In This Issue:
-DUNGEON! Variant
-ANCIENT CONQUEST Strategy
-The "Bard" Character Class
    and more...
If you got this in the mail, you should have noticed something. We have the new mailing system completed. The number next to your name (to the right), is the LAST issue you will receive under your present subscription. For some of the newer subscribers, this number might be lower than you had anticipated. This is probably because you sent us insufficient money to comply with the new rates. However, if you feel that this is not the case, please let us know.

By the time you are reading this, we will be partially into our new shop — The Dungeon. (For real this time, by choice of naming, not by physical appearance.) Terry Kuntz has really slaved in getting it into shape. We invite you to stop by (Williams and Marshall Sts. in Lake Geneva) to admire his handiwork. And pick up an item or two, naturally . . .

The Jim Hayes credited on “What Price Gold and Glory?”, coming in SR 7, is the very same Jim Hayes that painted the picture we plan to display in the Dungeon. Jim is quite a talented fellow. We are anticipating more goodies from him.

We are still in need of good articles and artwork. Need you be reminded that Tim Kirk and Harlan Ellison both got their starts in ‘zines? This is the place for all of you frustrated authors to send your S & S, Fantasy, historical or whatever writings. We will be glad to give talent a start.

CLASSIC WARFARE is now a reality. It has been a project of Gary’s for over seven years, and the finished product shows it. It is by far the most playable set of rules covering the period available. It should hold a great deal of interest to those who are not into ancient miniatures, but do have an interest in ancient military history. The second half of the book “Historical Characteristics” is chock-full of fascinating data and minutiae that is in itself enough to get you bitten by the ancients bug . . .

Those of you that read FANTASTIC and/or AMAZING are probably beginning to recognize our ads. We have found that readers of both those excellent mags to recognize our ads. We have found that readers of both those excellent mags seem to be our kind of people. If you don’t usually read these ‘zines we suggest that you look into them for excellent swords & sorcery and scifi!

We are pleased to announce that we have reached agreement with MINI-FIGS, LTD., on a brand new line of D & D figures. The line is being designed by both MINI-FIG and TSR, so finally you will have access to castings that look like the monsters we describe. In conjunction with that, we are also working on a set of D & D tabletop rules for figures. They will enable you to do on table top outdoor adventures, as well as army battles, and plan campaigns accordingly.

We are also pleased to announce that we have reached an agreement with OLD GUARD on EPT figures. Additionally, we are also working on a set of EPT miniatures rules. Both lines promise to be of the highest quality, and a delight to fantasy miniatures enthusiasts.

We will be beginning a letters column with the next SR. So now, besides sending the answers individually, we will reprint the best letters to share with the readers. Letters chosen for publication will entitle the author to an additional issue of SR. Let’s sharpen up those quills.

TSR continues to expand. Dave Arneson has joined us in Lake Geneva, full time, and has assumed the mantle of Research Director. Mike Carr, of FIGHT IN THE SKIES fame, will be joining us not long from now. He will become our controller, and hopefully help us get our act together better. We are looking forward to the addition of both these talented people to our ‘family’, and it augurs very well, for you, our supporters . . .

WARGAMING WORLD

Because of the abysmal response, our Holiday Special has now become our First-of-the-Year Special. While they last, we are offering copies of D & D Vol.’s 1 and 2 for two dollars each. For the miserly sum of $4, we’ll send 1 & 2, put them in a box, and throw in a set of pullouts. Now, I ask you, where can you get a better deal?

Speaking of abysmal responses, the plan to have D & D seminars at GenCon didn’t seem to create much excitement. To be frank, if we are to decide from the response we have had by now, there won’t be one. If you want to have one, write and let us know. We can’t read your minds.

We have received word of two upcoming conventions. The first is in Texas, called WarCon, it will be held at Texas A & M, College Station, Texas. Dates are April 9, 10 and 11, 1976. Try writing POB 6816, Ag. St., College Station, Texas 77844.

The second is Michicon V, to be held June 11, 12 and 13, 1976. Their preliminary brochure looked good, and they promise D & D and EPT. It is to be held at the Univ. of Detroit. For more information, contact Bill Somers, 1654 Chandler, Lincoln Pk., MI 48146, or call (313)-381-7152.

Don Horton has informed us that he is planning a PBM STAR PROBE game, to last two actual years. It sounds pretty interesting. For more data, get in touch with Don Horton, 16 Jordan St., Sacramento, CA 95826.

Brad Stock has sent us some material on a PBW fantasy campaign he is starting. It sounds fascinating, and promises to combine elements of many different games. Should be a real winner. To get the nitty-gritty, write: Brad Stock, 156 Lighthorse Dr., Chesterfield, MO 63017.

The folks at MINIFIGS sure seem to be busy lately. They have added a new line called WAR OF THE ROSES, and are in the process of extending and diversifying their HUNDRED YEARS WAR line. Both of these lines hold great promise for the Fantasy buff. They also say that they have retooled all of the weapons in the ‘PB’ Ancients ranges. It was certainly needed, as the telephone poles that many of the figures were burdened with were a bit ludicrous.

AH has announced that they are going to publish ALESIA in the coming year. At last long, a very good game (at least the original was) is finally going to be printed. According to Charles Pasco, who had the rights previously, AH has promised to honor all the orders he received prior to selling them the game. It might be a good idea for anyone that has moved since they ordered from him to drop him a postcard to advise of your whereabouts. If the game remains essentially the same as the original, it should have been worth the wait.

The hobby seems to be doing rather well, if the number of new titles in print is any indication. New games are proliferating at an incredible rate, with the only problem that of separating the wheat from the chaff. However, it looks to be an excellent wheat harvest . . .
THE MEANING OF LAW AND CHAOS IN DUNGEONS & DRAGONS AND THEIR RELATIONSHIPS TO GOOD AND EVIL

by Gary Gygax

Many questions continue to arise regarding what constitutes a “lawful” act, what sort of behavior is “chaotic”, what constituted an “evil” deed, and how certain behavior is “good”. There is considerable confusion in that most dungeonmasters construe the terms “chaotic” and “evil” to mean the same thing, just as they define “lawful” and “good” to mean the same. This is scarcely surprising considering the wording of the three original volumes of DUNGEONS & DRAGONS. When that was written they meant just about the same thing in my mind — notice I do not say they were synonymous in my thinking at that time. The wording in the GREYHAWK supplement added a bit more confusion, for by the time that booklet was written some substantial differences had been determined. In fact, had I the opportunity to do D&D over I would have made the whole business very much clearer by differentiating the four categories, and many chaotic creatures would be good, while many lawful creatures would be evil. Before going into the definitions of these four terms, a graphic representation of their relative positions will help the reader to follow the further discourse. (See #1)

Notice first that the area of neutrality lies squarely athwart the intersection of the lines which divide the four behavioral distinctions, and it is a very small area when compared with the rest of the graph. This refers to true neutrality, not to neutrality regarding certain interactions at specific times, i.e., a war which will tend to weaken a stronger player or game element regardless of the “neutral” party’s actions can hardly be used as a measure of neutrality if it will benefit the party’s interest to have the weakening come about.

Also note that movement upon this graph is quite possible with regard to campaign participants, and the dungeonmaster should, in fact, make this a standard consideration in play. This will be discussed hereafter.

