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THIS ISSUE
FEATURES:

THE
MONGOL
ARMIES.

GAZZA '5'91.

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EDITORIAL

Welcome again to another issue of the *Queensland Wargamer*. We have lots of wonderful stuff for you in this issue. If you feel that we haven't adequately covered your favourite area of gaming, you can readily correct this by writing some articles for the magazine. What we get is what we print. What we get this time seems quite good, so read and enjoy it.

Our older members will have noticed that the physical condition of the magazine has been getting better over the years, with better printing, better type-setting, and better staples. (Remember when the magazine fell apart at a touch?) This is largely a result of better technology and practice. To avoid losing all of this great practice, we have begun our future-editor training program. This work was very easy for me to produce as most of the work was done by my assistant editor, Nick Lawrence (apart from the type-setting, most of which was done by the secretary, Taina Nieminen). And now for a word from Nick . . .

Timo Nieminen

ASSISTANT EDITORIAL

Decipher those obscure military symbols, convert characters between game systems, and learn the art of bell-ringing from a distance - all this in your new Mongol-sized *Wargamer*! Mongols tend to be short, scruffy people, and while this issue is short, there is nothing scruffy about it. Both our cover and our major story are devoted to an excellent description of the Mongol armies. Our Mongol cover is a true work of art, thanks to Garry Knox, who I'm hoping to turn into a regular.

This issue is a first in that all the articles were type-set on one computer (Macintosh Classic), and were printed on a letter quality (that is, laser writer quality) printer, so that it has that professional, spiffy look.

We've continued our recent tradition of a mini-game on the back cover. We also have a lift-out at the back for *Wargamers*. (Undo the staples, lift off the back cover, lift out the lift-out, put the back cover back on, and bend down the staples.) What we don't have are game modules, fiction, or puzzles. If you're stuck for ideas on what to contribute, that is what we want.

Nick Lawrence

THE MONGOL ARMIES

The Mongols for centuries have led a nomadic existence of herding and hunting on the wide grassy plains of Mongolia. This nomadic existence in a harsh environment has produced a strong and hardy race who traditionally live in close tribal groups or clans. Up until the thirteenth century the Mongols were divided into many separate clans. These would occasionally unite in times of war but they remained essentially separate tribal groups. This was to change with the emergence of the great Mongol leader, Temujin or as he later came to be known, Genghis Khan. Born in 1167, Temujin, starting with almost nothing, gained control of the leadership of his family clan after much hardship and struggle. Through his determination and leadership abilities he united the Mongol tribes and turned the nomad peoples into a powerful fighting force: an army which would create one of the largest empires in history. At its height this empire stretched from Russia and Hungary to South China. There were several reasons for their spectacular military success.

Perhaps one of the most basic reasons for their success were the individual nomads within the Mongol armies. From infancy the Mongol tribesmen were taught the skills necessary for survival in nomadic society, namely horsemanship and archery. Before starting to walk, Mongol infants were taught the basic principles of riding by being put on the backs of sheep. Used both for hunting and herding, the Mongolian pony was an essential part of the nomadic life of the Mongols. Although only relatively small in size, the ponies of the Mongols were tough and wiry creatures.¹ These ponies were able to withstand extreme temperatures, and to support themselves off the land by grazing. Pony and mounted archer made a truly fearsome partnership.

Hunting was still an important means of existence for the nomads, thus archery was an essential skill. The Mongols used short compound bows made of several sections of wood wrapped around a central core, tipped with bone or horn. These bows had a heavy draw and were extremely powerful and accurate.² Quivers contained different sized arrows for long and short range targets. Hunting skills with the bow were acquired at an early age and Mongol nomads became excellent mounted archers. A letter by the German emperor Frederick II to the kings of Europe shows the admiration and fear with which the Mongol archer was regarded by other nations.

they are incomparable archers. The bow is a more familiar weapon to them than to any other people. From their regular use of it, their arms are stronger than other people and they have entirely subdued nations because of this.³

Mongols showed strong and dedicated loyalty to clan and tribal leaders. Mongol troops were not paid a regular salary, but instead fought out of tribal loyalty and the desire for war and plunder.

¹ The size of the average pony was about thirteen to fourteen hands in height. See E.D. Phillips, *The Mongols* (London: Thames and Hudson, 1969) p.54.

² Many authors give a figure of 160 pounds for the draw of a Mongol bow. This is extremely heavy and is almost certainly an exaggeration. See J.J. Saunders, *The History of the Mongol Conquests* (London: Routledge and Kegan Paul, 1974) pp.64-65.

³ T. Newark, *The Barbarians: Warriors and Wars of the Dark Ages* (London: Blandford Press, 1985) p.138.

The Mongolian ponies under the control of their masters were an essential part of the army. As nomadic horsemen the Mongols cared little for infantry. Every Mongol warrior during a campaign brought with him a number of horses. After a day's ride the Mongol pony was given three to four days rest, hence the need for spares. This is very important; it is easy to forget, now that we so rarely see working horses, how quickly a grass fed horse which is used every day loses condition. It is possible to ride a horse every day, day after day, without it breaking down, but only if the animal is fed large quantities of high energy food like oats. The rule of thumb in 19th century armies was that a working horse needs twenty two pounds of feed every day. The enormous animals European knights rode must have needed even more which was why feudal armies could not stay in the field for very long.⁴

The Mongol armies on average travelled fifteen miles a day. This comparatively slow rate of progress was due to the need for the ponies to graze.⁵ During campaigns the ponies not only supported themselves but also fed the Mongol warriors. Several products made from mares' milk, horse meat and even blood tapped from the living animals' veins were essential parts of the Mongol warriors diet. Game was hunted by the mounted warriors. While moving at a slower pace than other mounted armies, the Mongol army was an entirely self supporting body. This was a great advantage as it allowed the army to travel and conquer vast distances without the constraint of a supply column. All they needed was pasture for the horses. Campaign routes were therefore carefully planned according to the terrain and the season.

Perhaps the most important reason for the Mongols' great military success was the organisation and discipline imposed on the army by Genghis Khan. The organisation of the Mongol army in its early stages was based largely on the traditional clan system. As the army grew and began to incorporate members of different races, Genghis Khan replaced the traditional clan structure with a decimal system of military administration. The full campaign strength of approximately one million a *tuk*, was divided into units of ten thousand called *touman*. Further subdivisions of one thousand, one hundred, and ten, were also used. Through this regimented system orders could be given to the entire army quickly and efficiently. The leaders of the Mongol armies made great use of signals to issue instructions. Flags and standards, lanterns at night, large kettle drums and special signalling arrows were all used to direct the troops.⁶

Discipline within the army was severe but practical and its harsh nature was generally not minded by the Mongols. The soldiers' weapons and personal kits were inspected regularly.⁷ If the equipment and weaponry were not up to the prescribed standard, the individual was punished. Military crimes such as unauthorised plundering, desertion and sleeping on guard were punishable by death. Officers were removed from their positions for not controlling their men and for failing to attend the Khan's addresses. At the same time rewards for service were also given. Gifts of wealth were granted for outstanding merit in the field. Recognition of leadership qualities and vision in a soldier led to promotion.

⁴ C.B. Bredt. Personal communication.

⁵ Alexander the Great's army travelled twenty miles a day, and Napoleonic European armies travelled up to thirty miles a day. See J. M. Smith, "Ayn Jalut: Mamluk Success or Mongol failure?" *Harvard Journal of Asiatic Studies*, 44 no.2 (1984): 312-313.

⁶ The large kettle drums were mounted on camels during battle. See Phillips, *The Mongols*, p.56.

⁷ The personal kit of the Mongol soldier included a small tent, leather flasks, an iron pot, rations, a rope, a file, a hatchet and a change of clothing. See J.J. Saunders, *The History of the Mongol Conquests*, p.60.

