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'Happy Birthday to Dwarf, Happy Birthday to Dwarf, Happy Birthday Dear Dwarf,'

Ahmonn Borryn

Ten years ago White Dwarf 1 arrived in my letter box. It was, quite simply, amazing. For the princely sum of 50p I got 24 black and white pages packed with marvellous games that waited my turn. This was not so, I hasten to add, my term.

Issue 1 was great. It covered all two roleplaying games that I (and virtually everybody else) owned: D&D and Metamorphic Alpha?. There was even the infamous Pervert D&D character class.

Then came the problem of waiting for two months until White Dwarf 2 turned up. While waiting it was possible (just) to find the other games player within 100 miles and compare notes on how good, bad, indifferent and/or utterly appalling White Dwarf 1 had been. Thers were some games now, but some old hobbies don't change, you know.

Other things have changed. There's the obvious stuff like the size of the magazine, the number of people who play games and read White Dwarf and the sheer number of games available. The choice has become staggering in under ten years.

Roleplaying games, indeed, the whole games hobby, was assumed to be a cult that would explode and then die away again just as quickly. It hasn't quite behaved in the way that it should and, ten years after the start of the best (OK, a touch of immodesty never hurt anybody) roleplaying magazine, games are still going strong and 20 years here we come!

'So, what do we do for WD100 then?'

Mike Brunton

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Ravishing Hordes was an idea which had been thought about for a long time, but constantly put off while something more urgent needed doing. A set of army lists would be very nice, but who had the time? Enter Richard Hallwell, a returnee to the Warhammer writers' stable.

The basic aim of Ravishing Hordes is very simple: to make available a set of army lists for some of the most popular Warhammer Battle forces. This is only part of the story, as each has special rules, full points values allowing a choice of troops, new weapons and new troop types. Eventually ten armies were chosen, based on the ten most popular ranges of figures, they were what people would already be using for their games.

From the beginning we wanted Ravishing Hordes to be the basis for competition Warhammer gaming. The cornerstone of competition gaming would be the army lists themselves. The lists of troop types, permitted wizards, creatures, allies and mercenary units define the nature of Dwarf, Elf, or Chaos armies (and Orcs, Goblins, Undead, Dark Elves, Skaven, Nippon, Norse, and Empire forces). There is an additional section dealing with allies which adds Giants, Gnomes, Halflings, Lizardmen, Sea Elves, Tzeentch and Zeals, not to mention mercenary armies, which add Hobgoblins, Ogres and human Kislevites.

New rules were also needed to cover aspects of the game that had been left to the players and GM to work out for themselves. There are new rules for generating scenery, deploying troops, advancing forces prior to the game and off-table units. There are also new formations and manoeuvre rules. Amendments were made to some existing rules (such as personal combat).

The first manuscript made it obvious that what had been a small volume was going to be slightly bigger than anticipated. The finished softcover book is 80 pages long, and the first edition includes an extra A3 sheet describing five sample armies. The sections on tactics add even further detail.

Ravishing Hordes is packed with information for Warhammer Battle - more than in any one source other than the rules. It's not a scenario, but a scenario construction kit. There are plenty of clear diagrams and illustrations, and at £4.95, there's an awful lot for the money.

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**POWER BARONS**
Boardgame
Milton Bradley £24.95

**TERROR AUSTRALIS**
Call of Cthulhu
Supplement
Chaosium £14.95

**THE SHATTERED ISLE**
Stormbringer/Hawkmoon
Supplement
Chaosium £5.95
As I'm sure you know, there are some boardgames that have a strange quality that makes you want them, desire them, do anything to own them. With some games - the Chainawarrior for example - it's the concept, the idea of actually running about New York with a chainsaw and zap! Then there are those games which just have the most incredibly lavish playing pieces, and these are the games which appeal to me. Out of all of the many games, for me the MB Games' Adult range are the ones... Power Barons is their latest release, and just the description of it was enough to make me sit up for a copy. It’s rather disappointing, then, to report that unlike earlier releases (such as Axis & Allies and the awesome Conquest of Empire) this game is rather lacklustre. Of course, the components are gross in every way. Take the board; it measures almost a metre square (that's two Blood Bowl pitches stuck together!), yet comes as a one-piece fold-up affair. It depicts a map of the world, divided up into four specific territories based around the major continents. Dotted about these territories are what the rules call 'power bases' - areas devoted to transportation, communications, finance and energy. The basic object of the game is to manoeuvre and weave your way around the board's outer track until you have managed to build 3 different power bases in each opponent's territory.

