1 - 3 Libya, 4 - 6 Tunisia
2 - 5/43	Tunisia

Note that the Germans did not fight in Ethiopia or Syria, the Italians did not fight in Syria, and the Americans did not fight in Libya.

3. Optional Rules

No changes.

4. Weather

No changes.

5. Game Length

No changes.

6. Basic Point Value

No changes.

7. Select Nationality

After deciding which Axis and Allied nations will be used in the scenario, the players then bid for the Axis side. This is done by secretly writing down the number of points that the Allied side receives as a bonus to their basic point total for the scenario; the bonus may be positive, zero or negative and should be a multiple of 10 to simplify calculations. The player who bids the greater number of points receives the Axis side; note that this is determined algebraically e.g. 0 points is greater than -10 points.

The modified Allied BPV is used to calculate their Final Point Value according to the initiative of the Allied side in step 9 of the design process.

8. Initiative

No changes.

9. Final Point Value

No changes.

10. Board Configuration

Roll for the number of boards to be used in the scenario using the following table:

die roll	Number of boards
<= 1	1
2 - 3	2
4 - 5	3
>= 6	4

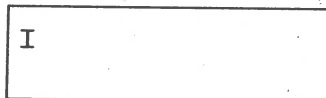
Use the following (cumulative) die roll modifiers:

- 1 if the Axis BPV is less than 400
- +1 if the Axis BPV is more than 650
- 1 if the game length is less than 8 turns
- +1 if the game length is more than 10 turns
- +2 if using Deluxe boards
- +3 if using Arid or Steppe terrain (see below)

If the scenario is set on the East Front and the date is 7/41 - 5/44, the players may agree to use Steppe terrain. All scenarios set in North Africa must use Arid terrain.

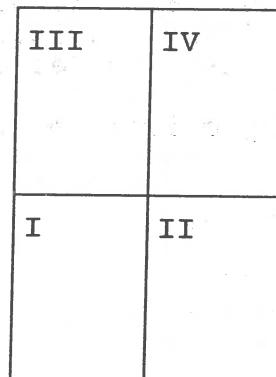
A one board scenario is handled in the following manner. After determining the alignment of the board in step 12 of the design process, turn the board counterclockwise so that what was the north edge is now the west edge.

^
N



A four board scenario is handled in the following manner. The boards are laid out in a 2 x 2 matrix as shown below.

^
N



11. Select Preferred Terrain

If using Deluxe boards in a scenario, there is only one terrain type. Furthermore, if the scenario is set on the Western Front and the date is 6/44 - 7/44 then roll a die; on a result of 1 - 5 treat hedges on boards e, f, g and h as bocage.

12. Mapboards and Alignment

When using Deluxe boards, roll three dice (the red die also determines alignment) and consult the table below:

Dice Roll	Deluxe
3 - 4	a
5 - 6	e
7 - 8	b
9 - 10	f
11 - 12	c
13 - 14	g
15 - 16	d
17 - 18	h

If the terrain type is Arid or Steppe, roll on the table below:

Dice Roll	Arid	Steppe
2	9	4
3 - 4	26	26
5	27	27
6	28	28
7	25	33
8	29	29
9	30	30
10 - 11	31	31
12	15	16

If the scenario is set in North Africa, it is necessary to determine whether there are any alternate terrain features (F13). This is done by rolling a die and cross-referencing the result with the appropriate region column on the following table:

Die Roll	Egypt	Libya	Ethiopia	Syria	Tunisia
1	Desert	Desert	Savannah	Savannah	Desert
2	Desert	Desert	Savannah	Savannah	Savannah
3	Desert	Desert	Savannah	Mountain	Mountain
4	Desert	Desert	Mountain	Mountain	Mountain
5	Desert	Mountain	Mountain	Rural	Rural
6	Mountain	Rural	Rural	Rural	Rural

Desert: On boards 9, 15 and 25 treat woods as scrub, orchards as cactus patch, and walls/hedges as cactus hedges.

Mountain: All Desert boards are Broken Terrain; place no sand or sand dune overlays.

Rural: On boards 9, 15 and 25 treat orchards as olive groves and brush as vineyards. Steppe Terrain exists on Desert boards.

Savannah: Steppe Terrain exists on Desert boards.

The Primary and Secondary Objectives for the Deluxe boards and the new boards are as follows:

Board	Primary	Secondary
a	J1	C3
b	D2	B4
c	H2	K4
d	C2	H3
e	F2	
f	H2	M3
g	D4	N0
h	F1	L4
25	Y2	B5
33	R8	I10

There are no Primary or Secondary Objectives on the Desert boards.

13. Scenario Victory Conditions

When determining the Scenario Victory Conditions for a one board scenario, ignore any references to "immediate" wins.

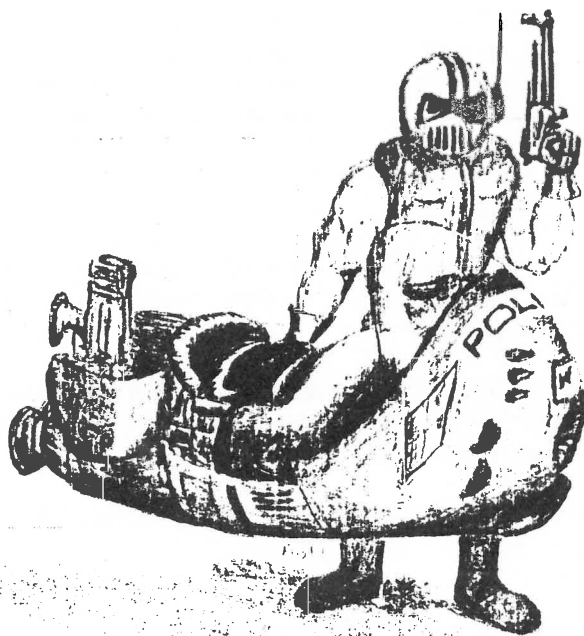
In all four board scenarios board IV is considered to be the "easternmost" board. Treat all references to "the east edge" as meaning the east edge of board IV and "the west edge" as meaning the west edge of board I.

In a Fixed Defence scenario using four boards, option (c) for the Defend player is altered as follows: "Prior to play the Defend player may replace any one board with one from the same terrain type, or else replace boards I and III or boards II and IV with boards 7 and 8 (this option is not allowed when using Arid or Steppe terrain)."

If the Scenario Victory Conditions involve the capture of objective hexes or building control and either or both of the westernmost and easternmost boards are Desert boards, then roll again for Scenario Victory Conditions.

Bibliography

"Finland 1939-1940" by Anthony F Upton (Davis-Poynter, London, 1974)
"The Crucible Of War" by Barrie Pitt (Jonathan Cape, London, 1980)
"The North African Campaign 1940-43" by W G F Jackson (B T Batsford, London, 1970)



'Ignorance is no excuse, motorist.'

DESIGN YOUR OWN

Date: _____ Theatre: _____ Region: _____

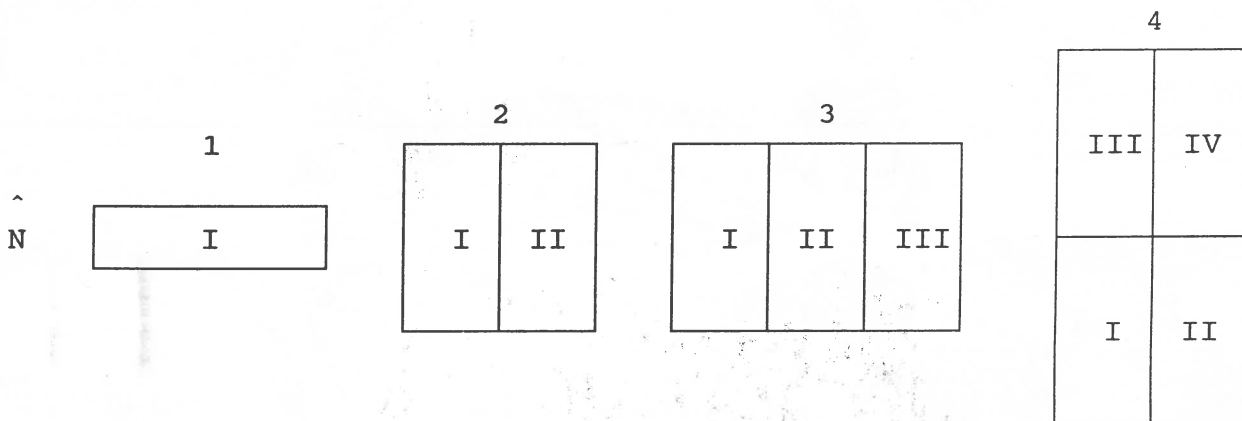
Optional Rules not in play: _____

Weather: _____ EC: _____

Game Length: _____ turns Axis BPV: _____ Allied BPV: _____

Player Name	Nationality	Initiative	FPV	Pref. Terrain
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Alternate Terrain: _____



Overlays: _____

Victory Conditions: _____

SUMMONING SUMMARY

NO WAY — THAT'S DISGUSTING.

WHY NOT?

You could offer it the Pact of the Dark Companion — only with a lesser demon, mind.

OKAY! OKAY! YOU CAN HAVE ALL SIX LUNARS...

Try bargaining — go for a good deal, but don't upset the demon...

O.K. BOSS.

GO KILL AUNTIE.

Bargained successfully? — set it a service.

Draw a Pentacle.

Activate the Pentacle (1 POW point), then roll Ritual of Summoning. If demon is summoned, lose 1d3 Con.

THIS BIT'S WRONG FOR A START!

Is the demon hostile? Roll to see if you drew the Pentacle right.

SO YOU'RE QUITE SURE YOU DON'T MIND GARLIC?

Got through the Pentacle? How good was your preliminary research?

You may find the need to banish the demon.

GET OUT!

BINDING!!! HAH! HAH! HAH!

OOPS..

You could try the Ritual of Binding. Match the demon's POW first. If you fail the demon will get nasty.

... AND THEN STOP ANYONE LEAVING BY THE CENTRE DOOR ON FRIDAYS. ... IS THAT MORE THAN THIRTEEN WORDS?

If you got the Binding right, give the demon an order.

FROST

by Timo Nieminen

The nightmare monsters gathered together. Once they had banded together to defend themselves against those who sought to protect humankind against their predations, but now it was habit, rather than need, which brought them together. These were the monsters which dwelt on the edge of reason, and most who saw them quickly turned away, denying what they had seen. Few humans believed in them; mostly the very old, who had learned in their long lives, and the very young, who had not yet forgotten. Most humans chose to believe in clean, reassuring teachings, in the power of crystals and astrology. The monsters still fed upon them, not deterred by this disbelief.

Life was kind and easy for this dark company. They counted werewolves and vampires amongst their number, and things with no names among humans. They grew fat and complacent, not yet shaken into the fearful awareness that a hero still lived amongst the humans. Her name was Frost, but the monsters had not heard it, even in whispers from the dark, and they continued living in their sophisticated decadence, certain of their future. In their way, they were as blind as the humans.

Frost carefully wiped the rifle, checking the mechanism. She knew that she could not depend on the power of such a machine, but there was no need to take risks. She acknowledged that the accident had not been caused by the machine she had been riding, but by her, or rather by her dependence upon it. She now had her second chance, and would live the life she had wished for, secretly, when tormented by the dark. Her preparations made, she slept.

She lay, quite still, on a bed. It was a strange bed in a strange room, surrounded by friends, relatives, and strangers. They seemed concerned, but when they spoke to her they did not expect replies, so she gave them none.

When she woke, Frost felt disturbed by the dream, but thoughts of her coming task soon pushed the dream to the back of her mind.

When she arrived at the hall, the monstrous ballroom, she could see the soft lights which left the shadows untouched. The building looked old, but solid. Soft laughter could be heard from within, and occasional barks, yelps, howls, and stranger sounds, produced by inhuman throats. The doorman was an elderly vampire, dressed in a black coat and cape, hair slicked back. He did not notice Frost approaching, black-clad in the night. Frost cleanly broke his neck from behind, and crept into the hall, mingling with the partying nightmare creatures.

Then the dream made itself known again. One of the strangers was talking. He wore a white coat, and the others listened in respectful silence. He talked of human bodies; and the damage caused to them. He talked about life, experience, and what it all meant. And he said the form on the bed was dead, but did not know it yet.

The audience seemed to know all of this already, but they still listened in silence. It made their decisions easier, if they allowed an expert to guide them.

Frost shook her head. Now was not the time to be daydreaming, not in this nightmare place, with her task still undone. The hall was filled with small groups, quietly talking and laughing, slowly sipping their drinks. The odours of perfumed beasts and their drinks filled the smoky air. Solitary skulkers lurked in the shadows, under the tables, unable to throw off habits acquired over centuries of hiding. Frost walked softly, unnoticed, between the groups, approaching the Demon King seated on his throne at the end of the hall.