Genghis Khan personally appointed men with these qualities as *orlocs* or generals of the army. Such men included the great commanders Subedai and Jebe who were brilliant strategists and tacticians.

The tactics used by the Mongols in battle made full use of the abilities of the nomadic horsemen through the strict organisation and discipline of the commanders. The standard procedure for the Mongol attack formation involved successive cavalry waves. Depending on the situation the initial frontal attack was made by the light or heavy cavalry who engaged the enemy with swords, spears and lances. This was followed by the main assault of the mounted archers who moved through the enemy firing at close range. Finally the third wave of heavily armoured cavalry moved through the dispersing archers wiping out what was left of the enemy forces. Other common tactics included swift outflanking manoeuvres and false retreats. Marco Polo in his accounts of the Mongols describes their tactics:

They are never ashamed to have recourse for flight. They manoeuvre freely, shooting at the enemy, now from that. ... When they are pursued and take to flight, they fight as well as they are face to face with the enemy. When they are fleeing at top speed, they twist round and let fly their arrows to such good purpose that they kill the horses of the enemy and the riders too.⁸

These tactics came as a shock to many nations. The Europeans in particular were totally devastated by the sweeping cavalry tactics of the Mongols. At the battle of Leignitz in 1241 a combined force of Teutonic, Silesian and Polish knights met the Mongol armies in battle. The primitive tactics of the medieval European armies were no match for the Mongols. A feigned flight drew a disastrous charge from the European knights, who were surrounded and crushed by the Mongol heavy infantry. The Mongol tactics were equally effective against the organised and well trained armies of China and Khwarizm. The great Chin fortress of Chu Yung Kuan was captured in 1211 by a feigned flight. The Chinese garrison pursued the withdrawing Mongols who suddenly reversed direction and defeated the garrison in open battle. In the final battle of Genghis Khan's campaign against Khwarizm, the Persian and Turkish forces of the Shah Jelal-ad-din met the Mongols at the Indus river. Once again the swift outflanking cavalry tactics of the Mongols circled the Shah's armies and drove them into the river.

The Mongols, being a nomadic race, lacked the technology for siege warfare. Under the leadership and direction of Genghis Khan, the Mongols acquired the principles of siege warfare very quickly. Lacking the expertise and knowledge themselves, when the Mongols took prisoners they sorted out anyone with technical knowledge such as artisans, craftsmen and miners. These prisoners, mostly Chinese and Turks, were then drafted into the engineering corps. Siege techniques such as sapping, moat filling, towers, battering rams and catapults that slung stones and incendiaries were rapidly developed and used with deadly proficiency. Siege warfare played a very large role in many campaigns, particularly those against the Chin and Sung in China, and Khwarizm. Many rulers chose not to engage the Mongols in open warfare but to hold out against them from behind fortress walls. But with their engineering corps the Mongols were equally adept at ruthlessly destroying cities as they were at defeating armies.

In their military conquests the Mongols made great use of two of the most important principles of psychological warfare: deception and intimidation. Before an

⁸ Marco Polo's *Travels*, translated by R. Latham as *The Travels* (Harmondsworth: Penguin, 1958) pp.99-100.

invasion began, spies were sent along the trade routes to gather information and to spread rumours and lies. In the majority of their campaigns the Mongols were outnumbered by the opposing forces. The actual numbers of troops in the invasion forces were disguised by various techniques. The armies used smoke screens and spread out formations to prevent accurate judgement of their numbers.

However it was the fear of the ruthless brutality of the Mongol armies which proved to be the most effective psychological weapon. No mercy at all was shown to armies or cities who refused to surrender to the Mongols. Cities which fought on faced the eventual doom of total destruction and the massacre or enslavement of its inhabitants. Showing mercy in such situations was a punishable offence and tallies were kept of the slaughter by counting ears cut off the enemies dead corpses. Reports of such occurrences did little to encourage rulers faced with the prospect of a Mongol invasion. Many chose to comply with the Mongol demands of a complete surrender rather than risk the consequences of resistance.

These strategies enabled the Mongol armies to conquer a vast territory. The history of the Mongol campaigns was marked by only two major defeats. The expeditions launched against the Mamluk armies of Egypt and against the Japanese resulted in failure for the Mongol armies. From these failures, much can be learned about the strengths and weaknesses of the Mongol armies of the second half of the 13th century.

After the Mongols subjugated the Muslim kingdoms of Persia and the Seljuk Turks, only the Mamluks of Egypt remained to the Mongols as a centre of Muslim resistance. In 1260, a Mongol army under the General Kitbugha moved south from Syria through Palestine towards Egypt. The Mongols were met by an Egyptian army commanded by the General Baybars at Ayn Jalut. Baybars had an extensive knowledge of Mongol tactics and effectively used this knowledge against them. Using the Mongol tactic of the feigned flight, Baybars' army forced the Mongol army to retreat. Organised groups of Mamluk archers took a heavy toll of the Mongol ranks. The Mongols were pursued relentlessly and their General Kitbugha was captured and beheaded.

The second disastrous campaign was Khubilai Khan's expedition against Japan. In 1268 Khubilai Khan turned his attention to Japan and ordered the construction of an invasion fleet. The fleet was constructed by the Chinese and the Koreans and was launched in 1274. The fleet approached Japan from the south and two small islands were taken easily. The main force then landed on the larger island of Kyushu and open battle with the Samurai forces took place. The Japanese realised that the traditional methods of Samurai warfare were of little use against the Mongols and withdrew behind the walls of their fortresses.⁹ The onset of winter and a shortage of supplies forced the Mongols to withdraw to their ships. A sudden storm sprang up and destroyed the retreating fleet.

Despite this failure, a second expedition consisting of two fleets was launched in 1279. When it reached Japan, the first fleet found a prepared Japanese army who had constructed a long chain of fortifications. The determined Samurai, with the help of these walls, repulsed all the attempts by the Mongol fleet to establish a large beachhead. As the second invasion fleet advanced towards Japan it was

⁹ Particularly unsuccessful was the Samurai ritual of stepping forward and challenging the enemy to single combat. The Mongols simply shot them. See I. Bottomley and A.P. Hopson, *Arms and Armour of the Samurai* (London: Bison Books, 1988) p.49.

destroyed by another sudden storm. This "divine wind" or *Kami Kaze* as the Japanese named it, wiped out most of the fleet leaving only a few ships to limp back to the Asian mainland. Isolated pockets of Mongol forces were trapped on the Japanese coast, and fought on grimly to their eventual death at the blades of the Samurai.

In examining these two disastrous campaigns, similarities can be drawn between the elements which led to defeat. In both campaigns heavy use was made of foreign troops. It must be remembered that there were only ever about a hundred thousand Mongol troops at any one time.¹⁰ As the army conquered more and more territory, more foreign troops were used within the army. By the second half of the 13th century the widespread use of foreign troops resulted in them outnumbering the actual Mongols within the Mongol army. The expedition against the Mamluks consisted largely of Turks and Persians under Mongol officers. In the invasion of Japan, the bulk of the troops were Chinese and Korean, supplemented by Mongols. The invasion fleets were captained by Chinese and Korean admirals, and the rivalry between these two groups was a major influence in the disastrous nature of the campaign. The foreign troops mostly lacked the traditional loyalty and nomadic fighting qualities that so characterised the Mongol armies.

A second common feature which led to disaster in both campaigns was the physical environment. The expedition against the Mamluks had to cross the dry terrain of Palestine. There was simply not enough pasture for a large Mongol army, so a force of only ten thousand was used. As a result the Mongols were outnumbered by the Mamluk army of twelve thousand.¹¹ Water, another important requirement for the Mongols, was also scarce. The Egyptians made the situation worse by disguising the routes to oases and wells, and fouling and spoiling other water sources. With the Japanese invasion, the sea and the dangers associated with it proved too great a barrier for the Mongols. The Mongols, as a nomadic race of horsemen, fought most effectively in grassy flat terrain. Situations such as the oppressive heat of India, the jungles of South East Asia and the swamps of Sung China were physical elements which caused much hardship for the Mongol armies.

