WHITE DWARF

THE SCIENCE FICTION & FANTASY GAMES AND MINIATURES MAGAZINE

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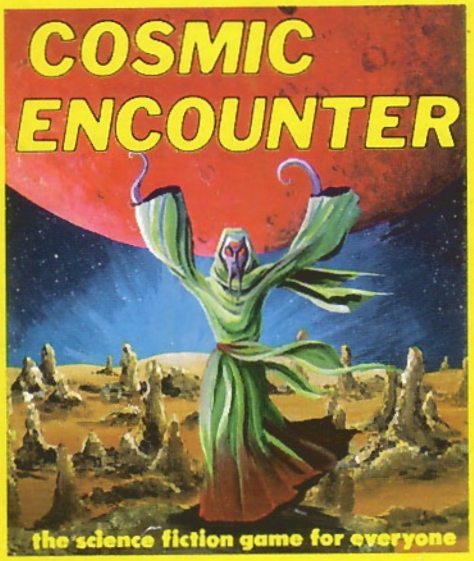
THIS IS, OF COURSE, IMPOSSIBLE
Time Travel in AD&D

WEED WAR
Traveller Scenario

FUTURE PASTIMES - TODAY



In **Cosmic Encounter** you become one of 15 Aliens — challenged to think like an Alien and respond to other Aliens, each with a **unique power**. You start on a home planet system and expand toward universal dominance.

Other alien intelligences stand in the way. Some might become your allies, and with others you can make beneficial deals. But some will oppose you with all the strength of their mysterious powers.

To aid you in this quest, you will have your own unique, special power. How cleverly you use it in each encounter will shape your cosmic destiny.

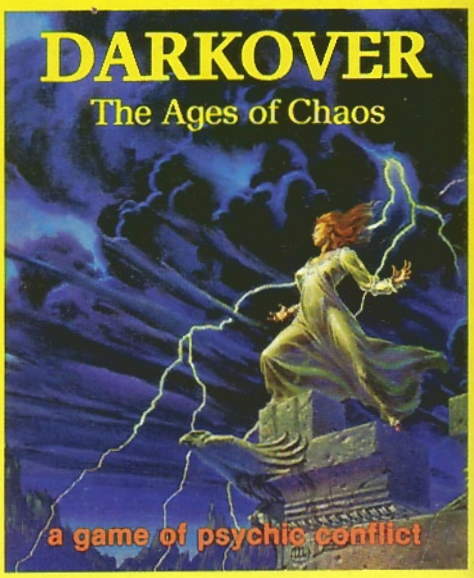
The countless Alien combination make each game an entirely new experience. Shifting alliances and fast-paced action keeps everyone intently involved.

Be warned: This is a highly social game. You won't want to put it back in the box.

Expansion Set 1: Contains pieces for a fifth player and 10 new Aliens.
Expansion Set 2: Contains pieces for a sixth player and 10 new Aliens.
Expansion Set 3: Contains nine new cards and 15 new Aliens.
Expansion Set 4: Contains 50 Flares and rules for 7 and 8-player games.
Expansion Set 5: Contains 100 Moons (especially enhancing 2-player games).

Expansion Set 6: Contains 10 new Aliens and the Cosmic Economy — Lucre!
Expansion Set 7: Contains 14 new Aliens

• For 2, 3, or 4 players. • Short, clear rules • Average game, 45 minutes



On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet in this game based on the best-selling novels of *Marion Zimmer Bradley.*

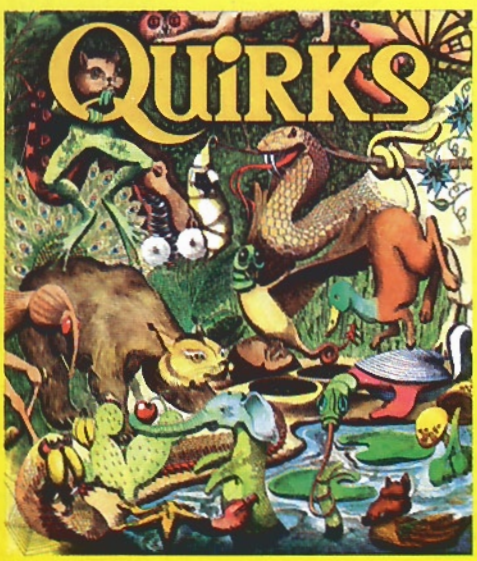
In **Darkover**, players compete in fierce psychic struggles, and seek revenge by hurling deadly forces from the Overworld to destroy their enemies.

Daring strategies and unique psychic gifts lead to quick reversals of fortune, and players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

The mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players' secret desires. But mounting tensions are suddenly resolved in outbursts of laughter.

Darkover is both true to the spirit and text of Ms. Bradley's novels, and a new, exciting game on its own merits.

• For 2, 3, or 4 players • Short, clear rules • Average game, 1 hour



QUiRKS are hilarious-looking plants and animals you will create in this game of unnatural selection. Can you adapt yours to prevail in the rapidly shifting environments?

Icy forests, dry plains, sweltering deserts, steaming jungles, and oceans will test your **QUiRKS'** ability to survive. Traits valuable in one setting may be useless in another. New creatures constantly threaten to displace older, dominant ones.

Versality, bluff, luck and thoughtful strategy are required for your **QUiRKS** to thrive (and to force your opponents' into extinction).

Based on simple evolutionary principles, this game of humor and sudden upset appeals to young and old alike. Full color graphics on the 108 traits provide thousands of possible creations — making it interesting and fun for everyone. The strategic timing and balance make it a challenge for the most dedicated gamer.

Special solitaire rules provide an exciting 1-player game.

Simplified children's rules (7 to 11 years) provide a quick but stimulating introduction.

Expansion Set 1: Contains 36 new plant and animal traits and new climate ratings.
Expansion Set 2: Contains 36 new plant and animal traits and new climate ratings.

• For 1, 2, 3, or 4 players • Short, clear rules • Average game, 45 minutes

Cosmic Encounter, Darkover and Quirks are distributed in the UK by Games Workshop Ltd and are available in all good games and hobby shops.

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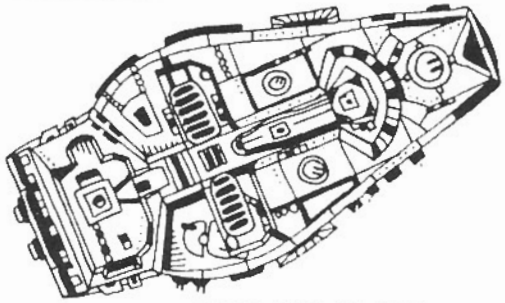

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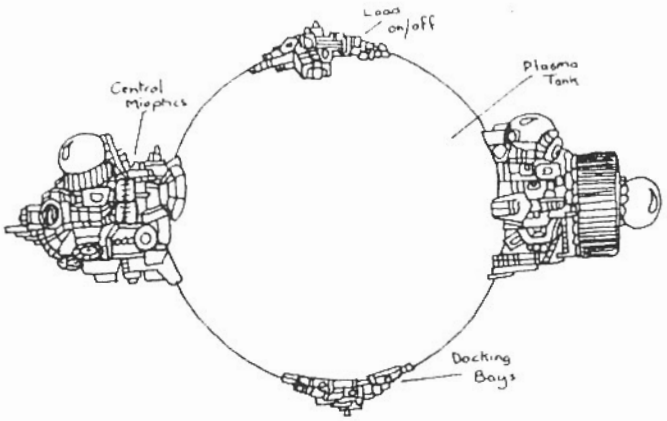

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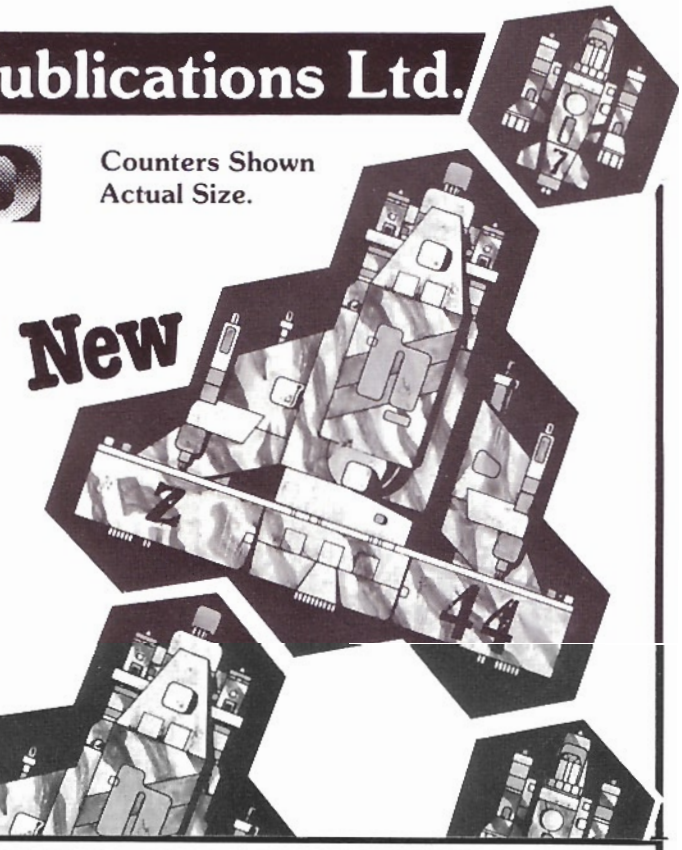

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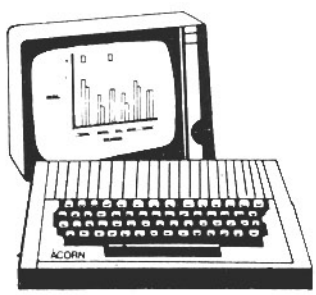

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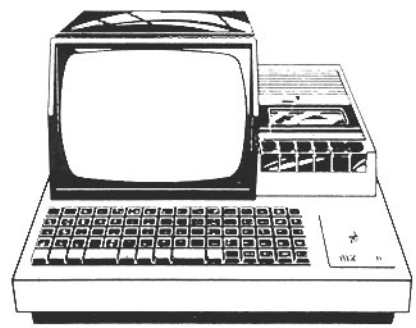

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Issue No 29

Feb/Mar 1982

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One of the most asked questions I receive about *White Dwarf* is why is it called *White Dwarf*?

Well, here is the original thought process which occurred in May 1977 prior to the publication of the first issue.

A magazine was to be published which would feature fantasy and science fiction games. Therefore, the name had to reflect both those topics. A dwarf is a well-known fantasy character, and a white dwarf is a small, high density star. And that's all there is to it. Simple really when you think about it.

Last issue I asked readers to suggest themes for future role-playing games. Well, this generated an all time low in number of responses. Therefore I can only assume that most people are happy with what they have got. But just for the record, the most popular suggested theme was Private Eyes.

Ian Livingstone

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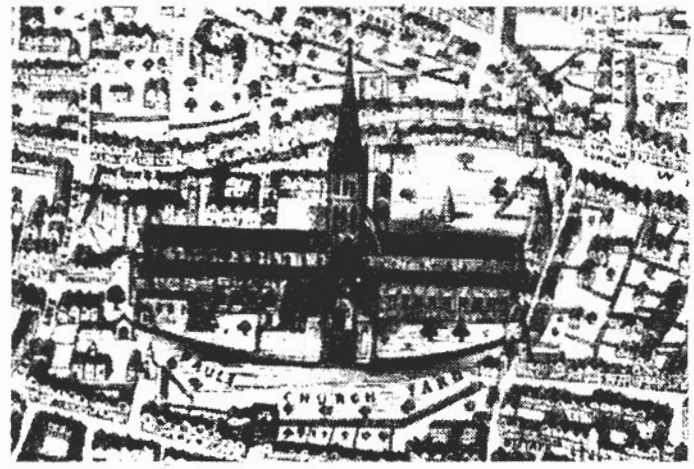
Designing a Quasi-Medieval Society for D&D

by Paul Vernon



PART I: THE ECONOMY ~ WORKERS AND CRAFTSMEN

The best players of *D&D* (or any other medieval FRP variant) are those who most skilfully and consistently manipulate any given situation to their best advantage. To be manipulated, a situation must be understood to some extent, and to be understandable it *must* have some degree of internal consistency.

It will be the aim of this series to give some guidance about the design of reasonable urban areas; areas with NPCs who seem to have lives of their own to lead, and don't just magically animate when characters appear. To be credible, an NPC must conform to one's expectations of what he claims to be (unless he isn't what he claims to be), as indeed must the urban area as a whole. How much money an NPC has coming in will dictate his dress, type of dwelling, affordable pleasures, how much he has saved for an enterprising thief to relieve him of, etc. It can also be a useful guide to age and hit dice/points. This isn't to say that the dashing young prince shouldn't be up to his eyeballs at the money-lender's, or that the unassuming stableboy shouldn't really be the deft-assassin-who-bumped-off-the-Baron waiting for the heat to cool, but these should be the exceptions to the norm.

Economics and the Ale Standard

It is essential, therefore, that any 'realistic' urban area be firmly rooted in a consistent monetary system. Unfortunately, in *AD&D* socio-economics is not a strong point, due largely to the vagueness surrounding the true value of gps.

To cite but one example — by the time the sun is sinking, you would expect the bearer who has manfully carried your pack all day to have built up a raging thirst, quenchable only by a couple of pints. Unfortunately for the bearer, two pints of small beer would leave him nothing out of the 1sp that the *Dungeon Master's Guide* says he should be paid for the day; in fact he is expected to provide his own food and board from this as well!!! With wages as depressed as this, your bearer is likely to slip away with your pack and join Robin Hood's Merry Men at the first opportunity!

To resolve this and similar anomalies, a financial yardstick is needed to base a consistent economy on, and so we come to the *Ale Standard*. Although it's difficult to gauge how much plate-mail would cost these days, beer is simplicity itself. The *PHB* price for a pint of small beer is 5cp, while at the local you'd pay about 50p. This works out rather nicely to 1cp = 10p, 1sp = £1, 1gp = £20, 1pp = £100.

This fits in quite well with the prices in the *PHB*, which is all to the good as they are too widely used to change to any extent. There are still some anomalies — chickens seem cheap at 30p, and at £240, lanterns seem very pricy, for example — but there is nothing too outrageous. (Remember that the *D&D* economy *is* an inflationary one — gold is cheap.) If you keep the *Ale Standard* in mind when setting prices for unlisted items, you should be able to keep them consistent, and not do things like charging a nightly rent of 100gp (£2000) for the garret at the Golden Gargoyle!