The King was young and gaudily dressed. A pair of werewolf dogs crouched by his throne, licking him with their long tongues, slowly, sensually. He gazed out over his subjects. He could be sure of his youthful vitality, but not of his acceptance by, and thus his power over his subjects. Some of them were terrible even to this King of Monsters. But he could pretend certainty, and did, unwilling to betray any weakness, not having had any chance to prove his strength. He noticed Frost nearing his throne, for she could not mask her approach from his eyes. The werewolves shrank back and cowered when they saw her rifle. The King could not - not in front of his subjects. He studied her, and Frost felt his keen eyes burning through her, but was not afraid of what they would find.

He watched her, looking at her black, spiked hair, the black leather she was clad in, and especially he looked at her gun. Her appearance and manner reminded him of the tales told by the senile old Fomors: tales of bright, dreadful heroes; spike-haired, blue-painted, sky-clad, they had drawn on the power of the Earth and the Sun and driven the Fomors into the sea. But Frost had none of their hot glaring ferocity. She was instead calm and gentle, quieter, but just as hard in her own way. The King saw this as weakness, and he was not afraid, as he spoke to her. "It has been long since a human has dared to enter our presence, or even to see us. Who are you, to enter like a madwoman without fear? No vampire, demon of fairy, I think you have brought us good sport for our night." The other monsters stirred as they were made aware of her presence.

"I am Frost," she replied. "I come here as I am, seeing what I see for what it is, not hiding behind lies. I am human, yes, but I will be known as a monster to your kind." She levelled her rifle at the bright Demon King, and the monsters all felt her blazing, almost visible aura. "Here is the sport I bring for you."

A monstrous werewolf bitch rushed at her slavering, only to run headlong into a kick which shattered her muzzle, and drop at Frost's feet. The other monsters savoured the exquisite agony, even if it was from one of their own kind, until Frost ended the bitch's pain with a bullet through her head. The rifle rose again to face the King, and for the first time, he felt fear. Then he died, and toppled from his throne, shot.

The other monsters closed in, howling horribly, as Frost turned to face them.

Elsewhere, a man in a white coat was turning off machines, and so turning off the body maintained by them. These were the machines which pumped blood and breathed for a body unable to do these on its own. The body stilled and died.

Frost, bloodied but alive, limped from the hall. She felt as if great weights had been lifted from her. But she knew that her work was not yet done, for the dwellers in nightmare were many, and there were few who dared to oppose them.



THE GOLDEN AGE BLUES

by Gary Johnson

Do your characters remember the good old days of World War Two? When every superhero fought for Truth, Justice, and the American Way? Maybe it's time to refresh their memories...

1. Send your PCs up against a criminal with a time motif (e.g. the Timemaster). Just as he is about to lose, have him zap the characters into the past using Extra-Dimensional Movement (Usable Against Others). They will arrive in (you guessed it) 1943, at the height of World War Two. Naturally, the PCs will want to return home. However, the only know superhero who can return them to their own time has just been captured by the Nazis. Thus, the PCs get to go Nazi-bashing.
2. At this point, things will begin to really diversify. Are the PCs going to be helped by some friendly NPCs? Is there a Nazi superteam, or just a single, mega-powerful villain (perhaps one named *Urbemensch*? Heh-heh-heh). Use whatever will work in your campaign. After defeating (?) the bad guys, the PCs will be able to return home, knowing that they have done their part to help protect the Free World.

Developments: Anything you want. Perhaps the Golden Age heroes will come visiting sometime. The Timemaster will probably turn up again, and try the same trick on the PCs. Or maybe *Urbemensch* had a twin brother...

THE TIMEMASTER

Basically a normal person who somehow obtained an OAF Sceptre with the following powers: 5d6 Drain vs Speed; 20" Teleport, x4 mass; EDM, one dimension, time, x16 mass; usable vs others at range, activation 14-. Total Cost 86 points. Timemaster will probably be a lesser villain, specializing in robbery and burglary.

UBERMENSCH

Urbemensch ("Superman") will appear to be a typical Aryan male. In my conception he has the powers of the Golden Age Superman: superstrength, above-average speed, damage resistance, superleap, heat vision, plus a new power: mental defence. Give him as many points as you wish; my version has about 450 points. However, I am planning to give the PCs some friendly NPCs to help them. If you want, give him a susceptibility (e.g. plutonium) and make certain that the character with the plutonium powered suit is playing that week. Give the PCs some advantage, and hope that they use it.

COMMAND MAGAZINE

A Review by Mark Marychurch

I wouldn't be surprised if you hadn't seen this one before. Although it's now up to its fifth issue, I've only seen four of them, and no more than two in any single store yet!

"Command" magazine is the new venture by Ty(rone) Bomba, former editor of S&T, who left the 3W owned magazine in mysterious, and possibly very ugly, circumstances. Maybe the fanciful, "histori-fiction" that Bomba likes to do (e.g. "SS Amerika" and "Tomorrow the World") clashed with 3W's aim to be the only "serious" boardgame publisher and the new SPI. That aside, "Command" magazine is the game-in-a-magazine style product, virtually identical to S&T in many ways.

Each issue so far has had:

Game (full colour map + 200 counters);

Lead article, outlining the game, its history, etc.;

Large support article on another item of interest (generally historical, probably a market tryout);

Feedback section (i.e. rating the game, articles, etc.);

Editor/Publisher news (future games, other projects, changes in schedule, etc.);

Trivia/Information section (pieces which are too short for a complete article, but which fill space);

Variants/Errata/Expansions;

ADVERTISING!

To a boardgamer, what I've just listed is effectively what's in a typical S&T! Apart from the name on the cover, there is almost no difference (except in specific areas). It would appear that Bomba liked S&T so much that he took it with him. No doubt 3W will think imitation is the sincerest form of flattery.

The games which they have done are:

No.1 "Blitzkrieg '41" (Yawn, German invasion of Russia)

No.2 "Sunrise of Victory" (Eastern Front battle/campaign)

No.3 "Samurai Sunset" (Invasion of Japan)

No.4 "Lion of Ethiopia" (Italian invasion of 1936)

Note: this is the first game on this important but neglected campaign, effectively meaning that WWII has been covered by at least one game in one form or another, regardless of accuracy and playability!

No.5 Title unknown. (Two Vietnam battles)

Apart from Nos.3&4, this is not really inspiring stuff, apart from the flashy titles. Ty Bomba's love for having the Axis winning the war and invading U.S.A. as the final, ultimate campaign (as if it could or would be) pervades each issue I've read (and many of his S&Ts), and frankly gets pretty dull by the third or fourth time you read it.

Overall, it is a reasonable imitation of S&T but it seems to lack in some ways. Although there is plenty of quality in its production, articles, and art, I have doubts about its ability to outdo S&T, probably by being so like it. The local price has been rather steep. No.2 was \$26 (US \$10), while Nos.3&4 were \$20-22. It is obvious that the distributor is different to that of S&T, as its price is generally \$15. The magazine is probably worth it for the unusual topics, but not the pseudohistorical or "rehash" ones. They've been available from Napoleon's and certain comic shops which I won't mention, even if there aren't many.

SAGATECH PROUDLY PRESENTS

A GREAT DISCOVERY

written by

KEITH FAINGES

A BRIEF OVERVIEW

The players are involved with three separate stages. First stage is an ocean voyage, followed by the establishment of a settlement with contact with the natives, then the pacification of the area.

The natives will be divided into two groups - humans (who are the real enemy) and orcs (who can be beneficial to the players).

THE ADVENTURE BEGINS

The players begin in a throne room of the local prince, Prince Gustaf the Third of Seingaf. The party has been called by Royal Writ to attend this court. They have been told to wait in line and that they will be next for an interview with the prince. A herald coughs politely behind them and points towards the crown and whispers these instructions in their ears: "Proceed down the red carpet to the blue and yellow shield pattern embroidered within the carpet. At this point, stop and bow to the prince, and wait there for him to acknowledge your presence. Answer all questions promptly and truthfully, for if there is one thing that the prince cannot stand, it is untruths, and then depart to your left. Also, the correct way to address the prince is 'Your Highness'. And now if you will please follow me."

The herald shows the party to the start of the red carpet. Up ahead you can see a late renaissance throne room with fourteen marble columns leading up to a central dais upon which is placed a highly decorated and magnificently carved throne. On the throne sits a man who appears to be about thirty-five years old. He has black hair that is greying at the temples, a large floppy moustache with a goatee that is tinged with grey, and piercing green eyes. As he looks up at the party, he waves away the group of people in front of him and makes a slight gesture. The herald beside you nods his head slightly, and then proceeds to tamp his staff of office on the ground three times. He does this very gently, but the noise seems to boom throughout the room. While he is doing this, he cries: "Oyez, oyez, oyez. I present unto his most serene Highness, Prince Gustaf, his most willing subjects. I present unto you -

Don Juan Martinez of Arvine,

Hudrigo of Casteron,

Gothibard the Sailor,

Koptub of Thilvas,

Darfique of the Salty Isles, and

His Holiness Widask of the Sacred Order of the Prophets."

He then gestures for the party to move up the red carpet.

AN INTERVIEW WITH A PRINCE

The party should now proceed quickly and directly up the red carpet. Dalliance will be a sign of great disrespect unto the prince. When the party finally reaches the blue and yellow shield, they should stop and do as they were advised by the herald. After a short pause, the prince will nod once and address each of the players in turn by their names. He then asks each of the party: "Are you adventurous, brave and willing to make the Principality of Seingaf once more

proud and prosperous and in doing so make yourselves famous and wealthy?" Hopefully, the party answers in the positive - otherwise it will be a very short adventure.

If the party says yes, then the prince continues: "Good. This is just what our great principality needs. I have brought you all here because my very talented seer has seen a great and wealthy land to the west across the sea. What I want you to do is to take three ships - the Jofid, the Wilophar and the Seafoam - across the Yewred Sea and find this land for Seingaf. There you will become the gentry of this new land. Do you wish to take this chance?"

Hopefully the party once more answers in the affirmative. If so, the prince then continues: "Excellent. If you will see my chamberlain at nine o'clock tomorrow, he will give you all the details. Good luck, and our hopes go with you." At this remark, he waves them away. The party should then take the necessary five steps back and depart. Shortly after they leave, they will hear the herald's staff boom out. As soon as the party leaves the throne room, they are met by a court official, who advises them to arrive promptly at nine o'clock the next morning. He then presents them with a scroll, and says: "You will need this scroll tomorrow to see the chamberlain."

A NIGHT TO REMEMBER

When the party takes the scroll, the court official shows them out and tells them that their luggage is at "The Lusty Seal." The tavern is not far from the palace, and lodgings have been prepared for them, and have been paid for by His Magnificence the Prince in his great wisdom - once a toady, always a toady. He gives the party directions to "The Lusty Seal," and returns to more important business.

The party should soon find themselves at "The Lusty Seal." Despite its low class name, the tavern seems to be neat and tidy. The bill, if the party had to pay for it, would be quite expensive. As they go through the door, they are met by the landlord, a very tall man with black hair and a neatly trimmed moustache. He greets them cordially, saying: "Do not be put off by the name. 'The Lusty Seal' has stood on this site for centuries. Whenever the tavern has been updated, the name from the original tavern, built when the city of Pudren was just a village, has just seemed to stick. Anyway, welcome, and follow me to your rooms. The meals can either be served in your rooms, or you can have them in the dining room"

The landlord leads the party to three rooms where each of the member's equipment has been neatly stowed away in closets and lockable chests. He gives the members of the party the keys for the rooms and for the chests. He then departs and leaves the party to do what ever they want to do. It is now four o'clock in the afternoon, and they know that dinner will be served at six o'clock. During this time, the party can try and get some minor pieces of equipment, but nothing magical. It seems that the magical side of things is controlled by the prince, and he has all the magicians employed in work for him.

If the party is back at the tavern by six o'clock, they will be again greeted by the landlord, and shown into the dining room. They see before them the start of a most sumptuous feast, of which the party are the guests of honour. The feast will last until midnight, and the party members will then be led to their respective rooms. However, if the party returns to the tavern later than seven o'clock, the feast has been cancelled, and they will receive only a token meal in the tavern, where they can spend the rest of the night drinking and carousing. During the night, get the party to roll d20s, and pretend to check a table.

This means nothing, and is just to increase paranoia because during the night a thief/magic user will sneak in and steal the scroll that was given to them, unless some extreme care is taken to stop the scroll from being taken. The thief/magic user is in the employ of the prince who is pulling a practical joke on both the party and the chamberlain (who is a stickler for protocol and the such). The thief will be using the following spells: Invisibility, Silence, and Sleep on anybody who seems to be in the way. If there is any danger to himself or to anybody, the thief will just sneak away and will not try again.