The leadership of both campaigns can be described as poor. Had the campaigns against the Mamluks been led by figures such as Genghis Khan or Subedai, the outcome would almost certainly have been different. A leader with the tactical skills of Genghis Khan or Subedai would surely not have been defeated by the use of one of their own standard manoeuvres. As mentioned before, the reliance of the Mongols on the Chinese and Korean admirals of the Japanese invasion fleet caused problems which contributed to its disastrous end.

It is also possible that by the second half of the 13th century the initial shock of the Mongol invasions was dying away. The tactics of the Mongols had become well known and individuals such as General Baybars were beginning to develop defensive techniques that were effective against them. The impetus of the Mongol conquests had been the nomadic skills of the Mongols combined with the brilliant tactical knowledge of Genghis Khan and his generals. The disastrous nature of the campaigns against the Mamluks and the Japanese suggest that by this stage the impetus had to a large extent disappeared. It can be said that from this stage on,

¹⁰ R. Grousset, *Conqueror of the World* (Edinburgh: Olive and Boyd, 1967) p.120.

¹¹ J.M. Smith, "Ayn Jalut," pp.340-342.

the Mongols were more concerned with ruling and consolidating their empire rather than with the conquest of new territory.

What can definitely be said is that through the creation of their empire the Mongol armies had altered the course of European and Asian history. Before the Mongol invasions, the Western view of Asia was of a distant, almost mythical land. The threat of the Asian invaders brought the East to widespread European attention. The two cultures were thus brought sharply into contact with each other, resulting in an exchange of ideas and technologies. It is ironic that, through the destructive and bloody campaigns of Genghis Khan and his Mongolian armies, civilisation as a whole, both in Asia and Europe, ultimately benefited.

Roger Ford

Further Reading

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NON-LETHAL COMBAT IN AD&D

If these suggested rules are used, they should supercede all non-lethal combat (including disarming) rules in first or second edition AD&D.

Using a weapon to knock an opponent out

1. Players must state their intention.
2. Combat proceeds normally, with damage divided as:
Half real damage (i.e. hp regained at 1 per day)
Half temporary damage (regained at 1 hp per hour; any odd point adds onto this damage).
3. Once total damage reduces a character's hit points to 0 or below, that character is unconscious, but not dead. (Optional rule: if hit points are reduced to -4 then the attacker has accidentally killed their opponent.)

Note: Only **blunt** weapons can be used in this way. A sword in its scabbard, or the hilt of a sword count as blunt weapons, but the flat of an unsheathed sword cannot be used as a blunt weapon. (A normal sword will break if the flat is used to hit something.)

Unarmed combat

There is a difference in the amount of damage done by characters trained (i.e. proficient) in unarmed combat, and those not so trained:

	Untrained	Trained
Punch (2 per round)	d2	d3
Kick (1 per round)	d4	d6

The damage is divided into real and temporary damage as explained above, regardless of whether this is the intention of the player or not. (An unconscious character can, of course, be automatically killed.)

Grappling: holds and joint locks (with or without weapons)

A character cannot make an attempt unless they are proficient in either unarmed combat, or have a relevant weapon proficiency (e.g. chain).

1. Players must state their intention
2. Players roll to hit (d20) at -5. The only bonus that their opponents receive to AC is DEX bonus (i.e. no armour bonus, no magical defence bonus).
3. If the hold is successful (i.e. a successful to hit roll), future rounds give the grappler automatic hits.

Opponents' possible responses

1. If the opponent is untrained in unarmed combat, they can try to break free using the Strength/Level Difference table. In this case, the untrained defender counts only their strength, while the trained attacker adds strength to level. For example, a 5th level fighter (proficient in unarmed combat) with strength of 12

attacks a 4th level fighter (not proficient in unarmed combat) with a strength of 18/02. The difference in strength/level is 17 vs 18, giving the advantage to the stronger, nonproficient fighter (who has a 55% chance of breaking free).

2. If the opponent is proficient in unarmed combat, then they may choose to either:
 - (a) Break free, as described above, but adding their level to strength. In the above example, if the 4th level fighter was also proficient in unarmed combat, the strength/level difference would become 17 vs 22, giving the stronger fighter a 75% chance of breaking free.
 - (b) Counter grapple. If this is successful, they will also have automatic hits in future rounds.

Attacking an opponent's weapon

1. Players must state their intention.
2. Players roll to hit the weapon (d20). Opponents receive AC bonuses due to DEX and magical protection (i.e. armour does not protect the weapon).
3. Roll damage as normal (+ any bonuses - strength or magical). If the total is the maximum damage possible for the attacker's weapon, then the opponent's weapon is broken. (Unless the opponent's weapon is magical, in which case its pluses add to the damage required to break it.)

Note: Not all weapons can be broken, and not all weapons can be used for this form of attack.

Weapons that can be attacked

Swords, and other brittle bladed weapons

sword)

Wooden weapons

(This includes wooden weapons with metal heads, but excludes them if the shafts are protected by metal extensions.)

Weapons that can attack them

Staff/light stick

Magic sword

Good quality sword (i.e. expensive

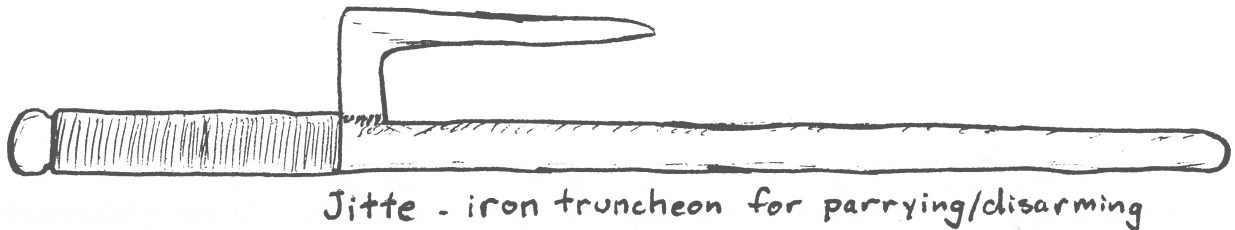
Any fast moving bashing weapon

Edged weapons

Disarming

1. Successful grapple followed by a successful roll on the Strength/Level Difference Table. (This represents pinning the weapon, followed by taking it away from the opponent.) All fighters can add their level to strength in this category. For example, a 17th level fighter with a strength of 14 tries to disarm a 9th level fighter with a strength of 17. The difference in strength/level is 31 vs 26, or 5 in the favour of the higher level fighter, who has a 75% chance of taking the opponent's weapon away, if they grapple successfully in the first place.

2. Specialist disarming weapons.
For example, chain,



The character must be proficient in these weapons to use them (i.e. no proficiency, no attempt). Then:

- (a) Roll to hit (d20). Opponent receives DEX and magical bonuses to AC.
- (b) Make a successful roll on the Strength/Level Difference Table. All defending fighters add level to strength. All attackers (who will have proficiency, else they cannot make the attack) add level to strength (regardless of character class).

Note: Two handed weapons can only be disarmed with a two handed disarming weapon.

STRENGTH/LEVEL DIFFERENCE TABLE

Difference	Roll Needed (d20)	% chance
-9	20	5%
-8	19	10%
-7	18	15%
-6	17	20%
-5	16	25%
-4	15	30%
-3	14	35%
-2	13	40%
-1	12	45%
0	11	50%
1	10	55%
2	9	60%
3	8	65%
4	7	70%
5	6	75%
6	5	80%
7	4	85%
8	3	90%
9	2	95%
10	1	Automatic

MYSTICAL MARTIAL ARTS

(For those who aren't interested in realism)

Red Sand Palm

Without touching an assailant's body, the adept of Red Sand Palm technique merely makes signs of rubbing or striking at him with the palm of one's hand from a distance and the receiver will be injured. The wound will cause irreparable damage. Death usually follows in ten to fifteen days.

