

WHITE WOLF

M A G A Z I N E

June/July
#27

\$2.95
\$3.50 in Canada

Annual PBM
Issue

StarKhan
Legends
Middle-Earth PBM
Torg
Ars Magica
Live-Action RPG



A World of Gaming Looms on the Horizon! **The 1991 GEN CON® Game Fair**

The greatest gaming event
of the year awaits.
Don't let the adventure
pass you by!

August 8-11

MECCA Convention Center
Milwaukee, Wisconsin

For more information,
write: 1991 GEN CON®
Game Fair, P.O. Box 756,
Lake Geneva, WI 53147.



GEN CON is a registered
trademark owned by
TSR, Inc. ©1991 TSR, Inc.
All Rights Reserved.

Table of Contents

RUNES	by Stewart Wieck	3
White Wolf takes a small step toward saving our world by adopting a wolf pack.		
From the Pack	responses by Stewart and Stephan Wieck	4
Some praise for issue #25, some criticism for the editor's game suggestions, and a rebuttal of a recent RUNES editorial.		
Legends in our Time	by Bruce R. Daniel	12
We take a long look at the many options available to you in Midnight Games' PBM game Legends .		
The Mystic Flame	by Louis Propseri	21
Your Storm Knights must brave the Living Land of Baruk Kaah in search of the powerful Mystic Flame in this Torg adventure.		
Middle-Earth Play-by-Mail	by William B. Feild Jr. and Peter Stassun	28
Here is an in-depth look at the PBM game that captures the world of Tolkien, written by the designers themselves.		
Capsule Reviews	by Line Reviewers	32
Our biggest review section yet explores the newest releases from a wide variety of game companies.		
StarKhan	by Colin McClelland and Lee VanSchaik	42
The second installment in this new series introduces the Malthusian, the Cyb-orcs, and the Reptiliads for the new StarKhan world from RAFM.		
PBM Corner	by Stewart and Stephan Wieck	48
We review a trio of above average PBM games — Belter , Adventurer Kings , and Space Combat .		
Tabletop News	by Ken Cliffe	52
In this regular feature, we look at a number of "weird" miniatures, and Brush With Destiny show you how to make bases look like stone floors.		
The IFGS & Live Action Roleplaying	by Mark Matthews-Simmons with help from Margo Toth	56
Have you ever been interested in Live Action Roleplaying? Then this introduction to the IFGS system of Live Action rules is for you.		
To the Gifted Go the Gifts	by Christopher Earley	62
A rules expansion for the <i>Ars Magica</i> game system, detailing the use of magic for those without the Gift.		
Silicon Dungeon	by Jim Trunzo	66
We take a look at two computer fantasy releases, Eye of the Beholder and Bane of the Cosmic Forge , and the latest computer espionage release, Covert Operation .		
Armor Down	by James Adams	72
A Justifiers adventure where your characters have to recover a stolen, high-tech tank, while surviving on a primitive and hostile planet.		
On the Horizon		80
We preview all the great stuff you will find in our annual Fantasy Issue.		

Annual PBM Issue

Credits

June/July 1991

Publisher: White Wolf

Editor-in-Chief: Stewart Wieck

Assistant Editor: Lisa Stevens

Contributing Editor: Stephan Wieck

Art Director: Richard Thomas

Cover Artist: Jeff Menges

Cartographers: Ken Cliffe and Chris McDonough

Typesetting: Nicole Lindroos

Staff Writers: Ken Cliffe and Jim Trunzo

Line Reviewers: Gene Alloway, Donnie Collette, Keith Eisenbies, Matthew Gabbert, Phillip Hessel, Chris Hind, Sean Holland, Wayne Ligon, Allen Mixson, Charles Peirce, Herb Petro, David L. Pulver, Anthony Ragan, John Setzer and Craig Schaefer.

Art Credits: Tom Dow (pages 20,22), Belinda Chipman (page 62), Ed McKeogh (page 72)

Miniatures photos: Ken Cliffe

Advertising Director: Stewart Wieck

Distributor Sales: Lisa Stevens

Hurricane Sailor Extraordinaire: Mark Rein • Hagen

Printed in the United States of America.

Special thanks this issue to:

RAFM for the StarKhan article.

Game Systems, Inc. for the Middle-Earth PBM article.

Advertiser Index

Alternate Dimensions Enterprises	71
AndCon '91	4
Ark Royal Games	13
Better Games	64
Cyborg Games	67
Dragon Games	36
Emprise Game Systems	29, 54
FASA Corp.	back cover
Flying Buffalo	70
The Game Company	10
Games Adventure	58
Game Systems Inc.	31
Geometric Progressions	76
Graaf Simulations	68
Hobby House Inc.	16
Inner Dimension Games	5
Koplow	69
Lance and Laser	28
Marquee Press	66
Mayfair Games	35, 79
Midnight Games	7
Paper Mayhem	40
Pegasus Production	65
RAFM Inc.	8
Ral Partha	51
Reality Simulations	61
Schubel & Son	74
The Scroll	23
Silvius and Berchtold	80
Stone Mountain Miniatures	11
Sutton Hoo Games	24
TSR, Inc.	inside front cover
Twin Engine Games	15
White Wolf	19, 77, 79, inside back cover
West End Games	47

WHITE WOLF Magazine (ISSN 0897-9391) is published bimonthly by White Wolf. The mailing address for all administrative items is: White Wolf, 1298 Winter Place, Anniston, AL 36201. The phone number is (205)-835-1059. For distributor sales, the mailing address is: White Wolf, 4153 Indian Manor Dr., Stone Mountain, GA 30083. The phone number there is (404) 292-1819; FAX is (404) 292-9426. WHITE WOLF is distributed through subscription and distribution services throughout the United States, Canada, England, France, Germany, Spain, Australia and Japan. Overseas subscriptions are available. All subscriptions are priced as follows: any U.S. address= \$22, any Canadian address= \$32, overseas via surface mail= \$45, overseas via airmail= \$80. All rates are for twelve issues. Checks or money-orders should be made payable to White Wolf. Subscribers are given constant notification of the last issue of their current subscription by the number following their name on the address label.

WHITE WOLF Magazine, Ars Magica, The Challenge, Campaign Book, Storypath Cards, Whimsy Cards, Vampire, Ashes to Ashes, Chicago by Night, The Storyteller's Handbook, The Last Supper, The Kiss, Mythic Europe, Faeries, The Order of Hermes, The Stormrider, JumpStart Kit, Covenants, The Broken Covenant of Calebais, The Tempest, Saga Pack, A Winter's Tale, White Wolf Adventures and White Wolf are all trademarks and copyrights of White Wolf. All material printed in these pages is the exclusive property of White Wolf unless prior arrangements have been made with the author/artist. None of the material may be reproduced in whole or in part without prior written permission from the publisher.

Third Class postage is paid at Carrollton, GA. Postmaster: Please send address changes to White Wolf, 1298 Winter Place, Anniston, AL 36201.

The mention of or reference to any companies or products in these pages is not a challenge to the trademarks or copyrights concerned.

"Every civilized nation spends great sums on painting and sculpture, on libraries and museums. Living animals are of an older lineage, more perfect craftsmanship, and greater beauty than any of the creations of man. Nowhere else than among living animals are there such strange fantasies of color, such play of light on contour and surface, such intimate relation between structure and form."

— Sir Peter Chalmers Mitchell (1864-1945), Chairman of the Zoological Society of London, referenced from Wildlife Conservation (May/June 1991)

I love art. In fact, by the time you read this *RUNES*, I will be in Europe where I will see much of the majesty of the Old World — architecture, museums and exotic people. But none of that can compare to the natural scenery I surely hope to find along the Rhine River and Grecian islands. Remove yourself for a moment from the make-believe worlds that we have so much fun creating and telling stories about in our wonderful roleplaying games, and think about this world.

The 21st Earth Day recently passed, and as predicted, there wasn't as much hoopla as last year. Every day is Earth Day. I know you've heard that and since most gamers are intelligent people, I'm sure you are also aware of the many dangers to the environment of our precious planet. I don't intend to discuss the political ramifications of ecological awareness, though such is certainly important to this sort of discussion. Instead, I'm going to talk about something *WHITE WOLF Magazine* is going to do to help out.

Sure, *WHITE WOLF Magazine* was named after Michael Moorcock's Elric of Melniboné, but I can't ignore the fact that the majesty of the wolf itself figured in there somehow. After all, it's being named after the wolf that made the nickname such a powerful one for Elric in the first place. So we are going to help save the wolf. Yeah, the real ones.

Though I haven't come to terms with the magnitude of the loss, I think I'm already aware that many of our battles for endangered species will be in vain. Too much has already been done to the environment. Even if all the people of the world suddenly stopped dumping toxic waste, stopped mowing down rain forests, and stopped driving automobiles, the net result of all this sort of activity in the past would catch up with the environment and tear it apart. But something would be left, and we have to win the battle of public awareness in order to save what we can and stop this nonsense soon.

That's why we have decided to help a wolf pack in northern Wisconsin through the Adopt-A-Wolf Pack program sponsored by the Timber Wolf Information Network (TWIN).



by Stewart Wieck

Even before the wolf was declared an endangered species in Wisconsin in 1975, efforts were made to save this marvelous beast. By donating money to TWIN, we are able to help them with their program of "Preserving the wolf through education." It's a bit presumptuous of us, but we're going to educate you about wolves, and in

so doing, we'll provide a constant reminder that the environment is not as it should be.

The pack that we have decided to adopt is called the 35 Pack. We will present the entire history of the pack next issue, but to introduce you, I'd like to tell you a little now. This pack was formed in 1986-87 by a male wolf from the Moose Lake Pack (east of the 35 Pack) and a female from the Tripod II Pack (west of the 35 Pack). The pack runs on the Wisconsin-Minnesota border in western Douglas County, WI. The pack's territory is squeezed in the middle of several other packs, and the 35 Pack must be constantly wary of trespassing by the Truck Trail Pack.

In future issues of the magazine, we will print photos of the wolves in our pack, plus tell you more about wolves. Through the program, we will also receive periodic updates about the movements and life of our pack. As such becomes available to us, we'll share it with you. Don't worry, we won't take too much space away from our great game material, but bear with us a little bit and don't groan about the loss of a couple of pages. While the wolf may be small potatoes in the big scheme of things, we need to keep the garden called Earth as healthy as possible.

If nothing else, accept the members of this pack as the mascots of the gaming industry. There aren't any unicorns on the endangered species list, so we'll just have to be satisfied with something a little less exotic, though no less marvelous.

You can contact TWIN at E. 110 Emmons Creek Rd., Waupaca, WI 54981. Effective June 1st, we will also be donating \$1 from every subscription we receive to TWIN.

From the Pack

We have quite an interesting letter column for you this issue. We begin with one of those letters of praise that we always like to see, but things heat up quickly, so don't go away.

Timely PBM Praise

Dear Mr. Wieck,

I have subscribed to your magazine for a while now, and although it is an excellent publication, never before has an article, story, or adventure caught and held my attention like issue #25's PBM Corner. I hardly knew what a PBM game was before subscribing to WWM, but I took advantage of the free set-up offer for the **Belter** game in issue #21 and I haven't regretted it. After that I began to follow the PBM reviews in WWM.

Issue #25's PBM Corner was far and away the most effective advertisement for PBM gaming and the most

engaging gaming article I have read in some time. Please tell me that Paul Brown will be tuning in again so that I may find out how successful the Dark Elves are. It would be great if other games were focused on in a similar fashion. Presenting the game in this way gave me a far better look at **Alamaze** than any advertisement or review could have.

Now that I have praised your work, it's time for a little criticism: I have waited patiently for reviews of the **Belter** and **Legends** PBM games for over a year now. When am I going to see them?

Christopher Butz
Menomonee Falls, WI

[Christopher — Paul's article was indeed a nice one. **Alamaze** is particularly suited to being described in such a format and I agree that it was very effective. Paul wrote the article some time ago, however, so the fate of the Dark Elves has long been determined. Don't stay up nights waiting for part two. As for more articles of this ilk, see the material on **Legends** and **Middle-Earth** in this issue.

Oh, yeah, **Belter** is discussed herein as well. — Stewart Wieck, Editor]

The Editor is Taken to Task

Dear Mr. Wieck,

I have to disagree with your answer to Steve Bush's request for advice on which game system to start out on. What Mr. Bush needed was the advice of an experienced gamer telling him what to look for and/or look out for. What you gave him was some platitudes and some game systems you happen to like, not much on what is good and perhaps not so good about them.

1st rule: A lot of beginning Game Masters end up with games that collect dust in the closet after one or two uses at most. A few do this because they find RPGs weren't what they expected. Most do so because they can't find enough people to play the game enough to make a going thing out of it.

Unless you have a committed group of players with you, I suggest the game be reasonably cheap. If your group survives you can upgrade to a superior game system later on. Right now, think cheap. For purposes of this discussion cheap will be defined as under \$40. We will need to provide a complete game world: rules and the setting to play it on. Having eliminated **AD&D** and **Warhammer** with this prerequisite, there are still quite a few games to choose from.

AndCon '91

*National Play-By-Mail Expo
&
Regional Gaming Convention*

Ohio's BEST gaming convention!

Featured events include 6 RPGA events, over 120 events covering ALL areas of gaming. Private rooms for all roleplaying events, prizes for EVERY event, and plenty of parties!

Admission is only \$15 for the weekend. Pre-registration starts in mid May. Write today to get your own FREE pre-registration book.

AndCon '91
PO Box 142
Kent, OH 44240-0003

Tel: 216-673-2117
Fax: 216-673-0662

I'll deal with those games Mr. Bush listed and the ones you added in, and suggest a couple myself.

Worlds Beyond: is a game I have never heard of, and thus cannot comment on. It may be everything in a game you'll ever need. Then again . . .

Ars Magica: has one major problem and a couple of minor ones. The major one is character imbalance. Spell caster characters can utterly dominate all other PC types. Experienced GMs and players can get around this problem, but this is not a game for beginners, period. Even if the major problem can be dealt with, the game world is rather fairy tale-ish, a definite turn off to a good number of people.

Runequest: is a superb game, though a lot of people prefer the 2nd edition version of the game to the current one. The only real drawback is that every character can cast spells, and knows several or more. A little difficult to play a non-magician character. One game to upgrade to later on for sure.

GURPS: is my game of choice, the one where I've invested my own cash, but it is **not** the one I'm going to suggest. Mr. Bush has indicated that he wants a fantasy setting. GURPS requires the basic set and a world book to run, be that Martial Arts or Space or Cyberpunk. Fantasy unfortunately requires two books: **GURPS Magic** and **GURPS Fantasy** (2nd edition), and the combined cost is over the limit. Like Runequest, a very good system to move into later on though. If Mr. Bush is interested in other genres than fantasy, **GURPS** is a very good suggestion.

Rolemaster: From a personal point of view, this is a game I have learned to loathe. My tastes are my own, and Mr. Bush might like this miserable collection of charts, tables and a half-zillion character classes. On the plus side, it does have a large number of adherents, a large body of support material and can be readily found in most gaming stores. On the minus side, it's not a simple game to learn. It really helps here to have someone who knows the rules around to guide you, and it is not cheap.

Pendragon: is a nice game, but I can't agree with Wieck's assertion that it is the best RPG in all existence (I've played **Morrow Project**, buddy. I know what the best RPG in all existence is.) I haven't seen the revised game as of yet and can't comment on the newer rules. Like **Ars Magica**, it sort of forces your characters into a specific profession to succeed. (In this case, a knight of the Table Rounde in the court of Arthur the Great. You aren't as restricted here if you choose another role as you are in **Ars Magica**, but it really helps your character if there is a knighthood listed on the character sheet.) If you don't want to adventure in and around Camelot or work in a game system that gives the best rewards to characters who behave in a chivalrous manner, best to try something else. A good upgrade system too.

Torg: is an interesting concept, Possibility Wars, England is enchanted, Egypt comes straight out of pulp fiction, etc. It lacks a little credibility in that 4 out of every 5 players are dedicated to the long term mission of erasing their culture and history.

Shadowrun: nice game if you have the cash to buy all the supplements you'll need to play it. Magic needs some serious reworking though.

And finally, my own two suggestions:

Star Wars: a little expensive these days, now that West End finally realized the game needed support material and finally got around to releasing some, but the basic game is easy to learn and the game setting is very well known to most of Western Civilization. Getting players to act in character here is very easy.

Tunnels and Trolls: on my list this is the definite number one with a bullet. If you are getting only one game, this is the one. It is cheap, easy to play and has been around for almost as long as **AD&D** has. It is a little hard to find, but with the success of the **T&T** computer game, perhaps easier to locate now.

S.D. Anderson
Whittier, CA

[S.D. — I'm anxious to respond to your letter because I find your reasoning to be a little suspect. First, I'll remind you that the "recommendations" I gave were clearly indicated as being suggestions for those who enjoyed the sort of "story" approach that I prefer. To take my offerings any other way is to miss the whole point of what I was saying. I, like you, set up my own basis for my suggestions, but I don't attempt to tie mine to real-world concerns like price and the ability of the player. This makes my recommendations useful only to those

SIRIUS COMMAND

Play-By-Mail
with
20 people
per game!



What is this game about?

It's leading your own **Major Power Nation**
in a present day setting . . .

It's **Dynamic World Economics** . . .

It's **Espionage and Diplomacy** . . .

It's **Anti-/Missile/Tacforce Combat** . . .

It's **Warfare** of one kind *or the OTHER!*

Rules alone \$ 4.00 New Player Pack (rules +2 turns) \$ 9.00
Per Turn \$ 4.55 Expect 2 weeks between turns (US Mail)
Mail your check or write for more details to:

Inner Dimension Games
51 Henry W. Dubois Drive
New Paltz, NY 12561

Phone (914) 255-7028

Compuserve 72600,743



who think they will enjoy the same style of play, but if the goal is to advise a new player on what is best for him without hiding a bias, then I feel my method is the most effective.

To get to the heart of your letter, your own suggestions, I can agree that **Star Wars** is an excellent game and one that is certainly suitable for beginners, but I find your recommendation of **Tunnels and Trolls** way off base. When introducing a person to the exciting world of roleplaying games, why would we want to convince him or her to play a game that was the height of gaming technology well over a decade ago? To be ludicrous, I'll compare this suggestion to giving a person an antique icebox as his first refrigerator.

Mind you, I don't have anything against **T&T**. It is fine when considered in context of what it tries to accomplish and when it did so, but to pass it off as representative of roleplaying games today is no good.

Also, why do you propose to subject people to plodding the same course through games that those of us who have been playing for a while had to walk? Why should **Runequest** or **Pendragon** be games to upgrade to? Most gamers learned roleplaying with **D&D**, and that game remains an attractive way to learn about roleplaying, but isn't **Pendragon** just as effective? Sure, the ideas presented therein may be a little higher-browed, but isn't that what many people would expect of a setting that wishes to adequately represent the mythical glory of Camelot? The whole idea of character imbalance in **Pendragon** and **Ars Magica** is just as mute. While this is a common argument against both of these games, I find that opinion to be grounded too much in what players have grown to expect from roleplaying games. Such detractors hold to the idea that in order for the game to be fun, every player must control a character that is roughly equal to all the others. However, in fantasy fiction (something I expect many people who might begin to play roleplaying games will be familiar with) there is usually a major hero and an assortment of sidekicks. Why should readers of such books be uncomfortable with the character imbalance in such games?

In conclusion, I appreciate the time you took to prepare these suggestions, but I find them no more useful than you found mine. Ultimately, gaming preference, like any hobby, is a matter of taste. Hopefully, gamers of all tastes can find something useful in **WHITE WOLF Magazine**. — Stewart Wieck, Editor]

We Take Heat Over the Merger

Dear Mr. Wieck:

On behalf of my staff, I find myself compelled to express my continuing shock and outrage over the representations of your magazine. I realize that this letter is not kind and says some pretty hard things, but I'd appreciate it if you were professional enough to print this letter expressing my views and criticisms in the next issue of **WHITE WOLF**.

We at Palladium Books found your editorial in the December/January issue of **White Wolf #24** both particularly amusing and disturbing (in the context of your overall body of work). In this editorial you proudly addressed the matter of the merger between **White Wolf** and **Lion Rampant**. The thrust of the editorial was how **White Wolf** will NOT become a house organ and how you will live up to the promise you made in issue number 12 that, quote:

"And I can promise that **WHITE WOLF Magazine** will never, no matter what comes, be anything other than a multi-game magazine." End Quote.

You then go on to state, quote:

"Small companies with good products will be ignored unless there is a place where they can go for affordable advertising and an editorial staff willing to print material for the game or at least print a review of the game. **WHITE WOLF Magazine** is still the place for this." End Quote.

They were, in our opinion, the funniest and most outrageous two sentences in the editorial!

As you know, I personally cannot help but feel that your policy is to promote those companies who advertise in your magazine, followed by products and companies you and your staff personally enjoy/favor. That's fine. It is your magazine. But please cut the reference to being a place for "small companies" and being "a multi-game magazine."

In my opinion **White Wolf** is as narrow and prejudiced as a "house" magazine. At least "house organs" freely admit their prejudice and favoritism. They don't hide behind grandiose (but largely empty) words.

Let us examine some specific examples beginning with your editorial in issue number 24.

1. "Small companies with good products will be ignored..." I don't see many small companies ever featured in **WHITE WOLF**, with the exception of Lion Rampant. The companies that are featured time and time again include West End Games, FASA, Iron Crown, Chaosium, GDW, Mayfair Games, and Steve Jackson. Funny, all of these guys are industry leaders and are among the Top Ten role-playing game companies in the world, ... with one notable exception, Palladium Books. Gee, doesn't sound like there's much room left for the other "small" (????) companies.

2. "...unless there is a place they can go for affordable advertising and an editorial staff willing to print material for the games..." Even in your glorious editorial "advertising" and "reviews" are linked in the same sentence. Funny, the game companies regularly (dare I say, constantly) featured,



The most exciting thing to happen to PBM ever!

What the Players Say—

"This is the game I have been waiting ten years for somebody to make! Good job!"

"I am dropping every other game I am in. They just don't hold a candle to this!"

"I received 20 pages of results! I can't wait for turn two!"

"Set me up in the next five games!"

"This game is going to make a lot of people stand up and take notice."

This is the gaming experience you should not miss.

Features: Extremely detailed game system covers character creation, character advancement, Magic / Religious system includes over 300 spells, thousands of special items, sighting reports, detailed combat, powerful orders to maximize your gaming dollar, free game newsletter, free combats, carrying capacity, monsters, ruins, underground cities, cloud castles, dozens of fantasy races, nomads, barbarians, slaves, detailed economics, marketplaces, inns, magic guilds, ranger orders, knighthood orders, fairs, tournaments, soldier creation, soldier skills, dozens of supernatural types, summoned creatures, and much, much more!

* **Game Type:** Fantasy Adventure

* **Complexity:** Moderate to High

* **Turn Costs:** \$3.50 tp \$15.00

* **Turn Results:** From 5 to 100 pages

* **Type of Moderation:** Computer moderated, some games have optional special actions.

Initial Position Options:

Realm: A small, adequately defended town with a decent leader and five subordinate characters.

Mercenary: A nice well defended castle, with a good leader and three subordinate characters.

Adventure Party: A good leader with five subordinate characters.

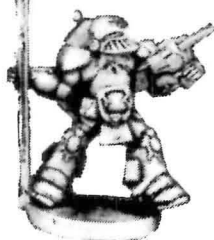
Hero: A exceptional leader and a single subordinate character.

Rules \$15.00, or ask for free
"introduction to Legends"
brochure.

MIDNIGHT GAMES
130 E. Main, Suite 305
Medford, OR 97501



STAR KHAN



5011

REACTION MARINES

Send \$300 for your RAFM catalogue.

TERRAN FEDERATION	
5011	Marine Reaction Unit
	Command (3) 6.00
5012	Marine Recon Section (3) 6.00
5013	Marine Reaction Assault
	Section (3) 6.00
5014	Marine Reaction Special
	Weapons Section (3) 6.00
5015	Marine Reaction Heavy
	Weapons Specialists (2) 6.00
5016	Disruptor Force Cannon on
	Spider Mount w/opp. 7.50

GET A PIECE OF THE ACTION!

INVEST IN YOUR FUTURE DEFENCE



FROM



RAFM Company, Inc.

20 Parkhill Road E., Cambridge, Ont., Canada N1R 1P2
1-519-623-4832 • Fax: 1-519-623-2795

are companies who regularly advertise. The companies that don't advertise, like Palladium Books, don't seem to get much coverage at all.

Hmm, am I exaggerating? Is this a case of sour grapes because Palladium is not mentioned often?

No, I don't think so. In the three years that **WHITE WOLF** has been published and in the approximately 70 reviews that have appeared in the magazine, I believe only two or three Palladium products have ever been reviewed. And every time such a review was to appear, we were contacted to see whether we wanted to advertise. Coincidence???

3. "WHITE WOLF Magazine is still the place for this." It's still the place for what? A place where companies who don't advertise are disfavored?

"And I can promise that **WHITE WOLF** Magazine will never, no matter what comes, be anything other than a multi-game magazine."

What a laugh. Let me cite the special 3rd Annual Superhero Issue (**WHITE WOLF** #25) as an example. Only superhero games, plus many NON-Superhero games, published by regular advertisers are given some sort of coverage,

let alone a mention. Yet as usual, Palladium Books' role-playing games are ALL "ignored."

Now those of you familiar with Palladium's RPGs might wonder how this can be? Let's see, there's **Revised Heroes Unlimited**, one of the top five superhero RPGs currently on the market. There's **Revised Ninjas & Superspies** and there is **Teenage Mutant Ninja Turtles & Other Strangeness**. The TMNT RPG has sold something in the neighborhood of 150,000 copies since its release in October of 1985. It has a dozen supplements all of which have sold into the tens of thousands. You might think that such a game in the superhero genre might at least solicit a mention in the "Superhero issue." Not a write up, not a review, but a mention; like, "and then there is the popular **Teenage Mutant Ninja Turtle** RPG and other superhero games." You'd think that a "multi-game magazine" dedicated to presenting the whole RPG picture, might mention one of those games, if not all. I guess not.

I'm sorry, but as far as I'm concerned, all three of our specific superhero RPGs are a significant force in the role-playing game market. I find their omission extremely offensive.

In addition, the Superhero issue has capsule reviews on **Ars Magica** supplements (what a surprise), **Call of Cthulhu**

(if this is a superhero game then certainly Palladium's BEYOND THE SUPERNATURAL is too), **Champions** and several **Champion** Supplements (So I guess age doesn't exclude a RPG), **Hero System** which is ICE's "fantasy" game (so where's Palladium's **Fantasy Game**?), **Middle Earth Roleplaying** and **Shadow World** (both ICE again), **Runequest** (oh boy, more "fantasy" heroes), **Shadowrun** (Where's **Rifts**?), and **Twilight 2000** (where's **RECON**? Where's **Robotech**?).

Major features included **DC Heroes** (Mayfair), **Champions** (ICE), **Torg** (West End), **Battletech** (FASA), and **Shadow World/Rolemaster** (ICE). At least **Villains & Vigilantes** garnered some coverage in the miniature section. Where's the coverage on all those "...little companies who'll be ignored..."?!? Not to mention some of the bigger companies like TSR, Palladium, FGU (V&V deserved much more than a miniature mention), Games Workshop (England) and others.

The odd thing about the "big" companies is that only TSR and Games Workshop would be considered truly "big." Everybody else grosses less than four million in sales annually, with the possible exceptions of FASA and Mayfair; both of whom receive ample coverage in **WHITE WOLF** (so "big" can't be a reason for omission).

4. NOT a house organ...?!? Give me a break. In the issue number 24 editorial alone, **Ars Magica** is mentioned eight (8) times all in bold face, the new **Vampire™** supplement is mentioned three times, **Lion Rampant** is mentioned a half dozen times, several other **Lion Rampant** products are named, and Mark Rein Hagen is called the "...brilliant co-designer..." (which he may be, but this isn't modesty or unbiased), all on one single page and in an editorial trying to illustrate objectivity and not being a house organ. Then there are two capsule reviews of **Ars Magica** supplements, an **Ars Magica** adventure and a full page ad for the **White Wolf** comics.

If you can actually manage to argue a case for not being a house organ, your apparent policy of favoritism and lack of coverage of the entire industry is undeniable and indefensible. In issue number 25 alone, ICE and **Ars Magica** receive more coverage than Palladium (and other companies not in your favor) have received in three years and well over 70 reviews. I believe there is no justification for this.

In closing, I just wonder who you think you're fooling with these obvious contradictions and silly tactics? If the readers are looking for magazines that are not "house organs" or the like, then they should examine the truly excellent and mostly unbiased English magazines that DO give fair coverage to everybody in the Role-Playing industry, such as **Game Masters International**, **Games Review**, and **Fantasia** (predominantly comic books/superhero coverage). For that

matter, maybe you should take a long hard look at these fine magazines yourself.

Sincerely,

Kevin Siembieda, President of Palladium Books
and the Palladium Staff

[First, let me thank you, Mr. Siembieda, for making this issue's letters column more exciting than usual and for the time you took to write your letter and express to us your criticisms of **WHITE WOLF** Magazine. I believe some of your comments are valid and others are unjustified. I found your letter's sarcastic tone to be rather unprofessional, but I attribute this to the fact that you are quite upset about the points you make in your letter. Let me address your criticisms.

White Wolf Magazine does not cover Palladium games — That's true. Our coverage of Palladium games has been extremely poor based on the number of gamers who enjoy Palladium products, but let me tell you why our coverage has been poor. First, no one on our staff is familiar enough with any one Palladium game to write a meaningful article that would add something to that game system. This is coupled with the fact that in the entire history of the magazine, we have received few submissions of Palladium game articles. While these articles had some merit, they were written by relatively inexperienced authors and were deemed unsuitable for print. Now, the lack of in-house writing ability coupled with a lack of submissions has left us with no material to print for Palladium games.

Along this same vein, we have never had any reader demand for Palladium game articles, so we have never actively sought out capable authors. We partly attribute this to the fact that Palladium games such as **Teenage Mutant Ninja Turtles** and **Robotech** are mainly geared for younger audiences. **WHITE WOLF** Magazine's readers tend to be older gamers.

The exception to this lack of active acquisition is last year when Palladium was bringing out **Rifts**. As you well know, we attempted to work with your company to get an advanced copy of **Rifts** for a feature review. Along with the review we were hoping to print an article for **Rifts** to help promote the new game to our readers. Cooperation between our respective companies collapsed and nothing was ever done. Since we were unable to get an advance copy of the game, it wasn't until issue #26 that the review appeared. Incidentally, that review was already written and at press before we received your letter (check "On the Horizon" issue #25).

Finally, we do not have and have never had any policy limiting what games we support. Our lack of support for your company's games is simply due to a lack of publishable material and a lack of reader demand. If either of these conditions change, we will happily print material for Palladium games. Of course, we are always happy to receive articles directly from a game company, though we reserve the right to edit or refuse any submission.

MASTER THE CHALLENGE STELLAR DYNASTY

DISCOVER A NEW DIMENSION OF COMPUTER-MODERATED SPACE EXPLORATION
AND ULTIMATE CONQUEST

THE ATMOSPHERE

Stellar Dynasty takes gamers to explosive realms of intergalactic combat as player-designed starfleets face bombardment, raids and invasions in a three-dimensional universe. Players assume control of one of 10 distinct alien races, each with over a dozen attributes, and explore over 10 technological areas for research.

MISSION MADE POSSIBLE

Set-up, rules, 3 free turns - \$10
Two week turnaround

Additional turns - \$4
Free 16-page rule book

No hidden charges • Easy-to-read turn results

WORLDS OF OPTIONS

Numerous options are available in the Stellar Dynasty package:

- 400 systems
- "Standard" commands as well as player-proposed commands
- Player-designed starfleets - thousands of possibilities!
- Alliance and solo wins
- Special rules entered on a game-to-game basis
- Actions entered in English - no "alien" codes
- Up to 50 players per game
- Inter-player trade

Take on the challenge today

STELLAR DYNASTY

A New Dimension in PBM Gaming

Write to:

THE GAME COMPANY • USF 3078 • 4202 E. FOWLER AVENUE • TAMPA, FL 33620-3078

White Wolf only prints material for the games of its advertisers — Yes and no. When my brother and I first started the magazine (at that time fanzine), we were young and totally new to business. We found some companies and some people to be very supportive of our efforts both through advice and through advertisements that allowed us to pay the printing bills. If we returned this kindness with support for these companies in the pages of the magazine, then I'm glad we were able to repay them, if only a little bit.

When the magazine had evolved to the point that it (and Stewart and I), were somewhat professional, we rapidly departed from associating advertising with magazine content. On occasion, new companies will contact us wanting to advertise their new games. We often encourage them to provide us with publishable material which serves to make our readers aware of the new release and helps the new company promote their game. The resulting ad and article combination that results may make it appear that we are only supporting the game because it has started to advertise, but in truth it is simply that we have material for a new game and are showing it to our readers. The advertisement was already being paid for whether we present the material or not. Several readers have commented to us that an article or adventure for a new game is the best way to tell them about it, so that's a big reason why we ask for such material when new companies contacted us.

Also, we do not stop promoting a good game if its parent company stops advertising, nor do we continue to support a bad game because its parent company continues to advertise.

I can honestly say we no longer base our magazine's content on our advertising as we tended to do in our fanzine days (before issue #8). The fact that games like FASA's *Shadowrun* see support in WHITE WOLF Magazine is not based on FASA's advertising. We have received a lot of reader demand for *Shadowrun* material. Though it doesn't hurt that *Shadowrun* is one of those games that, as you said in your letter, our "staff personally enjoy/favor." We regularly print material for *Torg*, though West End has been only a sporadic advertiser in the magazine. The fact that we do not

print material for your games is not because you choose not to advertise, but rather because we have no material available to print as I discussed above.

Your observation that every time we have reviewed a Palladium product we contacted you to see if you wanted to advertise was completely correct, but this practice of ours did not start out of greed for the advertising dollar. In the magazine's early stages, we were contacted by companies who were disappointed that we had reviewed their products and not contacted them about advertising in that issue so that they could further promote the reviewed product. Since then, it has been our unwritten policy to try to contact companies whose products are being reviewed. We see this as both a service to game companies and a way of increasing our advertising (yes, to make money). However, you may take note that we did not contact you about advertising while preparing issue #26 with the review of *Rifts*. Trouble between us in the past over this game made this the best decision.

Finally, what products we review was influenced in our fanzine days by who advertised in the magazine. Again, this was unprofessional, and we have eliminated any hint of this practice. If you find some favoritism in our reviewing practices, I can't say that you are completely incorrect, because perhaps unconsciously we have been playing favorites based on our own preferences. But then what reviewer of anything can completely distance himself from a personal bias?

However, now that we have begun using independent line reviewers, favoritism of any kind should no longer be a factor in our reviews. Even before we received your letter, we were trying to get a line reviewer for Palladium games. After your justifiable displeasure with the absence of Palladium product reviews, we shall redouble our efforts to actively seek a line reviewer [and we have just found one, see the *Rifts* Sourcebook review in this issue — Editor].

White Wolf does not live up to its claim of supporting small game companies — Mr. Siembieda, I really

think you are mistaken. We not only supported *Ars Magica* when it was published by Lion Rampant, but we have also supported such games as *Jorune* by Skyrealms, *Manhunter* by Kingslayer Publications, *Quest of the Ancients* by Unicorn Games, *Expendables* by Stellar Games, and *AGE of RUIN* by Cutting Edge Games in articles alone, not withstanding the many other small companies whose products have received attention in our reviews. We do not have the magazine space to continually support every RPG on the market in every issue of the magazine, but we attempt to support a new game when it is released, and continue to support games that are of high quality or in demand by our readers.

In your letter, you listed seven larger game companies that we do support "time and time again." You are correct that these companies see more support than small companies in our pages, but this is solely because more of our readers are interested in these companies' games. It is only logical for us to present articles which the majority of our readers are interested in reading. This does not prevent us from supporting small companies, especially when they are getting started, but it does prevent us from being able to continuously support them all.

White Wolf Magazine is a house organ — We have done some things that could be construed as house organ functions. We advertise products other than the magazine itself, most notably, the *Vampire* insert in issue #26. However, we keep this advertising to a minimum and you will note that in the issue with the *Vampire* insert, the only other White Wolf ads dealt with the magazine and our search for employees. Perhaps we continuously support games like *Ars Magica* a disproportionate amount, but in truth, such support has actually diminished since our merger with Lion Rampant. You refer to issue #25 as having too much support material for *Ars Magica*, but after scanning the issue, I find only two capsule reviews for the game system. These reviews are conducted independently by a line reviewer and the review ratings don't seem to be unnaturally high.

As long as our content emphasizes games we do not produce, I don't think calling **White Wolf Magazine** a house organ is justified. However, I will take your criticism to heart, as something we must guard against in the future. Becoming a house organ would only hurt us as readers lose interest in reading about White Wolf products only.

Miscellaneous — Here let me clarify two things. First, the *Runes* column is an editorial written by Stewart about whatever topic he chooses. He's the editor, so he often has something important to say or perhaps he just wants to rant on about something off the wall. Whatever he says is his opinion. Much of your letter attacks comments made in these editorials rather than attacking the actual content of the magazine. I'm glad that you are amused by these "glorious editorials," but please remember it is opinion, albeit the editor's opinion. If Stewart chooses to call Mark Rein-Hagen a "brilliant co-designer," then that is his opinion. Attacking an editorial for

DENIZEN

25mm SCIENCE FICTION



4 FIGURES/PACK -- \$6.00

VENTAURAN STAR LEGION

DSF200 OFFICERS
DSF205 LEGIONAIRES I (MARINES)
assault weapons, laser cannon
DSF210 LEGIONAIRES II (MARINES)
assault & laser carbines, pistols

FEDERATION SPACE MARINES

DSF300 OFFICERS (male/female)
DSF305 MARINES I
DSF310 MARINES II
DSF320 MARINE SNIPERS
DSF350 MANTA MISSILE LAUNCHER

DSF100 THE HITCHHIKERS
DSF175 SPACE ADVENTURERS
DSF150 STARSHIP CREW
DSF180 SPACE POLICE

THIS IS JUST THE BEGINNING - MORE TO COME!

Send \$4.00 for our 45 pg. miniatures catalog
Everything from Ancients to Science Fiction!

Stone Mountain Miniatures, Inc.

P.O. BOX 594, DEPT. WW

BROOMFIELD, COLORADO 80038-0594

VISA AND MASTERCARD ORDERS ACCEPTED—PHONE: 303-465-4246

UNITED PARCEL SHIPPING RATES

ORDERS TO \$20.00 = \$3.00, \$20.01-40.00 = \$4.00, \$40.01-60.00 = \$5.00

\$60.01-80.00 = \$6.00, \$80.01-100.00 = \$7.00, \$100.01+ = FREE

USPO TO P.R., APO/FPO, CANADA, MEXICO add \$1.00, over \$125.00 = FREE

stating an opinion about a person, a game, or anything else, just isn't very logical.

