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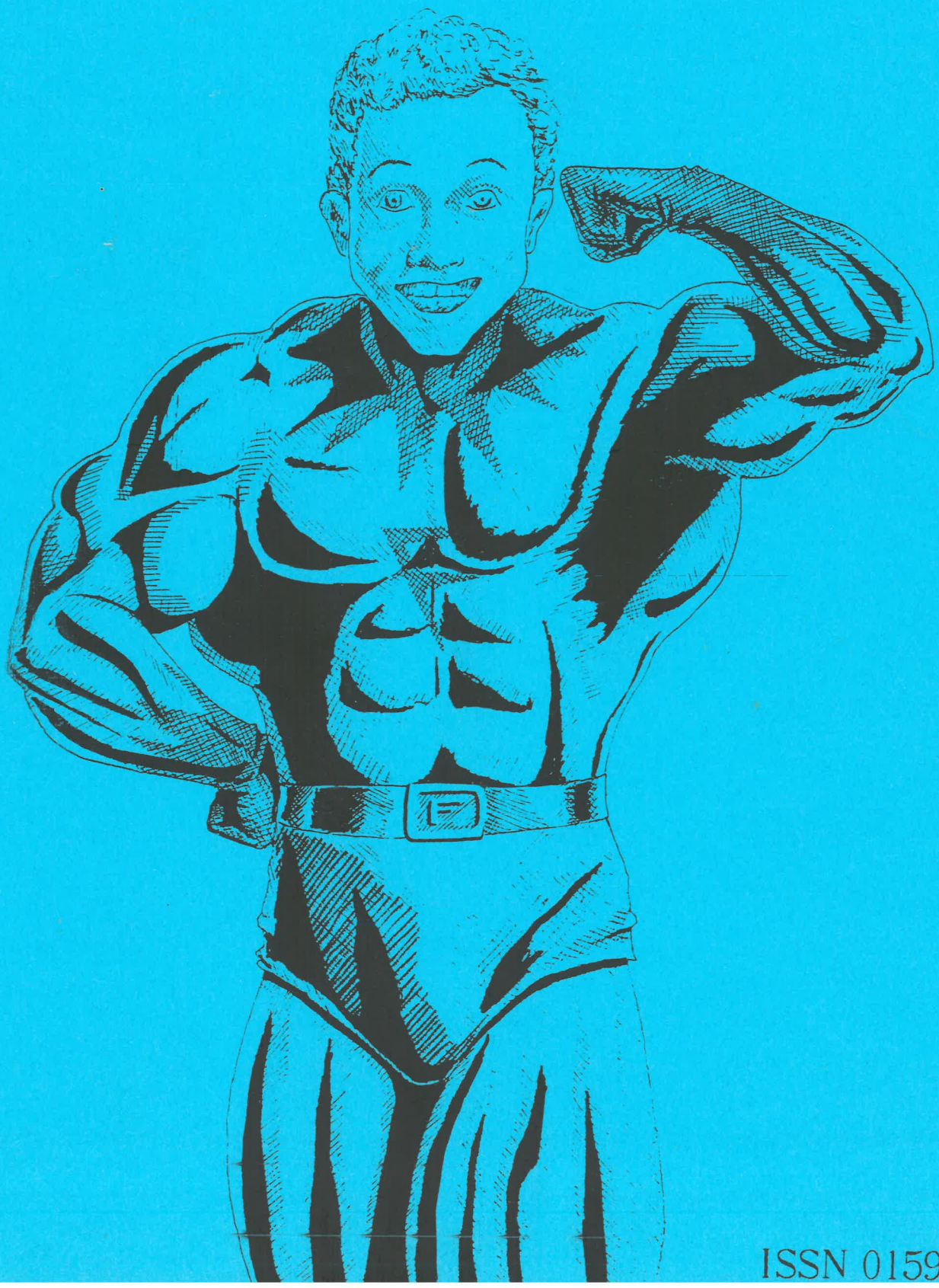

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# QUEENSLAND WARGAMER

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## Editorial

Rules are wonderful. They tell us how things happen, let us determine the flow of events, and resolve arguments between players. No doubt some people believe that the rules are the most important part of a role-playing game. However, rules do not substitute for a GM. The GM is the most important part of a role-playing game: the GM is more important than the rules.

You may disagree with me on this, but let me explain. The GM controls the use of the rules in the game. Players make dice rolls when the GM feels that the rules should be used. GMs accept and reject rules as they wish, and may even make rules changes. Gaming groups often remain together even if the GM changes the rules system. In these ways, GMs intercede between the players and the game mechanics; they control the interpretation and application of the rules during the game. To use an analogy appropriate to our times, the players possess the reserve powers (i.e. quitting the game), but the GM holds the executive power, controlling the shape, flow and outcome of the game.

So remember, rules are a tool used by people. They are not sacrosanct, whatever TSR claims about AD&D. We are role-playing, not rules-mongering.

The next *Wargamer* will come out in November this year, and the deadline is Friday the 13th of October,so get cracking on your contribution!

Gary Johnson

# The 1995 QUGS Diplomacy Tournament

by Gary Johnson

This year's Diplomacy tournament took place on the third of June. There was a disappointing turn-out for the event, and only six players took part in what happened to be a very entertaining and hard-fought contest, the best game of Diplomacy I have ever seen played at QUGS. Before beginning the record of the game, however, I want to discuss a rules addition for Diplomacy that I intended to play-test in this tournament. The optional rule concerns Switzerland's impassability, and reads as follows:

> Switzerland is not impassable. Instead, an army begins the game in Switzerland, representing the national forces of Switzerland. This army does nothing except hold; other armies can support this army to hold. Once dislodged, the army is disbanded. Switzerland does not contain a supply centre.

I created this rule because I consider the impassability of Switzerland bizarre and unhistorical. Certainly, Switzerland would be difficult to conquer, but surely not impossible? Some players would like the strategic opportunities that bringing Switzerland into play introduces, especially since France becomes much more vulnerable to invasion from the east. I wanted to see what would happen in play.

What did happen is that the players decided that Switzerland was *too easy* to invade if it only contained one army, and asked that it be considered to contain an army with an automatic support because of the mountainous terrain. At the time, I agreed, though with the benefit of hindsight I should not have done so for several reasons. Firstly, it is unrealistic to add a support because of mountainous terrain *in Switzerland alone*. Tyrolia, for instance, is as mountainous as Switzerland, but there was no talk of adding an automatic support to any army in Tyrolia. It is clearly not in the spirit of the rules of Diplomacy to start giving certain provinces advantages in battle. Secondly, players are not inclined to attack a province without a supply centre that is occupied by what is effectively two neutral armies. After all, what's the point? Finally, there are only five provinces adjacent to Switzerland. If Switzerland contains two armies, you need to hold a majority of the adjacent provinces to occupy Switzerland, and it is nearly impossible if another player supports the Swiss army or cuts your supports. If capturing Switzerland is going to be impossible, why not leave it as impassable? For these three reasons, then, I do not think that Switzerland should contain a supported army.

Switzerland was not attacked in the game played at QUGS because it contained two armies and was too hard to capture. Perhaps next year I will get to see if my rules addition adds to the quality of a game of Diplomacy. To tide you over until then, here is the full record of the Diplomacy game played at the June 1995 meeting of QUGS.

(Austria, England, France, Germany, Russia, and Turkey were the starting nations. Italy was neutral, and Switzerland contained a supported army. For the sake of clarity, all invalid moves have been noted below as holds, and all invalid orders are printed in italics. NOR = North Sea; NORW = Norwegian Sea; NWY = Norway.)

SPRING 1901

Moves: Austria A BUD-SER, A VIE-TRI, F TRI-ADR; England A LIV-YOR, F EDI-NORW, F LON-NOR; France A MAR-SPA, A PAR-PIC, F BRE-MID AT; Germany A BER-KIE, A MUN-RUH, F KEI-

HOL; Russia A MOS-UKR, A WAR H, F SEV-RUM, F ST PET (S)-GOB; Turkey A CON-BUL, A SMY H, F ANK-CON.
Results: A peaceful first turn, with no sign of any impending clash between the nations this year. England, France and Germany have come to some sort of agreement with each other, while Russia and Turkey have allied together, leaving Austria diplomatically isolated.

FALL 1901

Moves: Austria A SER H, A TRI-VEN, F ADR S A TRI-VEN; England A YOR H, F NOR-DEN, F NORW-NWY; France A PIC H, A SPA H, F MID AT-POR; Germany A KIE-HOL, A RUH S F HOL-BEL, F HOL-BEL; Russia A UKR S F RUM H, A WAR H, F GOB-SWE, F RUM H; Turkey A BUL-GRE, A SMY-CON, F CON-BUL (S).
Results: Austria captures Venice, destroying the Italian army stationed there. Each major power has occupied two neutral supply centres, leaving only Tunis and the two Italian supply centres unaligned.
Builds: Austria A BUD, A VIE; England F EDI, F LON; France A PAR, F MAR; Germany A BER, A MUN; Russia A SEV, A ST PET; Turkey A ANK, A SMY.

SPRING 1902

Moves: Austria A BUD S A SER H, A SER H, A VEN-APU, A VIE H, F ADR-ION; England A YOR H, F DEN S F SWE-BAL, F EDI-NOR, F LON-ENG, F NWY-SKA; France A PAR-BUR, A PIC S A PAR-BUR, A SPA H, F MAR-GOL, F POR H; Germany A BER-PRU, A HOL-RUH, A MUN-SIL, A RUH-BEL, F BEL-HOL; Russia A SEV-RUM, A ST PET-FIN, A WAR H, A UKR S A SEV-RUM, F RUM-SEV, F SWE-BAL; Turkey A ANK-CON, A CON-BEL, A GRE-ALB, A SMY H, F BUL (S)-GRE.
Results: Germany discovers that England and France are not keeping to the terms of their alliance, and begins to feel the pressure immediately. A SEV-RUM and F RUM-SEV fail because it is illegal to swop pieces between territories in that way.

FALL 1902

Moves: Austria A APU H, A BUD S A SER H, A SER H, A VIE-TRI, F ION-TUN; England A YOR H, F DEN-KIE, *F ENG H*, F NOR-HEL, F SKA-DEN; France A BUR-BEL, A PIC S A BUR-BEL, A SPA-GAS, F GOL-W MED, F POR-SPA (S); Germany A BEL S A RUH H, A PRU-BER, A RUH S A BEL H, A SIL S A PRU-BER, F HOL-KIE; Russia A FIN-SWE, A SEV-RUM, A UKR S A WAR H, A WAR H, F BAL S F DEN-KIE, F RUM-BLA; Turkey A ALB-TRI, A BUL-GRE, A CON-BUL, A SMY-CON, F GRE-ION.
Results: Austria and Turkey butt heads over Trieste. Germany loses Kiel to England with Russian support, but manages to keep Belgium thanks to an invalid English order.
Builds: Austria A TRI; England F LON.
Disbands: Germany F HOL.