Now consider the term “Law” as opposed to “Chaos”. While they are nothing if not opposites, they are neither good nor evil in their definitions. A highly regimented society is typically governed by strict law, i.e., a dictatorship, while societies which allow more individual freedom tend to be more chaotic. The following lists of words describing the two terms point this out. I have listed the
words describing the concepts in increasing order of magnitude (more or less) as far as the comparison with the meanings of the two terms in D&D is concerned:

**LAW**
- Reliability
- Propriety
- Principled
- Righteous
- Regularity
- Regulation
- Methodical
- Predictable
- Prescribed Rules
- Order

**CHAOS**
- Unrely
- Confusion
- Unrestained
- Random
- Irregular
- Unmethodical
- Disordered
- Lawless
- Anarchy

Basically, then, “Law” is strict order and “Chaos” is complete anarchy, but of course they grade towards each other along the scale from left to right on the graph. Now consider the terms “Good” and “Evil” expressed in the same manner:

**GOOD**
- Harmless
- Friendly
- Kind

**EVIL**
- Unfit
- Mischief
- Unpleasant

The terms “Law” and “Evil” are by no means mutually exclusive. There is no reason that there cannot be prescribed and strictly enforced rules which are unpleasant, injurious or even corrupt. Likewise “Chaos” and “Good” do not form a dichotomy. Chaos can be harmless, friendly, honest, sincere, beneficial, or pure, for that matter. This all indicates that there are actually five, rather than three, alignments, namely:

**LAWFUL/GOOD**
**CHAOTIC/GOOD**
**NEUTRAL**
**LAWFUL/EVIL**
**CHAOTIC/EVIL**

The lawful/good classification is typified by the paladin, the chaotic/good alignment is typified by elves, lawful/evil is typified by the vampire, and the demon is the epitome of chaotic/evil. Elementals are neutral. The general reclassification of various creatures is shown on Illustration II.
Placement of characters upon a graph similar to that in Illustration I is necessary if the dungeonmaster is to maintain a record of player-character alignment. Initially, each character should be placed squarely on the center point of his alignment, i.e., lawful/good, lawful/evil, etc. The actions of each game week will then be taken into account when determining the current position of each character. Adjustment is perforce often subjective, but as a guide the referee can consider the actions of a given player in light of those characteristics which typify his alignment, and opposed actions can further be weighed with regard to intensity. For example, reliability does not reflect as intense a lawfulness as does principled, as does righteousness. Unuly does not indicate as chaotic a state as does disorderly, as does lawless. Similarly, harmless, friendly, and beneficial all reflect increasing degrees of good; while unpleasant, injurious, and wicked convey progressively greater evil. Alignment does not preclude actions which typify a different alignment, but such actions will necessarily affect the position of the character performing them, and the class or the alignment of the character in question can change due to such actions, unless counter-deeds are performed to balance things. The player-character who continually follows any alignment (save neutrality) to the absolute letter of its definition must eventually move off the chart (Illustration I) and into another plane of existence as indicated. Note that self-seeking is neither lawful nor chaotic, good nor evil, except in relation to other sapient creatures. Also, law and chaos are not subject to interpretation in their ultimate meanings of order and disorder respectively, but good and evil are not absolutes but must be judged from a frame of reference, some ethos. The placement of characters on the chart of Illustration II reflects the ethos of this writer to some extent.

Considering mythical and mythos gods in light of this system, most of the benign ones will tend towards the chaotic/good, and chaotic/evil will typify those gods which were inimical towards humanity. Some few would be completely chaotic, having no predisposition towards either good or evil — REH’s Crom perhaps falls into this category.

What then about interaction between different alignments? This question is tricky and must be given careful consideration. Diometric opposition exists between lawful/good and chaotic/evil and between chaotic/good and lawful/evil in this ethos. Both good and evil can serve lawful ends, and conversely they may both serve chaotic ends. If we presuppose that the universal contest is between law and chaos we must assume that in any final struggle the minions of each division would be represented by both good and evil beings. This may seem strange at first, but if the major premise is accepted it is quite rational. Barring such a showdown, however, it is far more plausible that those creatures predisposed to good actions will tend to ally themselves against any threat of evil, while creatures of evil will likewise make (uneasy) alliance in order to gain some mutually beneficial end — whether at the actual expense of the enemy or simply to prevent extinction by the enemy. Evil creatures can be bound to service by masters predisposed towards good actions, but a lawful/good character would fain make use of some chaotic/evil creature without severely affecting his lawful (not necessarily good) standing.

This brings us to the subject of those character roles which are not subject to as much latitude of action as the others. The neutral alignment is self-explanatory, and the area of true neutrality is shown on Illustration I. Note that paladins, Patriarchs, and Evil High Priests, however, have positive boundaries. The area in which a paladin may move without loss of his status is shown in Illustration III. Should he cause his character to move from this area he must immediately seek a divine quest upon which to set forth in order to gain his status once again, or be granted divine intervention; in those cases where this is not complied with the status is forever lost. Clerics of either good or evil predisposition must likewise remain completely good or totally evil, although lateral movement might be allowed by the dungeonmaster, with or without divine retribution. Those top-level clerics who fail to maintain their goodness or evilness must make some form of immediate atonement. If they fail to do so they simply drop back to seventh level.

The atonement, as well as how immediate it must be, is subject to interpretation by the referee. Druids serve only themselves and nature, they occasionally make human sacrifice, but on the other hand they aid the folk in agriculture and animal husbandry. Druids are, therefore, neutral — although slightly predisposed towards evil actions.

As a final note, most of humanity falls into the lawful category, and most of lawful humanity lies near the line between good and evil. With proper leadership the majority will be prone towards lawful/good. Few humans are chaotic, and very few are chaotic and evil.

JAGDPANTHER doesn’t really belong with the rest of these ‘zines, but more people should find out about it. This quarterly is available from Jagdpanther Publ., POB 3565, Amarillo, TX 79106 for $9.00 per year. It is the equal in professional quality to WARGAMERS DIGEST and CAMPAIGN (formerly PANZERFAUST), both of which are far better known. (Neither CAMPAIGN nor WARGAMERS DIGEST will be reviewed here, as that would be both foolish and pretentious. We might as well review S & T or THE GENERAL.) It is excellently printed on 8½ x 11 stock, with slick covers. It is a veritable gold-mine of information on boardgames. Each issue contains dozens of items: variants, reviews, suggested rules changes, etc. It also contains and entire game in each issue. They will be hard to improve on a MAJOR TRIUMPH.

From England comes OWL & WEASEL, a “monthly newsletter from Games Workshop. For those of you that might not recognize them, they are our UK distributor. They print on a rather small 4 x 5 size, though the printing is good. It is a newsy item, with LOTS of games plugged, mentioned, advertised, etc. We have no idea of the rates, but you can find out by writing Games Workshop, 15 Bolingbroke Rd., London W. 14. Rate this a TRIUMPH in its field.

FANTASIA TODAY is a “magazine of postal fantasy gaming.” It seems to be based on a massive game, using revised “Midgard” rules. The price varies with the size, so get in touch with Jim Lawson, Rm. 550 Henday Hall, Lister Hall, 116th St.
THE QUEST FOR THE VERMILLION VOLUME
by Robert J. Kuntz

By the pitch blackness of night a body of men-at-arms numbering a score of
swords and axes advanced along a slim wagon path. Leading this mercenary
force was a wizened figure of a man robed in grey with a long white beard
beating a long stout staff. The men’s opinion of their leader was varied; most of
them judging him to be a moron since he wore a pointed hat and sat at times
with the scouts for the company, a troop of snooks known as elves, who were at
this time somewhere to the party’s front: it was said on a mission of some
great importance. But what did
they care as long as they were paid and lived long enough to spend their
shakels at the inn in Vandalia. They
Drystaff the mage was taken unawares by the elves’ approach since he had
been preoccupied with his favorite pastime of looking at the stars while
counting them upon his fingers. He scrutinized the curly-toed midgets as their
leader Highton acquired a tankard of ale from the wagon and approached him
rubbing his eyes: “Hasn’t Lamhland returned with the squadron of horse?” he
queried, still rubbing his eyes. The magician shook his head in dismay and
replied: “Me! You ask me when it was your errand to find out exactly that? What
have you been doing throughout the night besides taking your growth pills?”

Undaunted by the wizard’s irate tongue the elf offered an explanation:
“You have no reason to belittle us for we were alert and did hear the sounds of
many hoof beats coming down the path, but before we woke U-ah er, I mean,
got to the best vantage point to see who it was they had vanished.”

The magician first gave the elf a skeptical glance but then said with a smile:
“It does seem you performed your duty well and I did not mean to condemn
your unequalled arts of scouting and I herewith withdraw my statement and
apologize.”

In formality the elf bowed only to receive a crack on the head from the
wizard’s staff.

Drystaff spoke harshly: “Dozing again, eh? Well, if you munchkins don’t
straighten out in your duties, I’ll turn you all into grasshoppers and feed you to
the birds!”

Picking himself off the ground Highton scurried away mumbling about
how he would fix the meddling Vaudville-reject with a hex from the elf witch
Evrollon of the Greenwood. Drystaff merely returned his glance to the sky and
touched his right hand: “One, two.”