Next morning, the party are given a fine breakfast and then should proceed directly to the palace. Without the scroll the party will find it difficult to see the chamberlain, but they will eventually be directed to the chamberlain's outer office. There, they are told to wait because the chamberlain has a highly important interview at nine o'clock. Nothing the party does or says will disturb the secretary because, like the chamberlain, he is a stickler for protocol and fears the wrath of the chamberlain more than anything the party can do. At about ten minutes past nine o'clock, the prince will stroll through the office and say to the secretary: "what are these people doing here? They should have been with the chamberlain ten minutes ago. Don't give me any excuses. Is this clear?"

After this, the prince will signal the party to follow him through to the chamberlain's office, where the chamberlain is pacing back and forth muttering something about people being late, and why can't people be prompt and courteous like himself. He will then glance up and notice the prince with the party in tow and bow deeply. The prince will then say: "Why have you kept these people waiting in your outer office when they should have been here with you, waiting for me?"

However, if the party did retain the scroll, they will be promptly shown in at nine o'clock. They will chat with the chamberlain until the prince shows up at ten past nine o'clock, looking slightly bothered. If he is asked, he will explain that his breakfast did not quite agree with him.

DOWN TO BUSINESS

The prince then states: "I have brought you to the chamberlain's office so that we can discuss this privately. What we need for you to do is set up on this new land a colony so that we can once more be the great and prosperous principality that we once were. The ships we are giving you are in excellent condition and are fully crewed and all we want from you is to take command of the flotilla and proceed on the following course."

At that, the chamberlain passes over a map showing the safest route to take to get to the new land. The prince then continues: "I wish for the new land to be named Yusiftorg, in honour of my father, Prince Yusif." He then departs and the chamberlain gives the party the rest of the details. He tells them where the ships are docked, and that they should leave on the tide at noon today, because the prince has arranged for an official send off, and "you would not like to upset the prince, would you?"

TO GO TO THE SEA IN SHIPS

At the quay, the party will see three gaily decked out ships with bunting flying, and pennants up and down the rigging. If they look carefully, they will be able to read the names of the ships:

- The Jofid:** the largest of the three vessels, with a crew of about twenty. The deck is covered with animals, and shelters for the women who are going on this voyage.
- The Willophar:** the next largest, with a crew of fifteen, and the decks in the same state as the Jofid.
- The Seafoam:** a sprightly little pleasure yacht with a crew of ten. This ship is to be used as a courier between Yusiftorg and Seingaf to bring despatches and news from the capital of Pudren and the settlement (whose name is up to the party).

The party should then board the vessels so that the vessels can catch the tide.

As the party climbs the gangplank of the Jofid (the flagship), they will be piped aboard as the new commanders of the flotilla. At twelve o'clock, there will be a horn blown, and the ships will start to leave the harbour with a small fleet of well wishers following them. After two miles, the well wishers will turn back and the flotilla will be on its way.

THE VOYAGE ACROSS

The players will now find themselves sailing across the ocean blue, heading for the great unknown, and guided only by the seer's map. The voyage will take about two weeks with the following timeline:

- Day 1: Departure.
- Day 2: Players getting used to life at sea.
- Day 3: First encounter.
- Day 4 to Day 7: Nothing exceptional.
- Day 8: Second encounter.
- Days 9 & 10: Nothing exceptional.
- Day 11: Third encounter.
- Day 12: Attempted mutiny by crew.

Day 13: Sighting of land.

DAY 1 AND DAY 2

The players should roll against constitution (except for Gothibard) to see if they are sea sick. This will only last two days at most. Other than they, they should be not bothered.

DAY 3 - FIRST ENCOUNTER

The vessel will be sailing along peacefully when a giant eel attacks the Jofid (or the ship that the party is on). It will rear up and attack anyone on the poopdeck, taking a crew member in one gulp (just to show how the monster works). During this time, the players will be able to attack with any weapons and armour that they are wearing.

GIANT EEL

NO. APPEARING: 1
ARMOUR CLASS: 6
MOVEMENT: Swim 6"
HIT POINTS: 27 (5 HD)
THACO: 15
NO OF ATTACKS: 1
DAMAGE: 3-18 (3d6)
NO SPECIAL ATTACKS OR DEFENCES
MAGIC RESISTANCE: Nil.
SIZE: H (20' long)
MORALE: Average

The eel will continue to attack until it has 5 HPs left. It will leave at this point, because it is not worth the pain for a measly meal.

DAY 4 TO DAY 7

The party can use this time to heal any damage caused by the eel.

DAY 8

The party will once more be sailing across an apparently friendly sea, which is actually controlled by mermen. They wait until that night to attack. The Jofid will be attacked by the following numbers:

33 Mermen - 15 armed with tridents, 10 armed with crossbows, and 8 armed with javelins (all have daggers).

Hit points: 9, 3, 7, 6, 5, 3, 8, 7, 6, 9, 4, 5, 6, 4, 3, 5, 7, 8, 4, 7, 8, 9, 2, 5, 4, 6, 8, 9, 6, 5, 3, 6, 4

MERMAN

NO APPEARING: 33
ARMOUR CLASS: 7
MOVEMENT: 1/Swim 18
HIT POINTS: As above (1+1 HD)
THACO: 18
NO OF ATTACKS: 1
DAMAGE: By weapon type
SIZE: M (5' - 6' tall)
MORALE: Average

When the mermen have lost over half of their number, they will retreat. Precautions against boarding such as anti-boarding nets and the like will benefit the party - if the mermen cannot board, only the ten crossbow men will be able to do damage.

The Wilophar and the Seafoam will lose five and three men respectively, but will be able to defeat the mermen.

DAY 9 AND DAY 10

These are the days again where the only things that happen are repairs to the ships, and any healing that might be necessary.

DAY 11 - THIRD ENCOUNTER

The party sails into a storm that lasts all day and finally blows out at eleven o'clock at night on the eleventh day. If the ship is still in good repair, nothing will happen, but if the ship is still damaged after the merman attack, the vessels will take in water. In that case, the pumps will have to be manned continuously by six people in order to keep the ship afloat.

DAY 12 - ATTEMPTED MUTINY BY THE CREW

The flotilla has now entered a strong current, and as they pass over the equator, the crew think that they are nearing the edge of the world. They think that they can see water boiling in the distance (actually, it is water going over a reef). Unless they are reassured, the crew will mutiny. They can be reassured by natural sounding explanations, which do not need to actually be correct.

However, if the crew are not pacified, and the mutiny is successful, they will transfer the party and nine of the crew who did not mutiny aboard the Wilophar to continue the voyage. The Wilophar is carrying enough supplies to set up an outpost, and then send the Wilophar back to report what has happened. The mutineers will sail to a foreign kingdom in the Jofid, and will never be heard of again.

DAY 13 - SIGHTING OF LAND

Finally there is a cry from the crows' nest: "**Land ho to the port bow.**" On closer inspection the party will be able to find a sandy shore on which they can unload the ships safely. It will take about two days to unload the ships and set up the colony.

ALL QUIET ON THE WESTERN FRONT

When the party starts exploring, they will come across some human footprints in the banks of a river. If the party follows these (and they should - they do have a ranger with them) they should be able to see in a clearing up ahead a fortified adobe village. All of the buildings flow into each other, so that it is possible to move from one building to another without being detected. Around the perimeter of this communal building is a high wooden palisade manned by humans whose skin is slightly darker than what the party is used to. These are the Writhvoid people who have invaded this land. The village that the party can see is a forward outpost of the tribe.

The party will not be noticed as long as they stay in the undergrowth and do not enter into the clearing around the palisade. The guards on the palisade are all armed with bows, swords and leather armour. However, if the party does advance into the clearing, they will be sighted by the guards on the perimeter of the palisade. They will be told to stop and stand where they are and the local leader will meet with them shortly.

Hopefully the party will take notice of the guards as there are twenty of them behind cover. But as usual, some groups will try to attack them. The details are as follows:

MEN (SLAVERS)

NO. APPEARING: 20

ARMOUR: Leather

HIT POINTS: (1 HD) 6, 7, 8, 5, 6, 5, 7, 8, 5, 6, 7, 6, 5, 6, 7, 8, 7, 4, 6, 8

THACO: 19

MORALE: Average

SPECIAL DEFENCE: -4 to AC (due to waist high protection of palisade)

If the players seem to get the upper hand, more guards will come out and eventually overpower the party. Either way, they are beaten and will be taken prisoner. Their weapons will be removed, and they will be bound. This will stop any Magic User or Cleric from making somatic gestures, and they will not be able to get to their material components.

AN UNLIKELY RESCUE, OR, HAVE YOU EVER BEEN RESCUED BY ORCS?

The party is bundled into a small cage on wheels - there are fifteen orc captives in the cage as well. They will not be able to escape, no matter what they do, and in the late afternoon, the slavers take the cage and set out for the capital. They stop overnight in a clearing and guards stand watch over the captives, as well as for any external attack.

The first thing the party will notice of their rescue will be the whistling of arrows through the air and into the slavers. Orcs mounted on war boars overcome the guards and release the orc prisoners. They then look at the party with some trepidation while trying to work out what to do with them. After all, the party looks just like their lifelong enemy (but with slightly lighter skin). However, if the party makes the proper gestures of gratitude and respect, the orcs who were captives will put in a good word for them, and they will be taken back to the orc village.

HOWEVER, IF THEY WAIT OUTSIDE FOR THE ARRIVAL OF THE LEADER

They will be met with great pomp and ceremony and will be shown through the citadel to the great hall. Here they will be introduced to the tribal leader, who wishes to take them to the capital of the Writhvoid people. There, they will meet with Vroshtek. In this way, says the leader, ties of blood will be made between the party and the Writhvoid people, and this will help to better the Writhvoid people.

The party is then allowed to leave and go back to their settlement. They are told to come back to the Writhvoid outpost in two days time so that the chief can travel with them to the capital. The party should then go back to their settlement. They will be shadowed by some of the slavers, who wish to find out more about these invaders.

Later, some orcs will enter the settlement bearing gifts. These gifts are mainly baskets of food and some clothing. The food is quite palatable, and the clothes are of good cut and cloth. (These orcs are much more civilised than the ones the party is used to.) The orcs will prostrate themselves in front of the party and worship them. They will chant the following:

"Oh, the clear skins have arrived,

They will save us from the evil ones.

They will lead us to victory,

And an everlasting peace."

The party can do whatever they like, but hopefully they will take this as a sign that the orcs are friendly, and potential allies to help them in both setting up the colony, and in destroying the slavers. If the party talks to the orcs, the orcs will explain that only the shaman really understands the chant, and if they follow them back to their village, the shaman can explain everything. The orcs say that they have nothing to fear from them, but the party will be allowed to take anything that they want with them.

If the party follows the orcs, go to the next section. If the party does not follow the orcs, the shaman will come to them and explain what the change means, and who the slavers are.

AN INTERVIEW WITH A SHAMAN

The party should now be at the orc village, by either means. Here, they will meet the orc shaman, Opter, who explains that: "In times past our ancestors explained of the fight we are in now, between the 'people' and the evil ones who wish to enslave the world. There will come the 'clear' ones who will show the way to freedom, by a victory over the evil ones." He will then ask if the party will help them in saving their clan from the evil ones.

If the party refuses, the shaman will be disappointed, but will let the party go. He does, however, mutter: "They will come back." What happens next depends on what has happened before.

- A. If the party spoke to the Writhvoid leader and answered yes to the shaman, they will then go on a rescue mission to save the orc captives mentioned above.
- B. If the party was captured by the slavers and answered yes to the shaman, they will then ambush a raiding party of slavers.

- C. If the party spoke to the slavers and said no to the shaman, there will be a raid on the party's colony that night by the slavers to take sacrifices to the capital.
- D. If they were captured by the slavers and said no to the shaman, they will get back to their village, and find a raid going on against the colony.

Anyway they go, they will meet 16 armed slavers.

MEN (SLAVERS)

NO. APPEARING: 16

ARMOUR: Leather

HIT POINTS: (1 HD) 6, 7, 8, 5, 6, 7, 8, 5, 6, 7, 6, 5, 7, 8, 6, 7

THACO: 19

MORALE: Average

In scenario A and B, the party will come across these slavers in the clearing. In option B, the cages will be empty. In options C and D, the party will meet the slavers at the party's own settlement.

The slavers are all armed with bow, shield and sword.

After this encounter, the players will in the case of options A and B return to the orc village with the shaman. From there, they will then go to the human settlement to stop any further intrusion by the slavers. In option C and D, the orcs will come to the sound of the fighting and will turn the battle if needed. Otherwise, they will arrive just as the last few slavers are going down and will help to finish them off.

THE FEAST

The orcs have brought with them the makings of a celebration feast of victory over the "Evil Ones." The feast will last into the night, and will be enjoyed by all. The shaman will hold a ceremony during the middle of it. If the cleric bothers, he will notice that it is not very different from the ceremony used by the Sacred Order of Prophets, and could join in if he feels like it. If he does, it will be well received by the orcs who will cheer loudly once they see what is going on.