Second, each issue of **White Wolf Magazine** has a theme such as Fantasy, Superhero, Horror, etc. The theme means that there are several articles on that topic in the issue; however, other articles as well as the regular columns still appear. We do not want to alienate readers who are not interested in that issue's theme. You criticized issue #25, the Annual Superhero Issue, for its non-superhero articles without realizing that every theme issue has non-theme articles in it.

Finally, thank you for recommending the English publications. We are very familiar with **Game Masters International** and **Games Review Monthly**, and indeed have cooperated with them in the past. I'm sure that our readers will be interested in investigating them. I hope that I have explained things to your satisfaction and that you take my response in a professional and open-minded point of view, as I took your letter. The gaming industry is a wonderful place to work and we enjoy good relations with most game companies. I hope that we can work with Palladium games (whether you advertise or not) more in the future. —Stephan Wieck, Contributing Editor]

Legends in our Time

an article and review of Midnight Games' PBM game Legends

by Bruce R. Daniel

Jonathan Oakheart, a wiry half-elf ranger-wizard, stealthily assembles his band of courageous adventurers: the aloof elf Huon the Horn, half-elven beauty Crysalis, and three stout dwarven acquaintances — Cathalione, who always appears secretive; Cnut, brandishing his shining sword; and Boric Haldane, whose mithril axe seems honed and ready for action.

The port city of Dartmoor, boasting a large human population and a sizeable half-elven contingent, lies on the coast in the Fenwick Moors, where “mosquitoes... fight with seagulls for fish when red blood is not available — and usually win.” From this locale, the adventuring party gathers all the necessary ingredients for an exciting, and hopefully prosperous, outing. But first they decide to explore the Guilds and Churches of the city, and hone their skills before they venture out into the fray with the mosquitoes, sea gulls and other monsters, just lying in wait for some unsuspecting party.

This fantasy adventure takes place in the **Legends** gaming system developed by Jim Landes of Midnight Games in Medford, Oregon. It is only one of a virtually limitless array of fantasy adventures possible in what is surely the fastest-growing game on the PBM market (currently setting up the eighth game of the first module, **The Crown of Avalon**, with 200 players in each game, and the fourth game of the second module, **The Realm of the Immortals**, also with 200 players in each). This, in all of slightly more than a year and a quarter of action.

The company, however, is not “brand new,” having successfully marketed a very popular fantasy wargame called **EPIC-The King's Game** for seven years. After playing several games of **EPIC** and hearing all the clamor about the development of **Legends**, I eagerly signed up and was fortunate to be able to join the first game. **Legends** is the fantasy roleplayer/wargamer's dream come true. Having played FBI's **Heroic Fantasy**, Game System Inc.'s **Earthwood-Original** and **Sea Kings** games, and Pegasus Productions' **Alamaze**, which are the closest PBM's to the **Legends** concept that I've seen, **Legends** makes them pale in comparison.

The game system is established as a general world creation system, where the game master fills the known world with non-player characters (NPCs), monsters, lairs, villages, towns, ruins, cities, treasure and magic. For those who have

longed for a PBM game which captures all the excitement and detail of the “Saturday Night Gaming Session,” **Legends** fulfills that longing. The world is 130 X 80 grid areas in size. Each grid is called a province and represents 10 square miles in area, containing 64,000 acres of land. There are barren areas, barren hills, barren mountains, forests, heavy forests, forested hills, forested mountains, swamps, moors, grasslands, and coastal areas of each of these, not to mention sea, lake and river hexes. Each type of terrain has an associated movement cost, a certain amount of cleared land capable of being used to produce food, and other available resources, like deposits of iron, gold, silver, mithril, precious gems, precious stones and lumber. Plus, there's a variety of special flora used in the creation of various types of magic potions and items used in the casting of certain spells. Each province is unique — some have no special resources, others may have several.

Into this world, you bring your own unique position, choosing from one of four different set-up options: Realm, Mercenary, Adventure Party, and Hero. Each option has unique pluses and minuses, and provides you with one of the most enjoyable and strategic parts of the game, the initial set-up. This game is unique in this respect — you get to decide what your position will be like. Will you be the ruler of a small town or village, with a relatively large population base to begin with? How about a powerful military leader with a smaller population but relatively well-trained troops ready for defense and conquest? What about an adventurer party like the one described at the beginning? Or would you like to be a powerful mage like Gandolf or a heroic figure like Conan?

The Realm position has one fairly strong character with five able assistants of lesser initial ability, and a large population to begin with (size ranging from 1000 humans to 200 giants). The Mercenary position has a strong major character and three able assistants as well as a fortified castle instead of just a town or village, and more highly trained troops to begin with (population ranges from 400 humans down to 80 giants.) The Adventure Party has one potent character and five companions (like Jonathan Oakheart described at the beginning). Players in this position begin with war-mounts, something not available in the previous two options, and better initial arms and armor (which make the characters more powerful than those in the Mercenary or Realm options). Although it does not begin with any population under its control, the Adventure Party provides interesting action — just like your RPG sessions, where you explore the unknown in your search for fame, treasure, magic, treasure, glory and treasure. The fourth option is the Heroic position, which is limited to two characters at the outset, but the main character is (or can be) of truly heroic proportions, aided by

Adventurer Kings

The Play-by-Mail Game of Epic Adventure and Imperial Conquest

In a recent poll of PBM players, Adventurer-Kings was the highest-rated fantasy wargame. Heres why:

- Moderately complex, yet easy-to-learn
- Each game-world is completely unique
- Exciting descriptions of battles and adventures
- Extensive untouched lands to discover and conquer
- Enjoyable character role-playing
- 15 character abilities which can be freely combined
- Over 60 magic artifacts and 25 spells
- Awesome player-aid program for IBM, Mac, Amiga, Atari ST. Free!
- Playable by mail, computer disk, or modem
- *New!* Get up-to-date, multicolored maps every turn!

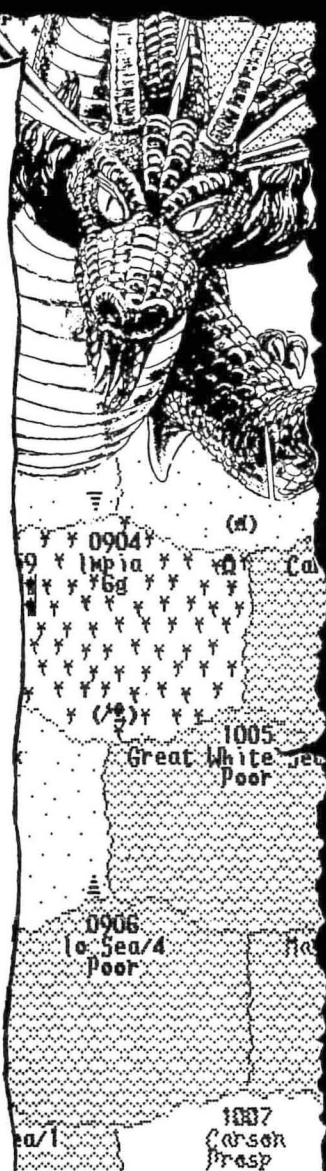
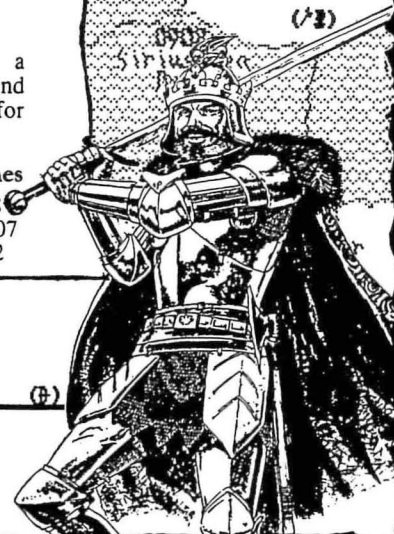
You can buy the rules for \$2.00, which we will credit to your account when you begin a game, or just write to us for a free information packet. The turn fee is \$4.00. You can also try a 3-turn trial game for \$9.50,

including rules. It's a good way to learn it and find out whether it's for you. Send to:



Ark Royal Games
P.O. Box 6378
Aloha, OR 97007
(503)-643-3292

Ice Cap



his able sidekick (like Don Quixote and Sancho Panza) and equipped with even better armor and weapons than the Adventurer Party. However, through the course of play, all positions can improve their characters and obtain population centers through diplomacy or conquest.

There are advantages and disadvantages to each type of position. I have played (and still am playing) each of the different types of positions (I've been in Game 1 from the early going and am currently in Games 3, 4, 5 and 7 of **Crown of Avalon** as well, and by the time this reaches print, my position in **Realm of the Immortals** will be up and going). I have also established contacts (as we all must do in PBM games) with a number of other players in these games. From over 100 turns worth of personal play in the various games (and discussions with other players), here's my assessment.

The Realm positions are nice — especially the human positions. With a beginning base of 1000 population (and somewhere around 100 troops as well if you choose the Barbarian culture, less if civilized) to begin with, the Realm leader can move fairly easily to an Overlord of the surrounding area. The population base can grow at a rate of 5 percent if human civilized, 3 percent if human barbarian, per production turn (productions are run once every month, usually after 2 turns spaced at 14-16 day intervals). This provides you with a steady supply of trainable, unskilled population.

Yes, as Overlord you have control over how your population will be put to work. Do you need more laborers to clear land for cultivation? More craftsmen, to produce the needed revenue (crowns) to fund public works and training? More farmers/herders to gather food to keep your population from starving in the bad times (yes, there are seasonal modifiers reflecting the changes in harvest capability — just like real life), and by-products and soft materials necessary for making everything from weapons and armor to guilds and wagons? Do you need weapon makers or armor makers to produce the necessary equipment with which to train your troops — after all, you must protect what is yours.

This is just the beginning. Does your main character devote his/her time (yes, you have options on the sex of your characters) to training troops, leading troops to conquer other locations, administering the city to increase its productivity, engaging in intense magical practice and research to rise to the top of power and learn more powerful spells, or engage in covert activities to take by stealth what can't be gained militarily, economically or diplomatically?

Or does your main character further the work of his/her deity? Uncover secrets hidden in tidbits of song and lore? Enchant powerful magic devices? Or do you spend your time trying to influence other NPCs to join you through the use of your glib tongue and flattery or through intimidation and inducement? Your options seem almost endless — and they are! It all depends on how you set up your position and on how well you are able to grow. The best part of the game is that any of the position set-up options can grow into an Overlord position — if you want to, given time and effort.

The Mercenary position enables an enterprising military leader to quickly expand by conquest. You begin with a number of comparatively well-trained troops (the number varies based on the relative strength of the race). I'll use examples from a couple of my games. In one game, I play a troll mercenary position. trolls are a big, slow growing race, but what they lack in numbers, they make up for in power. I started with 100 population and 20 troops (your troop numbers never count as part of your population for set-up purposes or for computing growth of the population). Most of the troops were training level 3, equipped with studded or soft leather and shields, and weapons that I chose to equip them with at the outset (from a list of possible weapons).

Some troops started at training level 6 — the elites (this compares with training levels 1 and 3 respectively for a Realm position). Additionally, some of your troops are mounted (some of my trolls began on warmammoths — a very potent warmount!). My other mercenary position was human barbarians (yes, there are civilized, barbarian, nomad, and slave cultures to choose from, although you can't start out as slaves — who would want to — but you can acquire slaves through raids or trades). This position began with 400 population and slightly more than 100 troops (most level 3, some level 6, some level 3 mounted on warhorses). In both of these games, I got on the fast track.

In the troll position, I quickly conquered 8 monster lairs (including a half-gyger, wraith, wyvren, lammasu, swamp drake, cloud drake, mantichora, and gorgon) all within the first 6 turns of play! I also conquered a human village! Of course, I had to create a few additional troops and leave my initial castle location lightly guarded, but while that entailed some risk because I could have had my location conquered, the rewards certainly justified the risks). Additionally, through diplomacy with NPC location owners, I was able to pick up two additional orc locations with over 500 population each, and gain 7 additional characters to join my original starting 4. I went from 100 trolls, to well over 1000 orc population, and each of these populations had over 100 orc troops (levels 1 and 3) which now became mine to use as I saw fit.

The human barbarian position began much the same way — by the end of turn three, I had conquered a maratassen (lion-human cross breeds) village and 3 monster lairs. The fast track approach seems based on numbers of troops — at least it has been for me. And, you can see how your position can snowball into a larger position very quickly.

The party described at the beginning of this article was my choice of positions in game 1 of **Crown of Avalon**. The set-up options and character creation was a totally new experience, and my initial set-up was not the best I could have chosen. However, the position has persevered and within the last three turns has developed into a viable position. My problem was indecision and half-way measures in initial character creation.

This provides me with an opportunity to discuss character creation, before I divulge specific mistakes I made in the set-up of my adventure party. As I indicated earlier,

TWIN ENGINE GAMING PRESENTS:

Out Time Days

a game of Time Travel in an alternate dimension

THE EXPERIENCE: OTD is a game of life on a strange world. Although populated by a variety of semi-humanoid races, it is nothing like the Earth that your character left behind. Gone is the industrial might of large nations. The multi-talented worker is a thing of the past. Even your famed Time Jumping skills have been checked to a certain degree. However, you do happen to be one of the few Time Jumpers on this world, and that in itself is a major strength.

You'll choose one of several sects to work with, or attempt to create your own from scratch, which will help set your general method of operation. As each new time opens, there are new discoveries to make, new lands to chart, and new people to meet. The world awaits change, and you are the catalyst.

OUT TIME DAYS is a highly interactive role-playing Play-By-Mail game with turns processed weekly. It has received excellent reviews, notably from Flagship and Paper Mayhem. Turn cost is \$5.00. The game is open ended and 99% computer moderated. The rulebook may be obtained for \$5.00 (refundable with startup). A special startup is available that gives you the rulebook, the startup turn, and five turns for only \$15.00.



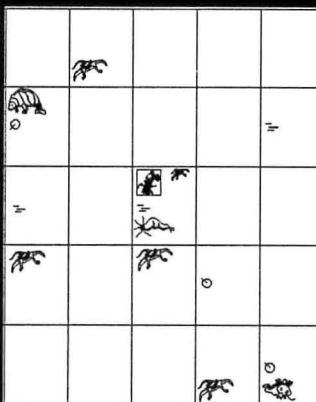
Dependable, weekly, error-free turns since 1984



Space Combat

a game of pure tactical combat...
in a rather unique environment

You'll be fighting in an edgeless contest zone aboard living creatures. **Space Combat** is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, using Nerve Pulses to paralyze pesky scouts, and Virally Infecting your opponent in the hopes of taking over their alien. Each turn comes with a special full-page graphic printout of your ending position to aid you in planning.



Space Combat was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turnsheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-18 turns. Cost is \$3.50 per turn. A rulebook (required before you can join) is \$1.00 (free if you mention this ad!).



Twin Engine Gaming; Dept 145; 3254 Maple Leaf Ct.; San Jose, CA 95121



character creation is one of the most important, and most enjoyable, parts of the game, but if you are not careful, the choices you make may be tragic. Each of the four position options allows a certain amount of "purchase points" for each of your characters. There are five character types, E — the Hero, with 80 purchase points (pts, hereafter), D — the Mercenary leader, with 60 pts, C — the Overlord, with 40 pts, B — the Sidekick of the Hero and certain able acquaintances of the Adventurer, Overlord, and Mercenary, with 30 pts, and A — the weakest companions of the other positions, with 20 pts. These points are used to purchase adjustments to base racial characteristics, like strength, dexterity, constitution and beauty; to purchase improvements in attributes — personal combat rating (PCR), tactics/leadership, and influence; and to purchase initial skills and level advancements in skills. When creating your character (you get to custom design each of your characters in all the options, but Hero design is the most fun, because of the points you have to work with), you must choose between the strategic value of adjustments to statistics (characteristics), attributes, and skills ranging from an arcane arts user (9 different classes including Wizard with 28 spells to choose from, and Summoner with 44 spells, to militant skills (ranger, knight, berserker), weaponmaster skills (bowmaster, swordmaster, axemaster), to covert skills (thief, assassin, spy, stealth), to administrative skills (rumormonger, admin/engineer, merchant). How you choose makes a

difference on whether you are on the fast track to power, or are slow, methodical, but "just you wait, one day I'll be tops." I think the Hero position was designed to be fast track, to truly be a character to reckon with, with high personal combat and arcane use, but not all who have chosen that position have opted for the fast track route as I'll demonstrate shortly.

Each characteristic costs purchase points to improve over the base value (strength costs 1 point per point increase, dexterity 1 point per point improvement, constitution 1.5 points per point increase, and beauty 1 point per point increase), and each type of character (A through E) has a maximum increase that can be purchased (A characters can only increase strength, dexterity, and

beauty by 6 places and constitution by 4, but E characters can increase strength, dexterity, and beauty by 24, constitution by 16).

Besides needing/wanting to increase your character's base characteristics, you must also be concerned with adjusting your character's attributes, including PCR, tactics and influence. Your survivability is based on your total number of combat factors (CF) and defense factors (DF), which have base values determined by your race and are increased by your PCR, and certain militant and weaponmaster skills, as well as by some magic spells, magic items and familiars. This is one of the pluses to the game. Just when you think you have all

the adjustments/modifications factored in, some new element is discovered by you to throw your calculations off just enough to make the game exciting even after years of play. All characters have a base PCR of 1. Base racial CF vary from 8 for an orc to 32 for a giant. Each PCR point adds 5 CF to your total, so an orc with a 1 PCR begins the game with 13 CFs, which will not keep you alive very long in the game — unless you are very, very careful. The good thing about your character's attributes is that they, unlike characteristics, can be increased through practice (a game order) and actual use (fighting a battle could increase your PCR and tactics ratings). However, if you don't put a few points into these attributes (especially PCR), you may not stay alive very long in the cruel fantasy setting. Attributes can become very expensive, however, as it costs 1 purchase point per point of PCR, 2 per point of tactics, and 3 per point of influence.

But wait, there is more. You also need to purchase skills — after all, you are not just a normal person walking around, you have some unique skills that set you apart from the normal population. Each character may opt to purchase a maximum of three skills during the creation phase, but you do not have to take any skills or fill all three, because you can learn skills from your other characters and from other player's characters. However, I would strongly suggest that every position's main character (whether an E, D, or C character) take arcane arts as a skill at least at first level, so your position has access to a good number of spells.

Even if you only choose to begin as a level 1 arcane artist, you still begin with the knowledge of the spells you have chosen. Though any of the 9 arcane arts classes can learn/research spells from any of the other disciplines, there are certain benefits from "in-discipline" spells. Each "in-discipline" spell has 3 free spell points available for use — that is, you can cast an "in discipline" spell and use up to 3 spell points before the points are deducted from your available spell points. You receive 1 spell point per level of arcane skill to begin with. Every 2 game turns, when production is run, you gain back some of the spell points you have used — generally from 3 to 7 depending on the magical recovery rate of each province. Priests, on the other hand, recover 3-4 mana points per production unless they take the time to actually pray inside a church of their religion, have a holy symbol that provides different benefits to each religion, or possess some other magical device.

Each of these skills costs different amounts to purchase at level 1 ability and some can be trained to high levels for additional points in purchase. All arcane arts and priestly vows cost 10 points to purchase at level 1, and each additional level can be purchased for 1 additional point. Militant skills can be purchased for 8 points, and cannot be increased — they are considered an ability instead of a trainable, advanceable skill. Other skills may cost 5, 3 or 2 points to initially purchase, and 2-3 points per additional level of skill.

GREAT GAMES GREAT PRICES!!

STELLAR GAMES			FASA			MAYFAIR			GRENADIER SHADOW RUN FIGURES		
0300	Night Life RPG	9.99	1638	Battle Tech Map Set #3	11.97	747	The Witches Source Book	8.99	1301	Archetypes	2.99
0310	Magic, Witches, Sorcerers, Cults & Organization	9.99	1642	Wolf Llan Source Book	9.59	749	Psionics (Jan.)	9.59	1302	Wendigos	2.99
0100	It came for the Late Late Show	6.99	1652	The Kell Hounds	6.99				1303	Meta Human Gang	2.99
0110	Late Show II	6.99	1640	The Battle Tech Compendium	11.99	2118	MC 8 Monstrous Compendium #8		1304	Eye Killer	2.99
0120	Late Show III	6.99	7100	Shadow Run Soft Cover RPG	15.99		Outer Planes Creatures	10.36	1305	Lone Star Cops	2.99
			7111	DMZ Downtown Demilitarized Zone	23.99	2119	MC 9 Monstrous Compendium #9 (March)		1306	Barghests w/handler	2.99
PALLADIUM			7206	Anarchist Guide to North America (March)	9.59		Spelljammer V. 2	8.76	1307	Street Gang	2.99
450	The Paladium RPG	15.96	7201	Seattle Source Book	11.99	2117	PH BRS Complete Psionics	11.99	1308	Harpies	2.99
453	PRG Book II - The Old Ones	11.96	7205	The Universal Brother Hood	9.59	9321	RA 2 Ship of Horrors (Rauemroff) (Feb.)	8.96	1309	Elf Biker or Rapier	2.99
700	Beyond Supernatural	15.96	7307	Dragon Hunt	6.99	9314	DLS 1 New Beginners (Feb.)	5.56	1310	ORC Biker or Scorpion	2.99
701	Boxed Nightmares	9.56	7306	Harlequin	9.59	9312	SJ R2 Realmspace (Jan.)	8.76	1311	Lone Star Motorcycle Cop	2.99
513	Mut Ants in Avalon	8.96				9313	SJ R3 DM's Reference Screen	8.06	1312	Street Samurai On Scorpion	2.99
525	Revised Ninjas & Super Spies	11.96				8217	Web of Futures (Novel)	3.56	1313	American Indian Tribe	2.99
550	Robotech RPG	9.56	2002	Infantry Weapons of World 2nd Ed.	9.59	8337	First Born (Dragonlance Novel)	4.46	1314	Deckers Pack	2.99
551	RDF Manual	6.99	2006	Bangkok (March)	9.59				1315	Lone Star Heavy Response Team	2.99
800	Rifts RPG	19.96	2008	Gazetteer (April)	9.59				1316	Meta Human Street Gang	2.99
801	Rifts Source Book (March)	9.56							1317	Mages Park	2.99
CHAOSIUM			MEGA TRAVELER			WESTEND GAMES					
2110	Storm Bringer Rule Book 4th Ed.	15.96	0210	Mega Traveller Boxed Set	23.99	20501	Torg Role Playing Game	23.99	1318	Leather Devils Gang	2.99
2111	Rescue of The Rogue Mistress	14.36	0211	Player's Manual	8.99	20506	New Empire of the Nile Source Book	14.39	1319	Ancients Gang	2.99
COLUMBIA GAME			0212	Referees Manual	8.99	20551	Destiny Map w/ screen	9.59	1320	Metahuman Samurai	2.99
3101	Mid East Peace	21.99	GAMES WORKSHOP			20553	The Forever City	9.59	1321	Shamans	2.99
5001	Hamworld 2nd Ed.	19.99	0036	Castle Drachenfels (Feb.)	18.26	20554	The Cassandra Files	9.59	1322	Vampire & 2 Ghouls	2.99
STEVE JACKSON GAMES			0509	Shadow Breed (Warhammer Novel)	7.99	20555	Queen Wrath	9.59	1323	News Team	2.99
6020	Gurps Time Travel (Jan.)	13.56	0520	Death Wing (Warhammer 40K Novel)	7.99	20556	The God Net (Jan.)	11.99			
6022	Gurps Rule Book 3rd Ed. (Feb.)	15.96	0516	Krokadile Tears	7.99	20557	High Lord of Earth Adventure (Mar.)	13.58			

HOBBY HOUSE, INC.
8208 MERRIMAN
WESTLAND, MI 48185
DEPT WWI

MASTERCARD
VISA
DISCOVER
CHECKS

0.00-9.99 — 2.50
10.00-19.99 — 3.00
20.00-29.99 — 3.50
30.00-39.99 — 4.00
40.00-Up — 4.50

Send \$2.00 for Complete Discount Catalog

I got into this discussion of character creation by mentioning mistakes that I had made in setting up my first position, an adventurer party, because of uncertainty and indecision on my part as to what I wanted to accomplish. I mentioned that choice is tragic — and indeed it is. Rather than going strictly with statistics, attributes, or skills, I tried to do some of all three — and none to a high enough level to allow my party to do much for the first 8 turns of the game, other than to learn other skills from one another and guilds in town, and to practice those skills up. My initial set-up began with a D character. Not wanting to have a low constitution as a half-elf, I decided to place some points into constitution, but at 1.5 points per point increase, the 8 additional points I put into my character's constitution cost me 12 of my 60 creation pts (ouch!). I added 2 points to the strength of the character at an additional cost of 2 points. I also decided to start this character with 3 skills — ranger, wizard, and stealth. Ranger cost me 8, wizard 10 and stealth 3, or 21 of my remaining 46 pts (now I had 25 points left). I wanted to have some survivability, so I began at a PCR of 10, at a cost of 9 points, then I gave myself a 3 influence at a cost of 9 points, which left me 7 creation points to put into the wizard skill, so I could begin at level 8 wizard. All in all, not a bad character — diverse skills, low levels. I regret not taking only the wizard skill and then piling points into influence in an attempt to gain other characters, or piling more points into strength so I could use any of the weapons in the game (it takes a 20 strength to wield one of the best weapons in the game — a troll hammer). The other characters in this position were also plagued by mistakes on my part. For example, I placed 2 points into tactics (and I had no troops so really did not need the points at the outset), and 3 points into influence on the other characters (not realizing that the main character is really the only one with much of a chance to influence NPCs because of prestige).

However, this position has developed into a stable one, with more characters under my control (I have built up influence through use) and with a population comprised of almost a thousand humans, trolls and maratzen — but this is after 24 turns of play, rather than the 8 turns where the same population was reached in my troll mercenary position.

Let me give two different examples of Hero position creation which can show the advantages of the 80 purchase points with which a Hero begins. First, I created a Hero with emphasis on statistics — strength, dexterity, constitution, and beauty — the static portions of the characters (unless certain magic items are found). Ironfist Stoneheart, a giant Hero, began with 25 strength, 7 dexterity, 10 constitution, and 6 beauty — the normal giant. The character creation rules limit him to plus 24 strength points — and it costs 1 purchase point per strength point. Ironfist decides to maximize strength, beginning the game with a 49 strength. His AF percentage has now been increased by 120%, and he now has 56 purchase points left. He could have increased his dexterity by 24 as well, but that would cut into his skills and attributes too much. Instead, he increases his dexterity by 13, to a 20, gaining an additional 65% to his base AFs, and leaving him with 43 purchase points. His 10 constitution seems a bit risky for a

Hero, so he raises it to 18, but this costs him 12 purchase points, which only leaves him with 31 purchase points. Based on the need to be a spell caster of some type, he chooses summoner at a purchase price of 10 points for level 1, leaving him with 21 purchase points. Militant skills seem like a good survival choice for a Hero, since they increase your attack factors and defense factors (in some cases) and certain militant skills affect your ability to resist magical attacks and special attacks (like dragon breath and gorgon stoning, both of which are possibilities in the game). He expends 8 points to purchase the knight skill and an additional 8 points to purchase the ranger skill. This leaves him with 5 purchase points left. He chooses to increase his personal combat rating to 2, at the cost of 1 purchase point; his influence to 1, costing 3 pts.; and his level of summoner to 2, using his remaining purchase pt. This is not your typical Conan Hero. He was easily killable, and I was taking a definite risk, but if he survives, he will be an awesome character. We're currently on turn 20 in the game and Ironfist is alive and kicking. He began the game with a 203 AF at PCR 2. He now has a 615 AF at PCR 18, he is an 11th level summoner, has a 2 tactics and a 6 influence. With the 5 CFs he received from getting a meredragon familiar, he has 127 CFs, and a defense factor of 26. Riding his mammoth adds 70 CFs, bringing him to a total of 197 CFs, making him a pretty tough cookie to kill, since all physical attacks are divided by his 26 DF before subtracting the damage from the CFs he possesses. He is not your typical Hero, and not what I think the game creator envisioned for a Hero, but he has turned into a pretty potent character and will become even more powerful as the game progresses.

In another game, I took a different route with a Hero position. Wylon began as a high level human sorcerer. Humans have the best chances to influence other NPCs because of the fewest negative modifiers for racial incompatibility. The sorcerer has spells which increase the chance of convincing NPCs to join him. However, humans only have straight 10s in their characteristics, so more points have to be put into these to guarantee survivability. Wylon has 8 points placed into strength (a mistake, I should have placed 10 to get to the Troll hammer level), 5 into dexterity to allow the use of longbows and to improve combat, and 4 into constitution which cost 6. Then he raises his PCR to 7, costing 6 points, a tactics of 2 costing 4 (since I planned to help a Realm position train troops early) and a 1 influence, which costs 3 purchase points. He has now used 32 points of his initial 80 startup points. He places 8 points into purchasing the knight skill and spends the remaining 40 purchase points to allow the maximum starting level for an arcane skill as a Hero — 31st (10 initial purchase point cost for level 1, then 1 point per each of the additional 30 levels). This character is your typical powerful mage. He begins with a good complement of spells at a highly capable level, but he could still be killed relatively easily since he only has 45 combat factors. He also only purchased 2 skills because he can learn a third skill from his sidekick or from any other character in the game — or from a guild if he happens to find one inside a location.

Other successful heroes, mercenaries and adventure party leaders have taken high influence on their main characters and been successful in influencing other NPCs to join their position. This route was so successful, combined with the Greater Blessing and Bless spells which are possible additions to influence, that the game moderators changed the chance of successfully influencing a location owner to a maximum of 35%. Other players successfully used characters they influenced which possessed prestige to influence other location owners. This made positions snowball too fast for the game moderator, so he introduced a clever refinement (in addition to the 35% maximum). When any non-major character of a position attempts to influence an NPC location owner, the player receives a message in response that "Xylor (the NPC location owner) was insulted that Jonathon Oakheart (main character) sent an underling to negotiate with him and rejects the offer of allegiance." This type of adjustment to the game has only served to make the game more enjoyable for all involved.

This has been a very positive look at Legends up till now, but there are a couple of things which are frustrating. The turn sheets can be very daunting when you first get them. The rules have several mistakes in them which the company has corrected, but which have to be written in the proper places in the books. There are three rule books plus a game module book, which for the first-time PBMer may prove too challenging. However, in Midnight Games' defense, if you are uncertain about a rule or the way to proceed, the moderators suggest you fill out the order you are trying to do, then write a note explaining what you were trying to accomplish if you have questions about it. On the first few turns of every game, the moderators take the time to correct your order writing mistakes, and write on your turn sheet (which they send back to you with every processed turn) what you have left out or in what order some things should be done. As with any PBM game, the cardinal rule is to always read the rules. If you do this, then you should be able to get the hang of order writing relatively quickly. Additionally, not every rule is used every turn (and there are some rules that I have yet to use in any of the games I'm in). This game lets you do what you want to do, and spend as much time (and money) per turn as you want to spend. A beginning Hero turn sheet may take only 5 minutes to fill out, while an advanced Realm turn sheet may take 4 hours of checking and double checking. The good thing is that you are able to decide what type of position you will play and which type of turn sheet you will employ.

The option on turns provides you with a good way to budget your PB Ming. A Heroic Turn costs \$4.00 and will easily operate the Hero position for a long time in the game. An individual turn is \$5.50, and runs an Adventurer Party without any problems. Some Mercenary positions can be run on the Individual Turnsheet, without too much problems, but most of the time the Mercenary position will run on a Realm turnsheet, which costs \$8.50. If you are a very successful Adventure Party and have many characters, then the Adventurer turn sheet is the route to take, also at \$8.50. Very successful Realm and Mercenary positions take the Kingdom

sheet to operate effectively, at a cost of \$15.00. If you have lots of characters, the Brotherhood turnsheet may be necessary, also at \$15.00. A new turn sheet, which cannot be used until after 12 production turns have passed (that's a year in the real world, since productions are run once a month), is called the Emperor turnsheet and costs \$22.00. This wasn't originally an option, but was developed after clamor from players who wanted the ability to do more in a given turn. The same is true of the Brotherhood turnsheet.

The game is great and the company takes every effort to correct their mistakes. With 200 players in each game, and as many as 150 orders per player, it is a real task to have error free input. The company even noted that their best processor has a 7 per cent error rate. This can be frustrating, but it's why the company takes great pains to correct mistakes. Demand for this game has been incredible. The playability and the results are superb. Turns are processed in a very timely fashion in a serial manner, with no player being able to process more than one turn every 14 days. It is not unusual for turn results to be in excess of 60 pages. The amount of information received almost results in an information overload. But the company has taken excellent steps to reduce the amount of redundant reporting and to decrease the size of the results without decreasing the valuable information from your turn. Turn results are in English, not some garbled code that player's must decipher and interpret. The company has also made provisions for FAXing in the turns. Hero and production turnsheets cost an additional \$1.00, Individual, Adventurer and Realm turnsheets cost an additional \$2.00, and Brotherhood and Kingdom sheets are an extra \$3.00 to FAX in to the company.

If I could only play in one PBM game, my game of choice would be **Legends**. I can't recommend it highly enough. I've only touched on the game and the options available. The battles between positions and the conquering of lairs provide interesting diversions. The battle reports are a bit tedious and don't provide as much information in some areas (like descriptions of combat) as I'd like to see, but the company is continually revising and upgrading the print program. Additionally, the print program has a bug or two still in it (like showing different combat values for the same troop types and levels equipped in the same armor with the same weapons, but in different reserve slot positions) and at times, supplies for a group are not removed when the force is equipped with the weapons, which results in duplication of materials, but these are being corrected and really don't detract from the game. The scope of the game is incredible. Treasure and magic items abound, and if you want a chance at victory in the game, there are twelve factions to choose from, each with their own different victory conditions. If you don't want to join a faction, you don't have to. The game is fun to play if you just duke it out with the NPCs. You may not even see another player position for several months into the game, or you might come across one fairly quickly, which would allow you to conquer that position or to ally with its owner. The choice is yours and the options are limited only by your aspirations and imagination.

ASHES TO ASHES

A STORYTELLER™ SUPPLEMENT
FOR VAMPIRE™



 **WHITE WOLF**

A Renaissance in Games

4153 Indian Manor Drive
Stone Mountain, Georgia 30083



The Mystic Flame

a Torg Adventure for 4 to 6 Storm Knights

by Louis Propseri

Introduction

"The Mystic Flame" is a short one act adventure that follows the quest of a group of Storm Knights as they attempt to locate and destroy the source of Baruk Kaah's Mystic Flame, which produces his dreaded "Flame Warriors." The adventure takes the Knights from the Western Land of the Living Land, up the Maelstrom Bridge to Tatka Ker, and then down the Maelstrom Bridge to the Northern Land, where they must find the Mystic Flame before they are caught by the Jakatts of Baruk Kaah.

Adventure Background

Within the Northern Land, Baruk Kaah has undertaken two mystical projects which have plagued earth's military forces since the early days of the invasion of the Living Land. The first of these was the creation of the Osthag, water-based creatures that are variants of gospog, the undead legions of all the High Lords. The second of these projects was the creation of a Mystic Flame that, in tandem with miracles of Lanala, is capable of imbuing Jakatts with the 'Power of the Flame.' Jakatts who enter the flame become "Flame Warriors," extremely powerful Jakatts whom Baruk Kaah uses to fight his most important battles. (See the **Living Land Sourcebook** for more information.)

The Major Beat

There is only one act in this adventure. In it, the Storm Knights discover that Baruk Kaah has devised a manner of creating "Flame Warriors," extremely powerful Jakatts that could turn the tide of the Possibility Wars in North America. They decide to travel to the source of the Flame Warriors' power in the hopes of destroying it. Led by a renegade Edeinos, the Knights travel through the Western Land to the Maelstrom Bridge which leads to Tatka Ker, the home of Baruk Kaah. From there, they journey up the Maelstrom Bridge and across the Living Land cosm to the Bridge which leads to the Northern Land. Once in the Northern Land, they locate the Mystic Flame, but before they are able to destroy it, they must face several Jakatts and a large group of Flame Warriors.

Scene One: The Storm Front The Situation

Standard. The Storm Knights are at a U.S. Military camp at the storm front of the Western Land region. While there, the camp is attacked by a group of Jakatts and five Edeinos Flame Warriors. During the battle, the Knights encounter an Edeinos who has decided to rebel against Baruk Kaah and join the Core Earth forces who oppose the High Lord.

Describe the Scene.

"Your battles in the Possibility Wars have brought you to a small military outpost in southern California which borders the storm front of the Western region of the Living Land realm. While all seems quiet, you know that just beyond the wall of ominous clouds lies a land that bears little to no resemblance to your own. The forces of the High Lord Baruk Kaah at this very moment could be planning their next assault on North American territory."

The Action

Use the beginning of this scene to allow the Knights to learn of any recent events in the area. The Knights are treated as guests by the personnel of the outpost, and thus should be allowed to have healed from any previous injuries. The outpost is a fairly small one, populated by only about fifty to sixty men and women. When the Knights have done all they wish, continue with the following.

Describe the Scene.

"As if out of nowhere, the outpost's alarms blaze across the compound, alerting all that some danger has presented itself."

The Attack

There are a total of fifteen Jakatts attacking the outpost. Of the fifteen, five are human Jakatts, five are regular Edeinos, and five are Edeinos Flame Warriors. Two of the regular Edeinos are Optants. During the first round of combat, before the Storm Knights can move to within fighting range, the Flame Warriors eliminate fifteen of the outpost's personnel. This should let the players know that these Flame Warriors are bad news. The attack is a straight forward one and the Knights should have little trouble defeating the Jakatts. Allow the remaining military personnel to handle the humans and regular



Edeinos, while the Knights tackle the Flame Warriors. At the start of the third round of combat, go to the Event below, A Renegade Edeinos. The statistics for the Jakatts are provided in the World Book, page 23. The Optants have access to all the Living Land miracles found in the World Book. The Flame Warriors are described below.

Flame Warriors

DEX 14

STR 13

TOU 14

PER 10

MIN 8

CHA 9

SPI 12

Language 11, Tracking 11, Trick 11

Dodge 15, Missile Weapons 15, Stealth 15

Survival 9, Test of Wills 10, Willpower 9

Faith (Keta Kalles) 13, Focus 13, Intimidation 14

Possibilities: 2

Natural Tools:

Claws-damage value 16

Teeth-damage value 15

Tail-damage value 13

Power of the Flame: damage value STR +3/17

The Power of the Flame gives Flame Warriors an additional combat ability. If a Flame Warrior touches any living thing, the target must generate a Spirit total vs the Charisma of the Flame Warrior. If the roll fails, the target is attacked by the 'Power of the Flame' (STR +3, plus bonus) causing additional damage. This attack is in addition to the Warrior's normal attack. Thus, any successful unarmed combat attack by a Flame Warrior may result in the target being damaged by both the Warrior's claw (or tail) and the 'Power of the Flame.' For more information regarding Flame Warriors, see the *Living Land Sourcebook*.