At daybreak the party had reached a decision-making point in its journey
since they were now confronted with roads branching in two directions. Drystaff
considered: “Is this where your troop of Rip Van Winkles reconnoitered last
night?”

Highton, somewhat perplexed by his new name, nodded affirmatively. As the
mage weighed in his mind as to which road to proceed upon Highton asked:
“Is this the road down which you
Drystaff both saw after a few elapsed minutes shocked them to their bones. The
sphere’s picture had stopped all forward momentum and was resting its “gaze”
upon the face of some horrible looking creature. All that the two adventurers
saw at first were inky black lashes and bulging eyes, moving slowly towards the
two of them. Drystaff said::”Oh, where, oh where could Lamhland have gone, oh
where oh where could he be…”

Somewhat settled in mind (and in body) the elf slumped to the ground. Surely
Highton broke the silence: “Can it see us? Can it do anything to us?”

Drystaff with a wry smile replied: “Unless it has powers of its own, I’d say
nothing. So far it has done nothing to us.”

Looking at it in awe and shocked disbelief Drystaff tried to remember all of
the strange monsters that the great Thaumaturgist Grimm had taught him about.

None of his descriptions met this one at all.

Highton shrank as if suspecting that something stupendous might happen.
Nothing did. Returning his gaze to the mage he noticed that he was perplexed,
dismayed. Picking up the globe Drystaff shook it furiously. Nothing happened.
Setting it down he pondered for a few moments and finally retrieved the crystal
globe once more and in doing so he turned it over exposing a piece of glass on the
bottom of it. Under the glass was written in italics: “DEPOSIT TWO SILVER
NORLIES.” “Darn inflation,” muttered the wizard as he reached into his bag.
Upon pulling forth the required amount he deftly deposited it into the necessary
slot and mumbled the strange words once again. There was a loud beep! and the
magician now stood up with a smile on his face. “It is now ready, you may look.”

He motioned the bewildered elf over to him as he started chanting the opening
spell. “Oh where, oh where could Lamhland have gone, oh where oh where could
he be…”

Upon completing the enchantment with a few “Oh Lamhland won’t you
please come home,” the magician stopped, half expecting something. He was not
surprised when a picture appeared showing the right hand road, the road he was
concentrating on. The road was flanked by trees on both sides and as the picture
moved down the turning twisting road Drystaff did indeed see many hoof prints
upon its muddy surface. A strange sound of crunching behind him disturbed him
only a minute since, when he saw that it was only Highton voraciously eating
some popcorn, he continued his searchings. What Highton and the Wizard
Drystaff both saw after a few elapsed minutes shocked them to their bones. The
sphere’s picture had stopped all forward momentum and was resting its “gaze”
upon the face of some horrible looking creature. All that the two adventurers
could see was a dark black face with bulging eyes and a pair of misshapen horns.
Looking at it in awe and shocked disbelief Drystaff tried to remember all of
the strange monsters that the great Thaumaturgist Grimm had taught him about.

None of his descriptions met this one at all.

Highton broke the silence: “Can it see us? Can it do anything to us?”

Drystaff with a wry smile replied: “Unless it has powers of its own, I’d say
not. But as for doing something to us, that will be seen in the future.”

Understanding the implication Highton retorted. “Do you mean that we are
going to meet and do battle with this abomination?”

“Again,” answered the sorcerer, “that will be seen in the future.”

Noticing the elf’s nervousness Drystaff tried to calm him by saying: “Don’t
worry Highton, for if there is a fight, one of my handy spells will surely destroy
this abomination.” The elf, now thoroughly convinced of his pilotage the proper
“break for it” only to be snared by the wizard’s outstretched hand. Feet still
scrambling the foiled elf screamed: “You’ll not get me killed at the hands,” he
shrieked, “or whatever of that monster!”

“You have misjudged me, dear Highton, for I was to battle the monster only
as a last expedient. Lamhland is first and foremost in my mind,” countered
Drystaff.

Somewhat settled in mind (and in body) the elf slumped to the ground. Surely
he could trust this mage, for was he not chosen by the lady for this mission?

But as for it doing something to us, that will be seen in the future.”

Drystaff answered: “A character neither from the past nor future that only
exists between planes. It’s a long story and you wouldn’t be interested.”

The elf, now more interested than before, questioned the mage eagerly: “How
did you learn of this Winkle?”

Amused at the elf’s naivete, Drystaff replied: “I used my crystal sphere to see
him and all of the events that took place during his time.” As the elf pondered
this newly acquired information the wizard was pondering also, but not about the
same thing as Highton.
An image appeared which bewildered both of them and then Highton chortled.

"Fools; we are both innate fools to be so taken by an ordinary cow!" Yes, what they had been seeing was a mere cow. But Drystaff was not laughing as was the elf. Transfixed with rage, the wizard contained himself by saying: "Enough! We have lost valuable time by these antics and we must be off! Up!" he shouted, and immediately the camp sprang to life and in a moment the men were ready for the wizard’s command.

Highton, now composed, asked: "All we found down the right-hand road was a cow; where to now?" Drystaff ignored the elf’s rhyme and mounted his own steed, Grumhold the mule. Swerving down the left hand road he shouted: "Follow me!" The men-at-arms marched off at a methodical pace and in no time were distant the wizard. Perturbed, the wizard spurred the mule to greater exertions as he shouted at his men: "Wait for me! I’m your leader!" With that the men picked up an unusual burst of speed. "It’s going to be a long day," thought Drystaff to himself.

Many miles were covered during the daylight and the men, thoroughly exhausted, were called to a rest. Drystaff, while resting, was approached by the elf: "No sign of Lamhand yet and we have yet to fulfill our quest for the Elf-Witch Ev-volun which..." The elf’s last remark was stopped short by the wizard’s cupping hand.

"You cretin! You know that you’re not to mention that we’re out here on an errand for your witch!! There are spies about, you know!" shouted Drystaff, releasing the elf, he laid down and said: "Mention nothing of anything..." "Huh?" was the elf’s only reply.

"That will do fine," said the magician as he rolled over and went to sleep. The morning brought good news, for one of Highton’s elf scouts returned with proof indeed that Lamhand had been in this area some days ago. The wizard listened intently to the elf’s report and then dismissed him. Highton continued: "There is one fact that is unmistakingly clear; that is, that the squadron of horses had ridden off into the land of Stra-Tac!

"Into the land of the Enemy!" said the startled wizard. "It cannot be so! Even Lamhand is not that slow-witted! Then again..."

"Unmistakable I’d say. What are we now to do about it?" inquired Highton.

The wizard was just about to answer when a great cry rose amongst the men. The men-at-arms, caught while camped, were being hewn down by a mass of hairy, humanoid type creatures.

Highton made himself scarce as the wizard attempted to control the worsening situation. Waving a group of men clear, Drystaff approached and raised his staff, pointing it at the on-rushing creatures: "Foeey on you," he cried, and nothing happened. The dismayed wizard jumped to the side lest he be trampled by the horde of creatures. As he watched in agony (for he had landed on his head) the wizard said: "Mommy," mumbled the Hero.

The wizard merely shook his head in disbelief. This cretin was as bad as a Barbarian he had once met on the North-Eastern marches by the name of the "Hog"; he again shook his head.

They had barely reached the horses when a commotion was stirring in the area of the biggest hut. A small person was seen running towards them with the same creatures in pursuit. The man who had interrogated Drystaff seemed to be at their head and was urging them on after the fleeing figure.

"Highton," thought the wizard.

"Good day dear fellow, comfortable, I hope?"

"Ah. But I sense you are about to depart. I now see the plot completely. By sending an oaf simple-minded as he, you disguised his true intentions; that of stealing the book that rightfully belongs to my master DUNN-RED! Your spy is still loose and being hunted by my little friends and when he is found it will bode ill for both of you!"

At that he turned and walked away accompanied by his bushy companions.

"Psst." Drystaff tilted his head right and left. Had he heard something?

"Psst. Hey — Drystaff."

This time he could be certain he was not just hearing things, for something or someone was behind the pole quickly undoing his rope as he spoke: "It’s me — Lamhand." The wizard nodded in affirmation not wanting to draw attention to any passerby.