The Urban Economy — Workers and Craftsmen

Most town and village dwellers will be unremarkable 0 level types, mainly concerned with going about their ordinary, everyday affairs; *not* retired adventurers! As far as adventuring goes, very few will know their orc from their elbow. This isn't to say that they won't have various snippets of interest to visiting parties, or that they won't be interesting characters in themselves. What it does mean is that the community will be tailored to *their* needs, *not* to those of passing adventurers. Player characters, at least initially, will merely be another group of travellers, the like of which have been seen before and will no doubt be seen again. They should be incidental to the everyday life of the place itself.

To 'realise' the community in this way we must first know how long the purses of labourers, artisans, small craftsmen and tradesmen can be expected to be.

To return to your disgruntled (and thirsty) bearer, if you want to prevent him from absconding with your pack, you will have to pay him a decent wage. Now bearers, and labourers generally, will be at the bottom of the labour market. Since these are pre-industrial, pre-trade union times, wages will not be high in any event, in fact the only trade organisations of any kind, the guilds, will be doing their best to keep wages as low as possible.

Thus, 5sp/day for labourers should stave off a *jacquerie* for a year or two. So for a 6-day week, your bearer can expect to earn 30sp. Thus for a 50-week working year in full employment, he would earn 1500sp. From this, however, he would have to pay for his own food and board; if this were included, he would be willing to work for two-thirds of the above amount.

Now, what about the enterprising chap with a keen nose for finding work, as a result of which 5-10 other bearers have latched onto him as a sort of unofficial foreman? Prospective employers know that he keeps his lads from pilfering too much, and makes sure that they work hard. Because of this, when engaging his team they pay the bearers standard rates while a sum equal to half the total pay of his men is given to the 'master bearer'. The same would hold for the more official foremen of a road-building gang or dockers. With food and board included, master labourers would get 2500-5000sp/year; without 3750-7500sp/year, depending on the number of the men they were responsible for.

Lackeys, being a cut above your average labourer, would get about 5sp/day plus food and board. They will usually be employed on a permanent basis with food and board thrown in, but more prestigeous ones (cooks, etc) would be paid as though it weren't. 'Master lackeys' would again receive half the total pay of their underlings — a head cook with 3 under-cooks and 2 scullions would thus get 3250sp/year, for example. Of course, the Chief Steward of a Duke's household (probably a minor noble) with a considerable number of underlings could expect to make considerably more.

Valets are a rather special case, rarely more than one working for the same employer. They would receive a daily wage of about 10sp plus board, though if their employer is particularly wealthy, they would expect more than this. The valet of a miserly master would be easier to bribe as to the location of his master's treasure than would a well paid one.

For craftsmen and tradesmen, things are slightly different. It will be useful to subdivide the workers in a craft into four categories — apprentices, journeymen, craftsmen and master craftsmen.

In medieval times, the families of apprentices often *paid* master craftsmen to take them on and train them in the craft. They lived under the master's roof, ate at his table, and often slept on the

shop floor, obviating the need for guard dogs. As far as wealth was concerned, they were probably worse off than labourers.

Journeymen also lived with their masters. They were fully trained in their craft, but going through a probationary period before being given full craftsman status. They were paid, though if they were to do anything so ill-considered as to marry and/or live away from the shop before they were fully qualified, their pay was probably not increased.

Craftsmen are designated as fully qualified in their craft but still working under a master craftsman, not for themselves. They will be paid somewhat more than journeymen and will rarely live at the shop. Should they wish to do so, however, nothing will be subtracted from their wage for food and board.

Master craftsmen are qualified craftsmen with their own premises and a norm of 1-3 apprentices and 0-5 journeymen/craftsmen working for them, in the order apprentice-journeyman-craftsman-apprentice-etc. To calculate a master craftsman's earnings, let C be the number of sps a similar craftsman earns per year. The master craftsman would make 1¾C plus ¼C for each apprentice plus ½C for each journeyman/craftsman in his employ. Thus:

$$C \times \left(\frac{1\frac{3}{4} + \text{no of apprentices}}{4} + \frac{\text{no of journey/craftsmen}}{2} \right) \text{ sp/year}$$

For example, consider a relatively lowly craft, that of leatherworking. The goods produced are fairly inexpensive and the occupation not regarded particularly highly, so the average journeyman wouldn't be making much more than a labourer, say 30sp/week or 1500sp/year. A qualified craftsman would thus get about 45sp/week or 2250sp/year, so for leather working C=2250.

According to the formula, the lowliest master craftsman (one just started with but one apprentice) would earn 2250 x (1¾ + ¼ =2) = 4500sp/year. Whereas a well-established master with 3 apprentices, 3 journeymen, and 2 craftsmen would earn 2250 x (1¾ + ¾ + 2½ = 5) = 11,250sp/year. A man of substance, indeed!

As shown in the following table, the same methods can be applied to all the standard hirelings in the *DMG* by taking the listed monthly cost, equating it to a journeyman's weekly wage, and proceeding from there, though a few changes have been made.

Occupations which aren't listed can be equated fairly easily with those which are. Butchers and bakers, for example, would make roughly the same as leather-workers or carpenters, while wood-carvers can be equated with limners.

Table I — Workers & Craftsmen

Occupation	*Daily Pay*	*Weekly Income* J/man + F&B	C/man/ no F&B	*Yearly Income* J/man	C/man	Master	*Value/ Day*
Labourer	5	20	30	1000	1500	2500-7500	–
Lackey	7½	30	45	1500	2250	3750-11250	–
Leather-worker	7½	30	45	1500	2250	4500-11250	14
Packhandler	7½	30	45	1500	2250	4500-11250	–
Tailor	7½	30	45	1500	2250	4500-11250	14
Carpenter	10	40	60	2000	3000	6000-15000	18½
Teamster	10	40	60	2000	3000	6000-15000	–
Valet	10	60	–	3000	–	–	–
Mason	15	60	90	3000	4500	9000-22500	28
Limner	30	120	180	6000	9000	18000-45000	56

NB J/man = Journeyman, C/man = Craftsman, all figures refer to silver pieces. The Value/Day figures refer to the total value of the item(s) which a journeyman or craftsman could produce in one day, after taking raw materials cost and master craftsman's profit into account. By taking the price of an item from the *PHB*, (in silver pieces) and dividing by this figure, the length of time taken to make the item can be calculated. A leather-worker, for example, would take $\frac{200}{14}$ = 14¼ days to make a saddle.

Problems can arise, but most trades can be accomodated without undue difficulty. One group which does cause considerable headaches, however, are smiths, armourers and weaponmakers.

Smiths, Armourers & Weapon-makers

Smiths were well-respected members of the medieval community, so much so that in more barbaric areas they were sometimes hamstrung to prevent them from leaving the village!

In the *DMG*, the recommended monthly salaries of blacksmiths and armourers are 30gp and 100gp respectively, or 7200sp and 24000sp per year. If these figures are considered to refer to the *craftsman* grouping, then the richest master craftsmen would get five times these amounts.

For the blacksmith this is about right. The average village smith, a master craftsman with one apprentice, would earn 14,400sp per year according to the formula. With this he could expect to be a man of consequence in the village, eclipsed only by nobles and one or two of the richer farmers.

The figure for the armourer isn't really satisfactory, though. As it stands, the master armourer would earn 2½ times the income of a master limner. Also, does this figure refer to the perfectionist who crafts platemail for the nobility? Or to the bungler who churns out leather jacks for the town militia?

The best way of resolving this is to look at what the various types of armourer could make in a year and then value the items made, beginning with the best armourer making the best armour. Armourers can be subdivided into four classes, as in the *DMG*:

Class I – can make platemail, banded mail, and any armour made by the other classes. *Class II* – can make chainmail and any armour made by classes III & IV. *Class III* – can make splintmail, large helms, large shields, and any armour made by class IV. *Class IV* – can make scalemail, ringmail, studded leather, leather, small helms and small shields.

In the *DMG*, a suit of platemail takes 90 days to make. Therefore, assuming a six-day week, 50-week year, an armourer could make 3½ suits/year. If, for a given year, a master armourer works hammer and tongs making platemail, and his two craftsmen and three journeymen do likewise, then by the end of the year he should have 20 suits gracing his workshop. The apprentices would naturally be occupied with minor tasks (fetching, carrying, trips to the local ale-house for bevvies, etc) so as to allow the others free to get on with the real work.

Twenty suits of platemail would realise 160,000sp (8000gp), but by no means would all this find its way into the master armourer's pocket. Raw materials would account for 10%, leaving 144,000sp, and the staff must be paid, of course.

From the formula, this master armourer would make five times as much as an ordinary craftsman, so half the above amount would go to the master and the rest would be divided equally between the other five. Admittedly, three of them are journeymen and would not be paid as much as craftsmen, but it's presumed that the extra is taken up by various running expenses – beer money for the apprentices, paying a scribe to do the accounts, etc.

So, for *Class I* armourers, the annual incomes are: journeymen – 9600sp, craftsmen – 14,400sp, and masters – 28,800-72000sp.

One thing to remember is that a *Class I* master armourer will ensure that *anything* made in his shop will be as profitable as platemail, otherwise it would not be worth his while. Thus the price of anything in his shop will be 89sp times the number of days it took to make. A suit of scalemail, for example, would cost 135gp from a *Class I* armourer – considerably more than the 45gp charged by a *Class IV* armourer!

Using the same procedure for a *Class IV* armourer, using scalemail as a base, yields a figure of 4860sp for a craftsman's yearly income. This is about right – he would be working for less wealthy clients, not catering for nobles personally.

Table II — Armour Manufacture Times

Armour Type	*Class*	*Days to Make*	*Suggested Price by Armourer Class in gp* I	II	III
Platemail	I	90	400	–	–
Banded Mail	I	20	90	–	–
Chainmail	II	22½	100	75	–
Large Helm	III	6¼	28	21	15
Large Shield	III	6¼	28	21	15
Splint Mail	III	33⅓	150	112	80
Scale Mail	IV	30	135	100	72
Ring Mail	IV	20	90	67	48
Studded	IV	10	45	34	24
Leather	IV	3⅓	15	12	8
Small Helm	IV	6⅔	30	23	16
Small Shield	IV	6⅔	30	23	16
Padded	**	5¾	–	–	–

** Made by a tailor.

Unfortunately, adhering to the manufacturing times in the *DMG* causes problems with *Classes II* and *III*. Class II would earn only slightly more than *Class IV*, while *Class III* would be almost as wealthy as *Class I*! To make sense economically, the manufacture times have been altered on the above table (in prefer-▶

▶ence to changing the *PHB* prices) so that average earnings of *Classes II* and *III* fall somewhere between those of *I* and *IV*. Instead of charging more for them, an armourer making a lower class than his own could make it in less time than a lesser armourer. Alternatively, low class armour made by a superior armourer could be so well crafted that it might act as +1, +2, or even +3 armour of that type. Not being magical, however, it will be of normal weight and have no magic dweomer. The opposite could also apply, for example, to *Class IV* armourers making platemail that is so defective that it has a high probability of being -1, -2, -3, or even falling apart at the first blow it receives.

With weapon-makers, the problems really begin. Economically, the manufacturing times for weapons just don't make sense – the most profitable things to make are short bows! Also, the lowest fixed point (broadswords) on which to base the income of a swordsmith, who should be at the top of the heap (after all it was the swordsmith who was most likely to be hamstrung), would give him nearly half as much again as a *Class I* armourer. Thus any ambitious individual with the talent to become a *Class I* armourer would have apprenticed himself to a swordsmith, resulting in a shortage of *Class I* armourers. Therefore the two should be equated, as in the *DMG*. It is also necessary to clarify the different types of weapon-maker. The following six divisions are purely subjective. Fletchers and crossbowyers could be added as separate groups, or some of the types amalgamated.

Bowyers make weapons primarily for hunting rather than combat – darts, short bows, light crossbows and their arrows and bolts. In the table below, they are equated with *Class IV* armourers.

Pole armourers are the lowest rung of the true weapon-makers, making low status weapons such as spears, axes (for military and domestic use), daggers and polearms of all types for militiamen and men-at-arms rather than noble fighters.

Great bowyers make longbows, heavy crossbows, arrows, and bolts. If there is no composite bowyer in an area, it is they who would be most likely to import them for sale. Though extremely effective, their weapons would still be held to be of low status by most nobles. Their lighter bows would be twice the normal price.

Macers make 'noble' weapons. Those for use on horseback and their pedestrian counterparts, morning stars and war hammers.

Composite bowyers are difficult to accomodate in a quasi-medieval European milieu. The weapons themselves would be rare, hence their high price, and most would be obtained from trade with nomads, a risky occupation at best. The odd renegade nomad might be making them in a large city, and it is they who are referred to in the table, but they would be rare in a town.

Swordsmiths make the 'noblest' weapons (and/or scimitars). Daggers made by them will cost double the normal price.

There are too many weapon types to list the manufacture time of each, but happily this is not necessary. To calculate the time taken to make a weapon, take the price in silver pieces, divide by the value/day figure for the appropriate weapon-maker, and you have the number of days it would take a journeyman/(master) craftsman to make the item.

There are also too many types of smiths to deal with them all comprehensively. The ubiquitous 'black'smith can range from the journeyman the stable-owner employs to shoe horses to the sculptor in iron who makes the gates for the Summer Palace. For the average smith, the figure for blacksmiths would apply. For the specialists, all that can be said is that they should not earn more than a *Class I* armourer or less than a *Class IV*. How much they do get is up to the individual DM.

Jewellers

Since the *DMG* lists five different levels of jeweller skill and seven types of jewellery, giving 35 permutations, a formula is needed to determine the income of any type of jeweller of any skill level.

First, decide the type of jewellery made, for example, a worker in wrought gold – a goldsmith. Secondly, take the lowest base value of the appropriate jewellery type and say that this is the value of a ring it would take a week to make – 300gp in this case. Thirdly, decide on the skill level of the jeweller and calculate the average increase in value his work brings about on the materials he uses – our goldsmith is 'superior' and thus effects a 22% increase. Fourthly, determine the percentage of the price of any item made which is due to this increase (ie profit). Do this by dividing 10,000 by the 'increase in value' percentage plus 100. Subtract the result from 100. For the superior goldsmith, this is:

$$100 - \frac{10{,}000}{122} = 18.03\% \text{ profit.}$$

Find this percentage of the value of the ring mentioned earlier (in sp) and multiply by 50 to determine the wealth made by the jeweller in a year – 54,090sp in the case of the superior goldsmith.