The first requirement to achieve this distance killing practice is a basin full of very small-grained sand. (The red sand found in China is extremely fine grained, hence the name, Red Sand Palm.) Using both hands, scoop up some of the sand. Close the palms over it. Then, in a grinding motion, attempt to pulverize the sand grains. Mentally decide that not a single grain will sift through the hands until it has been reduced to powder. For best results, the practice session should continue with more scoops of sand until one is exhausted. Perform this exercise daily until, after a few years, the rubbing motion of the empty palms, even a few inches from the basin, can move the sand in it.

Then refill the basin with coarse-grained sand. Repeat the same procedure for several more years until the sand moves when rubbing the empty hands a foot away from the basin. Next, use iron beads followed by iron balls weighing approximately five pounds. When one is able to rub sharply the palms two or three feet over the basin and cause just one iron ball to bounce out, the art will be accomplished.

Should a Red Sand Palm expert be forced to use the palms to strike an attacker at a distance, depending on the sharpness of the rubbing or striking hand motion, the opponent would "either collapse dead on the spot or die within two weeks." However, it is believed that this art is so rare that no one in modern history has mastered it, although there are a few who continue to try.



One Finger Kung

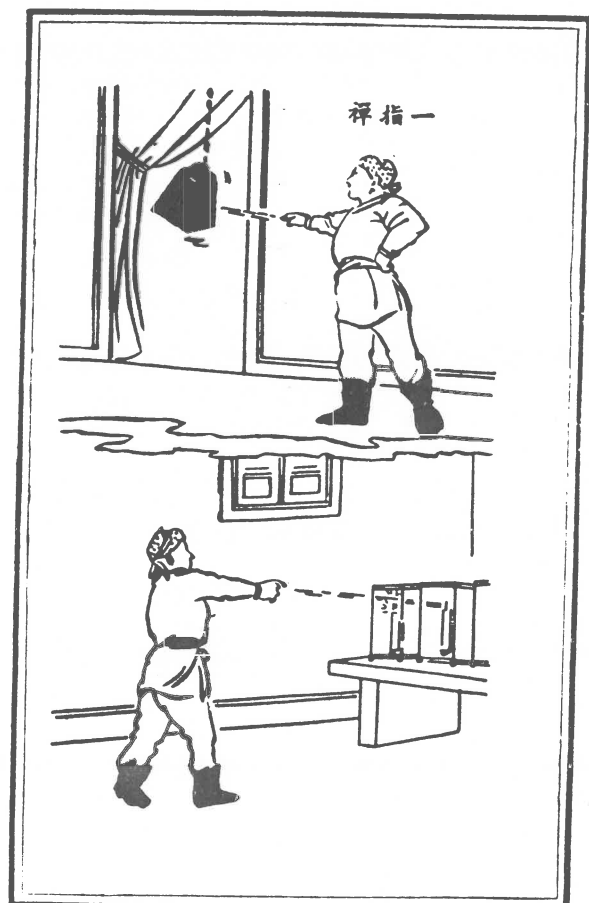
This single finger concentration exercise is similar in function to Red Sand Palm. Begin the practice by suspending a heavy iron bell, a hundred pounds or more, to chest level in the middle of a hallway of one's home. Poke the bell with the right forefinger to make way every time one passes it. Initially, the weighty cup-shaped vessel will not readily respond to finger strikes, but with determined practice the bell will begin to sway back and forth from what seems to be a mere touch. And after two to three years of focused training, the bell will give way by poking at it sharply from two feet away. At this stage one will also be able to ring the bell by concentrated poking at the bell's hammer from a yard away.

After the bell ringing is accomplished, the next training level calls for the placing of a lighted candle in a quiet room. Stand between ten and twenty feet away from the candle and point at the flame with the right forefinger. At first the candle only flickers normally, but after disciplined practice for several years, depending on one's mental effort, one's finger pointing will extinguish the flame.

Then place a candle inside a paper lantern and practice by pointing at the flame until it wavers unsteadily and dies while the lantern remains undisturbed. Next, attempt it with a glass lamp. If one can mentally manage to put out the flame by pointing at it without breaking the glass, he will have mastered the art.

At this advanced level, should the forefinger be aimed at an opponent, even though separated by a door, he still could be injured or destroyed. The Chinese considered One Finger Kung, which they say never missed, to be superior to Red Sand Palm.

(From David Chow and Richard Spangler, *Kung Fu: History, Philosophy and Technique*, New York: Doubleday, 1977.)



GURPS TO CHAMPIONS

A System for Converting Characters from GURPS to Champions

Both GURPS and Champions are reasonably popular generic role playing systems, and while Champions concentrates on superheroes and GURPS concentrates on hero power levels (such as Indiana Jones, or a typical D&D character), a system for converting a character from one FRP to the other would be convenient. This article presents a system for converting heroes from GURPS to Champions.

Statistics

GURPS has only four ability scores, while Champions has fourteen (although six of these are calculated from the other eight). This means that some extra information must be introduced to enable the equivalent statistics in Champions to be determined. The standard conversion rule is that a score of ten in GURPS is equal to a ten in Champions. This equal conversion also applies to lower scores, but higher values are converted such that a twenty in GURPS is equal to a thirty in Champions.

In order, the particular characteristics are:

- Str: Use standard conversion from GURPS ST.
Dex: Use standard conversion from GURPS DX.
Con: Use standard conversion from GURPS HT.
Body: Equals GURPS HT
Int: Use standard conversion from GURPS IQ.
Ego: Use standard conversion from GURPS IQ + will.
Pre: No equivalent in GURPS. This must be improvised, paying attention to charisma and appearance.
Com Convert from GURPS appearance as follows:
 Very ugly = Com 4
 Ugly = Com 6
 Unattractive = Com 8
 Normal = Com 10
 Attractive = Com 14
 Beautiful = Com 17
 Very beautiful = Com 20
- Pd & Ed: As figured from above, plus two for every point of toughness.
Spd: As figured, plus one for combat reflexes.
Rec: As figured, plus two for rapid healing.

Advantages, Disadvantages and Quirks

In both GURPS and Champions a standard success roll involves rolling equal to or below a score on three dice. The two systems differ in that these rolls are generally harder to make in Champions than in GURPS, while GURPS has larger bonuses and penalties applied to these rolls. So when transferring between the two systems, it is necessary to halve the modifiers (rounding up) that result from advantages such as acute senses in GURPS. Apart from this, many of the standard GURPS advantages can be directly converted into their equivalents in Champions.

Some other advantages, such as toughness or strong will, are already accounted for by the Champions statistics. This leaves advantages with no equivalent in Champions, such as voice or luck. As these can be easily simulated by applying modifiers to Champions game mechanics, or by simply using the GURPS rules, only a bit of careful thought is needed to make the conversion. A common example is combat reflexes, which is taken care of by adding one to both Spd and DCV.

Disadvantages are handled in the same way. Most mental disadvantages are described as strong psychological limitations, while quirks would be moderate psychological limitations.

Skills

Non-combat skills are easily transferred from GURPS to Champions, with a quarter of the number of points spent in the skill in GURPS indicating how many times it is bought in Champions (rounding up). Most weapon skills work similarly, except that the levels bought are combat levels with that weapon.

A final note

This system is an outline only, and has not been thoroughly tested. Many conversion factors are at best estimates. Nevertheless, these probably need only to be "tweaked" a little to produce an acceptable system. This system also does not handle languages or martial arts, the latter of which tends to be important in superhero games, but less so in heroic power games.

B. Wielinga

Some Role-Playing Games I have yet to see

"Neighbours," the Australian soapie role-playing game.