During the feast, Opter the Shaman will draw in the dirt a quick map of the slavers' citadel, and then go through the plan with the party. The idea of the shaman is to overwhelm the slavers by sheer numbers, but he will listen to any plan the party can come up with.

Let the players work out details of the plan, and let them get their forces ready for the attack.

The orcs and the rest of the settlers will be needed to defend their respective villages, so the party must attack alone.

THE ATTACK ON THE CITADEL

Refer to the map of the citadel.

There is a 20' clearing outside the palisade where nothing taller than shrubs grows. This is an intentional killing zone, allowing sentries to see any approaching person.

THE PALISADE

The palisade is ten feet high all around. To the west there is a ramp leading up to a gate. Below the wooden palisade there is a ten foot earthwork rampart upon which the citadel stands.

ROOM 1

This is the entry hall to the citadel, and is the most the players have ever seen of the citadel. This is where they will meet the leader of the Writhvoids, if they have agreed to meet him. The room is 30' square, with 10' doors in the western and eastern face of the room, and 7' doors in the NW and SW corners. There is nothing in this room.

ROOMS 2, 4, 6, 8

These rooms are all identical. They are watchtowers for further security - inside are viewing posts 10' off the ground to see out of the slits (which can also be used for arrow fire). there are four beds in each, as well as the occupants of those beds.

MEN (SLAVERS)

LEATHER ARMOUR

HIT POINTS: (1 HD) 7, 5, 6, 8

THACO: 18

MORALE: Average

WEAPONS: Sword, shield and bow with 20 arrows

There are four slavers in each room with the same stats. There is nothing else that the party should want.

ROOMS 3 AND 7

These are barracks for the slavers as they come and go from the citadel. Room 3 is abandoned, as the group of slavers who last used that room have left with the caravan bound for the capital.

Room 7, however, contains 15 slavers:

MEN (SLAVERS)

LEATHER ARMOUR

HIT POINTS: (1 HD) 7, 5, 4, 5, 3, 2, 5, 7, 8, 5, 6, 7, 4, 5, 2

THACO: 18

MORALE: Average

WEAPONS: Sword, shield and bow with 20 arrows

ROOM 5

This room is actually the kitchen for the citadel and contains several large pots and cauldrons. It also contains an obese female cook who is not pleased by the party's sudden appearance in her kitchen. She will start waving a large cleaver at the party and try to see them off. She will fight if attacked.

COOK

AC: 7 (natural armour due to fat)

HIT POINTS: 4

THACO: 20

MORALE: Poor

WEAPON: Cleaver (treat as short sword)

The largest cauldron contains porridge, and another pot contains stew.

ROOM 9

This is the central dining room of the slavers. Here, there are tables and chairs set up in a U shape, with the open end facing west. In this room there are three serving women who will scream and run for the kitchen if the party comes from any other direction. If the party comes from the kitchen, the women will run towards Room 7. They were setting out the plates the next meal. On further inspection, the party will find one gold plate, one gold cup, and one gold spoon. If they search carefully, and indicate that they are searching the ceiling, they will notice the partially concealed trap door which leads to room 18.

ROOM 10

The latrine.

ROOM 11

The pantry - there are many sacks in this room. If the party search extremely well, they will find the cook's fortune - 3 gp.

ROOMS 12 and 13

If the party passes along the corridor between rooms 1 and 9, the doors from rooms 12 and 13 will fly open, and the party will be faced by 2 ogres in leather armour, with shields and swords.

OGRES

NO. APPEARING: 2

ARMOUR CLASS: 3 (armour and shield)

HIT POINTS: 27 & 24

THACO: 17

DAMAGE: 2d8 (they are using two handed swords with one hand) +2

MORALE: Good

These ogres are kept as guards for the leader, Avshar, but he does not flaunt them openly.

ROOM 14

This is the treasury for the citadel. It is guarded by a pit and a secret door. Inside there are 300 gold pieces and 20 platinum pieces.

ROOM 15

This room is empty, but it also has a pit. (It is a spare treasury, but was emptied one month ago.)

ROOM 16

This is where the serving women sleep. The secret door is to keep out intruders.

ROOM 17

A weapon storage area. It contained the party's weapons if they lost them when there were captured. Otherwise, there are three swords, two shields, and one suit of leather armour. Nothing is magical.

ROOM 18

If the party have found the trap door, they must climb the ten feet to the ceiling. Once there, they will find a twelve foot ladder and some weapon racks which hold a sword +2, and plate mail armour. To the west is a secret door, behind which are stairs leading up.

ROOM 19

The study. This is where Avshar researches his magic. There are notes on flying carpets and teleportation. The books in the book case are about various magical topics, but not on anything specific. The Magic User wouldn't mind adding them to his collection.

ROOM 20

Avshar's bedroom. There is nothing here except for beautifully crafted robes. To the west is a curtain, and behind that is a blank wall. This is to mislead people and hopefully put them on the trail of the secret door.

ROOM 21

Continual Darkness has been cast in this room. To the east is a door, and in the south wall there is a secret door.

ROOM 22

To the south of this room is a shallow pool of acid, which does 1-8 points of damage if it is stepped in. It is camouflaged by an illusion. There are ledges on either side of the pit that allow safe travel.

ROOM 23

This room runs over the stairway from below, and in the western end there is a window. The window is open, and if the party pulls aside the curtain they will see Avshar flying away on a magic carpet, yelling: "Curses, foiled again! I will revenge myself, but not here." This is actually a programmed illusion with a Magic Mouth triggered by pulling the curtain aside. Avshar is really in Room 24.

ROOM 24

Here Avshar will make his final stand. He has summoned a gargoyle and will also attack himself while the gargoyle is attacking.

GARGOYLE

NO. APPEARING: 1
ARMOUR CLASS: 5
HIT POINTS: 40
THACO: 17
NO OF ATTACKS: 4
DAMAGE/ATTACK: 1-3/1-3/1-6/1-4

Magical weapons are needed to hit the gargoyle.

AVSHAR

12th level Magic User
HITPOINTS: 33
ARMOUR CLASS: 4 (Bracers of Defence)
THACO: 17
NO OF ATTACKS: 1
DAMAGE: By weapon or spell

Avshar has two Magic Missile spells, one Tasha's Uncontrollable Hideous Laughter, Invisibility, Hold Person, Fireball (don't use unless out in the open), fear and teleport (which he will use if he is losing).

THE AFTERMATH

After the party has cleaned out most of the slavers and seen Avshar off, either in real or by illusion, they will go back to the settlement where they will be greeted as heroes (by the settlers and orcs alike).



THE CHARACTERS

KOPTUB OF THILVAS

(MAGIC USER)

STR 6	LEVEL	7
INT 17	ALIGNMENT	LG
WIS 14	ARMOUR CLASS	10
DEX 12	HIT POINTS	20
CON 9		
CHR 10	220 GOLD PIECES	
	SECONDARY SKILL:	FORESTER

You have been employed by the prince as magical backup for the adventure. You are well respected by the prince for your backwoods upbringing, unlike all the Magic Users he has in his employ.

Personality: You are a rustic, almost hillbilly in manner. You were the child of simple, backwoods farmers, and showed great natural magic talents at an early age. You were accepted into magical college, but were constantly heckled for your rustic ways. Since then, you have been self-taught through adventuring and research.

Possessions:

Dagger +2

Robes

Material components for spells

Ring of Language Comprehension

Spells:

4 1st level spells

3 2nd level spells

2 3rd level spells

1 4th level spell

GOTHIBARD THE SAILOR

(FIGHTER - PRIVATEER)

STR 18/23 (+1 TO HIT, +3 TO DAMAGE)	LEVEL	7
INT 9	ALIGNMENT	N
WIS 6	ARMOUR CLASS	2
DEX 13	HIT POINTS	52
CON 14		
CHR 4	150 GOLD PIECES	
	SECONDARY SKILL	SAILOR

You are a privateer in the employ of the prince, but you have recently lost your ship in battle. You have been offered command of a flotilla by the prince.

Personality: You are loud, brash and crude, and enjoy being with your crew, drinking and carousing more than anything else.

Possessions:

Cutlass +2

Plate Mail

Shield

Ring of Language Comprehension

DON JUAN MARTINEZ OF ARVINE**(FIGHTER - SWASHBUCKLER)**

STR 17	LEVEL	7
INT 14	ALIGNMENT	NG
WIS 8	ARMOUR CLASS	1
DEX 15	HITPOINTS	42
CON 7		
CHR 9	300 GOLD PIECES	
	SECONDARY SKILL	NAVIGATOR

You are a court fop and dandy, and think yourself quite a ladies' man. You have just returned from an unrewarding voyage for the principality of Seingaf where you were unable to find anything useful.

Personality: You love to show off and use any excuse to do so. If you can overexaggerate any gesture, you will.

Special Abilities: When wearing light or no armour (i.e. leather or less) you have a defence bonus of -2.

+2 reaction roll with members of the opposite sex.

Possessions:

Sabre +2

Plate Mail

Shield

Ring of Language Comprehension

HUDRIGO OF CASTERON**(THIEF)**

STR 10	LEVEL	7
INT 14	ALIGNMENT	CG
WIS 11	ARMOUR CLASS	4
DEX 17	HITPOINTS	27
CON 11		
CHR 6	270 GOLD PIECES	
	SECONDARY SKILL	LIMNER (MAP MAKER)

You are an agent for the prince and are being used this time to specifically report back to the prince.

Personality: You are loyal to the prince through thick and thin. After all, he was personally responsible for you being taken out of the precarious occupation that you were in before. You will do anything the prince asks for.

Possessions:

Short sword +2

Leather armour

Shield

Ring of Language Comprehension

DARFIQUE OF THE SALTY ISLES

(WARRIOR - RANGER)

STR 15	LEVEL	7
INT 13	ALIGNMENT	NG
WIS 14	ARMOUR CLASS	2
DEX 13	HITPOINTS	47
CON 14		
CHR 8	150 GOLD PIECES	
	SECONDARY SKILL	HUNTER

You have been asked by the prince to help out this mission with your special skills.

Personality: You are the last of the true people of the Salty Isles, so you now wish to show the rest of the known world all your skills, but still live to find, perhaps one day, another Salty Islander. You will fight like a demon but will fall back if there is any chance of mortal damage. Your perfect idea of close combat is long range arrow exchanges.

Possessions:

Long sword +2
 Plate Mail
 Shield
 Long bow
 Quiver with 20 arrows
 Ring of Language Comprehension

WIDASK OF THE SACRED ORDER OF THE PROPHETS

(PRIEST)