Journeymen would get 40% of this per year, craftsmen would get 60% and the largest masters (with 5 journeymen/craftsmen) 300% – 21,636sp, 32,454sp and 162,270sp respectively for the superior goldsmith.

This assumes that all the jewellers in a workshop are of the same skill level. (Different skill levels in the same shop simply means more calculations!) Gemcutters are also assumed to work as smiths (hence their higher incomes) and will be found in appropriate workshops. The silversmiths and gems + platinum workers in the table below are also assumed to be 'superior'.

Professionals

Professionals, eg scribes, engineers, alchemists, etc, can generally be treated as craftsmen. 'Master scribes', for example, could own bookshops employing a number of copyists. The *DMG* figures have been altered where appropriate.

Specialist scribes, eg lawyers and cartographers, would earn 2-5 times the amount on the table below, depending on how effective/well respected they are in their profession.

Engineer-sappers/miners and engineer-architects are slightly different in that once they have attained craftsman status, they don't need to purchase any plant in order to set up on their own. Freelance engineers of these types will, therefore, have a maximum of one apprentice and one journeyman in their employ, unless they are masons or mine-owners in addition.

Engineer-artillersists are presumed to have workshops where they make siege engines upon becoming master craftsmen.

Table III – Smiths, Jewellers & Professionals

Occupation	*Daily Pay*	*Weekly Income*		*Yearly Income*			*Value/ Day*
		J/man + F&B	C/man no F&B	J/man	C/man	Master	
Armourer IV	16	65	97	3240	4860	9720-24300	30
Bowyer	16	65	97	3240	4860	9720-24300	30
Blacksmith	24	96	144	4800	7200	14400-36000	44
Pole Armourer	25	100	150	5000	7500	15000-37500	46
Great Bowyer	25	100	150	5000	7500	15000-37500	46
Armourer III	26	104	156	5200	7800	15600-39000	48
Armourer II	36	144	216	7200	10800	21600-54000	66⅔
Composite Bowyer	36	144	216	7200	10800	21600-54000	66⅔
Macer	40	160	240	8000	12000	24000-60000	74
Armourer I	48	192	288	9600	14400	28800-72000	89
Swordsmith	48	192	288	9600	14400	28800-72000	89
Jewellers:							
Silversmith	36	144	216	7200	10800	21600-54000	61
Goldsmith	109	433	650	21636	32454	64908-162270	181
Gems + Plat	722	2884	4328	144240	216360	432720-1081800	1202
Scribe	18	72	108	3600	5400	10800-27000	33⅓
Architect	80	320	480	18000	24000	48000-60000	200
Mining Engineer	80	320	480	18000	24000	48000-60000	200
Engineer-Artillerist	80	320	480	18000	24000	48000-120000	148
Alchemist	240	960	1440	48000	72000	144000-360000	267

Notes

All the figures in this article are flexible to a certain extent. A saddler would earn more than a maker of leather buckets, for example, yet in Table I, they are both listed as 'leather-workers'. Superior craftsmen (at least according to them and their prices) would be found in larger cities, and the upper limits would be exceeded in a number of cases, for here you would find the fabled maker of plate and the limner who paints the royal portraits.

None of the figures are gospel. The workings are explained so that they may be used to plug some of the gaps and to prevent accusations that the figures have been pulled from a hat!

Next Issue – Mercenaries, Resource Owners and Influence. ■

LUCKY EDDI

by Oliver Dickinson

Let it be know, O faithful reader, that writ in mighty Runes herein is a tale of a Quest that shall lead to the coming of the Great Page of Runic Quests, to be found in the 30th Scroll, scribed by Oliver Dickinson, Sage of Glorantha.

It comes on a nice warm morning in Earth Season, and I am standing on Rubble Way outside the Temple of Orlanth Adventurous, thinking of not much except how to raise some scratch to bet on the next Troll Ball game. The reason I am standing there is because this is the way Adventurers are bound to go to the Rubble and, if they are lucky, come back also, and on such occasions I may be able to make a touch. If they are going, I offer to pray for them for a few Clacks, and while everyone in this man's town knows that a prayer from me is likely to be as much use to them as a Mostali crossbow*, there are always new Adventurers, and every now and then one throws me a few Clacks for luck, to pray to Orlanth Adventurous, or maybe Humakt or Storm Bull. Of course, I do not actually go and pray for them, because I know nobody is going to check up. For either they do not come back, or, if they do, they make a nice score and cannot be bothered over a few Clacks, or they have other things to worry about, such as broken arms. I look out for those who come back also, and try to figure out who makes a nice score, for such persons are often soft touches, and I hope to get to them before they feel the bite too often and become disillusioned with the whole experience. And I wish to say that I do not do too badly, at that, for I always ask them for their story first, and as everyone knows Adventurers dearly love to tell their story – in fact, the chances are that the only time they are not telling their story is when they are doing more Adventuring. At the least they may stake me to a drink, and while I am by no means a guy who has to have his drink, I will not say no if a drink comes along, and someone else is paying.

I must hear ten thousand stories in my time, and I sometimes figure I will open an Advice Bureau for Adventurers and make a mint, but then I remember that they are likely to come asking when I am trying to catch up on my sleep, and so I drop the idea. Many of the stories are interesting, and even instructive, and sometimes there is a good laugh in them, such as when a guy fumbles so much he takes off his own leg instead of a Troll's, but of course I do not laugh unless the story-teller thinks it funny also.

As I am standing there, who do I see but Lucky Eddi. I know Eddi from around and about Pavis for many years; in fact, I know him from before he gets called Lucky. The reason he has this name is because he makes his living guiding Adventurers in the Rubble, and it is really remarkable how he always comes back with a whole skin, particularly since at first he is the only one who does come back. But this begins to cause gossip that hurts Eddi's business, so parties start coming back sometimes, and they may even have something to show for the trip besides cuts and bruises, though in such cases nobody is able to find out what happens to them afterwards, as they seem to disappear. But Adventurers are always coming and going in Pavis, so few people give this much thought. Anyhow, Eddi goes along with his business, still without a scratch, and it is rumoured that he does fairly well at it, because Adventurers are a Clack a dozen in Pavis, and Eddi is very good at picking parties who will make it worth his while, and will trust him, and at avoiding parties who look to be too tough or too smart. He has plenty of sense and keeps moving around, so nobody will know where to find him and his dough, especially his dough, though some persons try. But unpleasant things seem to happen to such persons, and it is generally believed that Eddi has very good connections on both sides of the Walls. He certainly keeps in with the hard guys on this side. While it is nothing that Big Nygg nods to him, because he will nod to anybody when he is feeling good,

I once see Wolfhead do so, and anyone will tell you that this is practically phenomenal. For Wolfhead is such a guy as never seems to be feeling good, but is extra-mean, and he generally looks right through you, and will tread on your toes if you do not get out of his way.

I do not see Eddi for quite some time before this morning, in fact I hear that he finally decides to retire, but it seems he is still in the same old business, for he has a doll with him who has Adventurer written all over her. Now, personally, I strongly disapprove of dolls being Adventurers, for no doll Adventurer ever stakes me to anything in all the years I am in Pavis, but I am very careful never to voice such sentiments, for the chances are any doll Adventurer will knock you bow-legged if you say such things, and I hear some will do so if they suspect you are even thinking them. So I step up and smile very politely at her. When I get a good look at her, I wonder how she figures to be an Adventurer, unless she is going to charm anything she meets to death, for while she looks as pretty a doll as ever I see. She stands about as high as a stunted Trollkin and does not look as if she can deliver a punch that will go through paper. She packs a cute little sword, and carries a very new-looking spear, and a shield that does not have one dent in it, and I judge she has a fair bit of dough behind her, for all her armour is shiny new chainmail. The only funny thing is, she wears a traveller's hat with a very broad brim, which shades her eyes so that it is difficult to see them properly. But she smiles back at me very pleasant, and so does Eddi when I ask him how he is doing.

'I cannot complain,' he says. 'In fact, I am really retired, but I come out of retirement to do this one job.'

'I hear of Master Eddi as one of the most experienced guides to the Rubble of all time,' says the doll, 'and I have to have a good guide, to find my ancestor's treasure.'

I can see at once that she is a gabby doll, and will tell me the whole proposition in a moment, but Eddi shushes her and says you never know who may be listening. And indeed, who comes round the corner just then but Wolfhead, but he walks through us all as he loves to do, paying nobody any mind, and goes on his way. The doll looks after him and asks who he is.

'That is one of the worst guys in this whole town,' says Eddi. 'But do not worry, miss, because you are safe with me; he will not bother us.' Of course, this is nothing but falsehood, as Wolfhead will bother anybody if he sees a way to make a profit by it, up to a Zorak Zoran Death Lord. But the doll seems to believe Eddi, and smiles up at him, and he smiles back in such a way that I commence to wonder if he does not finally fall for a doll, after all these years. Then she says she must go and do some praying to Orlanth Adventurous, and I take the chance to ask Eddi about the proposition.

'It is really remarkable,' says Eddi. 'I do not have to do a thing. She seeks me out and is wild to have me, because of my great reputation.'

'What is this treasure?' I ask.

'She has a chart,' says Eddi. 'And it is not one of Treasure Trove Hurbi's, either. It seems her ancestor caches some stuff long ago. I may even look into it if I get a chance.'

'Then you do not figure on going for it?' I say.

Eddi laughs, and shakes his head. 'Do you think I am getting dumb? No, she tells me all about her family, and I figure they will pay a nice ransom to get her back in one piece. It is a pity, because she is really very cute, but business is business. My partners and I can always use a little more.'

Well, this is really quite indiscreet of Eddi, to be letting out details of his business to me in the street, and I figure this doll must have him a little dizzy, after all, but just then she comes back, and off they go to the Rubble, and I think no more about it. A whole lot of time goes by, and nothing happens, and finally I am figuring on giving up for the day and trying the grog-shops, when I see two persons coming from the Rubble, and I recognise one of them as the doll, from her hat, which makes her look like a walking mushroom. Now this is strange, to be sure, but not half so strange as who is with her, for it is by no means Eddi, but Wolfhead. I am so surprised that I step right up to them and say, 'Where's Eddi?'

Then the doll takes off her hat and looks me slap in the eye, and I see that she has a pair of very blue eyes, but the expression in them makes me go cold all over.

'Eddi won't be back,' she says. 'We make quite sure of that, after we find out where he keeps his dough.'

'You mean you leave him helpless in the Rubble, when all you want is his dough?' I say, somewhat horrified. 'At least you can bring him back alive. What does he ever do to you?'

'He takes my elder brother into the Rubble years ago, and does not bring him back,' the doll says. 'My elder brother is an honest sap and will trust anybody, but I love him just the same. Of course, I cannot do it without Wolfie here.' And she smiles up at Wolfhead, who looks very pleased, though I will as soon have a snake smile at me, personally.

He says, 'It turns out Griselda is my long-lost cousin, and so is her brother, though of course I do not know it then, or I will make Eddi hard to catch. I never have a cousin before, that I know of, but kinsfolk must stick together, no matter what.' It seems that he gets a great bang out of having a cousin, for I never see him like this before.

'So Eddi's luck finally runs out,' I say.

'No,' says Wolfhead. 'He gets lucky again there at the end. I do him a favour and finish him off. Perhaps I am getting soft-hearted.'

Then he and the doll laugh very heartily and go off arm-in-arm. Wolfhead is carrying what looks like a pretty heavy sack, but I know there will be no sense in trying to touch him, for he is a very hard-hearted guy indeed, whatever he says. *(To be continued)*

* will destruct in the hands of a non-Mostali.

All RuneQuest *and* Gloranthan *material referred to in this article is copyright of* Chaosium Inc. ■

In Open Box, *Science Fiction and Fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

Fifth Frontier War

Game Designer's Workshop £11.95

Poised around the edge of the *Spinward Marches* lie the forces of a new Outworld Coalition — the Vargr, the Sword Worlders and the Zhodani, their fleets ready to strike fast and deep into Imperial space. Four times before in the past five hundred years have they attacked. This will be the fifth Frontier War.

This game is based in the subsectors of Jewell, Regina, Lanth, Vilis and the surrounding areas of *GDW's Traveller* universe, and represents the power struggle for control over the important regions of the *Spinward Marches.* It comes boxed with a 56 by 71 cm map showing the 146 star systems, a set of rules (note that you do not need any other *Traveller* material to play), 600 counters, game charts, and two dice. Printing quality and presentation could be described as reasonable.

The first few pages of the rules give selected items from the *Traveller* News Service over the two years previous to the war, setting the tone of increasing tension. The rules themselves show many imaginative features — squadrons can only move (jump) if contained in an established fleet. The fleet moves as a single unit, on a one week per turn basis (the minimum time for interstellar travel), constrained by the power of its constituent engines, (jump number) and the availability of fuel. Before the game was released I was wondering how the communication time lag between fleets would be represented. I find the resulting system impressively successful. An Admiral has a plotting factor, representing the number of turns ahead he must plan the moves of his fleet. Some of a player's Admirals have a plotting factor of 0, representing supreme strategical skill. For other Admirals the player must predict the war's position in three or four weeks time. It might sound clumsy, but it works quite well.

There are several different types of combat — squadron against squadron, system defence boat against squadron, surface bombing and surface combat. Each has its own system and is affected by factors such as technological level, atmosphere type and the tactical skill of Admirals (different from the plotting factors). All these systems work well and further interest is added by guerrillas, Zhodani psionic troops, jump troops, black globe squadrons and the Zhodani secret base:

On the bottom of the box it claims it is playable 'in 4 to 6 hours, and can usually be finished in an evening of play.' But to set up the game requires about one and a half hours work, if it is going to be done properly. From my one experience of play, with a war I would describe as short (14 weeks), it took 11 hours to complete (not counting setting up). I'm not knocking the game for being too long, I'm just saying don't believe what you read.