As Lamhand fumblingly undid the last strands, Drystaff risked conversation remembering to get ready to temper Lamhand’s disguised answers, the usual way he answered when something had gone amiss:

"What happened to the Horsed Company?"
"They deserted me!"
"Why did they not kill you?"
"They thought best not to embarrass the company any further than they had already."
"How did you find this camp?"
"By using your graciously bestowed potion of levitation did I see it from the air. I immediately landed, defeated the guardian of the book and have eluded them until now."

Drystaff weeded out the truths: "You mean that the company of horses was getting tired of your leadership and attempted to do away with you, but you used your potion to escape and incidentally landed and were subsequently captured. After seeing that you were of no real harm, they let you wander about and you mistakenly found the book and made off with it. You have wandered about from them ever since for they cannot decipher your ways and would not expect to find you still in their own camp under their very noses. Isn’t this the real truth?"

Abashed, Lamhand replied: "Yes, and the only reason I couldn’t escape is because I lost my compass. Damn luck!"

"The horses are this way. We must be quiet. I hid the book on the horse so if they found me they would not find the book. Clever, huh, Drystaff?"

The wizard merely shook his head in disbelief. This cretin was as bad as a Barbarian he had once met on the North-Eastern marches by the name of the "Hog"; he again shook his head.

DunDraCon I: Update

Some of the misleading advertising has been clarified in regard to the “Fritz Leiber” dungeon that has been advertised. The truth of the matter is that there exists a sprawling palace, complete with underground, that has been constructed/populated by a friend of Mr. Leiber’s, with his aid and direction. It is said to contain hazards and treasures drawn from his stories. Fritz has also agreed to attend for a couple of hours, at least, on one of the two days. (We have been told the preceding facts, and have accepted them in good faith.)

The problem seems to lie not with this palace, but with the way the early ads stressed that this would be Fritz’s very own dungeon. Conceivably, a setting drawn from his excellent stories could and should be marvelously entertaining. Our objection concerned the dubious methods of advertising. We have been informed by the sponsors that the majority of the items we read were not sent to the various publishers by the Con, but rather were picked up on by the mags themselves; more victims of the wargaming underground grapevine. If this is the case, the various publishers are at fault, not the Con organizers.

So, what seems to have been a rather simple mistake has been blown out of proportion by a combination of ambiguous advertising, and overzealous publishers that didn’t take the time to check on the facts. It is SR’s hope that DunDraCon will be able to do well in spite of these hassles. We would be very interested in hearing from some of the attendees of the Con, to verify that we got the correct information this time.
AN INTRODUCTION TO
FIGHT IN THE SKIES

by Mike Carr, Designer

Last month the World War I air game FIGHT IN THE SKIES joined the ex-

panding line of TSR games. Therefore, to coincide with its release, it is only fitting

that The Strategic Review introduce the game within its pages to all those who are

interested in learning more about TSR’s latest effort. This month, let the designer

fill in the story of the game’s background and tell you about all that FIGHT IN

THE SKIES has to offer.

First off, those who have been around the world of wargaming may recognize

the fact that the game’s title seems familiar — in its earlier forms, the game has

been around since 1968. Since that time, the design has evolved and expanded into

its current form. The latest effort is the game’s 5th Edition, far superior to

anything preceding it, and produced to be the finest World War I air game

available. The game’s emphasis is on historical accuracy while retaining

playability, and by extensive playtesting over the past years of the game’s evolution

this has been achieved.

During the game’s evolution, many interested players have had direct input

into the final result. Many of the current rules are the result of player suggestions,

and the list of people who have made contributions to the game’s format is a long

one. This means that FIGHT IN THE SKIES is not just a game for the devotees af-

fectionately call it) incorporates many realistic and innovative rules for increased

realism. Although I can claim to be the game’s designer, many of the game’s

devoted players deserve credit for the successful design that it is.

Speaking of devoted players, it is important to point out that those who follow

FTS are a special breed; their loyalty is remarkable. In 1969, the first FITS

players banded together to form the FIGHT IN THE SKIES Society and publish

their own newsletter, AERODROME. Today, the FIGHT IN THE SKIES Society

is still boosting the game and publishing AERODROME 6 times a year. At the

same time, there are a number of games of FITS going on by mail and every

August the Society stages tournaments at the annual GenCon convention in Lake

Geneva, Wisconsin. As a matter of fact, every single year since its inception, the

Lake Geneva convention has featured an early morning FIGHT IN THE SKIES

game to kick off Saturday’s events. Appropriately, this game is called the “Dawn

Patrol” and is among the convention’s more popular tourneys. Other games

featuring FIGHT IN THE SKIES are found throughout the convention’s run,

since the annual August bash provides a unique opportunity for FITS players to

gather. It is a certainty that this interest will increase now that the game is

available again as a TSR product.

The game itself is an interesting package. In its newest form, it represents the

culmination of many years of research and playtesting. In the 5th Edition, the

game rules have been revised and greatly expanded to thoroughly cover the subject

matter of the game — aerial warfare of the Western Front in the years 1917 and

1918. A basic game includes the mechanics for re-creating fighter vs. fighter battle-

dates of that era, while the rules booklet offers for the more experienced players the

mes of that era, while the rules booklet offers for the more experienced players the

ules for random combat, allowing players to set up an infinite number of possible opening game situations — all historically plausible — simply

by rolling dice! This, coupled with the fact that a variable number of players can take part, gives FIGHT IN THE SKIES a special flexibility unlike any other boardgame. In every respect, FTS is more than just another wargame.

After many months of preparation, FIGHT IN THE SKIES in its newest

edition is now in release and available from TSR. It is my hope that the game will

meet with the same widespread acceptance afforded other TSR products. As the

game’s designer, there is a real pride in being a part of the TSR team and a feeling

of gratitude to the loyal people who are interested in each new release — those of

you subscribing to the Strategic Review. I hope this background on the game will

familiarize you with FIGHT IN THE SKIES and pique your interest a bit. I’m

sure you won’t be disappointed with the game!

Keep ‘em flying!

FIGHT IN THE SKIES is available from TSR for $10 — this issue contains a
coupon good for two dollars off.
WAR of WIZARDS UPDATE
by John W. Berry

When an explorer returns, his maps are often found to be crude and full of errors. Of Professor Barker, who has added the equivalent of a continent to the territory of adult gaming with WAR OF WIZARDS alone, this cannot be said. However, a few changes to the above mentioned game are necessary and/or desirable. I have discussed the following changes with Professor Barker and have his enthusiastic endorsement of them.

In the area of CREATURES, some fairly major changes are necessary. As given, beasts and warriors are identical in every respect, and insects and crawling creatures are worse in movement, but otherwise identical. Therefore if anyone ever uses spell (29) he has made a mistake, and either spell (27) or (28) might as well not be there. We need to distinguish between them somehow, in addition to movement. The following method has the endorsement of Prof. Barker, and should be written into the book. Rather than list the changes by spell, they will be listed by type of creature and class.

BEASTS of any class are not reinforceable. However, Class I beasts get +2 on their saving throw roll on Energy Bolt and Missiles (but normal damage), Class II beasts get -1 damage on Missiles (but normal saving throws), and Class III get -2 damage on Missiles (normal saving throws).

WARRIORS are as before.

INSECTS AND CRAWLING CREATURES in Class I get 1-4 creatures of 1-3 points each with 1 six-sided hit die; Class II gets 1-3 crawlers of 4-6 points with 2 six-sided hit dice; and Class III gets 1-2 what-evers of 7-9 points with 3 six-sided hit dice. Movement and reinforceability are not changed.

As for FLYING CREATURES, they must have saving throws of +2 higher a-against Missiles, Energy Bolts, and Doomkill, but they are able to fly over all walls/creatures except (42) Demon, (46) Swords, (49) Wind, and (69) Infernal Barrier. This includes (51) Control Terrain, in either attack or defense. (NOTE: this is the way Flying Creatures have always been, and also applies to creatures/players flying by spell 52 (Fly).

UNDEAD are as before.