"The normalman Superhero role-playing game," (but some campaigns do resemble it).

"Cowards and Cringers," a game for the not-so-brave heroes, wherein they fight ferocious mice and roaches in a desperate bid to keep their place vermin-free.

And the odd ones which I have seen

"Bunnies and Burrows," or rabbit role-playing in the tradition of *Watership Down*.

"Hunter Planet," where you play the bug-eyed monsters and hunt the humans. (See illustration on the next page.)

"Albedo," cute, furry SF animals.

"The Teenage Mutant Ninja Turtle Role-Playing Game."



MURPHY'S LAWS OF COMBAT OPERATIONS

You are not Superman.
Keep it simple stupid.
Automatic weapons -aren't.
Recoilless weapons - aren't.
Suppressive fire - won't.
Incoming fire has right of way.
If the enemy is in range, so are you.
Don't look conspicuous, it draws fire.
If it's stupid and it works, it ain't stupid.
When in doubt, empty your magazine.
The easy way is always mined.
Try to look unimportant, they may be low on ammunition.
Teamwork is essential, it gives them somebody else to shoot at.
Never draw fire, it irritates everyone around you.
Anything you do can get you shot, including doing nothing.
Never share a foxhole with anyone braver than you.
If your attack is going really well, it's an ambush.
No battle plan survives contact with the enemy.
Your weapon was made by the lowest bidder.
The only thing more accurate than enemy incoming fire is friendly incoming fire.
When you have secured an area, don't forget to tell the enemy.
Make it tough enough for the enemy to get in, and you won't be able to get out.
If you're short on everything but the enemy, you're in a combat zone.
The enemy invariably attacks on only two occasions - when you're ready for them
and when you're not.
A sucking chest wound is nature's way of telling you it is time to slow down.

COMING SOON TEENAGE NINJA MUTANT SONTARANS

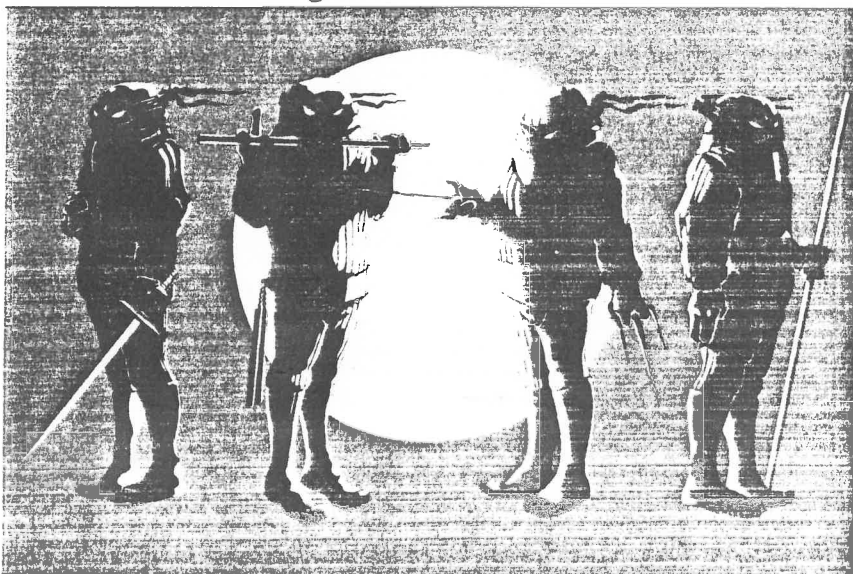


Illustration by Richard Johnston (With apologies to Eastman and Laird)

CLAWS OF BAGH NAKH: A CHAMPIONS COLUMN

Special Effects in Champions

Champions maintains a distinct separation between game mechanics and special effects. You spend your points on the game mechanic "energy blast" and you can have a fire blast, lightning bolt, telekinetic force ram or whatever you define your power as. Game mechanics are what you spend your points on. Special effects are what you define your powers as being. Of course, you cannot match just any special effect to your game mechanics. It needs to make sense.

Ideally, you do not use special effects solely in order to explain a bagful of powers that you have put together for maximum combat effectiveness. They should add something to the game. One of the better ways to do this is to ignore game mechanics when designing your character. Design your character first in terms of special effect, and then translate this into game mechanics. Most of the time, this will be fairly easy. Sometimes, however, you will have come up with something that is not easily designed in terms of game mechanics. For example, if we want our character to have an oil-slick gun (just the thing to discourage martial artists from being too flamboyant) how can we buy this in game terms? There is no oil-slick power in the book.

Can we make one up from existing powers? First, we must look at what the oil-slick would do. anyone running through the area is at risk of falling over. Anybody in it would have to move very carefully. We could try to buy it as Suppress against Dexterity. If the target's dexterity goes, they will tend to fall over, have difficulty fighting, and so on. The power would have to be bought Area of Effect. One problem with buying it this way is that the target's OCV would become worse, even with attacks such as energy blasts which don't require movement. Also, before people fall over, their dexterity would have to be so low that their CV would be zero, which seems to be overdoing it. We could try to buy the power as some kind of Area of Effect Telekinesis (with limitations). What would a power like this do? It could get quite complicated. Strong people may be less affected than weaker people. Does this correctly represent our special effect? If it does, we are at the end of our quest. If not, we might have to invent a new power.

How can we do this? We should try to use the way that existing powers are structured as a guide. We define what our power does, and how many points it costs. Our new power might end up looking like this:

Slipperiness

This power is 0 range and targeted against the target's DCV. The target is affected for a number of phases equal to the body rolled on the dice. (Much like a flash attack.) The target needs to make a DEX roll to keep their footing unless standing still or moving cautiously. The power costs 5 pts per 1D6, with a penalty of -1 to the target's DEX rolls for every +2 points.

This power will do what we want it to when we buy it with the right advantages: Area of Effect, continuous and uncontrolled. While anyone is standing (note: not flying - this is probably worth a limitation) in the area they are affected by the power, and for a number of phases (as rolled on the dice) after they leave the area.

Hopefully it won't always take this much trouble to convert our character concept into game terms, as usually we won't need to come up with new powers. Designing characters this way means that we can have characters that we just

would not come up with if we put together a collection of game mechanics and then tacked special effects onto them.

An example of this style of character design:

The Sandman

Costume: He wears black boots, jeans, a black vest, and during the day, he wears dark glasses. He is clean shaven and has longish black hair.

Powers: He makes people fall asleep (from some distance away). This power is invisible in its effects.

Motivation: He fights crime out of a mixture of thrill-seeking and public responsibility. He also makes money from this activity, as he tends to fight human criminals who have money.

The Sandman's power is easy. We will buy it as Ego Attack. The target feels sleepy, and falls asleep if knocked out by it. It seems likely that he would have Stealth and Streetwise as well. His characteristics would probably be fairly normal. Thus our character sheet would look like:

The Sandman

value	char	cost	Powers and skills	cost
15	STR	5		
18	DEX	24		
20	CON	20		
12	BODY	4		
15	INT	5		
18	EGO	16	6D6 Ego Attack	90
15	PRE	5	(1/2 end cost = 3 end)	
12	COM	1	(Does not gain mental awareness)	-3
8	PD	5		
8	ED	4	Stealth 13-	3
5	SPD	22	Streetwise 12-	3
7	REC		1D6 Luck	5
40	END		Italian, basic conversation	1
30	STUN			

Total char cost = 111

Total powers cost = 99

Total cost = 210

Disadvantages

- 20 Hunted: Police, 11-, mild
- 25 Hunted: Organized crime, 11-

20 Normal characteristic maxima

Psychological Limitations

- 15 Thrill-seeker
- 15 Sees himself as a Robin Hood

15 Secret ID

Total = 110

There, that was easy enough. You might come up with a quite different version. This would be mostly due to interpreting the written description differently, and different styles of character design.