SPRING 1903

Moves: Austria A APU-VEN, A BUD S A SER H, A SER H, A TRI S A SER H, A VIE H, F TUN H; England A YOR H, F DEN-BAL, F ENG S A PIC-BEL, F HEL S F KIE H, *F KIE H*, F LON-NOR; France A BUR-MUN, A GAS-BUR, A PIC-BEL, F SPA (S)-GOL, F W MED-TUN; Germany A BEL-BUR, A BER H, A RUH S A BEL-BUR, A SIL-MUN; Russia A RUM S A GRE-SER, A SWE H, A UKR-GAL, A WAR S A UKR-GAL, F BAL-PRU, F BLA-SEV; Turkey A ALB S A GRE-SER, A BUL S A GRE-SER, A CON H, A GRE-SER, F ION S F W MED-TUN.
Results: Austria's neighbours show their true colours, as Turkey helps France capture Tunis and Russia helps Turkey capture Serbia. Germany manages to keep France out of Munich, and occupies Burgundy while losing Belgium.
Retreats: Austria A SER destroyed, F TUN-TYR; France A BUR-MAR.

FALL 1903

Moves: Austria A BUD S A TRI H, A TRI S A BUD H, A VEN S A BUD H, A VIE S F TYR-ROM, F TYR-ROM; England A YOR H, F BAL-BER, F ENG S A BEL H, F HEL-HOL, F KIE S F BAL-BER, F NOR S F HEL-HOL; France A BEL H, A GAS H, A MAR-SPA, F GOL H, F TUN H; Germany A BER S A SIL H, A BUR-PAR, A RUH-KIE, A SIL S A BER H; Russia A GAL S A RUM-BUD, A RUM-BUD, A SWE-NWY, A WAR H, F PRU S F BAL-BER, F SER H; Turkey A ALB-TRI, A BUL S A SER H, A CON H, A SER S A RUM-BUD, F ION-ADR.
Results: Germany occupies Paris after talking France into a peace treaty. Turkey's attack on Trieste cuts a vital support for the Austrian army in Budapest, and Russia captures the supply centre. England fails to capture Berlin because Germany attacks the supporting fleet in Kiel, and Russia

does not attack the supporting German army in Silesia. Austria captures Rome, destroying another Italian army.
Retreats: Austria A BUD destroyed.
Builds: France A MAR; Russia A MOS, *F ST PET*; Turkey F SMY.
Disbands: Germany A PAR.

SPRING 1904

Moves: Austria A TRI-APU, A VEN H, A VIE-BOH, F ROM H; England A YOR-HOL, F BAL-BER, F ENG H, F HOL S A BEL H, F KIE S F BAL-BER, F NOR C A YOR-HOL; France A BEL S F HOL H, A GAS-PAR, A MAR-PIE, A SPA-MAR, F GOL S A MAR-PIE, F TUN-TYR; Germany A BER-PRU, A RUH-HOL, A SIL S A BER-PRU; Russia A BUD S F SEV-RUM, A GAL S A WAR H, A MOS-LIV, A NWY-SWE, A WAR S A GAL H, F PRU S F BAL-BER, F SEV-RUM; Turkey A ALB S A SER-TRI, A BUL-SER, A CON-BUL, A SER-TRI, F ADR C A TRI-APU, F SMY-AEG.
Results: Engand fails to vacate Holland, so the army remains in Yorkshire. Germany dislodges the Russian fleet in Prussia, trying to create some breathing space, but letting an English fleet occupy Berlin. Most interesting is Austria's strenuous efforts to leave Austria for Italy, including convoying an army across the Adriatic Sea on the Turkish fleet. It is hardly surprising that Turkey was happy to transport the Austrian army out of Trieste, allowing Turkey to walk into the supply centre.
Retreats: Russia F PRU-BAL.

FALL 1904

Moves: A APU-NAP, A BOH-TYR, A VEN S ROM H, F ROM S A APU-NAP; England A YOR-DEN, F BER S F KIE H, F ENG H, F HOL S A BEL H, F KIE S F BER H, F NOR C A YOR-DEN; France A BEL S F HOL H, A MAR-PIE, A PAR H, A PIE-TUS, F GOL S F TYR H, F TYR S A PIE-TUS; Germany A PRU-BER, A RUH-KIE, A SIL S A PRU-BER; Russia A BUD S A GAL-VIE, A GAL-VIE, A LIV H, A SWE-NWY, A WAR H, F BAL H, F RUM H; Turkey A ALB-TRI, A BUL S A SER H, A SER S A ALB-TRI, A TRI-VEN, F ADR S A TRI-VEN, F AEG H.
Results: Germany recaptures Berlin from England, entirely through their own efforts. Turkey continues west, capturing Venice from the collapsing Austrians, while Russia secures Vienna. Austria destroys the last Italian unit, and now dominates southern Italy. England's army finally leaves for foreign shores, landing in Denmark.
Retreats: Austria A VEN destroyed; England F BER destroyed.
Builds: England A EDI; France A BRE; Russia A MOS, F ST PET (N); Turkey A CON, A SMY.
Disbands: Austria A TYR; Germany A SIL.

We now took a break for lunch, making this an appropriate place to stop and evaluate the course of the game so far. Quite simply, the left-hand side of the board tried to meet the right-hand side of the board in the middle, and vice versa. Despite their best efforts, Austria and Germany were unable to break the alliances against them, England-France and Russia-Turkey. Of the four successful nations, England was clearly the weakest. Unable to advance further into Europe because it lacked armies, trying to hold territories between the forces of France and Russia, England had the hardest position going into the second half of the game. The other powers were roughly even, though the Russian player was noticably concerned about the possibility of a Turkish attack on his extended southern border.

During lunch, the Austrian player decided that he was finished, and left perpetual orders for his two remaining units to support each other. Also, the English player had to leave, and asked that the German player take over his country. The German player agreed, and the two German armies were declared neutral forces. In order to protect the unoccupied supply centre of Munich, I decided that the German army in the Ruhr would move into Munich in the Spring turn of 1905. Then, the game recommenced, with four players instead of six.

SPRING 1905

Moves: Austria A NAP S F ROM H, F ROM S A NAP H; England A DEN-HOL, A EDI H, F ENG H, F HOL-KIE, F KIE-DEN, F NOR C A DEN-HOL; France A BEL-RUH, A BRE-PIC, A PAR-BUR, A PIE H, A TUS H, F GOL-TYR, F TYR-ION; Germany A RUH-MUN; Russia A BUD H, A LIV-PRU, A MOS-

WAR, A NWY-SWE, A WAR-SIL, F BAL S A BER H, F RUM H, F ST PET (N)-NWY; Turkey A BUL-GRE, A CON-BUL, A SER S A TRI H, A SMY-CON, A TRI S A SER H, A VEN S A TRI H, F ADR S A VEN H, F AEG H.
Results: All nations re-shuffle their forces, and England declares war on Russia.

FALL 1905

Moves: Austria A NAP S F ROM H, F ROM S A NAP H; England A EDI H, A HOL-RUH, F DEN-BAL, F ENG-NOR, *F KIE H*, F NOR-SKA; France A BUR S A RUH-MUN, A PIC-BEL, A PIE-MAR, A RUH-MUN, A TUS-ROM, F ION-NAP, F TYR S A TUS-ROM; Russia A BUD H, A PRU-BER, A SIL S A PRU-BER, A SWE-DEN, A VIE H, A WAR-GAL, F BAL S A SWE-DEN, F NWY H, F RUM H; Turkey A BUL-RUM, A CON-BUL, A GRE S A SER H, A SER S A BUL-RUM, A TRI-BUD, A VEN H, F ADR S A VEN H, F AEG-CON.
Results: Russia declares, "England shalt die!" but the Turkish assault in the south is much more serious. Rumania falls, while Turkey's fleet begins to move from the Mediterranean to the Black Sea. In the north, Russia captures Denmark from the English, and takes Berlin from the Germans as France conquers Munich. Germany disappears from the board, while Austria loses Rome to France and faces extinction next turn.
Retreats: England F DEN-HEL; Russia F RUM-SEV.
Builds: France A PAR, F BRE; Russia A MOS; Turkey A ANK.
Disbands: England F HEL.

SPRING 1906

Moves: England A EDI-DEN, A RUH-HOL, F KIE S A EDI-DEN, F NOR C A EDI-DEN, F SKA S A EDI-DEN; France A BEL S A BUR-RUH, A BUR-RUH, A MAR-PIE, A PAR-PIC, A ROM S F ION-NAP, F BRE-ENG, F ION-NAP, F TYR H; Russia A BER S A SIL H, A BUD S A VIE H, A DEN H, A GAL S A BUD H, A MOS-UKR, A SIL S A BER H, A VIE S A BUD H, F BAL-SWE, F NWY H, F SEV H; Turkey A ANK-ARM, A BUL-RUM, A GRE S A SER H, A RUM-UKR, A SER S A TRI H, A TRI S A VEN-TYR, A VEN-TYR, F ADR-VEN, F CON-BLA.
Results: The last of the old alliances breaks up as France moves into the English Channel and into conflict with England. England recaptures Denmark from Russia, and neither Russia nor Turkey can occupy the Ukraine. France destroys the last Austrian army in Naples.
Retreats: Russia A DEN destroyed.

FALL 1906

Moves: England A DEN-SWE, A HOL H, F KIE S A HOL H, F NOR-LON, F SKA-NOR; France A BEL S A RUH H, A MUN H, A PIC-LON, A PIE S A ROM-TUS, A ROM-TUS, A RUH S A BEL H, F ENG C A PIC-LON, F NAP H, F TYR H; Russia A BER S A SIL H, A BUD S A GAL-RUM, A GAL-RUM, A MOS S F SEV H, A SIL S A BER H, A VIE-BUD, F NWY H, F SEV H, F SWE H; Turkey A ARM S A RUM-SEV, A BUL-RUM, A GRE-BUL, A RUM-SEV, A SER S A BUL-RUM, *A TRI H*, A TYR-VIE, F BLA S A RUM-SEV, F VEN H.
Results: England and France declare war on each other, while Russia and England form a secret alliance. France fails to convoy an army into London in the face of English opposition, while little goes right for Russia in the war against Turkey. Sevastopol falls to the Turks, and Russia cannot capture Rumania as compensation. Turkey and France are now the clear leaders, with ten supply centres apiece; Russia has eight supply centres, England six.
Retreats: Russia F SEV destroyed.
Builds: England F LON; France F BRE; Turkey A CON.

SPRING 1907

Moves: England A DEN S F KIE H, A HOL S F KIE H, F KIE S A HOL H, F LON-WAL, F NOR-LON, F SKA-NOR; France A BEL-HOL, A MUN-TYR, A PIC-WAL, A PIE S A TUS-VEN, A RUH S A BEL-HOL, A TUS-VEN, F BRE S F ENG H, F ENG C A PIC-WAL, F NAP-APU, F TYR-ION; Russia A BER H, A BUD S A VIE-TRI, A GAL-UKR, A MOS S A GAL-UKR, A SIL-BOH, A VIE-TRI, F NWY H, F SWE H; Turkey A ARM-SEV, A BUL-RUM, A CON-BUL, A GRE-ALB, A SER-BUD, A SEV-UKR, A TRI S A TYR-VIE, A TYR-VIE, F BLA S A BUL-RUM, F VEN S A TRI H.
Results: Turkey continues to advance against Russia, capturing Vienna. Russia marches an army into the Ukraine, while Turkey moves an army into Rumania. France has no success against England, but drives Turkey out of Venice as a Mediterranean war begins.
Retreats: Russia A VIE-GAL; Turkey F VEN-ADR.