Note that any creature, if equipped with poison, may kill the opponent with a single hit if he is unable to cast a (65) Neutralize Poison on himself next turn. Also, hit points are used only against opposing creatures/players, any other damage is taken off the spell points invested in the creatures. (These are not changes either.)

In the area of WALLS, Prof. Barker would like to make one change: (46) Swords fights and is fought by (43) Fire and (44) Ice, and blocks and is blocked by (45) Stone. I prefer the following OPTIONAL NON-CHANGE: The rules as written say (46) Swords is blocked by (43) Fire, (44) Ice, and (45) Stone, yet when you look at (43), (44), (45), you find each of the Fire, Ice and Stone Walls combat (46) Swords! Fine, play it like it's written: the wall with the most points determines which type of interaction occurs. Also a number of rule interpretations are needed in this area. Unless noted, these are Prof. Barker's interpretations. (49) Wind com-
bats (21) Halo exactly like Missiles, but dispells (3) Telekinesis with no effect on (49), (44) Ice and (45) Stone block spells (3) Telekinesis, (8) Shadows, (16) Vapor of Death, and (21) Silver Halo. The walls are also blocked by the spells. [OP-TIONAL: this blockage, unlike wall vs. wall blockage, does not prevent hostile walls or creatures from entering the square, nor friendly walls or creatures from passing through (if without stopping in) the square if they have enough movement and the blocking spell is not relevant to them.]

As written, the Priest-only CURE spells are on the average a waste of points. This was not intended, so a change is necessary here. For 56 (Cure Minor Wounds): CHANGE the amount of damage cured to TWO 6-sided dice, scoring all I’s rolled as 2’s. Cost remains 5 points if unsuccessful. For 57 (Cure Major Wounds): CHANGE the damage cured to FOUR 6-sided dice (not adjusted), with cost if unsuccessful now 10. These changes make the Cure spells on the average a break-even proposition within .7%. This article is an extract from the most urgent material in a much longer and more complete compilation of play aids, interpretations, changes and additions to War of Wizards, produced as a result of lengthy conference with Prof. Barker. I suspect he thinks of me as the Elephant’s Child, as I have asked him all the questions which have occurred to me or any of my opponents. He has graciously given me detailed answers to them all, indicating to me why the rules turned out as they did. In addition, we have discussed the possibility of adding spells to the game. If you would be interested in seeing this, make a noise about it, and it may shortly be published in its entirety, including, perhaps, several new spells of an entirely different nature.

MAPPING THE DUNGEONS

This time around, this column will be devoted solely to our DM list. This list represents all of the names received to date. From now until next year, we will only print new listings or changes of address. Each year, we will publish a complete list, but the size prevents our printing it any more often than that. After all, the space can be better used with more articles. We urge any persons not on this list to send us the data. We will not furnish phone numbers, as anyone that wants it badly enough can obtain it from Directory Assistance, and this prevents just anyone from getting your numbers, and hopefully will limit crank calls.

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John A. Bennick, 192 Curtis Av., Stoughton, MA 02072.
Jeff Bundy, 162 W. Cooke Rd., Columbus, OH 43212.
Brian Collins, 898 Carolina St., San Francisco, CA 94107.
Jim Connelly, 655 S. Fairoaks, H206, Sunnyvale, CA 94086.
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Evan Siegling, 222 Andalus Dr., Gananna, OH 43230.
Len Scensy, 734 Lawnview Ct., Rochester, MI 48063.
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WAR OF WIZARDS SOLITARE

by Richard L. Mataka

Even though War of Wizards is only a two player game even at this times can be a drag when an opponent can’t be found. So here is a little something that I have created for playing this game solitaire. The main thing that you have to keep in mind is while this system of mine is by no means perfect, if any problems do arise always solve them in favor of the non-players side and in this way it is harder for you to win.

The first thing that you have to do is to determine what color units you, the player side, want to be and then the other color will be the non-player. Now take all of the non-players units and place them into the three spell categories, flip them face down and mix each of the three piles in front of you so that you do not know what is in them. (Keep a mental track of what category is in what pile.) Then after you have done all of this, you should roll your dice to determine what the strengths are going to be for each side in the game. After rolling the dice for both sides, if the players side is higher in two out of three categories you should do the following to the non-players side: Add all of the categories of the players side together, then take 10% of this total and add it to each of the non-players side categories. This should then somewhat even out the game.

The movement of the spells for the player’s side is done in the conventional manner. The movement of spells for the non-players side is handled in the following manner: All of the non-players side spells move one box per turn with all attack spells starting on box 10. The defensive spells of the non-player’s side start on box 1 and also move one box per turn. All of these spells are moved face down and are picked randomly from one of three piles, one pile being the attacker spells, another the defense spells and lastly the attack defense spells. Whenever spells clash in a box you flip over the non-players side spells to see what it is. After you have determined the type spell and if your defensive spell has nothing to do with it the non-players side spell keeps moving at the normal one box per turn until it reaches the player’s side Wizard. All combat between the non-player’s side spells and the player side’s spells are done in the normal manner with the points being subtracted from the non-player’s side as soon as the type spell is discovered. The non-player’s side spells are always to be considered the strongest spell that could be thrown.

The non-player’s side may transfer strength from category to category with no restrictions. The player’s side may not transfer strength at any time. If there are any problems that arise while playing, just use your common sense and have the outcome in favor the non-player’s side.

The non-player’s side has no restrictions as to the type of spells that he could use during the course of the game. But the player’s side must stick within the confines of the normal rules when picking spells of Priests or Sorcerers. The idea behind this situation is that you know where your opponent is but you do not know what type of spells he is throwing at you from turn to turn. This is where the random pick of the face down spell counters come into play and all that it takes is a little while and you will have a challenging but fun solitaire game to play.

One other item that could make the game even more challenging to the player’s side is to have all of the evading throws for the non-players side halved. This will give him more of a chance to evade your spells should they break through his defenses. The players side may never roll to evade any of the non-player’s side spells and must stand there and take his punishment.

Well, I think that this should cover all of the possibilities that you may come across playing this game solitaire. However, as I said before, if any problems do arise just use your common sense and have the outcome in favor of the non-players side and you should have yourself a challenging solitaire game because the player’s side may not always win.
Statistics Regarding Classes: (Additions)  

BARDS

A Bard’s Lore percentage reflects the Bard’s knowledge of magic, legends, magic, etc. This is the percentage change a Bard has of telling what certain objects are, what they do, their properties, purposes, etc. This percentage also reflects his knowledge of the legends and legends outside of the campaign; the latter must be kept in mind when his knowledge of the weapon comes from legends and his experience in recognizing various types of weapons and armor, both magical and non-magical, as well as his excellent knowledge of magical runes. When a Bard attempts to describe the purposes of an artifact or misc. magic item his chances of success are at least halved, especially when it comes to items that the Bard himself cannot use. Not even the highest Bard can tell any of the books apart, and only a Master Bard will have any chance of telling the different kinds of necklaces and scarabs apart, although almost any Bard has a good chance of identifying a cursed spear of back biting or a shield of missile attraction when he sees one.

In regard to magical items, a Bard may not use any wand, staff, or rod other than those usable by Thieves and Fighters or every class. In regard to miscellaneous magic a Bard may use anything a Fighter or Thief may use or those items employable by all classes. Certain miscellaneous magical items work better in the hands of a Bard, for example, a Lyre of Building negates the effects of a horn of blasting for 12 turns and acts as if 200 men had laboured for one week when a Bard plays it. Pipes of the Sewers will call 1-100 giant rats in 1-3 turns when a Bard plays them. Since Bard’s are a mixture of several classes (though they belong mainly to the class of fighters) they may benefit from many books, thus a manual of spellapyrus would give a Bard ½ of the experience points needed to reach the next level, the proper Libram would award ½ of the experience points needed for the next level, and a manual of Puissant Skill at Arms would award ¾ of the points needed to gain the next level of experience. As far as damage from books goes Bards are treated as fighters. Bards may not use fighter’s potions; however, they may read scrolls due to their vast knowledge of magical runes. All defensive plusses (i.e. rings of protection, etc.) subtract 5% from the Bard’s chances of charming creatures.