All that is quite simple, and indeed in basic play this is indeed the case. Using a gigantic pawn which features (for no apparent reason) a slice on its side, you hop about the track acquiring and losing assets (represented as cards detailing the four power bases together with a fifth - political influence) via a variety of fair and foul means. All this is a bit abstract and doesn't realistically simulate the cut-and-thrust of high finance to any great extent.

When you think you have enough assets, however, you may make a challenge for another player's power base, as if you were making a takeover bid. The challenge is quite convoluted, and works by using the asset cards in a face to face duel, comparing monetary values and power base types through a series of rounds. If you win you get to place a large power base marker (a plane on a stand, a radar dish, a giant dollar sign or a huge oil derrick) in your opponent's country. This requires some thought and skill, skill, I might add, which is soon acquired in repeated games. The basic tactic seems to be to acquire a healthy range of assets so you are prepared for any challenge which comes your way.

All in all I found the game initially attractive - because of the out-and-out grossness of the components, and in play rather disappointing. Expecting something like Dallas didn't prepare me for what was an abstract and rather simplistic game which didn't deserve quite such a lavish production job. I guess they just make everything bigger in the USA.

Marc Gascogne

The third adventure is City Beneath the Sands, the 'missing' part of Musk of Nyantrathope. Although part of MoN, this can easily be played on its own and ample information is provided to allow a keeper to do so. Of the three adventures, it is the weakest, as it calls for a well armed and equipped party to survive all of its rigours. Even so it does have a brooding feel about it and surviving investigators can congratulate themselves on a job well done.

Terror Australis is a real beauty of a product an' that. Ideal for perusing beside a ballyboodle as your billy boils or while having a spell in the localiggule house. The more bozzer book will keep ya players as busy as a one-armed bull poster in a high wind and enjoying every minute of it. Fair Dinkum

Jun Bambra

As an added bonus there is another adventure set in Eire which threatens to disrupt the Cosmic Balance, and so enter the adventurers.

Unlike other adventures, Shattered Isle does not rely on a single entry point for the players. No less than 7 possible introductions are provided. These cover enough different openings that any group of players can be successfully drawn into this adventure. Whether players are motivated by self-interest, greed, a desire to do good or are just down right chaotic, a hook for them is provided. These hooks are not just for Tragic Millennium adventurers, but for Stormbringer characters as well. Travel across the planes to the Shattered Isle and face new dangers in a world where Law holds sway.

The adventure is fast paced, and potentially deadly in places. Adventurers would be advised to tread carefully in some areas, but in others violence is the only solution open to them and death may claim a few characters before the adventure ends.
These four adventures, like everything else Mayfair publish under the Role Aids logo, are designed for use with AD&D, but not approved by TSR. Each of these is a 32 page book with a colour cover (except Crystal Barrier, which is 40 pages long).

Wizard's Revenge is for level 3-8 characters, and in fact it would be difficult to play it with any characters other than those provided. A party of four Elves and a party of four Dwarves are provided, and the first 15 pages of the adventure are merely by way of setting things up, there are extensive and very atmospheric interactions for both Elves and Dwarves, a lot of historical back- ground, and a few preliminaries before the two groups meet up and decide that they must combine forces. All of this is fairly well done - the insights into Elven and Dwarven society and culture are particularly interesting - but from here things go downhill.

After all the introductions and preliminaries have been dealt with, there are only 16 pages or so for the adventure itself, and as might be expected it has turned out very flat on detail and very sketchily written - little more than a series of one-paragraph-per-room map keys, in fact.