Timo Nieminen

ROLE PLAYING IN ASIAN SETTINGS

An Introduction

Swords and sorcery role playing games (and novels) are generally set in a feudal world which is based on medieval Western Europe. Feudal society and government, as well as medieval European technology, agriculture, population densities, and religious institutions are reproduced with varying degrees of accuracy. Most of the time, the sorcery is simply added to this world with no real analysis of exactly how the development of society, politics or technology would be affected by magic that actually worked.

There is nothing wrong with using a Western European model for the setting of a role playing campaign. In fact, the advantage is that the model is the most familiar one for role players in Australia (and the rest of the English speaking world). People can easily bring to mind images of kings, knights and castles, and of course, the oppressed serfs, when thinking about feudal society. They are probably also aware that cities were filthy, that education was extremely restricted and most people were illiterate, and that the general level of technology was very low.

But a feudal setting is not the only possible model for a role playing game (or fantasy novel). It is not even historically representative. To put Europe into perspective against the rest of the world needs a slight change in viewpoint from the usual one. Until the industrial revolution took place, Europe was a geographically small and economically and technologically backward¹ aberration attached to the far north west of the Asian continent. This view of European history and institutions may be offensive to those people who have always believed in the superiority of all things Western. But the historical record shows that Europe was actually relatively backward throughout most of its history. Also, only a small proportion of the world's population has lived in Europe, and so its society can hardly be said to be the normal one for people as a whole. As I said before, there is nothing wrong with using a feudal setting for role playing games, but it is not the most representative model that can be taken from human history.

Using Asian settings for role playing games provides not only a change from the usual, but the great variety of Asian countries themselves gives the opportunity to include a great deal of different settings in the world. Thus, the campaign world starts to resemble the real world in its variety, and becomes more realistic as a result. It is the richness of the Asian experience that really makes game supplements such as *Oriental Adventures* for AD&D really woefully inadequate. Using these varied settings not only gives more choice for the GM, but can also give a sense of wonder for the player as their character travels the world, and finds these strange and exotic cultures.

¹ Examples of ways in which Asia led the world technologically are gunpowder (used in weapons in China as early as the 10th and 11th centuries), printing (block printing in China by the sixth century, moveable type in Korea a hundred years before moveable type in Europe), seed drill and wheelbarrow, ships (Chinese junks in the 15th century were able to carry over a thousand soldiers). Intellectually, the concept of zero in mathematics was passed on to Europe by the Arabs, who had themselves received it from the Indian sub-continent. Economic developments such as paper money took place much earlier in China than in Europe. For example, completely negotiable certificates of deposit were used in China by the beginning of the 10th century. And that great British institution, the civil service, is at least partly based on the Chinese ideals of appointment to the bureaucracy by merit.

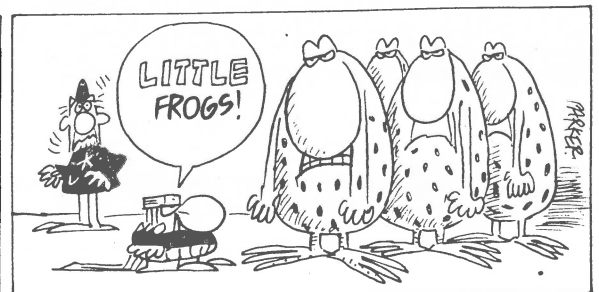
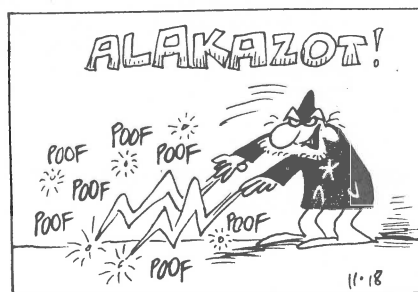
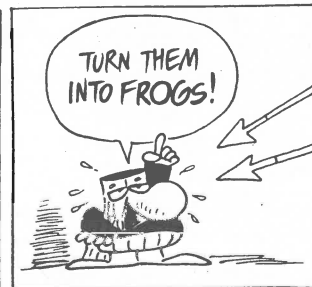
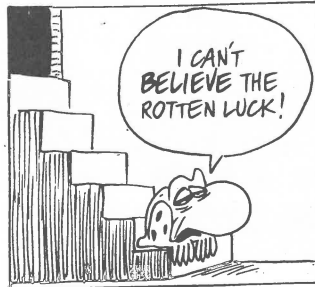
To conclude, there is nothing wrong with using a medieval Western European background for a fantasy role playing campaign, but an Asian setting can give greater variety, and a technological base that is actually more representative of "normal" development than was medieval Europe.

And to encourage GMs to incorporate Asian settings into certain areas in their games, I am planning to write a series of short articles dealing with major topics of importance in establishing a FRP game. Some of the articles will include lists of books for further reading, and should cover topics like government, taxation, economy, technology, agriculture, military organisation, religion, epic literature and traditions, and ethics and conventions of warfare. The first topic to be covered is the bureaucratic style of government, which is best exemplified by the Chinese government of the last two thousand years.

Taina Nieminen

Wizard of ID

by parker and hart



BUREAUCRATIC GOVERNMENT IN CHINA

The Chinese government provides an example of two different styles of bureaucratic government. First, the government of post-Han China through to the T'ang dynasty was an aristocratic government, in that the aristocrats monopolised the official posts. The government of the Sung dynasty, and later dynasties in China, was one in which the bureaucracy was staffed by professional bureaucrats, dependent upon the emperor for their position. Thus, the modern bureaucratic state (with the ideal that appointment to office was based on merit and not on birth or personal connections) existed by the eleventh century. This article will briefly discuss these two styles of bureaucratic government, and how the earlier one developed into the later one.

China from the fall of the Han dynasty to the T'ang dynasty could be characterised as an aristocratic society, although it was not a feudal society. It was an aristocratic society because aristocratic groups dominated socially and politically. They monopolised the high government offices, and enforced a system of selection for those posts which stressed social standing and lineage. And the aristocratic clans generally treated the emperor and his family as *primus inter pares*, and sometimes even looked on them as social upstarts.

It was not a feudal society because noble titles and lineage in themselves did not confer power. The estates of the aristocratic families were not large enough to provide a power base, and in fact these families were often less wealthy than common urban merchants. The reason that these families were able to dominate politically was that they held all the important bureaucratic posts.

The selection system for the bureaucracy reinforced this monopoly. To gain an official post, it was necessary to be recommended by someone who already held an office, and that person was then held responsible for the behaviour of the person they sponsored. The result of this was that relatives were recommended because then at least there was some hope that family influence could be used to keep their behaviour in line. It also meant that the power of that particular family was increased as more and more of their members occupied important positions in the government.

This structure of government began to change during the T'ang dynasty as the central government tried to centralize power, to keep executive power in the hands of the emperor, and to control the appointment of individuals to office. The aristocracy fought these changes because of the threat posed to their own power. The loss of the aristocracy's power was a gradual process which took centuries, and it was only in the eleventh century, during the Sung dynasty, that a professional bureaucracy not recruited from the ranks of the aristocracy came to dominate.

The mechanism that was responsible in the long term for this major change was the examination system, which itself developed over several centuries, and which began to break the aristocracy's hold on the government in the late ninth century.

The first great boosts to the examination system came during the T'ang dynasty. The second T'ang emperor, Li Shih-min, increased the number of government jobs for which exams were compulsory (thus ensuring that at least incompetent aristocrats would not be appointed to those positions). He also

brought in efficiency reviews for bureaucrats who were already appointed. But it was during the reign of the infamous Empress Wu¹ that the prestige of the examination system, and its importance as a ticket to a good job, became firmly established in China. Wu faced continual opposition from the traditional bureaucracy (who did not want to see a woman on the throne). To counter this, she used the examination system to bring in officials who did not have the traditional background and influences, and who were dependent upon her personally for their position.