Event: A Renegade Edeinos

During the fight with the Knights, one of the Edeinos experiences his 'Moment of Crisis' and decides to turn against Baruk Kaah. Have each player generate a Perception total. Any who beat a Difficulty Number (DN) of 10 notice the following.

Describe the Event.

"As you wage your war against the attacking Jakatts of Baruk Kaah, you notice one of the Edeinos hesitate in his actions, as though he were unsure of what he should do next. His next actions startle you as he turns to the Flame Warrior next to him and impales it with his hrockt shoot. The Flame Warrior screeches in pain as his days serving Baruk Kaah come to an unceremonious end."

The edeinos, named Mak Terr, has come to realize the blasphemy in Baruk Kaah's actions and has chosen to fight along with earth's forces against his former High Lord. After witnessing his 'Moment of Crisis,' the Storm Knights will hopefully realize that Mak Terr is now on their side. It is important that Mak Terr not be killed in this fight, as he is the one who will guide the Knights to the Mystic Flame later in the adventure. Discourage the Knights from attacking him, but if it becomes necessary, allow the players to generate Mind totals (DN 8) to realize that they should not kill him. Use the Renegade Edeinos character Template for Mak Terr, as he has just become a Storm Knight. Give him both the Faith (Lanala) and Focus skills at three adds each. The remainder of his skill adds are of the GMs choosing.

After the Fight

When the fight is over, the Knights will be able to speak to Mak Terr and learn of the reasons why he has chosen to side with them against Baruk Kaah. Mak Terr has already mastered the English language, so communication will not be a problem. He will also inform the Knights of the source of the Flame Warriors — the Mystic Flame in the Northern Lands of Baruk Kaah's realm. He will suggest that he guide the Knights to the Mystic Flame so that they might aid him in destroying it, as its existence is blasphemous to him and the followers of Lanala.

Cut to...

When the Knights agree to travel to the Mystic Flame, allow them to heal any damage they sustained during the fight and go to Scene Two: Up the Maelstrom Bridge.

Scene Two: Up the Maelstrom Bridge

The Situation

Standard. The Storm Knights have agreed to accompany Mak Terr to the Mystic Flame in order to destroy it. As they prepare to leave, Mak Terr informs the Knights that the quickest way to the Northern Land is to travel up the Maelstrom Bridge to Takta Ker and then down another Bridge that connects the Cosm of the Living Land to the Northern Land.

Describe the Scene.

"Your preparations nearly complete, you depart on your journey to the Northern Land of Baruk Kaah's realm, located near Fort Providence in Canada. Among you now is Mak Terr, an Edeinos who just recently decided to join you in fighting Baruk Kaah. 'The fastest way to the flame of blasphemy is by traveling the bridges. We can travel up one to Takta Ker and then down another from there to the Northern Land. Let us go and show the blasphemers that his sacrilege will not go unpunished.'"

The Action

The Knights might express some concern about traveling to the Northern Land via the Maelstrom Bridges, but Mak Terr will assure them that it is by far the quickest way. Traveling over land would take weeks, while the bridges will get them there in a matter of days.

Obstacles

During their trip to the Maelstrom Bridge, the Storm Knights will encounter several obstacles. Each of these are outlined below.

1. The Storm Front

Surrounding the borders of the Western Land is a Reality Storm of tremendous ferocity. Before the Knights can begin their journey, they must first cross through the storm. The storm has a value of 12. As each Knight passes through it, have the player generate a Reality total. If the total equals or exceeds 12 (the strength of the storm), they pass through unaffected. If the total is less than 12, the difference is read on the Storm Results Table. Only the number of possibilities lost and Transform results apply. For example, if a player generated a total of 10, the result would be "-2," meaning that the player's character would lose 2 possibilities. If the player

The Scroll



A Quarterly Publication
Dedicated to the World
of RolePlaying Gaming.



Only
\$10
Per Year!



Sage Lore Productions, Inc.



By Gamers - For Gamers!

P.O. Box 14616, Portland, OR 97214



generated a total of -1 (an abysmal failure), the result would be "Transform (5)," meaning that the character would be transformed into a denizen of the Living Land.

2. Traveling through the Living Land

When playing out the Knight's travel through the Living Land, remember that the area surrounding the Bridge is a Pure Zone. This means that the Knights will be subjected to the Axioms of the Living Land. The only way in which they will be able to create contradictions is through the creation of Reality Bubbles. The GM should also remember that virtually none of the Knights' equipment will function, including watches, flashlights, guns, etc. This can cause frustration on the part of the players, but they should remember that life is NOT easy in the Living Land, and besides, it's all part of the game.

When travelling through the Living Land, it is common that the travelers will find themselves lost due to the Deep Mist. Before travel on each day, Mak Terr will use the miracle "See Through Mist" on the Storm Knights (and himself). This will help the Knights find their way. Also, Mak Terr has traveled from the storm front to the Mystic Flame before and knows the way. If he should be killed on the journey, it will take the Knights twice as many days to reach the Bridge, cross

Tatka Ker, and find the Mystic Flame, as it will with Mak Terr alive. This should provide some incentive toward teamwork with the Edeinos.

Interruptions:

The trip to the Bridge will take four days, without interruptions, which can take the form of encounters with Jakatt tribes or creatures. Twice each day that the Knights travel through the Western Land, the GM should roll the die and consult the following table to determine what (if any) encounters the Knights may have. When this roll is made, do NOT roll again on 10s and 20s.

1D20 Roll

1-3
4-6
7-9
10-12
13-15
16-18
19-20

Encounter

No Encounter
2 Lakten
Tresir
Jakatt Tribe (25 members)
Kylot
Bargon
No Encounter

Hahlmabrea

Coming this May!



The beginning of a new phase in role playing, **Hahlmabrea** offers a host of new ideas. A linguistical based spell system, a simple, yet complete, combat system, and socially imposed guidelines instead of fussy system rules.

Hahlmabrea is an elastic games system. The more you stretch and bend the rules, the better the game becomes. **Hahlmabrea** also offers a FREE character generation disk for computer users.

And Coming this Summer,
The Dark Labyrinth,
The Trouble With Friends,
The Plague and the Prophecy.



PO Box 1507
Buford, GA 30518-1507

Also look for

The Council of Hahlmabrea



**PLAYER
CARDS**

*Davey Jones
Locker*

Don't get caught without your
Permit for Adventuring!

Note: All the creatures listed above appear in the World Book. If the GM wishes, he can substitute any of the above with creatures found in either issue #1 of the **Infiniverse**, or the **Living Land Sourcebook**.

3. The Maelstrom Bridge

Late on the fourth day of travel (unless the Knights met up with some sort of interruption), the Knights will arrive at the Maelstrom Bridge that leads to the cosm of the Living Land. The Bridge is guarded by a group of five Jakatts, comprised of one Gotak, one Stalenger, one Benthe, and two Edeinos warriors. These are all Ords. Stats for the Jakatts appear in the World Book, pg. 23.

4. Crossing the Bridge

Once the Jakatts guarding the Bridge are defeated, the Knights may cross it. Crossing a Maelstrom Bridge causes severe distortions in perception. As each Knight crosses the Bridge, ask the player to generate a Perception total vs a Difficulty Number (DN) of 15. A failure reduces the character's DEX and related skills by 10 (minimum of 0). For each level of success, the reduction is decreased by two. For example, a Good success reduces the Knight's DEX by 4. The Bridge is one half mile long. Due to its structure, the fastest the Knights can travel across it is walking speed (modified by DEX penalties). With no penalty, a character can walk across the Bridge in fifteen minutes. The time to cross the Bridge is increased by one minute for each point that a character's DEX is reduced. For instance, if a character fails the perception roll, it will take him twenty-five minutes to cross the Bridge. Fifteen minutes after the characters begin to cross the Bridge, a Ravagon crossing from the Living Land cosm to the realm will arrive and encounter the Knights. If they all cross the Bridge within fifteen minutes, they will encounter the Ravagon on the cosm side of the Bridge. If it takes them longer due to DEX penalties, they will have to face the Ravagon while crossing the Bridge. Stats for the Ravagon appear on page 90 of the **Torg Rule Book**. The Ravagon has 1 possibility per Storm Knight (including Mak Terr).

Cut to...

When the Knights have successfully crossed the Bridge (and dealt with the Ravagon), go to Scene Three: Takta Ker.

Scene Three: Tatka Ker

The Situation

Standard. The Knights have arrived at the cosm of Tatka Ker. Once here, they must travel to the Maelstrom Bridge that leads to the Northern Land of Baruk Kaah's Living Land realm.

Describe the Scene.

"At last, Tatka Ker, the cosm from which the High Lord Baruk Kaah and his followers come. Almost immediately, Mak Terr begins this leg of your journey toward the Mystic Flame of the Northern Land."

The Action

The trip from this Bridge to the Bridge leading into Canada will take seven days (without interruptions). Use the guidelines above for this journey, rolling for encounters twice each day that the Knights travel. Keep in mind that this is the cosm of the Living Land. This means that no contradictions are possible without the creation of Reality Bubbles. When the Knights reach the Bridge to the Northern Land, go to Scene Four: Down the Bridge.

Scene Four: Down the Bridge

The Situation

Standard. The Knights have arrived at the Bridge that leads to the Northern Land of Baruk Kaah's Living Land realm.

Describe the Scene.

"Before you lies another Maelstrom Bridge, this one leading to the Northern Land of Baruk Kaah's realm, where the source of the dreaded Flame Warriors exists. The Bridge is a huge cluster of vines, constantly shifting, changing and growing."

The Action

Traveling across this Bridge should be handled in the same manner as the previous Bridge (see Scene Two). At the bottom of the Bridge, however, are a group of Jakatts. There are seven Edeinos warriors guarding the Bridge. They are all Ords. Their stats appear on page 23 of the World Book.

Traveling to the Mystic Flame

After the Jakatts have been defeated, the Knights can begin the last part of their journey to the Mystic Flame. From the Bridge, the trip will take four days (without interruptions). Again, for each day that the Knights travel, roll twice for encounters with either Jakatts or creatures of the Living Land (See 'Interruptions' in Scene Two). In the mid-afternoon of the fourth day of travel, the Knights will arrive at a rocky clearing, at the center of which they will see an extremely intense flame (the Mystic Flame). When they arrive here, go to Scene Five: The Mystic Flame

Scene Five: The Mystic Flame

The Situation

Dramatic. The Knights have arrived at the Mystic Flame, the source of the Flame Warriors they encountered in Scene One. Once here, Mak Terr will not wish to delay the attack, as the very existence of the flame, and its purpose are blasphemous to him.

Describe the Scene.

“Around the rocks, you can see a flame of incredible intensity. It is so hot that even from a distance of 50 meters, you can feel its heat warming you. Flying above the area, you see two starfish-shaped creatures maintaining a constant watch over the flames and its surroundings. The bodies of these creatures (you know them to be Stalengers) seem to burn with a flame as intense as the flames before you. Mak Terr turns to you and your fellow Knights. ‘At last my friends, we have arrived at the source of Baruk Kaah’s blasphemy. Come quickly, we must destroy it now!’”

The Action

Destroying the Mystic Flame is accomplished by placing explosive charges (of at least damage value 25) at both ends of the fissure from which the flame erupts (see map). In order to detonate the explosives, the character attempting it must first create a Reality Bubble (providing his Tech Axiom is high enough for explosives to function. Remember, this is a Pure Zone). After the Reality Bubble is made, the character must then create a ‘Long Range Contradiction’ as explained on page 99 of the **Torg Rule Book**. The difficulty of this attempt is increased by +4 because the character is detonating two explosive charges (see the One-on-Many Table pg. 45 of the **Torg Rule Book**). If the character remains conscious after the Long Range Contradiction, the explosives will go off, destroying the Flame.

The Stealth Approach

The flames are guarded by two Stalenger Flame Warriors who continually circle the area surrounding the Flame. The Storm Knights may want to attempt to approach either end of the Flame unobserved in order to place the explosives without the Stalenger guards noticing them. This requires a stealth total of 13. A failure means that one of the Stalengers has noticed the character and will sound an alarm. If the character succeeds, he will be able to place one of the explosive charges needed to destroy the Flame. Placing each explosive will take two rounds, once the character has reached the end of the fissure. At close proximity to the Flame, characters are attacked each round by damage value 15 (plus bonus, armor adds are ignored). See the accompanying map for the distance at which the Flame begins to affect characters. For each round that a character spends placing explosives, generate a percep-

tion total for the two Stalenger guards. The difficulty number is the stealth value (NOT total) of the character(s) placing the explosives. If either of the Stalengers succeeds, they will sound an alarm, which will in turn lead to The Battle, described below.

The Bombastic Approach

Instead of a stealthy approach, the Storm Knights may decide to blast their way into the area, hoping to kill off the guards before they can sound an alarm. This will not work, for as soon as one of the guards is either attacked or distracted, the other will sound an alarm. The guards know that to allow the Flame to come under Storm Knight attack will guarantee their deaths at the hands of their Saar, Baruk Kaah. If the Knights attempt this, go directly to the Battle, described below.

The Battle

In addition to the two Stalenger Flame Warriors who watch the area for intruders, there is a small Edeinos camp nearby. At the camp are one hundred Edeinos, among them ten Gotaks, and three Edeinos Flame Warriors. If an alarm is sounded, the three Edeinos Flame Warriors and ten of the normal Edeinos will arrive at the start of the next round. Every third round after the first, an additional ten Edeinos will arrive and join the battle. For each ten Edeinos, there will be one Gotak. Each of the Gotaks has two possibilities, while each of the Flame Warriors (including the Stalengers) have four possibilities. Stats for the Edeinos are found on page 23 of the **World Book**. All of the Edeinos warriors are Ords. Stats for the Edeinos Flame Warriors appear in Scene One, and stats for the Stalenger Flame Warriors appear below. All of the Edeinos will fight to the death protecting the Mystic Flame.

Stalenger Flame Warrior

DEX 11

STR 12

TOU 12

PER 10

MIN 7

CHA 8

SPI 9

Dodge 14, Flight 15, Stealth 14, Unarmed combat (tentacles) 15

Find 12, Tracking 13, Artist 9, Survival 9

Focus 13, Faith (Keta Kalles) 12

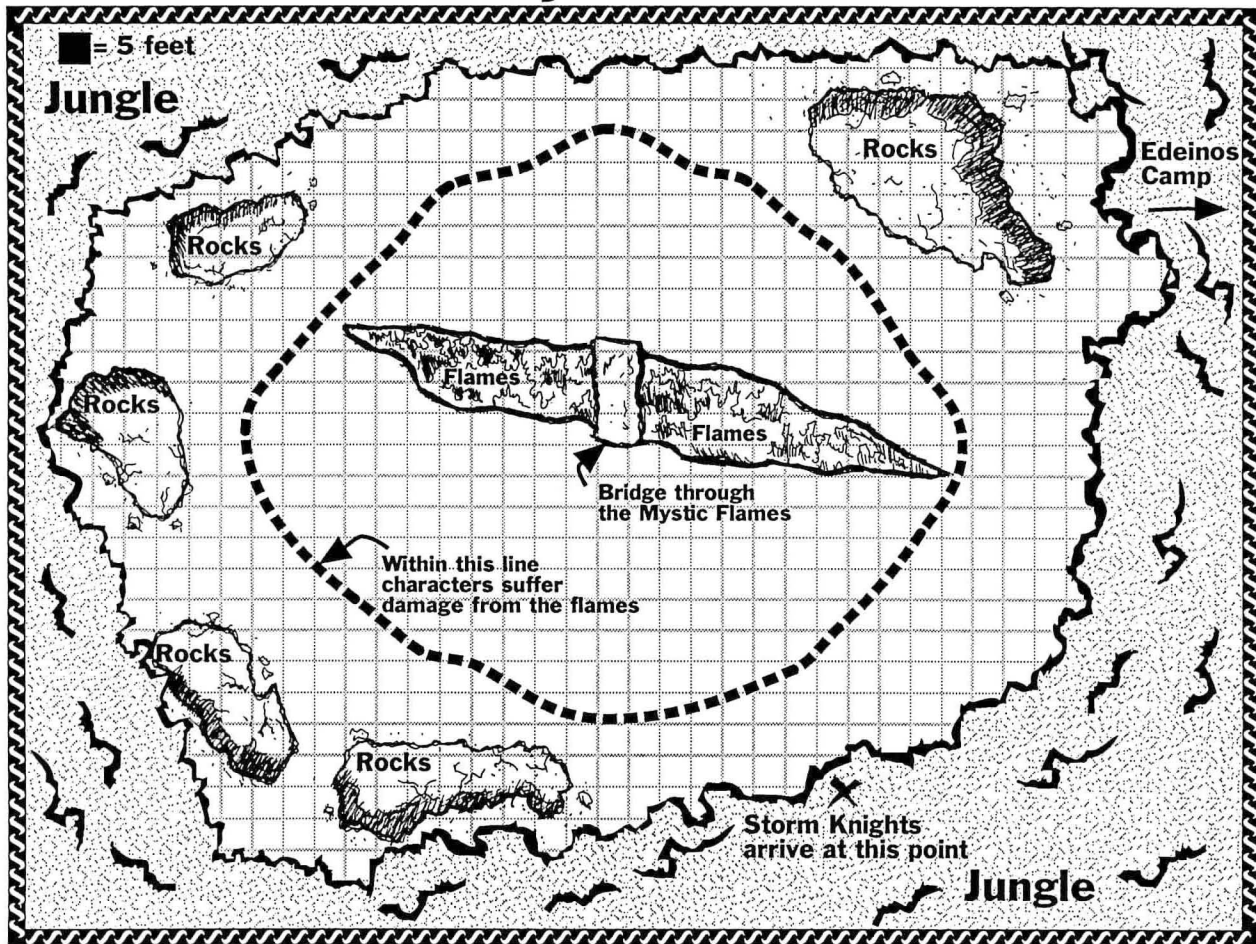
Possibilities: 4

Natural Tools

Tentacles-damage value 16

Flying Pump-speed value 11 Power of the Flame-damage value STR +3/15

The Mystic Flame



Stacks

If a Hero Setback result occurs, a Ravagon will arrive and join the battle against the Storm Knights. The Ravagon has 1 possibility per Storm Knight.

Retreat

If the Knights decide to retreat (a definite possibility), they must generate three consecutive stealth totals vs a DN of 13. If a character fails a roll, he has been noticed by the Edeinos and must start over again trying to generate three consecutive stealth totals in a row.

Aftermath

If the Knights are successful in destroying the Flame, they will have taken a powerful weapon away from Baruk Kaah. This of course means that the High Lord will do all in his power to find and kill the Storm Knights. You should also remind the players that their characters should not stay in the area of the Flame for any longer than necessary, because

Baruk Kaah's troops will soon be arriving in force. If the Knights all die in the fight (or in the explosion), perhaps another group of Storm Knights (the player's new characters) will have heard about "a group of Storm Knights who left to destroy the Mystic Flame and never returned."

Adventure Awards

For successfully completing this adventure, each Storm Knight should receive 10 possibilities. If any Knights failed to destroy the flames, but survived, award them with 6 possibilities. This award is before any additional possibilities earned for held Drama Cards or Glory Cards played in the final scene.

Middle-Earth Play-by-Mail

a look at the PBM that captures the world of Tolkien

by William B Feild Jr. and Peter Stassun

Harkening back to the first time we read "The Trilogy," we each vividly, joyfully, and tearfully recall many scenes that unfolded before our mind's eye through the skillful hand of Professor Tolkien. Throughout the design of **Middle-Earth Play-By-Mail (ME-PBM)**, we reminded ourselves of these elements of Tolkien's world and legends, and the characters of "The Lord of the Rings" in particular, and tried to allow

the players to experience the enjoyment of reliving, or experiencing for the first time, the same such joy and emotion. This became the one unbending rule that we applied over and over again in molding the game into what it is.

Starting with this rule and the vision of J.R.R. Tolkien, GSI added the flavor of what we wanted for the game and combined it with the thoughts and encouragement of the folks at Iron Crown Enterprises (I.C.E.). The chemistry was interesting and fascinating because of the extremely high standards that each brought to the project. One of the most difficult factors to overcome was that each group who contributed to the design had a different vision of what they saw in Middle-Earth. Combining these visions into one proved an incredible challenge. The result is more grand than we could have anticipated.

GSI wanted the game to be "state of the art" — each **ME-PBM** turn includes roughly a dozen pages of laser-generated output, incorporating well-organized text; descriptive prose detailing the results of each turn; graphics, which include a hex map presentation of each player's home region including icons representing armies, cities, harbors, terrain, roads, bridges, etc.; and individual reports on the actions of the heroes, including a portrait and statistics for each character. Additionally, each registration includes a 2'x3' four-color map of northwestern Middle-Earth with a hexagonal grid overlay that will facilitate the players' ability to plot their actions and plans.

We wanted a game broad in scope — one that would allow the players to operate in the strategic arena as well as to role-play at the individual character level. We wanted to encourage the players to explore the rewards of the economic activities via the market. We also wanted the players to deal with the diplomatic theater, and ultimately, to



challenge their knowledge of Middle-Earth as well. To this end, we focused the game mechanics on the heroes of Middle-Earth — the goals and direction are provided by the player, but the actions are carried out by each hero under their command. These characters can lead armies, kidnap diplomats, manipulate the market, steal artifacts, solve riddles or sack citadels. Although these actions influence different levels of the game, the heroes are still the focus of these actions.

"The Lord of the Rings" focused on the never-ending struggle between Good and Evil. This served as the starting point for our design. We elected a novel format for the game — the idea of "team play" — and divided the players into two distinct sides, The Free Peoples and The Dark Servants. Then we added a third element that would challenge both sides — The Neutrals. Each player would control one "nation" — 10 nations representing the side of Good (Gondor, Elves, Dwarves, Men, etc.), 10 nations representing the side of Evil (Nine Dark Riders and the Lieutenants of Sauron), and 5 representing nations that could choose either side, but must choose one side in order to end the game and win.

We hoped in this way that the players would experience the overall view of their nation and yet operate through the actions of their minions. Each nation has its own set of strengths and weaknesses, following the "historical" records of their nation. This means that no two positions would play the same, but would ensure that the positions would start off with equal chances of victory. The forces of the Witch-king may choose to strike fear in the hearts of the Free Peoples with the use of their black mages, while the forces of the Dark Lieutenants may rely on secret emissaries. The forces of South Gondor may launch preemptive naval strikes against

TALISLANTA

MINIATURES
Licensed by Bard Games



LANCE & LASER MODELS, INC.
P.O. Box 14491 • Columbus, Ohio 43214

The Seven Kingdoms set (14 figs.)
\$16.50 + \$2.50
domestic postage and handling

their neutral neighbors, yet the quiet Woodmen may strive for subtle success and steady growth with the use of their silent agents.

To allow the players the greatest freedom of play, and yet allow them a wealth of reference material, a setting was chosen that is some 1500 years before the War of the Ring! This era is vaguely discussed in the works of Tolkien, but is well explored by the folks at I.C.E. This setting permits the players to explore and ask "what if," and also allows them to rewrite their own version of the Third Age of Middle-earth.

The setting was then exhaustively researched to find as many characters/heroes, cities, artifacts, etc. that could be drawn from the actual and available literature. These findings were then presented to the knowledgeable folks at I.C.E. for careful comparison with their own research. Careful work then went toward assigning nations and characteristics to each and every item found to ensure that they remained "historically accurate" and yet balanced within the game mechanics.

Because of the available references and resources, many players can enhance their chances of enjoyment or victory by availing themselves of either the literature of Tolkien or the products of I.C.E. Details about almost every hero, and certainly every nation, can be found in either of the resources mentioned.

Of course, the One Ring must enter into the scene somewhere. The setting historically dictates that the One Ring is still lost and, although the Wise were to discover much about it later on, the exact whereabouts of the One Ring are unknown. Since the setting allows the players to assume "what if," then naturally the One Ring may not currently reside where it did 1500 years later. Discovery and possession of the One Ring are also elements of the game. Important ones too, since regardless of how fortunes fare for either side in terms of diplomatic, economic, or military successes, the game will end if the One Ring can be properly dealt with and will result in victory for the side that does it.

There were other powerful artifacts in Middle-Earth as well and they deserved a place in the game (Glamdring, Sting, the 3 Elven Rings, etc.). To this end, more than 150 artifacts were considered significant enough to include — some belonging to heroes in the game and some that were historically lost. Although these artifacts were fated to end up at certain locations and in certain hands, their location and fate in 1650 Third Age is unknown.

The tales of Tolkien dealt with more than just Good vs Evil and so too, **ME-PBM** explores these other areas. Besides the primary issue of Good vs Evil, the nations must deal with the treachery and conflict all too common even on their own side. There is the constant conflict between the Dwarves and Elves, the Civil War of Gondor, and the bickering between the various armies and leaders of darkness to name just a few. These aspects of Middle-Earth were included by allowing for one side to end the game, but only the most powerful nation(s) on the winning side could claim victory. Furthermore, each nation has individual goals that help them toward becoming the most powerful nation on their respective side, and many of these individual goals must only be achieved at the expense of nations on their own side.

Of course, the mechanics of the the various aspects of **ME-PBM** had to be meticulously researched in order to ensure historical and internal consistency. For example, much research went into historical population levels and army size limits to determine the rate at which players could develop their armies and how large armies could get. Also, since **ME-PBM** is designed to follow the same seasons as those of the northern hemisphere, turn by turn, the terrain and climate of Middle-Earth were closely studied in order to ensure that the climate in each location on the map was as close as possible to the real climate as described in Tolkien's works. Even the movement rates for characters, navies and armies was exhaustively researched to restrict/allow only such movement as was possible for the period. For example, the famous "Ride of the Rohirrim" was considered the benchmark for cavalry movement that all were measured by. We

XENOPHOB

For almost three years our never-ending PBM game of starships, political intrigue, exploration and exploitation has been in operation. Thousands upon thousands of turns have been processed. Planets, gas giants and their moons have rotated around the suns in our game galaxy while ships dart here and there on combat missions, hauling runs and other missions of great import.

The four player-controlled governments have all waxed and waned. The Pirates and Arachnids have mixed it up near the Arachnid home system while the KK'redak and Terrans spar with their mighty warships.

We have been busy expanding upon our original game design. The number of different actions a player may engage in has leaped from 31 at the start to over 100 at the time of this writing. The massive rulebook spans over 100 pages and the supplemental racial package adds another 50-60, depending on the race you choose to play.

Yet, during all of this time we have retained our ranking as one of the top moderators in all of PBM and easily the best of this type of game. We are so sure of our service that we offer a processing guarantee on our turns!

We have just finished adding another eighteen orders to the game system and reprogramming the 2.5 megabytes of program code that runs the game to be the most efficient we can make it.

We want you to see what we have created for your enjoyment. So, send in a **copy** of this ad with your \$9.95 for our 100+ page rulebook and we'll give you \$10.00 in game credit when you start, making the rules cost US five cents!

EMPRISE GAME SYSTEMS
P.O. BOX 842
GARIBALDI, OR 97118



wanted to be sure that is was just possible to duplicate (under the right circumstances) that glorious ride.

Another important element added to the design is the idea of the market. Each nation is permitted to buy and sell its resource production within the free market — caravans that trade with the nations. The key element is that prices are not fixed, but rather are controlled by the simple factors of supply and demand. This allows the players to attempt to flood the market in order to lower prices, or to corner the market in order to drive prices up. This affords some nations with real economic clout. This element of the game proved difficult to properly design, since the whole mathematics involved in the study of such dynamic systems is still very much guess work.

One extremely important aspect of “The Lord of the Rings” that we wanted to include was the idea of the “Personal Challenge.” The fate of many a battle or endeavor rested upon the results of such challenges. The infamous battle between Gandalf and the Balrog in Khazad-dum, the face to face encounter between Gandalf and the Witch-king and then between Eomer and the Witch-king on the fields outside of Minas Tirith all come to mind. Indeed, the fate of the High Kings of Gondor rested and failed because of the challenges issued to those kings by the Ringwraiths of Mordor. Thus, **ME-PBM** allows for such hero-to-hero challenges and these challenges often dictate the results of mighty battles and whole campaigns.

There were many such elements of “The Lord of the Rings” that we felt deserved inclusion in the game. One final idea that deserves mention is the whole idea of the “company” which runs throughout the books — the Fellowship of the Ring, the Company of the Nine Riders, and the companies of Elves that wandered Eriador to name a few. Thus, **ME-PBM** allows groups of characters (even those of different nations) to travel together toward common goals. These and other elements were carefully considered to ensure that as many significant aspects of Middle-Earth as possible were included in the game design.

When all was said and done, we wanted a game that was rich in elements and theaters of operation. We wanted to allow players to explore the tactical and role-playing aspects of Middle-Earth without having to concern too much of their time with the overall strategic picture, yet reward those players who wanted to explore and utilize these elements. And most of all, we wanted a format that made it easy to fill out the turnsheet each time and yet made it difficult to master all the various aspects of play. The expert wargamer will find many challenges to their analytical side, while the Middle-Earth enthusiasts and creative role-players will find a world rich and challenging to explore.

Middle-Earth Play-By-Mail is a project that took three years to design and all told was five and a half years in the making. We hope that we have done justice to the ideals and dreams of all the various contributors. Each of us had a different idea of what we expected to see in the world of J.R.R. Tolkien. We hope your expectations are fulfilled as well.

What follows is a short synopsis of some of the elements of the game mechanics:

Nations

The game mechanics of **Middle-Earth Play-By-Mail** are intended to be very easy to understand, but difficult to master. Each player controls one of the 25 nations that existed in the Third Age of Middle-Earth subsequent to the Great Plague and prior to the War of the Ring. Each nation maintains diplomatic relations with each of the other nations. These diplomatic relations can range anywhere from “friendly” to “hated.” These relations play important parts in the game because various activities are based on the state of the diplomatic relations. For example, it is easier to affect the loyalty of a city which feels friendly toward you than it is to affect the loyalty of citizens who hate you. Moreover, combat can only be initiated against nations whom you either dislike or hate. On the other hand, trade is much easier, and at times restricted to nations who are friendly to each other.

Each of the 25 players controls the state of his own diplomatic relations within certain guidelines. For example, the Free People can never be friendly or tolerant toward the Dark Servants, and vice versa.

Actions

All actions (orders) in the game are given by individual characters. Characters are individual heroes in the employ of the nation at the start of the game and which can be created by the player during the course of the game. Each character has a certain rank and this allows him to give certain orders. These include: 1) Command Rank, which allows a character to command an army or navy, to train and/or recruit troops, and to influence the nation’s political decisions such as the raising or lowering of taxes and the change of diplomatic relations; 2) Mage Rank, which allows a character to research and cast spells (scrying, combat, healing, etc.); 3) Agent Rank, which allows characters to perform surreptitious activities such as sabotage, theft, and assassination; and 4) Emissary Rank, which allows characters to affect the loyalty of cities and other nations, and to increase the loyalty of their own citizens. Emissaries are also useful in creating new population centers that can offer food, products and gold to the controlling nation.

Characters also have two other ranks, the Health Rank and Stealth Rank. Health is a representation of the number of hit points a character has (when it is reduced to zero, the character is dead) and Stealth Rank is an estimate of how quiet and unobtrusive the character can be. This helps mainly in accomplishing Agent tasks and in remaining hidden from people looking for the character.

Each of the ranks can be increased by successfully completing activities that the character can perform. Some of the ranks are increased in other ways such as personal challenges, winning combats, capturing population centers, or as a magical result of a special encounter.

Obviously, multi-classed characters can perform more diverse activities than those characters that have only one class.

On the other hand, single class characters rise much faster in their chosen class.

Each character may give two orders per turn. One of the strategies in the game is to determine what those two orders should be. Not only does the player have to determine what activities are available to that character (depending on what ranks he has), but he must determine which activities are important.

Orders themselves come in 5 different classifications. There is one classification for each of the 4 major ranks, and a miscellaneous classification which can be given by any type of character. Some orders are more difficult than others, just as some spells are more difficult to cast and learn than other spells.

Orders are the method by which the player accomplishes his objectives in the game. He must maintain a good economic base, hire those armies which are needed to protect his nation and to conquer others, gather what intelligence he can regarding other nations' plots and strategies, and look to accomplish the individual victory conditions assigned to each player at the beginning of the game.

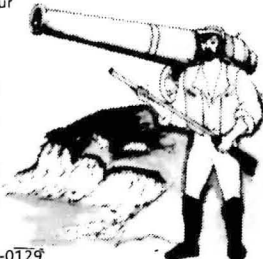

Perhaps at this time, we should explain the victory conditions of the game. In **ME-PBM**, only one side can win. This will be either the Free People or the Dark Servants. The Neutrals must choose a side sooner or later, or they can't win. Once they have chosen, they cannot retract their choice. Once the side of Good or Evil has been determined to be the winner, then the individual victory points for each of the nations on that side will be tabulated and the nation with the highest victory point total will be declared the winner.

Victory points are tabulated in two different areas. The first area is a general classification that tabulates the size and value of the population centers, the size and strength of the armies, the ranks of the characters in the nation, and the amount of wealth accumulated by the nation. Players are told what their general victory point total is on each turn of the game. They are also told who has the top three positions and what their totals are. Added to this total are individual victory conditions that are

STATE OF WAR

The year is 2000! They said it would never happen again. BUT IT HAS!!!
CIVIL WAR IN THE U.S.!!!

After years of foreign wars and inept leadership, twenty states attempt SECESSION in this newest Play-By-Mail game from the PBM leader, Game Systems Inc. As the GOVERNOR of the state of your choice, you must order the recruitment and placement of troops, allocate expenditures for training, industrial expansion and scientific research, and still try to keep your populace happy! With GSI's NEW "Phase" system, players can give from .50 to 100 orders per turn and receive combat results on MULTIPLE BATTLES per turn! Add this to GSI's reputation for accurate results and prompt turnaround times and you have the BEST PBM GAME EVER!!! A \$15.00 registration fee includes rules, 3-color map and 2 FREE turns. Thereafter, turns are \$4.75 each, NO HIDDEN COSTS EVER!



Game Systems Inc. P.O. Box 160129 Miami, FL 33116-0129

different for each player in each game. These can include such things as searching for artifacts, assassinating certain declared enemies, or merely accumulating as much mithril as possible. The side of good or evil only wins when the other side has been completely destroyed. This will occur when the opposing side has no population centers left the size of a major town or city. However, there is also a second (although much more rare) occurrence which will end the game. If the One Ring is found by a character, and if that character is able to transport it to the ruins of Barad Dur, and if that character is able to retain the Ring at the location for one complete turn, then the game will be declared at an end and victory points will be tabulated.

Although player activities are completely determined by the orders given by their characters, the variety of activities which these orders encompass is both wide and varied. We have already mentioned the combat side of the game as well as the political, economic, and espionage aspects. There are also personal encounters with which each character may have to contend. These include meetings with such notables as Galadriel, Gandalf, or possibly a Dragon. These also include strange scenarios in which the character will have to make a choice, or riddles which the character may have to decipher. In each of these encounters, there is both risk and reward. Characters can be injured or killed in such encounters or can reap not only personal rewards but also reward of

wealth or magical expertise. Some encounters may even allow a famous personage to join you or your army!

Characters may also challenge or be challenged by other characters. If this challenge is accepted, then a duel to the death will be fought between the two characters. In many instances, character ranks will be bolstered by the acquisition of magical artifacts which may increase one of their four ranks or may add combat values to their fighting prowess. For example, a ring may add to a character's command rank, whereas a magical sword will aid him in personal challenge or army combat.

Although the choice of orders is wide, and although the strategy of choosing orders is difficult, filling out the turn sheet is relatively simple. Each order has a number or code which must be entered and asks for certain information pertinent to that order. These orders are all listed for the player and note all additional information required. The lists also show the prerequisites a character must have in order to use that order.

Game Systems Inc. is now accepting orders for set-ups in **ME-PBM**. A new player registration costs \$25, and this includes the rules, a map, two turns and three issues of GSI's news magazine, "Whispers of the Wood." Turn fees thereafter are \$6.50 per turn. Contact: GSI, PO Box 160129, Miami, FL 33116-0129.

Capsule Reviews

Our biggest review section yet

Advanced Dungeons and Dragons

The Castle Guide

rating = 4

Publisher: TSR Inc.

PO Box 756

Lake Geneva, WI 53147

Author: Grant Boucher, Troy Christensen, Arthur Collins, Nigel Findley

Price: \$15.00

Reviewed by Keith H. Eisenbeis

Whether as a stark bastion of evil to be conquered, a romantic haven of good to be defended, or simply a mysterious setting to be explored, the castle has always played a central part in any fantasy roleplaying

campaign. However, aside from a small section in the 1st ed. **Dungeon Master's Guide**, very little gaming information was provided for AD&D. This problem has been solved with the introduction of **The Castle Guide**. This reference work contains all types of useful and needed information about almost every aspect of castle existence from construction to destruction. The guide views the castle primarily from a viewpoint of where it will be used in a feudal-type campaign setting.

The Castle Guide's first chapter elaborates on the feudal setting. The daily lives and problems of nobles, knights, merchants, demi-humans and peasants are all examined. This section is well-done and worthwhile in itself as it offers a great deal of information on the lifestyle and duties of all the class types. The first chapter offers both the DM and the player background that will help bring the characters' world to life. Its primary purpose, however, is to

provide essential economic and general background information for the upcoming chapters.

All the remaining sections of **The Castle Guide** are similarly well done. The chapter on constructing castles provides a simple to understand yet wholly fulfilling and accurate method for building all types of castles. It does not simply tell how much gold it will take and how difficult it will be to build the castle, but with methods for acquiring the site, and rolls for daily encounters, events and mishaps, it makes the castle building process a satisfying adventure unto itself. Appropriately, the next chapter contains information on the destruction of the castle, or in other words, warfare. It presents rules for construction and operation of many types of siege engines. It provides details on attacks' (both physical and magical) effects to castle walls and includes the effect of warfare on large armies and the castle garrison. In conjunction with this detailed siege resolution system, there is also a quick resolution battle system offered for those who don't have the desire to play out a long siege or use miniature wargaming.

Finally, the book offers sets of detailed plans for three castle types that can be used as is or modified to produce other types. The three common types of castles included are: the Cyclops Tower, a small shell keep; Bremberthwaite Manor, a small fortified house; and Kinniver Castle, a large, complex great castle.

One of **The Castle Guide's** strongest points is that it successfully balances the reality of a historical medieval castle with all the fantasy elements of an AD&D campaign world. **The Castle Guide** is a must for any

feudal, medieval or Arthurian type campaign.

Legends and Lore

rating: 2

Publisher: TSR Inc.