However, I have one major complaint. These are the victory conditions. As they stand the number of victory points you get for a planet is equal to its tech level. It does not matter if a world has a population of three or three billion. The rule says, equal technology, equal points. As a result the vast invading fleets head straight for the low population, high tech level worlds, and steer clear of the important but highly defended high population worlds. Hence the Zhodani achieve the victory conditions with ease by dominating only a small population of the Marches and before the Imperials start having their tiny forces reinforced. As it stands they win every time. In the future I'm changing these rules to force the Zhodani to (more realistically) attack important worlds and have a harder time.

The game also comes with suggestions of how to base a *Traveller* role-playing campaign about the war. This idea is an excellent one and could provide many interesting situations.

To sum up: an excellent game, but spoiled by those victory conditions.

Overall: 8 **John Roberts**

SORAG

Paranoia Press **£1.95**

(Printed in the UK by Games Workshop.)

Sorag is a civilian Zhodani organisation set up for the purpose of observing the progress of emerging interstellar societies, primarily by the interception of civilian transmissions.

Sorag is also an *approved for use with Traveller* booklet, presenting a *Sorag* character generator, and a good deal of new gadgets and whatnot for the complete *Traveller.* A short history of the organisation is given, together with a brief outline of the structure of the organisation.

The character generator itself, in standard *Mercenary/High Guard* format, is straightforward enough, with only three deviations from the norm. The first of these is in the assignment procedure: even after the yearly assignment is selected, the character may not be qualified to complete the mission, so he or she may be transferred to a clerical or recruiting assignment, with the rolls for survival and so forth being made on one of those tables, rather than that of the original assignment. Be warned, this happens rather often, especially to those characters in the Operations Branch, though the situation improves with time. The second departure is in the survival rolls: a character who fails his or her survival roll is not necessarily dead, she may have been transferred to another service, or may have quit *Sorag,* with subsequent loss of muster-out benefits. The final weirdness is that DMs are applied to the skills' throw, on the basis of skills already received, which seems a bit strange.

Eight new skills are available to members of *Sorag,* including such esoteric callings as Cryptography (codes and ciphers) and Investigation (research, examination and identification). Finally, a short list of nineteen *Sorag* characters is given, for when you're in a hurry.

Following the character generator is the Equipment section, which is almost worth the cost of the booklet itself. It is divided into three parts: Drugs, Weapons, and Vehicles. The drugs available include Killalc pills, which must be taken *before* a bar-crawl; weapons include the throwing knife, and the option of personalised firearms; while the Vehicles section contains my favourite piece of equipment: the *Mudpuppy,* a kind of two-man ATV.

I feel *Sorag* is the best thing to come out of *Paranoia Press,* so far, and hard to top. But two things stand in the way of giving *Sorag* a mark of 10. The first is the fact that seven skills are presented without anymore explanation than *'see Scouts & Assassins'* or *'see Merchants & Merchandise'* meaning that (if you haven't already done so) you must fork out another £4 to make full use of *Sorag.* The second is not a fault. The booklet is prominently labelled VERY SECRET — rightly, for there is information in this booklet which should not be revealed casually to players, so *Sorag* should be bought only by referees, not players. Other than that I can only recommend *Sorag.*

Overall: 9 (if Referee) **Nelson Cunnington**

BARBARIAN PRINCE
Dwarfstar Minigames **£4.50**

Barbarian Prince is a neat, well produced, solitaire fantasy game based on the pre-programmed event system with which solo dungeoneers will already be familiar.

Assuming the role of the *Barbarian Prince,* the player begins on the Northern edge of the mapboard, alone and penniless. His task is to acquire five hundred gold pieces inside ten weeks which will finance a force to crush the usurpers in his Northern kingdom. The *Barbarian Prince* is a strong and powerful warrior but remains particularly vulnerable until he can gain enough gold to attract followers.

A number of options are open to the player at the beginning of each day. If he chooses to travel, every time the Prince enters a new hex, the player must roll to see if he gets lost and to discover whether a travel event occurs. A simple but effective matrix, used in conjunction with a compact events booklet, determines the nature of that event. Special rules govern actions in ruins, temples, towns and castles. This and the variety of monsters and magic provide variety and detail enough to present the *Barbarian Prince* with fresh anxieties and encounters every time.

The rules of the game are easily picked up and include some interesting considerations for the player concerning such matters as food, hunting, lodging and true love. During encounters, the player generally has the option of talking, evading or fighting. Combat involves a basic die roll with modifiers according to skill and endurance. A character's endurance factor represents the number of wounds he can take. The combat system is rather bloodthirsty, inflicting many wounds on both sides.

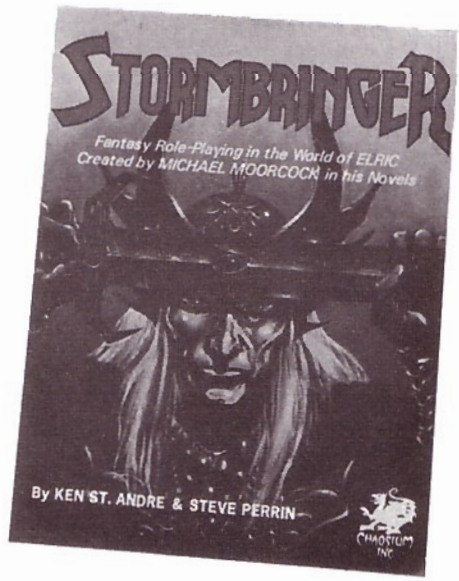
I have two main reservations about the game as it stands now. My first criticism (it may be my own bumbling ineptitude) is that in thirty odd attempts I have not once met the victory conditions. No doubt, some will praise the virtues of good, demanding game design but I reckon most players will want to redress the balance somewhat in their own favour, if only to avoid getting sore throats from constant screams of frustration as the *Barbarian Prince* bites the dust yet again.

Secondly, there are a number of rather irritating anomalies and gaps in both the rules and the events booklet. However, this problem is nothing that a brief errata and addenda sheet couldn't resolve.

All in all, *Barbarian Prince* is a colourful and absorbing game that, unlike many solitaire games, does not get bogged down in the mechanics of play. Finally, my advice to any potential Barbarian princes is that, to come out on top, you will need to be a bit less of the chivalric Prince and a lot more of the rampaging Barbarian.

Overall: 8 **Bill Skirrow**

STORMBRINGER
Chaosium **£14.95**



Stormbringer is the first of a number of projects from the *Chaosium* concerned with adapting literary works for fantasy gaming. This one is a complete role-playing game based, for those unfamiliar with the sentient sword of the title, on the *Elric* books of Michael Moorcock.

The presentation of this game, from the box artwork to the organisation of text, is excellent throughout. A large, clear map of the Young Kingdoms is provided, as are sample character sheets and a set of quick reference sheets.

The ample rulebook opens with a clear introduction to FRP gaming and an in-depth overview of the *Elric* saga and its background. This, as all the background material, is concise and accurate. *Stormbringer's* authors, Ken St Andre and Steve Perrin, have obviously consulted with Moorcock about it. Equally obviously they have filled in a lot themselves, though the game as published bears an endorsement from Moorcock. Character creation and game mechanics for combat and other skills follow. They are presented very simply and even a newcomer to the hobby would have no difficulty in picking up how things work. Those familiar with *RuneQuest* or *Basic Role Playing,* will find much that is similar, though there is a lot of new, and perhaps better material.

Sorcery comes next, consisting of the summoning and commanding of elementals and demons. Elementals come in the four standard flavours complemented by six differing kinds of demons. The demons are only as good as their summoner, in some ways, but separately deal with combat, warding, knowledge, transport, wish-fulfilment and possession. Elementals have appropriate powers, most of which seem to do very little, except for those of fire, which we found it necessary to tone down. Commanding elementals may arouse the ire of their ruler. Demons are howling chaotics, so those of lawful persuasion have access to Virtues. It should be noted that the aid of these beings makes fights very one-sided, and rules covering their initial availability to newly rolled sorcerors are non-existent.

The following chapter covering the Churches does so with commendable thoroughness and attention to characterisation.

Monsters, in the form of animals and creatures from Moorcock's books, are thoroughly handled and some good ideas on generating new chaos monsters are included. The book winds up with a chapter of hints for the games master, including a sample scenario, and a set of useful appendices, wherein resides the expected list of stats for characters from the books and the infamous *Stormbringer* itself!

Despite aiming in the right direction with excellent background material, good presentation and game mechanics based on (though by no means identical to) the highly successful *RuneQuest* system, *Stormbringer* did not seem to hit the target. In playing it, several annoying loopholes in the magic system came to light. While none of them were catastrophic, they called for decisions on the part of the games master, which he should not have had to make. GMs generally have enough to do in interpreting the rules that *do* exist without having to add those that *should* exist. The magic is very powerful making a sorceror noticeably more powerful than his companions. This would not be so upsetting if the requisites for being a sorceror plus the table of character origin did not ensure that any character capable of sorcery is almost certainly a good fighter as well. This basic inequality of beginning characters was a source of unnecessary tension during play (and I had a good character!).

Stormbringer seems to have sacrificed some campaign playability in order to achieve the true atmosphere of Moorcock's books. The trouble is that unless you are an *Elric,* inglorious death is remarkably easy to come by, and this is reflected in the rules too! Nobody wants to play a character that does not have at least the potential to be a Hero. So, if you want to have single death or glory adventures in the Young Kingdoms, *Stormbringer* will give you them, but to get a continuing campaign underway will take a certain amount of rewriting and careful thought.

Overall: 7 **Murray Writtle**

THE MUDSKIPPER
A MULTI-TERRAIN VEHICLE
by Dryden Badenoch

Starbase *is a regular department devoted to readers' ideas for* Traveller, *edited by Bob McWilliams.*

Construction

The original design for the 100-ton Multi-Terrain Vehicle was produced by CN Dubaric, the Commercial Transport division of Monark Transtel. The first model was sold in 827 and, though production ceased in 863, *Mudskippers* remain in service throughout the Imperium to this day. Several inferior models have since been produced by pirate manufacturers in the outlying regions.

Specifications

The standard Transtel *Mudskipper* has a crew of three (pilot, co-pilot and technician), with a passenger capacity of seventy and a cargo capacity of twenty tons. On most journeys, four stewards are also carried. The mudskipper is capable of three modes of travel: aquatic (sub-sea and surface), cross-country and arctic. If weaponry is required, hardpoints for two autocannon are fitted as standard, though these may be adapted for RAM autolaunchers for subsea use. The hull is fully airtight, and may be used in vacuum or at sea depths of up to 250m due to the strength of the hull armour.

Performance

The fusion reactor gives a *Mudskipper* almost unlimited endurance, but standard operational range is set at 10,000km, and onboard facilities in their basic form are not designed to cope with a journey of more than 12 hours, there being only limited facilities for the preparation of meals. The reliability of the Hunslett 2.7ves reactor is almost legendary, so the *Mudskipper* can operate on the minimum of maintenance (throw 11+ for a breakdown to occur, DMs -1 if the technician has Engineering-2 or Mechanical -2 (cumulative) and +1 per month without a maintenance period. Throw monthly for Transtel models, and weekly for others).

The cruising velocity of the *Mudskipper* in each mode over various terrains is shown below:
Crawler: 50kmph Road; 30kmph Rough; 20kmph Cross-country.
Floater: 25kmph Surface; 30kmph Submerged.
Skimmer: 75kmph Ice; 25kmph Snow.
NB Skimmer and Crawler modes require the deployment of skis and tracks respectively. These are contained in the outboard pods and in the lower hull, controlled from the cockpit.

Suggestions for Use

Base price for the *Mudskipper* is MCr10 at TL9, so it is unlikely that any *Traveller* player should wish to own one, unless he has at his disposal a ship large enough to transport the craft from world to world. The standard *Mudskipper* is obviously a replacement for an airliner on worlds where, for one reason or another (lack of air, fluctuating gravitational and magnetic fields, etc) flight is impractical. Variations on the standard design include a cargo carrier, where the second-class section has been removed to enlarge the cargo bay, and a long-range version in which the seating is replaced by staterooms.

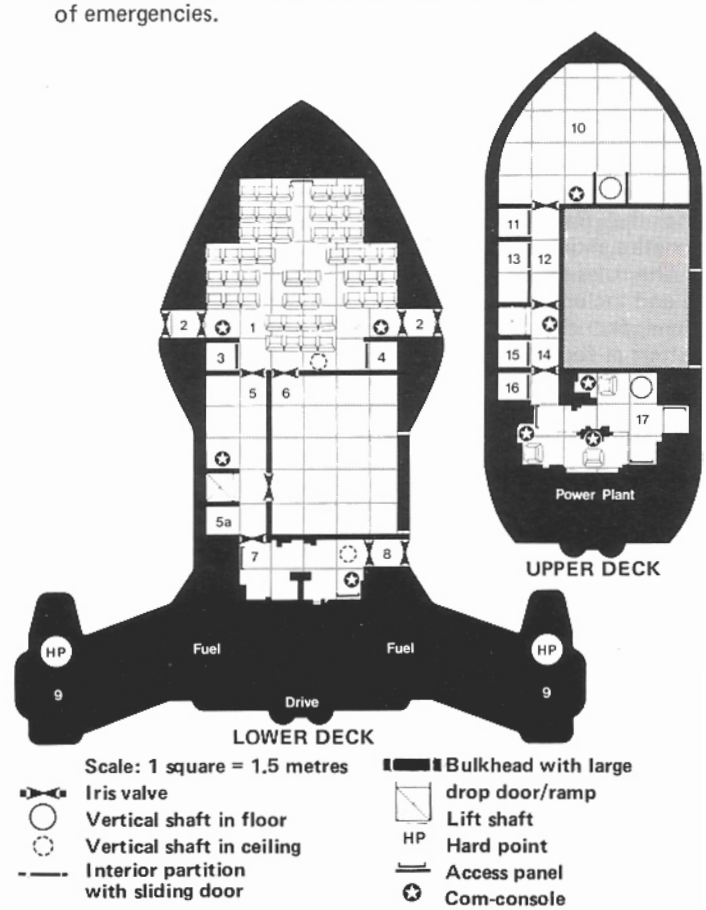
Due to their low TL, *Mudskippers* will be encountered mostly on frontier worlds as explorers and transports, though planet-bound mercenaries or armies may invest in the vehicles as command bases. The possibilities are endless, but remember to use commonsense: a *Mudskipper* will rarely be found in situations where a standard vehicle would be less expensive, faster and/or more suited to the task.