The examination system gained strength after the reign of Empress Wu, and by the Sung dynasty, the bureaucracy was staffed by professional bureaucrats who were recruited through the examination system. These people became agents of the ruling dynasty rather than representatives of their own social groups. This change was also helped by the fact the the Sung emperors were no longer dependent on powerful families who had put them on the throne, but were supported by personally loyal troops. The aristocracy was out of power, and the professional bureaucracy was dependent on the royal family for office and for power. The emperor began the gradual accretion of despotic power that was to reach its peak under the Ming rulers.²

In general, the Sung dynasty saw a widening of the basis of the ruling group with the development of the career bureaucrats. Printed books were cheap and widely available by this time, and even the children of peasants could study and acquire a profession. (Sometimes an extended family would club together and educate the brightest son if that was all that they could afford to do.) And *very rarely*, these children might pass the civil service examination, and be appointed to a government post. When this happened, those officials were actually proud of their humble beginnings.

But it should also be noted that the examination system was never democratic. A person who had at any time engaged in a dishonourable occupation could not sit for the examination. These occupations included actors, serious criminals, police constables, and merchants. This meant that wealthy merchants could not share in political power. It should also be noted that these examinations were extremely difficult to pass. There were either two or three levels (local, provincial and national or central) depending on the specific period. There was always debate about whether the subject of the examinations should be philosophy and the Chinese classics, or more practical subjects. The issue was never resolved, but the former generally prevailed. At any rate, the Sung ideal was to choose all-rounders rather than specialists.

The Sung government also tried to ensure that aristocratic cliques were not reformed. No two members of a family who were more closely related than cousins could serve in the same area, and there was a policy of constant rotation of bureaucrats. The exception to this was the Board of Works (flood control, irrigation projects etc.) which needed engineering specialists, and which generally tended to be more professionalized than the other departments.

¹ Empress Wu was infamous because she was a woman, and she ruled holding the title of Emperor. This ensured that Chinese historians denigrated and slandered her reign.

² This process was probably strengthened by the example of Mongol autocracy put forward before the Chinese during the Yuan (Mongol) dynasty.

It should also be noted that the administration and finances of the imperial palace were separated from the civil and military administration of the empire.³ The emperor nominally controlled both the palace administration and the bureaucracy, but this was not always the case in fact. An emperor's power over the bureaucracy lay in information, and to get that information, it has been estimated that a Chinese emperor needed to work a twelve hour day. (Stress related illnesses seem to have been a common complaint among the emperors.)

This brief article has outlined two forms of the Chinese bureaucracy: that dominated by the aristocracy, and that dominated by career bureaucrats who had wider social origins, and who were agents of the ruling power. The changes from the first to the second has also been discussed. In summary, after the Han dynasty and in the early T'ang dynasty, power was held by the aristocrats because of their positions in the government bureaucracy. This system changed during the late T'ang, and emperors in the Sung dynasty began to accrue more power to themselves because the career bureaucrats were dependent on the emperor for their position and power.

Taina Nieminen

Table of Major Chinese Dynasties

Ch'in Dynasty	221 B.C. to 207 B.C.
First Han Dynasty	202 B.C. to A.D. 9
Second Han Dynasty	A.D. 25 to 265
Sui Dynasty	581 to 618
T'ang Dynasty	618 to 906
Northern Sung Dynasty	960 to 1126
Southern Sung Dynasty	1127 to 1279
Yuan (Mongol) Dynasty	1260 to 1368
Ming Dynasty	1368 to 1644
Ch'ing Dynasty	1644 to 1911

³ The domestic palace administration was a huge task due to very large scale of polygamy that was practiced. Some T'ang emperors for example had over a thousand concubines. Each concubine had to have her own residence and staff - separate kitchens were needed to stop the concubines poisoning each other. This meant that the staff of the palace might be as large as 10,000 eunuchs and 25,000 female servants.

MILITARY UNIT SYMBOLS by Redmond A. Simonsen

A General Explanation of Their Use and Meaning Especially with Regard to Their Employment in SPI Games, Maps and Diagrams








The military symbol is a kind of graphic shorthand which permits virtually any type of military unit to be depicted in a compact easily recognizable form. In materials produced by Simulations Publications, they are most commonly found in organization diagrams, campaign maps, and on the playing pieces of conflict simulation games. The armed services of our country (and most foreign armed services) use them for much the same purposes.

The object of this data-sheet is to brief our readers on the proper use of these symbols; to provide a comprehensive guide to their meaning; and to supplement the standard symbols with those that have special application in simulation games. The basic reference used to research this brief is United States Army Field Manual 21-30 (which contains more than you'll ever want to know about military symbols).

Prior to the publication of this data-sheet, SPI did not strictly adhere to the proper use of these symbols and so readers may find SPI material which is at variance with the data set forth in this brief. We will continue to invent "local" symbology where it is deemed most effective and convenient, but for the most part, we will endeavor to conform to the U.S. Army system (which is a very good one, even if FM 21-30 tends to beat the subject to death in the time-honored tradition of Army Field Manuals everywhere).

THE BASIC SYMBOL

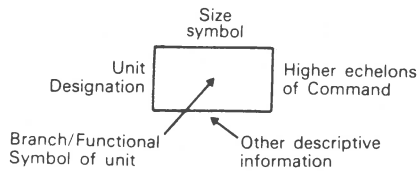
Simple geometric shapes form the body of the basic symbols used to represent units, installations and activities.

-  1. A unit
-  2. A headquarters or element of a headquarters
-  3. An observation post
-  4. A logistical support unit (brigade-level trains and below)
-  5. An administrative or logistical installation
-  6. A logistical unit within a logistical chain of command
-  7. A logistical command headquarters within a logistical chain of command.

DEVELOPING THE BASIC SYMBOL

By placing other symbols within the basic shapes, specific types of military units can be described. A symbol denoting the size of the organization is placed on top of the basic shape, and the name (designation) of the unit is placed to the left of the basic shape. Two higher echelons of command can be noted to

the right of the basic shape. Other information contributing to the identity of the unit may be placed directly below the basic shape (such as basic organic weapons or vehicles).


















THE SYMBOLS USED TO DESCRIBE UNIT-TYPES



There exists a whole "vocabulary" of symbols which when used independently or in combination can describe virtually any unit-type. These symbols fall into two main groups:

1. *Branch symbols* (which in themselves stand for the various major branches within the Army).
2. *Functional symbols* (role or environment-describing symbols).


















Branch symbols can be used independently, or in combination with other branch symbols or functional symbols. Functional symbols are rarely used independently. Note that those branch and functional symbols which have little application to simulation usage are not included in this brief (e.g., Finance, Data Processing, Topographic, etc.).