Bards are basically neutral in nature though they may be lawful or chaotic. If a Bard decides to become lawful he will lose his thieves ability. Bards and Druids are closely connected and since they both belong to the same sect each must aid the other if they are in need. Bards are usually wanderers and do not like to settle down, for this reason only a Master Bard may build a castle, other Bards are expected to find short time employment or lodgings in return for their songs and legends. Bards are extremely quick at picking up languages, customs, etc., and have a vast knowledge of cults, religions, and legends. Thus Bards are allowed to speak as many different languages as their intelligence reflect. Bards are limited to chainmail or leather armor. If a Bard chooses to wear chainmail his chances of climbing walls and moving silently are reduced to zero. Note also that a Bard does not receive +4 to hit from behind or x2 on damage.

A Bard is a jack-of-all-trades in Dungeons and Dragons, he is both an amateur thief and magic user as well as a good fighter. He is supposed to extract himself from delicate situations through the use of diplomacy, but since this does not always work he is given the innate ability to charm creatures. A Bard has the theiving abilities of a thief one half his level rounded off to the lower level, thus a Bard 11th level would have the abilities of a 5th level thief. Elves, Dwarves, and Hobbits may be Bards but cannot progress beyond the 8th level (Minstrel). Elves receive an extra 5% on their charm and lore scores and receive all the extra benefits of an elven thief. Dwarves and Hobbits receive only their additional theiving benefits. A Bard may use any weapon and for purposes of hit probability he advances in steps based on four levels like clerics. For purposes of saving throws they are treated like clerics as well.

The percentage listed under charm on the Bard’s statistics table reflects the percentage chance a Bard has, at each level, of mesmerizing any creature that can hear his song. However, creatures of more than three hit dice, and men types (Elves, Dwarves, Hobbits, etc.) of 5th level or greater, have a higher resistance to the Bard’s charm. For every hit die above three a creature, monster, etc., has, subtract 5% from a Bard’s chances of mesmerizing it. Likewise, for every level above 4th, men subtract 5% from a Bard’s chances of mesmerizing them, and a Monk subtracts 10% for every level he has attained from the Bard’s chances. Certain monsters have an especially high resistance to the Bard’s charm, like undead, who subtract 10% off the Bard’s chances of charming them for every hit die they possess, and Balrogs, who have a 200% resistance to the Bard’s charm. However, in some cases a Bard’s song may be very helpful, as in the case of the harpies’ song, which the Bard can negate by playing. Some monsters even consider a Bard to be a great treasure and many legends are told of Dragons who refused to let Bards stop playing their restful melodies... A Bard may attempt to use his charm once per day per level. When a Bard attempts to use his charm he rolls percentage dice once and all those creatures within hearing distance (app. 60 ft.), except the Bard’s own party, whose adjusted charm scores are equal to or greater than the number rolled are mesmerized. While a creature is mesmerized by a Bard he does nothing but listen to the Bard play, however, if it is distracted (by a loud noise, etc.) or the charm is broken, the Bard has the chance to charm another creature. If the creature was previously enchanted or if they are particularly hungry, etc., the chances of charming them may be slightly reduced. While a Bard has the creature mesmerized he may attempt to implant a suggestion in the creature’s subconscious, these should be relatively simple suggestions in the case of low intelligence creatures, the complexity of the suggestion being allowed to increase with increasing intelligence of the charmed creature, in all cases it is wise to follow the guidelines of the third level magic user’s spell ‘suggestion’ and saving throws are always applicable versus the Bard’s suggestion. If a creature makes its saving throw from a Bard’s suggestion (save as vs. magic) then it will immediately realize what has happened and more likely attack the Bard. A Bard receives experience points for charming and suggesting according to the hit dice of the opponent (treat as an assist in most cases).
As a Bard progresses upwards he collects followers to follow him on his journeys, these wayfarers often become his loyal servants. Therefore a Bard of the degree of Fochlucan usually has two first level followers, a Bard of Mac-Fuirmidh has one second level and two first level followers, and two second levels, a Canaith Bard has three first, two second and one third level followers, a Bard of Cli has three first, three second and two third level followers, a Bard of the Anstruth degree is attended by three first level, three second level, three third level and three fourth level followers, a Bard of the Doss degree is accompanied by two first level followers, and a Bard of the esteemed Cli Mound degree is attended by four servants of each level from first level to sixth level. These servants do not have to be paid, however when one dies he is never replaced, A Bard uses the following table to determine his followers:

- 01-30 Bard
- 31-55 Druid
- 56-75 Fighter
- 76-90 Thief
- 91-99 Magic User

00 Roll twice ignoring 00.

These characters have +3 loyalty and their characteristics should be determined. Note that if a Bard occurs, he himself will not have any followers. It is unnecessary to keep track of experience points for these servants since first level servants become second etc. as a Bard progresses through the colleges of Bard's

To become a Bard a character must have at least an average strength and intelligence. Below average dexterity reduces the Brd's thieving abilities by ½. A Bard must also have an above average charisma, for every point above 14 a Bard adds 5% to his charming abilities.

### Mighty Magic Miscellany

**Barding Harps**

by D. Schwegman

Barding harps are rare magical items which aid a bard on his long and dangerous adventures. There are five types of Barding harps, one on each of the miscellaneous magic tables.

#### TABLE 1 Fochlucan Harp

This harp adds 10% to a bard's chance of charming a creature. In addition to this it has three songs. The first of these and most powerful is its song of protection from evil which is equivalent to the third level spell. The second song is one of defense which casts a shield around the bard and is like the first level spell 'shield'. The last song casts a circle of light around what ever the bard desires (the party, an object, etc.) and is equivalent to the second level magic user's spell 'continual light'. This harp can only be played by a bard of the Fochlucan college or higher, a first level bard who attempts to play the harp will take from 1-10 points of damage. The songs of this harp are: 'playable only once per day by the bards of the Fochlucan college, for each additional college above this a bard is able to play the songs one more time per day.

#### TABLE 2 Mac-Fuirmidh Harp

This harp adds 20% to a bard's chance of charming a creature and also possesses the three songs of the Fochlucan Harp. In addition to this the harp has two more songs. The first of these turns the bard invisible and keeps him so until he stops playing. In this state he may still be located by the sound of his harp though the sound appears to come from nowhere; this makes the bard very hard to hit and baffles stupid creatures. The second song enables a bard to strengthen fighters and is like the second level strength spell except that it lasts as long as the bard has strength to keep playing, the spell is broken when the bard stops or is stopped by interruption. The Mac-Fuirmidh Harp is playable only by bards of the Mac-Fuirmidh college or higher, its songs, like the other barding harps, are playable but once per day unless a bard is of a higher college whereupon he may play the songs of this harp once more per day for every higher college he has attained. Note that a Mac-Fuirmidh bard would be able to play the harps first three songs (shield, protection, and light) twice per day, a Bard who is lower than the Mac-Fuirmidh college who tries to play the harp will suffer 2-20 points of damage.

#### TABLE 3 Doss Lyre

This Lyre adds 30% to a bard's chance of charming creatures and has all the abilities of the Mac-Fuirmidh Harp as well. In addition to this the Lyre has two special songs. The first song enables the bard to fly up to the limitations of the third level spell 'fly' with the exception that it lasts as long as the bard is able to play. The faster or the higher a bard tries to fly the quicker he becomes tired. Generally, a bard is only able to keep up maximum speed or very high altitudes for as many turns as his level; after this a roll of a 1-4 on a six-sided die indicates the bard has collapsed, unconscious from his efforts. The second song of the Lyre is equivalent to the third level dispell magic spell in which the bard ratios his level over the level of the caster to determine his chance of success. These two songs are playable but once per day unless the bard is of a higher college than Doss. A bard of the college of Doss with this harp could use each of the first three songs three times per day, the next two songs (invisibility and strength) twice each per day. A bard of a lower college than Doss who attempts to play this Lyre will suffer from 6-36 points of damage.

#### TABLE 4 Canaith Lyre

This Lyre adds 40% to a bard's chance of charming creatures and has all the abilities of a Doss Lyre. In addition it has two special songs. The first song is like the fourth level 'confusion' spell. The second is like the fourth level 'fear' spell. In addition to this the Lyre has a healing song which when played can heal the listeners from 2-12 points of damage, this song is playable once per day only regardless of a bard's higher levels. A bard of a college lower than Canaith who attempts to play the Lyre will suffer between 6-48 points of damage.