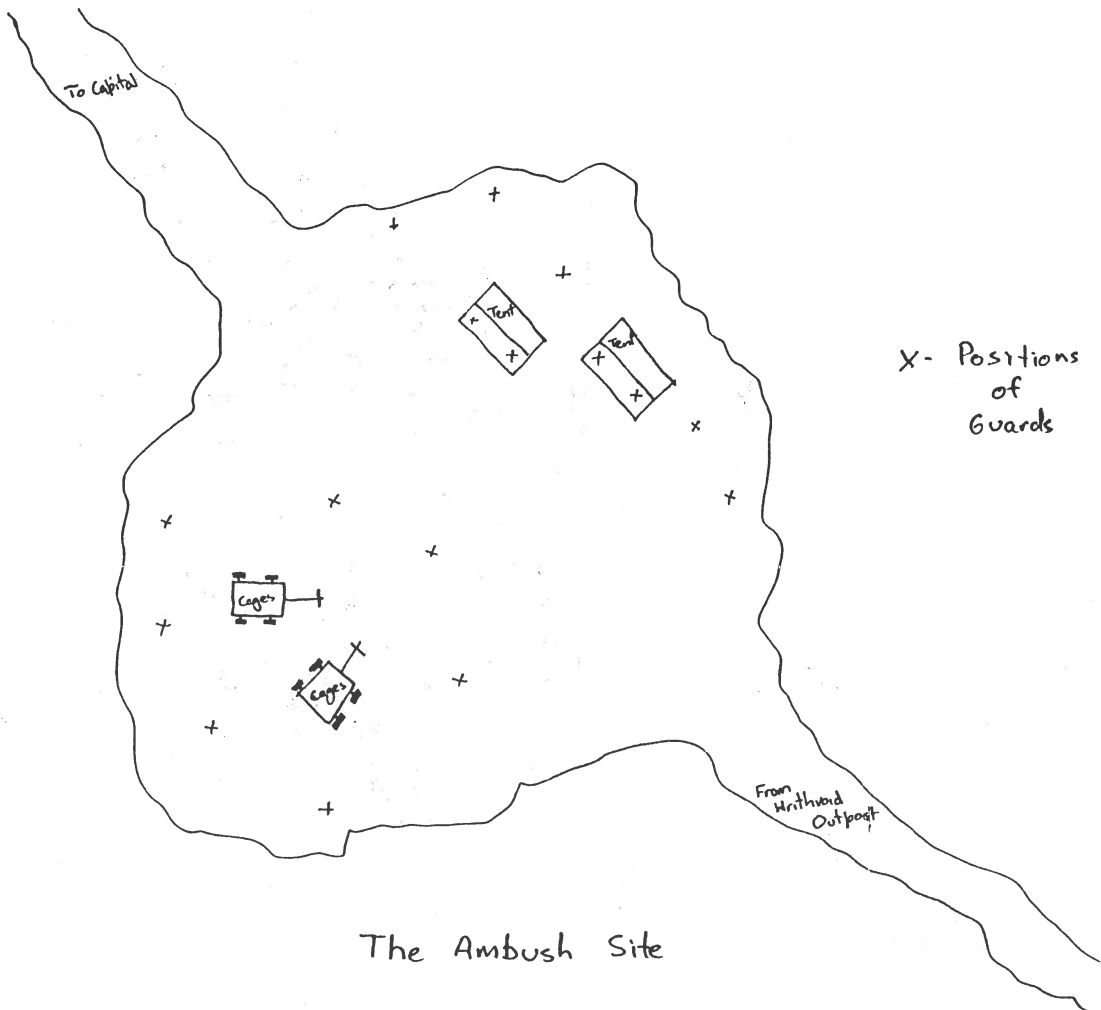
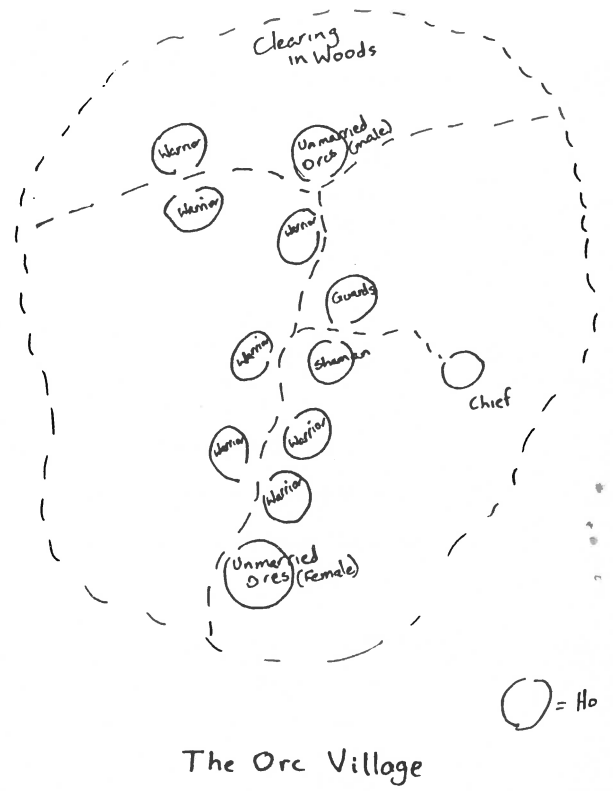
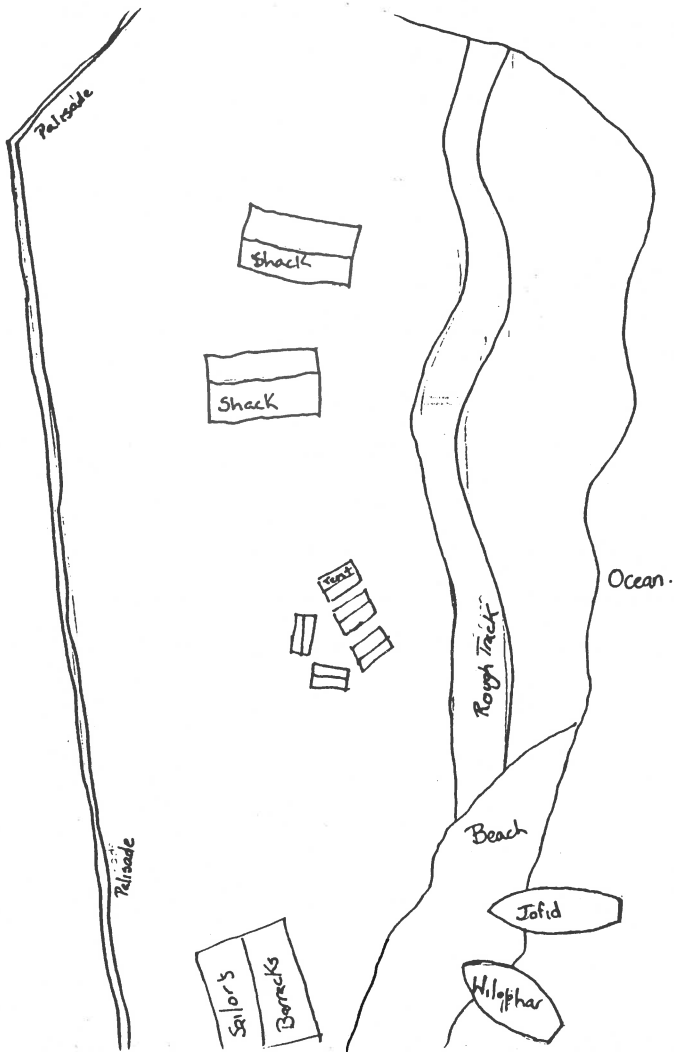
STR 13	LEVEL	7
INT 12	ALIGNMENT	LG
WIS 16	ARMOUR CLASS	0
DEX 16	HITPOINTS	32
CON 13		
CHR 16	200 GOLD PIECES	
	SECONDARY SKILL	FARMER

You have been employed by the prince to give spiritual guidance to this mission, and also to keep your head on your shoulders (your religious ideas are almost heretical).

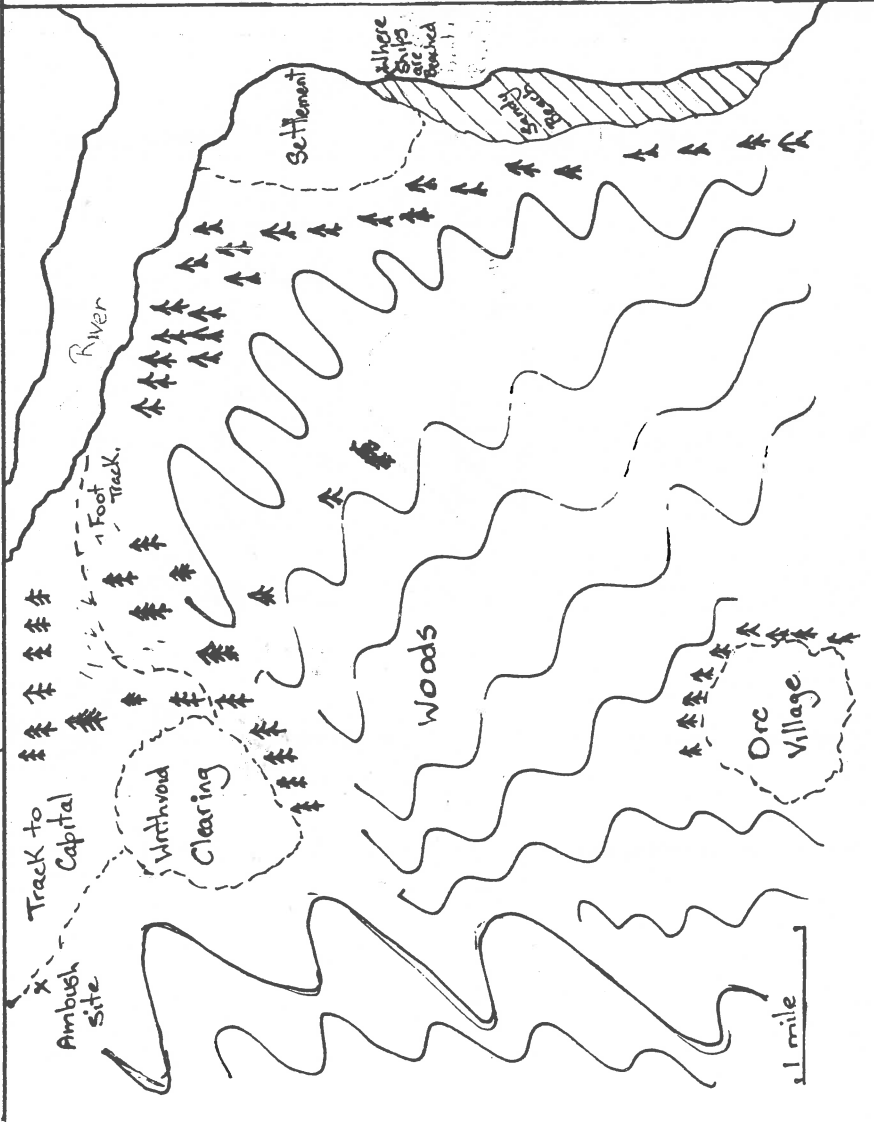
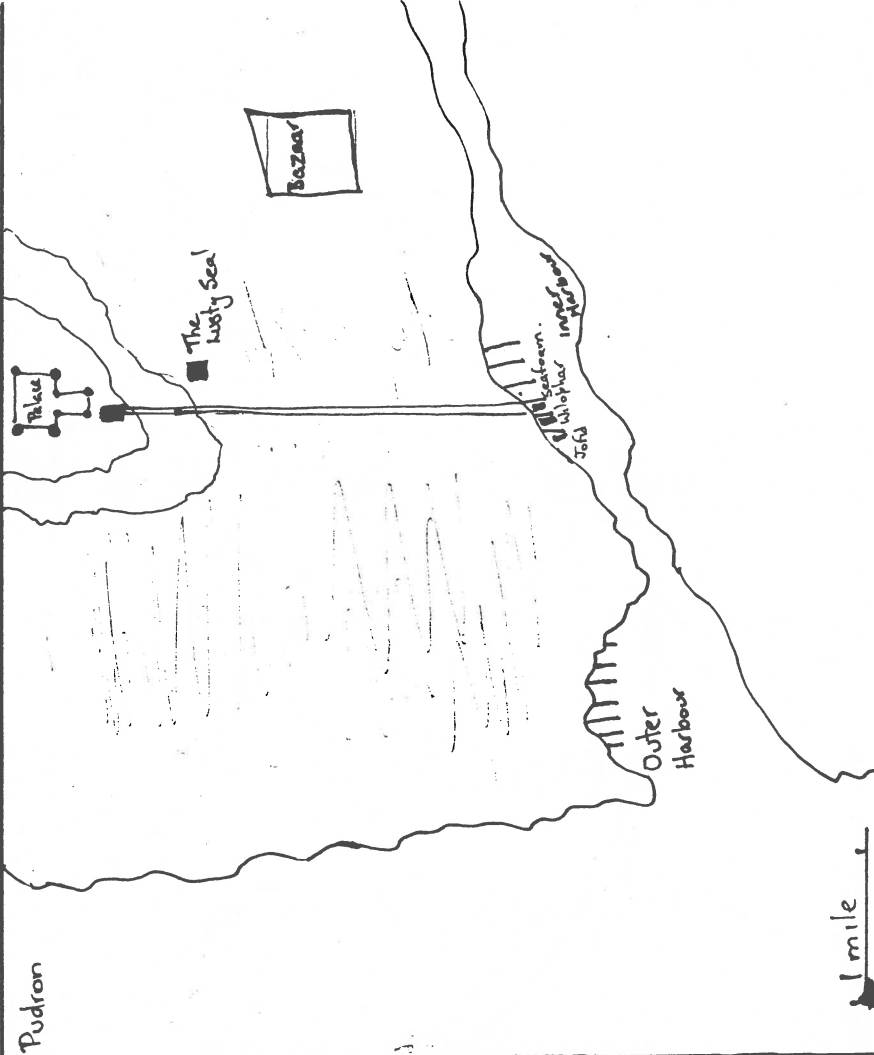
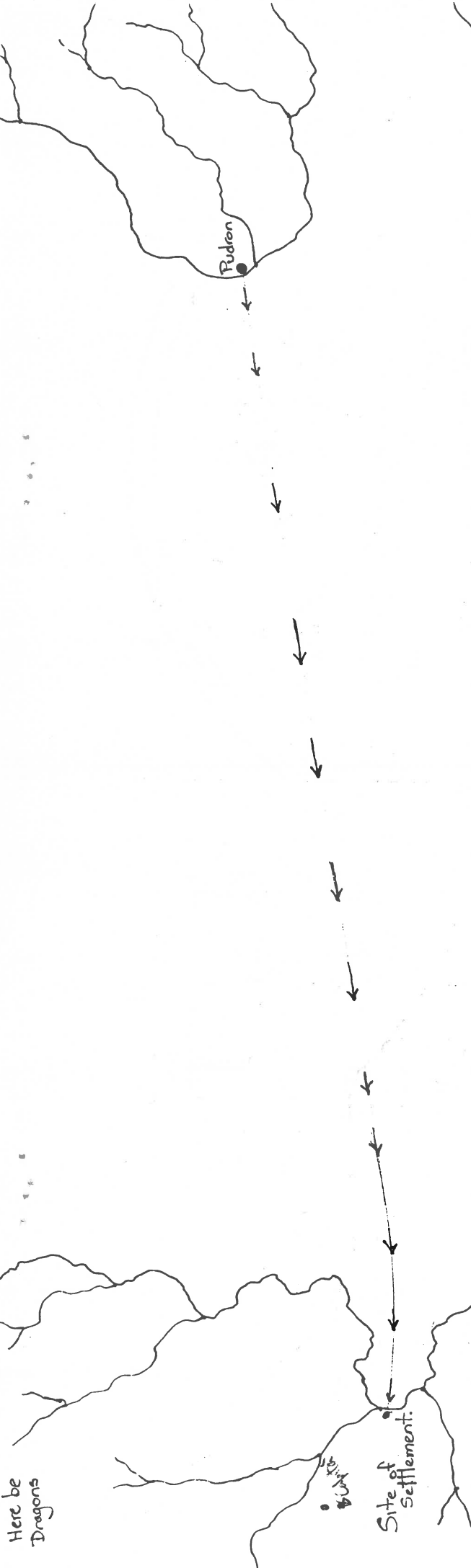
Personality: You believe that religion belongs to the people, and should not be in the hands of the clerics only. You are always learning and trying to understand new and strange religions, to see what advantages and disadvantages they have.