Interior Details

1. *Second Class Passenger Seating.* Cramped seating for fifty passengers; seats incorporate video screens and com-consoles for use during the journey. Relevant survival apparatus under each seat.
2. *Airlock.* Standard starship fitting.
3. *Fresher.*
4. *Equipment Locker.* Tools, medical supplies and survival equipment relevant to the planet on which the *Mudskipper* is operating.
5. *Galley.* Designed to cater for the passengers during long journeys (over two hours), the galley consists mainly of a cold store and a series of microwave cookers for the preparation of freeze-packed meals. Lift to upper deck.

5a. *Pantry.* Storage for foodstuffs and utensils.

6. *Cargo Bay.* Twenty tons of cargo space, accessible by an armoured cargo door.
7. *Lower Drive Access.* Contains systems monitors and access to the fusion reactor, and controls for refuelling the ten-ton capacity fuel tanks.
8. *Airlock.* Standard starship fitting.
9. *Outboard Pod.* A stabiliser/float for the ship when in floater mode, incorporating ballast tanks and aqua-jets for use in submarine operations. Also contained are remotely deployable skis and crawl-tracks, and remote firing systems for the auto-cannon turrets.
10. *First-class Lounge.* A luxury lounge area seating twenty, with a bar and other comforts for first-class passengers only.
11. *Fresher.*
12. *Circulation Space.*
13. *Supply Store.* General storage area for maintenance equipment and spare parts.
14. *Circulation Space.* Lift to lower deck.
15. *Store.* Cleaning and miscellaneous equipment.
16. *Fresher.*
17. *Cockpit.* Control consoles for the pilot, co-pilot and engineer. The pilot console is on a raised dais to allow a view through the plasteel cupola, which can be covered in seconds with an armoured shield. The vessel may be piloted by remote cameras and instrumentation instead. The area includes the onboard computer, which is equivalent to a Model/3 for programming and combat purposes. It provides complete autopilot facilities, as well as a library service for the passengers. In practice, most commercial journeys are made on automatic, the crew taking manual control only in the event of emergencies.



This Is, Of Course, Impossible

Time Travel in AD&D by Marcus L Rowland

It's hardly surprising that time travel has received limited attention in *AD&D* and other FRP games. Arguments about the possibility and effects of time travel tend to give their participants blinding headaches, and even theoretical physicists are divided on some of the issues involved. This article ignores most theoretical objections and concentrates on the nature of time (in five different varieties), a few methods for accomplishing time travel, and methods for determining the results of time travellers' actions.

Be warned — Incorporating time travel into an *AD&D* campaign can be incredibly complicated. As an initial step it's vital to work out the history of your universe in a fair amount of detail, and also essential to record every action of player characters, monsters, and miscellaneous NPCs. It can even be necessary to keep track of minutiae such as weather, the songs birds sing, and flies the players swat.

The Nature of Time

I: Linear Time (Immutable): This variety of time is best characterised by the phrase *'The moving finger writes, and having writ moves on'.* It is totally impossible for players to cause any change, however minor, in the course of events, but possible for them to take advantage of recorded history by causing its events and gathering such unconsidered trifles as might fall their way. If travellers inadvertantly cause any change in history they will immediately 'snap' back to their base time, losing all accumulated loot and experience and possibly invoking divine anger for their presumption. The change will not really happen since the party will 'never' have left.

II: Linear Time (Variable): There are three subcategories of this sort of time, in all of which it is possible to cause changes in events.

IIa: Avalanche Time: In universes functioning by this system even the slightest action can 'snowball' to have a significant effect years or millenia later. There is no tendency for events to revert to their original course without additional tampering.

IIb: Elastic Time: In this system there is a basic 'stretchiness' in the fabric of history making it possible to cause changes in one era with little or no effect on later events. Killing a man's ancestor will not kill him since he is descended from the total gene pool of the population. Similarly, if a dictator is killed he may be replaced by another man with very similar methods and goals.

IIc: Conservative Time: In this system it is very difficult to cause any change in events. Men killed at the wrong moment will spontaneously resurrect or become zombies performing predetermined roles, and those kept alive when they should die may suffer spontaneous heart attacks, be struck by meteorites, or otherwise meet their predestined end. Any change in history is made with fantastic difficulty but is not absolutely impossible, and will tend to correct itself over very short periods unless further alterations are made.

In universes functioning by variable *linear time* there will generally be one or more temporal police agencies dedicated to maintaining the status quo. It is also possible for there to be two or more rival organisations trying to turn history to different courses, all of which claim to be from 'original' timelines.

If time travellers in variable linear universes succeed in making significant changes there is a possibility that they will change their own basis in time, to such an extent that they themselves might cease to exist. The chance of this happening can be found on the following table:

Time since Alteration	*Minor Change*	*Medium Change*	*Major Change*	*Avalanche Time*	*Elastic Time*	*Conservative Time*
0-10yrs	5%	10%	15%	+5%	—	-1%
10-20yrs	8%	16%	25%	+10%	-2%	-3%
20-40yrs	14%	22%	35%	+15%	-4%	-9%
40-80yrs	20%	28%	50%	+20%	-8%	-25%
80-160yrs	24%	34%	70%	+30%	-16%	-60%
160-300yrs	28%	40%	90%	+50%	-30%	-90%
300+ yrs	30%	46%	95%	+80%	-60%	-99%

In the above table a minor change is an event such as killing a dog or robbing a peasant, a medium change is an event such as killing or saving the life of an unimportant man, and a major change is an event such as killing or saving the life of a King, major cleric, or other important figure. DMs may wish to modify this roll in cases where the change takes place a long way from the characters' homes, where special care is taken to prevent (or encourage) such an event, and in the case of unimportant people who are the ancestors of major historical figures. In all rolls on the above table the combined total reached by adding the types of change and time should not be more than 99% or less than 1%.

If characters do eliminate themselves from history the DM can handle the outcome in several different ways:

1: Eliminated party members return to a changed history as strangers to all except the party.
2: The party members cease to exist (no resurrection possible) as soon as the change becomes established.
3: As soon as the change is made the party enters a closed *temporal loop* a few minutes long (see below) which persists until they manage to alter events.
4: As soon as the event becomes established the entire party 'snap' back to their base time, losing all loot and experience but recovering any party member who may have been killed during the time journey.
5: The party experience time reversal, back to the moment they made the time change.

Party members may also cause changes to an extent sufficient to alter their personal financial status, social standing, or experience level, without deleting themselves from history. In such cases the DM should recalculate these factors on return to their own era.

Finally, while it is possible for a character to become his own grandparent or distant ancestor on variable *linear timelines* it is impossible for characters to become their own parents without causing self-annihilation, since sheer genetics make this impossible.

III: Branched Time: In this system the timeline forks at various significant events, each branch leading to a separate future with different historical events. Depending on the structure of the universe, branches might occur only at key points in history or with much greater frequency, every time an event with more than one possible outcome occurred. The ease or difficulty of making an historical change and thus entering a new branch is similar to that found in the various types of variable *linear time,* except that original timelines are not annihilated by changes. Similarly, the effect of deleting Player Characters from the new branch's history is that they will not be known on their new timeline. If duplicates of Player Characters do exist on the new branch they will probably not welcome the arrival of such interlopers, and may have very different social status, skills, and other characterisitics from their 'originals'.

IV: Parallel Time: In this system there are an infinite number of universes functioning by immutable *linear time.* If characters travel into the past to alter history, they actually enter another timeline in which their activities are 'already' recorded history. It is impossible for characters in such universes to eliminate themselves from history but they can remove an alternate version of themselves. If duplicates do exist on the new timeline they might not make their 'originals' welcome.

V: Looped Time: In this sytem, past and future link to form a continuous cycle usually lasting hundreds of years but sometimes only a single lifetime or even a few hours or minutes. Short ▶

▶loops may show marked discontinuities in the flow of events. *Looped time* is an extremely rare phenomenon, usually only occurring as the result of some great magic, natural disaster, or of extensive tampering with time, and will usually be found as a disruption of some other form of time.

Time Travel — Methods

A: Time Machines: These are technological or magical devices/methods moving themselves and one or more people through time. They are not firmly linked to one particular moment or place.

Time machines may be of any size, from a ring or belt carrying a single person to a mechanism the size of a small castle. In the latter case DMs may find it convenient to keep the main mechanism outside normal spacetime with entry by a small materialising module (for some reason these modules usually take the form of blue boxes). *Time machines* can be divided into four groups in terms of mobility, range, and reliability:

1: Range ± 100 days, spatial mobility-nil; minimum journey-1 day; accuracy + 12%; down time, 12 hours between journeys; failure probability 20%.

2:: Range ± 12 years, spatial mobility-100 miles; minimum journey-6 days; accuracy ± 10%, ± 10 miles; downtime, 8 hours; failure probability 10%.

3: Range ± 100 years, spatial mobility-planetary; minimum journey-10 days; accuracy ± 8%, ± 100 miles; down time, 6 hours; failure probability 10%.

4: Range ± 1000 years, spatial mobility-interplanetary; minimum journey-12 days; accuracy ± 7%, ± 1000 miles; down time, 5 hours; failure probability 7%.

If machines with more advanced capabilities are introduced they must not be made available to Player Characters. In all cases, *time machines* will be kept under extremely strict guard with many safeguards against theft and other illegal use, and cannot be made by Player Characters.

If a *time machine* malfunctions there are several possible results on percentile dice:
01-30: Machine does not travel, and cannot be reactivated until its downtime has elapsed. 31-45: Machine travels forwards instead of back in time, or vice versa. 46-70: Machine is trapped in a time loop 1-6 rounds long, and can only leave loop if controls are reset to a random destination. 71-80: Machine travels only half the distance set in time and space. 81-90: Machine travels twice the distance set in time and space. 91-00: Machine travels to destination then suffers permanent breakdown.

One spell is available to magic-users, which allows them to travel through time in this manner:

Time travel (Alteration)
Level: *9* — Area of Effect: *Special*
Range: *Special* — Components: *V, S, M*
Duration: *Special* — Casting Time: *1 hour*
Saving Throw: *None*

This spell allows the magic-user to travel through time as a type I *time machine,* taking with him a number of associates equal to the number of Lvl 9 spells he can cast in a day. The spell will also move 100 lb of inanimate matter per level above the 17th of the magic-user. To cast this spell another three magic-users of Lvl 5 or better, who do not travel in time, must help with an elaborate ritual which drains their spell-casting ability for that day. Material components are four staffs, three made of silver and gems which stay with the magic-users' assistants (value 500 gp each) and one made of jewelled platinum (value 2500 gp) which travels with the spell-caster, a quartz hourglass which explodes as the ritual is completed, and a 50 gp silver bugle for each traveller other than the spell-caster.

A variant on the conventional *time machine* is the *track jumper* which can travel from one branch to another in *branched time* or one line to another in *parallel time.* These machines are not usually capable of normal time travel. An equivalent effect can be achieved by a modified *plane shift* spell cast as a Lvl 6 clerical spell.

II: Time Tunnels: These are natural or constructed systems in which movement through space along the tunnel's 'length' causes a movement in time. Time experienced in these tunnels is not directly related to normal time. Exact details of these tunnels are subject to considerable variation, but they usually have exits congruent to normal space a few weeks or months wide at intervals of several hundred years. These entrances are normally extremely well concealed, and usually guarded in several ways. It is possible to make short time journeys by entering tunnels and moving from one side of an exit to the other. A typical tunnel length/time ratio is 100' per year, with a total tunnel length of 1-4000 years. Specialised tunnels may link different branches or timelines in appropriate universes.

C: Time Gates: These are controlled openings through spacetime operated from one particular place. While travellers can use the *gate* to visit a particular place and time the *gate* itself remains fixed at a particualr location, aging normally.

There are four different classes of *time gate* comparable to the different types of normal *time machine* in spatial and temporal range. Each type of *gate* will open for 1-6 melee rounds then cannot be used for a period equivalent to the down time of a normal *time machine. Time gates* are as likely to malfunction as *time machines,* their failure modes are, on percentile dice:
01-40: Gate does not open. 41-55: Travellers move to the future instead of past or vice versa. 56-80: Travellers are moved 10-200% of desired journey. 81-00: Travellers are moved to their destination and then there is a permanent breakdown.

Most forms of *time gate* are kept under heavy guard in securely concealed locations and boobytrapped or locked against unauthorised use. Like *time machines* and *tunnels* some *gates* open to different branches or parallel timelines rather than giving access to past or furure eras in appropriate universes. The effect of a normal *time gate* can be duplicated as a Lvl 9 magic-user spell in some universes:

Time gate (Alteration)
Level: *9* — Area of Effect: *1"*
Range: *Special* — Components: *V, S, M*
Duration: *1-4 rounds* — Casting Time: *4 turns*
Saving Throw: *None*

This spell allows a magic-user of appropriate level to open a 'hole' in time through which his party can travel to the past or future. The maximum range of this spell is 100 days, with an accuracy of 12% and a minimum journey of one day. To cast this spell the magic-user must assemble a square frame of 10' poles carved from the wood of a tree at least 500 years old, gilded, and fitted with silver and gold rings to a value of 300 gp per pole, then write various symbols on the ground around it, adorn the frame with aromatic herbs, and finally soak it with oil and set fire to it. As it burns, a black wall will fill the frame which is a portal to the past or future. After 1-4 rounds the frame will be destroyed and the *gate* disappear. All parts of the frame including the rings are lost in casting this spell.