PO Box 756

Lake Geneva, WI 53147

Author: James M. Ward and Troy Denning

Price: \$20.00

Reviewed by Keith H. Eisenbeis

The revised and updated version of the familiar **Legends and Lore** reference book is one of the newest offerings from TSR for the AD&D 2nd edition rules. Although many of TSR's 2nd edition supplements have many good points, it is unfortunate that this product does not fall into that category.

Following in the footsteps of the 1st edition, **Legends and Lore** (originally titled **Deities and Demigods**) attempts to describe the deities of various historical mythos such as Greek, Egyptian, and Indian. This information can then be used by the players to enhance the depth of the priest character class and allow the DM to roleplay the priest's deity.

The ideal goal of any revision is to weed out the mistakes of the old and combine the best of the original with quality new material. It is in this aspect that this product is most lacking.

Although the quality of the original material is good, the book is plagued by an annoying lack of specifics which were one of the strongest aspects of the 1st edition. All attributes, powers, and standard abilities of the deities are given only in general terms in the beginning of the

Reading a WHITE WOLF Magazine review

Each product reviewed in WHITE WOLF Magazine is rated on a scale of one to five. The rating that a product receives is listed underneath the title of the product. The number (1-5) indicates the strength of the product in the mind of the reviewer and should be interpreted with reference to this scale:

1 = a poor product, only a fanatic fan of the game system or genre in question should even consider investigating and even then you're bound to be disappointed

2 = a substandard product, may offer some interesting ideas but there's nothing really exciting about it

3 = an average product, these products are usable and offer good information but it could have been better

4 = a very good product, such products offer exciting information and are well-worth investigating, probably a must if you enjoy the game system or genre

5 = an outstanding game product, this rating is reserved for only the very finest that the game industry offers, this product really deserves a look

book and grouped according to their relative stature. Thus, the reader is not presented with the most crucial and necessary information one would expect in a book written specifically for a gaming audience — the deities themselves described in game terms.

The new **Legends and Lore** instead only describes the deities' avatar forms. A deity's avatar is a likeness of that god constructed with a portion of his power. The avatar is mortal and has only a fraction of the true god's abilities. Even here, the descriptions of the avatar's unique powers and possessions are lacking in imagery and specifics.

The one area in which this work excels is in its detailed and specific descriptions given for the duties and abilities of each deity's priests. Information is provided on spheres of magic, allowed weapons, special granted powers, and more which allow each deity's priests to be in their own way unique.

The new **Legends and Lore** introduces yet another format for the listing and description of deities. This lack of similarity to the format used in other 2nd edition hardbacks such as **Greyhawk Adventures** and **Forgotten Realms Adventures** make comparisons between sources more difficult.

Finally and most importantly, although the 2nd edition book has been expanded from 128 to 192 pages, because of an increase in type size and the greater space devoted to graphics over the 1st edition, information content seems decreased. A striking example of this is that four entire mythos are missing from the 2nd edition: Babylonian, Finnish, Sumerian and Non-human. Although all the missing pantheons were important, the lack of the Non-human group is the most surprising. Detailed and very colorful deities for all the major demi-human groups and some minor ones have appeared in the 1st edition and other works. Considering both the prevalence of demi-human races in **AD&D**

and the quality of the missing material, this loss is significant.

Together, the 1st and 2nd editions of **Legends and Lore** would make an excellent, comprehensive work; standing on its own, the 2nd edition compares poorly to the previous edition and is lacking in many important respects.

Aliens

Aliens Boardgame

rating = 3

Publisher: Leading Edge Games, Box 70669, Pasadena, CA 91117

Authors: Barry Nakazano & David Mackenzie

Price: \$21.95

Reviewed by Jim Foster

The **Aliens Boardgame** is the first of LEG's products produced to capitalize on the success of the hit film **Aliens**. It is not a full-scale RPG, but rather is a tabletop style game designed to simulate several of the key action scenes from the movie. Its systems are a version of LEG's **Phoenix Command** system simplified to the point where one or two die rolls take care of most situations.

Probably the first thing to hit anyone when they open the box is the amount of color. LEG is known for its high quality graphic arts work, but on this game they've pulled out almost all of the stops. The box, the counters, the character cards and the large (33" by 17") map are all in full, glossy color and heavily decorated with color stills from the film. Naturally, this is reflected in the price of the game, but if you like visuals, this game has got what you want. The rulebook is less colorful, but still well done, decorated with black & white movie stills. The layout follows the design common to all LEG products, with easy-to-read text and humorous margin quotes.

The game itself is very playable and is easily picked up after a single read-through of the 27-page manual (or even the 4-page rules summary.) In fact, the primary rules only occupy the first eight pages, the rest being given over chiefly to scenarios and occasional optional rules. The game is designed for solitaire play and is quite a challenge, even after one has played it a few times. **Aliens Boardgame** is realistic, covering fire combat, Alien acid splash (which can be deadly!) and even hand to hand combat with the Alien hordes. Optional rules allow the Marines to be divided among multiple players, to employ grenades, and to use machine guns for additional effect.

There are drawbacks, however. For starters, the game only comes with three scenarios: the initial Alien contact, the escape from Operations, and Ripley vs. the Queen. The Ripley-Queen scenario is a complete waste of time, consisting primarily of rolling one die for each of the combatants until one of the two gets lucky. And while the first two scenarios are fun to play multiple times, eventually the thrill of outdoing the film wears thin. But possibly the most annoying thing about the game is the fact that a good number of the character cards and counters are made specifically for use with the **Aliens Expansion**. While this doubtless solves a few production problems for LEG, for the customer it is highly vexing. It seems like one has gotten only half a game, which is going to require additional money to complete.

So, while the **Aliens Boardgame** is frantically fun to play and moderately addictive (the game tends to make one want to see the film and vice versa), the holding power is not enough to justify the rather steep purchase price. As it is, it seems that the price has been padded by several items that are essentially useless unless you fork over additional cash to obtain the supplement. Still, for the diehard **Aliens** fan that's too impatient to

wait for the RPG, this may be the game for you.

Aliens Boardgame Expansion

rating = 3

Publisher: Leading Edge Games, Box 70669, Pasadena, CA 91117

Authors: Barry Nakazano & David Mackenzie

Price: \$10.95

Reviewed by Jim Foster

The movie **Aliens** has been popular enough to generate a (to be released) sequel, several comic book series and a RPG, so it is not surprising that the boardgame has resulted in at least one supplement. The rulebook is laid out in standard LEG style, internal art consisting of B&W stills from the movie. Included is an additional full color map of the Alien lair beneath the fusion plant and a counter sheet of encounter cards for use in the various scenarios.

This supplement covers three major battles: The Rescue of Newt, Marine Assault, and the Hunt for the Queen. Also present are a like number of minor scenarios as well as additional rules. The Rescue of Newt is the one situation that simulates the movie's action, and is about as challenging as the basic game settings. The Marine Assault is a different matter. It presupposes that Ripley's pleas fell on deaf ears, and the Marines reentered the Alien warrens in order to rescue Sgt. Apone and PFC Dietrich. In a word; this one is MEAN! Several of my friends and I each tried our luck at this one and were handily beaten. A few unlucky rolls (which seem to happen with alarming frequency) on the Alien Wave chart and you are rapidly up to your neck in Aliens. The Hunt the Queen variant is even more difficult, requiring the Marines to enter the lair and search room-to-room until the Queen is found and dispatched. The Queen requires no less than six hits to kill, and even then it's only a one in ten

chance. While they perfectly fit the atmosphere of the movie *Aliens*, these predicaments are strictly for players with a thing for pain.

Additional variants allow the drop ship pilots to try to avoid the fate they suffered in the film, as well as linking all the scenarios into one huge game, where the outcome of earlier scenarios determines the fate of later ones. Supplemental rules govern the use of alternate weapons, provide for tournament play, and give the option of making the game even more difficult.

To its credit, the *Aliens Expansion* is every bit as playable and realistic as the basic game. The scenarios are easily picked up, the various options are intriguing to play, and playing out the movie scenario by scenario can be lots of fun once you learn how to win on a semi-regular basis. The additional rules allow the player to up the realism level to one roughly equivalent to that of the *Phoenix Command* system. On the downside, though, the major scenarios are impossibly difficult and very frustrating, and overall they add but a little excitement to a rather inflexible game system. Still, if you have the basic game and enjoyed it, you'll probably get a good amount of playing fun out of this one.

Ars Magica

The Stormrider

rating = 3

Publisher: White Wolf
1298 Winter Place
Anniston, AL 36201
Author: Mark Rein-Hagen
Price: \$9.95
Reviewed by Matthew Gabbert

Ars Magica is one of my favorite fantasy RPGs, but I'd say most roleplayers have yet to experience it, even second hand. That's why an adventure like *The*

Stormrider is so useful. Whereas most adventures assume that you are starting with a relatively experienced party of characters, and are written to be incorporated into your own ongoing Saga, *The Stormrider* is a "Jump Start Kit." This means it is a short adventure specifically designed to introduce a group of novice players (or at least novice *Ars Magica* players) to the game system, both its mechanics and its setting. By using the pre-generated characters and the one-page rules summary sheets included with the adventure, a knowledgeable Storyguide can get a party of up to eight people playing the game in as little as fifteen minutes.

The story itself is fairly straightforward — a dangerous supernatural entity, called the Stormrider, has periodically terrorized the villages and countryside bordering the covenant of Mistridge for over one hundred years. The characters, two rival apprentice magi and their allied companions and grogs, set out to investigate (and stop) the monster's latest rampage. Along the way, they encounter the mundane — peasants and priests, nobles and nature — as well as the magical. In the end, they will be forced to confront and conquer their own personal weaknesses before they can subdue the raging horseman.

While this is the second edition of *The Stormrider*, in terms of the actual adventure, very little has been changed. (For a review of the first edition, see WWM19.) What's new is the format. Gone are the half-size briefing and character sheets and the annoying plastic bag. They've been reworked into a 32-page pull-out section in the middle of the book. And while the book itself has doubled in size, also to 32 pages, this seems to be due to a combination of larger print and a whole slew of new artwork. In addition to the adventure, a new section detailing rules for elementals, including numerous examples, completes the book.

If you already have the first edition of *The Stormrider*, you probably don't need the revised

version, unless White Wolf decides never to publish the elemental rules anywhere else. However, if you are looking for a great way to introduce your friends to *Ars Magica* (it's a perfect adventure to use at conventions), then charge right out and carry off a copy today.

Champions

Alien Enemies

rating = 3

Publisher: Hero Games/
Iron Crown Enterprises
P.O. Box 1605
Charlottesville, VA 22902
Author: Scott Heine
Price: \$12.00
Reviewed by Sean Holland

Alien Enemies is a 60-page sourcebook for *Champions*. A wide range of alien races, individuals, and groups are provided for the use by *Champions* GMs. It opens with a brief discussion of the use of aliens in a campaign, and a few things to remember about creating and using them. Then come the aliens.

Perhaps the most useful group for continuing use in a campaign is METE, the Metropolitan ExtraTerrestrial Enclave. METE is an organization dedicated to helping the alien on Earth (and helping Earth adjust to the aliens). It is a scientific/research/lobbying organization led by Orrad, an alien hero, and Marie Dumont, a former police officer. METE is a good place to take aliens (METE can find a way to communicate), and they treat injured aliens.

Other groups seem right out of the comic books, like:

The Galactic Marauders, a band of vicious space pirates, with some interesting, if silly, characters.

The T'yaks and the E'crotians bring their long running war to Earth.

The traditional bug-like alien invaders make their

appearance in the form of the Tyrixx Invaders, in insectoid battlepods equipped with cloaking devices.

The cybernetic and super-intelligent Cerebraeum are dedicated to transforming the world into an emotionless paradise, whether the Earth wants it or not!

To stand against these alien evils are those heroes of Earth's defence, the Exterminators. This high-tech group is armed with plasma generators and they are dedicated to destroying aliens before they destroy us. The Exterminators are intolerant — to them the only good alien is a dead (or disintegrated) alien, but they make a great plot device.

Aside from the rather garish cover, the art is quite nice. A set of cardboard standup figures for 30 of the characters in the book are provided on a fold out from the back cover.

I found *Alien Enemies* full of good ideas. I recommend it to any *Champions* GM who is using (or is going to use) aliens in their campaign, and GMs of other Superhero RPGs might find some good ideas here as well.

The Olympians

rating = 4

Publisher: Hero Games/
Iron Crown Enterprises
P.O. Box 1605
Charlottesville, VA 22902
Author: Kurt Dershem
Price: \$9.00
Reviewed by Sean Holland

The Olympians is a 44-page organization book for *Champions*. The core idea of the book is that the Greek pantheon of gods become locked in a second war with the titans, and to protect Earth, they close the magic portal between Earth and Olympus. Now they have won the war and they wish to return, only their portal has opened onto 20th century earth, and as it costs so much energy to open a portal, all of the gods are fairly weak (from only 611 points for Venus on up to 1110 for Zeus).

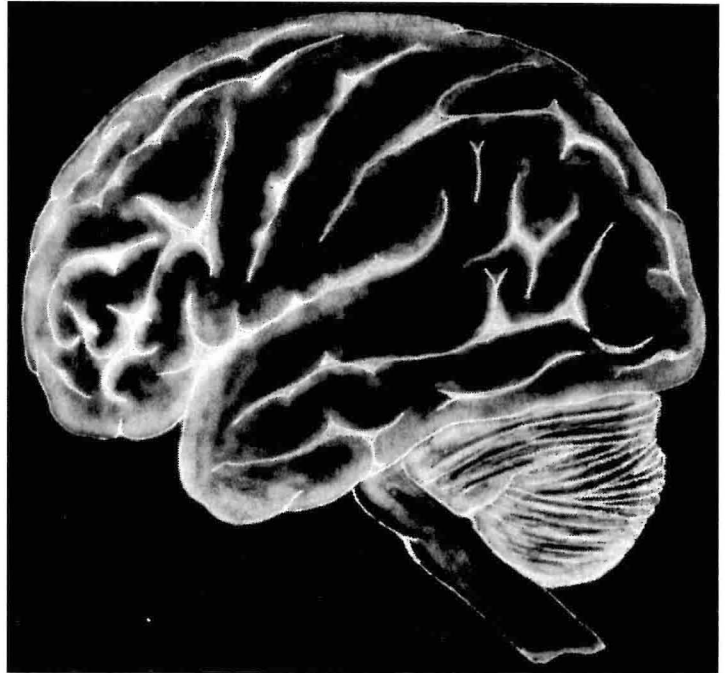
Vampire Brain

April 16, 1925 was a cold and dreary day. A day many people in Hanover, Germany thought fitting for an execution. In fact, twenty-seven families in the area did not let the weather dampen their spirits. Instead, they breathed an enormous sigh of relief when they heard that Fritz Haarman had finally been executed.

Only three months earlier Fritz Haarman had gone on a rampage, killing twenty-seven young men and women all in one month, all in the same mysterious way. Every corpse's neck was found to have two puncture marks approximately two inches apart, each the size of a pea. The skin surrounding the wounds was ashen, and the marks themselves were a deep purple. All the corpses were unusually pale and bloodless.

Once local authorities had caught the madman, they dredged through local records for information on him, but not even a birth certificate was found. However, the membership records of a local theatrical guild showed that an "F. Haarman" had been a member for over ninety-five years.

While authorities puzzled over Haarman's motive, scientists at Gottingen University were so intrigued by the fact that all of Haarman's victims were bitten to death, they requested that his body remain unburied until they could examine it thoroughly. They planned to study Haarman's corpse and remove his brain in the hopes of being the only scientists ever to preserve the brain of a vampire...



"IF EVER THERE WAS IN THE WORLD A WARRANTED AND PROVEN HISTORY, IT IS THAT OF VAMPIRES."

—JEAN JACQUES ROUSSEAU, FRENCH MORALIST (1712-78)

VAMPIRES

another product for

Chall

THE HORROR ROLE-PLAYING GAME

 **Mayfair
Games
Inc.**

P.O. Box 48539 Niles, IL 60648
1 • 800 • 432 • 4376

GLADIATOR The Legacy of Heraklê

Looking for a fun and exciting gladiator combat PBM game? Then your search is over!

Gladiator: The Legacy of Herakê is the game for you. You design each warrior from the ground up, choosing each statistic and training in the skills you want. You decide what armor to wear and which weapons to wield. Gladiator's unique combat system allows you to control the warrior's actions throughout the fight. Each round you launch brutal attacks, make stalwart defenses, and take well time rests. You select how to attack and where to aim; try the head for a quick KO, or perhaps the legs to slow your opponent down. The revolutionary combat system even allows you to define tactics for when you or your opponent is tired or injured. Plan well, for gladiator combat is vicious and quite deadly... Combat is only the beginning of Gladiator. Outside the arena you train your warriors, improve your facilities, and hire spies to keep an eye on your opponents. Every turn, challenges are issued, bets are placed, bribes offered, enemies are slain, and much more!

Free rules, setup, and FIRST TURN!

Turn cost is \$5 for 5 warriors

Gladiator is PBM at its best!

DRAGON GAMES

1015 Gayley Ave. #362
Los Angeles, CA 90024

A beautiful cover by George Perez graces the cover, and though the interior art is not up to the standards of the cover, it is still quite good.

The book features a brief (3-page) history of the Greek gods, information about how they came to appear in 20th Century Earth, and an Olympian family tree listing the principal gods.

Thirteen of the Olympian gods — Zeus, Hera, Aphrodite, Apollo, Ares, Artemis, Athena, Demeter, Dionysus, Hephaestus, Hermes, Poseidon and Hades — are given full page write-ups. Information included here is their personality, current activities and a quote for each along with their Hero System stats.

Some of the current activities of the gods are most interesting. Ares runs a group of super powered mercenaries called the Ravagers. Hermes collects high tech gadgets (sometimes

even paying for them) and plays practical jokes on the other Olympians.

Some of the lesser Olympians — such as Eros, god of love, and Nemesis, goddess of vengeance — are given brief write ups, as are some of the monsters, such as Cerberus, and heroes, like Hercules.

A map is provided of the alternate dimension of Olympus, as well as details of the "city" of Olympus itself. Overview maps of Hades and Greece are also provided.

Ending the book are two long and several short adventure ideas, none of which are exceptional. I have problems with a few of the descriptions of the gods, but overall I am quite happy with this supplement and I recommend it for those who would like a mythical twist to their Champions campaign.

Corps

Corps

rating = 4

Publisher: Blackburg
Tactical Research Center
1925 Airy Circle
Alexandria, VA 22323

Author: Greg Porter

Price: \$8.95

Reviewed by Jim Foster

According to the promo material I received with the somewhat diminutive black volume labeled "Corps," this is a completely new roleplaying game based in a modern setting. In this particular version of Now, however, secret societies work among us to perpetrate their sinister schemes of total world domination. The documentation informed me that this was an almost diceless RPG system, and

hence was a totally new concept in gaming. This pushed my credibility almost to the limit, as I still hadn't figured out how they had managed to cram an entire RPG into 43 pages.

I discovered how after I opened the book. The book has an extremely close but clean layout, and the text is set in 9 point type (small, but it's readable.) There is no artwork at all except for the graphics which denote section headings. The writing is clear cut and is great reading material as always (I actually enjoy reading BTRC's copyright notices), and does a fair job of explaining the systems.

And the systems actually work! The central concept is very simple — each task has a difficulty and if the difficulty is less than or equal to the skill level being applied to the task, the attempt succeeds. Dice rolling (and a single d10 at that) is reserved for when a character

attempts to do something beyond his normal abilities. Once the system is understood, it is a fairly simple matter to achieve a fair level of realism without searching through reams of charts for a specific formula.

Character design will be familiar to anyone who is accustomed to a point-based character creation system, and those who have played **TimeLords** will find it to be almost identical. The skill system itself works well, allowing specialization in various fields of study and related skills use. One nice item is the section that allows the characters to determine current possessions, jobs, etc., giving characters a realistic side that is rarely seen in many games.

The rest of the systems briefly cover the typical things such as drugs, explosives, mutants, the law, etc. As before, a fair amount of space is given to the interaction of the characters with the real-life, non-Illuminated world. There is also a section dealing with the various secret societies, their goals, attitudes and resources. The alternate history time line is fun to read and sets the tone of the game rather well; the play-by-play of the JFK assassination definitely gives one an idea of how convoluted things really are out there.

Of course, this game is not without its faults. Because of an effort to squeeze everything in, the writing is a bit terse. I found actions given in the examples that were not covered in the rules. Also, this is not a really complete game. There are a paltry few items listed on the price lists, and the rules do not begin to cover many possible situations. However, as it is set in the modern world, data to fill these gaps is readily at hand for most folks, and any experienced gamer should be able to adapt the basic systems to most topics with a modicum of effort.

So overall, I rather enjoyed **Corps**, and look forward to more products in this line from BTRC. The game does a respectable job of capturing the paranoia of a

conspiracy game, and provides the gamer with some extremely simple and acceptably realistic systems to play out these fears. And you certainly can't beat the price.

GURPS

GURPS Martial Arts

rating = 3

Publisher: Steve Jackson Games, PO Box 18957, Austin TX, 78760

Author: C.J. Carella

Price: \$15.95

Reviewed by S. John Ross

GURPS Martial Arts is a sourcebook designed for use with any campaign. It is a 112-page, perfect bound book. The book is about combat and nothing else. This is a full-scale expansion to the **GURPS** combat system, adding detailed rules for the various fighting styles of history.

The history chapter is nicely done. It is an overview of the development of martial artists from ancient to modern times. The writing is not dry, but lively, displaying the author's obvious joy in the subject matter, as well as his knowledge.

The weak links in a strong book are the sections on campaigning and characters. To the author's credit, they are merely standard. The characters chapter covers all the basic archetypes one would find in a modern action film or a classic kung-fu spoof. The types are well-defined and entertaining, but not likely to be a revelation to anybody. New skills, ads and disads are included. The campaigning section is very strong in idea and content, but the focus is too limited. It deals almost exclusively with the concept of campaigns consisting entirely of martial artist PCs. Little attention is paid to the integration of martial arts into an ongoing game. There are short notes dealing with the role of martial arts in various non-

oriental settings, but these too deal with the presumption that all of the PCs will be empty-hand masters or students. If you are intending to start a "martial arts campaign," you will find this section full of entertaining ideas.

The rest of the book is the fighting rules. This is an excellent treatment of the subject, and even die-hard fans are sure to learn something and be entertained by these chapters. Lots of maneuvers, both realistic and cinematic, are detailed. All of these maneuvers are in the same format as those in the **Basic Set**. Like all of **GURPS** combat, this book is modular. You need not use all of the rules. This feature is a strong point of **GURPS** combat, and carried over nicely in this supplement. Also included in this chapter are tournament fighting rules, the "chambara" rules (for simulating the feats of kung-fu movies with the realistic **GURPS** combat system) and some excellent examples.

The fourth chapter, **Martial Arts** styles, is the meat of the supplement. Each style is given a list of skills, maneuvers and cinematic options. To aid in keeping track of your abilities, a special (copyable) sheet is provided. For my money, however, the best part of this chapter is the style descriptions themselves. Each one has a capsule history that is entertaining and informative. This is a needed feature. Much of the treatment of martial arts in roleplaying defines a style as a set of numbers and abilities, and puts no effort into defining the histories or place. As a nice touch, sidebars include styles designed for other settings, such as **Spacer Kung-Fu** (a Zero-Gee style — an exciting concept).

In general, **GURPS Martial Arts** is a fine and perhaps even definitive treatment of the **Martial Arts** as they pertain to gaming. It isn't for everybody, however. In particular, the weak points in the characters and campaigning chapters make it less of a "must-have" for the casual **GURPS** customer, but it's strengths make it a fine addition

to the library of any gamer who is interested in including more martial arts detail into his campaigns.

Megatraveller

Starship Operators Manual

rating = 4

Publisher: Digest Group Publications
8979 Mandan Ct
Boise, ID 83709

Authors: Joe D. Fugate Sr., Gary L. Thomas, William W. Connors, Rob Caswell

Price: \$8.95

Reviewed by Keith H. Eisenbeis

The **Starship Operators Manual** for the **Megatraveller** roleplaying game is a product that truly achieves and surpasses its potential. This supplement explains and illustrates the look and technology of **Megatraveller** starships so well that you might begin to believe that the writers have actually gone on location to the future and taken notes.

Chapter by chapter, the manual explains the workings and theory behind each major ship system. The organization for each chapter is a standout aspect of this book. Each chapter begins with a brief history of the ship system in question. The given history fits into the known background of the **Traveller** universe and makes interesting reading. The history is followed by the theory behind the system. The theories given always seem to be entirely plausible and sometimes go into remarkable detail on a subject which often has very little basis in 20th century science.

A description of each component of the ship's system is included and covers every major area of questions that the reader could have about the actual operation of a starship.

Finally, each chapter is concluded with a section

covering topics related to the ship's systems described in that chapter. This section addresses many of the problems and mishaps that could be encountered in normal play, along with incidental extras that add details invaluable in constructing interesting and complete adventures.

All the descriptions are backed up by illuminating flow chart diagrams that graphically illustrate and clarify the systems, sub-systems and operating procedure steps.

One of the most interesting aspects of this book is a boxed section in each chapter entitled "The Old Timer." These narratives are told from the perspective of a veteran space captain. Besides being interesting to read, these sections address each ship's system from a different point of view than the rest of the chapter. The old timers hands-on perspective makes the starship come to life and will make the game referee's descriptions seem real.

Also included are excellent interior drawings, complete detailed deck plans, and outside hull designs for a Free Trader merchant class vessel, all done in the fine tradition established in the early days of *Traveller*.

For the would be physicist, a final chapter contains highly detailed starship operating procedures. These details are dauntingly complex, and with proper mathematics can determine exact results down to the decimal point for any ship operation.

Whether a *Megatraveller* enthusiast, a veteran *Traveller* player, or anyone with a imagination interested in starships, the *Starship Operator's Manual* is an unqualified must have.

Paranoia

Twilightcycle:2000

rating = 3

Publisher: West End

Games, RD 3 box 2345,
Honesdale PA, 18431
Author: Sam Shirley
Price: \$10.00
Reviewed by S. John Ross

This product is the second adventure in the **Vulture Warriors of Dimension X** trilogy. It is a post-crash time travel adventure set in Old Reckoning San Francisco. The **Vulture Warriors** adventures are company cross-over packages. That is, each of the three adventures are compatible with another game besides **Paranoia**. The first adventure, **Alice Through The Mirrorshades**, was compatible with *R. Talsorian's Cyberpunk*. This time it's **Twilight:2000** (T2K), the fine post-holocaust military RPG from GDW.

The adventure picks up exactly where **Mirrorshades** left off. The **Vulture Warriors** (they're just troubleshooters, but let them dream), having failed to destroy The Iceman/Alice, the high programmer who destroyed The Computer, are sent further back in the past to plan B. This is all done via the Transdimensional Collapsitron. It's the year 2000 and the mission is this — find the Alpha 9000, the experimental computer that became The Computer. Eliminate it's fear of communists, thus preventing the need for the Iceman's actions.

The adventure consists mostly of the journey toward the Presidio, where the Alpha 9000 may be found. Along the way, the characters encounter themselves a few times (usually dead, sometimes not), which is something they'll just have to live with. They also team up with a group of helpful T2K mercs who help them find their goal and fight all the commies (both Alpha Complex types and actual T2K Soviets) in their way. They meet Elvis' evil twin, a Tyrannosaurus, some ancient hippies living in a transport tunnel, and some 'bots. Naturally, a lot of them get killed a few times along the way, and things generally go wrong.

It is, without question, a funny and action-packed

adventure. Opportunities for humor include the obligatory R&D prototypes, the obligatory insane machines to talk to, and the not-so-obligatory dimensional rift scene. Best of all is a point where the players must either convince each other to commit suicide, or switch characters (an explanation of this would take forever).

The problems with the product, though, are twofold. First, a lot of the obligatory humor is a little forced. This is typical of the post-crash material to date. Instead of exploring No-Computer-Controlled-Complex humor, they seem instead to be forcing Computer-Controlled-Complex humor into potentially fresh situations. It's a wasted opportunity. Second is the "series" approach. Any gamer without access to both The Iceman Returneth and The Crash Course Manual, and especially Alice Through the Mirrorshades, will be lost. The text generally presumes familiarity with these products. It does not stand well by itself. It is the second of a trilogy, and nothing else. This is a big problem for **Twilight:2000** players looking for a humorous interlude for their campaigns, and I cannot recommend this adventure to T2K players who are unfamiliar with at least the basic **Paranoia** setting. The information on using it as a T2K adventure is sparse and serves only to make it clear that it only really works for **Paranoia**.

In evaluation: If you have **Alice Through The Mirrorshades**, and liked it, then you will find this a worthy sequel. If you are anybody else, you may only be confused.

Rifts

Rifts Sourcebook

rating = 3

Publisher: Palladium
Books, 5926 Lonyo Ave,
Detroit, MI 48210

Author: Kevin Siembieda
Price: \$11.95

Reviewed by Charles Peirce

The **Rifts Sourcebook** is the first supplement published for Palladium's **Rifts** game. Consisting of 120 pages, this book contains a vast amount of new information for **Rifts**.

The book begins with answers to some of the most commonly asked questions, and descriptions of some of the things which were accidentally omitted from the first book.

The second section describes the lands of North America, concentrating on the area controlled by the Coalition. This is useful information consisting of population figures, explanations of towns and cities in the time of **Rifts**, and animal population dispersement.

We then get a good look into the philosophy of the Coalition and tips for how to use the Coalition as villains or heroes. This section includes complete descriptions of the main rulers of the Coalition and their current plans for world domination. Also included is a group of Coalition sponsored agents, who would make great villains for a group of players. The placement and arrangement of Coalition troops is discussed, with descriptions of a few new vehicles and robots.

Triax industries is described next, along with new powered armor from Triax and Northern Gun. Robots are introduced and there are several versions to chose from. More equipment is included in this section, as well as notes on repairing powered armor and robots.

The adventure then follows, and it focuses on robots. The adventure is rather linear, consisting of the "save the world" plotline. I didn't like the adventure itself but found the source material included to be outstanding (even more robots were described).

Robots as player characters is handled next, being an adaptation of the rules from **Heroes Unlimited**. Unlike the randomness of traditional character generation in the **Rifts**

system, robot characters are created by buying the abilities you desire. Robots add another interesting choice for **Rifts**, and are a well-developed character type.

The final section of the **Rifts Sourcebook** contains ten creatures that inhabit the **Rifts** world. This is a great section and I only wish it could have been published in the original rulebook. Also in this section is a character sheet, which actually manages to contain all of the **Rifts** information on one side.

The **Rifts Sourcebook** is a well-written supplement that expands upon what was found in the **Rifts** game. If you play **Rifts**, you should own this book.

RoleMaster

RoleMaster Character Records

rating = 1

Publisher: Iron Crown Enterprises
PO Box 1605
Charlottesville, VA 22902
Author: Conte J. Cook
Price: \$ 12.00
Reviewed by Herb Petro

This product presents a five-page character sheet. The first page has space for information on a character's stats, weapons, armor, RR modifications, movement, money, languages, frequently used skills and items, and traits (such as race, height, etc.). The second sheet (entitled "The Back Page," and meant to be on the reverse of the first page) has room for the character's background, items, campaign or other notes, and a sketch of the character. Another page is devoted to spell-user lists, base lists, and modifiers. The last two pages have a listing of all the skills (**Character Law** and **RMC II**), with columns for cost, rank and bonuses.

How does one make an entire book out of a character sheet? There is a partially filled

out sheet for each profession. All **Character Law** and **Companion** professions have the two skill pages partially filled out with skill costs and level bonus information.

Some useful points about these sheets that deserve mention. There are small boxes by each skill to make development (and half level development) easier to keep track of. There is space for non-standard stats, skills and RR modifiers. Most everything one could want on a character record is here.

I like the format of these character sheets, but thought they could wait until another **Companion** for presentation. I found the partially filled out skill sheets for each profession to be more trouble to photocopy and keep track of than the benefit derived from having the skill costs already on the sheet. I use a non-standard level bonus system, so found the filled in level bonuses an irritation. I am now using the totally unfilled out character sheets, but found this product a disappointment. Perhaps ICE feels that they have acquired enough of a following so that enough people will buy this product sight unseen for them to make a profit on it.

RoleMaster Heroes and Rogues

rating = 4

Publisher: Iron Crown Enterprises
PO Box 1605
Charlottesville, VA 22902
Author: Troy Christensen
Price: \$ 16.00
Reviewed by Herb Petro

I find most pre-generated character collections boring and generally not useful. I found **RoleMaster Heroes and Rogues** to be a pleasant exception. The basis of this product is two characters from each non-magic using **Character Law** profession, and one character from each magic using **Character Law** profession. However, each character is detailed at seven levels (1, 3, 5, 7, 10, 15 and 20),

effectively presenting 168 characters.

At each of the levels, full stat and skill information is listed, along with a history of that character since the last presented level. By reading all seven nuggets of history for a 20th level representation of a character, a rather interesting little story of the character's history is presented. Better yet, the histories are based on **Shadow World** locations, providing excellent plot ideas for those who use **Shadow World** (but they are easily adaptable to other campaign worlds).

The restrictions and limitations used to create these characters (each was hand created; no computer programs used) is outlined to aid in a better understanding of these characters and ease in modifying them as desired. All characters were created with Comman Man as their race, but a very useful Racial Conversion Chart is presented, which cross indexes race and skill, yielding a skill bonus (+ or -).

A few pages at the end of this product are useful in personalizing characters. Suggestions and aids for height, weight and other physical characteristic changes (and subsequent effects) are presented. A nifty mental characteristics chart is included as well. This section is rounded out with special equipment and item charts. I found **RoleMaster Heroes and Rogues** to be a well done product.

Swordtag

Swordtag II

rating = 4

Publisher: Adventurers' Guild, 401 New Castle Rd., Marshalltown, IA 50158
Author: Brett Dougherty
Price: \$7.95
Reviewed by Stewart Wieck

Considering the article on Live-Action roleplaying and the

IFGS in this issue, it's very appropriate to review the new edition of **Swordtag**, an inexpensive book that makes Live-Action gaming available to everyone. Before becoming more familiar with Live-Action gaming, I was admittedly of the school that wondered how tough could it be to develop your own rules and just play. Who needed a book?

My conclusion after reading this product is that a book is not absolutely necessary, but a text like this can give you innumerable ideas and hints on how to make your game as enjoyable and safe as possible.

Swordtag II is a digest-sized, 68-page book. The text is divided into fourteen chapters that elaborate on everything from character creation and game rules to equipment and preparing for a Live-Action gaming group. Safety precautions are thankfully stressed throughout the book.

Character creation is very interesting. In a surprisingly short amount of space, fifteen character professions are detailed finely enough to use in play. The professions are those all gamers are familiar with anyway, but a new-comer to Live-Action gaming shouldn't have any trouble picking up the details. The process of creating a character involves three fun tests that will modify your life points and spell points. Push-ups and sit-ups modify your life points, while a memory test determines extra spell points gained per hour. There is also a wisdom test for priests that involves choosing from three words to fill a blank in a "wise saying." I didn't take the first two tests, but I would evidently make a fine priest — I successfully completed nine of the ten wise sayings.

The heart of the book, though a relatively short section, is the information about Live-Action gaming in progress. The information about how to handle combat, spell-casting, thief abilities and more is adequate. Five pages discuss the construction of items like helmets and shields, and it is this material that is perhaps the most useful. The

most significant drawback to playing Live-Action games is the cost of staging everything properly. Certainly, a large number of props are not required, but in Live-Action, the whole idea is for the game to seem more real.

Eighteen pages of spells, six pages of monsters, and adventure ideas (including a full-length first adventure) round out the bulk of the book.

Overall, it's relatively simple to pass judgement on this product. If you're interested in Live-Action gaming, then this is a fine way to find out more and get involved immediately.

Star Wars

Miniatures Battles

rating = 3

Publisher: West End Games, Rd 3 Box 2345, Honesdale, PA 18431
Authors: Stephen Crane and Paul Murphy
Price: \$18.00
 Reviewed by Chris Hind

Not long ago in a galaxy very near, a 112-page, perfect-bound book arrived in my mail slot. This long-awaited supplement presents all the rules necessary to run tabletop battles with **Star Wars** miniatures. It also gives sound advice on how to paint your collection and build attractive scenery.

While **Miniatures Battles** is a complete game in itself, its strongest point is compatibility with **Star Wars: The Roleplaying Game**. Both use a similar system of attributes and skills (e.g. Dexterity and Blaster, respectively), so conversion between the two games is simple. Now a GM can stage large battles

between PCs and their Imperial entanglements without cramping his hand by continued die-rolling.

The Basic Game teaches movement, ranged and close combat, morale, effects of terrain, and the creation of opposing forces. Even those previously unfamiliar with tabletop or roleplaying games should have no trouble learning the rules, since each broad concept (e.g. movement) is fully explored in its own chapter, accompanied by many examples and diagrams. The chapter by chapter format also eases reference.

The Advanced Game introduces additional rules such as hidden movement, weather, gravity, fighting in buildings and spacecraft, calling for artillery barrages, and the inclusion of creatures and droids. Also provided are guidelines for using a GM as referee and scenario designer, creating heroes, converting characters from **Star Wars: The Roleplaying Game**, and using the Force in battle. These rules are no more difficult to learn than those presented in the Basic Game and certainly should be optional. Rather, they add an extra level of worry that novice players can do without.

Three scenarios are included to allow a quick start. Of them, the introductory scenario is the most useful and exciting; the forces involved are small enough not to distract players from learning the Basic Rules, and the battle rages amid the clutter of a hangar. The other two scenarios are not nearly as good, since they do not incorporate enough of the Advanced Rules and are not very inspired. For instance, one involves the defence of a bridge! With all of the interesting gadgets in the **Star Wars** galaxy, you would think that the authors could have come up with a better goal.

The final few pages contain troop lists, a reference section, record sheets, and various templates and markers, all well-organized and useful.

My only other concerns are with what this supplement doesn't contain. Markers to

represent Rebels and Imperials should have been included for a player to use until he builds up his miniatures collection. A page of short scenario ideas would also have been helpful to give an idea of what types of battles could be fought in the **Star Wars** galaxy.

All in all, **Miniatures Battles** is a useful supplement for **Star Wars** miniatures collectors and GMs of **Star Wars: The Roleplaying Game**. However, to get full enjoyment out this product (and tabletop battles in general), a potential buyer should be prepared to invest extra money and time in collecting and painting miniatures.


Stormbringer

Rogue Mistress

rating = 4

Publisher: Chaosium Inc., 950-A 56th Street, Oakland, CA 94608-3129
Authors: Keith Herber, Fred Behrendt, Lane Grate, Michael Szymanski, and Lawrence Whitaker
Price: \$18.95
 Reviewed by Matthew Gabbert

One of the most intriguing aspects of Michael Moorcock's *Eternal Champion* stories is the way he seamlessly weaves in so many bizarre creatures and characters from other universes, without getting tiresome or predictable. Now, **Rogue Mistress**, a new adventure for Chaosium's **Stormbringer** RPG (but also suitable for use with their **Hawkmoon** game), dramatically captures the flavor and diversity of the *Million Spheres*. Subtitled, "An Epic Campaign Across the Multiverse," **Rogue Mistress** will transport your characters to six widely different worlds and bring them up against everything from the Lords of Chaos to the warring inhabitants of a dying planet.