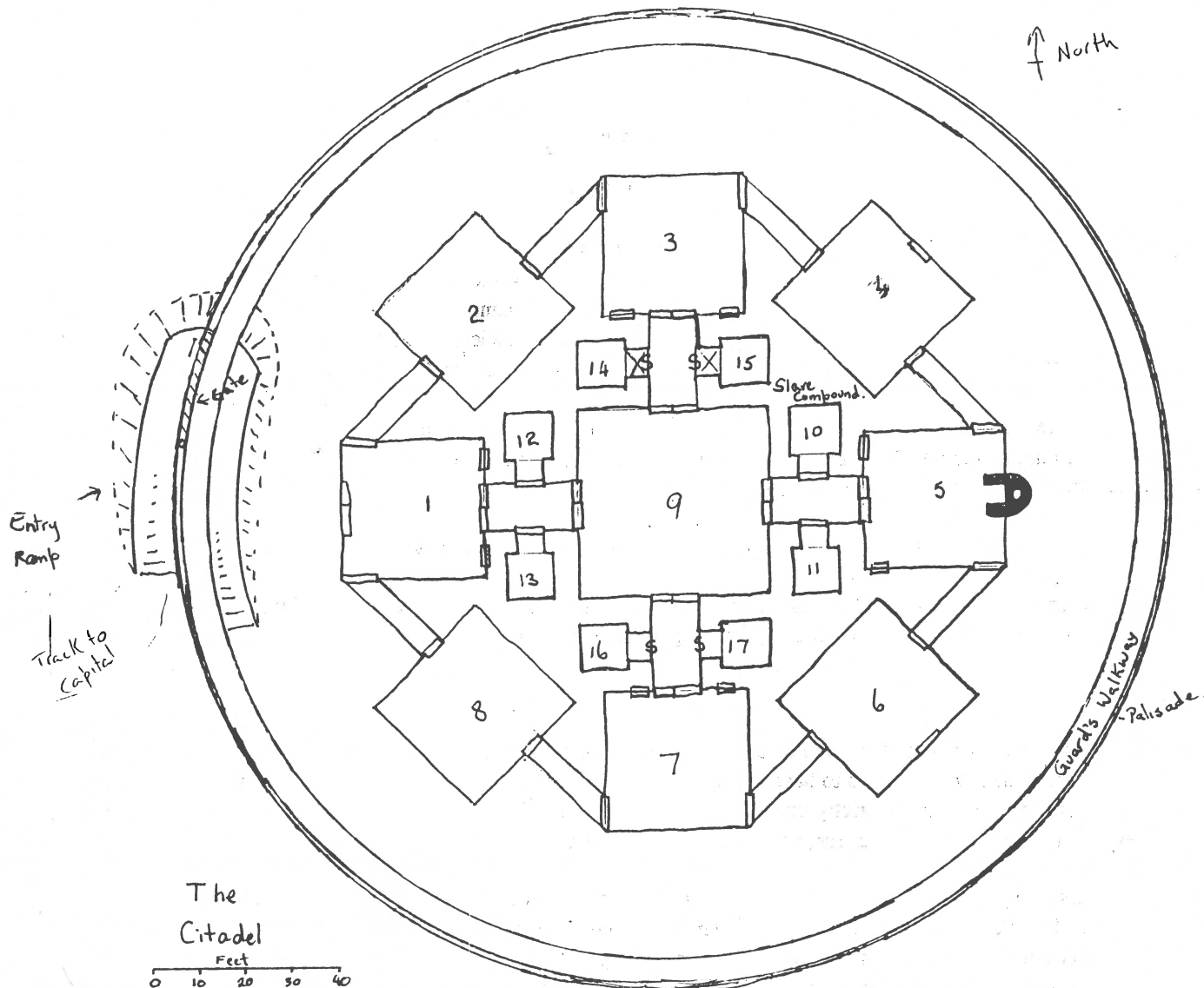
Possessions:

Mace +2
 Plate Mail
 Shield
 Holy Symbol
 Ring of Language Comprehension
 Spells
 4 1st level spells
 4 2nd level spells
 2 3rd level spells
 1 4th level spell

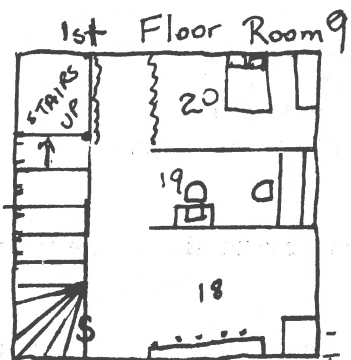
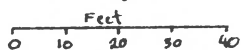


Here be
Dragons

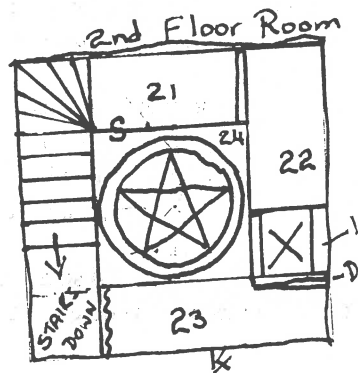




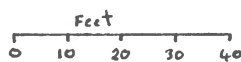
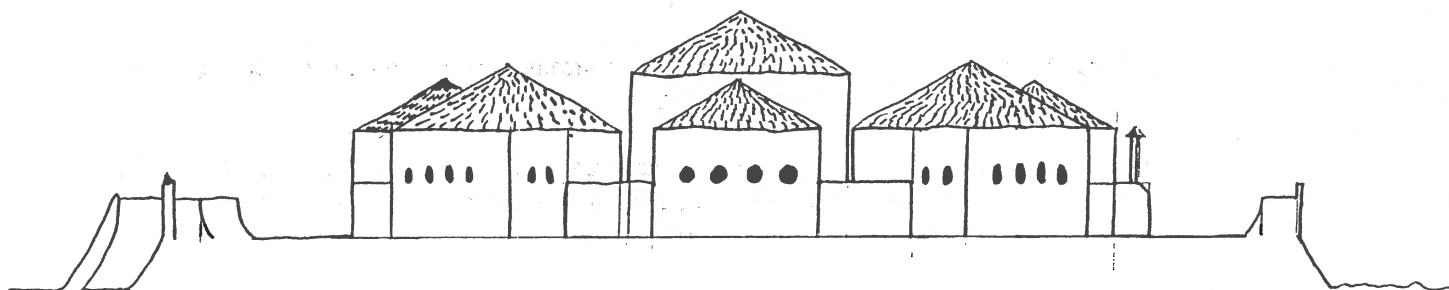
The Citadel



Down to Room 9



← 1 cm →
= 10 feet



View of Citadel Through the Gate

IMPROVED MAGIC IN FANTASY ROLE PLAYING

by Patrick O'Duffy.

Magnus Greylock crouched behind the battlements, breathing hard. The Ghost King's wooden servants would be upon him soon, and if he was captured, the party would be without magical strength. Then they would most likely fall to the undead monarch's evil power. As he lay there, panting, he heard the creaking noise of the wood golem's slow pace. It was but yards away! Magnus looked to his left, to see the oaken thing rounding the side of the tower, stepping slowly but constantly towards him. A fireball was the perfect solution, but Magnus didn't know the fireball spell. In desperation, he quickly muttered a firelighting cantrip, while moving his fingers in the patterns of a telekinesis conjuration. He felt the familiar leaching of energy or *mana* from him. In front of him, a globe of flame appeared, and moved quickly towards the golem. It ignited instantly, and the loathsome thing died without a sound.

Running away from the blazing body, Magnus went down a staircase, heading for the courtyard. As he reached the bottom, he saw another golem lurching towards him from across the court. Flushed with confidence from his earlier success, he went through the procedure again. This time, however, the hastily improvised spell went awry. Fire exploded in Magnus' face, throwing him down into darkness...

* * *

When reading about wizards in fantasy fiction, one thing that struck me was that most of them (Gandalf, Pug, Merlin et al) always seemed to have the right spell for the occasion. However, in most fantasy games, the spells known by a wizard are strictly limited. Without the right spell, wizards are almost useless. In this article, I have tried to provide a few rules for greater magical flexibility.

First, what is magic? I think that the usual assumption is that magic is the manipulation of energy. (The specific nature of this energy tends to differ from game to game.) A wizard manipulates energy by using spells which are usually combinations of words, thoughts, gestures and objects. But it is the wizard who shapes the magic - the spell is just a mnemonic device, or an aid to concentration. In that case, the wizard is taught how to manipulate the magic in a certain way, and the spell is merely an aid in this.

However, shouldn't wizards be able to manipulate energy in any way? This is the idea of improvised magic - casting a spell that is not actually known. Mages warp energy into the patterns that they feel will accomplish their aims, and then hope for the best. But this is dangerous. A failure to cast the spell will still result in a loss of energy, and may even cause a disaster.

Before putting forward some rules for using improvised magic in the AD&D, Role Master and Palladium systems, I will make a few notes on some other game systems:

- Rune Quest:** In Rune Quest, magical ability is bestowed upon people by their deity. In this context, improvised spells don't make sense.
- Warhammer FRP:** I actually meant to include Warhammer in this article, but could not find a copy of it.
- GURPS Magic/Ars Magica:** Both of these games already have rules for improvised magic (and inspired this article).
- Other Games:** Rules can be made up as necessary, although note that priests would not be able to cast improvised magic as their spells are granted by their deities.

AD&D

Only Magic Users (and Illusionists) can use improvised magic, and only spells of a level usable by the wizard can be used.

AD&D spells operate in eight schools: Abjuration, Alteration, Conjunction/ Summoning, Enchantment/Charm, Divination, Illusions, Invocation/ Evocation, and Necromancy. Each spell requires knowledge of one or more schools:

"Improved Magic Use" is a non-weapon proficiency that takes three "slots".

When casting an improvised spell, the wizard must make an Intelligence roll (roll under Intelligence on one d20). There is a +3 modifier to the roll if the wizard has "Improved Magic Use" proficiency, and a -7(!) if not. The wizard's level is also subtracted from the roll. If the roll is successful, then the spell is cast. The wizard then forgets one spell of the same school as the improvised spell. (This means that only spells of schools which are the same as the known spells can be cast.) If more than one school is involved, one spell is forgotten for each school. If the roll is a failure, nothing happens, but the spells are still forgotten as above. If the roll is 19 or 20, then the spells are forgotten, and a magical accident occurs. (Use the effects of a Wand of Wonder.)

ROLEMASTER

Spells are concentrated in certain areas: Elemental, Information, Defensive, Force, Passive, Healing, Mental and Utility. Each area is a different skill.

Development costs for each area are:

Pure Magic User	3/5
Hybrid Magic User	3/8
Semi-Magic User	9
Non Magic User	20

To cast the spell, a static manoeuvre roll is made using the Magical Area skill. The roll is at +1 for every two spells of the same area known to the wizard. Only spells lower than the wizard's level may be cast.

The chance of a critical failure is doubled. (Use Spell Critical Failure Table.)

The Power Cost of an improvised spell is 1.5 x normal (round up).

PALLADIUM

Only Wizards can cast spells. (Warlocks are similar to priests in that they get their power from their elemental deity; Diabolists actually do improvise all their magic to a degree; Summoners must use a set circle pattern; and Mages use their psionics which develop over time.)