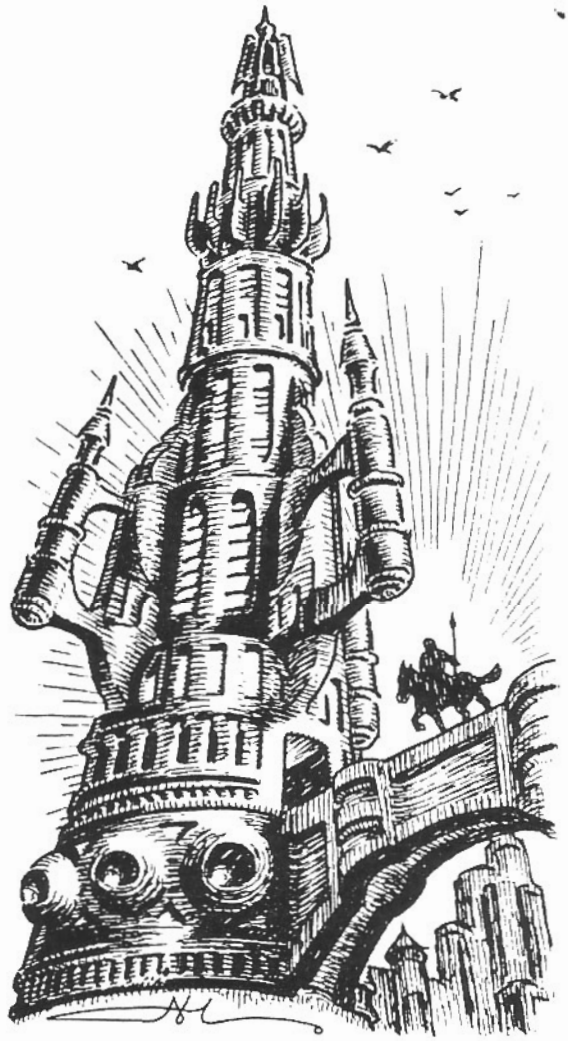
There is a 20% probability on each casting that the spell will malfunction and form a *gate* to another plane, to the past instead of the future or vice versa, or to a random point anywhere in the multiverse. The spell can only be cast once per day (subjective).

D: Time Holes: These are apparently random natural openings between eras, appearing as *gates* or *holes* a few feet wide or high for periods of 5-10 segments. The exit from these *holes* is usually 10-20' above ground level, and it is impossible to know where the *hole* leads without entering it. Most *time hole* appearances are unique but some are cyclical, reappearing at regular intervals. It is possible for a series of different *time holes* to appear at a single place, giving the illusion of a single cyclical *hole.* Very rarely they will exist for longer periods, in larger sizes, or as a two way *hole* allowing travel in either direction.

In universes containing *time holes* the follwing spell is sometimes available to magic-users druids, and detectives (*WD24*):

Locate time hole (Divination)
Level Druid: *4* — Area of Effect: *Special*
Magic-user: *5* — Components: *V, S, M*
Detective: *4* — Casting Time: *2 rounds*
Range: *1 mile*
Duration: *Special*

When this spell is cast the material component, a quartz disc,



emits a pulsing blue light if it is within 1 mile and eight hours of the appearance of a *time hole.* As the *hole's* appearance point is approached the disc will glow more brightly, and as the moment for it to arrive approaches the pulsation rate will increase, eventually becoming a steady bright glow as the *hole* appears. This glow will also illuminate the borders of the *hole,* which is otherwise invisible. One segment before it closes, the light will go out.

Time before *hole* materialisation is related to pulsation rate as follows:
4-8 hours = 1 flash/segment; 1-4 hours = 2 flashes/segment; 1 turn-1 hour = 5 flashes/2 segments; 1 round-1 turn = 3 flashes/segment; 0-1 round = 5 flashes/segment, increasing as moment approaches.

The pulsations are brightest on the side of the disc nearest the *hole.* Once it disappears the disc must be recharged to find another. If there is no *hole* in range the spell is lost.

A permanency spell can be cast on energised discs, allowing them to be used repeatedly without casting the spell each time. There is a 10% chance that this spell will be lost each time the disc is taken through a *time hole,* and a 10% chance rising by 5% for each week the disc does not detect a *hole* that such discs will lose half their physical and temporal detection range.

Sequence of Play

How you play time travel is a matter for individual DMs. In the simple example following the subjective experience of the player characters is made the basis of all sequences of play, with the more experienced persona of each character being controlled by players and their earlier selves controlled at least partially by the DM. In this example the universe functions by *conservative variable linear time,* although players do not know this initially:
Day 1: Characters A, B and C have stumbled across a huge gold idol. They decide to bury it until they can return with a wagon, and tear their map of its location into three pieces so that they cannot find it without co-operation.
Day 3: They run into a wandering red dragon which kills A. B and C eventually kill it but then find they can't recover the idol without A's part, which has been burned.
Day 8: While hunting the idol B and C stumble across a type I *time gate,* and are able to read the operating instructions after some study. They decide to try to intercept themselves before A is killed, or at least to save his part of the map.
Day 3: B and C arrive a day later than planned, due to the *gate's* inaccuracy, but reach their earlier selves just as the dragon attacks them. The dragon and A see them arrive. The dragon turns its head towards them but away from A. A is so surprised to see duplicates of his friends appear that he trips over his own feet, unluckily falling straight into the dragon's flame, and is killed. The 'earlier' B and C also notice their arrival, which distracts them so much that the dragon is able to take them off guard. The DM rules that the player characters have succeeded in annihilating themselves and so rolls to see what effect this will have on time. His decision is that a closed temporal loop will form from the moment their 'earlier' selves are killed back to the moment they left the *time gate.* The 'later' characters thus lose all free will and perform their earlier selves' actions in every detail, killing the dragon, fruitlessly hunting the idol, finding the *time gate,* and travelling back to day 3. On arriving at day 3 they regain free will and can try again. Their actions on their 'first' trip are cancelled out.

Things can get much more complex if larger parties are involved, or if part of the group has made a different time journey to the rest.

If this article inspires a few DMs to try time travel I hope not too many players will want to lynch me. The list of books, stories, films and TV programmes which follows might be of use to both sides. After each title I've given a Roman number to show the type of time (as explained above) and a letter for the type of time travel involved. If either is unclear a question mark is substituted. In some cases that do not readily fit the models of time in this article I've inserted an asterisk instead.

Isaac Asimov	*The End of Eternity*	IIb, A
Poul Anderson	*Guardians of Time*	IIb, A
	The Corridors of Time	I, B
	There Will be Time	I, A
Barrington J Bayley	*Collision with Chronos*	*
John Brunner	*Times without Number*	IIa, A
Ray Bradbury	*A Sound of Thunder* (story)	IIa, A
David Gerrold	*The Man who Folded Himself*	IV, A
Fred Hoyle	*October the First is Too Late*	*
Keith Laumer	*Dinosaur Beach*	III, Various
	Worlds of the Imperium	IV, Jumper
Fritz Leiber	*The Big Time*	IIIc, A
	Try and Change the Past (story)	IIIc, A
Ward Moore	*Bring the Jubilee*	IIa, C
Larry Niven	*All the Myriad Ways* (story)	III, Jumper
	Wrong Way Street (story)	IIa, A
	Theory & Practice of Time Travel (article)	Various
H Beam Piper	*Gunpowder God*	IV, Jumper
H G Wells	*The Time Machine*	?, A
Roger Zelazny	*Roadmarks*	III, B
	The Amber Series (several novels)	IV, Various
Films, TV, etc	*Time Bandits (Handmade Films)*	IIb, D
	Dr Who (BBC)	?, A
	The Time Tunnel (American, 1960s)	IIb, C
	The City on the Edge of Forever (Star Trek)	IIa, C
	Tomorrow is Yesterday (Star Trek)	IIa, A
	The Hitch-hiker's Guide to the Galaxy, episode: The Restaurant at the End of the Universe	?, Various■

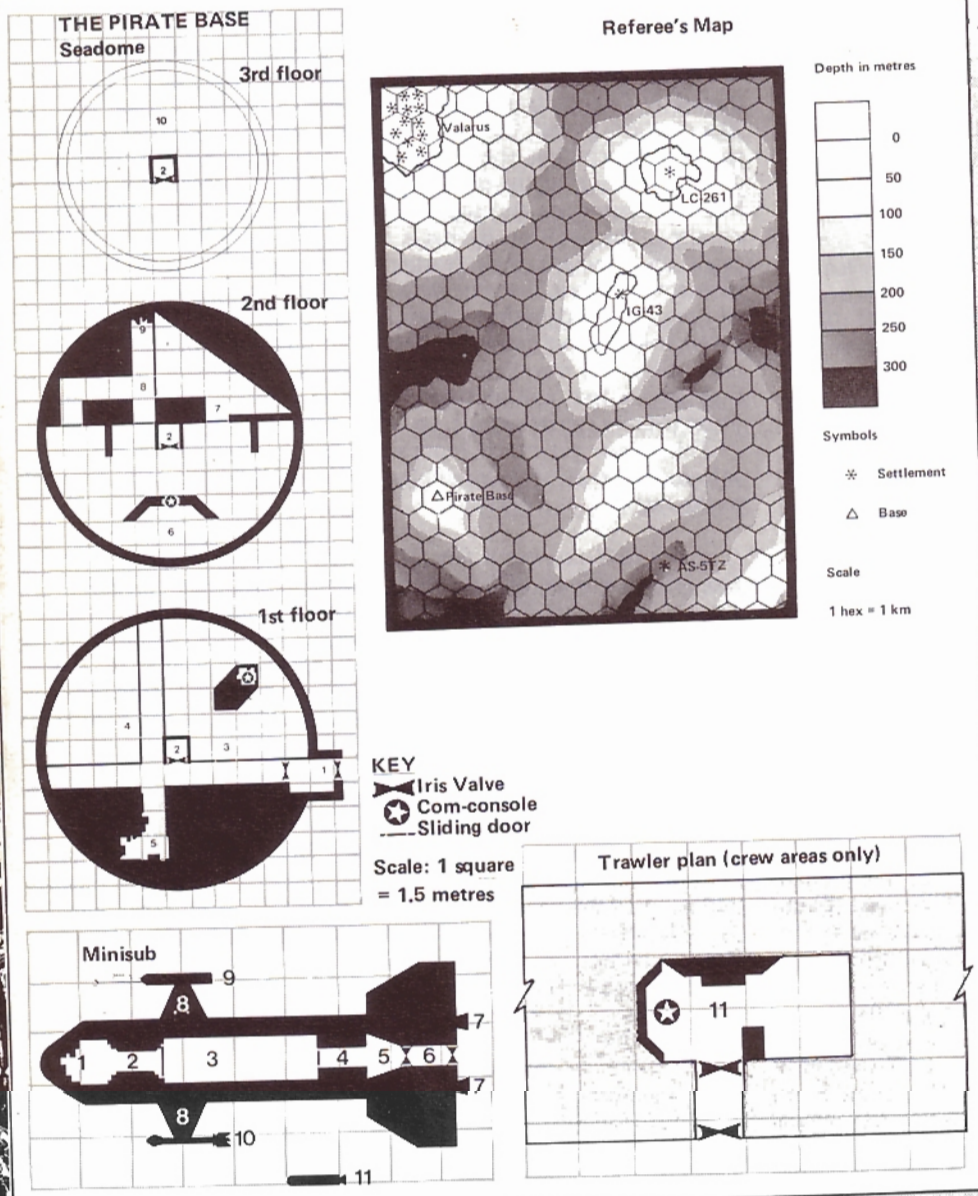
WEED WAR: VINORIAN

by S McIntyre

A Traveller scenario for 2-8 players.
The referee will require Books 1-4, and Supplements 2 and 4.

LINDAR CHEMITECHNICS LTD

R, 0701



Introduction (Players and Referee)

Vinorian/Rhylanor (0701) is a medium sized world, largely covered by water. The atmosphere is heavily tainted with chlorine, which occasionally creates a green mist just above the surface of the seas, and which dissolves in the water forming very dilute hydrochloric acid. On the surface of the sea grows a kind of seaweed unique on Vinorian, which can be used to make certain drugs. The monopoly for this trade is currently held by Lindar Chemitechnics Ltd. The population of just over one million are mostly company employees, and live in Lindarport, a large domed city some two kilometres from the starport. The starport is on piles and stands twelve metres above the surface of the sea, but Lindarport itself is beneath the sea, on a plateau. The seas are warm, but the land masses are arid and support very little animal or plant life.

When the players land on Vinorian, they are forced to wait while their papers are updated. During the delay, a Lindar executive recognises them as travellers, who he supposes might be interested in earning the price of a passage off Lindar. He fetches his superior, a major of mercenaries, who is in charge of security. This man makes a proposition:

Lately drugs have appeared on the market, on Rhylanor and other worlds, which could only have been produced from this weed, but which were marketed by a rival company. This prompted an investigation, as the drugs undersold Lindar's products by a considerable amount, and the company's profits were threatened. The investigation showed that large amounts of weed were being harvested, by an unknown agency. Obviously Lindar wishes to put a stop to this, but is unable to use force because that would seriously damage its already shaky public relations. If, however, some off-worlders were to find out how the pirates operated, as if by accident, and render their trawlers useless, then Lindar could not possibly be connected. Any measures the players deem necessary could be used, if the action did not harm the weed crop or appear to be connected with Lindar. Lindar Chemitechnics would provide equipment for the operation: swimming equipment, and oxygen tanks for each man, along with a CO_2 harpoon gun and knife. Lindar would also arrange for the hiring of a minisub, with undersea equipment handling gear and micro-torpedoes. The pay for a successful mission, which would require the immobilisation of whatever the pirate group are using to harvest the weed, would be Cr 50,000 per man, and possibly some little gift from the firm if the mission was carried out particularly well.

Minisubs

Displacement: 5 tons.
Dimensions: 11 x 2 x 2 metres.
(Note: Hull is cylindrical.)
Speed: 30 kph submerged/25 kph surfaced.
Passengers or crew: Max = 5.
Range: Powered by a nuclear micropile, 4800 km or four days.
Depth limit: 300 m.

Prices

Submersible: Cr1,000,000; Micro-torpedo: Cr 5000; Equipment pods — Worker unit: Cr 10,000, Drive pod: Cr 2000,000.

Special Weapon: CO_2 Harpoon Gun.

Range Matrix

Close	Short	Medium	Long	Very Long	Damage
-4	+1	-2	-4	-6	3d+1

Armour Matrix

None	Jack	Mesh	Cloth	Reflec	Ablat	Battle
+2	+1	-2	-1	+2	0	-6

Dexterity Requirements

Req Dex	DM	Adv Dex	DM
7	-2	9	+1

Weights and Prices

Base Weight	Bolt	Gas Canister	Base Price	Bolt	Canister
4000g	500g	1000g	Cr500	Cr50	Cr100

Key to Minisub

1. Bridge: At the bow of the submersible is the bridge, a small space with one chair and controls (simplified) for the pilot. The bow portion of the bridge is made of reinforced glassteel, and searchlights mounted in the bridge includes sonar, image intensification and controls for the equipment mounted on the pylons. The airlock doors may be controlled from here.