FALL 1907

Moves: England A DEN-BEL, A HOL S A DEN-BEL, F KIE S A HOL H, F LON H, F NOR C A DEN-BEL, F SKA-DEN: France A BEL S A RUH-HOL, A PIC H, A PIE S A VEN H, A RUH-HOL, A TYR S A BOH-VIE, A VEN H, F APU-ADR, F BRE-ENG, F ENG-WAL, F ION S F APU-ADR; Russia A BER H, A BOH-VIE, A BUD S A BOH-VIE, A GAL S A BOH-VIE, A MOS S A UKR-SEV, A UKR-SEV, F NWY H, F SWE H: Turkey A ALB-GRE, A ARM S A SEV H, A BUL S A RUM H, A RUM S VIE-BUD, A SER S A VIE-BUD, A SEV S A RUM H, A TRI S A VIE-BUD, A VIE-BUD, F ADR S A TRI H, F BLA S A RUM H.
Results: Turkey vacates Vienna before a Russian counter-attack with French support, and smashes into Budapest with an attack of four to one. France drives the Turkish fleet into Albania, and finally reaches English soil with a fleet. England fails to capture Belgium, and France fails to take Holland. As far as supply centres go, Russia loses one to Turkey, who loses one to France, giving France the lead for the first time in the game.
Retreats: Russia A BUL destroyed; Turkey F ADR-ALB.
Builds: France F BRE.

SPRING 1908

Moves: A DEN-SWE, A HOL-KIE, F KIE-BAL, F LON-WAL, F NOR-NWY, F SKA S A DEN-SWE; France A BEL S A RUH H, *A PIC H*, A PIE S A VEN H, A RUH S A BEL H, A TYR S F ADR-TRI, A VEN S F ADR-TRI, F ADR-TRI, F BRE S F ENG H, *F ENG H*, F ION-ALB, F WAL-LON; Russia A BER H, A GAL S A VIE-BUD, A MOS S UKR H, A UKR S MOS H, A VIE-BUD, F NWY H, F SWE H; Turkey A ARM-SEV, A BUD S A TRI-VIE, A BUL-RUM, A GRE S F ALB H, A RUM-GAL, A SER S A BUD H, A SEV-UKR, A TRI-VIE, F ALB S A GRE H, F BLA S A ARM-SEV.
Results: Seeing no future in trying to hold out against France, England decides on a dramatic assault against Russia's northern possessions. With this in mind, England declares that the secret alliance between England and Russia is void, and Sweden falls to England in a surprise attack. Turkey drives the Russians out of Vienna again, vacating Trieste for the advancing French. Once again, Russia loses a supply centre to Turkey, who loses a supply centre to France. In the north, France misses an opportunity to capture London because of a misunderstanding about the rules on convoyed attacks.
Retreats: Russia A VIE-BOH, F SWE-GOB.

FALL 1908

Moves: England A KIE S F BAL-BER, A SWE S F NOR-NWY, F BAL-KIE, F LON H, F NOR-NWY, F SKA S F NOR-NWY; France A BEL-HOL, A PIC-LON, A PIE S A TYR H, A RUH S A BER-KIE, A TYR S F TRI H, A VEN S F TRI H, F BRE H, F ENG C A PIC-LON, F ION-ALB, F TRI H, F WAL-LIV; Russia A BER-KIE, A BOH-VIE, A GAL S A BOH-VIE, A MOS S UKR H, A UKR S A MOS H, F GOB-SWE, F NWY S F GOB-SWE; Turkey A ARM H, A BUD S A VIE H, A BUL-RUM, A GRE-BUL, A RUM-GAL, A SER S ABUL-RUM, A SEV-UKR, A VIE S A BUD H, F ALB-ION, F BLA S A ARM-SEV.
Results: Tragedy in the north as the English player botches his orders, failing to capture Berlin. With every cloud there is a silver lining, however, and the army in Kiel retreats into undefended Munich. Norway falls to the English as France capture Liverpool instead of London and Holland is secured by French armies. Stability in the south as no units are dislodged and no supply centres are taken.
Retreats: England A KIE-MUN; Russia F NWY-NORW.
Builds: France A PAR, A MAR.
Disbands: Russia A BOH, A KIE.

It was now late in the afternoon, and most of the players had to leave, so the game was brought to an end. France was the clear leader on thirteen supply centres, three ahead of Turkey on ten. England still held six supply centres, while Russia had collapsed to five supply centres. Both England and Russia were in hopeless positions; Edinburgh and London would probably have fallen in 1909, and the Russian could not defend the two German supply centres they still held. Although some players considered that England and Turkey could still hold off France, there seemed little reason not to declare France the sole winner of the 1995 QUGS Diplomacy Tournament! Congratulations to the player, commiserations to the other five players, and may next year's game be as competitive and entertaining as this year's game!

# Alignment in AD&D

by Travis Hall

In all my time playing AD&D I have seen no concept give players more trouble than alignment. Many players choose to play paladins only to be told by the DM the first time they try to finish off an evil enemy that a paladin may not kill a helpless enemy (also proving that some DMs don't understand alignment either). Other times a player might play an evil character, and then will never go along with the DMs story-line because they cannot be seen to be going along with the good guys while retaining their evil alignment. These players never realise that, although they might be fighting evil opponents, they would still mostly be advancing the cause of their characters, which is the primary objective of evil. For most evil characters, this should outweigh any concerns they have about battling another evil character. And so this article will attempt to address some of the misconceptions held by both DMs and players regarding alignment.

The first and by far the most important thing to remember about alignment is that it does not determine a character's personality. Two lawful good characters may differ wildly in their views of the ethical commitments implied by their alignment. As an example, take two clerics, one worshipping Mishakal, goddess of healing, and the other Kiri-Jolith, god of holy warfare, both from the DragonLance game world. Both may be lawful good, but the first is charged with the healing of any being who requires it (including enemies if they can give a reasonable assurance of safety to the cleric) while the second is charged with the absolute destruction of evil. This could lead to a situation in which the cleric of Mishakal must prevent the cleric of Kiri-Jolith attacking an opponent whose intent to harm is not established, so as to prevent the unnecessary bloodshed which is anathema to the followers of the goddess of healing. Of course, this may be modified by the personalities of the individual characters.

In like manner, an evil character does not have to be completely without those feelings which we might call "good". Again drawing upon Krynnish lore, let us examine Raistlin. It is generally agreed that he was one of the all-time most evil characters in any of the AD&D-related novels, but in *DragonLance Legends* it is related how he spent many years helping ease the suffering of the sick and the poor while waiting for the time to begin the next stage of his plot to challenge the gods. Later, when his plot was almost at its completion, he listened to his brother's pleas to not destroy the world in his lust for power, and instead gave himself over to the tortures of the Dragonqueen. There are many other examples of his compassion towards those weaker than himself, and we should remember that when he took his Test he intended to emerge as a White Robe. Yes, Raistlin was undoubtedly evil, but he was far too complex a character to be described by that one word alone. Similarly, lawful neutrals may follow different laws, and chaotics quite often don't even care if other chaotics are chaotic in the same manner, and so on. So, when creating characters, we should not use alignment to describe them, but design their personalities and then extrapolate their alignments from that information.

Also, we must remember that a character's alignment is not absolute. Only in a very few characters can every aspect of their personality be said to have the same alignment. Many a paladin is, overall, the epitome of good, but perhaps has an enemy who inspires such feelings of anger and rage that the paladin wants nothing more than to hurt, break, and cause pain to that enemy. they have hurt others. When anyone desires to cause pain, even to an evil-doer,

I cannot help but call that desire evil. Even so, although the heart of the paladin harbours evil, this evil is but a minor part of the paladin and is not dominant, leaving the paladin fundamentally unsoiled.

Many characters have a much greater proportion of their personality at odds with their professed alignment, and some can even be classified as one of several alignments, depending on how an observer thinks of them. In fact, some of these characters are extremely fun to play because of their internal conflict. For example, some time ago I made up a character named Kraager Godsaxe. Kraager was a Dwarven fighter/priest of war with the Vindicator kit (using material from the PHBR supplement series). This made him similar to a paladin, except that he did not espouse the cause of law good but just his god, who infused him with power in the form of a berserk rage. Obviously, as a berserker he could be viewed as rather chaotic, for when angry he tended to lose all self-control. Orders meant nothing to him; only beating his enemies to a bloody pulp was important. What's more, Kraager had little respect for his superiors and their orders, so here again he seems to be chaotic. Mostly he intended no harm, but if evil happened, it happened, so Kraager was neutral with respect to good and evil. There is no conflict so far.

However, Kraager was a very warfare-minded character: he believed that the battlefield was the place to take out your aggressions, never elsewhere, and he viewed it as completely despicable to harm a non-combatant. Only soldiers should be fought, and only in fair battle, when they could defend themselves. Civilians were never to be harmed (so, perhaps we should change that neutral to neutral with good tendencies). Kraager believed this so firmly that he always kept a tight rein on his battlerage, never allowing himself, even in anger, to harm those he considered inviolate. In this manner, he followed a very strict code of honour, indicating strongly lawful aspects. Now we have two conflicting classifications for Kraager, lawful neutral and chaotic neutral. These alignments are in direct opposition! So what do we call Kraager?

Kraager is an example of a character who really has two alignments. I have found characters with two alignments to be surprisingly common. Some characters have even more, but this is rare. The problem is, Kraager is chaotic by nature, but lawful by choice. He knows and accepts his tendencies, but has chosen to limit, control and modify them. This is not really a problem when role-playing, as it is his personality, not alignment, which should dictate his actions, but sometimes the AD&D rules require a single alignment, so we must decide what to call him. This is the point at which I call in the DM, describe the character's personality and ask how the DM wishes to interpret the character's alignment.

The DM is important here, because it is the DM who decides how the character is regarded by the campaign world. Suppose Kraager found an intelligent vorpal sword, which being what it is, must be lawful in alignment. How would the sword assess Kraager's alignment? This is a decision which the DM must make. The alignment is what dictates two sword's reaction, and asking the DM to interpret the character's alignment is, in a way, asking the DM how this particular character stands relative to this particular world's "scales of justice". The player is also creating the opportunity to discuss the character's alignment with the DM. Such opportunities are important because they allow players to present the DM with their interpretation of their character's alignment. It is important here to give the reasons for your interpretation. It is so easy to decide that you want the character to be a certain alignment because of the advantages

that alignment may confer, so you may only look at those aspects of your character which indicate that this may be the correct alignment. You should be very careful to look at all aspects of the character's personality. If the DM makes a point that you have overlooked, take this point into consideration. You do not necessarily have to agree with the DM on every point, but you should at least work together to come to an agreement on the overall alignment of the character.