#### TABLE 5 Cli Mandolin

This Mandolin adds 50% to a bard's chance of charming creatures and has all the abilities of a Canaith Lyre. In addition to this it has the power of telekinesis, contains one elemental, and can heal better than the Canaith Lyre, being able to heal from 3-18 points of damage. (Note that this is the only healing it can do; the abilities of the Canaith Lyre are not accumulative in this Mandolin; that is, it does not heal 2-12 and 3-18 from those who listen to this song. This Mandolin also has a song of fire which is like the fourth level spell and can remove curses like the fourth level spell. For each college above Cli a bard can use these two spells once more per day. A Bard of a lower college than Cli who attempts to play this Mandolin will suffer from 6-60 points of damage.

It is important to note that a bard cannot tell two barding harps apart for all of the above instruments have powerful enchantments laid upon them so that they all appear as harps and until a bard attempts to play them he does not know what type of instrument it might be, nor what college it is from, for only a wish could reveal this information.

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**BOOT HILL Experimental Rule**

by Brian Blume

A man can be an excellent shot with a gun when it comes to target practice, but when he faces another man who is also armed, his bravery shows. If he is not composed of iron nerves, his aim is liable to waver. This is reflected in TSR's BOOT HILL rules for western miniatures and campaigns, by modifications to the TO HIT CHART.

In a similar manner, a gunfighter may be greased lightning on the draw in practice, but when he faces an armed opponent, he may flinch on the draw if he is not steely-nerved. To reflect this in BOOT HILL, try the following experimental rule:

To the FIRST SHOT CHART, add a new column for Bravery. It should look as follows:

<table>
<thead>
<tr>
<th>Bravery</th>
<th>+5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foolhardy</td>
<td>+3</td>
</tr>
<tr>
<td>Fearless</td>
<td>+4</td>
</tr>
<tr>
<td>Brave</td>
<td>+2</td>
</tr>
<tr>
<td>Very Brave</td>
<td>+3</td>
</tr>
<tr>
<td>Average</td>
<td>+1</td>
</tr>
<tr>
<td>Above Average</td>
<td>0</td>
</tr>
<tr>
<td>Cowardly</td>
<td>-1</td>
</tr>
<tr>
<td>Coward</td>
<td>-3</td>
</tr>
</tbody>
</table>

This is still only an experimental rule, and your comments are welcome. If the rule is approved by you, the gamers, it will probably be added to the book in the next printing.

May your aim be true and may your spurs never rust!
DWARVES AND CLERICS IN DUNGEON!

AND A PAIR OF NEW TREASURES AND SOME NEW MONSTERS TO MAKE THE POT SWEETER

by Gary Gygax

In order to add a new dimension to the character types in DUNGEON! we have added the Dwarf and the Cleric. The former is in the strength category of the Elf and the Hero; the latter is designed to compete with the Superhero and Wizard. In playing we have found that both new types are viable and have about the same chance as the others to win if they are played properly. For six-player games of DUNGEON! it is highly recommended that each player must operate as one of the six types, allowing no two of the same type on the board.

THE DWARF: The Dwarf fights as an Elf, so simply use that score on each monster card which applies to the Elf when combatting monsters. Likewise, the Dwarf needs 10,000 gold pieces to win. Although the Dwarf does not open secret doors any better than a Hero (a roll of 1 or 2), he does detect and remove traps easily. Therefore, whenever a Dwarf enters a space containing a Trap he simply puts it in the discard pile, ignoring the results of the trap, and freely picking up any treasure thereunder.

THE CLERIC: It will be necessary to add two types of spells for clerical use: “Hold” — this spell causes the monster it is thrown upon to defend at -2 (add +2 to the die roll of the cleric), and in addition the monster does not get a die roll in the event that the Cleric fails to kill the monster when he combat it. “Transference” — simply use the Wizard spell of this type unless there are several playing in the game in which case additional cards will have to be made up. The Cleric fights as a Hero except against undead (skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, and vampires) and EVIL HEROES, EVIL SUPERHEROES, WITCHES, and EVIL WIZARDS. In the latter cases he fights as a Superhero. Also, although the Cleric cannot ambush others, he may be ambushed, but if he is ambushed he fights as a Superhero. The Cleric may take a maximum of four spells at any time, Hold and/or Transference in any combination. He may replenish spells just as a Wizard does. When rolling on the PLT table the Cleric treats “Seriously Wounded” as a retreat of 1 space and a prize loss, and he does lose a turn. In all other cases he cannot be wounded or lose a turn but he can be killed or lose prizes. The Cleric needs 20,000 gold pieces to win.

New Prize Cards: With the new characters it is suggested that the following new prizes be added:

BOOTOS OF SPEED: Amend the lowest value Third Level Prize Card to read: “BOOTOS OF SPEED — Increase movement from 5 to 6 spaces per turn!”.

MAGIC ARMOR: Amend the lowest value Fifth Level Prize Card to read: “MAGIC ARMOR — When rolling on the PLT add +1 on rolls of 2-6, -1 on rolls 8-10 and 12, rolls of 7 or 11 not affected. Additional value: 1,500 Gold Pieces.

New Monsters: Simply amend existing monsters as indicated below in order to make the game more interesting. The numbers following the name of the new monster correspond to the numbers shown on the card for Lightning, Fire Ball, Wizard, Superior, Hero and Elf.

FIRST LEVEL —
On Skeleton card: Zombie 3,3,7,4,5,6.
On Hobgoblin card: Orcs 5,2,6,4,6,4.
On Giant Lizard card: Anti-Magic Trap! “All magic and spells gone!”

SECOND LEVEL —
On Hobgoblin card: Gnolls 4,4,7,5,8,6.
On Hobgoblin card: Harpy 3,3,5,6,7,7.
On Giant Spider card: Owl Bear 4,4,9,4,6,7.

THIRD LEVEL —
On Ogre card: FIREBALL TRAP! ‘Roll on PLT, 7=8,11=10. Prizes lost are destroyed!’
On Werewolf card: EvilPriest 7,7,8,6,7,8.
On Mummy card: Wight 10,5,7,6,8,9.

FOURTH LEVEL —
On Evil Superhero card: Manticores 6,6,11,9,10,11.
On Troll card: Wyvren 8,8,9,8,10,10.
On Mummy card: Wrath 6,6,8,8,9,10.

FIFTH LEVEL —
On Green Slime card: Fire Elemental 5,—,12,9,10,12.
On Troll card: White Dragon: 10,5,12,9,11,12.
On Giant card: Spectre 8,8,9,7,9,11.

SIXTH LEVEL —
On Vampire card: Demon 9,—,11,10,12,—.
On Purple Worn card: Basilisk: 10,8,12,10,12,12.
On Blue Dragon card: Earth Elemental —,6,—,9,11,—.

If you do not wish to actually mark up the monsters simply put an “X” on a corner of the face, and then a code number to indicate which new monster it is. Have fun!

Additional Information Regarding Lifetime TSR Offers

In the mailer that was sent with SR #5, we inadvertently forgot one important point. If you wish to cancel the deal, once it has been entered into, you may at any time, under one condition. That is, at the date of cancellation, we will deduct the RETAIL value of all games and/or publications received under the plan, and refund the difference. That way, you lose nothing, and if you hit rock-bottom, financially, you can cash in your membership. What better deal can you hope for? If you didn’t receive the flyer, by all means, write us and we’ll send you one.

It’s an offer that only comes once in a lifetime...
NEW GAME, NEW STRATEGY

by Dennis O’Leary

TSR welcomes Dennis to the pages of SR. Dennis’ credentials in the hobby are solid. He was the editor of the late lamented LA VIVANDIERE; he was also with GHI at one time. He is now involved with EXCALIBRE GAMES, which produces ANCIENT CONQUEST. ANCIENT CONQUEST is available from TSR, see the product list on the back page. It also happens to be one of the favorite games of a few of the TSR people, and gets played around here frequently.

With the introduction of ANCIENT CONQUEST on the wargame market, a new system is now offered to gamers who enjoy mastering the strategy and tactical mechanics of wargames in general.