The chance of improvising a spell is equal to the Wizard's Scroll Conversion ability. Subtract the level of the spell cast, and add the Wizard's level to the chance. Also add one for each spell known (usually at least six).

The chance of a critical failure is equal to $(100 - \text{spell level})\%$ and up. (For example, a fifth level spell critically fails on a 95-00.) 100% is always a critical failure. Use the Scroll Conversion failure table to determine the effects of the failure.

Use of improvised magic, whether it succeeds or not, counts as one spell use.

AREAS (36)	TURN 3 (romans only)	TURN 4 (non-romans only)	TURN 5 (romans only)
<u>ENGLAND</u>			
WESSEX	ROMANS (1)	SAXONS(1), JUTES (1), BELGAE (1), WELSH (½)	ROMANS (2)
SUSSEX	ROMANS (1)	SAXONS(1), JUTES (1), BELGAE (1), WELSH (½)	ROMANS (2)
KENT	ROMANS (1)	SAXONS(1), JUTES (2), BELGAE (1), WELSH (½)	ROMANS (2)
ESSEX	ROMANS (1)	SAXONS(1), JUTES (1), ANGLES (1), BELGAE (1), WELSH (½)	ROMANS (3)
SUFFOLK	ROMANS (1)	SAXONS(1), ANGLES (1), BELGAE (1), WELSH (½)	ROMANS (2)
NORFOLK	ROMANS (1)	SAXONS(1), ANGLES (1) BELGAE (1), WELSH (2)	ROMANS (2)
LINDSEY	ROMANS (1)	ANGLES (1), WELSH (½), BELGAE(1), BRIGANTES (1)	
NORTH MERCIA	ROMANS (1)	SAXONS (1), ANGLES (1), BELGAE (1), BRIGANTES (1), WELSH (½)	ROMANS (2)
SOUTH MERCIA	ROMANS (1)	SAXONS (1), BELGAE (1), WELSH (½), ANGLES (1)	ROMANS (2)
DOWNLANDS	ROMANS (1)	BELGAE (1), WELSH (½), SAXON (1)	
AVALON	ROMANS (1)	SAXONS(1), BELGAE (1), WELSH (½), IRISH (2)	ROMANS (1)
<u>WALES</u>			
HWICCE	ROMANS (1)	BELGAE (1), SAXON (1), WELSH (½), ANGLES (1)	ROMANS (2)
MARCH	ROMANS (1)	BELGAE (1), SAXONS (1), WELSH (½), BRIGANTES (1)	ROMANS (1)
CHESHIRE	ROMANS (1)	ANGLES (1), BRIGANTES (1), WELSH (½)	ROMANS (3)
YORK	ROMANS (2)	IRISH (2), ANGLES (1), BRIGANTES (1), WELSH (2)	ROMANS (3)
BERNICIA	ROMANS (1)	PICTS (1), WELSH (½), BRIGANTES (1), ANGLES (1)	ROMANS (1)
CUMBRIA	ROMANS (1)	IRISH (2), ANGLES (1), BRIGANTES (1), WELSH (½)	ROMANS (1)
LOTHNIAN	ROMANS (1)	SCOTS (1), ANGLES (1), PICTS (1), BRIGANTES (1)	ROMANS (1)
PENNINES	ROMANS (2)	WELSH (½), ANGLES (1), WELSH (½), BRIGANTES (1)	ROMANS (1)
GALLOWAY	ROMANS (1)	SCOTS (1), ANGLES (1), PICTS (1), BRIGANTES (2), WELSH (½)	
<u>SCOTLAND</u>			
DALRADIA	ROMANS (3)	CALEDONIANS (1), PICTS (1), BRIGANTES (1), SCOTS (1)	
ALBAN	ROMANS (3)	PICTS (1), SCOTS (1)	
MAR		PICTS (1), SCOTS (1)	
MORAY		PICTS (1), CALEDONIANS (1), SCOTS (1)	
SKYE		PICTS (1), CALEDONIANS (1), SCOTS (1)	
CAITHNESS		PICTS (1), CALEDONIANS (2), SCOTS (1)	
ORKNEYS		PICTS (1), CALEDONIANS (2), SCOTS (1)	
HEBRIDIES		PICTS (1), CALEDONIANS (2), SCOTS (1)	
DUNEDIN	ROMANS (3)	PICTS (1), BRIGANTES (1), SCOTS (1)	
STRATHCLYDE	ROMANS (1)	PICTS (1), BRIGANTES (3), SCOTS (4)	

"BRITANNIA" (AH) Player's Aid Kit

Designed by Jack Ford

AREAS (36)

TURN 8

TURN 9

TURN 10

TURN 11

TURN 12

ENGLAND

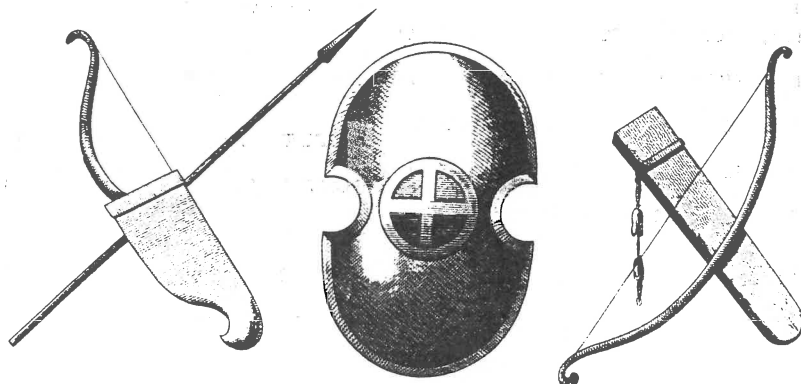
WESSEX			SAXONS (2), WELSH ($\frac{1}{2}$), JUTES (1)	DANES (1)	DANES ($\frac{1}{2}$)
SUSSEX			SAXONS (2), WELSH ($\frac{1}{2}$), JUTES (1)	DANES (1)	DANES ($\frac{1}{2}$)
KENT			SAXONS 1 $\frac{1}{2}$), WELSH ($\frac{1}{2}$), JUTES (2)	DANES (1)	DANES (1)
ESSEX			SAXONS (2), WELSH ($\frac{1}{2}$), JUTES (1)	DANES (1)	DANES (2)
SUFFOLK			ANGLES (1), SAXONS (1), WELSH ($\frac{1}{2}$)	DANES (1)	DANES (2)
NORFOLK			ANGLES (2), SAXONS (1), WELSH ($\frac{1}{2}$)	DANES (1)	DANES (2)
LINDSEY			ANGLES (1), WELSH ($\frac{1}{2}$), BRIGANTES (1)	DANES (1)	DANES (2)
NORTH MERCIA			ANGLES (2+LEADER), WELSH, ($\frac{1}{2}$), BRIGANTES (1)	DANES (1)	DANES (2)
SOUTH MERCIA			ANGLES (1), SAXONS (1), WELSH ($\frac{1}{2}$)	DANES (1)	DANES (2)
DOWNLANDS			SAXONS (2), WELSH ($\frac{1}{2}$)	DANES (1)	DANES ($\frac{1}{2}$)
AVALON			IRISH (1), SAXONS (2), WELSH ($\frac{1}{2}$)	DANES (1)	DANES ($\frac{1}{2}$), NORSE (1)
HWICCE			ANGLES (2), SAXONS (2), WELSH ($\frac{1}{2}$)	DANES (1)	DANES ($\frac{1}{2}$)
MARCH			ANGLES (1), BRIGANTES (1), SAXONS (1) WELSH ($\frac{1}{2}$)	DANES (1)	DANES (1)
CHESHIRE			ANGLES (2), BRIGANTES (1), IRISH (1), WELSH ($\frac{1}{2}$)	DANES (1)	DANES (2), NORSEMEN (1)
YORK	WELSH (6) OR	WELSH (6)	ANGLES (2), BRIGANTES (2), WELSH ($\frac{1}{2}$)		
BERNICIA		ANGLE LEADER	ANGLES (2), PICTS (1), BRIGANTES (2), DANES (1)		DANES (2)
CUMBRIA			WELSH ($\frac{1}{2}$) ANGLES (1), BRIGANTES (3), IRISH (1)	DANES (1)	DANES (2), NORSEMEN (3)
LOTHNIAN			WELSH ($\frac{1}{2}$) ANGLES (2), PICTS (1), SCOTS (1)	DANES (1)	DANES (2)
PENNINES			WELSH ($\frac{1}{2}$) ANGLES (2), BRIGANTES (1), WELSH ($\frac{1}{2}$)	DANES (1)	DANES (2), NORSEMEN (1)
GALLOWAY			ANGLES (1), PICTS (1), SCOTS (1) BRIGANTES (2), WELSH ($\frac{1}{2}$)	DANES (1)	NORSEMEN (1)

WALES

DEVON			IRISH (1), SAXONS (1), WELSH (1)	DANES (1)	DANES ($\frac{1}{2}$)
CORNWALL			WELSH (1), IRISH (1), SAXONS (1)	DANES (1)	DANES ($\frac{1}{2}$)
GWENT			WELSH (1)	DANES (1)	NORSEMEN (1)
POWYS			WELSH (2)	DANES (1)	
CLWYD			WELSH (1)	DANES (1)	NORSEMEN (1)
GWYNEDD			IRISH (1), WELSH (1)	DANES (1)	NORSEMEN (1)
DYFED			IRISH (1), WELSH (1)	DANES (1)	NORSEMEN (1)

SCOTLAND

DALRADIA			PICTS (1), SCOTS (2), BRIGANTES (1) CALEDONIANS (1)	DANES (1) DANES (1)	NORSEMEN (1)
ALBAN			PICTS (1), SCOTS (1)		
MAR			PICTS (1), SCOTS (1)	DANES (1)	NORSEMEN (1)
MORAY			PICTS (1), SCOTS (1), CALEDONIANS (1)	DANES (1)	NORSEMEN (1)
SKYE			PICTS (1), SCOTS (1), CALEDONIANS (1)	DANES (1)	NORSEMEN (2)
CAITHNESS			PICTS (1), SCOTS (1), CALEDONIANS (1)	DANES (1)	
ORKNEYS			PICTS (1), SCOTS (1), CALEDONIANS (2)	DANES (1)	NORSEMEN (3)
HEBRIDIES			PICTS (1), SCOTS (1), CALEDONIANS (2)	DANES (1)	NORSEMEN (3)
DUNEDIN			PICTS (1), SCOTS (2), BRIGANTES (1)	DANES (1)	
STRATHCLYDE			PICTS (1), SCOTS (1), BRIGANTES (4)	DANES (1)	DANES (2), NORSEMEN (1)



AREAS (36)

TURN 13

TURN 14 (norsem
only)TURN 15 (norsem
as in
turn 14)