2. Fore corridor: This narrow corridor is flanked by equipment lockers and the

bow steering motors. The lockers have space for a wetsuit and oxygen tanks, with a little other equipment, and there are two in the forward passage. On the roof of the passage is a glassteel dome.

3. Cargo bay/sleeping area: This area is a cargo bay holding one ton of cargo. It can alternatively be used as a sleeping area, and beds are fitted, behind metal panels in the hold. There are four beds.

4. Aft corridor: This narrow corridor is similar to the fore corridor (2), but there is no glass dome.

5. Lounge: The so-called lounge is a small area about the size of the bridge, but without any control panels. There are two chairs in place, and the roof of the area is glassteel. The rear end is the airlock door. There are controls for the airlock above one of the seats, protected by a wire mesh cover which must be raised before the buttons can be pressed. The panel includes a warning light for each door, to show whether it is open. Another light indicates whether the airlock contains air (green) or water (red).

6. Airlock: When the airlock controls are operated, the inner door folds up into the ceiling of the lock. When this happens a buzzer sounds in the bridge. There is a control in the airlock, which, when pressed once closes the inner door. If pressed again it opens the outer door after a thirty-second delay. If, within that delay period the button is pressed again, the outer door opening process is aborted, and the inner door opens. The outer door is controlled by a stud on its surface, and will open the outer door if the inner door is closed. Each time the outer door is opened, there is a pressure equalisation period during which time the lock is filled with water. The airlock does not function below one hundred and fifty metres depth.

7. Steering jets: These jets are the main drive and steering controls of the submersible. It is powered by water jets, which are fitted at bow and stern, top and bottom, mounted so as to be able to swivel, thus applying equal force in any direction. The work of the waterjets is assisted by hydroplanes mounted on the fins.

8. Equipment pylons: These pylons are mounted on the sides of the sub, and are intended for carrying weaponry or equipment. Each pylon includes a power supply, and universal fitting. Alternatively, equipment may be chained to the pylons, and there are shackles onto which the chains may be fitted. Such chains are carried as part of the usual equipment in a sub.

9. Work pack: This equipment unit contains grabs and wrenches, powered by an internal electric motor, and controlled from the bridge. The cameras mounted on the pod and the fine scales and controls on the bridge allow remarkably accurate control.

10. Micro-torpedo: This is a small torpedo, powered by compressed oxygen. An internal system uses infra-red to locate its target. The images are relayed to the submarine which fired it, and the torpedo is controlled by the pilot. The explosive charge carried is sufficient to chase off most sea creatures, and can possibly damage a submarine.

11. Drive pod: This equipment unit contains extra, independent motor units which can increase the speed of a submarine carrying them by some 2½ kph for each one carried. As there are two pylons, a submarine's speed can be increased by a maximum of five kilometres per hour.

The Mission (Referee)

The players are flown by air/raft to Valarus, a small trawling colony near the scene of the trouble. There, their submarine has been prepared. They will start out at once, searching to the south, but also checking the various small 'hamlets' for any clues. The three nearest colonies are LC-261, IG-43 and AS-5TZ. This last is a special deep-water base, on the seafloor, which is about three hundred metres deep at this point, approaching the depth limit of the submarines. Each hex on the map represents one kilometre, thus allowing the submarine to cover the distance in a fairly short time. However at each of the small clusters of houses they must stop off. Each time they stop roll 8+ for there to be a rumour awaiting them.

Rumour (1d6, 1d6)

1-3 :1 = The pirates are based at Valarus.

:2 = The pirates are due south of Valarus.

:3 = The pirates use submarine trawlers.

:4 = A man called here lately — he was selling weed-derived drugs, but was not a Lindar employee. He left in a mini-sub.

:5 = A submarine was destroyed last week by a Gunni skate — a kind of giant flatfish.

:6 = The pirate base is not at any listed area. Not LC-261, IG-43, AS-5TZ.

4-6 :1 = A man purchased some illegal explosives under the counter at Valarus only last week.

:2 = A trawler pilot reports seeing a gigantic blue-grey bulk on the surface in a weed patch. It dived at once, and he thinks that it must have been some kind of sea creature, as it let out a blast of air and water as it went under.

:3 = A fisherman in a weed-clear area heard powerful submarine drives running on the surface at night, but saw nothing.

:4 = The weed was largely chewed up to the south of here.

:5 = The pirates are based at LC-261.

:6 = A coastguard saw a starship land at night in the sea to the south.

Encounters/Events (Referee)

Roll 10+ on 2d6 per hex crossed or entered for an event or encounter, then 2d6 for type.

2:Gunniskate. This large grazer is not intentionally dangerous, but if attacked it will fight back on a thrown of 5+ on 2d6. See submarine combat.

Gunniskate 36,000 kg. A10/F8/S3. Hits: 38/14. Damage: 8D + 8. Thrasher.

3:Undersea turbulence. Roll 9+ to regain control. Each time the throw is failed, roll 8+ for the submarine to be damaged. If the submersible is currently at 300m or near the floor of the sea, add 4 to the chance to be damaged. If it is damaged roll on the hit table under submarine combat.

4:Mechanical failure. Some piece of equipment fails. Roll randomly on the diagram (2d6-2) to determine what part of the submarine is affected, then decide which particular piece of equipment is affected. The failure may not be noticed until the equipment comes to be used.

5:Sonar malfunction. The curious nature of the water causes a sonar echo to appear 1-6 hexes away from the submarine. The echo vanishes, and when the sub arrives there is nothing to be seen.

6:Weed trawler. A legitimate weed trawler passes by, forcing the submarine to dive if it is on the surface or at a shallow area.

7:Submersible. Another minisub is encountered — roll on the random person encounters table (*Book 3*) to find out who the occupants are. Dice also for a rumour to be available, if the crews of the two subs talk with each other. Use common sense.

8:Sandy water. The water is clouded for the next 1-6 hexes, and vision is reduced to just over 100 metres.

9:Subsea forest. A dense tangle of weed appears unexpectedly. Roll 8+ on 2d6 to avoid becoming entangled. If the sub is entangled it must be freed by the crew. 4-24 man hours of work will be needed, and during the time roll every 6 hours for an animal encounter: 9+ on 2d6, and use the Animal Encounters Maritime locations in *Supplement 2.* The referee must choose which table is most suitable. An event should also be rolled for on these tables.

10:Seaquake. A small seaquake occurs. Roll 8+ for the submarine to be damaged, taking 1-3 hits, and 1d6 damage to each person in the submarine.

11:Shoal. If the submarine is near the seabed, an unexpected shoal occurs; roll 8+ on 2d6 to avoid it. If the roll is failed, the submersible takes 1-6 hits.

12:Pirates. Real pirates, as opposed to weed pirates. They will either have torpedoes of lethal capability and order the players to stop and hand over their sub, or they may try to board the ship by either pretending to be in need of help or simply inviting the players aboard their own ship.

Submarine Combat

Submarine combat is basically similar to space combat, and the control of torpedoes is much the same as that of missiles. Consequently Gunner expertise is of use here. Any expertise the character may have in submersibles is also valuable. The

weapons used are of two types: (1) Micro-torpedoes – intended to scare off animals, but sometimes effective against submarines; (2) Torpedoes – the illegal weapons used by pirates. They consist of two or three micro-torpedoes welded together, with the warheads replaced by mining explosives with contact fuses. The basic roll of 8+ applies for the 'to hit' roll; DMs are: target's Submersible skill, + gunner's Gunnery skill.

If a hit is scored roll on the table below to see where the hit occurred. The number in parenthesis is the number which must be rolled on 2d6 for a micro-torpedo to do damage.

Hit Location (2d6)

2:Airlock. (5+) A hit here will destroy the airlock, and flood the submarine on 8+.

3:Steering jets, aft. (9+) A hit here will render the submarine incapable of forward movement.

4:Lounge. (6+) A hit here will do 2d6 damage to anyone in the lounge, and blow the roofplate in on 9+, flooding the submarine, and doing another 1d6 damage to anyone in the lounge.

5: Aft corridor/ballast tanks. (9+) A hit here will incapacitate the aft ballast tanks and slow the submarine. It will also do 2d6 damage to anyone in the corridor.

6:Cargo hold. (8+) A hit here will burst the cargo doors on 9+, but otherwise will only shake equipment off wall racks, and do 1d6 damage to anyone in the hold.

7:Cargo hold.

8:Cargo hold.

9:Fore corridor/ballast tanks. (9+) A hit here will have the same effect as in area 5. It will also burst the dome on 8+, flooding the submarine.

10:Equipment pylon. (6+) A hit here will ruin the equipment pylon, and any cargo or equipment currently on the pylon. It may start a fire in the bridge on 10+, or flood the cargo hold (9+).

11:Bridge. (6+) A hit here will do 2d6 damage to anyone in the bridge, destroy the sonar (1-3), pylon controls (4) or sub controls (5) or two of the previously mentioned (6). It will also flood the bridge and the rest of the ship on 8+. Any damaged equipment may be repaired on 9+, DM of relevant expertise. Repairs take 3-13 minutes – expertise level. (2d6+1 – skill level).

12:Hull. (9+) A hit on the hull may split the submarine open on 9+. If a hull hit occurs, the submarine is totally wrecked, with crew taking 1-3d6 damage, and drowning if they cannot find breathing gear and get it on.

Damage: A torpedo does 10d6 damage to a man in the open sea; a micro-torpedo does 5d6 damage.

The Pirate Base (Referee)

The base is on a subsea peak, just below the surface of the water. There are two minisubs, one of which is armed with two torpedoes and will be on patrol. There is a small dome, and two large subsea vehicles: submarine trawlers. These are very large submarines, in the seventy-ton range, and largely automated. They are parked on the hill top. There are various men swimming nearby, or in the vehicles.

Sighting of the Base, and Beginning of Adventure

When the base is first sighted, the pirates will already have detected the minisub on sonar. The patrol minisub will be detached from patrol and sent in to destroy the intruder. Meanwhile the guards will take torpedoes from the armoury, and fit out the second sub for battle, a complex process which will take some 5-25 (4d6+1) minutes. If the patrol sub fails to report back with proof of a kill, the second sub will be sent out. If neither submarine returns the base will go to full alert. While the submarines are in action, one man will be went into the glass dome on top of the Seadome, while the other four guards will wait in the airlock. If an approaching submarine is sighted, they will send out two men, who will wait in the seaweeds near the lock and attack any men in the water. The others will wait just down the passage from the airlock, ready to fire with their harpoon guns or snub pistols. The guards will almost always be in this position when the players arrive, unless the players take special action, ie stirring up sand to hide their approach, covering behind other submarines, or approaching swimming. The crews will be in their vehicles, the others at their posts.

Location Key to Pirate Base

Note of explanation: The Seadome is made of reinforced plastic, and is likely to be punctured in a prolonged shoot-out. The walls can take 15 points of damage from a single shot, or a total of one hundred points. If the wall is punctured, the room will fill with water in 2-7 minutes. The sub trawlers have much stronger walls: the glass forward view ports can take 30 points from a single shot, or a total of 225. The steel hull can take a total of 300 points.

1) Airlock: This automatic airlock opens when a stud is pressed on the outside. The outer door closes after one minute, and the water is let out. When all the water is out, a period of about forty-five seconds, the inner door opens. The process is reversed for someone exiting the Seadome.

2) Central Shaft: The Seadome is built around a central ladderwell, which goes from the bottom deck to the observation area at the top. There are exits at each of the floors, with watertight doors fitted.

3. Lower Control Room and Sleeping Area: This room contains three beds, and basic control systems. The control systems include television screens showing all the rooms in the dome (currently bland) and areas of surrounding sea. In this room will be also the breathing gear and swimsuits for the sponsor, and command personnel.

4. Bunkroom: This room provides sleeping quarters for the guards and scientists. There are simple beds, lockers and overhead lighting. There is nothing of particular value or interest in the room.

5. Power Maintenance Area: This small area is in the centre of the dome's life-support systems. It has various controls, including a large switch marked *on/off.* Nearby are buttons, with green lights glowing above them labelled *lighting, air, commo, lock, scan. Lighting* shuts down all lighting in the dome, *air* will stop the air circulating if pressed, *commo* will cut power from the dome's communicatiors, *lock* will make the airlock inoperative, *scan* will cut the power to the internal and external televisor systems, and the sonar. The *on/off* switch, if moved from *on* to *off,* will cut off all these functions. Pressing the button again will restore the green light, and make the function work again.

6. Central Control Area: This large control room contains commo gear, television screens showing the inside and outside of the dome, sonar and hydrophone equipment, computers and automatic analysis machinery. There are seats loosely scattered around the control room.

7. Armoury: This room contains two harpoon guns, each with five bolts, and ten daggers. There are also two torpedoes chained to one wall. The padlocks on the chains prevent removal of the torpedoes without the keys, which are carried by the security officer.

8. Generator Maintenance Corridor: This corridor runs between two minor generators, allowing their repair and maintenaance. The generators are protected from the corridor by wire mesh screens.

9. Gunlock: This device allows the insertion of a weapon, which will then be manoeuvred by grabs to protrude from the side of the dome. By using a remote control panel set by it, the weapon can be made to fire in a wide arc over this side of the dome. The weapon currently in place is a heavy gas gun (as normal + 1, 4d+1 damage).

10. Observation Area: This clear glass observation deck allows vision in a 360%area. The glass is one-way glass, which does not let light out from the inside, but allows light on the outside to penetrate. A bracket on the ladder shaft holds three pairs of light intensification goggles, and a pair of binoculars.

11. Subtrawler Control Deck: This control deck contains the highly complex equipment necessary for the running of a subtrawler. At the front are the submarine controls, on the right is the trawl control desk, on the left is the airlock and drive control desk, and the rear of the deck is given over to the crew's beds. The rear wall is a panel covering the essential controls for the submarine. An explosive here will render the subtrawler totally useless; the high-tech innards cannot be repaired on this world.