PAPER MAYHEM
"The Informative Play-By-Mail Magazine"

Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM. Fantasy, science fiction, historical and sports. Each bimonthly issue brings you the latest on PBM games.

PAPER MAYHEM has been publishing news about PBM games and companies since 1983. We have improved and expanded to keep up with this ever popular activity of PBM gaming.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

SEND SUBSCRIPTIONS TO: PAPER MAYHEM
 (Dept WW)
 1518 Adams St., Ottawa, IL
 61350-4770

U.S. SUBSCRIPTIONS: 1 year \$24.00 2 years \$42.00 Sample \$5.00
 FOREIGN SUBSCRIPTIONS: 1 year to Canada \$31.00, 1 year to Europe \$51.00, 1 year to Australia \$57.00.
 All subscriptions to PAPER MAYHEM are to be paid in US funds and drawn from US banks. Foreign subscriptions are asked to use International Money Orders in US funds.

Rogue Mistress derives its title from the principal vehicle of the story — a techno-magical, atomic-powered, flying pirate ship, armed with both laser and black powder cannon, and capable of traveling between the planes of the multiverse. With this ship and its motley crew, the adventurers will search for and join up with an incarnation of the Champion Eternal (no, not Elric, but someone almost as cheerful and carefree). The success or failure of the player-characters as they journey through each world will not only determine their survival, but will usually have far-reaching impact upon the worlds themselves.

I was extremely impressed by this supplement. The numerous NPCs are even more widely varied than the settings. Some of them are introduced as potential replacement player-characters — a good sign that this saga is a long and dangerous one. Each of the six planes visited presents a different balance of Law and Chaos, or if you prefer, technology and magic. This, combined with frequent typically Moorcockian encounters with other interplanar travelers, is sure to keep the adventurers on their toes. The plotting is suspenseful and imaginative, although the pace tends to rush the characters along, with little chance to explore these brave new worlds.

While the price may seem a bit on the high side for an adventure, be assured that **Rogue Mistress** is 144 pages of long-lasting, high-quality roleplaying. The maps, NPC descriptions, and player handouts are first-rate; the layout is clear and concise; and the illustrations are excellent. So if you've got a party of tough guys who think they've seen all there is to see in the Young Kingdoms, book them a cruise on the coolest ship ever to sail the Seas of Fate.

Universal Supplements

Storypaths

(Deck I — The Path Of Horror, Deck II — The Path Of Intrigue)

rating = 2

Publisher: White Wolf
1298 Winter Place
Anniston, AL 36201

Author: Mark Rein-Hagen

Price: \$4.95 (for each deck)

Reviewed by Matthew Gabbert

A few years ago, Lion Rampant (now merged with White Wolf), introduced a roleplaying game aid called **Whimsy Cards**. This was a deck of cards, each presenting a potential plot twist, emotion or random event. At the beginning of a game session, the players would each be dealt a couple of cards that they could use during play to break into the storyline and add their own ideas to the narrative. White Wolf's new **Storypaths** is the successor to this concept, but a lot more than the name has changed. For a start, instead of a single generic deck, **Storypaths** are grouped by theme. The first two themes to be published are **The Path Of Horror** and **The Path Of Intrigue**. These decks can be combined and more decks for other themes are planned.

The other major change is that **Storypaths** have a more hierarchical structure. Each deck contains Theme Cards, Tone Cards, and Climax Cards. The Theme Cards are held by the GM, while the rest are dealt out to the players. Each card has a number on it, with the GM's Theme Cards all having 1's, and the others with numbers ranging from 2 to 7. When play begins, the GM sets the theme of the story by placing a Theme Card

face up. As the adventure continues, players can add their Tone Cards to the story, but they can only play a card that has the same number, or one greater, than the current face-up card. Cards with higher numbers tend to have a more dramatic effect on the story. Eventually, someone will play a Climax Card, bringing the path to an exciting close.

Storypaths are potentially quite powerful, and players, if left unchecked, will probably run amok. Therefore, the GM has the right and the responsibility to edit or veto any card played. It's also strongly recommended that the GM strictly control the number of cards given out. They can be used as rewards for good roleplaying or as gaming equalizers, with weak characters getting more cards than strong ones.

The cards themselves come as big perforated sheets of rather flimsy card stock and are easily separated. (Once that is done, I recommend laminating them right away.) Each card has a unique illustration and a short explanation of its function, but be sure not to throw away the glossy cover that comes with the cards because that has the instructions on it. While they give a passable explanation of how to use **Storypaths** in general, given the radical nature of the product, many more examples should have been provided. You will probably have to experiment with them for quite a while until you come up with a comfortable system.

Are **Storypaths** right for you? That really depends on how you run your games and on what your players like. If they tend to be of the "Oh, skip the fluff, let's get to the combat and count the loot!" variety, then you should probably pass these by. But if you want to be as adventurous as your characters and try something new and different in roleplaying, have everyone in your group chip in for a deck and give them a try.

Coming Attractions

This new section at the end of Capsule Reviews will list products by game companies that are scheduled to be available during the cover date months of the magazine. All game companies should note that we can only list products here that are announced to us via Release Notices (please make sure we are on your list companies!). As this section grows and develops, we are likely to list a brief description of each product when such is provided by the publisher.

June

Ashes to Ashes (Vampire) White Wolf \$9.95
Classic Organizations (Hero) Iron Crown \$18.00
The Eurospace Sourcebook (Cyberpunk 2020) R. Talsorian \$12.00
Kanawa Personal Weapons Catalog (Torg) West End \$13.00
Minas Ilith (MERP) Iron Crown \$18.00
Operation: Hard Sell (Torg) West End \$12.00
Pact of Pasaquine (Ars Magica) White Wolf \$12.95
Rolemaster Companion V (Rolemaster) Iron Crown \$14.00

July

A Winter's Tale (Ars Magica) White Wolf \$9.95
Aliens & Artifacts (Rolemaster) Iron Crown \$14.00
Chicago Arcology (Cyberspace) Iron Crown \$20.00
Chill Companion (Chill) Mayfair \$17.00
Cyberpunk Corp Book #1 (Cyberpunk 2020) R. Talsorian \$10.00
European Enemies (Hero) Iron Crown \$13.00
Vampire Screen (Vampire) White Wolf \$7.95



The Cyb-orcs

The history of the Cyb-orcs begins with their creators, the Malthusian. The Malthusian were an ancient race not unlike humans. They had progressed to the point in their existence where they felt that their bodies of flesh were useless. The Malthusian decided that it was best to create a metal body to house their brains. This would give them the ability to live forever. The first such operation was a success and soon the entire race had been converted to machines.

As the Malthusian converted to machines, they also developed some unusual quirks. With the conversion, they were now sterile. This was fine for the Malthusian because they had always suffered from chronic overpopulation and now they could live forever. But they also developed some personality flaws.

The Malthusian had an empire even larger than the Federation. The Malthusian were also great builders. On the planets of their empire, they began to build and build, but soon they were using up planets. As they built on the planet surfaces, the worlds began to die. Soon they were marching across the universe, searching for and colonizing new planets as quickly as they could. This continued for over a hundred years until the Malthusian began picking up communications in a recently discovered system. The Malthusian Empire had met the Federation.

The Malthusian sent a cruiser into the system to discover more about this new foe. They captured the first of several Khanite Gemini exploratory vessels. All specimens were sent back to be examined while the cruiser kept an eye on the expansion efforts of this enemy.

Meanwhile, the expansion effort continued in another part of the universe. Some survey droids of the Malthusian met a strange creature which attacked them with an aggressiveness unseen in other races. The Malthusian were surprised and delighted by this specimen. Here was a creature that they could use to attack the Federation.

The Malthusian sent slaver droids down to the planet surface and had over a million of the creatures captured and cryogenically frozen. The planet's surface was then destroyed and the Malthusian's began building a new colony. Half the creatures were sent to factory ships, which were currently

being set up on the border of the Federation. The rest were shipped coreward and placed on the dying planet of Yurak III. These creatures were dubbed Yurak's because of this, and a space station was built to monitor their growth. Inside this station was a factory that would become the major conversion ground of the Yurak's in the years to come.

The first groups of Yuraks were converted to machines using the technology that the Malthusian had created for their own use. However, only part of the original Yurak brain was left intact. The Malthusian also attached sophisticated computerized control mechanisms. These mechanisms would allow the Yuraks to fire weapons which they had no concept of before. The Yuraks did retain their base instincts — aggression and the will to survive. The Malthusian had created the perfect fighting machines.

The Yurak's are cybernetically wired to their weapons. The processors in their brains convert nervous impulses into computerized signals which direct their actions. This also allows the Malthusians to control the actions of the Yuraks'.

When the Yuraks were ready to attack the Federation, the Malthusians placed them on fleets of starships. Each starship carried a thousand Yuraks. Ahead of the fleets were droid ships sent to locate enemies and call the Yuraks to attack when they discovered a likely target. The Malthusian knew of the existence of Khanite Gemini and this was their first target. As more Yuraks became available, based on the factory ships' ability to produce them, the battle front spread further along the Federation border. Currently, the battle front includes Khanites Gemini, Aries, Taurus and Pisces. With the inclusion of Khanite Pisces in the attacks, troops from all Khanites have been brought into the battle. The Federation calls these creatures the Cyb-orcs and they have no idea that the real threat is from the Malthusian.

The Malthusian strategy, so far, is to keep the Federation off balance by causing as much damage as possible. They realize that they cannot fight an extended war with the Federation because the Cyb-orcs' Command and Control is not effective enough to fight an organized war. Therefore, they are sticking to hit and run tactics. This has caused confusion in the Federation defensive tactics as they never know where the Cyb-orcs will strike next. Also, the Cyb-orcs attack places where nothing of importance exists as well as key military locations with the same ferocity. As can be seen, the Federation does not know a lot about their new enemy. The Federation troops and colonist's have given the Cyb-orcs many codenames, because their real names are unknown.

Any Cyb-orcs which have been captured have not been of much use in determining their origin. Most captives struggle

Original Concept: Colin McClelland
Written by: Colin McClelland and Lee
VanSchaik
Figures Sculpted by: Bob Murch



STAR KHAN

© RAFM

until they must simply be killed. They do not seem to have any other thought but fighting. The technology used in their construction is totally foreign.

The Federation realizes that the Cyb-orcs themselves are not intelligent enough to create such hardware, but they have no idea of the existence of the Malthusian. The Malthusian prefer to keep it this way. This fact has lead Federation scientists to hypothesize that the Cyb-orcs are simply the programmed soldiers of a much larger race of Cyb-orcs.

As the Federation continues to expand in directions away from the main areas of fighting, they near other areas of space controlled by the Malthusian. This is a growing concern of the Malthusian, as they realize that they will need more and better troops to fight the Federation. They realize that someday, they themselves will have to fight if they wish to overcome the Federation. The Malthusian also lust after the rich number of planets the Federation controls. Presently, they are working on ways to increase their effectiveness against Federation targets. So the Cyb-orcs have become only the first phase in a much larger plan.

The Federation has noticed markings on the Cyb-orcs. Most think that these markings are the different clans or units of the Cyb-orcs, but they really denote the Malthusian families to which the Cyb-orcs belong. The Marines have labelled the Cyb-orcs based on mythological creatures. For instance, the Cyb-orcs which attacked Cygnus III were called the "Krakens."

Organization

The Malthusian Empire works on a family system. All families compete to gain advantages over the others in strength and power. They also vie for the position of Grand Imperiatius, the family which can claim the most resources, planets and brothers. This is another reason why expansion has become so important for the Malthusian. All Malthusians have a burning desire to succeed and acquire as much as possible.

When the Cyb-orcs were first discovered and the plan for their conversion set in motion, only the Family Great Hand had control of the Cyb-orcs. As the threat of the Federation was realized, the Malthusian collectively agreed that every family should be given a contingent of the creatures as their own. Thus the competition began in earnest. Now each family orders and must pay for a number of Cyb-orcs to replace the ones they lose in battle.

There are currently seven dominant families in the Malthusian Empire. Splinter factions come and go as well.

There are over forty smaller families which range in power and are usually used as tools by the larger families. Political maneuvering occurs between the different families all the time. The Malthusian also suffer from a hatred for all living things. They greatly enjoy the fact that they are using the Cyb-orcs, a cybernetically enhanced flesh creature, against the flesh creatures that make up the Federation.

Attack of the Cyb-orcs

A Cyb-orc attack is usually heralded by the loss of all satellites in orbit about the target planet. This has become a well-known fact among the people of the Federation and generally instills terror in the general populace of the planet. The destruction of the satellites allows the Malthusian master ship to take up a position in orbit around the planet and direct the actions of the Cyb-orcs. This master ship is piloted by a single Malthusian who can control the Cyb-orcs as they attack the planet below.

The Malthusian master ship will then deploy some of its own satellites to enable communication with the Cyb-orcs anywhere on the planet surface. The Malthusian will target communication centers on the planets as they attack. This allows them to further foil the Federation troops by jamming communications.

Each Cyb-orc squad is made up of eight to ten Cyb-orcs and a satellite dish. The satellite dish is required to control the squad based on impulses from the mother board. The mother board is held by a single Cyb-orc who is accompanied by his own satellite dish and is in constant communication with the Malthusian master ship. The mother board must stay within a one mile radius of the troops it controls. Each mother board can control a hundred Cyb-orcs.

Therefore, communication is paramount in any attack by the Cyb-orcs. This has become painfully obvious to the Federation, but there seems to be little they can do about the problem. The Cyb-orcs attack at will and have kept the Federation constantly frustrated.

The Hounds of Cerebus

This is a Cyb-orc unit which has often fought Federation units. They were the first Cyb-orc unit to combat Marine troops in Khanite Gemini space. They were given their name at that time because the emblem on their armor resembles a three headed dog. They were the first Cyb-orcs to defeat a Marine unit.



STAR KHAN

© RAFM

They next appeared in Khanite Taurus space where they destroyed the Federation outpost on 'Snowfall' and then obliterated the colony on 'Janissary III.' The Khanite Taurus Marine unit Bloody Bulls then defeated a large group of the Hounds on 'Darius IV.' They also managed to destroy five of the starships which carried the Cyb-orcs as they fled from the system. The Hounds were not seen again until the recent Cyb-orc offensive into Khanite Pisces space.

Here they attacked and severely crippled the White Wolves on the planet 'Hell's Turf.' This was also the first time Cyb-orcs met with Piscean "Slashers." The "Slashers" were very effective against the Hounds of Cerebus, but they were spread too thin. The Hounds of Cerebus have continued their offensive into Piscean space with an attack on the planet Cygni IV.

Cygni IV is a small Khanite Cancer outpost. It is garrisoned by No.6 Company of the 2nd Brigade of the Tiger Sharks. Accompanying the outpost is the small settlement of Sylvin. Here the families of the Marines as well as the major trading port of the planet thrive off the activity which the military has created. The Tiger Sharks also have the small Barracuda class Destroyer the K.C.S.S. Webley to patrol the surrounding area. The Marines knew that the enemy was operating in the area, but were unprepared for the onslaught.

The Hounds of Cerebus are commanded by the Malthusian warrior Azoltmin. Azoltmin knew that he needed a victory in this upcoming battle to ensure his line of succession in his family back home. His recent victory at 'Hell's Turf' ensures a grand jump in status; however, Cygni IV gave him the opportunity to continue his climb upward.

Azoltmin's opening move in the battle for Cygni IV was to cripple or destroy the enemy's only spacecraft. He did this quickly by warping in three HellHound Assault ships and targeting the destruction of the Webley. The Webley fiercely fought off the first two assault ships only to be boarded by the third. With only one laser cannon left and only half power in the engines, the Webley could not outrun or damage the final assault ship. Azoltmin clenched his metal fist in victory as he recorded for posterity the dismissal of the Marine Captain's head from his shoulders.

Next, the Malthusian seized all the satellites surrounding the planet. He dispatched an assault ship toward each of them. Most ships simply stopped and fired their main weapons which completely obliterated the satellites. However, a select few launched a specially designed droid into the path of the satellite that attached itself to the satellite. This droid then came to life and took over the satellite's programming. It then indicated to Azoltmin that it had achieved its goal and was

waiting to transfer information for the glory of the Malthusian Empire.

The assault ships then continued on to their next objectives. They fired a large barrage of missiles into the main city complex and destroyed the space port. The assault ships then landed within striking distance of the Marine outpost. Within hours, the fighting had broken down into a series of skirmishes in the streets of the city. The main force of Marines died in the original attack on the outpost. Others held out in the city by jumping from roof-top to roof-top.

The fighting was fiercest around the main outpost. Here, Marines held the walls against swarms of Cyb-orcs that blindly threw themselves at the Marines. The Tiger Sharks fought boldly, but wave after wave of Cyb-orcs eventually broke the wall. The Tiger Sharks had also detached the 3rd platoon to defend the women and children in the city.

Here the Marines set up squads that rotated their attacks on the advancing Cyb-orcs. As each squad ran out of fuel for their jump boots, the next squad would take over fighting the Cyb-orcs from the roofs rather than in the streets. The last line of defense was the town militia. This was made up of the people who lived in the town, some old Expeditionary Forceman and some Corporate Mercenaries who got caught on the planet.

As the fighting raged in the streets, some unexpected help showed up for the defenders. A starship had warped into the area and was shielded by the planet from Azoltmin. The starship was the SnakeEye. On board was a Schirta of Reptiliads from the Poison Tongues Hlmat. These Reptiliads where on routine patrol of Piscean Space and were due to take on supplies at "Hell's Turf."

The Reptiliads launched a major counter attack into the city and gave the Tiger Sharks the breather they needed. The remaining people were then loaded onto escape craft provided by the Reptiliads. The escape continued as the Hounds of Cerebus began their final attack. Not many Terrans escaped that battle, but without the help of the Reptiliads none would have.

Azoltmin had won his victory, but felt cheated of his final destruction of the Tiger Sharks.

The Reptiliads

The Reptiliads are new to the **StarKhan** universe. They were first discovered by Khanite Pisces Psychic Explorers in 2400. They have a small, loosely associated territory many light years from the leading edge of Federation expansion. Their story begins with Barnabus Avatar.



STAR KHAN

© RAFM

Barnabus Avatar is a former Paratac Marine with telepathic abilities. He served many years with the Mind Rippers before being transferred to the Psychic Explorers. The Psychic Explorers are a group of Pisceans who use mental abilities to "feel the cosmos." They search for strong mental activity that indicates the existence of large groups of sentient life forms. They then send an exploratory force to search out these beings.

Barnabus Avatar was sent aboard the K.P.S.S. Challenges to search out some strong impulses in the then uncharted Reptiliad space. What he uncovered was a cold-blooded upright reptilian species which he dubbed the Reptiliads. Barnabus communicated with them using his telepathic ability. He befriended the leader of the Chingit Clan and spent several years learning of the customs and behaviors of the Reptiliads. Most of what the Federation knows of these creatures has been related to them by Barnabus.

Currently, the location of the Reptiliad homeworld is only known by the Pisceans. The Reptiliads are used as mercenaries by Khanite Pisces and are thus being introduced to the rest of the Federation slowly. Reptiliad troops have served with Marines from other Khanites, but the Pisceans are trying to protect the Reptiliad culture and society.

The Reptiliad homeworld is called "Hoo-alat," which translates to "Gods Creation." They have also expanded to their sister planet named "S'alanis," which means "Bright One." When first discovered, the Reptiliad culture was the equivalent of Earth before the "Night to end all Nights." However, there are many startling differences.

The Reptiliads only number approximately 500 million in population on the two planets. Each Reptiliad belongs to a clan. Clans govern a certain territory and several clans band together to make Greater Clans. There are twenty-five Greater Clans on the two planets. The clans are run by the Shamans. The Shamans are a religious organization dedicated to the peace of the clans. If the clans have a dispute, the Shamans usually try to work out a peaceful compromise.

The Reptiliads are a warrior race. They require large amounts of land to track and hunt the wild animals which they feed upon. They use machines in a limited fashion, but they still mostly believe in doing things themselves. Their machines are used in smaller numbers, but they are often larger and more powerful than anything of Federation manufacture.

Reptiliad technology has developed along different lines than Federation technology. To move over long distances, they use a form of transportation called the "Dor-Nithatha," or the flying way. These vehicles are large winged rockets. The rocket is used to move the vehicle up to high altitudes where it

is shut off and large wings are used to glide the vehicle back down to the location where it is going. The distance the destination is away determines the height at which the rocket is turned off. Therefore, vehicles traveling short distances are at lower altitudes. A "Dor-Nithatha" which is traveling across the continent would begin its glide at a height somewhere in the outer stratosphere.

Reptiliad dwellings are very short, usually not larger than a story. They prefer to dig down into the earth so as not to disturb the planet's natural elements. Even their major business centers are no more than two levels high. They do extend to a depth of three hundred feet. Large parks and hunting grounds are kept available for the hunting of food. The Reptiliads are carnivorous creatures, so their diet consists of these hunted animals. The parks then charge for the weight of the creature which the Reptiliad takes home. This allows the parks to remain well-stocked, upkeep the grounds, and pay a wage to the workers.

The Reptiliads move about their cities on foot. They prefer this to riding any sort of machine or beast. They feel that this keeps them in shape and saves their environment. Staying in shape is important to the Reptiliads because everyone serves a term in the armed forces and is expected to be available to serve on short notice.

The Reptiliads communication network developed along similar lines to that on earth. In the beginning, long lines were used to transmit noise impulses from one area to the next. However, these lines were buried due to the danger they presented to the wildlife which the Reptiliads needed for survival. Satellites have now been put into orbit and the planets are both being rapidly transferred over to these systems.

Space travel has been available to the Reptiliads for about forty earth years. They have perfected a system based on the "Dor-Nithatha" rocket system. A rocket is used to break out of the atmosphere and away from the gravity pull of the planet. The Reptiliads were luckier than the Federation, as they have a sister planet located in the same orbital ring as their own. This planet was vibrant with life at a much earlier stage of development than their own. The trip to this new planet could be achieved in a little under three months Federation time. The Reptiliads first sent research teams to this planet and then followed quickly with colonists. As the Greater Clans raced each other for dominance of this new land, the world was colonized quickly. Travel between the planets continues with flights leaving daily from many of the major cities of "Hoo-alat."



STAR KHAN

© RA FM

Mating season occurs for the Reptiliads once a “Nanoc,” or about once a year. It is only ten days after the final egg is laid that the new “Nanoc” is started. Mating season is a nasty time for the Reptiliads. Many fights determine which male Reptiliad will fertilize a female. The female may then reject the partner who wins her, thus causing yet another fight. As the females become fertile, they do not think as clearly as they normally do and fights can break out between crazed females. The males, knowing that the females are due, become incensed and fight amongst themselves. The first time that Barnabus Avatar was allowed to witness the mating season, he barely escaped with his life. Fortunately, this only occurs once every year for the Reptiliads.

Each Reptiliad Greater Clan maintains a standing army. All are organized along the same standard lines, as often Clans will band together to put down rebellions or fight wars for more hunting grounds. Several Reptiliad units have been sent back with Piscean diplomats to help defend their worlds against the Cyb-orcs. These Mercenary units are working for Federation currency because both the Pisceans and the Elder Shamans believe that this is the first step in helping the Reptiliads to better cope with other Federation Khanites and Corporations. The first such unit to go with the Pisceans was the Iron Tanth.

The Iron Tanth

The Iron Tanth was a Hlamat made up of volunteers who wished to see and learn about this far off place called the Federation. They were unified into a fighting force, underwent training by both Pisceans and Reptiliads, and was then sent into action. They started out aboard the cruiser named K.P.S.S. Peace. The cruiser itself was manned by a Piscean crew and the Reptiliads were the only fighting troops on board. Their first action was to work in conjunction with a ParaTac Marine Task Force to strike at a planet recently attacked by Cyb-orcs. The Cyb-orcs were believed to still be on the planet surface finishing up their destruction. When the Task Force materialized, several Cyb-orc Assault Ships were identified fleeing the system. Immediately, the fastest gunboats in the Task Force were dispatched to chase them. The planet was approached and troops were dropped into the major cities to check for survivors or the enemy.

As the troops plunged to landing zones, several Cyb-orc assault ships reappeared on the scanners. The troops were immediately notified and the Task Force Commander dispatched his two cruisers to deal with the enemy ships. He felt with the three gunboats that this would be too sizeable a force

for the enemy ships to contend with. As the two forces joined in battle, eight more Cyb-orc assault ships appeared on the scanners. With his forces split, the Commander had to make a choice to delay and pick up the troops or rush to save the rest of his Task Force. On the planet surface all was quiet. Mass destruction littered the landing zones, but no enemy forces had been found in the first hour and a half of searching. The Commander dispatched most of his Task Force to help his cruisers, but he left behind the destroyer K.P.S.S. Forceful and the Reptiliad starship the Peace.

As his Task Force reached the two engaged cruisers, which were holding their own but with crew casualties reaching a critical point, seven more Cyb-orc assault ships materialized and headed straight for the planet surface. Another three came straight at his command cruiser, the K.P.S.S. Colossus, and rammed him. The Commander was killed in the initial impact and the other assault ship made contact and destroyed what was left of the Colossus.

On the planet, things were not going well. As the Task Force fought for its survival in space, the troops were suddenly attacked by Cyb-orcs. From within three of the cities, Cyb-orcs streamed out of hiding while other Cyb-orcs appeared on the plains and rushed the confused Marines. It was a glorious day for the Cyb-orcs as they slew many Marines.

The Iron Tanth, fighting on their own, turned back the first of the Cyb-orcs in a ferocious battle. In the breathing space they gained, the Reptiliads shipped most of their soldiers back to the Peace. As the Cyb-orcs closed again, bringing more troops to attack, they found nothing. The Reptiliads then flew to the relief of the Marines. A swift counter-attack shattered the attacking Cyb-orcs by forcing them to retreat and regroup. The Marines and the Iron Tanth then headed back to the Peace and left the system.

It was a dreadful defeat for the Federation, but the Reptiliads had proven their worth. After this battle, the effort to bring more of the Reptiliads to the Federation was accelerated. Their ability to fight the Cyb-orcs and match their ferocious intensity is considered their most important asset. The Pisceans have now brought twelve more Hlamats of Reptiliads to the Federation. Four more are due to follow immediately.



Roleplaying the Possibility Wars™

Nippon Tech™

The Source Book of Mega-Corporate Reality

Welcome to the land of Ryuchi Kanawa, where deceit is prized, death is sudden and betrayal lurks around every mist-shrouded corner.



Available at Waldenbooks, Daltons and fine hobby stores everywhere.

Kanawa Personal Weapons



The Kanawa Personal Weapons Catalog features 80 pages of guns, grenades, lasers and cyberweapons to help you outgun your foe, whatever the realm.

*reviews of a trio of above
average PBM games*

Belter

Moderated by: Classified Information,
PO Box 39, Sandy, UT 84091

Cost: set-up and two turns free, single
turn \$1.50, double turn \$3

Reviewed by Stewart Wieck

Belter is a PBM game with which most readers of *WHITE WOLF Magazine* should have at least a passing familiarity. The rules were bound into the last PBM issue, WWM21. The short, easy-to-understand rules, simple order structure, low price, and entertaining results of **Belter** make the game one of the very best introductory PBM games available. And it's not bad for experienced PBMs either.

Belter is set in the year 2050 and space has become a battleground for large corporations. It's a rush to get the best materials out of the asteroid belt, and outright attacks on rival corporations are not unknown. Each turn in the game is a year, so don't think that the technological breakthroughs you may experience come at too ridiculous a rate.

There are three sorts of victory conditions in **Belter**. It's best to decide on one of them early and go for it. Since there are 100 companies in each game, it's unlikely that you'll be able to win the race in two of the categories. Areas of victory are Economic, Military and Technological. Game credits are awarded to the winners so they may play free for a time in another game.

To achieve any of these goals, you will have to build your company into a dynamic, profit-making machine. The

differences are in how you decide to do this. Don't be misled; **Belter** is a far cry from a simulation of true economics, but the basic concerns like purchasing and manufacturing are here.

There are several indicators to keep of track while your company grows — ten different areas of technology, six kinds of raw materials, three manufacturing plants, agriculture area, population and more. All of this is important and it may seem like a lot to juggle, but after a brief period of confusion, you'll soon realize how to coordinate everything for maximum gain.

The confusion comes because you have to coordinate so many aspects of your company to accomplish any one thing, just like the president of a real company has to do. For example, to increase technology, you don't do anything as unrealistic as spend a certain number of action or resource points. Instead, while you do have to determine how much money to allocate, you must also decide how many scientists will do the work. Of course, scientists used here can't do independent research or scan space for minable asteroids. The ratio of money to scientists to experience maximum gain in technology can only be learned through experimentation (though to help *WHITE WOLF Magazine* readers, I'll suggest trying about 20 wealth for every scientist). Every action in the game involves such a juggling of resources.

A major portion of the game is the race for control of the asteroids near your space colony company. The game is played on a 99 x 9 sector map and every sector has either asteroids, a space colony or a trading post. Trading posts are places where you can purchase goods when your own distribution network

fails. Also, it's there that you must buy your ships.

There are three asteroids in every asteroid sector and you must establish mines on them to gain the raw materials they hold. Don't expect to find all of the asteroids too soon. You need to work on your Asteroid Analysis technology before you find the ones with the best raw materials. See, even mining requires some thought. Do you spend your orders to put mines on the lesser asteroids, or do you use those orders to increase Asteroid Analysis. You need to determine the best balance between the two approaches.

The format of **Belter** is obviously patterned after the very successful *It's A Crime!* from Adventures by Mail, but don't let that fool you into thinking that the game is a rip-off duplicate. Not only are the settings completely different, but the variety of action and events in **Belter** far exceed that in the *It's A Crime!* game that I played. Each turn you may either submit a single or double turn. A single turn allows you to issue five orders for \$1.50. A double turn allows ten orders initially, but as the game progresses, this total will increase up to fifteen. While the \$1.50 price is very attractive, **Belter** is like *It's A Crime!* in that you almost have to do double turns in order to have a chance of winning. Too many other players will decide to do double turns every turn.

Overall, **Belter** is a top-notch PBM game. It's good for beginners and the challenge of watching so many different factors will keep even veterans enthralled for a while. If nothing else, it's at least worth writing for your free rules and two free turns.

Materials: 3 (short and rather plain rules, turn sheet is a little confusing)

Moderation: 5 (computer-moderated, no errors encountered, plus the moderator is very helpful)

Strategy: 4 (it's a challenge to handle many different tasks)

Diplomacy: 3 (player addresses are provided when you meet players in the game, but there's a noticeable dropout rate in such large games that leaves many positions inactive)

Sum: 4

Adventurer Kings

Moderated by: Ark Royal Games, PO Box 6378, Aloha, OR 97007

Cost: rules \$2, turns \$4, three-turn trial game \$9.50 (rules included)

Reviewed by Stewart Wieck

Adventurer Kings (AK) is a top-notch fantasy PBM game. There are only ten players per game, but since the goal of the game is to control 55% of the tax base of 162 provinces, you don't want too many enemies standing in your way. Each player (king) begins the game with 10 gold, one province, and a cache of ten gold. In addition, each player has a few other characters to whom orders may be issued.

A turn of **AK** represents one year of time, and this year is divided into five phases: Spring, Early Summer, Late Summer, Fall and Early Winter. Play proceeds by issuing your king and each other character under your control one order per phase. The order may be as simple as moving to an adjacent province or practicing in a skill like Tactics, but this can be as complicated as commanding the character to enter some "feature" you have discovered to encounter whatever is there.

Such encounters are in caves, pyramids, castles and more, and require an encounter plan for the character. Very simply, this plan outlines how you will react to what you find at the feature. Will you talk to the renegade swordsman and learn of some task you can perform for him and thereby be rewarded, or will you simply attack him and attempt to plunder his stores of gold? The inclusion of such encounters in the game, and the ability

for a character to wander the provinces alone, neatly divides the action into two groups. In many games, you either control specific actions of a few men or regulate the movements of huge armies. **AK** allows you to do both.

Each character is rated from 0-4 in three categories of skills: Combat, Magical and Special. Combat includes skills like Tactics and Naval, while each Magical skill demonstrates the character's ability in the five types of magic (white, necromancy, etc.). Special skills are things like Druidism, which allows you to lead armies of non-humanoid creatures, and Sage, which allows you to invent very helpful items.

Each province in the game has a certain tax rating and will yield anywhere from zero to ten gold per turn. This gold is used to pay troops and the salaries that your heroes will demand. Some provinces will also have either one or two types of troops that can be recruited. This may mean bowmen, giant eagles, trolls, and even things like whales and dragons. With armies of such forces, characters can march on adjacent provinces and add them to your kingdom.

While the goal of the game is to become World Emperor by capturing 55% of the world's tax base, there are seven other positions that can be won. Except for the World Emperor who automatically gains 20%, each position earns 10% of the prize money that Ark Royal Games holds until the end of the game. The amount of prize money is equal to 10% of all the player turn fees paid during the game. The remaining 10% of the prize ($20\% + (7 \times 10\%) = 90\%$) is earned by possessing certain magic items at the end of the game.

As an example, the position of Arch-Mag Palatine of the Empire is won by the character (and this character does not have to be your king — he or she can be any hero under your command) who has the highest combined ratings in the Magical skills and owns the most spell-casting magic items. The World Emperor could well become the Arch-Mage Palatine as well.

Because of the small number of players in a game of **AK**, it is important to gain at least one ally. Such diplomacy

is encouraged by providing the address of every player whose kingdom borders your own. Also, since one of the best ways to learn skills is to have another character train you, you can increase your pool of available skills by including another player's characters. This is a particularly useful way to get that first point in Magical skills.

AK is a very sound, well-moderated game. There are elements of the game that are very intriguing, and computer-users may be happy to use the support program Ark Royal makes available, but the game lacks just enough zip to keep it from rating as a 5. Due to the scope of the game, five orders per character per turn is sometimes just not enough. However, **AK** is ranked highly in the polls of the major PBM magazines and is very deserving of a good look, or even a three turn sample game.

Materials: 3 (the color maps printed each turn are nice, but a little hard to read)

Moderation: 5 (moderator obviously puts a lot of effort into making the game run smoothly)

Strategy: 4 (need to know what you're doing well in advance of executing your moves)

Diplomacy: 4 (important and encouraged by the game)

Sum: 4

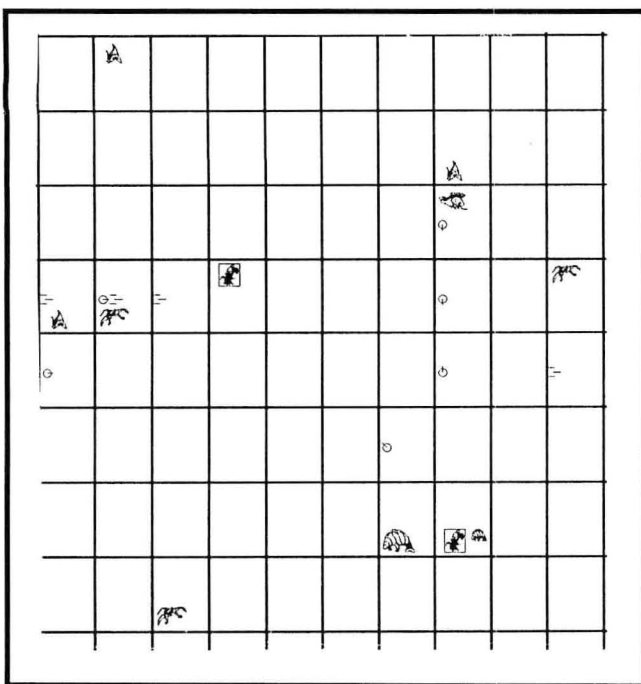
Space Combat

Moderated by: Twin Engines Gaming, 3254 Maple Leaf Ct., San Jose, CA, 95121

Cost: Rulebook \$1.00, Turns \$3.50 each.

Reviewed by: Stephan Wieck

Space Combat is a computer-moderated PBM game of tactical combat. Period. You get a lot of fast-paced, no-holds-barred action in this game. Diplomacy is left warming the benches, and you've got to rely on tactical skills to survive, much less win. **Space Combat** may be simple in theme (blow up your opponents before they do the same to you), but it's an elegant game with



Space Combat grid example

enough complexity to keep it strategically challenging and fun.

The scenario of the game is pretty hokey, but you won't join **Space Combat** for its game background or cultural value anyway. Basically, each of ten players controls a parent, a big organic factory and fortress. The parent controls a number of offspring, sending them DNA codes, called action modules, to command them into action. The offspring are your troops. They come in five varieties, ranging in size from the swift, scouting Aal to the battleship-like Pho. You begin the game with your parent and a few offspring. As your offspring die, or as you feel the need, you can direct your parent's production ability toward creating more offspring.

The action takes place in a 35 x 35 square grid arena. The arena sides wrap-around so that square one is adjacent to square 35. This is a bit disorienting when you read your turn and see a weapon travelling in square (34,35) and don't realize until you check your map that the weapon's about to obliterate your offspring at (2,2). The wrap-around arena does keep the start-up positions from being unfair, since no one starts with a corner boundary as protection, and the wrap-around puts you constantly in the middle of the action.

Each turn you get a couple pages of phase by phase action of the turn's events. This describes all the violence that you inflicted or suffered during the turn and movements that were made. You also get a sheet describing everything within sensor range of your parent or any of your offspring. This sheet also shows you the status of your offspring, and what types of action modules your parent has in store to issue to offspring next turn. Finally, you get a graphic map of your position which shows all of the offspring, weapons, and enemies within your sensor range. An example of a small section of one of these maps is shown on this page. On that map, my parent is the boxed icon just up and left of center. Other icons on the map show offspring, weapons, and even an enemy parent to the lower right. The map really makes the game, since it allows you to see everything at a glance and then plot your movements and strategy.

Strategy in **Space Combat** comes in many forms. First, you must plan your parent's production of action modules. These modules determine how much your offspring can move, sense and fire different weapons, as well as how readily your parent can produce more offspring. Second, you must have a general plan for the type of offspring you want. Do you

want a quick Blitzkrieg attack style using Bros (light artillery offspring), or do you want to play it defensive and launch the big weapons from a distance with the Phos? It's best to strike something of a balance, concentrating on different offspring types as the game progresses.

Finally, there is the tactical strategy of maneuvering your offspring and firing your weapons. There are six different attacks available: Spores, Inverse Mines, Ramming, Viral Infection, Psychic Scream and Nerve Pulse. Not all offspring can launch every attack and some offspring are better suited for some attacks. There's a marvelous amount of strategy here, as I discovered mainly when it was used against me. Besides the strategy aspects I just mentioned, you must keep in mind that the game is based on amassing victory points, so while your long term goal is to survive and deal out a lot of death, your short term goals are based more on what it takes to get victory points.