BRANCH SYMBOLS

-  1. Air Defense
-  2. Armor
-  3. Chemical
-  4. Coastal Artillery
-  5. Cavalry/Recon
-  6. Engineer
-  7. Field Artillery
-  8. Infantry
-  9. Medical
-  10. Military Intelligence
-  11. Military Government
-  12. Military Police
-  13. Ordnance
-  14. Quartermaster
-  15. Signal



-  16. Transportation
-  17. Veterinary/Remount






















FUNCTIONAL SYMBOLS

-  18. Airborne
-  19. Amphibious
-  20. Antitank
-  21. Army Aviation
-  22. Electronic Warfare
-  23. Irregular Forces
-  24. Temporarily Motorized
-  25. Motorized (cross-country)
-  26. Mountain
-  27. Parachute (jump-qualified; not assigned to airborne unit)
-  28. Psychological Warfare
-  29. Repair and Maintenance
-  30. Replacement
-  31. Rocket/Missile
-  32. Supply
-  33. Airmobile (organic to airmobile organizations)
-  34. Airmobile (unit possesses the aircraft to perform airmobile operations)

BRANCH AND FUNCTIONAL SYMBOLS COMBINED





The preceding symbols can be combined (sometimes using additional specialized symbols) to create a whole range of unit symbols:

-  35. Air Cavalry
-  36. Airborne Armor
-  37. Airborne Artillery
-  38. Airborne Infantry
-  39. Airborne Medical
-  40. Airborne Reconnaissance

-  41. Airborne Signal
-  42. Airmobile Artillery
-  43. Airmobile Engineer
-  44. Airmobile Helicopter
-  45. Airmobile Infantry (aircraft possessing)
-  46. Airmobile Infantry
-  47. Airmobile Medical
-  48. Amphibious Armor
-  49. Antitank Artillery
-  50. Armored Antitank
-  51. Armored Artillery
-  52. Armored Cavalry Recon
-  53. Armored Car
-  54. Bridging Engineers
-  55. Horse Artillery
-  56. Infantry Artillery
-  57. Mechanized (Armor) Engineer
-  58. Mechanized (Armor) Infantry
-  59. Mechanized (Armor) Infantry Artillery
-  60. Mountain Infantry
-  61. Supply and Transport

NON-STANDARD SYMBOLS


The following symbols are not to be found in FM 21-30, but rather have been developed by SPI for use in special applications.

-  62. Marine or Naval Infantry
-  63. Machine gun unit
-  64. Motorcycle Recon
-  65. Ranger or Commando

WORLD WAR TWO ERA SYMBOLOGY

The following symbols (some of which are antecedents of contemporary symbols) will sometimes be found in use in SPI material.

-  66. Antiaircraft Artillery

-  67. Armored Train
-  68. Glider
-  69. Guerilla
-  70. Heavy Weapons Infantry
-  71. Headquarters
-  72. RR Gun
-  73. Rocket Artillery

ORGANIZATIONAL SIZE SYMBOLS

In order to indicate the size of the unit being depicted, the following symbols are placed on top of the basic symbols. Note that the organizations in parentheses are the approximate U.S. Air Force organizational equivalents.

- Squad ●
- Section ●●
- Platoon (Section) ●●●
- Company, Battery, Troop, (Flight) I
- Battalion (Squadron) II
- Regiment (Group) III
- Brigade X
- Division (Wing) XX
- Corps (Air Division) XXX
- Army (Numbered Airforce) XXXX
- Army Group (Major Air Command) XXXXX
- Theater of Operations XXXXXX
- not in FM 21-30-

When it is necessary to indicate that a unit is markedly understrength due to losses or detachments, a minus sign in parentheses will appear to the right of the unit symbol:



When it is necessary to indicate that a unit has been substantially reinforced, a plus sign in parentheses will appear to the right of the unit symbol:



A task force (temporary grouping of units under one command) will be indicated by an upside down "U" shaped bracket over the approximate size symbol:



A battlegroup (or Kampfgruppe) will be indicated by the replacement of the usual size symbol with the abbreviation BG (or KG). Note this is an SPI usage, not in accordance with FM 21-30.



A cadre (i.e., the experienced personnel remnants of a destroyed or disbanded unit) will be indicated by the replacement of the usual

size symbol with the abbreviation CDR (SPI usage).



EXAMPLES OF SYMBOLS IN USE

The 1st Battalion of the 3rd Brigade/42nd Infantry Division:



The 3rd Brigade of the 42nd Infantry Division/5th Infantry Corps:










The 42nd Infantry Division of the 5th Corps/8th Army:







Note that the above usage is a mixture of FM 21-30 usage and a simplified SPI usage.

LOGISTICAL INSTALLATIONS AND ACTIVITIES

Only the main classes of supply installations are shown (there are many other, more specific variations).

-  74. All Classes
-  75. Class I - Subsistence
-  76. Class II - Clothing, "House-keeping" materiel
-  77. Class III - POL (Petrol, Oil, Lubricants)
-  78. Class IV - Construction
-  79. Class V - Ammunition
-  80. Class VI - Personal Demand Items
-  81. Class VII - Major End Items
-  82. Class VIII - Medical Supplies
-  83. Class IX - Repair Parts

MISCELLANEOUS INSTALLATIONS

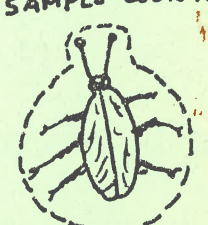
-  84. Hospital or Aid Station
-  85. Prisoner of War Collection Point
-  86. Traffic Control
-  87. Water



ROACH STOMP

1. Each player plays a cockroach - make your own counters (e.g. paper roaches stuck on coins).
2. Roll 1D6 to move. You may move in either direction.
3. If you get stomped, start again from the breeding ground behind the kitchen stove. Roll a 1 or 2 to escape to the stove.
4. If the cat eats you, you are out of the game for good.
5. All arrows are one way, and you must land exactly on the square to use them.
6. The first roach to reach the bedroom wins the game.

SAMPLE COUNTER

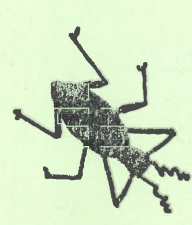
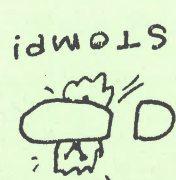

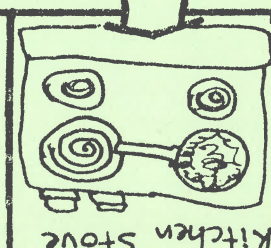
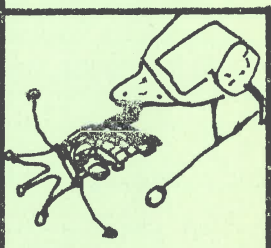


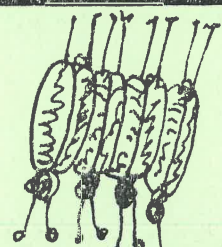
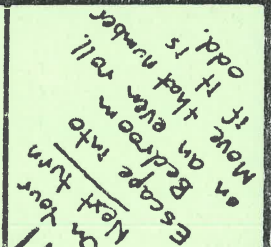
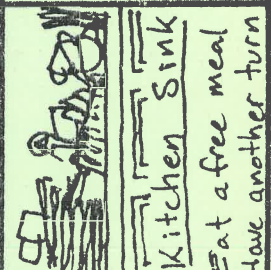


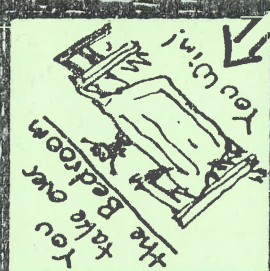





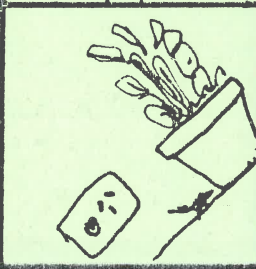
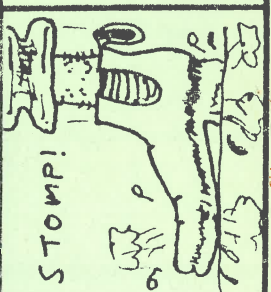






(COLOUR THEM IN)

Roll 1 or 2 to escape to stove after being stomped.

START HERE
(behind the stove)

Breeding Ground

	 STOMP!		 Kitchen Stove	
	 STOMP!		 On your next turn Escape into the Bedroom on an even roll. Move that number if it's odd.	 Kitchen Sink Eat a free meal Have another turn
 STOMP!	 THE CAT Roll 1D6. If it is an odd number, the Cat eats you.	 You win! Take over the Bedroom	 You must escape immediately to Kitchen Cupboard	 Kitchen Cupboard
	 LOUNGE	 STOMP!		 STOMP!
 On your next turn Escape into lounge If it is even, move that many spaces.	 Sticky Trap Lose A Turn		 STOMP!	