The DM must also work with the player to attain an understanding of the character. It is very hard to force an alignment on a character when the player does not understand why the character is of that alignment. You should try to see the character through the eyes of the player, the eyes of the character, and the eyes of NPCs, including whatever ultimate arbitrators of alignment your campaign might have (especially the gods), and try to consolidate these views into one alignment. If you are not sure of a character's alignment, let the player play the character for a few sessions without a specified alignment and then decide on an alignment, given the information gained from play. Most of all, don't force a player to abandon an otherwise acceptable and interesting character simply because you can't decide on that character's correct alignment.

In deciding on an alignment, some definitions are useful, if not required. The *Player's Handbook* and the *Dungeon Master's Guide* both contain brief explanations of each alignment, but I find these to be incomplete and stereotypical. I can find examples of characters of all of the alignments which do not fit those descriptions, and feel that these descriptions are often misleading, so I generally ignore them. Instead, I apply a few simple descriptions of each alignment component, which I have included below. By applying these definitions, you should be able to classify most characters.

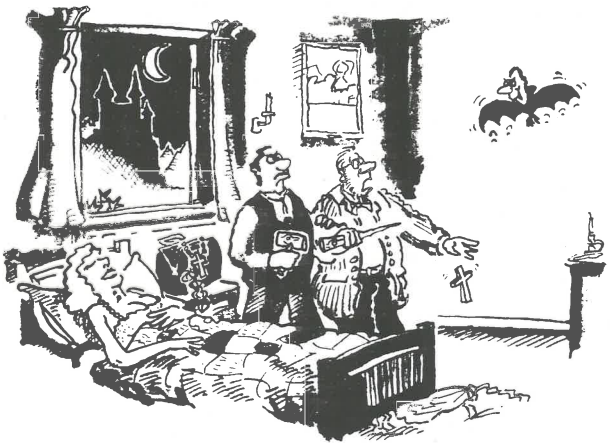
Good characters are those who will try to benefit others even at some cost to themselves, while avoiding harming others in order to benefit themselves. Evil characters feel no compulsion to assist others, except where this benefits themselves, and have no qualms about harming others for their own benefit. Characters who are neutral (with respect to good and evil) are those who do not are those who do not fit into either of these classifications, including those who will not go out of their way to help others but who will also try to not harm others for their own benefit.

Now let us examine the law/chaos axis. Lawful characters follow some set of rules, whether those rules are the law of the land or its rulers, some superior in an organisation, a formal code of honour, their own code of behaviour, or merely an unconscious, informal set of guide-lines. A chaotic character is one who does not act consistently, or deliberately avoids following any set rules. Neutral characters are those who do not follow any particular set of rules, but do not deliberately flout the laws of others, or who act in a manner which is generally consistent, but which can vary somewhat even if placed in the same circumstances twice. Again, a neutral character is just one who does not fit into either of the other two alignments.

It should also be remembered that law-chaos and good-evil are two independent axes. Players cannot have their supposedly chaotic good characters commit an evil act and then shrug it off as being acceptable because their characters are chaotic. Perhaps the act is chaotic, but it is still evil, and this will affect the characters' alignment appropriately. Sometimes, characters must choose between two acts, each of which conflicts with one part of their alignment — say a lawful good character who must either break the law to save an innocent

man's life, or let him be executed for a crime he did not commit. Obviously, the good thing to do is to save him, but such an act might conflict with the character's lawfulness (though this might not be the case — this law might not be the character's, but let's say that it is here). What does the character do? The solution is simple. Almost all decisions depend on personality, not mere alignment. So what would this character do if an alignment was not written down on the character sheet? That is what the character does. The decision might affect the character's alignment standing, but what does a character care? Characters know very little, if anything, about alignment. Also, the player should not be punished for this decision. Correct role-playing leads to many alignment conflicts, and if players resolve these problems without worrying about alignment, they are doing the right thing.

And so, here is my final word, at least in this article, on AD&D alignment. Use it, don't abuse it. Don't let alignment dictate personality, because alignment is only a category into which many personalities fit. Alignment is only a game mechanic, nothing more. Role-play as you would otherwise, and consider afterwards, not before, the effects an act should have on alignment. And most important of all, don't stereotype based on alignment. There are more than nine personalities. Don't restrict yourselves.



**"Curses! We're too late! He's changed into a protected species!"**

# Scopes for GURPS

by Alister Whipp

The rules suggested in this article are my own, and deal with scopes in more depth than either first or second edition GURPS: High Tech.

## General Points

Any scope raises the snap shot value of a gun. The snap shot is raised by the magnification power, so it is harder to use quickly a gun with a 1x scope than a gun with no scope.

For scopes above 1x magnification, both aim and brace manoeuvres are needed to gain the benefits of the scope. For scopes above 6x magnification, two aim manoeuvres are required, and for 10x and above, three aim manoeuvres must be performed.

One of the benefits of a magnifying scope is that the target seems closer. To simulate this, the range is divided by the power of the scope before working out the range/speed penalty. The speed is added after the range is reduced to generate the penalty value.

Another advantage of most scopes are their high quality cross hairs (reticules), enabling great accuracy when the gun is aimed. While using the scope, there is a bonus of 1 to accuracy.

A problem with many scopes is that they cannot be fitted onto a gun without first removing the gun's iron sights. If a modified gun is fired without using the attached scope, the weapon's accuracy is halved (round down).

## The Cost of Scopes

Magnification scopes cost about $100 times their magnification. The minimum cost of all scopes is thus $100. The maximum magnification is 25x. Scopes usually weigh about 3 pounds. This weight can be reduced by paying more for the scope: a 2 pound scope costs an extra $400, a 1 pound scope costs an extra $800, and a 1/2 pound scope costs an extra $1200. Only 1/2 and 1 pound scopes can be effectively used with a pistol.

Light-Amplification scopes use passive optical systems to amplify visible light. They halve darkness penalties, but do not work in total darkness and do nothing to modify penalties from smoke or dust. Usually, light-amplification adds $1000 to the cost of a scope, and 1 pound to the scope's weight. An extra $400 reduces the weight to 1/2 pound, while $800 reduces it to 1/4 pound.

Low-Light scopes use television technology to create an artificial image based on what can be seen. They can counter a darkness penalty of up to 4 points, and cost a base of $1000 plus $250 per point of their darkness modifier. Low light systems weigh 4 pounds, which can be reduced to 3 pounds ($500), 2 pounds ($1000), or 1 pound ($2000) as desired.

The advantage of low-light over light-amplification is that other functions can be added to the scope, such as flare compensation ($750), near infra-red ($500), and thermographic imaging ($4000). Near infra-red can compensate for

2 points of darkness penalties; thermographic imaging can counter darkness penalties of up to 14 points, but cannot be used at the same time as IR or light amplification. Additional functions do not add any weight, but do add complexity to the scope's system.

Illuminators are devices that project light onto the target. This light does not have to be visible light; many illuminators are designed for use with IR scopes. The simplest illuminator is a standard torch taped onto the gun, but there are several classes of professionally made illuminators that attach to a number of standard fittings on guns.

Visible light illuminators eliminate all darkness penalties and reduce the snap shot value by a quarter if professionally made. Improvised illuminators usually reduce or eliminate darkness penalties and have no effect on snap shots (because they are not properly aligned with the gun). A high powered visible light illuminator costs $150 and weighs 1/2 pound. A torch costs from $10 to $100, and weighs 1 pound.

IR scopes usually come with Infra-Red illuminators. When used together there are no darkness penalties, but there is no modifier to snap shot manoeuvres because IR illuminators are usually designed to light up a large area. Infra-red cost $500, and weigh as much as visible light illuminators. Other frequency illuminators are possible but are not mass produced, so you would have to get the device custom-made.

Laser Sights illuminate the target with a small dot, either red visible light or infra-red. Visible light lasers cost $200, and IR lasers cost $400; both weigh 1/8 pound.

Illuminators of all kinds lose effectiveness at about 200 yards. For laser sights, this means that the dot is no longer visible and cannot be used to target anything. For other types of illuminator, their benefits begin to shrink at this distance. Between 200 and 300 yards darkness penalties are reduced to one quarter, between 300 and 350 yards they are halved, and beyond 350 yards illuminators have no positive benefit. They will, however, enable other people to target *you*.

When using an illuminator other than a laser sight, you are visible to anyone who can see the correct frequency (visible, IR, or any other) at any range. There is no darkness penalty for shooting at someone using an illuminator if you meet this condition. Remember this well!

Night vision goggles are similar in many ways to various scopes. They rarely have magnification, but nearly any other system can be used. Most goggles use low light television systems, with IR and perhaps an IR illuminator.

An interesting variant of the illuminator is used for some goggles. A small and very dim infra-red light is mounted under the lens so that the wearer can read by infra-red. Usually, these lights are turned off, because they can give an enemy a good idea of where you are. The light is so dim that it does not affect darkness penalties, but anyone who can see infra-red light can attack your head at only the usual penalty for a head shot.

Night vision goggles come in binocular and monocular. Mono goggles weigh and cost as much as an equivalent scope, but are usually made to be as

light as possible. A binocular goggle has the extra weight and cost of the second viewing tube, adding $200 and 1/2 pound to the goggle's weight.

A great problem with night vision scopes is the lack of peripheral vision. Most goggles have a wide field of view, but there is always some obstruction to viewing. Thus, anyone using goggles cannot use their peripheral vision advantage, and if they do not have this advantage, their arc of vision is reduced to 60 degrees to either side of their facing. Because the goggle's raise their wearer's view point away from the face, they confer a penalty of 1 to attack and defend in any mêlée combat other than close combat.

## Examples

### Aimpoint 2-Power

The Aimpoint 2-power is a fast-acquisition optical sight. Instead of a cross hair, a small red dot is projected onto the lens. It has a wide field of view, very little magnification, and runs off a three volt lithium battery for up to five hundred hours.

Magnification: 2x
Cost: $300
Weight: 2/5 pound

### Aimpoint 3000

The 3000 is almost identical to the 2-power, but has no magnification. It does have the option of a wider dot.

Cost: $250
Weight: 2/5 pound

### Armscor MNV

The Armscor MNV is a low light scope with passive infra-red and some magnification. It runs off two AA batteries for about 40 hours.

Magnification: 2.6x
Darkness Modifier: +6 vs. penalties
Cost: $1800
Weight: 2 1/5 pounds

### Bausch & Lomb Elite

A series of purely optical scopes with variable zoom and a range of magnifications. They are all high precision scopes (accuracy +1). The cost varies with the magnification, but the weight is constant between all models.

| | |
|---|---|
| Magnification: 6x-24x | Cost: $2000 |
| Magnification: 4x-12x | Cost: $1000 |
| Magnification: 2.5x-10x | Cost: $765 |
| Magnification: 3x-9x | Cost: $750 |
| Magnification: 2x-7x | Cost: $680 |
| Magnification: 1.5x-6x | Cost: $500 |

Weight: 2 pounds

**Hensoldt Fero-Z24**

A light-weight telescopic sight designed for military use. It is available with a quick-release mount for all HK rifles and submachine guns.