There aren't many down points to **Space Combat**, though there is an almost total lack of diplomacy between players. Also, the game has built a club of experienced gamers from such PBMs as **Starweb** or **State of War**. While these clubs make the game more fun to play again and again in the long run, they make it tough for beginners who get into their first game and have to go head-to-head with several veterans.

Overall, **Space Combat** is a nice game that's well-moderated and fun. Don't expect anything more out of the game than the tactical combat, but you can expect plenty of that. The game takes less than a year from start to finish and has pretty simple rules, so it's good for PBM beginners, though you should be wary of **Space Combat** veterans showing up in your game arena.

Materials: 4 (good graphic turns)

Moderation: 5 (computer moderated, no input errors experienced)

Strategy: 4 (good stuff considering relatively low complexity)

Diplomacy: 1 (almost nonexistent)

Sum: 4 (good game if you want combat and nothing else)

"BATTLETECH" BOXED SETS

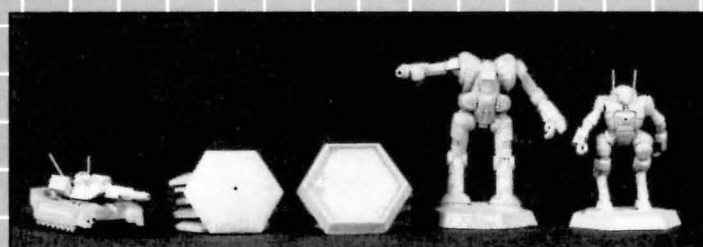
10-801	Recon Lance (incl: 20-831, 833, 844, 844)	13.00
10-802	Light Lance (incl: 20-831, 832, 833, 835)	13.00
10-803	Medium Lance (incl: 20-831, 834, 836, 837)	14.00
10-804	Fire Lance (incl: 20-833, 841, 842, 842)	15.00
10-805	Heavy Lance (incl: 20-834, 835, 839, 841)	15.00
10-806	Assault Lance (incl: 20-838, 840, 840, 843)	18.00
10-807	Regimental Command Lance (incl: 20-845, 856, 863, 874)	18.00
10-808	Pursuit Lance (incl: 20-865, 865, 869, 886)	13.00
10-842	Heavy Omni Mechs (incl: Loki, Madcat, Thor, and Vulture)	19.00
10-850	Kurita Battletroops-Machine Gun Assault Platoon (28 troopers)	24.95
10-851	Steiner Battletroops-Laser Platoon (28 troopers)	24.95

AEROSPACE FIGHTERS, GROUND VEHICLES, AND MECHS

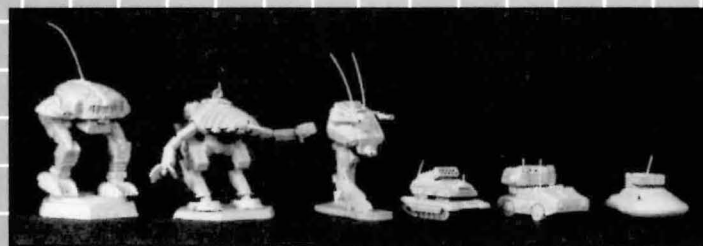
20-701	SPR-H5 Sparrowhawk	3.00
20-702	CSR-V12 Corsair	3.50
20-703	STU-K5 Stuka	4.50
20-704	F-10 Cheetah	3.00
20-705	F-90 Stingray	4.00
20-706	CHP-W5 Chippewa	4.50
20-710	SL-25 Samurai	3.50
20-711	SL-21 Sholagar	3.00
20-712	SL-17 Shilone	4.00
20-713	SL-15 Slayer	4.50
20-720	TR-7 Thrush	3.00
20-721	TR-10 Transit	3.50
20-722	TR-13 Transgressor	4.00
20-750	Rommel/Patton, 65 Ton Tank (2)	5.00
20-799	Flight Bases (6)	3.00
20-800	Hex Bases (4)	3.00
20-801	THG-11E Thug	5.00
20-802	MON-66 Mongoose	3.00
20-803	HOP-4C Hoplite	4.00
20-804	CRB-27 Crab	4.00
20-805	FLE-15 Flea: A, B, or C variant	3.00
20-806	Hunter, 35 Ton Missile Tank (2)	3.50
20-807	Sriker, 35 Ton Armored Car (2)	3.50
20-808	Pegasus, 35 Ton Light Hover Tank (2)	3.50
20-809	MAL-1R Mauler	5.50
20-810	HTM-27T Hatamoto-Chi	5.00
20-811	WFT-1 Wolftrap	4.00
20-812	RVN-3L Raven	3.50
20-815	BMB-12D Bombardier	4.50
20-816	Vedette, 50 Ton Tank (2)	4.50
20-817	Condor, 50 Ton Hover Tank (2)	4.50
20-818	Drillson, 50 Ton Hover Tank (2)	4.50
20-819	Maxim, 50 Ton Hover Transport (2)	4.50
20-821	Clan Elemental Infantry (30)	6.00
20-822	Demolisher, 80 Ton Super Heavy Tank (2)	5.50
20-823	Kurita Infantry (8 mm) 84 pieces	8.00

To place an order call toll-free, Monday through Friday, 8:30 to 5:00 E.S.T., 1 (800) 543-0272 or send \$3.00 for our complete photo catalog to:
RAL PARTHA ENTERPRISES, INC.
5938 Carthage Court, Cincinnati, Ohio 45212
Phone: (513) 631-7335 or FAX: (513) 631-0028
VISA and Mastercard accepted

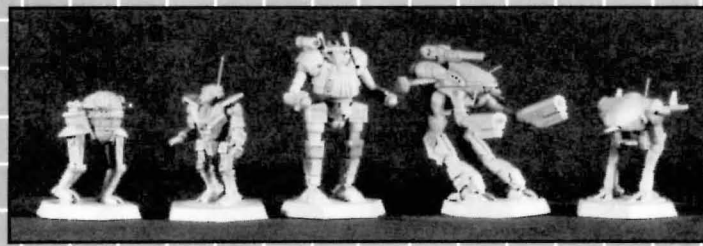
CHOOSE YOUR WEAPONS WELL:



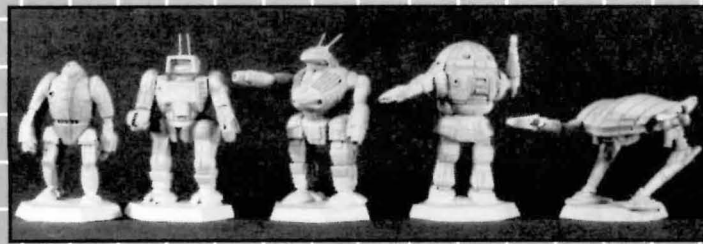
20-750 20-799 20-800 20-801 20-802



20-803 20-804 20-805 20-806 20-807 20-808



20-890 20-891 20-892 20-893 20-894



20-895 20-896 20-897 20-898 20-899

BATTLETECH, MECHWARRIOR, BATTLEMECH, and MECH are registered trademarks of FASA Corp. and are used under exclusive licence.

20-824	Davion Infantry (8 mm) 84 pieces	8.00
20-825	Bulldog, 60 Ton Tank (2)	5.00
20-826	Pike, 60 Ton Support Vehicle (2)	5.00
20-827	Ontos, 95 Ton Tank (2)	5.50
20-828	Savannah Master, 5 Ton Hovercraft (4)	2.50
20-829	Hetzer Wheeled Assault Gun, 40 Tons (2)	4.00
20-830	VNL-K65N Von Luckner, 75 Ton Heavy Tank (2)	5.00
20-831	STG-3R Stinger	3.00
20-832	WSP-1A Wasp	3.00
20-833	PXH-1 Phoenix Hawk	4.00
20-834	CRD-3R Crusader	4.50
20-835	GRF-1N Griffin	4.00
20-836	SHD-2H Shadow Hawk	4.00
20-837	WVR-6R Wolverine	4.00
20-838	BLR-1G Battlemaster	5.00
20-839	TDR-5S Thunderbolt	4.50
20-840	WHM-6R Warhammer	4.50
20-841	RFL-3N Rifleman	4.50
20-842	ARC-3R Archer	4.50
20-843	MAD-3R Marauder	5.00
20-844	LCT-1V Locust	3.00
20-845	AS-7D Atlas	5.50
20-846	GOL-1H Goliath	5.00
20-847	AWS-8Q Awesome	5.00
20-848	ON1-K Orion	4.50
20-849	CN9-A Centurion	4.00
20-850	FS9-H Firestarter	3.50
20-851	VLK-QA Valkyrie	3.50
20-852	CPLT-CI Catapult	4.50
20-853	PNT-9R Panther	3.50
20-854	HBK-4G Hunchback	4.00
20-855	OTL-4D Ostsol	4.50
20-856	ZEU-6S Zeus	5.00
20-857	UMR-60 Urbanmech	3.00
20-858	CDA-2A Cicada	4.00
20-859	SCP-1N Scorpion	4.00
20-860	VTR-9B Victor	5.00
20-861	JM6-S Jager Mech	4.50
20-862	STK-3F Stalker	5.00
20-863	CP10-Z Cyclops	5.50
20-864	HCT-3F Hatchetman	4.00
20-865	COM-2D Commando	3.00
20-866	JYN-10N Javelin	3.50
20-867	ENF-4R Enforcer	4.00
20-868	DRG-1N Dragon	4.50
20-869	JR7-D Jenner	3.50
20-870	WTH-1 Whitworth	4.00
20-871	VND-1R Vindicator	4.00
20-872	QKD-4G Quickdraw	4.50
20-873	SDR-5V Spider	3.50
20-874	OTT-7J Ostscout	3.50
20-875	ASN-21 Assassin	4.00
20-876	DV-6M Dervish	4.00
20-877	OSR-2C Ostroc	4.50
20-878	STG-A5 Stinger Lam	4.00
20-879	CLNT-2-3T Clint	4.00
20-880	BJ-1 Blackjack	4.00
20-881	CGR-1A1 Charger	5.00
20-882	BNC-3E (BNC-S) Banshee	5.50
20-883	WSP-105 Wasp Lam	4.00
20-884	PHX-HK2 Phoenix Hawk Lam	4.50
20-885	HER-2S Hermes II	4.00
20-886	VL2T Vulcan	4.00
20-887	TBT-5N Trebuchet	4.00
20-888	GHR-5H Grasshopper	4.50
20-889	LGB-OW Longbow	4.50
20-890	HNT-151 Hornet	3.00
20-891	WLF-1 Wolfhound	3.50
20-892	SHG-2E Shogun	5.00
20-893	MAD-4A Marauder II	5.50
20-894	FFL-4A Firefly	3.50
20-895	EXT-4D Exterminator	4.50
20-896	HGN-732 Highlander	5.00
20-897	ANH-1A Annihilator	5.50
20-898	IMP-3E Imp	5.50
20-899	KGC-000 King Crab	5.50

Ral Partha miniatures are also available from:

MINIFIGS- 1/5 Graham Road, Southampton, England SO2 OAX
RAFM- 20 Park Hill Road East, Cambridge, Ontario, Canada N1R1P2
JEUX DESCARTES- 5, Rue du Colonel, Pierre Avia, Paris Cedex 15, 75503 France

TABLETOP NEWS

our regular miniatures review column

by Ken Cliffe

As this is the PBM issue of the magazine, I get to have my way with this column. In this kind of situation, I like to review miniatures that are a little unusual or unique — models that might not get reviewed in an ordinary column. Having said all this, I've decided to review some weird and different fantasy miniatures.

CYCLOPS DRAGON

Produced by: Grenadier Models, Inc., PO Box 305, Springfield, PA 19064

Catalog #: 58

Price: \$3.50

As the name implies, this model is a combination of a cyclops and a dragon. The body is basically that of a dragon, but the beast is wingless and uses its arms as a giant would, carrying a club and lying close to the ground. And, of course, the abomination has only one eye. It squints, as if roving the landscape for some troublesome adventurers.

Details are subtle, not exaggerated. Scales are small, consisting mostly of bumps on the creature's back, neck and tail. On its underside, large ridges are clearly defined, as are intricate muscles on its hind legs and details on its face. Although the detail looks understated when unpainted, those details emerge when paint is applied, particularly in the drybrush stage.



Cyclops Dragon, by Grenadier Models, Inc.

The model's base is also attractive, being misshapen and bearing rocks and rough terrain — a small diorama unto itself. This detail saves you from having to decorate the base yourself.

My only real grievances with the model lie in its animation. The beast's body basically follows a straight line, from tail to head, without reaching outward into a third dimension on its sides. All in all, though, this is a good piece. Of course, if you want to add it to your game, you'll have to come up with an account of the creature's strange genealogical origins.

Rating (1=worst, 5=best): Animation 3, Details 4, Production, 3, Originality 5, Summary 4.

GREATER DAEMON

Produced by: Citadel Miniatures.
In USA: Games Workshop, 3431 C. Benson Ave., Baltimore, MD 21227.

Catalog #: RC 3301

Price: \$8.95

This horrible entity comes from Citadel's Realm of Chaos line and is based on a Greater Daemon of Nurgle, the Lord of Plague; it's a product of Games Workshop's Warhammer games.

The model consists of 8 parts that have to be assembled with a strong glue, like 5 minute epoxy. Each of the pieces is also heavy, thus creating an awe-inspiring miniature. Corresponding to the Daemon's oozing layers of fat, the parts overlap each other rather than fit together at fixed junction points. Al-



Greater Daemon, by Citadel Miniatures

though true to the creature's nature, this layer system results in obvious seam lines that have to be filled with modeling putty. I also had trouble figuring out how the pieces go together. Instructions would be invaluable in this package. The production value of the model is therefore lacking.

Otherwise, detail on this model is exceptional. The sculptor has easily succeeded in conveying the corruption and plain nausea inherent to Nurgle and its minions. And, regardless of the monster's fat and apparent immobility, the pieces still possess much animation, particularly with its outreaching arms and gruesome face.

Rating: Animation 4, Detail 5, Production 1, Originality 5, Summary 4.

JACOBIAN FANTASY ORCS

Produced by: Simtac, Inc., 20 Attawan Rd., Niantic, CT 06357

Prices: \$2.00 - \$5.00

Simtac releases a variety of 15 mm miniature lines, mostly consisting of historical pieces, but they also release a

number of 15 mm fantasy pieces. These include Elves, Dwarves, Men, Monsters, Wizards, and others, most of which are clearly inspired by *The Lord of the Rings*.

The samples I received are Orcs, and include infantry, mounted command (see photograph), a catapult with crew, and a wolf chariot, the last two requiring assembly. For a small amount of money, you do get a number of models. Each infantry pack, for instance, contains 12 soldiers.

The best of these packs is the catapult and crew, one of Simtac's newest products. The catapult itself is finely crafted, with clearly defined ropes and wooden poles. I particularly like it for its morbid humor. What looks like a captured human is made to load the machine, taking ammunition from a stack of disembodied heads!

Detail on the line is not exceptional. Orc gear and weapons are fairly well-crafted, but bodies tend to be unproportionate and misshapen. Although it's difficult to sculpt 15 mm models with exacting detail, there are better 15 mm models than these. Also, given the model's size, bases are tiny, and absolutely require extra bases of

your own to keep the pieces upright on the table.

So, these models are useful when you want to build a large army at a minimum of expense. However, few fantasy wargames provide 15 mm rules, so you'd have to scale the rules down from the standard 25 mm to use these models. As far as roleplaying goes, I'd have to suggest 25 mm models. Ones of this small size just don't possess the grace and grandeur that you want your favorite PC pieces to exude.

Rating: Animation 4, Detail 2, Production 3, Originality 3, Summary 3.

DAE-SHIRU

Produced by: Ral Partha Enterprises, Inc., 5938 Carthage Court, Cincinnati, OH 45212

Sculptor: R. Kerr

Catalog #'s: 02-130 to 02-132

Price: \$5.00

These unique models belong to the **All Things Dark and Dangerous** line and include a few different blister packs. Dae-Shiru are a creation from the imagination of Mr. Kerr, and are a combination of big cats and humanoids, being something like centaurs, but with cat heads.

Each blister pack contains a pamphlet that outlines the culture of the Dae-Shiru, and indicates some of their military hierarchies. The pamphlet also offers some painting tips based on the region from which you want your models to originate. The paper's other strength is that it supplies **AD&D** style stats for the creatures so you can easily incorporate them into your game, or at least have a benchmark by which to convert them to another game system.

The models themselves have excellent detail. Fur, muscles, weapons and gear are all highly refined, including the many accessories that each pack includes. Animation is also good and flash is kept to a minimum.

BLOOD PIT

Join this exciting PBM game of gladiatorial combat where you play the manager of a team of five warriors who fight, live and perhaps die according to your skill! Your warriors will be from one of six races, they will fight with an array of weapons you choose for them from the forty available, wear armor you choose and fight however you want them to fight.

You will name your team and each of the warriors that fight for it. Each of your warriors can be given two Blood Cries each turn which he/she/it will attempt to utter during a fight. You can also submit personal ads for each turn's newsletter, which all active players receive.

Each turn you will compete with dozens or hundreds of other players in vast arenas with up to more than a thousand warriors. You will fight viciously to attain the #1 ranking in the arena and to keep your Win/Loss/Kill record up there with the best of them.

The Introductory Rules to BLOOD PIT were printed in issue #19 of White Wolf and if you missed them we'll be happy to send a free, no-obligation copy to you. This will include a team roll up form which will have the starting stats for each of your five warriors. We will also set up your team, send you the Main Rulebook and process your first turn for just the cost of that first turn.

Every turn of BLOOD PIT costs just \$5.00 with no extras.

Get your startup soon, though. There are already other managers preparing to enter the BLOOD PIT. You wouldn't want them getting a jump on you, right?

Get your FREE, no-obligation Introductory Rulebook from:

EMPRISE GAME SYSTEMS
P.O. BOX 842
GARIBALDI, OR 97118



Thus, if you're seeking a new race of creatures to introduce to your game, take a look at these. They will certainly frighten any player who's memorized the **Monster Manuals**.

Rating: Animation 4, Detail 5, Production 5, Originality 5, Summary 5.

A BRUSH WITH DESTINY

In this issue's installment, we are going to discuss yet another form of base decoration. With this technique, models can be made to seemingly stand on a stone floor, as if in a building or dungeon, or on the street. The effect is really cool.

This process sounds elaborate, but is actually very easy to execute. All you need is modelling putty, a dull knife, paints (grey, black and white) and some brushes.

The nature of a model's base has some bearing on how its stone design is created. All three schemes provided here assume you are working on a personality miniature, about the size of a standard

PC, with a one inch square base. Larger models with larger bases require more modelling putty. It's also assumed that the miniature is already mounted to its base.

For Citadel models with raised plastic bases, a stone floor is laid down on the flat horizontal surface of the base. The edges of the base can be painted black or grey, or even made to look like stone themselves, but look best if left the color of the plastic itself, without decoration.

Mix up a blob of putty about the size of a nickle. Take a dull knife and spread the putty across the base until it's flat and smooth, and about 1/16 of an inch thick. Be careful not to get any putty on your painted model as it can spoil your painting efforts. It is important, though, to get the putty right up against the feet of the model.

Now, while the putty is still malleable, take that same dull knife and gently carve thin lines in the putty to simulate the shape of stones set in a floor. Don't apply too much pressure as you'll get down to the level of the plastic base itself. Also consider the model's scale when carving out the stone shapes. A stone might be about the size of the



Jacobian Fantasy Orcs, by Simtac, Inc.

model's head. Stones that are too large can look ridiculous. Furthermore, carving out too many small stones can draw the eye away from your painted model to the base, which undermines your efforts in painting the model. A mixture of head-sized and smaller stones is best.

Stone can come in many shapes, but rough ovals look best. Practice making these shapes at first, until you like the looks of them. Of course, if you're not happy with their shape, you can always spread the putty smooth again and start from scratch. Don't do this too many times though as the putty starts to harden within half an hour. Also, be sure to trace these shapes in between the model's legs. Sometimes this can be awkward as the knife might not fit. If so, try tracing them with a sewing pin instead.

Once the base is covered in small stone shapes that you're comfortable with, take the knife and scrape away any displaced putty that's hanging over the edge of the base. Now set the model aside over night so the putty can dry.

Previous columns have discussed my own system of creating cardboard bases for models. Decorating these bases with stone is done in much the same way as with Citadel's plastic bases. In this case, the edges of the cardboard base have to be painted black or grey as they are too thin to support a stone design. The depth of the modelling putty applied to the base depends upon the thickness of the lead base already on the miniature. The putty should be slightly deeper than the lead base is thick, and should cover the lead base in a thin coating. When covering the lead base with putty, be careful not to submerge the model's feet. Once the putty has been applied and smoothed out, trace stone shapes into it as described above.

When carving stone shapes into putty that covers the lead base, take precautions not to carve too deeply as the putty is not very deep over the lead base. If you dig too hard, the lead will be

exposed and may be visible once the stone floor is otherwise completed.

A stone floor design may also be incorporated into the cardboard bases of Citadel miniatures that have been converted. In the last installment of *Brush*, I discussed how to adapt Citadel models from the usual plastic base to a cardboard base, making Citadel models uniform in height to other companies' miniatures. Of the three types of bases, these are the easiest to work with.

Since the model was already affixed into modelling putty when it was mounted on the cardboard base, all you have to do is add more putty to cover the whole base. Make sure the level of the putty is constant (it should come up to the bottoms of the model's feet) and that its surface is smooth. Next, carve in the stone shapes as usual. As with normal cardboard bases, the edges should also be painted.

Once the modelling putty has been left to dry, it can be painted. First paint all stone areas a medium grey. After that's dry, apply a wash of black to the stone. A fairly heavy wash looks the best as stone generally has harsh con-

trasts of highlights and depths. After the wash is dry, mix together white and grey paint. Drybrush the mix over the stone surface, progressively lightening the mix by adding more white, until the highest points of the stones are nearly white. When this is complete, your job is done.

Note, though, that drybrushing stone can be hazardous to your model's paint job. It's easy to get light grey paint onto feet and robes, so take pains to keep the drybrush away from the miniature itself. In an area where space is tight, it's easier to drybrush with a fine tip brush.

Decorating a model's base can be fun, and does much toward bringing your painted miniature to life. However, it's important to remember that too much decoration can ruin your miniature. If a base is very complex, the viewer's attention will be drawn toward the base, not the miniature itself. Complex bases also deny your model's homogeneity unless all your models have similar bases. Furthermore, complex bases are less versatile than simple ones. A plain stone floor design can fit any urban game setting, whereas an intricate stone design may not fit all urban locales.



Dae-Shiru, by Ral Partha Enterprises, Inc.

The IFGS & Live Action Roleplaying

*one example of another facet of the
roleplaying community*

**by Mark Matthews-Simmons with help
from Margo Toth**

Imagine the excitement of finishing a magical incantation while five screaming monsters rush at you with their weapons swinging. In tabletop gaming, you can imagine the thrill, but in Live Action Roleplaying (LARP) events, you can actually experience it! You can experience first-hand the terror of casting a spell in close combat, swinging a sword at a dreadful enemy, or picking a lock under pressure. LARP events differ from other roleplaying in that you are a complete participant, not just a spectator.

LARP has been taking place for years in the U.S., England, Australia, France and other countries where roleplaying is popular. Many groups and individuals have designed games, along with systems to run the games. Some, as in the UK, have formed small companies and rented locations in which to hold events. Others, like the Society for Interactive Literature (SIL) in the U.S., have produced games within the larger setting of science fiction conventions. We know of one LARP game held in Siberia involving some 30 French and 100 Soviets — it was an after-the-holocaust scenario.

LARP venues which have been notably successful as business ventures include the murder mysteries held in major hotels and on trains, and the “survival” or “paintball” games. It’s interesting to note that both of these have brought in large numbers of non-roleplayers.

Most live games are done for the sheer pleasure of it. A well-executed live game is exhilarating for everyone involved, though it’s often a huge amount of work for those producing it.

This article describes a major U.S. LARP organization, called the International Fantasy Gaming Society (IFGS). You’ll find some aspects identical to tabletop roleplaying games or other LARP systems you may have heard of, while other qualities are unique to IFGS.

In 1981, a group from Boulder, Colorado sought out two prominent SF authors and asked permission to use the name International Fantasy Gaming Society, a fictional organization mentioned in the authors’ novel *Dream Park* (ACE 1981). Larry Niven and Steven Barnes agreed, and thus the IFGS was born. The founders of the IFGS envisioned making *Dream Park* into a reality some day*, and the IFGS has continued to grow since that date.

The IFGS is a non-profit corporation, dedicated to running safe, live-scale roleplaying games, and is currently run solely by the efforts of volunteers. The governing Board of Directors consists of seven elected officials, their primary duty being administration. These individuals set policy to direct the Society. The Society manages the local Chapters, sets guidelines for the growth of Chapters, and determines the basic functions that need to be fulfilled to produce good games. The Society produces a bimonthly newsletter, *The Chainmail*, and runs a national convention to provide information to new people interested in the IFGS. Income for the IFGS comes from membership fees, sales of rules books and other IFGS products, and income from game fees.

Under the auspices of the Society are the local Chapters, whose main function is running safe, enjoyable games. The Chapters operate as clubs. Their officers interface with the Society officers responsible for the same function. For example, the Chapter Banker, who keeps track of experience points & treasure gained by every participant, interfaces with the Society Registry, which keeps track of all participants’ records.

Fully-established Chapters are located in Dallas TX, Norman OK, Colorado Springs CO, Metro Denver CO and Denver/Boulder CO. Full Chapters have lengthy experience in the organization’s policies and procedures, and have been authorized by the Society to operate with a high degree of autonomy. They make their own decisions regarding sanctioning of games and disposition of funds, though they still follow the policies of the Society.

Provisional Chapters exist in New England, Central Ohio, Atlanta GA, Decatur AL, Northern CO, Austin TX and two in the Los Angeles area. Provisional Chapters are being guided along their way to becoming full Chapters by the Society’s officers and by a Sponsoring Chapter that acts as an advisor to the Provisional Chapter.

Hundreds of games have been run for many thousands of Player Characters during the existence of the IFGS. Recently, the Denver/Boulder Chapter Game Sanctioning Committee had 37 game proposals in-hand. The Norman OK Chapter probably has that many currently.

Participants have ranged in age from 7 to 60. During 1991, it is likely that an IFGS game will run nearly every weekend. Most games are run out-of-doors, so the weather controls the playing season in some areas. Some players, non-players and game designers travel to distant Chapters to participate in other games.

Expansion of the IFGS continues at a rapid rate, as requests are coming from as far away as the Philippines and

Israel. The organization is working hard to deal with this growth. Contributing to the IFGS' growth in a phenomenal way, Mr. Niven and Mr. Barnes released a sequel to Dream Park entitled The Barsoom Project (ACE 1989). They included a half-page description of the "real IFGS" and the first IFGS national convention, Once Upon A Con (April 1989), at which they were Guests of Honor. They have also been made honorary life members of IFGS. A third Dream Park novel, The California Voodoo Game, is slated for release by Ballantine Del-Rey in February of 1992. IFGS is bracing for another deluge.

THE RULES SYSTEM

All IFGS fantasy games are played according to the rules described in the **IFGS Fantasy Rules Book**, a fully-illustrated, 216-page book that is now seeing limited distribution in the US gaming industry. The system is structured by Character Classes, so among other benefits, the Chapter Bankers and Society Registry can keep track of the thousands of participants. The character classes are fighter, knight, ranger, magic user, cleric, druid, monk and thief. The classes have abilities and spells defined through 10th level, so that each character class can significantly contribute to an adventure. (Note: The most active PC in IFGS has been able to just make 10th level after ten years of participation, and there are currently less than six PCs at 9th level). There are typically between three and ten abilities or spells at each level. Characters gain levels as they accumulate experience points when they participate in IFGS events. One adventure is usually enough to go from first to second level. The higher the level, the more experience points it takes to move up again.

Race attributes for characters have not been defined within the IFGS rules system. Just as the character classes are described broadly to allow many different interpretations, races are a matter for role playing. Although most PCs choose either human, dwarf or elf characters, there are no formal restrictions as to what kind of creature you can play. There have been trolls, orcs, vulcans, various sorts of animals, and other bizarre creatures participating as player characters. PCs can also play any alignment they wish, although the vast majority play neutral to good alignments.

The rules system defines the damage done by various weapon types, including long swords, short swords, staves, spears, axes, bows, crossbows and damage-causing spells. The hand-held (melee) weapons usually have a bamboo core covered with lightweight foam so they don't hurt those hit.

Close-range missile weapons such as a thrown dagger are represented by beanbags. Long-range missile weapons are simulated by a percentage chance to hit based on class and level. Distance weapons and spell-casting are based on identifying the target by the color of costume they are wearing. Each person wears a unique color as the predominant portion of the costume.

Weapons each have a base damage (one to three points) to which any extra damage points for class and level are added.

The damage is called by the user to the person being hit. Spell damage and effects vary by level of caster. Armor, and certain spells, will protect a character from some damage, however not all classes are able to wear armor.

Similar to some British LARP systems, each limb has a certain number of life points, as does the whole person. When a limb takes too much damage, it can no longer be used. Enough overall damage will force the character into unconsciousness, and a bit more will kill the character. Blows to the head, throat and groin are strictly forbidden.

The life points and abilities of monsters are designed into each game written, and each Chapter's Sanctioning Committee ensures consistency and fairness. Such consistency gives Game Designers a basis upon which to write, participants a basis upon which to play, and the PCs a basis upon which to figure out what's going on around them. For example, a certain NPC who has represented himself to the team as being a Ranger on their side proceeds to lead the team in a certain direction by use of the Ranger tracking ability. Along the way, the team encounters some creatures which the Ranger declares are enemies. During the melee, the Ranger casts a magic spell. The PCs who notice will know that the Ranger has not been entirely truthful with them, for either he has a magical device or he's not really a Ranger. If he lied about that, is he really on their side?

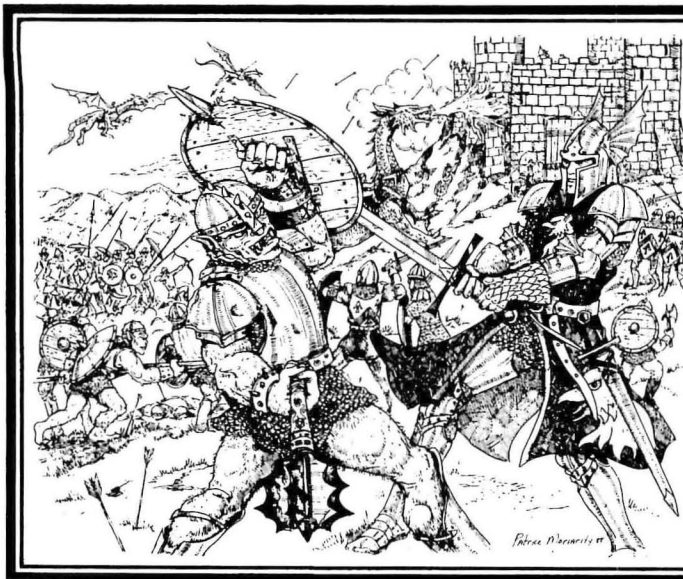
There are few abilities or spells which more than one class can use innately. The system is designed to encourage roleplaying on the part of participants and creativity in storytelling on the part of Game Designers. As with every roleplaying game, it's not the system that makes the game; rather, it's what the designer orchestrates and what the players do that make it fun. Since this is improvisational theater, the fun is also determined by how the NPCs react to the players and players' unforeseen actions. However, if the system isn't consistent, easily understood and easy to use, things become confusing and frustrating, and one might as well go home and read a book.

THE GAME DESIGNS

IFGS games are written by volunteer Game Designers (GDs) and must be approved by a Sanctioning Committee (SC), which reviews the game for safety, budget, consistency, playability and fairness. The SC also considers the treasure gain versus the risk to the Player Characters and takes into account potential long-term effects of magic items the players might gain. A Book of average values is now being compiled for publication in 1991. This will aid GDs and SCs, and add a needed element of consistency between different Chapters' economies.

Foremasters (LMs), or team leaders, are chosen by the GD. The LM

chooses players for their team, usually at an all-player meeting called the Player Draft. Team sizes vary, but average six to eight characters. The approximate level of the game is announced ahead of time. Unless it is waived for some special



SLAY DRAGONS BY MAIL EverMoor®

Enter this realm of barbarians, beasts and magic...

"The turn results are clearly one of the best organized I have seen in eleven years of gaming."

-Richard Smith
Paper Mayhem - Issue No. 42

* NEW TO PLAY—BY—MAIL?

EverMoor is your first choice! Join now and experience play-by-mail or send for our FREE BROCHURE on play-by-mail.

* VETERAN PBM GAMER?

Join now and see what's new for the '90s.

Match wits against fantasy gamers throughout North America. Be the Necromancer, Berserker King, Weapons Master or any of a dozen "Overlords." Fight mythical beasts and battle rival Overlords. EverMoor is a play-by-mail game with 12 players and turns every 14 or 28 days.

Join now by sending \$15 and you will receive our 25 page illustrated Player's Guide, EverMoor map, multi-page set-up and 3 FREE turns. If you join now you will also receive a FREE poster size map of EverMoor to plot your travels. Indicate if you prefer 14 or 28 days between turns. Additional turns are \$4.25 each. Player's Guide alone is \$5.00. Games Adventure, Dept. H, 2200 Road L, Redwood Valley, CA 95470-9764.

event, each team is subject to the Novice Rule, which requires that each team have at least two novice players (one can have played an NPC before, but one must be a total novice to IFGS games).

IFGS games range in length from an hour to more than two days. Usually four teams are run through a game, but they play it separately, starting at one hour intervals. This format is called a Line Course, as each team follows a line (however crooked) from the first encounter to the second and so forth. Line Courses are most common, because they are easier to manage and allow a large number of players to play. This helps logistics and keeps the cost per player down. Occasionally, games are produced in which the player teams are allowed to encounter each other as well as the NPCs. These are termed World Courses, and though much tougher logistically, they can be very exciting because the PCs don't really know who is an NPC and who is a PC. It makes them treat everyone the same, without out-of-game considerations such as "it's okay to kill NPCs but not PCs."

Each game has a set storyline, with a defined purpose such as rescuing the king's daughter/son, tracking and eliminating some evil nasties, retrieving a special artifact, etc. Some GDs run campaign-style games where the lore and storyline continues and grows (and becomes quite detailed) from game to game. Game Designing is one of the advantages IFGS offers, as it is a wonderful creative outlet.

In addition to gaining experience points for playing, characters are also allowed to keep gold and magic items they obtain in a game to take into the next game they play. Thus, as a character goes up in levels, they will have not only more abilities, but magic items to use and gold to spend.

Much of the budget in each game goes to special costuming for NPCs and providing the right atmosphere for each encounter. Costuming and atmosphere help establish mood and enhance a game tremendously. Portable structures have been developed, allowing massive mazes, towns and the like.

SO WHAT IS AN ADVENTURE LIKE?

The thief watched the guards pace on their patrol of the main building. At the instant when both guards had their backs to him, the thief slipped out of her hiding place and into the shadows beside the locked door. The guards passed closely by without noticing her in the shadows; she could almost reach out and touch them. When the guards passed her by again, she waited a few seconds and then quietly moved into position behind one of the guards. She quickly pricked the guard in the back with the needle she had prepared, and the guard was frozen in a standing position. The thief then hid behind a corner of the building. When the second guard came to investigate, the thief pricked him with the needle, and he also stiffened. The thief then motioned for her companions to approach. A few minutes later, the fighter and knight had tied up and carried away the guards, and by the time the two returned, the thief had the door to the building unlocked. The cleric quietly cast a blessing on the party so that they would have better protection when it came to a fight, and the magic user moved to detect any magic protections on the door. Once the magic user nodded that the way was clear, the fighter opened the door and entered the dimly lit hallway.

The first fight came sooner than expected. Just after the party had turned a corner, a group of guards with a few skeleton creatures came down the hall. The guards closed with the adventurers and a battle ensued, but not before the fighter was able to loose a few arrows and knock down the guards in the front.

The druid, thinking quickly, called upon the winds to buffet the team's opponents. Several of the guards fell down due to the force of the winds and any spell casters in the group of guards were prevented from doing any casting. The magic user cast a spell and a few of the guards fell to sleep on the floor. The cleric called upon his deity and turned the skeletons and also damaged them with holy water.

Soon, it became quite clear that the party of adventurers was the stronger of the two groups. Seeing this, one of the guards tried to run away, but the monk, in a display of superhuman speed, ran in front of him and prevented escape. By the time the monk returned to the party, her opponent left unconscious, the fighter and knight had finished the battle. The fighter was resting quietly to regain some of his strength while the knight was concentrating on healing himself. The party then regrouped and continued down the hall....

This is an example of a scenario that could occur in an IFGS game. In the opening scene, we see the thief getting into range to use a KILL DAGGER, a method of immobilizing a victim quietly (note: real needles are not used), and a CONCEALMENT ability which allowed the thief to hide in any available shadows. Once the guards are neutralized, the thief PICKS THE LOCK, and the magic user DETECTS MAGIC on the door. The cleric then casts ENHANCE, a spell which grants an extra point of armor to all the members of the team. In the fight, the druid casts GALE, a spell which knocks down a group of people to make them easier prey for the fighter and knight. The magic user casts a CRASH TIME to put some of the guards to sleep and quite effectively remove them from the combat. The cleric uses the innate ability TURN UNDEAD to cause the skeletons to flee, and then throws some holy water (white beanbags) onto the creatures to further damage them. The monk uses SPEED, an ability that allows the character to move faster than those around the monk (simulated by everyone pausing while the monk moves to where he wants to be), to block the guard from escaping. After the combat, the fighter uses REGENERATE to regain lost life points while the knight uses his HEAL ability on himself. The party then moves on to face it's next encounter.

OTHER TYPES OF GAMES

IFGS also runs Undercover games, which are based on espionage, but are adaptable to classical horror and mysteries as well. These games have traditionally been played within the confines of a city environment, but running these games on private land has also been considered. The rules system for UNDERCOVER has been under playtest and revision since 1983, though a publication date has not yet been decided. Game systems for science fiction and other genres are also being considered.

IFGS HISTORY AND ORGANIZATION

The first game was The Trueing, on August 2, 1981. Four teams of six to eight PCs played this game, which was run by a staff of four, plus three Game Masters (GMs) as judges and about 20 NPCs. Publicity was handled by printing a flyer announcement and circulating fifty or so to each of about a dozen game shops in the Denver-Boulder area. The flyer

announced, amongst other necessary info, a meeting for all PCs, called the Player Draft.