Many games today are found to be very hard to quickly master. The buffs do not mind this as twenty to one hundred pages of rules never phase them, but the average gamer is turned off by the mountains of rules. The ease of rules are found in ANCIENT CONQUEST, the rules only amount to six pages or so and at first seem fairly simple. The difference is the rules are designed to be non restrictive because the victory conditions of ANCIENT CONQUEST are indeed sophisticated and challenging to master.

Most so called “historical simulations” merely freeze an order of battle on a quasi — historical map sheet and then by means of restrictive rules the game player finds he is forced to duplicate the historical battle because he can’t do anything else. SPI’S KURSK game is a good example of this.

ANCIENT CONQUEST has employed historical objective charts which give each of the four players victory points. Thus by a very simple means the ANCIENT CONQUEST system allows the gamer to recreate the history of the peoples in his group. For example, basically represented by Hittites, Assyrians, Egyptians, and Babylonians, among others in the game, are allowed to try to carry out the historical political and military objectives of the peoples and kingdoms they represent on the map board.

This means strategy is determined by gaining your objectives and stopping your three opponents from gaining theirs, for in ANCIENT CONQUEST, it is impossible for any two players to work together for any length of time against a third. They can if they wish, but they will lose the game.

The objective charts give a listing of the victory points, thus setting the strategy for each player in a loose manner. The rules, on the other hand, are the basis for the tactics used to gain those strategic objectives.

In ANCIENT CONQUEST, there is no zone of control and pieces can range the board rapidly as the movement factors are 12 or 16 hexes a turn. Fortress cities dot the board and war machines are scarce but very valuable in sieges. All this makes for the wildest, fastest moving wargame you will ever play.

In using these things, each player must always keep his objective points in mind, for it will do no good to totally exterminate one people and ignore others.

Attacking fortified towns is very different than your standard “double-in-towns” situation in most games. A completely different chart is used for battles and sieges. A battle is when two forces are fighting outside a town, a siege is when one player attacks another inside a town. No D20 results are possible on the siege result chart because if you think about it, how is someone going to retreat “over” a ten or twenty foot high wall?

Omens are added since oftentimes a plague was contracted when a large body of troops staying in a single location was found. The religion and culture can thus be added without using a lot of boring rules.

In terms of the strategic necessities of ANCIENT CONQUEST, one must again go back to the objective charts. It is easier for Group One to gain large amounts of points with the Egyptians and Medes than it is for any other Group. The catch is that they gain those points only by taking on the Hittites, Assyrians and some tough fortified positions.

With luck and skill in the last five turns, the Group One player can win the game big.

Group Two is basically the Assyrian Group and is massive compared to any other army on the board. The Assyrian Group has minor powers allied to it, but the brunt is borne by the Assyrians. With war machines the Assyrians can do a great deal of city sacking and they are to be feared unless they split up too much of their force. The Assyrian group must move fast, however, as they realize that no one will help them, and everyone wants to take a chunk out of them for points. With the ever-present danger of Urartu to the north and Babylon to the south, the Assyrians will usually fall to the onslaught of the Medes and Chaldeans at the end of the game if their losses were high in the earlier turns.

Group Three, with the Hittite Empire, must take on the challenge of the Egyptians early, and then face threats from the Assyrians and invading Sea Peoples. Group Three is strong and oftentimes wins the game because the Egyptian player and the Assyrian did not weaken the Hittites enough to cause them to fall to the invading Sea Peoples.

If the Hittites are strong by turn ten, that Group usually wins and Group Four fares poorly.

Group Four is the toughest Group to master in ANCIENT CONQUEST, the reason being that the Group is very spread out and includes city states in the Syrian-Palestine area, the Babylonians (often under the Assyrian thumb), and the invading Sea Peoples. The Group Four player must lie in the weeds most of the game and seem to be docile so as not to attract attention, and thus losses. If Player Group One and Two have done a job on the Hittites, the the Player Four Group has a chance. With the Neo-Babylonians (Chaldeans) arriving late in the game, the Group Four player has the dubious honor of carrying off the chosen people from Judah and allying with the Medes from Group One to put away the remaining Assyrians.

If an attack by the Medes weakens both them and the Assyrians enough, the Chaldeans from Group Four can often come in and pick up the spoils.

If the God token option is used this means many points can be gained by carrying off God tokens at the end of the game since the player holding them gets points.

The first time people play ANCIENT CONQUEST they usually eliminate a large number of opponent’s combat factors, and they lose the game big.

The sophistication of the game can only be truly known if you play all four Groups at least once and get the whole picture of what the game is trying to accomplish.

What ANCIENT CONQUEST is doing is simply letting you relive the history of the ancient near east from 1500 B.C. to the fall of Assyrian power in 612 B.C. If the first time you play the game you think it is easy and ignore your objective chart you will probably get about 15 or 20 points out of the 40 or so possible in your Group.

Like chess if you can think ahead and base your strategic moves on the objective charts (assuming you are competent at rules mechanics) you will do well.

The Assyrian came down like a wolf on the fold, and in ANCIENT CONQUEST three of the four players aren’t the Assyrians.

Try a four game tournament playing each group and find out for yourself that a wargame can be “fun” again.
Continued from p. 5
and 87th Av., Edmonton, Alta., Canada T6G 2H6. Vol. I, No. 6, had an excellent article on herbs and magic, complete with sketches of each herb. The printing, though, which runs from fair to poor, relegates ot to the status of MINOR TRIUMPH.

DANKENDISMAL is a mime D & D ‘zine from John Morrison, 327 Mayland Av., Moorestown, NJ 08057. It contains some interesting ideas, though it is rather lacking in organization. It is well worth the bargain price of 10¢ plus a SASE, but until we see how it grows, we rate it UNDECIDED.

RYTH CHRONICLE is a narrative of a large joint D & D campaign encompassing some 4 dungeons and DM’s. The campaign is over a year old, and the ‘zine makes for interesting reading, worth the 30¢ per issue price. It is available from John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043. The good reproduction helps make it a TRIUMPH.

EVERMIST is a “magazine of fantasy”, available from David Warren, POB 27, LaBelle, FL 33935, for $2.00 for 5 issues. This quarterly contains poetry, some of which is excellent, stories, reviews and letters. The reproduction is fair to good, giving it a MINOR TRIUMPH.

THE SPACE GAMER is the house organ of Metagaming Concepts, containing Sci-Fi, Fantasy, reviews, news, letters, ads, essays, and more, in a very neat and well printed format (4 x 5). If you write to it at POB 5346, Austin TX 78752, and tell them you saw it here, they will send you a free copy (normal rates are $3 for 6 issues of this quarterly) so you can see for yourself why it rates a TRIUMPH.

ALARUMS & EXCURSIONS is a group project collated and edited by Lee Gold, 2471 Oak St., Santa Monica, CA 90405. The rates vary from issue to issue, so get them from Lee. It consists of contributions from numerous people, and deals solely with D & D. It is an excellent source of ideas, inspirations and fun. It provides a forum for debate and controversy (some of it is to be taken with a grain of salt, as one or two of the debaters are woefully lacking in background on the topics). For some time now it has seen discussions of printing costs from people that are either ignorant concerning the topic, or incredibly naive). Printing in a single issue can range from terrible to very good. For all of its faults, it is far and away the best D & D ‘zine, and well worth reading. See for yourself why it rates a MAJOR TRIUMPH.

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STRATEGIST’S CLUB

Well, this is your last chance to cast your votes for our Second Annual SC Awards. This year’s categories are the same as last year, with the exception of one that was dropped. We found it impossible to award a prize for ‘Favorite S&S Novel’, because we received no clear indications; we had nearly as many nominees as we had voters. The categories are:

- BEST NEW GAME OF 1975
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- OUTSTANDING WRITER
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- BEST MINIATURE FIGURE RELEASE (SERIES)

As with last year’s ballots, we’ll throw them all into a hat and pick some lucky stiff for a $20 Gift Certificate, so let’s hear from all you SC members right away. May any slackers be polymorphed into snails in the midst of a cattle stampede!

Don’t forget as an SC member you may deduct an additional 25 cents from discount coupons (helps to offset the $1.00/year dues!). Join now if you don’t belong — and don’t forget to send the $1.00 dues with your resubscriptions if you already are a member.

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