Magnification: 4x
Cost: $800
Weight: 7/10 pound

**Hensoldt ZF 10x42**

A rugged long range scope. Like the Fero-Z24 it can have a quick release mount for HK weapons.

Magnification: 10x
Cost: $1000
Weight: 9/10 pound

**ITT AN PVS-7B**

A fairly standard night vision goggle. It is a binocular system with a single lens and can either be hand held or mounted on a mask. It uses IR and low light, and two AA batteries power it for thirty hours.

Darkness Modifier: +6 vs. penalties
Cost: $3100
Weight: 1 1/2 pounds

**ITT F4939M**

The F4939M is a long range night vision binocular goggle. It has a low intensity (half normal range) IR illuminator and flare compensation. The lens is a zoom lens, so the magnification is variable. Either hand-held or mounted on a mask, two AA batteries power the F4939M for thirty hours.

Magnification: 1x-4.5x
Darkness Modifier: +6 vs. penalties
Cost: $3250
Weight: 2 2/5 pounds

**ITT F4961**

The F4961 is an optical sight with light amplification, usable day and night. There are three models, each with a different magnification. It runs off two AA batteries for twenty hours.

Magnification: 1x, 4x or 8x (N.B. this is not a zoom!)
Darkness Modifier: halve penalties
Cost: $3650
Weight: 1 3/10 pounds

**ITT F4965**

A night vision scope with reasonable magnification.

Magnification: 3.6x
Darkness Modifier: +6 vs. penalties
Cost: $3000
Weight: 2 pounds

**Laser Products Sure-Fire 2**

The Sure-Fire 2 is a combination illuminator and laser sight, combining a compact six watt xenon flashlight and a visible light laser. Made in different shapes to fit different guns, the two functions can be selected by using a toggle on the side of the Sure-Fire 2, which can be activated by a pressure pad mounted wherever the user desires. It runs off a three volt lithium battery, and is capable of four hours of use as an illuminator, or twenty hours as a laser sight.

Cost: $375
Weight: 7/10 pound

**Leitz Elcan**

The Elcan is a very rugged scope designed for use with the Colt M-16, although it can be modified with ease for most other weapons. Built for military use, the Elcan is not subject to the rules for scopes breaking in the field. It has two hit points and 5 DR.

Magnification: 3.5x
Cost: $750
Weight: 9/10 pound

**Litton M973**

The M973 is a top of the line night vision goggle. Under the name AN/PVS 7, the M973 was adopted by the US Army in the late 1980s. It can be hand-held or attached to the face with a few straps. Because the goggles sit slightly off the face, characters with the advantage peripheral vision can see (without the aid of the goggles) into the areas between 90 and 120 degrees from their facing. The areas between 60 and 90 degrees remain hidden. Characters still take the penalty for wearing goggles, but may be able to notice things in their peripheral vision, at the GM's discretion.

Darkness Modifier: +6 vs. penalties
Cost: $3400
Weight: 1 1/2 pounds

**Litton M983**

The M983 is a monocular goggle, designed to give the user night vision while retaining normal vision. Like most of the devices listed, it is a low light with near infra-red system, and includes an IR illuminator and a removable magnifying lens. Because the lens only covers the right eye, vision is unhindered for the other, but beyond 60 degrees vision is by the naked eye only. The penalty in combat is reduced to a dexterity penalty of 1. The M983 runs off two AA batteries for thirty hours.

Magnification: none or 3x
Darkness Modifier: +6 vs. penalties
Cost: $2000
Weight: 9/10 pound

**Optic-Electronic NVS-700**

The NVS-700 is an older model of scope, but very common in police and military forces. It is considerably heavier than some more modern scopes. A standard low light and IR scope, it runs off two AA batteries for sixty hours.

Magnification: 3.5x
Darkness Modifier: +4 vs. penalties
Cost: $1500
Weight: 4 pounds

**Optic-Electronic NV38**

A night vision goggle, binocular and based on low light and IR technology. It has an infra-red lamp for local illumination (no penalty to 50 yards, quarter penalty to 75 yards, half penalty to 90 yards) that the user can turn on and off. Two AA batteries power this goggle for twenty-five hours.

Darkness Modifier: +6 vs. penalties
Cost: $2850
Weight: 1 4/5 pounds

**Pilkington Kite**

A simple, rugged low light and IR scope. Also available is the Maxi-Kite, which has a higher magnification and costs more. The unit runs on two AA batteries for fifty hours.

Magnification: 4x (6x)
Darkness Modifier: +6 vs. darkness penalties
Cost: $2450 ($2600)
Weight: 2 7/10 pounds (3 3/10 pounds)

**Pilkington Nova**

The Nova is a very light-weight night vision goggle in binocular configuration that uses standard low light and infra-red systems. It includes a small IR lamp for reading (mentioned previously). Used by the British army, the Nova requires a 2.7 volt battery that lasts for sixty hours.

Darkness Modifier: +6 vs. penalties
Cost: $2600
Weight: 1 3/10 pounds

**Simrad KN-250**

The KN-250 is not a scope, but a scope attachment. It fits over almost any optical equipment and does not need separate zeroing. A low light and infra-red device that includes flare compensation, the KN-250 runs off two AA batteries for about fifty hours.

Darkness Modifier: +6 vs. penalties
Cost: $2000
Weight: 1 1/2 pounds

**Sopelem PS 2**

The PS 2 is a tight beam infra-red illuminator. Its beam is almost as tight as a laser beam but spreads IR light out and around the target, speeding up target acquisition. It is activated by a pressure switch mounted anywhere on the weapon and runs off a 2.7 volt lithium battery for forty hours.

Cost: $150
Weight: 7/10 pound

**Sopelem TN2-1**

The TN2-1 is a light-weight night vision goggle for use with various night time activities, not only combat. Although a standard low light and IR system, the TN2-1 is not as sensitive as most, and benefits from IR illumination when available. It needs a 2.7 volt lithium battery that powers the device for thirty hours.

Darkness Modifier: +4 vs. penalties
Cost: $1900
Weight: 1 pound

**United Scientific SUSAT L9A1**

The SUSAT is designed for the L85A1 assault rifle, and is a compact, light-weight and rugged optical sight that can be mounted on almost any long arm.

Magnification: 4x
Cost: $900
Weight: 1 1/10 pounds

**Varo-Electron AN/PVS 4**

The AN/PVS 4 is an older model night vision scope, using standard low light and infra-red systems. It has flare compensation and is used by the US Army. Two AA batteries power the AN/PVS 4 for 30 hours

Magnification: 3.7x
Darkness Modifier: +5 vs. penalties
Cost: $2000
Weight: 3 3/10 pounds

**Varo-Electron Aquila Mini 3000**

The Aquila is a low light and IR scope for military use, powered by two AA batteries for forty hours.

Magnification: 4x
Darkness Modifier: +6 vs. penalties
Cost: $2900
Weight: 2 2/5 pounds

# Complexity, Realism, and AD&D

Gary Johnson

In his article entitled "Dungeons and Drunkenness,"[1] Travis Hall raises some points about realism and complexity in game systems. He writes,

> Some GMs and players prefer these more realistic systems, but I have found that such systems make the game much more complicated, and this means that some emphasis is taken off the personalities of the characters, which I consider to be the integral part of the game, and placed instead on the mechanics of the game, which should be subsidiary to the former. Other systems are even simpler than AD&D, but although this would emphasise even more the personalities of the characters, I find that such systems have too little in the way of game mechanics to properly define the abilities of the characters and the results of their actions. A balance between detail and simplicity is required.[2]

Travis has raised important issues that are not as cut and dried as he writes. What are the links between complexity and realism? Does complexity directly harm characterisation? These are questions worth discussing. To give my points greater clarity, I will cite examples from 1st Edition AD&D.

Before proceeding further into this debate, let us take a few moments to consider what we mean by complexity, simplicity, and realism. The difference between complex and simple is clear: simple things have very few parts, whereas complex things have many parts. I will come to realism in a moment, but first there is an obvious distinction that must be made between the nature of the game world and the structure of the game mechanics. Simply put, game mechanics can be realistic without being complex, while game worlds cannot be realistic if they are not complex. Allow me to explain.

Role-playing games provide models — frameworks — for players and GMs to use. The game mechanics provide a framework for resolving conflict and other crises. Game worlds provide a framework for imaginary characters to interact with other imaginary beings, all under the ultimate control of the GM. Neither model has to be realistic: however, note that the more unrealistic a model is, the more effort it needs to create and maintain an understanding of the model. By realistic, I do not mean dovetailing neatly with our real world universe (unless that is what you as GM want), but being internally consistent and easy for players to understand.

For the game world to be easy to understand, most things must be the same or very similar between our real world and the game world. For instance, gender, spoken languages, and humans with two arms and two legs are all included in AD&D, facilitating our understanding of the AD&D game universe. Elves are essentially humans with pointy ears, dwarves are short humans who live underground, halflings are abhorrent Tolkien creations that should be destroyed, etc. All these races have gender, spoken languages, and two arms

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[1] Travis Hall, "Dungeons and Drunkenness (or, Modifying the Rules)," *Queensland Wargamer* 37 (February 1994) pp.8-11.

[2] *Ibid.*, p.8.

and two legs, making them people just like us in the real world with some window-dressing to make them distinctive.

Being internally consistent means that things should work the same each time you do them or they happen. The sun should rise tomorrow, unless something exceptional stops it. If beer existed in the universe yesterday, it will exist today, unless something exceptional has happened. Unless the game universe is a place where the constants of existence are constantly changing, players should be able to tell when something has gone wrong because it is not consistent with the way things have happened before.

It should be obvious to anyone who has thought about a game universe that the more details that accrue to the universe, the more complex the world becomes. If you are willing to model reasonably closely on the real world for much of your game world, then the world will be even more complex. If you decide to use a Medieval European economy for your campaign, the economy will become more complex the more you look at historical Medieval Europe, noting the exceptions, the complex taxation system, the bewildering connections of fealty and obedience, and the role of the Church. Every time the GM adds something to their game world, it becomes more realistic and complex.

On the other hand, game mechanics do not have to be more realistic if they are complex. For instance, a combat system where you roll one die to see if you hit and how much damage you do is simple. A system like AD&D where you roll a die to hit and another die for damage is more complex. A system where you need to roll several times to determine if you hit, where you hit, and what the effects are is very complex. But this complex system does not have to be realistic (i.e. internally consistent and understandable); it does not even have to be realistic in that it models the real world well.