At the Draft, all the players met, and were chosen by one of the Team captains. By this time, the PCs had each designed their personality and had chosen one of the character classes, which at the time were Fighter, Magic User, Cleric, Thief and Ranger.

During the three months prior to the game, the design staff had numerous planning meetings with the NPCs. The land was procured and the game course laid out. NPCs and GMs were walked through the course, so that come game day, everyone could get to their own site. Various staff members made props and costumes.

The teams were each scheduled to arrive one hour apart. Thus, a team started the course at ten a.m. Another started at eleven, another at twelve and the last at one p.m. Each ran the same game. The NPCs played their scene (encounter) once per team and each team experienced about a dozen encounters, following a relatively simple storyline of discovering the name of a traitor in the High Council of the Land of the Seven Tribes, a highly-documented setting that has continued in numerous games. Although the game was designed identically for each team (which does not necessarily happen in all IFGS games), every team's game was actually different, depending on their roleplaying and creativity.

Wooden staves, fencing foils, and four pages of handwritten rules were used in this first game. It was only through special care and good fortune that there were no serious injuries!

LARP is truly infectious; after this first game word spread quickly. People started designing games using the IFGS system. IFGS started receiving submissions and sanctioned many of them for IFGS play. Record-keeping was already becoming a huge job and everyone wanted to know when the next game would take place.

Flyers for the second game were printed and distributed in the same fashion, an effective practice which has continued to this day. In the second game, titled The Nils Quest, a complete playtest was run for a team composed of the GMs who would judge the PC teams. The storyline continued where the first game ended, with the PCs trying to now discover and catch the "traitor." (Such continuing storylines have great popularity, giving more cohesion, plus a sense of action-and-reaction, to the players.) The actual game ran the following Saturday, then again for four more teams on Sunday. By running the game a second time, the IFGS was able to allow twice the players and thus support a higher budget while keeping fees relatively low (The Nils Quest had a fee of \$15.00 for a six-hour game).

IFGS had learned a few things already. The weapons were changed completely, to foam rubber covered bamboo or p.v.c. (plastic) tubing. The rules were re-written and expanded to 24 typed pages, with more spells and abilities plus a Druid class (the Monk and Knight were added later). Other things were yet to be learned — such as how quickly Wood Nymphs in skimpy fur bikinis can become hypothermic during February in the Colorado Rocky Mountains.

The games went from that first four-hour quest to all sizes of games, from one-hour scenes for a single PC to two-day multiple goal adventures, some allowing over 100 PCs and using at least that many NPCs and staff. The largest game had 260 participants, which pushed the limit of what a staff of six plus 20 GMs could handle.

In 1983, one IFGS member moved to New Jersey and started a Chapter there. Eight IFGSers flew the 2,000 miles to help in the first NJ game. The next year, someone moved to Dallas and started a Chapter. And it just kept going. Chapters were started in Colorado Springs and Northern Colorado, largely because enthusiasts there wanted to be able to play at closer sites. Dallas spawned an Oklahoma Chapter. The Denver/Boulder Chapter grew so large that it split into two (Denver/Boulder and Denver Metro).

Each year, more of an organizational structure was put into place. Not only did the rules go through six editions in seven years, but further volumes were produced. The Game Sanctioning Handbook, a guide to how to submit your design and get it sanctioned, first saw print in 1984. The Game Master's Handbook, about how to be a GM and judge an IFGS game, was first produced in 1986. The Game Designer's Manual, concerning how to not only write but also produce an IFGS game, followed quickly in 1987. These volumes are all currently being revised into the same format as the professionally produced Volume I, which remains the heart of the system.

Vital out-of-game chapter functions became sophisticated during the years of 1983 to 1987, though some are now being revised and expanded to fit with the larger Society organization.

The Bank kept track of all Experience Points, PCs, treasure and magic items (currently for some 8,000 characters). The Sanctioning Committee learned, quite often the hard way, what works and what doesn't work, as well as what PCs and NPCs enjoy in the games (this, however, is a never-ending learning process). The Safety Officer position, always a respected, powerful position, published guidelines and held seminars to train many other Safety Officers.

A "Watchdog" (WD) position became established. The WD oversaw the game, mostly during the actual running, as a representative of the Sanctioning Committee and the Society itself, ensuring that the game ran as sanctioned and as fairly as possible for the PCs.

A Rules Committee maintained consistency while developing the system into the current 216-page volume. Other vital committees formed as well: Fund Raising, Publications, the Society Newsletter (**The Chainmail**), a separate rules committee to develop an espionage system, Expansion, Elections, even a National Convention committee.

Likewise, growth-oriented policies were established. These include the Novice Rule (mentioned in the main article); a Protest procedure for PCs who felt they were treated unfairly or against the rules during a game (necessary for growth, because if PCs don't feel fairly treated, they don't come back); and low yearly dues of \$10 annual for Society

and about \$10 annual for your Chapter. Benefits included a monthly Chapter newsletter, a bimonthly Society newsletter, a 25% minimum discount on all PC game fees, voting privileges in both Chapter and Society elections, and the right to hold Chapter & Society elected positions.

During this development, a great deal of entertainment was provided,

and many lasting friendships developed, including a growing sense of family among the participants. The IFGS acquired huge stores of props and sets, FM-band radios for safety and logistics, developed sophisticated costumes (up to a 35-foot wingspan dragon) and special effects (such as the glow of the spirit of a killed player drifting up into the night), and saw a maturing of the game designs.

In 1987, the Society began a difficult process of separating itself from the founding Denver/Boulder Chapter. The two functions had truly become different, with Chapters running games and keeping records of participants, and the Society working to maintain the national insurance policy and all sorts of other mundane business. Currently, the Society functions with officers in three states, and has truly become a national (though not yet international) organization.

Also in 1987, the Society began establishing inter-chapter record keeping. The Society Registry put together a system for keeping track of all participants' treasure and experience points, receiving such information from each Chapter's Bank. The mechanism is simple: A three-part NCR paper form is issued to each participant at game-end. They fill it in, noting what gold and magic items they have lost or gained during that game. The GM legitimizes this document with their signature, after inspecting the physical representations of the treasure. One copy is kept by the participant, while the other copies are given to the Chapter Bank, which forwards one copy to the Society Registry.

Chapter start-up packets, available by specific request, have also been sent far and wide. Likewise, the Society Board of Directors has adopted a position of working toward affiliating with other LARP groups, at least in the area of points-transfer for PCs going from one system to another. This is one way the IFGS may end up being truly international.

In 1989, IFGS ran the first Once Upon A Con in Denver. The convention has grown in scope from a purely IFGS convention into an all-LARP convention.

This brings us to the present. An IFGS game is running somewhere nearly every weekend, year-round. One may play their Fourth Level Druid character in a game in, say, Metro Denver, then next week show up with their stats sheet (even though the Bank copies may not have routed through yet), and play the same character in a Dallas game.

The IFGS Rulesbook costs \$15.00, and is available at game stores, as well as by mail-order (add 10% for postage) from the IFGS, PO Box 3577, Boulder, CO 80307-3577 or Dream Park Corporation, 4251 Ponderosa Ct., Boulder, CO 80301.

HYBORIAN WAR™

IMPERIAL CONQUEST IN THE AGE OF



Introducing HYBORIAN WAR™ a Play-By-Mail game which allows you to rule any Kingdom in the Hyborian Age of Conan. Your Kingdom will respond to your every command with its own unique armies, leaders and culture — Authentically recreated from the Conan series.

In the imaginative setting of Play-By-Mail gaming you can play against 35 players from all across the nation. Each game turn your commands, and the commands of the rulers surrounding you, will be resolved simultaneously at our processing center. After each turn you will receive back extensive written accounts of your countries fortunes in the battle, intrigue, diplomacy and adventure which is HYBORIAN WAR™

Now you can create the legends! Forge by your decisions the tumult and glory of the Hyborian Age. Your game turns will be simple to fill out but will cover a fantastic range of actions you may take ... Across the Hyborian

world, from the howling Pictan wilderness in the west, to slumbering Stygia gathering her wizards, to the Hyrkanian kingdoms with riders in steel and silk and gold, to the fantastically helmed armies of the Khitai and Kambulja in the east, the cry of empire fills the air.

Send forth your tested lords and generals to lead the host. Send forth your spys and heroes to steal the treasures of the world, kidnap a mighty noble, or even assassinate your foes most gifted wizard! Decree the policies of your land, giving your subjects good government or bad. Call forth your priests from their temples to speak prophecy and council. Command such wizards as you have for the tide of war may turn upon their arcane magics. Rule and conquer! The jeweled thrones of the earth await thy sandaled tread.

**WRITE US FOR OUR FREE, NO OBLIGATION, SET-UP AND RULES
REALITY SIMULATIONS, INC., P.O. BOX 27576, TEMPE, AZ 85282, (602) 967-7979**

Turn fees are \$5, \$7, or \$9/turn depending on the size of country you chose to play. Join the tens of thousands nationally who are enjoying the vivid interactive games

only made possible in the last few years by recent advances in computer technology. PBM — the fastest growing gaming industry in the nation.

ASK US ABOUT OUR DUELMASTERS™ GAME ALSO!

© 1985 Conan Properties Inc. All rights reserved. Trademark of Conan Properties Inc.



To the Gifted Go the Gifts

Keeping Magic Items Out of Mortal Hands in Ars Magica

by Christopher Earley

Author's Note:

One of the most prominently advertised characteristics of the *Ars Magica* (ArM) game system is its authentically medieval milieu, the Mythic Europe setting. The game's designers have done an admirable job of conveying the sense of their mythical Middle Ages in the rulebook and subsequent supplements. Unfortunately, not every gaming group takes advantage of this milieu in its most unadulterated form; some gamers simply treat Mythic Europe like any other fantasy RPG environment.

Finding a cure for such tendencies is a long-range task far beyond this writer's ability to describe in any detail. Stop-gap measures, on the other hand, are well within reach. One example of curtailing "generic fantasy" in ArM — limiting access to most magic devices — is outlined below. Please remember that this is only a suggestion for Saga alteration from a fellow Storyguide.

A New Perspective on Magic Items

In Mythic Europe, there is a considerable amount of magic seething beneath the surface of medieval society. The peasants, of course, are only too willing to believe that magic lies around every corner. There is, however, a growing tendency among the "educated" men of the land, the men of science and reason, to dismiss not only the superstitious stirrings of the peasantry, but also the legitimate magics of the world.

Eventually, this outlook will destroy all things of wonder in Mythic Europe and bring to an end the long and glorious age of magic. For now, though, the magic still exists. Even the most "reasonable" man cannot deny the existence of a huge dragon or a catastrophic enchantment once he has seen either in action.

But those same skeptics have one other point of contention, and on this particular front they are being proven correct. The precept being challenged is that of mortal men utilizing magic items. Their common argument can be seen in the excerpt below, taken from a letter addressed to the merchant Lanesse of Foix, and sent by his uncle, Fregaus, a notoriously xenophobic Norman scholar. Apparently, Lanesse wrote to his uncle of a possibly magical artifact he had acquired from a Moorish sorcerer while touring the cities of

southern Spain. Fregaus was most disturbed at his nephew's show of naivete, and told him as much in his reply, the relevant portion of which is referenced below:

"...and certainly, the peasant folk and more creative storytellers of our nations relate real or imagined incidents that make supernatural influence seem a daily occurrence. The majority of these tales, however, are little more than misunderstandings or unfounded fantasies, brought to life courtesy of superstition, ignorance and a liberal amount of drinking.

"But the man of science and reason knows that there are only two forces existing among mundane man with such intimacy: God's Church and Satan's coven. These reports of magic in the hands of the average man cannot be true. Granted, there may be the rare man whose veins still run with the blood of the ancient gods, such as that being known as Mercury, or even Hermes. For them, yes, magic is a force not of pure nature, but accessible through years of intense study and training nonetheless.

"This idea of magic coming from lifeless and unthinking objects, though? And available to any peasants or noblemen who stumble upon the devices and learn how to wave their arms dramatically? Wild fancy. Utterly absurd, I tell you! As for this horrible Eastern wretch who managed to dupe you into buying the item in question, I can only repeat my usual sentiment: never trust a foreigner, by God!"

This passage shows that if an educated man must admit to power in the world other than that of Heaven and Hell, this power should be the province of an elite few, not available to mortal man. With this article's suggested change to the ArM magic item rules, the above statement becomes the common truth.

Ah, but there is a catch — objects that are vessels for magic powers and are useable by non-magi do still exist. The important variance from the standard rules is that in order to work any kind of magic device, the user must have some small touch of "the Gift," that inherent talent to bend the forces of magic to one's own will. It is already known that true magi have this Gift in full, and spend their lives pursuing new insights and gaining greater powers through its presence.

What is less known, though, is that a small number of non-wizards — peasants, nobles and those in between — also have a touch of the Gift. They do not have the skills to become magi, but they do have enough spark of talent to trigger magics contained in certain easy-to-use magic items. However rare such people may be, the fact stands that the man of reason has not been fully vindicated in his arguments. Magic in Mythic Europe is always closer to human life than some men wish to believe it.

Our Critics say Better Games are "fun", but have "low production value". We say, buy a "Game" not an "Art Book" -- spend less money and have more fun!

Free-Style Role-Play™ by Better Games

Barony Fantasy Campaign Set

(ISBN 1-879182-07-6 \$14.99)

includes

Conrad's Fantasy -- Character Rules (ISBN 1-879182-04-1 \$4.95)

Designing Fantasy Scenarios (ISBN 1-879182-05-X \$4.95)

Encounters Fantasy Scenarios (ISBN 1-879182-06-8 \$5.95)

ERA TEN Sci-Fi Campaign Set

(ISBN 1-879182-00-9 \$14.99)

includes

Battle Born -- Character Rules (ISBN 1-879182-01-7 \$4.95)

Designing Sci-Fi Scenarios (ISBN 1-879182-02-5 \$4.95)

Encounters Sci-Fi Scenarios (ISBN 1-879182-03-3 \$5.95)

Avengers of Justice Comic Book Hero Campaign Set

(ISBN 1-879182-11-4 \$14.99)

includes

Good Guys Finish Last -- Heroic Character Rules (ISBN 1-879182-08-4 \$4.95)

Villains Finish First -- Nemesis Character Rules (ISBN 1-879182-09-2 \$4.95)

Designing Comic Book Adventures (ISBN 1-879182-10-6 \$5.95)

Better Games, Ad Rate W2, PO Box 11424, Burbank, CA 91510

Add \$1.50 per set for First Class Delivery & Ca res add 7% sales tax

For hard-cover versions with full-color plates, add \$3000 (just kidding).

Bottom Line -- Don't like Better Games; send 'em back, we'll refund your payment.

Let a computer create all the tedious prep-work, while you add your flair and take the credit.

Now Free-Style Role-Play™ systems for computer!
Software for IBM and Macintosh
For Barony or your other favorite role-play game.

Wish ideas were like paper off a printer?
Disk One -- Referee's Missions and Encounters

No Referee to run those underworlds and overworlds?
Disk Two -- Real Time Generator

Want a new, fully stocked underworld every day?
Disk Three -- H*U*G*O™, Heuristic Underworld
Generated Outputs

And probably others by the time this ad appears . . .
write for more information and a FREE catalog.



Referees have suffered enough -- our games
make the job easy!

Rules for Mortal Magics

To place this concept of a partial Gift in game terms, certain Virtues and Exceptional Talents (see *ArM* rulebook, pp. 18-23 and 40-41, respectively) can be considered to represent some touch of the true Gift. PC companions and grogs, or NPCs who have at least one of the facets from the listing below, can wield magic weapons or trigger other magical devices, much as magi themselves do (subject to the restrictions in the notes that come after). To all other humans, the *vis* which permeates the earth is an untappable resource.

Virtues and Flaws:

- Berserker
- Destiny
- Faerie Blood
- Failed Apprentice
- Ghostly Warder
- Guardian Angel
- Latent Mystical Ability
- Tainted With Evil
- True Love
- Werewolf

Exceptional Talents:

- Enchanting Music
- Entrancement
- Healer
- Hex
- Magic Sensitivity
- Second Sight
- Visions

Six of the above Virtues need further explanation:

Berserker allows only the use of magic weapons, and further, only when the character is in an actual berserker rage while engaged in combat.

Destiny and True Love allow only latent use of the partial Gift, meaning that characters with such Virtues cannot normally use magic items, but in crisis situations (where they think they may never see their true love or do what they are destined to do), they can call upon this hidden talent if an available magic item can help them escape, reach their goal, be reunited, etc.

Ghostly Warder and Guardian Angel, rather than representing the character's own talents, allow the character to rely on an outside force to trigger the magic item for them. A ghost can trigger a magic item for the user even if it had no magic Gift in life, due to its closer link to the essence of magic

Pegasus Productions Has Moved



That's right, Alamaze, the fantasy Play-by-Mail game that won the Origins award for best PBM in 1988, is now moderated at a new location. Don't worry though, the original designer of the game is still involved, so quality will remain high. Moderated by businessmen with 46 years of experience in customer satisfaction, Alamaze will continue to excel. Game set-ups are available for only \$15. Just write the address below.

"Alamaze is the best fantasy PBM I have ever played..."

— Stewart Wieck,
WHITE WOLF Magazine #21

Pegasus Production, PO Box 248 WW, Waynesville, NC 28786

in its current state; however, this drains the ghost's Might, causing it to leave the user for one half hour, subject to the usual rules (*ArM* p. 22). Guardian Angel allows the character to successfully use a magic item upon rolling a 1 on a stress die, as with "angel approval," explained on the same page.

Finally, Failed Apprentice is considered a partial Gift only when the reason for ending apprenticeship is not a complete loss of the Gift, as common sense dictates.

Making Exceptions

It should be noted here that there are two types of portable magics which should always be exempt from this new limitation: potions and charms (*ArM* p. 106). These two forms of magic are unusually "open" in their ability to effectuate — in essence, the *vis* tied in to them is very volatile and ready to "brim over" at the least provocation — and are therefore receptive to even mundane needs.

Some Storyguides will wish to use this article's suggestions in their Sagas, but will already have PCs or NPCs who have used a magic item without possessing the partial Gift. Furthermore, it may be desirable to forego this rule for the sake of a story in later game sessions. To fend off these problems of consistency, the following new spell is offered:

Magic's Hunger Unleashed: (Rego Vim, Lv 15)

Touch, Decade/+5 years per point of *vis*, Muto

This spell is cast when a magic item is being prepared for enchantment (*ArM* p. 104). All magic effects placed in the target item are done so in such a manner that they receive an additional "spark" of magic. This spark allows even non-Gifted persons to use the magic item successfully. Note, however, that each effect "unleashed" in this manner is considered twice its usual level for purposes of determining how many effects can be placed in a given item. This spell has a Muto requisite and is not permanent in duration — the magic will not stay changed forever.

Final Words

To conclude this article, it should be stressed that this is merely a technical "plug" in the rules to achieve specious if immediate ends. Roleplaying is, as *Ars Magica's* designers have been known to state, an art. Only individual Storyguides can affect deeper changes that may be necessary in their Sagas. Only they know how close their version of Mythic Europe is to a gaming environment the whole troupe will be satisfied with for years to come. Hopefully, this new magic item rule will be a step in the right direction, making *ArM* Sagas yet more distinct from standard fantasy milieus.

the SILICON DUNGEON

by Jim Trunzo

Computer fantasy takes on a new look as both S.S.I. and Sir-Tech give gamers a different perspective on dungeon delving in their new releases **Eye of the Beholder** and **Bane of the Cosmic Forge**; and Microprose says, "Move over James Bond. Here comes Max Remington, super agent" in their latest computer espionage release, **Covert Operation**. From swords to secret agents, from battle axes to Uzi

machine guns — lets explore the Silicon Dungeon and find out about this month's treasures!

EYE OF THE BEHOLDER

Strategic Simulations, Inc., 675
Almanor Avenue, Sunnyvale, CA 94086;
(408) 737-6800.


IBM PC, XT, PS2, Tandy 1000, and compatibles; 640K; CGA, EGA, Tandy 16 color, VGA/MCGA (256 colors); Supports AdLib and Sound Blaster sound cards; requires hard drive or two floppies (5.25 or 3.5); off-disk copy protection
ALSO COMING for the Commodore Amiga, 1 Meg.

Price: \$49.95

Almost two years ago, a small company called FTL released a game for the Amiga and the Apple IIGS called **Dungeon Master** (previously reviewed in *White Wolf*). The game won critical praise from all quarters for its stunning graphics and innovative playing mechanism, which employed a first person perspective and true 3-D graphics. It was, until now, a one of a kind program. S.S.I. has adapted the techniques found in **Dungeon Master** and applied them to AD&D computer gaming to create an incredibly realistic adventure entitled **Eye of the Beholder**.

Eye of the Beholder takes place in one of AD&D's most popular settings, The Forgotten Realms, and employs AD&D 2nd Edition game rules. It is the first in S.S.I.'s new "Legend Series" and is completely graphic-based. The story line is familiar. An evil presence is detected in the city of Waterdeep, but its source cannot be located. The city watch has been vigilant, spies have been sent out and snitches contacted, yet no hint of wrong doing has surfaced. Only one place exists where no one would think to look for such activity; only one place is out of the minds and sight of the Lords of Waterdeep. The sewers beneath the city. Miles and miles of dank, damp tunnels that need investigating. And who better to do so than you and your band of adventurers?

Like I said, typical. But unless you've played **Dungeon Master**, **Eye of the Beholder** is unlike anything you've ever experienced in a fantasy adventure game. With a party of four Player Characters and two Non-Player Characters (who you'll pick up along the way), you must explore the dangerous and challenging sewers of Waterdeep. Your party can be made up of any combination of the six character classes and six



New! Societies Sourcebook

Add purpose and depth to your fantasy campaign! *Societies Sourcebook* contains detailed descriptions of over 100 organizations characters can join and benefit from. It includes the religious beliefs of 26 fantasy races and the guilds of more than 30 character types.

Infiltrate the Temple of the Serpentine God, run for the presidency of the Glad-Handers Club, or delve into the secrets of the Red Skull. Want to show off your physical prowess? Compete at the Kiku Gymnasium. Need one last chance? Learn about Devotion and how your character can perform miracles!

No matter what fantasy system you use, this manual is a wonderful sourcebook for adventures you will never forget!

Compatible with *Legendary Lives* and other Fantasy Role Playing Games.

Societies Sourcebook and the *Legendary Lives* role playing game are now on sale at finer hobby and game stores. To order direct, please add \$1 per item for s/h (USA funds).

Marquee Press, 1101 SW Washington St., Suite 141, Portland, OR 97205

Legendary Lives \$23.90 (2 book set)
Societies Sourcebook \$12.95

character races. Characters can advance to 5th level in **Eye of the Beholder**.

The game emphasizes its graphic bent from the introduction on. You get your first hint that **Eye of the Beholder** is something special as soon as you start choosing your character's portrait. The variety and detail of your choices astounds and foreshadows the visual delights to come when the adventure actually begins. The screen is divided into windows of various sizes. The largest window is reserved for displaying what you see directly in front of you from the "looking out of the eyes of the adventurers" perspective. What you see is both frightening and delightful. Blades, missiles and spells whiz toward you, growing larger as they approach. Your counterparts fly toward their target, getting smaller as they go. Full-sized monsters appear, attack, move away, skirt around corners, and do just about any action that you might expect (or not expect) if faced with a real exploration/combat situation.

The subtleties of the actions are hard to explain without actually seeing them performed. For example, at the end of a dark corridor, you might catch a hint of movement coming toward your group. As it gets nearer, whatever is approaching becomes clearer until suddenly you realize that a Beholder is flying your way! Another example that occurs frequently would be the glimpses you catch of something moving away from you as you turn a corner in this maze-like sewer system. The creature may be fleeing or it may be setting up an ambush.

Combat itself occurs frequently and is different enough to warrant a warning. The action is "real time," meaning that it isn't phased, with each character and monster taking turns to select options on a round by round basis. If your party stands there doing nothing, don't expect the same behavior from the monsters. Spiders will be snapping with their jaws and pinchers, skeletons will be chopping with their axes, and goblins will be hacking with their swords. To fight back effectively takes some practice.

In the upper left corner of your screen, portraits of each of your characters are on display. Beside each portrait

are two "boxes" that represent the right and left hand of the respective character and reveal what is being held in each hand (weapon, shield, holy symbol, spell book, etc.). Clicking on a box with the left mouse button places something in or removes something from the hand; clicking on a box with the right mouse button sends that object into action. The first aspect of combat that you must master is clicking with the correct button. Until you get used to the mechanics of combat, I guarantee that you'll be removing an axe from your fighter's hand when you actually want him to be swinging it — and all the while the monsters will be effectively mauling your party!

The group is divided into three ranks of two, so only the first two characters can actually engage in melee. Characters in rows two and three should be armed with missile weapons and/or spells. Clicking on the magic user's spellbook, then on the spell to cast, and then back up to your fighter's sword requires

coolness and forethought if you hope to be effective during battle.

Appropriate to the AD&D rules, the speed of attack and the recovery time prior to the next attack are based upon the characteristics of the character himself or the attacking monster, the weapon being used and the position of the character. The computer factors these variables in and "shades" the character's "hand" until the weapon or whatever is usable again.

The graphic brilliance of **Eye of the Beholder** goes beyond combat and animated monsters. The dungeon itself is a delight. The program makes full use of 256 color, VGA graphics to provide variety and detail to the walls and floor of the dungeon. Buttons and levers adorn the walls as do statues of demons and gargoyles. Some of these are functional (pulling down the arm of a gargoyle might open an otherwise immovable grate or close a pit trap); others are red herrings that may do nothing or may actually summon monsters.

WE ARE THE FUTURE OF PBM GAMING!

THE NEXT EMPIRE SM

Join the revolution! Find out how TNE is changing PBM. Learn why TNE was voted the #1 PBM game by players in a recent nationwide magazine survey. Startlingly detailed laser graphics *each turn*; "smart" customized order sheets; unsurpassed gaming complexity to *challenge* your imagination: it's all part of TNE. And Cyborg Games offers you the customer support you deserve, like *individual* attention and *double entry* of your orders for increased accuracy, so you can make the most of every turn.

\$7.50 per turn.
\$20 for set-up, manual and first two turns.
Fast (2 week) or Slow (3 week).
Cyborg Games Inc.
Department F4
P.O. Box 71019
Milwaukee, WI 53211
(414) 332-1966

CYBORG games SM
MasterCard and VISA accepted

The floors of the dungeon are littered with weapons, armor, rings, rations and scrolls. The items grow or shrink in perspective with your distance to them. Many of these items will aid you in your quest; some, however, are cursed, so exercise caution.

Even the make up of the floors, walls and ceilings varies from level to level, thereby avoiding the boring sameness and confusion that some programs foster.

The visual splendor of the game is enhanced by appropriate sound effects. Heard through a stereo soundboard, the clash of metal upon metal, the slithering of giant slugs and the crackling of electrically charged spells is almost mesmerizing and certainly heightens the vicarious feeling of "being there." Even heard through the internal speaker inside your PC, the sounds are adequate.

The game itself, graphics and sound aside, is more than a little challenging. The sewers are truly deadly and death can occur in more ways than one.

GRAAF SIMULATIONS

Great postal games since 1982

CONTINENTAL RAILS

The best game of American railroad robber barons ever. Fierce competition as 15 players race to build the best railroads and make the most money in each game.

Rules \$3.00 - Game Entry \$12.00 - \$4.00/turn

SPIRAL ARM II

The highly rated and popular space game of colonization and warfare for up to 50 players per game. Map of 650 stars, technology, alliances, battle modes, and economics.

Rules \$2.50 - Game Entry \$15.00 - \$5.00/turn

FEUDAL LORDS II

The enhanced original game of medieval power politics in the age of King Arthur. Fifteen barons compete to become King of England using economics, military might, and diplomacy.

Rules \$2.50 - Game Entry \$10.00 - \$3.50/turn

KINGDOM

The fast and fun game of exploration and conquest set in a vast fantasy world. Up to 200 players per game, no due dates, 29 types of terrain, 84 types of creatures, magic spells, special attributes, much more.

**Rules \$1.50 - Game Entry \$10.00
Variable Turn Fees**

All games are completely computer moderated. You do not need a computer to play, just a pencil and a keen mind.

Call or write us for a free brochure with more detailed information on these games.

GRAAF SIMULATIONS

P.O. Box 96, St. Clair Shores, MI 48080
Phone: (313) 772-9595 Fax: (313) 772-9659

Characters must rest and eat, or they will become ineffective, lose consciousness and eventually die. Starvation is easier than one might think. While the game provides ample rations scattered throughout the dungeon levels, gamers should be warned not to use them until a character absolutely needs to eat.

Consuming rations too soon will result in wasting the value of the food and characters will soon become hungry again and no food will be available. In other words, if a full stomach would theoretically equal "10," don't eat when the character is still half full. Rations that might be worth "8" will fill the character up, but you'll lose "3" points worth of food. Eventually, this type of overeating catches up. Food just isn't that plentiful in the sewers of Waterdeep; and until your cleric reaches 3rd level and can magically create food and drink, full stomachs are a major concern.

Eye of the Beholder also contains traps, poisons and puzzles enough to challenge even the most jaded and experienced gamer. Mapping is essential and, frankly, my feeling is that the clue book (now available) is going to be a must for most gamers. The sewers are filled with teleporters, illusionary walls, spinning rooms and hallways and other devious tricks to bedevil you party. Pay close attention to the directional indicator that is always on screen.

Given its graphical bent, **Eye of the Beholder** can be played without one letter being typed. The entire interface is designed to allow simple point and click maneuvers to handle every action, both in and out of combat. Dialogue boxes, exploding windows, direction boxes and actual object manipulation are all done through the use of mouse, joystick or keyboard commands.

While the unforgiving nature of **Eye of the Beholder** makes this basic dungeon crawl a challenge, the graphics and sound employed in the game might well make it a classic!

EYE OF THE BEHOLDER:

Complexity (moderate/difficult);
Graphics (5); Roleplaying (4); Strategy (3); Playability (5); Sum (5)

BANE OF THE COSMIC FORGE

Sir-Tech, P.O. Box 245,
Ogdensburg, NY 13669, (315) 393-6633.

IBM/Tandy and 100% compatibles; contains both 5.25 and 3.5 inch disks, but game must be installed on a hard drive; works with VGA, EGA, CGA & Hercules monochrome.

Price: \$49.95

Ten years ago, Sir-Tech started the computer fantasy craze with a product called **Wizardry**. It set the standards then and for many years to come. Four sequels followed and were well-received; however, the last two products were surpassed in many ways by other fantasy roleplaying games on the market. Determined to "re-define computer fantasy roleplaying," Sir-Tech released **Bane of the Cosmic Forge**. Suffice to say that this product will give S.S.I.'s **Eye of the Beholder** a run for its money.

Bane of the Cosmic Forge uses the same first person perspective employed by **Eye of the Beholder**. In many ways, the products are quite similar. However — and this is a real boon for gamers — there are enough differences to make fantasy lovers want to own both games.

The most obvious difference in the two products is the graphics. **Bane of the Cosmic Forge** uses dithered EGA 16 color graphics which don't come close to matching those found in **Eye of the Beholder**. However, that isn't to say that the graphics are anywhere near bad. **Bane's** graphics are extremely detailed; its animation is smooth, varied and realistic; and its multi-leveled dungeon contains numerous graphic touches that heighten the feel of the game. It's really a case of **Eye's** excellence rather than **Bane's** inferiority.

Bane's plot revolves around a quest which requires your party of six to enter an ancient multi-leveled castle and retrieve a device known as the Cosmic Forge. The Cosmic Forge is a magical pen whose writings actually come true. In the wrong hands, such an artifact could mean... yes, you guessed it...(on

three, everyone)...the end of the world! Actually, the game's storyline is nicely handled, with more and more of it revealed as your party fights its way through the adventure. Like a good mystery, **Bane** gives you just enough knowledge to keep you going, but not so much that it ruins the intrigue or suspense that grows even as you play.

Expect much the same kind of screen that you find in **Eye**. Your characters' portraits frame two sides of a large window which reveals what they see. Stairways, doors, ornate fountains and much more come into view with every twist and turn. Unlike the subtlety of **Eye**, however, **Bane's** monsters just seem to appear. You move down an open, well-lit corridor and suddenly an encounter takes place and the monsters are right in front of you.

Once combat is joined, the second major difference between the two games takes place. **Bane of the Cosmic Forge** employs the phased combat eschewed by **Eye**. Each character is allowed to choose from a variety of options ranging from different types of attacks to hiding in shadows to making a defensive maneuver to casting a spell. Once all selections are made, a sophisticated combat routine handles the round of combat. Factors far too numerous to list determine who attacks when and how many times, what weapons hit and how much damage they do, how effective spells are and even whether secondary attacks can be made.

Both **Bane's** phased combat and **Eye's** real-time combat have their pluses and minuses, and it is actually just a matter of taste. **Bane's** phased combat seems fairer in some ways, because it assures that each character will perform to the best of his or her capabilities. In **Eye**, sometimes your second and third line characters simply get ignored. While critics of phased combat often cite a lack of realism, **Bane** disputes this by paying close attention to attack speeds and dexterity to insure a true feel and an accuracy as to who attacks when and whom.

Bane boasts a much wider scope than **Eye**. Your characters can come from any one of 11 races and choose from 14 different professions. More doesn't necessarily mean better, and in

some cases, too much choice leads to confusion. Nevertheless, some of **Bane's** character/profession offerings are clever enough to break the mundane mode of two fighters, a thief, a magic user and a partridge in a pear tree!

Bane of the Cosmic Forge also offers six spell books (types of magic) and 462 combinations of spells. The magic system is intricate though very easy to use. Each spell can be augmented by the amount of power behind it; of course, each spell has a cost and the more powerful you make it, the more rapidly your spell points decrease. It's a well-thought out system with as many new spells as old.

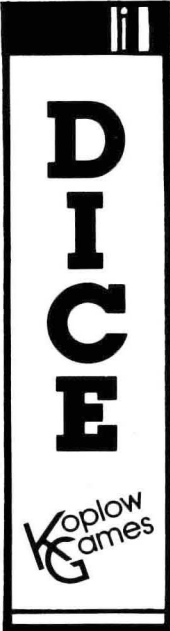
Where magic is important in **Eye of the Beholder**, it isn't as pervasive as it is in **Bane of the Cosmic Forge**. **Bane's** emphasis on magic makes it extremely powerful stuff and if it weren't for the fact that the encounters are well-balanced, the magic in **Bane** might be too strong. As it stands, sometimes your fighters appear insignificant in compari-


son to your spellcasters. However, both have their moments of glory — as does the thief!

Bane uses a unique lock-picking system. Each locked door has from one to four "tumblers," each flashing changing colors (from red to green). Your thief has to time the change, hitting the space bar when all turn green, to unlock the door. Multiple attempts can be made on a lock; however, each unsuccessful try heightens the risk of the lock becoming jammed and impossible to open without the use of a magic spell.

If nimble fingers fail, brawn might work. Any character can attempt to bash the door down, but it's silly to try it with anyone but your strongest party member. A solid line represents the strength of the door, while a moving line indicates the strain being placed against it by your character. When the strain exceeds the strength, hitting a key will knock down the door. However, the longer the character strains, the weaker he becomes. It isn't anywhere near as easy as it sounds.


Ask for the original—





KOPLOW GAMES

“TUBE DICE”



As with *Eye of the Beholder*, *Bane of the Cosmic Forge* requires detailed mapping. However, the floor plans, while not laid out in the boring 20 x 20 fashion of previous versions, are a little more straightforward, at least early on, than in *Eye*. *Bane of the Cosmic Forge* is bound to have many well-earned admirers; the game handles many familiar facets of fantasy roleplaying in interesting new ways. The huge investment in programming time assures the gamer of numerous surprises from beer drinking contests to fascinating exchanges with non-playing characters.

BANE OF THE COSMIC FORGE:
Complexity (moderate); Graphics (3);
Roleplaying (4); Strategy (3); Playability
(5); Sum (4)

COVERT ACTION

Microprose, 180 Lakefront Drive,
Hunt Valley, Maryland 21030, (301)
771-1151.

IBM PC/XT/AT/PS2, Tandy 1000/
3000 & most 100% compatibles; 640K
required for use of VGA Graphics,
Roland or Ad Lib sound boards; 512
required for EGA/CGA graphics and
internal speaker; joystick optional.

Price: \$49.95

Sid Meier, one of gaming software's
most celebrated authors, has done it
again. This time, Mr. Meier puts the
gamer in the role of Max (or Maxine)
Remington, super spy and global trouble
shooter as he or she pursues some of the
most ruthless and ambitious criminals
and terrorists ever to darken a computer
screen. *Covert Action* is one of finest
blends of entertainment, action and
education to be found on store shelves. In

many ways, it's almost like a more
sophisticated, adult version of *Where in
the World is Carmen SanDiego?*.

The President himself has summoned Max Remington to unearth the plots of 26 masterminds, representing the heads of Colombian cartels, organized terrorist groups, South American death squads, the Mafia, and many more criminal alliances that make their way into today's newspaper headlines.

The concept behind *Covert Action*, and one that must be firmly understood to be successful when roleplaying either the male or female secret agent, is that you are investigating a crime about to be committed, not one that has already taken place! You want to disrupt the various key members who are plotting the crime, thereby preventing it from happening.

By designing *Covert Action* in this manner, Microprose and Meier have effectively forced the game to be played as much more than a shoot-em-up arcade

MOBIUS-I

SCIENCE-FICTION GAMING AT ITS BEST

WANTED: Interstellar Overlords, Despots & Emperors

If you're one of the above or would like to be, **MOBIUS-I** is the **PLAY-BY-MAIL** game for you. You too can mercilessly pound enemy colonies into rubble while your slaving hordes of planetary attack forces flame in from orbit! Tired of playing against a computer? Well here's your chance, because you'll be playing against up to 11 other players, as flesh and blood as yourself, and just as anxious to get their hands on your empire as you are to get your hands on theirs. Diplomacy, Grand Strategy, Combat,

intrigue, economics, logistics -- **Mobius-I** has it all. And for just three (countem) 3 dollars we'll send you the 68 page extensively exemplified rulebook and directions on how to join a game. Send \$7.00 and we'll send you the rules to **ALL** of our play-by-mail games, including **STARWEB**, **WORLD-WIDE BATTLEPLAN**, **ILLUMINATI (PBM)**, **HEROIC FANTASY** and many more! **Mention where you saw this add and we'll include a coupon good for 1/2 off on your setup fee. Ask for our free catalog.**

Send to: Flying Buffalo Inc., PO Box 1467 Scottsdale, AZ 85252-1467. If you have Visa or Mastercard you may phone in your order at: (602)-945-6917, or FAX it at: (602)-994-1170. Be sure and include your card's expiration date.

style game. As Max Remington, you'll have to unravel plots and subplots, determine how all of these individual factors fit together on a larger scale, follow leads, make use of sophisticated resources at your disposal and eventually break the case.