AREAS (36)	TURN 13	TURN 14 (norsem only)	TURN 15 (norsem as in turn 14)	
<u>ENGLAND</u>				
WESSEX	WELSH (½), JUTES (1), IRISH (1), SAXONS (1)	POINTS ONLY IF NOT SCORED TURNS 12-16	NORMANS (3)	
SUSSEX	WELSH (½), JUTES (1), IRISH (1), SAXONS (1)		NORMANS (2)	
KENT	WELSH (½), JUTES (2), IRISH (1), SAXONS (1)		NORMANS (2)	
ESSEX	WELSH (½), JUTES (1), DANES (2), IRISH (1), SAXONS (1)			
SUFFOLK	WELSH (½), DANES (1), ANGLES (1), IRISH (1) SAXONS (1)		NORMANS (2)	
NORFOLK	WELSH (½), DANES (1), ANGLES (2), IRISH (1) SAXONS (1)		NORMANS (1)	
LINDSEY	WELSH (½), DANES (2), ANGLES (1), IRISH (1) SAXONS (1), BRIGANTES (1)			
NORTH MERCIA	WELSH (½), DANES (2), ANGLES (2), IRISH (1), SAXONS (1), BRIGANTES (1)		NORWEGIANS (3)	
SOUTH MERCIA	WELSH (½), DANES (1), ANGLES (1), IRISH (1) SAXONS (1)		NORMANS (2)	
DOWNLANDS	WELSH (½), DANES (1), IRISH (1), SAXONS (1)			
AVĀLON	WELSH (½), DANES (1), DUBLINERS (1), IRISH (1) SAXONS (1), NORSEMEN (1)		NORSEMEN (½)	NORMANS (1), NORSEMEN (½)
HWICCE	WELSH (½), DANES (1), IRISH (1), SAXONS (1)			NORMANS (1)
MARCH	WELSH (½), DANES (1), ANGLES (1), BRIGANTES (1) IRISH (1), SAXONS (1)			NORWEGIANS (2)
CHESHIRE	WELSH (½), DANES (1), ANGLES (2), DUBLINERS (1) BRIGANTES (1), IRISH (1), SAXONS (1), NORSEMEN (1)		NORSEMEN (½)	NORSEMEN (½)
YORK	WELSH (½), DANES (4), ANGLES (2), DUBLINERS (4) BRIGANTES (1), IRISH (1), SAXONS (1)		NORWEGIANS (5)	
BERNICIA	WELSH (½), DANES (1), ANGLES (2), PICTS (1) DUBLINERS (1), BRIGANTES (1), IRISH (1), SAXONS (1)		NORWEGIANS (2)	
CUMBRIA	WELSH (½), DANES (1), ANGLES (1), DUBLINERS (2½) BRIGANTES (1), IRISH (1), NORSEMEN (3)	NORSEMEN (1½)	NORWEGIANS (2), NORSEMEN 1½	
LOTHNIAN	WELSH (½), DANES (1), ANGLES (2), PICTS (1) SCOTS (1), IRISH (1)			
PENNINES	WELSH (½), DANES (1), ANGLES (2), BRIGANTES (1) IRISH (1), SAXONS (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
GALLOWAY	WELSH (½), DANES (1), ANGLES (1), PICTS (1) SCOTS (1), BRIGANTES (1), IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
<u>WALES</u>				
DEVON	WELSH (1), DANES (1), IRISH (1), SAXONS (1)			
CORNWALL	WELSH (1), DANES (1), IRISH (1), SAXONS (1)			
GWENT	WELSH (1), DUBLINERS (1), IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
POWYS	WELSH (2), IRISH (1)			
CLWYD	WELSH (1), IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
GWYNEDD	WELSH (1), IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
DYFED	WELSH (1), DUBLINERS (1), IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
<u>SCOTLAND</u>				
DALRADIA	CALFYONTIANS (1), PICTS (1), SCOTS (2), DUBLINERS (1), BRIGANTES (1), IRISH (1),	NORSEMEN (½)	NORSEMEN (½)	
ALBAN	PICTS (1), SCOTS (1), IRISH (1), NORSEMEN (1)			
MAR	PICTS (1), SCOTS (1), IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
MORAY	CALEDONIANS (1), PICTS (1), SCOTS (1), IRISH (1) NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	
SJYE	CALEDONIANS (1), PICTS (1), SCOTS (2), IRISH (1)			
CAITHNESS	CALEDONIANS (1), PICTS (1), SCOTS (1), IRISH (1)			
ORKNEYS	CALEDONIANS (2), PICTS (1), SCOTS (1), IRISH (1) NORSEMEN (3)	NORSEMEN (1½)	NORSEMEN (1½)	
HEBRIDIES	CALEDONIANS (2), PICTS (1), SCOTS (1), IRISH (1) NORSEMEN (3)	NORSEMEN (1½)	NORSEMEN (1½)	
DUNEDIN	DANES (1), PICTS (1), SCOTS (2), BRIGANTES (1) IRISH (1)			
STRATHCLYDE	DANES (1), PICTS (1), SCOTS (1), BRIGANTES (5) IRISH (1), NORSEMEN (1)	NORSEMEN (½)	NORSEMEN (½)	

AREAS (36)

TURN 16(norman points only if william lives)

ENGLAND

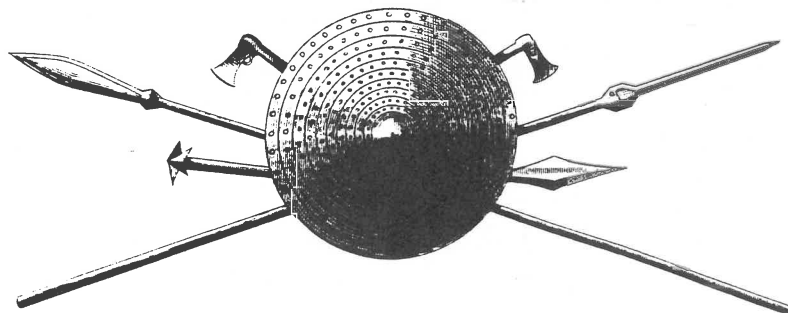
WESSEX	BELGAE (1), NORMANS (1), WELSH (½), JUTES (1), DANES (1) IRISH (1), SAXONS (1), NORSEMEN (1), DUBLINERS (½), NORWEGIANS (1)
SUSSEX	BELGAE (1), NORMANS (1), WELSH (½), JUTES (1), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
KENT	BELGAE (1), NORMANS (1), WELSH (½), JUTES (2), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
ESSEX	BELGAE (1), NORMANS (1), WELSH (½), JUTES (1), DANES (2), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
SUFFOLK	BELGAE (1), ANGLES (1), NORMANS (1), WELSH (½), DANES (1), IRISH (1), SAXONS (1) NORSEMEN (1) UDUBLINERS (½), NORWEGIANS (1)
NORFOLK	BELGAE (1), ANGLES (2), NORMANS (1), WELSH (½), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
LINDSEY	BELGAE (1), ANGLES (1), NORMANS (1), WELSH (½), DANES (2), BRIGANTES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
NORTH MERCIA	BELGAE (1), ANGLES (2), NORMANS (1), WELSH (½), DANES (2), BRIGANTES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
SOUTH MERCIA	BELGAE (1), ANGLES (1), NORMANS (1), WELSH (½), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
DOWNLANDS	BELGAE (1), NORMANS (1), WELSH (½), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1) DUBLINERS (½), NORWEGIANS (1)
AVALON	BELGAE (1), NORMANS (1), WELSH (1), WELSH (½), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1), DUBLINERS (1), NORWEGIANS (1)
Hwicce	BELGAE(1), NORMANS (1), WELSH (1), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1), DUBLINERS (½), NORWEGIANS (1)
MARCH	BELGAE (1), ANGLES (1), NORMANS (1), WELSH (1), DANES (1), BRIGANTES (1), IRISH (1), SAXONS (1) NORSEMEN (1), DUBLINERS (½), NORWEGIANS (1)
CHESHIRE	BELGAE (1), ANGLES (2), NORMANS (1), WELSH (1), DANES (1), BRIGANTES (1), IRISH (1), SAXONS (1) NORSEMEN (1), DUBLINERS (1), NORWEGIANS (1)
YORK	BELGAE (1), ANGLES (2), NORMANS (1), WELSH (½), DANES (4), BRIGANTES (1), IRISH (1), NORSEMEN (1) DUBLINERS (4), NORWEGIANS (1)
BERNICA	BELGAE (1), ANGLES (2), NORMANS (1), WELSH (½), DANES (1), BRIGANTES (1), IRISH (1), NORSEMEN (1) DUBLINERS (1), NORWEGIANS (1)
CUMBRIA	BELGAE (1), ANGLES (1), NORMANS (1), WELSH (½), DANES (1), BRIGANTES (1), IRISH (1), NORSEMEN (1) DUBLINERS (2½), NORWEGIANS (1)
LOTHNIAN	BELGAE (1), PICTS (1), ANGLES (2), NORMANS (1), WELSH (½), DANES (1), BRIGANTES (1), IRISH (1), NORSEMEN (1) SCOTS (2), DUBLINERS (½), NORWEGIANS (1)
PENNINES	BELGAE (1), ANGLES (2), NORMANS (1), WELSH (½), DANES (1), BRIGANTES (1), IRISH (1), SAXONS (1), NORSEMEN (1), DUBLINERS (½), NORWEGIANS (1)
GALLOWAY	BELGAE (1), PICTS (1), ANGLES (1), NORMANS (1), WELSH (½), DANES (1), BRIGANTES (1), IRISH (1), NORSEMEN (1) SCOTS (2), DUBLINERS (½), NORWEGIANS (1)

WALES

DEVON	BELGAE (1), WELSH (1), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1), DUBLINERS (½)
CORNWALL	BELGAE (1), WELSH (1), DANES (1), IRISH (1), SAXONS (1), NORSEMEN (1), DUBLINERS (½)
GWENT	BELGAE (1), WELSH (1), IRISH (1), NORSEMEN (1), DUBLINERS (1)
POWYS	BELGAE (1), WELSH (2), IRISH (1), NORSEMEN (1), DUBLINERS (½)
CLWYD	BELGAE (1), WELSH (1), IRISH (1), NORSEMEN (1), DUBLINERS (½)
GWYNEDD	BELGAE (1), WELSH (1), IRISH (1), NORSEMEN (1), DUBLINERS (½)
DYFED	BELGAE (1), WELSH (1), IRISH (1), NORSEMEN (1), DUBLINERS (1)

SCOTLAND

DALRADIA	PICTS (2), CALEDONIANS (1), BRIGANTES (1), IRISH (1), NORSEMEN (1), SCOTS (2), DUBLINERS (1)
ALBAN	PICTS (3), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)
MAR	PICTS (3), CALEDONIANS (1), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)
MORAY	PICTS (3), CALEDONIANS (1), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)
SJYE	PICTS (2), IRISH (1), NORSEMEN (1), SCOTS (2), DUBLINERS (½)
CAITHNESS	PICTS (2), CALEDONIANS (1), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)
ORKNEYS	PICTS (1), CALEDONIANS (2), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)
HEBRIDIES	PICTS (1), CALEDONIANS (2), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)
DUNEDIN	PICTS (2), DANES (1), BRIGANTES (1), IRISH (1), NORSEMEN (1), SCOTS (2), DUBLINERS (½)
STRATHCLYDE	PICTS (1), DANES (1), BRIGANTES (5), IRISH (1), NORSEMEN (1), SCOTS (1), DUBLINERS (½)



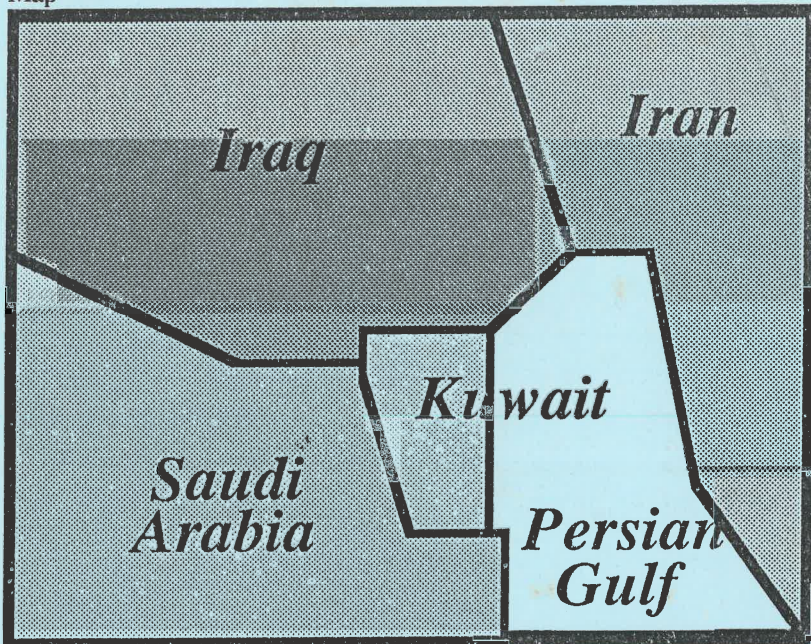
IRAQ - KUWAIT WAR

Concept and design: Keith Fainges
Development and playtesting: Paul Kinsler

© QUGS 1990

(1.0) Equipment

(1.1) Map



Iraqi Units



x45



x5

Kuwaiti Units



x1

(1.2) Counters

Iraq: 45 x (9 - 1) Infantry, 5 x (9 - 1) Armour; Kuwait: 1 x (1 - 1) Infantry.

The first number is the combat strength of the unit, and the second is its movement allowance.

(2.0) Turn Sequence

(2.1) Setup. All Iraqi units are placed inside Iraq, and all Kuwaiti units inside Kuwait.

(2.2) Iraqi movement.

(2.3) Combat.

(2.4) Kuwaiti movement.

(2.5) Combat.

(2.6) If any Kuwaiti units remain in Kuwait repeat steps (2.2) to (2.6)

(2.7) Victory determination. If there are no Kuwaiti units inside Kuwait, Iraq has won.

(3.0) Movement

(3.1) Each unit can either remain where it is, or be moved into an adjacent area.

(3.2) Units may not enter the Persian Gulf.

(3.3) Iraqi units may not enter Saudi Arabia or Iran.

(4.0) Combat

(4.1) Combat occurs when units of opposing sides are in the same area.

(4.2) First, the attacker calculates the total amount combat strength points of the attacking force in the area, and the defender calculates the total amount of combat strength points of the defending force in the area. The attacker then rolls a six-sided dice for every six attacking combat strength points and the defender rolls a six-sided dice for every five defending combat strength points. All fractions are rounded up. If more than five (5) is rolled on a combat dice, one opposing unit in the area is eliminated.

(4.3) A unit which is not eliminated may, at the owners option, retreat into any adjacent area. Units can only retreat into an area that does not contain any units belonging to the opposing side.

(5.0) Optional Rule

(5.1) Chemical Warfare: Add three (3) to all Iraqi combat die rolls.