Let us look at an example Travis mentions in his article, where he mentions unarmed combat. Combat without weapons has been a problem throughout the AD&D game's history because the combat rules seek to provide a simple model for combat. Problems with the AD&D combat system include that you cannot knock someone out and that the system is only capable of dealing with the use of lethal weapons. Basically, AD&D's simple combat system is not capable of dealing with punching, grabbing, and tackling. "But, hidden away in an appendix in the back of the first edition *Unearthed Arcana*, there is actually a workable unarmed combat system."[3] Yes, there is a section on weaponless combat in *Unearthed Arcana*, and it is workable, but the rules are unnecessarily complex and unrealistic. They create exceptions to the AD&D combat system, often for no good reason.

> An opponent must be of the same or a smaller size class as the attacker. A size L giant can pummel opponents of size L, M, and S, while a halfling fighter could only pummel another size S creature.[4]

Excuse me, why can't someone 4'10" tall punch someone 5'2" tall? Can't you hit someone in the legs or, more importantly, the groin? Size S people can hit size M or L creatures with daggers, why not with their fists?

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[3] *Ibid.*, p.9.
[4] *Unearthed Arcana*, p.107.

> If a character making a pummeling attack takes damage from the attacked creature before the pummeling attack is made, the pummeling attack is spoiled and may not be made. The pummeling character is considered to be driven back, unable to get in a swing on that particular attempt.[5]

But wait a minute, combat rounds are a minute long. Why can't you punch someone in a minute if they hit you first? "Stop hits" do not exist when you are using a weapon, so why this special exception? Does it apply if I am using knuckle-dusters?

> an attacker at a higher elevation may kick any portion of the defender's body.[6]

Think about that. I am an ordinary human (6' tall) standing on a platform 5 feet off the ground, while you are an ordinary halfling (3' tall) standing on the ground. According to the rules, I can kick you in the groin without getting off the platform. Miraculously stretching legs? I'd like to see that.

This weaponless combat system is unrealistic. Why is this so? And remember, this is the "workable" set of weaponless combat rules! My advice for all AD&D players is to look at and consider using the simple and realistic AD&D unarmed combat system described in "Non-Lethal Combat in AD&D" by Taina Nieminen and Timo Nieminen, which can be found in *Queensland Wargamer* 32 (June 1991), and contains brief rules for knocking out your opponent, grappling, and disarming an opponent. What have you got to lose?

I find myself in disagreement with Travis on a number of points about AD&D. Travis describes AD&D as a system "designed to allow players to attempt heroic deeds such as described in fantasy books with a minimal amount of fuss."[7] But AD&D is especially bad at adapting some very well known heroic fantasy characters. Look at Fafhrd and the Grey Mouser in *Legends and Lore*: they both have three character classes.[8] How many players do you know of who use the AD&D rules and play humans with three classes? If the rules given in the AD&D rule books "are adequate and require no, or few changes,"[9] why do so many people have house rules, and why do so many articles appear in magazines offering suggested changes to AD&D? I have no problem accepting that Travis is entirely satisfied with AD&D, but just because he likes AD&D the way it is doesn't mean we all have to as well! AD&D's game mechanics are unrealistic and complex, not because there are dragons but because a lot of their rules make no sense despite their impressive quantity of verbiage.

Whether AD&D's peculiarities are enough to turn you off the game is a matter of individual preference. Obviously, Travis is prepared to accept the *Unearthed Arcana* weaponless combat system, whereas I am not. Another point on which we disagree is his approach to characters becoming drunk. Travis writes that calculating the effect of body weight on alcohol consumption and drunkenness is an "unnecessarily complicated procedure,"[10] and that there is no

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5 *Ibid.*, p.107.
6 *Ibid.*, p.107.
7 Travis Hall, "Dungeons and Drunkenness," p.9.
8 *Legends and Lore*, pp.81-82.
9 Travis Hall, "Dungeons and Drunkenness," p.9.
10 *Ibid.*, p.10.

way to equate real world blood alcohol content (BAC) figures with the degrees of drunkenness given in the DMG.[11] On the contrary! There is a second table, the Intoxication Recovery Table, which lists the time a character needs to recover from the various stages of drunkenness.[12] It is possible to work from these times to determine the amount of alcohol you must have consumed to suffer certain penalties in game mechanics.

After rejecting BAC as a useful guide, Travis turned to the AD&D game system, and found the save vs. poison. "But if a save vs poison is the only thing stopping a person getting drunk, characters will be quite easily intoxicated and also, every character should have a different amount of resistance to alcohol, varying with far more variables than merely class and level."[13] Fair enough, I've never understood why thieves have more resistance to poison than magic users, but surely people have a different amount of resistance to other drugs and poisons as well? If you are going to have a different system for drunkenness, what is the point of having a save vs poison in the first place? Surely to be consistent you now need a different system for every poison and drug?

Quite simply, different rules for drunkenness are an unnecessary complication from the save vs. poison, which is after all a very simple and straightforward (if unrealistic) game mechanic. If you want to complicate the rules so that drunkenness is more realistic, take into consideration gender and body mass. A 50 kg woman will get drunk a lot more easily than a 100 kg man, even if the woman has a much higher Constitution. Physical fitness and health will only have an effect if the two people are otherwise similar; it is certainly not the starting point for determining the effects of drunkenness on people.

By now it must be apparent that I no longer like AD&D as a game system. AD&D is not right for me any more. The absence of non-violent character motivations, the unrealistic and complicated combat system, the unnecessarily restrictive class schema, and the bizarre dungeoneering ethos all disappoint me. That doesn't mean that AD&D isn't right for you, however. If it works for you, play it. But don't complain if other people offer suggestions that "increase the realism of the game."[14] They're only suggestions, and we're all allowed to think about what we want out of gaming.

11 *Dungeon Masters Guide*, p.82.
12 *Ibid.*, p.83.
13 Travis Hall, "Dungeons and Drunkenness," p.10.
14 *Ibid.*, p.8.

# Oooh, That Smarts (a response to Complexity, Realism and AD&D)

by Travis Hall

Gary Johnson has written an article disputing many points made in my previous article, "Dungeons and Drunkenness (or, Modifying the Rules)", printed in *Queensland Wargamer* 37 (February 1994). Gary is the editor of the *Wargamer*, and as such has courteously extended to me the right of reply to his article. This is that reply.

All quotations in this article, unless otherwise indicated, are from Gary Johnson's article, "Complexity, Realism and AD&D", in this issue of the *Queensland Wargamer*.

Reading back over my previous article, I see that I have written in the first paragraph: "... I have found AD&D to be the best fantasy role-playing system for my purposes. I have underlined this because such a statement is sure to cause a stir amongst the non-AD&D players reading this."

I can see now that my prediction was all too true. Unfortunately, Gary has taken my words to be an attack on non-AD&D game systems and all those who do not play the game my way. My article was intended to be just the opposite. I wished to inspire thought in my fellow gamers as to why many of us prefer different games and what rules are the best for the play of our individual campaigns. I know that in other cases my objectives were achieved. I am sorry I could not attain a similar understanding with Gary.

"Travis has raised important issues that are not as cut and dried as he writes." Of course these issues are not as cut and dried as I have written. Why? Because the major purpose of the article was other than to address these issues. As indicated by the title of the article, I was writing to demonstrate the necessity of thought on the part of each and every GM, and especially DMs, when it comes to changing or adding to the rules of the game, again expressly AD&D but equally so for any other game. If I wanted to look at this argument in the depth Gary suggests, I could end up filling an entire *Wargamer* with the resulting article.

I agree with Gary on his definition of realism as it pertains to the game world itself. A realistic setting is obviously a great boon to the game, as it greatly assists credibility and players' ability to react to the world, and I agree with everything Gary has said on this point. But also there must be another definition of realism, for this is a word that is often applied to game mechanics, as well as game worlds. When applied to game mechanics, I would say that realistic refers to a game's ability to accurately simulate the world to which it is applied.

Also I agree with Gary when he says that the game world can often be very complex, and yes, the more details you add to the world the more realistic and complex it becomes. And Gary is correct in stating that more complex game mechanics are not necessarily more realistic. In fact, I have never, in my article or otherwise, spoken differently. But unfortunately, more realistic game mechanics do tend to be more complex. Please note the logical difference: realism tends to create complexity, not the other way around. The reason for this is that the world we are trying to simulate is usually extremely complex, and so to accurately simulate every detail we need a system which is extremely complex. Every detail we try to simulate with the game mechanics requires that an extra detail be added to the game mechanics What we have to decide is how closely

we wish to simulate the world in which we play. And yes, I would suggest that excessive complexity, as pertains to the rules, usually does harm characterisation. How many times has your game stalled as a result of some confusion over the rules?

Okay, so Gary doesn't like the *Unearthed Arcana* weaponless combat system. That is his right, and since he is not playing in my group, I don't really care. In the first version of this response, I replied to each of the reasons he cites for not liking that system, but those answers took up most of two pages and served little purpose, so I have removed them. The fact is, there is at least one problem with the system which he didn't mention, and due to this problem, even I don't use it. But the system I do use is very close to the *Unearthed Arcana* system, far more so than any other I have seen published, including the one Gary recommends. Sure, have a look at Taina and Timo's system, but don't use it just because Gary says it works. Think about it first. What you have to lose is some of the enjoyment of your games, if you use it and then find it inadequate. No unarmed combat system I have ever seen for AD&D (or any other game) is perfect. You are the ones who must decide what is the best.

More importantly, what about the point the example was illustrating? This fact remains: AD&D (and many other systems) has several versions of quite a few sub-systems, and in some cases an older version of a sub-system may be more desirable, or perhaps another version from a closely related game will work. This is quite often much better than taking rules from a source which we cannot be sure is able to give good advice. Gary has not addressed this point, so I assume it still stands.

*Legends and Lore* is a publication which I take with a grain of salt, like anything in *Dragon* magazine, expansions for any game system, and article published anywhere and most game systems themselves. *Legends and Lore* is a source book, not a rule book. As such, it does not truly reflect the system itself. Fafhrd is a straight fighter, the Grey Mouser a thief. *Legends and Lore* just adapts them badly. The system itself does just fine. Where is the rules problem?

I am not entirely satisfied with AD&D, and never said I was. The rules can be used completely as is, and the DM can still produce a very good game. That is all I meant when I said that the rules are adequate and require no, or few changes. All DMs are free to change the rules in any way they feel like. However, they should think very carefully about those changes, not simply assume that alternate rules work just because they were published in some magazine. Any idiot can write a magazine article. It requires an exceptional idiot to make up game rules which work. (Just kidding. You know what I mean.)

Just as I did not wish to argue about AD&D unarmed combat systems, I do not wish to enter a long debate on exactly how the effects of alcohol should be handled in AD&D, or any other system. Gary's suggested method would work, but would require more guess-work and many approximations, because the relationship between BAC and recovery times is not simple. I believe that by the time you finish making the table, the extra realism you wish to gain would be swamped by the inaccuracy of your guesses. But if that is the system you want, do it. I couldn't be bothered.