Covert Action delivers on its promise of realism. Guns, fragmentation grenades, remote-control bombs, tear gas, electronic bugging devices, wire-tapping, tailing enemy agents, and working with the Israeli Mossad, the British M15, and even the KGB (now that the Cold War has thawed so considerably) are all aspects that add to the variety and authenticity of the product.

The game's scope is huge, covering 3 continents and over 50 major cities. You'll be faced with numerous leads and enough information to give you a start. Your logic and intelligence has to take you from there. For example, if you know that one of your suspects is a member of Red September and was last seen in Libya, it stands to reason that you must fly to Libya, locate Red September's headquarters and apprehend your suspect.

Remember, however, that even terrorist and criminal low-lives have rights. You cannot arrest a suspect without evidence. That's where tailing a suspect, bugging headquarters, placing a wire-tap on his telephones or even breaking into a hideout and locating incriminating evidence comes into play. **Covert Action** handles all of these facets in simplistic yet believable and challenging ways. You actually have to do the wire-tapping, for example, by exchanging microchips on the telephone circuit board to redirect the current. Have the current run to a telephone and you will be rewarded with *information*; have it run to an alarm, and the place will be swarming with vigilant and dangerous guards.

The VGA graphics are very well-done. A number of different graphic types are used, ranging from overhead views of rooms through which your spy will travel to half-screen closeups of Remington, criminals, and associates. Beautifully reproduced continental maps and smooth animation show Remington's chartered plane flying from one location

to another, while detailed overheads of city streets facilitate car chases and/or tails.

Covert Action can be played on a number of different levels, from the simplest setting, Local Disturbance, to the most difficult, Global Crises. The settings make a significant difference in the difficulty of performing the physical actions required in the game. On the Local Disturbance setting, for example, you'll seldom if ever be outgunned by enemy agents (yes, there is combat); on one of the more difficult settings, your reflexes better be finely honed if you hope to survive the blasts from an enemy's Uzi.

The easiest level is highly recommended for beginning play. It gives you a good chance of learning the many intricacies of the game, while still providing a competitive level of play. After solving several cases, you'll want to start increasing the difficulty level to maintain the challenge of the game.

The cases in **Covert Action** are non-linear — an ingenious method of

layering the plots that make up the cases allows for maximum interchangeability. Between the various difficulty levels and the number of cases available, **Covert Action** promises to stay fresh for a long, long time.

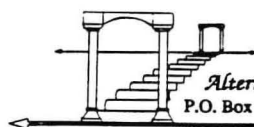
Covert Action overflows with frills that give the game its James Bond-like flavor. Case evaluations and effectiveness ratings, promotions, compiled dossiers, car chases, code breaking, and the admiration of stunning women (or handsome couriers, as the case may be) all contribute to this modern, hi-tech adventure game. Stop smugglers and extortionists, thwart kidnappings, and even uncover double-agents from within your own organization as you roleplay a super-spy in **Covert Action**. Max Remington only has two rules — Rule 1 is "Use your intelligence"; Rule 2 is "If Rule one fails, use your other weapons." Happy hunting!

COVERT ACTION: Complexity (easy to difficult); Graphics (4); Roleplaying (3); Strategy (5); Playability (4); Sum (4)

WarCouncil

One more reason not to set yourself on fire.

WarCouncil is a P.B.M. game set in a unique, highly detailed medieval land. Build castles, misinform the masses, design armies, enlist bizarre creatures, cast very serious spells, train in colleges, infiltrate, and use navies. Pick your country, make your characters. \$8 to start and \$5 turns. Our free information package is very large. Lift with the knees.



(503)-292-1210

Alternative Dimension Enterprises
P.O. Box 91462 • Portland, Oregon 97291-0462



ARMOR DOWN

*a Justifiers RPG adventure
for 4 to 8 Justifiers*

by James Adams

"Armor Down" is a **Justifiers** RPG adventure that was run as a demonstration game at GenCon 1990. A team of 4 to 8 betas is recommended, with individual skills emphasizing combat and social interaction, especially alien cultures and negotiation. While the players will see a lot of combat, if they are the "shoot-anything-that-moves" type, they will not be able to complete the mission without a high loss of life.

BACKGROUND INFORMATION

The characters are justifiers for Enclave Ltd., one of the major corporations controlling the inhabited worlds. As competition between the corporations was growing, Enclave discovered that it needed both the edge in colony sites and a stronger armed force. The former goal was easy; just send the corp's justifiers to as many planets as possible in as short a time as possible. This led to over 16 new worlds being explored, although at the cost of over 70 justifiers.

The second problem was solved by research and development creating a "Jump Tank," an armored vehicle that could be beamed into orbit around a hostile planet and then land on its own, thus supplying armor support to the infantry that land aboard the shuttles. A prototype of the tank, nicknamed "Rockstomper," was built and tested. It performed quite well. It performed so well, in fact, that a TTMS (a rival corporation) strike team was sent to steal the tank for themselves. While the team got in easily enough, they ran into fierce resistance from the Enclave security forces. Running out of time, ammo and

personnel, the survivors hopped into the tank and drove through the nearest operational transmatt station, which was unfortunately set to beam a justifier team to explore a newly discovered world.

Now the corporation has sent the characters to the planet to retrieve the tank. There are a few catches — the characters can't damage the tank, they can't waste any time, and they know next to nothing about the target planet.

GM'S INFORMATION

The planet the tank landed on was no prize to begin with. It is too close to the parent F2 star, and that, coupled with the thick atmosphere, makes the planet something like the swamps of Louisiana, only not as pleasant. Now the tank has been stomping around for a few hours, the crew becoming trigger-happy and really upset at being stuck on god-knows-where in a stupid tank that is running low on ammunition. This has created a rather tense situation, with the slightest noises setting off a barrage of high-explosive, armor-piercing cannon rounds at everything in a 360 degree arc. A lot of trees bear the marks of this assault.

The creatures on this planet are not forgiving. Most are vicious carnivores, each vying for the right to eat the other. The stats and individual descriptions are left to the GM, but all should be big, mean tempered, and decidedly hungry. Something like...

SWAMP RAT

#App	AV	Con	Speed	#Att
	% to strike		Damage	
5	3	60	60	2
	50		2d6+1	

This creature lives on the few dry places on the planet, but can be found throughout the swamps. It resembles a rodent-like creature, except it is the size

of a small pony. It attacks with two front claws. And of course it finds betas a delicacy.

By far the most important creatures on this planet are the aborigines. They are only at the early iron age in social development, so they will naturally be quite nervous when strange metal objects start falling out of the sky. This has been reinforced by a chance encounter with the tank, which the natives mistook to be some sort of strange new animal. The only survivor of this encounter put the fear of god into the rest, so they know the tank is dangerous.

AVERAGE ABORIGINE

STR 90 DEX 75 CON 80 IQ 50
WIS 50 AGL 75 PRE 25
MS 100 BOD 8 RES 14 SPD 30
BASE TO STRIKE: 25%
DAMAGE BONUS: 9 SKILLS:
Hand Weapons (Ancient) 35%
Projectile Weapons (Ancient) 20%
Tracking/Trapping 45%

The statistics given represent the average aborigine as compared to human norms. While the aborigines are ignorant, they are not stupid. Their written language is quite advanced, while their verbal language is slightly more primitive and more literal. The aborigines resemble a cross between a frog, a human and something that crawled out from under a rock. They are all approximately 4 feet tall, bipedal and symmetrical, with three fingers on each hand and two toes on each foot. They have double-jointed arms and legs, are barrel-chested, and have no neck. Their eyes have a thin film over them, and there are gills under their arms. They are amphibious, and any structures found that were built by them have *underwater entrances*.

The aboriginal society is laid out in a hereditary matriarchy, with the eldest

female in a certain family ruling over 100 other families. Each family is made up of between 16 and 128 aborigines, evenly split between male and female. The males are the warriors and the scouts for the tribes, while the females stay home and run things. The males are violent and straight-forward, while the females are more sneaky and Machiavel-
lian.

Technological status is primitive but growing. These people have just hit upon the idea of organized warfare, and are practicing it every chance they get. As a result, weapons technology has recently taken a big leap. While still only in the sword/spear phase, a crossbow-like weapon has recently been perfected and is slowly making its way into the world. The language of these people is easily decoded by the team's translating devices, and while certain concepts such as religion, philosophy and advanced technology will not be translatable, strategy, tactics and conflict will be.

WORLD LOG

System: Beta Draconius 17

World: BD17-2

System Position: 2

Number of Satellites: 0

Gravity: 1.16G

Land Area: 23%

Planetary Conditions:

Length of Day: 16.68 Hours

Atmospheric Density: Thick

General Climate: Tropical

Principal Exports: None
(by % of GNP) Colonial Data:

Number: None

Population: None

Self Sustaining: Not Applicable

Indigenous Life: Yes

Technological Status: Early Iron Age

Population: Unknown

Archaeological Sites: Unknown

THE TANK

The tank is a self-contained combination re-entry/combat vehicle holding a crew of four. The armor of the hull is Carbide x2 (400 BOD) and fitted with small retro rockets and parachutes, allowing the vehicle to land safely on a planet's surface from orbit. The rockets become useless upon landing.

The vehicle has been created with a combination track and ground effect movement system, allowing it to travel over almost any terrain. Its top speed is about 120 KPH (75 MPH) over a smooth, flat surface, and it is powered by a fusion generator that has enough fuel to operate for 60 hours without stopping to refuel. It has a low aerodynamic profile, making it more streamlined and reducing the chances of a hit. Because this is only a test model, the hull is a metallic silver in color, causing it to stand out in most environments. The vehicle is equipped with both electronic and visual sensors, audio enhancers, motion detectors and a proximity alarm keyed to large concentrations of processed metals. This thing is

fairly packed with weaponry. It has the following:

- A quad-mounted Laser Cannon on a turret
- Two side-mounted Recoilless Rifles
- Twelve Anti-Personnel Grenades, mounted on the hull
- Six Machine guns mounted in pop-up turrets
- One hull-mounted mortar

The one thing that the players have to their advantage is that only the machine guns have any ammunition left. To the thieves' great chagrin, the batteries for the laser cannon had been pulled for routine maintenance after a test run, and there was minimal ammunition in the thing, which was mostly used up in the attack on the United Industries shuttle (more on this later). They scraped together additional rounds for the machine guns from their personal weapons, and have managed to equip them with enough for about 100 shots each.

A WRENCH IN THE WORKS

To add to the player's discomfort, they aren't the only people after the tank. A group from the rival corporation, United Industries is also on planet, trying to capture it. They crash-landed on the planet and set out to find the tank. To their complete surprise, the tank found them first and proceeded to blast their shuttle into scrap. Most of the team was wiped out in the first volleys, and the rest scrambled for the swamps. When the smoke cleared and the tank left, they found that their own supplies and transmatt were either damaged or destroyed in the attack. The three survivors, seeing the player characters' shuttle land, have trooped over to the landing site to see if they can somehow take advantage of this new situation. They are hot, tired, low on ammo, and generally not happy here, and as a result have decided on a very sneaky plan to alleviate their situation.

WANTED GAMEMASTERS

Have you ever thought about becoming a professional gamemaster? Have you ever wanted to run a play-by-mail game your way and get paid for it? Schubel & Son, Inc, one of the most successful play-by-mail companies, can get you started fast. Our license fees on our fourteen titles are from \$50.00 to \$400.00 per month. Write to us for all the details.

SCHUBEL & SON, INC.
PO BOX 254476
SACRAMENTO CA 95865-4476

PLAY OF THE GAME TOUCHDOWN

After a quick briefing by the corporation, the characters are sent in a shuttle to the planet. The sensors on the shuttle can trace the path of the tank's descent easily, and within an hour, a suitable landing site can be found. The pilot has to roll against his Pilot Aircraft/Submersible to land safely, otherwise the shuttle ends up in the swampy muck surrounding the low, relatively dry hillock where the tank landed.

Once down, the characters can either go off after the tank (the swamp is only knee to waist deep) or assemble one of their vehicles. If they go off, skip ahead to the next section. If they try to assemble a vehicle, use the rules in the **Justifiers** RPG book. The shortest amount of time a vehicle can be assembled in is 4 hours (the ATV Car). (By the way, the weight of the car ensures that it will be mired the second it leaves the landing site. Anyone making a successful geology skill roll will be able to figure this out.) Since all vehicles must be assembled outside the shuttle, have the characters get interrupted by creatures every 30 seconds or so, ranging from bird-like creatures who are simply returning to their nests, to curious bands of aborigines coming to see what is going on, to voracious swamp things that want the characters as their next meal. After two hours, the other team should make an appearance at the characters' shuttle.

WE WERE HERE FIRST, MONKEY BOY!

If you have been running the game right, the characters should now be utterly paranoid about this planet. Therefore, it will come as a great shock to them when a truce flag is waved from the surrounding foliage.

Two of the three surviving members of the United Industries team (Delila and Riff-Raff) approach the characters, surrendering in the hope of getting off this rock. This is actually a trap. Saladia, the planetary scientist and third survivor, has concealed herself in the surrounding

foliage and is waiting for the characters to leave. The other two will relate the horrors of this planet, the near constant attacks, the horrifying beasts, the hostile natives, "Oh boo-hoo please, oh please, let us join you!" (Ham it up.) They will insist on using the heaviest weapons, on looking under every bush and behind every tree, and will not take point for all the gold on the planet. Their goal is to get all the players out of the shuttle and off after the tank.

Basically, when the United shuttle was destroyed by the tank, the

portable transmatt to the United base was slightly damaged. The three survivors figured that if they were going to get off this rock and back to their own corp, they needed to get the necessary parts to repair their transmatt from the PC's transmatt. Then can fix their's and take off for their own base while leaving the PCs stranded (which they find infinitely preferable to being stranded themselves). The plan is for Saladia to wait in the underbrush while the other two join the team to get everybody pursuing the tank. While the PCs are gone, Saladia will break into the tank (using explosives if necessary), grab what she needs out of the PCs' transmatt, get copies of all the information in the shuttle's data banks, and rush back to her own shuttle and fix the United transmatt. After about two or three hours, Delila and Riff-Raff will desert the team (resorting to gunfire if noticed) and link up with her at the United transmatt, then all three hop in and go home.

SALADIA

Mantis-Beta

First Lieutenant

Planetary Scientist

STR 85 DEX 45 CON 35 IQ 75
WIS 35 AGL 65 PRE 45
MS 120 BOD 13 RES 22 SPD 51
BASE TO STRIKE: 15%

DAMAGE BONUS 9 Skills:

(Career and Basic skills are all at average levels)

Hand To Hand Combat	20%
Projectile Weapons (Hand)	25%
Demolitions	25%

Weapons:

Survival Knife
Lt. Pistol (4 Clips)
Enough plastic explosives to get into the PCs' shuttle.

DELILA

Fox-Beta

Private First Class Scout

STR 35 DEX 90 CON 50 IQ 40
WIS 75 AGL 105 PRE 85
MS 120 BOD 10 RES 16 SPD 60
BASE TO STRIKE: 30%

DAMAGE BONUS 4

Skills:

(Career and Basic skills are all at average levels)

Projectile Weapons (Hand)	30%
Beam Weapons	25%
Tracking	35%

Weapons:

Survival Knife
Sub-machine Gun (3 Clips)
Laser Pistol (1 Clip)

RIFF-RAFF

Rhino-Beta Private Security

STR 130 DEX 65 CON 100 IQ 15
WIS 45 AGL 55 PRE 25
MS 60 BOD 10 RES 18 SPD 32
BASE TO STRIKE: 22%

DAMAGE BONUS 13

Skills:

(Career and Basic skills are all at average levels.)

Projectile Weapons (Rifles & Shotguns)	20%
Beam Weapons	20%

Weapons:

Survival Knife
Hvy. Pistol (2 Clips)
Assault Rifle (3 Clips)
Plaser (1 Clip)

All three of these people are sneaky, underhanded and not terribly honest. The only thing they want is to get off this planet right now. The tank can rot for all they care. To this end, they will say whatever they think the player characters

Enter The World of Zolanzea Fantasy Play-By-Mail

- * Create your own characters
- * 7 possible character races
- * 6 possible character classes
- * 5 known territories
- * Over 100 known monsters
- * Full diplomacy
- * Free newsletter
- * Hundreds of magic items
- * Use & create magic
- * Find magnificent treasure
- * Solve riddles
- * Battle in the Arena
- * Detailed maps of Zolanzea

Learn How to Play FREE!

Send SASE for FREE brochure

GEOMETRIC PROGRESSIONS

16 Thomas Circle, Southampton, MA 01073

want to hear. Under no circumstances will Delila or Riff-Raff lead the team to the wreck of the United shuttle, saying that there is literally nothing left but scrap metal and the sooner they get the tank, the sooner they can leave, so let's go now! If the team insists on going to the United shuttle, Delila and Riff-Raff will lose their cool and open fire, falling back to the swamp. Saladia will stay hidden, and the plan will be amended so that the other two will lead any pursuers on a merry chase through the swamps while she tries to accomplish her mission. All three will fight to the bitter end, knowing that corporate prisoners are not treated too well.

GET IT OFF ME!

By now the characters have either ended negotiations with the United personnel (or are patting down the earth of three shallow graves) and are off in pursuit of the renegade tank. The path is easy enough to follow; there is a wide swath of shattered trees, torn-up swamp and bullet-ridden bodies that practically point the way.

The characters follow the trail a little over six kilometers until they arrive at a natural, wide clearing in the swamp. To call it a clearing is a misnomer, though; it is little more than a wide marshy area where no trees grow. The path of the tank cuts straight through, re-entering the trees on the other side. Any character with Danger Sense will feel that the clearing is best left alone.

If the characters skirt the clearing, they will skip right past this encounter. If not, they run smack into trouble. A Multi-Tentacular Swamp Horror rears up and grabs d6 characters in its tentacles. Determine who is grabbed at random.

MULTI-TENTACULAR SWAMP HORROR

#App	AV	Con	Speed	#Att	%
to strike	Damage				
1	7	250	85	10	55

Spec.

On a successful hit, the creature has gotten a solid hold on a character with a tentacle — it will attempt to hold them under the water until they drown (a character takes d10 damage each round that they are without air). Each tentacle has 25 CON that is counted separately from the main body, and the creature will continue to attack until it is down to two tentacles. If a character dies while under water, the creature will submerge and swim off, dragging its catch behind it to its lair, where the corpse will be eaten.

STOP LITTERING OUR PLANET

About three kilometers past the clearing, the characters are surprised to see a group of ten aborigines standing in the middle of the path. They are taking no hostile action, just waiting, evidently for the characters. They are dressed as primitives and

armed with pseudo-spears, swords and the like, and all are very nervous about meeting their gods. The feeling will be lessened by any damage the characters exhibit, such as open wounds or bandages. The more chewed-up the team appears, the faster the realization by the natives that these aren't gods, but rather mortal beings like themselves. If the characters attack, the thirty other natives camouflaged in the surrounding trees will open fire with their crossbows and spears. The small group will disappear, and the characters will be harried by small sniping attacks for the rest of the adventure as the natives try to get rid of these foreigners to their planet.

If the characters try to talk, their translators will need about a half hour before coherent communication can be started. The natives will tell the characters that they are tired of the strangers stomping around their swamps and shooting up their trees. They want all parties off their planet. Now. To this end, they will provide the characters with a native pathfinder who will lead them to where the tank is currently parked. The natives tell the characters that they will help them find the tank and lead them back to the shuttle, but everyone has to leave then. If the team presses, the leader will provide up to six aborigines as supplemental troops, but the team has to give them weapons on par with the team's own and show the natives how to use them. This is the only way that the troops will be allowed to assist the team.

If the characters refuse the natives' help, then they have to take the hard way to the tank. They will encounter something large and nasty every d100 minutes, and it will take them six hours (360 minutes) to track down the tank, battling all the way. They will be shadowed by natives all the while, who will quickly snap up any dropped equipment.

If the characters accept and arm the native troops, they will have less problems with combat and finding the tank. The natives will be under orders from the matriarch to watch the team carefully to see how the weapons work. At the first chance, they get (preferably during combat) most of the troops will desert, leaving only two natives who

Have You Missed Something?

The following back issues of WHITE WOLF Magazine are still available, though some of the older ones are getting pretty scarce. There are a lot of great articles in these older issues and this may be the last chance for you to add these issues to your WHITE WOLF collection. Those issues which are not listed are now out of print.

WHITE WOLF Magazine #5

"The Messenger" character class, new magic items, "The Bane" presents new monsters for fantasy campaigns, "The Royal City of Pendrane: III", plus regular columns.

WHITE WOLF Magazine #6

"Breezy Town" a fantasy adventure, "How to Attract Gamers" to help round out your gaming group, "The Royal City of Pendrane: IV", regular columns and current Art Director Richard Thomas' first cover.

WHITE WOLF Magazine #7

"Skills for Sale" for fantasy games, "The Royal City of Pendrane: V", numerous reviews, and regular columns.

WHITE WOLF Magazine #9

(Robert E. Howard Issue), "The Moon of Skulls" part 1, "Gads of Golems" for fantasy campaigns, "The Useless Mechs" for Battletech, "The Sylvan Gate" a fantasy adventure, "Gaming on Jorune."

WHITE WOLF Magazine #10

(SF & PBM Issue), "Buy Jupiter" by Isaac Asimov, "The Moon of Skulls" part 2, "Building a Better Mech" for Battletech, "Grislick Mountain" a fantasy adventure, "Nutz & Voltz" a complete SF RPG, and "Segment Jorune."

WHITE WOLF Magazine #11

(Fantasy Issue), "A Worm's Price" a fantasy adventure in an Oriental setting, "Peril at Stopover" for Warhammer Fantasy Roleplay, the conclusion of "The Moon of Skulls" by Robert E. Howard, "Segment Jorune", "The Order of Hermes" for Ars Magica, plus several new magic spells.

WHITE WOLF Magazine #12

(Halloween Issue), "The Knocking Box" for Call of Cthulhu, "Burglary" a fantasy adventure, "Segment Jorune", "Tayl of the Black Unicorn" an excellent fantasy short story, and more.

WHITE WOLF Magazine #13

(Review Issue), "The City of Westgate" for fantasy campaigns, "The Limits of Magic" for Ars Magica, part one of "Demon Killer," "The Cloud Abode" a fantasy adventure, plus several reviews and the first appearance of "The Silicon Dungeon."

WHITE WOLF Magazine #14

(Superhero Issue), "Automated Champions" for Champions, "A New Experience" for V&V, "Devil on the Moon" for Enforcers, "The Fate of the Grog" for Ars Magica, "Something's Rotting in Dankmart" a fantasy adventure, "Protecting the Shield" for Rolemaster, part two of "Demon Killer," "Segment Jorune," and new magic items.

WHITE WOLF Magazine #15

(SF Issue), "Let the Dice Decide" for Star Wars RPG, "Life's a Beach" for Expendables, "Cammarata's Irregulars" for High Colonies, "The Turzig Jousts" for Manhunter, "Segment Jorune," "The White Horse" a fantasy adventure, "Demon Killer" part 3, and "Skill Mastery" for Ars Magica.

WHITE WOLF Magazine #16

(PBM issue), a huge list of PBM games currently on the market plus reviews of several more, "The Cults of Yelm" for Runequest, "The Search for Mabar" a fantasy adventure, "The Houses of Hermes" for Ars Magica, "Demon Killer" part 4, plus "Segment Jorune" and other regular columns.

WHITE WOLF Magazine #17

(Fantasy Issue), "Riches in Plenty" a fantasy adventure, "Mordag's Little Finger" for GURPS, "Night of the Faeries," for Ars Magica, new spells for Warhammer FRP, reviews of 2nd edition AD&D and Shadowrun, and "Demon Killer" part 5.

WHITE WOLF Magazine #19

(Alternate Fantasy Worlds Issue), "Underworld" fantasy adventure in Talislanta, "The Minotaurs of Northplains" for City-State of the Invincible Overlord, "Wizard Archetypes" for Ars Magica, "Into the Heart of Darkness" a fantasy adventure, "Charms of Kulthea" for Shadow World, and "Demon Killer" part 7.

WHITE WOLF Magazine #20

(Superhero Issue), "Do it With Mirrors" adventure for DC Heroes, "The Cult of Lodril" for Runequest, "Splendors of the Past" a fantasy adventure, "Expanding Skills in Enforcers" for Enforcers, the final installment of "Demon Killer," and many reviews.

WHITE WOLF Magazine #21

(Torg & PBM Issue), "The Final Countdown" a Torg adventure, "Shadowrun Archetypes" for Shadowrun, "Troupe Style Role-Playing" for any game system, "Seigeshire" a fantasy adventure, and many reviews.

WHITE WOLF Magazine #22

(Fantasy Issue), "Class Reunion" a fantasy adventure, "Classical Magic" for AD&D, "The Scorpion Queen Bagog" for Runequest, "The Golden Ship" adventure for Ars Magica, and new magic spells.

WHITE WOLF Magazine #23

(Horror Issue), "Giving the Devil his Due" for any fantasy system, "Shadowrun Novice Archetypes" for Shadowrun, "The Key and the Gate" for Call of Cthulhu, "Drough at Dirty Ermsies" for Age of Ruin, "Reign Storm" a fantasy adventure, and many reviews.

WHITE WOLF Magazine #24

(3rd Anniversary Issue), "Rat's Den" for Shadowrun, "Tomes of the Three Witches" for Quest of the Ancients, "In the News Tonight" for Torg, "In the Shadow of the Magi" for Ars Magica, "Charmed I'm Sure" for Warhammer FRP, and new magic items for AD&D, plus many more reviews.

Each back issue costs \$2 per magazine. Please add \$3 shipping and handling for your entire order. Send a check or money order to:



White Wolf
1298 Winter Place
Anniston, AL 36201

Make sure you don't miss a single issue in your collection. Subscribe now, for just \$22 for 12 issues, a savings of \$20 over the regular cover price. Join the pack and have every issue of WHITE WOLF Magazine delivered to your door.

claim that they were attacked and dragged into the swamp by monsters. The deserters will deliver the weapons to the native city 12 kilometers distant at once, while the remaining two will continue to keep an eye on the team. The trip to the tank will take about an hour, rapidly progressing as the guides lead them safely through the trees. There will be no creature encounters, but the rest of the natives will still shadow the team.

Eventually, they reach a cul-de-sac in the swamp.

EXCUSE ME, COULD I BORROW A CUP OF AMMUNITION?

The tank is there, mired in some rather thick vegetation. The characters can hear the engines straining to free the tank, but not making much progress. There is evidence that a small war took place in this area, as attested to by the bullet-ridden corpse of a Swamp Horror.

If the characters try a frontal assault, hit them with the machine guns. Give the characters the idea that the people inside the tank are just playing with them, not even bringing the big guns to bear.

If anyone asks, no, they don't have sufficient weaponry to breach the hull of the tank. The only way to get it back is to talk the thieves into surrendering.

The thieves will surrender only if a few conditions are met (and they aren't telling what they are).

- 1) Transport off the planet.
- 2) Immunity from prosecution.
- 3) Reparation back to their own corporation (TTMS).
- 4) Failing the last two, transport to a beta colony world and one million C's.

The characters can say whatever they want. Only the first three (or numbers one and four) will get any response. Give the characters the idea that the thieves are sitting in the tank, sipping tea, playing with the characters who are slogging around in the swamps.

Eventually, the characters will figure out what the thieves want. If they agree, the thieves will open the tank, sidearms at the ready for any signs of treachery

(they may be crooks, but they aren't stupid). If the characters play fair, so will the thieves. If not, the players will have to wait about 60 hours until the fusion cell runs dry and the tank is out of ammo. Then they have to haul it back to the shuttle by hand. It is either during combat or negotiations that Delila and Riff-Raff (if they are with the team and still alive) desert the team and head for their rendezvous.

SOMEBODY'S BEEN RAIDING MY ARMORY

The characters should notice the two United people are missing once they have secured the tank. Any native guides with them will tell the team that the two went running off into the swamp, in that direction (pick one). It is up to the characters to decide what to do.

The natives are keeping a close eye on events. Things have been turning ugly on their planet and they are pretty sure that it is their visitors' fault. To this end, they will escort the player characters to their shuttle and nowhere else, telling them that it's been fun, now get out.

If the team pursues the two United people, they will lose the trail after a short while. No amount of tracking skill will help, as the two took a short cut across a shallow lake, then split up in the middle to take separate routes home. The team has no choice but to go back to their own shuttle. Once there, the natives will leave and the characters will realize that something is very wrong. Perhaps the big hole in their shuttle has something to do with it (yes, Saladia had to blast).

The only thing wrong with the shuttle (besides the hole) is that someone has taken some key parts from the transmatt, without which the device is inoperable. If anyone searches the area while the others are assessing the damage, they will discover a path leading into the swamp from the landing site. It can easily be followed, but it leads through a dense part of the swamp where the tank cannot pass.

By the way, the thieves will find the entire situation hilarious. They refuse to help the characters find the United

people, stating that it's the characters' problem, and besides, they're prisoners. If pressed into service, they will reluctantly agree,

but will betray the PCs to the United personnel at the first opportunity, whom they will strike a quick and dirty alliance with (i.e. return us to TTMS, and we will give United a copy of everything we know about the tank.) The thieves have only basic combat skills (they are basically only tankers or armored vehicle operators.)

STANDOFF

If the PCs follow the path, the first item they will come across is the wreck of the United shuttle. It is in better condition than the players were led to believe, with only moderate battle damage. Riff-Raff and Delila are in concealed positions in the underbrush near the shuttle, both armed with a good chunk of the weapons from the shuttle's armory. (Use the list of weapons carried in the shuttle in the Justifiers RPG game book.) Their orders from Saladia are to hold up pursuers until she gets the transmatt set up. When it is ready, she will call for them to fall back to the transmatt, then all three will jump back to the United corp base they came from.

If given the opportunity, this is where the thieves will betray the PCs.

If the characters defeat the two snipers, they can follow the trail to find Saladia just hopping into the working transmatt. Even the stupidest character will realize that it would be a bad idea to follow her to the United base, as they would be captured in no time flat. As the characters are discussing their options or starting to disassemble the United transmatt to loot it for parts, the natives attack.

Tired of not being listened to, the natives have declared a guerilla war on the PCs. Until the characters leave, they will be subjected to the largest sniping barrage they have ever encountered. The natives will never be directly seen, and all the characters have to go on are scattered noises in the swamp. This will continue until the PCs leave.

YOU'RE TRACKING UP MY TRANSMATT STATION

Eventually, the team will get home. They are debriefed by corporate personnel, the United people (if captured and hauled along) are interrogated and traded back to their corp for some of Enclave's people, and the thieves get away. Give the characters 300 experience and 10,000 C's for the mission. If they used a minimum of firepower and negotiated, double or even triple the amount. On the other hand, if they lost the tank, got shot up and generally made a mess of things, feel free to give them minimal awards.

As for the planet, things will never be the same. The natives saw the characters zipping through the transmatt, so they have the idea that it is some kind of magic portal and will keep a close eye on it. They have easily gained access to the characters' abandoned shuttle and, like the average curious savage, have been busy screwing around with the abandoned equipment. While they will not be able to use most of it, the aborigine leaders will realize that it is much more powerful than their own weapons and equipment, and that they will have

no chance in a stand-up conflict. Future missions to this planet will have to deal with native snipers and booby traps instead of actual combat.

FOLLOW-UP ADVENTURES

BD17-2 can be used for future adventures. Based on the actions of the characters, their reception will either be vaguely warm to downright hostile.

The natives are organized into clans, and most clans hate each other. The PCs could get involved in a war for the corporation, acting as military advisors to one clan in exchange for mining rights to the conquered clan's territory. Bear in mind that the Ancients have crawled all over this part of the galaxy. Perhaps aboriginal legends tell of a ruined temple of a spacefaring race that the corporation could order the PCs to find.

Then of course, there is the ever popular clan intrigue to deal with. The corporation could send the PCs to act as diplomatic liaisons (being the only creatures with experience of the planet) and the characters are instantly embroiled in local politics. It's a big planet and anything can happen.

WANTED: CHILL MASTER

Full-time/Salary + Expenses

Mayfair Games is looking for an outgoing, creative, responsible individual who is an experienced Chill Master. This person will be running the Chill RPG at conventions around the nation. Must be articulate and able to represent Mayfair to the public. Also will be expected to call on retailers as part of the promotion program.

Please send resume and brief introductory adventure ideas to:

Karen Forbes
Mayfair Games, Inc.
P.O. Box 48539
Niles, IL 60648

NO phone calls will be accepted.

V A M P I R E TM

A ROLEPLAYING
GAME OF PERSONAL
H O R R O R

White Wolf
4153 Indian Manor Dr.
Stone Mountain,
Georgia 30080



The next issue of WWM is our always anticipated Fantasy Issue. We have quite an assortment of exciting material for you, including:

1. Our **Torg** adventure for this issue is set in the realm of Asyle. A villain has managed to discover a way to impress a spell on computer chips and he intends to use this new technology to further his own ends. Can the Storm Knights stop him?

2. The solo adventure, "Tarepo's Troubles," so rudely cut from this issue, has been delayed until the Fantasy Issue. Warm up your page-flipping fingers to help this capable thief escape from a magical tower.

3. An assortment of new spells for the fantasy half of FASA's **Shadowrun** will also grace these pages. Mages and shamans will have entirely new possibilities opened up for their exploitation.

4. "The Wolfing of Hurst" is an adventure for the highly-rated **Legendary Lives** and is written by the designers of the game. What happens when a ruler brings a desperate secret to the attention of the characters?

5. Our Feature Review section will work double-time, as we expand our coverage to look at a pair of the biggest new games for the summer, **Amber** from R. Talsorian Games and **Vampire** from White Wolf. With an ever-expanding Capsule Review section, WWM is continuing to prove itself the place to look for timely reviews.

6. We will also inaugurate a new special column, "The Game Crafters," where we invite famous game designers in the industry to explain how they go about creating games and what they try to accomplish with their designs. Don't miss a single installment.

7. Plus, we launch a new contest. Top Ten lists are appearing all over the place these days, so why not one related to gaming? The Top Ten things not to do when attacking a dragon? Programming a robot?

8. And, of course, our regular goodies will appear. Tabletop News, Silicon Dungeon, and the first detailed information about our wolf pack, the 35 Pack.



SOVEREIGNTY™ A GAME OF CONTEMPORARY GEOPOLITICAL CONFRONTATIONS



In this game of military, economic, and political intrigue, you are the leader of a Region in today's world. As leader you will attempt to secure your Region's objectives in the ever-changing international arena utilizing a host of military and economic options. The game features:

* **ECONOMIC ACTIVITIES** which include nuclear power production, taxation, meeting urban needs, using cargo ships and fishing trawlers, making internal improvements, processing certain goods in industrial centers, establishing global trade and creating markets which add to the wealth of your Region.

* **POLITICAL DECISIONS** concerning U.N. resolutions, negotiating with Capitalist, Communist, and Non-aligned Regions, coping with terrorism, guerilla movements, or insurgents, forging alliances, and engaging in endless plots and schemes with or against other Regions to achieve your objectives.

* **MILITARY OPTIONS** such as creating Infantry, Mechanized Infantry, Armored units, Airborne, Airmobile Infantry, Artillery, Missiles, Tactical and Strategic Aircraft, Submarines, Aircraft Carriers, Major and Minor Surface Warships, Transports, Headquarters, Bases, Nuclear and Chemical Weapons, and using these units to engage in a wide variety of military operations as you pursue your Region's objectives.

* **NO TURN FEES** are paid since each player mails his monthly turns directly to all other players in the game. Inherent in the game is a unique self-policing system which provides for elected positions and enables the players themselves to perform the tasks normally handled by a moderator.

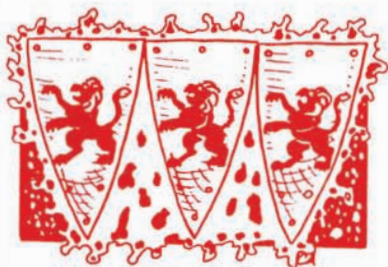
* **16 PLAYERS PER GAME** are assembled by us for each game. You will be provided with start-up instructions, the names, addresses, and Regions of the players in your game.

* **A 100 PAGE RULE BOOK** filled with thoroughly play-tested rules, examples of play, charts, visual aids, and two 22"x 28" geomorphic SOVEREIGNTY maps of the Eastern and Western hemispheres will be mailed to you.

* **SOVEREIGNTY** is the product of 7 years of research, writing, and play-testing which has produced an affordable, richly detailed, playable and challenging gaming experience for the player interested in all aspects of contemporary international relations. The game, maps, start-up instructions, and placement are now available for \$28.00. If you wish for more information on how to become involved in a game as riveting as today's headlines, write to:

SILVIUS and BERCHTOLD, Dept. W, 111 OLD DERRY RD., LONDONDERRY, NH 03053.

If You Always Loved Combat The Best...



Shield Wall

When played face down in front of your party, no weapon attacks (except missiles) can affect anyone in the front rank unless a number greater than the damage listed on the card is rolled. The card is removed if any character in the front rank attacks or dies.



5



Axe

5

Take The Challenge

A game of fantasy adventurers in a battle for the ultimate prize — their lives!

The Challenge is an innovative card game of deadly combat and formidable magics. Action is fast paced and tension-filled as characters exchange blows, fire spells, and even attempt to backstab. It is the fantasy battle at its best.

More than simply hack and slash, strategy is the key to victory, with cunning and skill playing a central role in your success. Game play is an exercise in diplomacy and subterfuge, as

treaties and trickery can make all the difference between victory and defeat.

While **The Challenge** is easy to learn (start playing in less than 15 minutes), it has a depth far beyond that of the typical card game. With its excitement filled, strategy oriented, full-throttled action, **The Challenge** is sure to become a classic. If you always loved combat the best... take **The Challenge**.

Coming this summer:

Dark Foe™, the expansion set of evil enemies and powerful racial specialties for **The Challenge**™

WHITEWOLF

A Renaissance in Games

4153 Indian Manor Drive
Stone Mountain, GA 30083

For 2 to 6 players, playable in under an hour.

Contents:

- Thirty full color character cards
- 54 card action deck
- 54 card mystic deck
- One six sided die
- Basic game and Expansion rules

LR1101

ON SALE THIS SUMMER!

VIRTUAL REALITIES

A SHADOWRUN SOURCEBOOK

The complete guide to decking in the matrix!
VIRTUAL REALITIES features new, revised, & expanded rules,
16 pages of full-color computer graphics & a
novella-length fiction piece set entirely in the matrix!



FASA
CORPORATION

EXCLUSIVE UK DISTRIBUTORS—**chart** STATION ROAD • EAST PRESTON • LITTLEHAMPTON • WEST SUSSEX • BN16 3AG

SHADOWRUN™ is a Trademark of FASA Corporation. VIRTUAL REALITIES is a Trademark of FASA Corporation. Copyright © 1991 FASA Corporation. All Rights Reserved.