LINDAR CHEMITECHNICS LTD

LINDARPORT, VINORIAN, RHYLANOR, 0701

Equipment

Equipment *Pirate No:*	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*	*13*	*14*	*15*	*16*
Harpoon Gun		(*)					*	*	*	*	*					
Sheath Knife (Dagger)	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Auto Pistol			*				*						*			*
Revolver											*					
Snub Pistol	*							*	*					*	*	
Cutlass										*	*					
Blade				*							*	*				
Foil																*
Swimming Equipment	*	*	(*)	(*)	(*)	(*)	*	*	*	*	*	*	*	*	*	(*)
Oxygen Tanks	(*)	(*)	(*)	(*)	(*)	(*)	*	*	*	*	*	*	(*)	(*)	(*)	(*)
Reflec Armour																*
Cloth Armour							(*)	(*)	(*)	(*)	(*)					
Jack Armour												*				

The asterisks below the pirate's number indicate which particular pieces of equipment he has on him. If the asterisk is in brackets it indicates that the pirate possesses the equipment, but is not wearing it. The guards for instance, have cloth armour in their quarters, but as it is rather uncomfortable, they do not wear it until necessary. The crew of the station all have swimming equipment, but in the relatively safe environment of the Seadome they have abandoned it. The sub pilots and crew wear they swimming gear, hanging such items as flippers by their belts, and racking their oxygen tanks. The guards wear full swimming equipment, and carry their oxygen tanks while on duty. The second minisub pilot possesses a harpoon gun; it is in his sub, parked close to the dome.

Pirates

1) Minisub Pilot: Lieutenant 668463 Age: 30 Terms served: 1 (Sailor)
Submersibles-1, Demolition-1, Gravitics-1, Mechanical-1

2) Minisub Pilot: Sailor 49C483 Age: 22 Terms served: 1 (Sailor)
Submersibles-1, Battle Dress-1

3) Chief Pirate: Manager 885898 Age: 34 Terms served: 4 (Bureaucrat)
Interrogation-1, Carousing-1, J-o-T-1, Leader-2, Auto Pistol-1, Admin-1, Brawling-1

4) Second-in-Command: Lt Cdr 986A74 Age: 30 Terms served: 3 (Navy)
Electronic-1, Blade-1, Navigation-1, Ship's Boat-1, Fwd Obsv-1, Pilot-1, Computer-1

5) Scientist: 865A87 Age: 30 Terms served: 3 (Scientist)
Computer-2, Electronic-2, Medical-1

6) Scientist: 7AAA97 Age: 30 Terms served: 3 (Scientist)
Computer-2, Electronic-1, Medical-2

7) Security Officer: Major 69BAA6 Age: 26 Terms served: 2 (Army)
SMG-1, Rifle-1, Pistol-1, ATV-1, Mechanical-1, Tactics-1, Air/Raft-1, Fwd Obsv-1

8) Guard: Trooper C64965 Age: 22 Terms served: 1 (Army)
Rifle-1, Pistol-1, ATV-1

9) Guard: Trooper 979684 Age: 22 Term served: 1 (Army)
Rifle-1, Tactics-1, Admin-1

10) Guard: Marine 7C7977 Age: 30 Term served: 2 (Marines)
Cutlass-2, Medical-1, ATV-1, Vacc Suit-1

11) Guard: Lieutenant 6855A3 Age: 26 Term served: 2 (Marines)
Cutlass-1, Revolver-1, Tactics-1, Computer-1, ATV-1, Blade-1

12) Trawler Captain: Lieutenant 368879 Age: 38 Term served: 5 (Sailor)
Computer-1, Electronic-1, Commo-1, Gravitics-1, Brawling-1, Fwd Obsv-1, Submersibles-1

13) Trawler Captain: Lieutenant 669643 Age: 26 Terms served: 2 (Sailor)
Grav Vehicle-1, Streetwise-1, Submersibles-1, Pistol-1

14) Technician: A8B665 Age: 22 Terms served: 1 (Scientist)
Computer-1, Electronic-1, Mechanical-1

15) Technician: 4th Officer 475572 Age: 22 Terms served: 1 (Merchant)
Engineering-1, Navigation-1, Electronic-1

16) Sponsor: Knight 8786AB Age: 26 Terms served: 2 (Noble)
Hunting-1, Admin-1, Brawling-1, Leader-1

Pirate Locations

Pirate No	*Duty Station*	*Area: 1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*Outside*	*Minisub*
1	Minisub						6					5	4	1-3
2	Minisub						1					2	3	4-6
3	(6)			1-2			3-4		6		5			
4	(3)			1-4		6	5							
5	(6)				1-2		3-4					6	5	
6	(6)				5-6		1-2					3	4	
7	(10)				1-2					3	5	4	6	
8	(1)				1-2			6			5		3-4	
9	(1)				5-6			4			3		1-2	
10	Outside				1-2			6			5		3-4	
11	Outside				5-6			4			3		1-2	
12	(11)											3-6	1-2	
13	(11)											3-6	1-2	
14	(11)											1-4	5-6	
15	(11)											1-4	5-6	
16	(6)			1-3			4-6							6

The first column shows which area the pirate will be in if the players are spotted first. The next section of the table is the die roll for a pirate to be in a certain area if the players have surprise.

Some Notes on Play (Referee)

The essential part of this scenario is the actual pirate base, and it is important that the players should be able to cripple both submarines. For that reason, the two trawlers are at the base, when it might reasonably be expected that they would be out trawling. Optionally, one might be trawling and the players would have to set a trap. The trawlers are currently full of weed, to an estimated value of around Cr 2,000,000, and if this is not destroyed the players could expect a bonus of 5%. The employers will almost certainly give some bonus to the players, at the referee's option, if the players have thought their problems out well. Examples of good play are caution (but not paranoia), ingenious and plausible solutions to problems, careful planning and so on. The bonuses might be a packet of rare drugs, or some little item to lead them into another adventure, or an introduction to a non-player character who could be useful to them.

Using one's imagination to solve the problems presented is important to the scenario. A micro-torpedo could be used to detonate an approaching torpedo. A work pack could do the work of four men if the submarine became trapped in seaweed (Event 9). If the players come up with any other solutions in this line, the referee should view them favourably. He must of course not suggest them himself, but if the players do think of them, they should be suitably rewarded.

Fighting in the water may pose considerable problems. The nearest equivalent is fighting in zero gravity, and the procedure for zero-gravity combat outlined in *Mercenary* should be used, with the following notes: A CO2 harpoon gun is a low recoil weapon. As water is slightly easier to hold one's position in than vacuum, especially while wearing flippers, the throws to avoid losing control, and to re-orient oneself should be reduced to 8+.

This issue ends Character Conjuring *as a regular feature. It will appear intermittently in the future.*

GREY and SYLVAN ELVES

by Roger E Moore

It is possible for a Dungeon Master, on a limited basis, to allow grey elves (faerie) and sylvan elves as Player Characters in his/her campaign. While the *Monster Manual* states these types of elves are generally very reclusive and avoid contact with any races other than elves, campaign circumstances may dictate otherwise.

Both types possess the same abilities that high elves have as regards plusses with bow and sword, infravision, surprise capability, finding secret or concealed doors, and sleep and charm resistance. However, the characteristics and class progression are different. Variations in physical appearance and lifespan are as described in the *Monster Manual.* Player Characters who are of either sort should avoid disclosing the location of their home lair to any non-elf.

Grey elves speak the same languages as do high elves, and may learn up to four extra languages, for each intelligence point over 15. Magic-users of this race may work up to Wizard (12th level) if they have an intelligence of 19. Fighters must choose either a shortsword or a longsword as one of their weapons, from the start of play. There are no assassin-class grey elves, and thieves are extremely rare.

Sylvan or wood elves speak the common tongue, their alignment tongue, the sylvan dialect of elvish, treant, centaur, satyr, sprite, pixie, dryad, giant lynx, and giant owl. Depending on their intelligence, they may learn one or two extra languages. Because of their lesser intelligence, they may work up to Necromancer (10th level) as magic-users, but their greater strength allows them to reach Superhero (8th level) if their strength is 18 (76) or higher. Thief-class sylvan elves are not too uncommon, but there are extremely few assassins among their ranks, this being seen as a 'pollution' from previous human contacts.

Both types of elves may mix classes as do high elves, when allowed. If high-elven clerics are not allowed as Player Characters in your campaign, then neither should you allow grey or sylvan

THE BROWNIE

by Bob Lock

The *Monster Manual* describes brownies as 'distant relatives of halflings (perhaps half halfling, half pixie)'. Brownies are smaller than halflings being about 1½' tall.

As a Player Character a brownie can be a fighter (maximum 5th level), a magic-user (maximum 13th level) or a thief. A brownie may also opt to progress in two classes simultaneously and may, therefore, be a fighter/magic-user, fighter/thief or magic-user/thief. A brownie choosing the thief as one of his options is limited to the armour and weapons of that class. Earned experience is always equally divided between the two classes even when progress is no longer possible in one of the classes.

Although brownies may theoretically reach 13th level as a magic-user it must be realised that such heights will only be scaled by brownies of 18 intelligence. Brownies of 17 intelligence may reach 12th level. Brownies of lesser intelligence may only attain 11th level.

Brownies are highly resistant to magic. The *Monster Manual* suggests saves be made as a 9th level cleric. I feel it is more appropriate for Player Characters to adopt the system used for dwarves, gnomes and halflings. So, for every 3½ points of constitution, brownies gain +1 on saving throws versus wands, rods, staves and spells. Thus a constitution of 7 (the minimum allowed for a brownie character) gains +2, 11 gains +3, 14 gains +4 and 18 (the maximum) gains +5.

Although brownies do not have infravision their other senses are most acute. This allows them to surprise opponents 50% of the time, whilst they themselves are surprised only 12½% of the time (d8, score 1). All brownies are able to hide in shadows as a first level thief and all hear noise as a first level thief.

Brownie characters may speak elvish, pixie, sprite and halfling, in addition to common, alignment and their own language. Brownies of 16 intelligence may learn one extra language, 17 intelligence two extra languages and 18 intelligence three extra languages, the maximum that a brownie may learn.

COMING SOON
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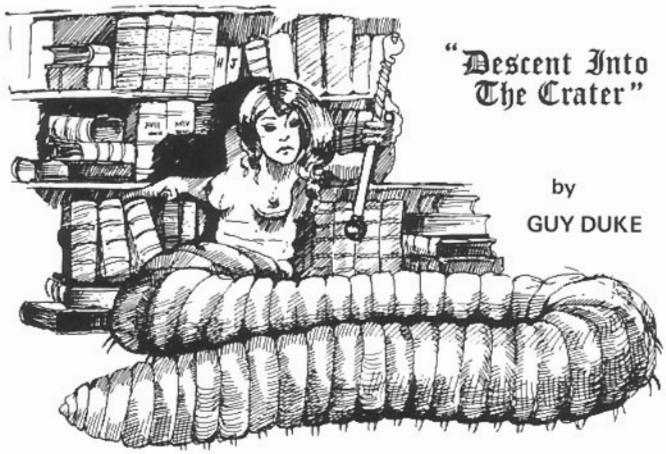

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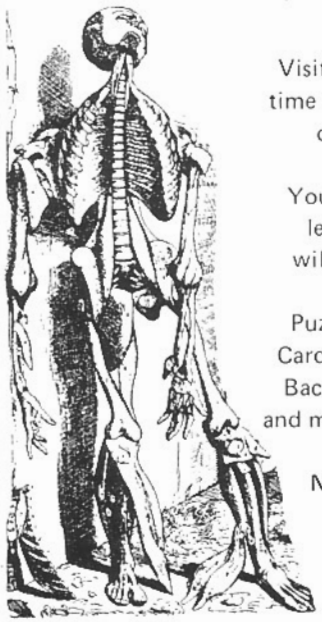

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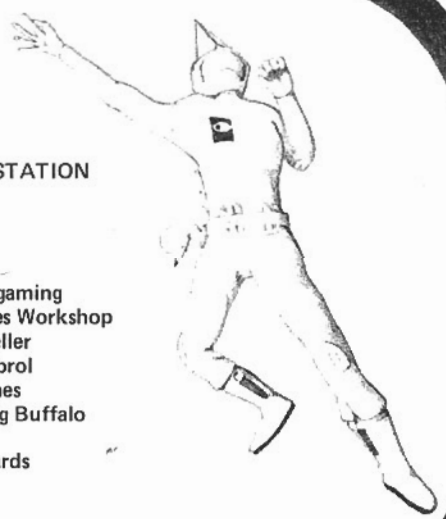

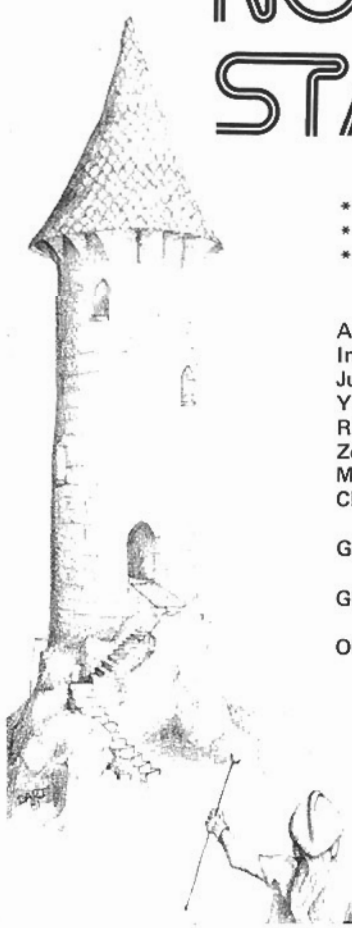

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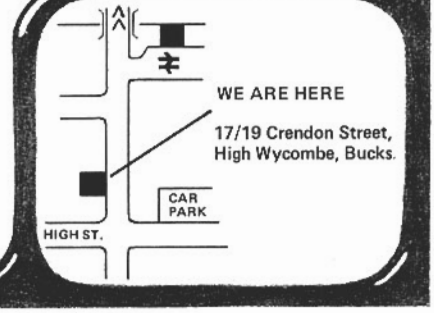

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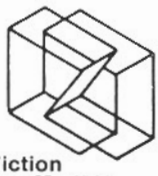

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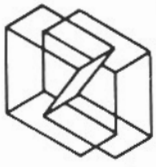

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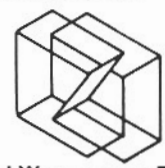

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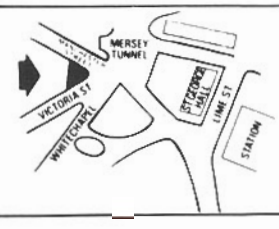

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