When it comes to justification of my alcohol effects system, all the necessary arguments for its viability are contained in my original article. If you red this article and still disagree with my system, good. That would show that you

are thinking about the problem, which is what my article has advised you to do — about this or any other rules dilemma. I even recommended constructing your own systems for comparison. The system I came up with is irrelevant. What is important are the underlying thought processes — finding something which simulates "reality", but which is relatively simple and easy to use, modifying it when it isn't quite right, keeping the number of changes to the overall game to a minimum, all the other points demonstrated in my previous article. And an additional point — if it keeps both you and your players happy, it is a good system. My alcohol effects system does this for my group. Need anything more be said?

Rules do not provide character motivations, non-violent or otherwise. They only simulate the world. It is the thought and creativity of both GM and players which should provide the characters with everything they need for good role-playing. The "restrictive class schema" does not have to be so, if used correctly (maybe I should write an article about this). You don't like dungeoneering? Neither do I. Don't do it. Take the rules for what they are — just rules — and role-play.

I have never said that suggestions should not be offered. I have said that I disagreed with many of the suggestions which have been offered, but I, too, am "allowed to think about what [I] want out of gaming", and even to say it. The reason I have rejected the changes suggested was that I did not think the rules increased realism significantly, while I think they increased rules complexity overly. Looking back over my previous article, I feel that perhaps I did not make my position on this subject completely clear, more the fault of bad wording and too great an attempt at brevity than anything else. The fact is, I have found that many rules changes suggested in gaming magazines decrease realism, in my opinion, and unfortunately, too many role-playing groups accept such suggestions blindly, especially when they come from such esteemed sources a *Dragon* magazine. My article was written to encourage more role-players to think about what rules changes they make to their games, offer advice on how best to turn their thought into useful gaming procedures, and to discourage gamers from simply accepting changes just because someone writes an article about it.

In conclusion, I find it difficult to see the point of Gary's article. It does not seem to provide any useful advice, except maybe "don't play AD&D", if you consider that useful. Gary spends four pages picking holes in AD&D rules and my rules, without either addressing the main points of my article or offering any useful suggestions in place of those he attempts to discredit. Still, I suppose I am little better, for I have wasted the reader's time and this magazine's space by writing a refutation to Gary's article, and so I apologise for being so verbose. Until next issue (or the one after, maybe ...) fare thee well.

*[N.B. This article has not been revised by the editor.]*

## A Final Reply

by Gary Johnson

I do not intend to reply at length to the points Travis raises in his reply. All I wish to point out are two errors of fact, followed by a concluding observation.

Firstly, I believe that Travis is wrong when he asserts that *Legends and Lore* adapts Fafhrd and the Grey Mouser badly. A brief perusal of Fritz Lieber's books convinces me that *Legends and Lore* has done the best it can to represent these two characters in AD&D game mechanics. Let me quote from *The Circle Curse*, a short story included in *Swords Against Death*, the second book in the Swords series (pp.13-14):

> They [Fafhrd and the Grey Mouser] lived by thievery, robbery, bodyguarding, brief commissions as couriers and agents ... and by showmanship, the Mouser entertaining by legerdemain, juggling, and buffoonery, while Fafhrd with his gift for tongues and training as a Singing Skald excelled at minstrelsy, translating the legends of his frigid homeland into many languages.

In short, I remain certain that AD&D cannot replicate these characters without giving each of them three character classes. Fafhrd is more than a fighter; the Grey Mouser is more than a thief. The problem is not with *Legends and Lore*, as Travis claims, but with the AD&D class system.

Secondly, Travis implies that I have instructed all readers to adopt a particular unarmed combat system for use with AD&D. This is not so. I let the readers know that there was such a system in a *Wargamer* from four years ago, and invited them to consider using the system. The article in question is being reprinted in this issue of the *Queensland Wargamer*, so that no-one has to remain in the dark about what it entails. I did not tell anybody that they had to use this system; I resent the suggestion that I told readers to accept a set of rules unthinkingly.

Finally, I note that Travis associates realistic game mechanics with exhaustive rules for everything, rules intended "to accurately simulate every detail". I agree that realism and complexity are strongly linked in most models. However, it is worth noting that a model can also be realistic by not including unrealistic elements. For instance, the *Unearthed Arcana* unarmed combat system is unrealistic for a number of reasons, including the three rules I noted in my article: this particular system would be more realistic if it did not include these three unrealistic rules (*pace* Travis, since I do not know the reasons he intended to advance to defend their realism). Increasing the realism of a set of rules does not require a dramatic or even a moderate rise in the number of rules to be followed; realism can also be enhanced by discarding unrealistic rules.

*[An issue that has been touched on a number of times in this discussion, but never at length, is the question of whether or not complex rules harm characterisation and role-playing. If you have an opinion and wish to share it with your fellow gamers, write to the Editor and we will print your contribution in the next Queensland Wargamer. Do not feel that you have to write an article on the subject, we are happy to print letters like those published in Dragon and Australian Realms. Ed.]*

# 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.

<u>Opponents' possible responses</u>

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 a75% 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.)

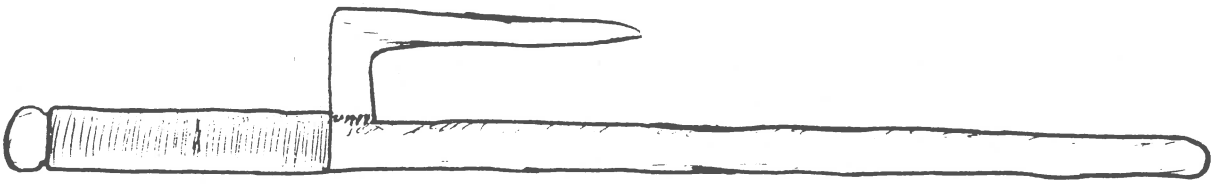
Note: Not all weapons can be broken, and not all weapons can be used for this form of attack.

| Weapons that can be attacked | Weapons that can attack them |
|---|---|
| Swords, and other brittle bladed weapons | Staff/light stick<br>Magic sword<br>Good quality sword (i.e. expensive sword) |
| | Any fast moving bashing weapon |
| Wooden weapons<br>(This includes wooden weapons with metal heads, but excludes them if the shafts are protected by metal extensions.) | 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,



Jitte - iron truncheon for parrying/disarming

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 |

Taina Nieminen and Timo Nieminen

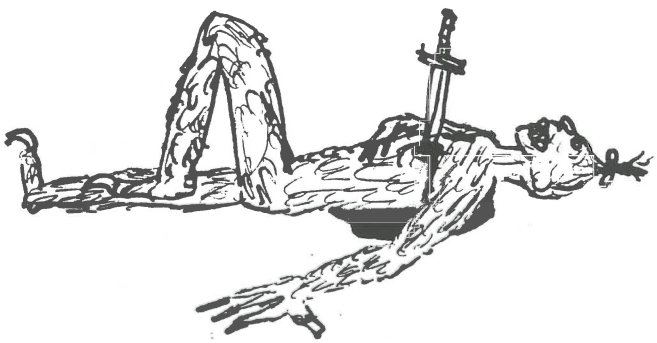
## Authors' Note to Non-Lethal Combat in AD&D

by Taina Nieminen and Timo Nieminen

As Gary and Travis both refer to our 'unarmed combat system' in their articles, it seemed appropriate to reprint it so that everybody knows what they're on about. When our non-lethal combat (not just unarmed combat) system was first printed, we had no idea that it would become so controversial. We designed it because we were both dissatisfied with the way in which AD&D (first edition) handled any form of close combat other than mêlée with lethal weapons. The unarmed combat rules were confusing and sometimes downright silly. There seemed to be no way to knock an opponent out, with foot or fist or blunt instrument, without severely injuring them (reducing them to 0 or fewer hit points). We wanted to know how to disarm opponents and how to put them into holds and joint-locks. Lacking the money and inclination to buy new rule books to search for answers within the TSR rules conglomeration, we designed our own solution to these problems, drawing on concepts such as the distinction between STUN and BODY in Champions. Having designed our system, we decided to share it with the world, or at least QUGS members.

Reading our original publication again, we note that we neglected to state clearly that you could use it or reject it as you saw fit. We neglected to do this because we believed (and still do) that you are all intelligent enough to work this out for yourself. We believe that the system we designed can help the flow of a role-playing session by enabling unarmed and other non-lethal combat to be run in the same way as normal combat with weapons, saving time and reducing confusion. So of course we recommend that you consider using it. If, however, you see unarmed combat as a more complex affair, or if you only want to use official rules, or if you think that it is just plain bad, then clearly it is not for you.

On a final note, after our act of minor idiocy in devising a 'rule' that works, we would like to announce that we have since progressed to the exceptional idiot stage by writing our own (completely, totally, utterly non-AD&D) FRP systems which, by the way, will not be published in the *Wargamer*.



# Mansion Floor Plans

by Taina Nieminen and David Lloyd

This mansion is found in the central residential district of Varenne, the capital of Vendée. (Vendée is not as impoverished as its neighbour, Étrennes, and is culturally French rather than Spanish.) The last owner was Enrique de Montauban, recently deceased. To cut a long story short, de Montauban began the Vendéen years of his career in organised crime, did rather well at it, and after a period of civil unrest, had himself appointed Minister for War. He had many enemies, and thus had many bodyguards, all of whom needed accommodation. The mansion provided room enough for all his multivarious employees and lovers, and also suited his new-found status as a government minister.

The original building, about a hundred years old, consisted of the front U-shape: armoury wing, front wing and side wing. The rear wing was a later extension, built after a change of ownership to house a girls' boarding school. The school closed its doors when much of the aristocracy fled Varenne during the civil unrest. Monsieur de Montauban did not find it difficult to convince the remaining residents also to leave.

The house is set within extensive grounds. The front wing opens directly onto a main street, the Rue Laurier; the other three wings are surrounded by gardens. The grounds are bordered by a ten foot stone wall, spiked at the top. There is one gate (on the left side when looking towards the front door from the street); the path leads to the stables. A second path leads from the stables to the rear gate, set in a fence made of ten foot high steel bars, and marked as on the Ground Floor plan.

The house is solidly built. Thick walls as shown on the plans are made of stone; thin walls are brick if exterior, wood if interior. All ground floor windows are barred. The internal courtyard is paved with stone. The armoury wing is two storeys only. Windows on the third floor of the front wing look out onto the roof of the walkway. The ground floor of the walkway (with four arches) is open to the outside but the external archways are barred, marked as
The side wing has a veranda on each floor.

The current owner is de Montauban's son and heir, Jonn Tarreau. Jonn is in the process of converting his father's old underworld interests to more legitimate business ones. (Well, most of them at any rate.)

**Symbols**

Doors

Bars

Windows

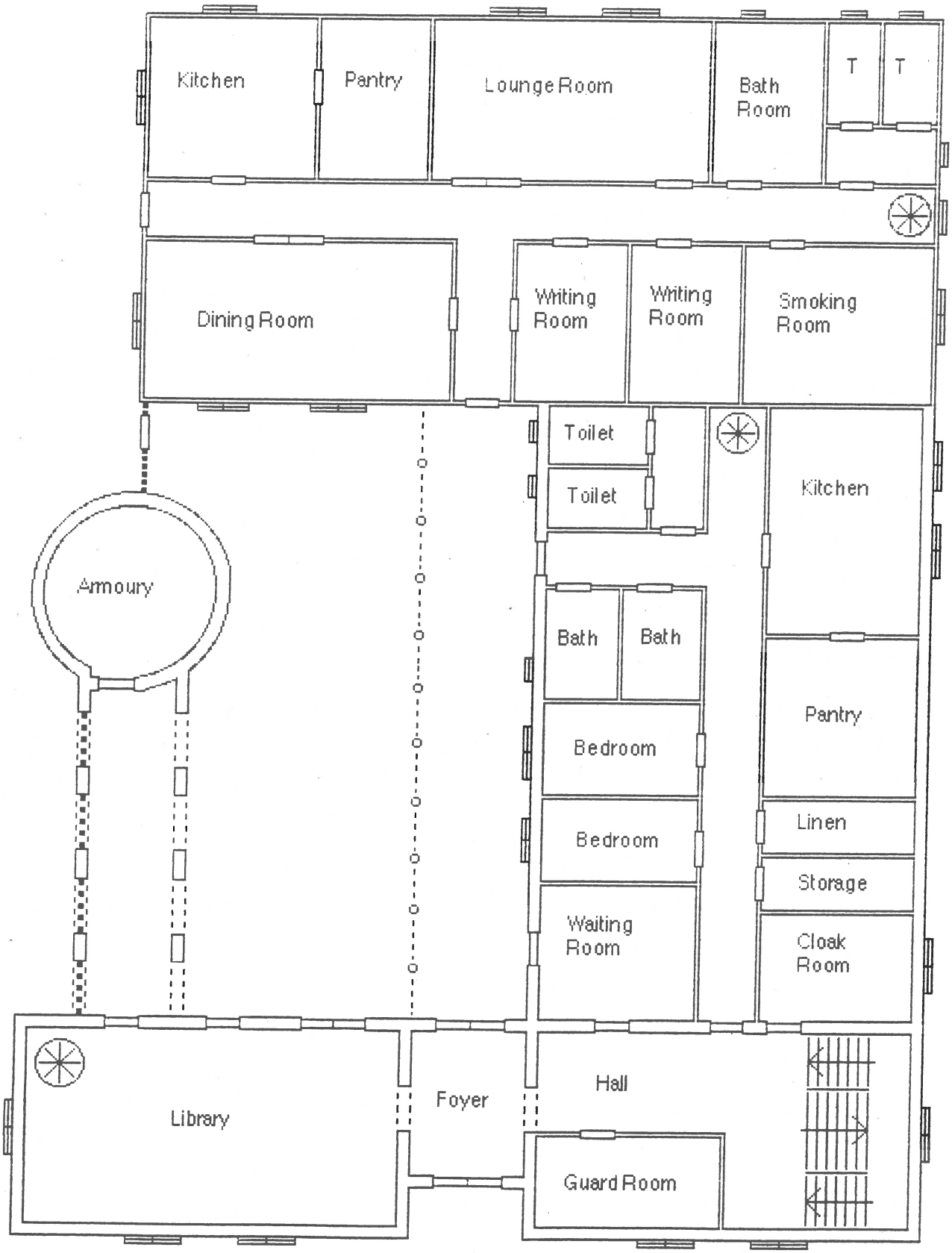
Railing

Archways

Pillars

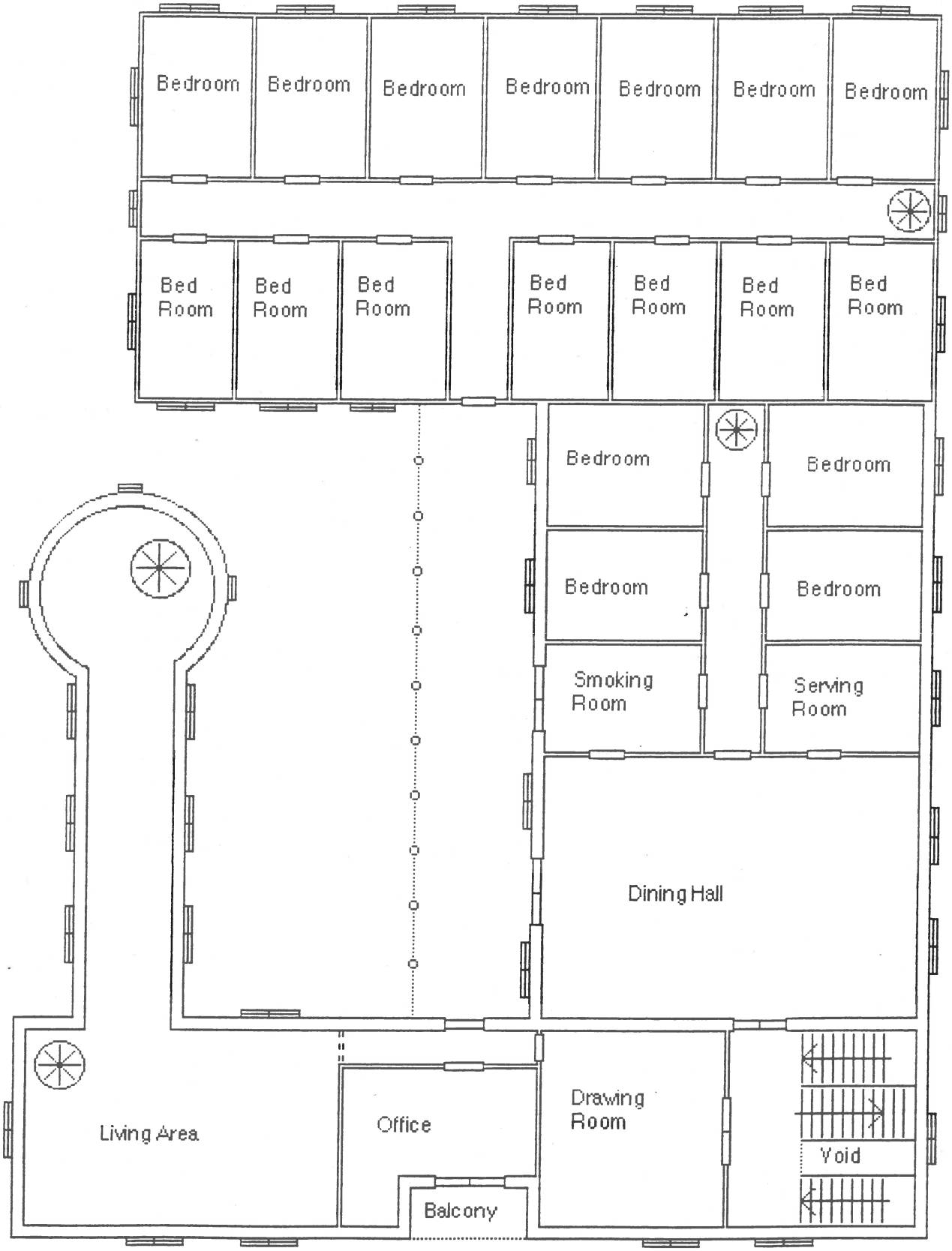
Stairs

## Ground Floor



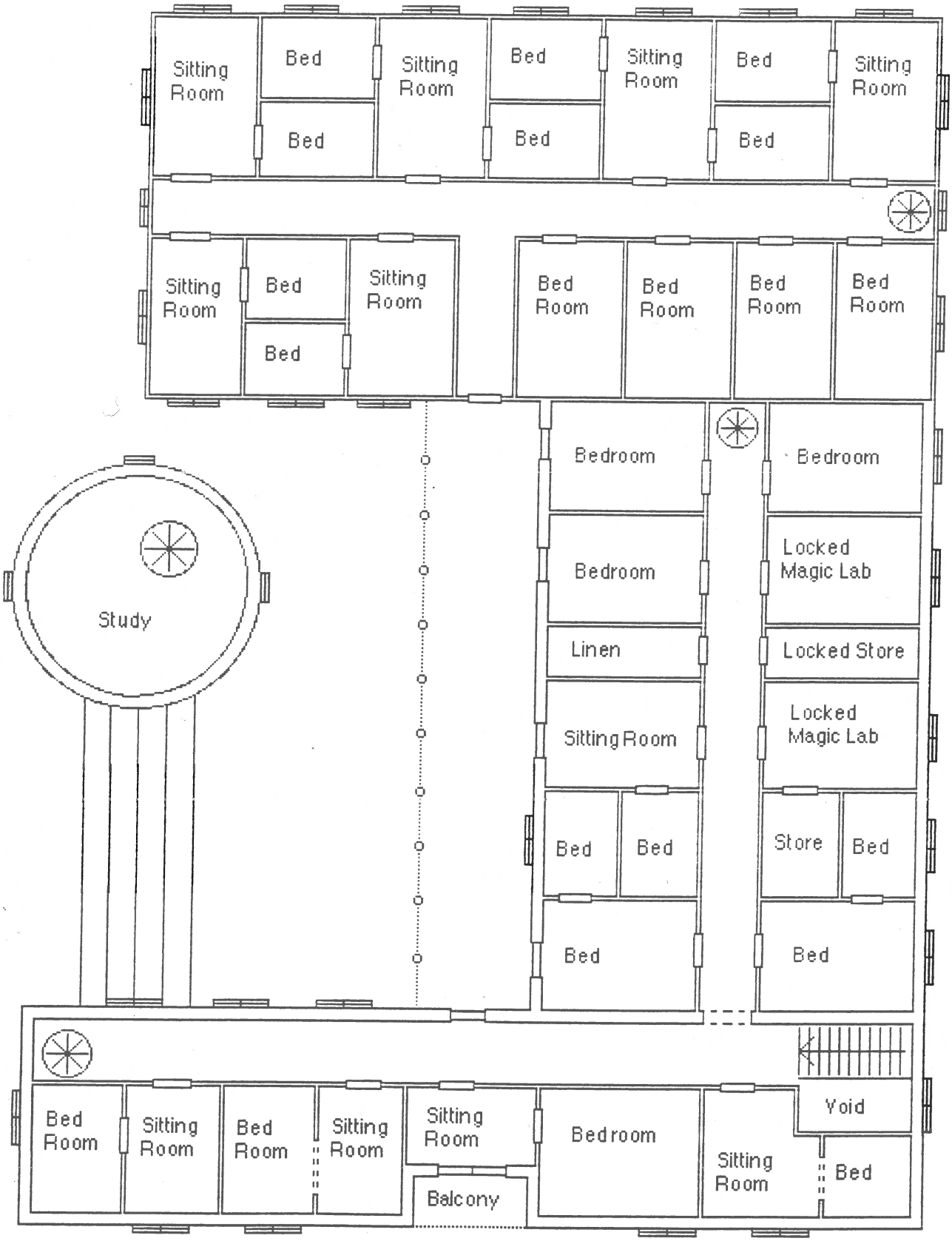

**Scale: 1 cm = 5 feet**

First Floor




**Scale: 1 cm = 5 feet**

## Second Floor

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