Wizard's Revenge is the fourth Role Aids adventure to feature Fez, the wizard of time travel, who must be important because he gets a TM all to himself, as well as a selection of tune-based spells that will have hardware buffs twitching. I haven't seen the previous three Fez adventures, but it seems that they all stand alone, rather than being connected in a campaign series. When first appears, he has been accidentally summoned from the Illinois-Ohio football game, is dressed in a sweatsuit, jeans and a baseball cap and clutching a can of cold beer. All very well if you like this sort of whimsy. The dungeons themselves (there are several) are small, mostly sketchily written, and favour traps and riddles. There is a lot which can only be described as coryx - 'Penultimute Mountain' next to 'Last Mountain', for example - and the whole thing was very reminiscent of the kind of AD&D adventure that White Dwarf was publishing seven or eight years ago. It has its good moments, but it also has its bad half hours.

Beneath Two Suns is, to quote the cover, 'The authorized and approved module based on Dray Prescot, created by Alan Burt Akers. It is for 4-6 characters of levels 6-8. I've read a couple of the Prescot books, and wasn't particularly struck by them; hardened fans may well get more out of this adventure than I did. As with Wizard's Revenge, player characters are supplied, from a variety of backgrounds including Victorian London, and the adventure starts when they are all flung into a kind of Imbo and wake up in chains breaking rocks in a quarry on the world of Kregen. There are some notes on local culture and wildlife, taken from the books, but not a great deal.

The adventure itself is a complicated piece of skullduggery, as can be seen from the daunting-looking flowchart at the front. Much of it is laid out in the manner of a gamebook, and the format may restrict the party's possible actions uncomfortably. Having said that, though, there is a nice balance between fighting and role-playing, and this is a far better proposition than Wizard's Revenge, especially if the GM is prepared to put in a bit of preparation work and wing it if the party get away from the expected plot.

Pinnacle has an interesting cover, with three practically-naked people attempting to die of frontimhe up a mountain. Designed for 4-6 characters of levels 4-5, and concerns a race to the top of a mountain organised by the Gentlemen's Adventuring Society, a kind of safari club for anarchists. As with the other adventures, player characters are supplied, but do not appear to be necessary. Anarchy fairly rules the roost, and the characters will need investigative skills as well as climbing and fighting ability to deal with a couple of quite nasty new monsters. The climb itself takes up nearly a third of the 32 pages, and is entertaining as well as challenging. The whole adventure will appeal to a group who prefer investigation and role-play to sample dungeon bashes, and with a GM who is good at colourful NPCs, it could be a real delight.

Crystal Barrier is written by Gary Gabrielson, the author of Mayfair's Dragons supplement, and draws information from that work, although it is not dependent upon it. The Dragons of the Dragonlands are split by civil war, and the player characters (again, these are supplied) are plunged into the thick of it, being magically roped up by one side to destroy a drug which could swing the balance of the war. The dragons are not the standard AD&D variety, but can still put up a respectable fight, and the party is well advised to co-operate, at least at first.

The party is flung into another dimension through the crystal barrier of the title, and there are some interesting effects and monsters around, as well as some hard fights if the random encounters go against the party. Ghouls could give even a quite well-equipped 6th-8th level party a fair amount of trouble. The main villain is a very nasty piece of work, and has a range of new spells and special powers which will appeal to hardware buffs once again. The showdown in his castle is a standard dungeon bash, and is really the whole adventure, but the special effects of this alternate dimension make it more interesting than the general run of hack and slay adventures. It's quite heavy going, and I think it might give a party of up to 8th level a good run for their money. There are powerful monsters, less powerful ones in great numbers (in some encounters, it may be easier to use Battlesystem if you have it, rather than the standard AD&D rules), and a couple of whomosual touches that you will either love or loathe, like zombies wearing magical sunglasses which allow them to see through fog, and a gnoll with a pump-action shotgun. There is a very interesting twist to the final encounter, too, which may lead to a dilemma for at least one member of the party. If you're looking for an old-fashioned mid-level dungeon bash with some interesting twists, this one is for you.

Overall, these adventures reminded me of the kind of think that Judges' Guild were producing five or six years ago, great diversity, variable quality, but mostly rooted in the original all-action, monster-stomping spirit of AD&D. Certainly they shouldn't be despised just because they don't have 'official' status, and provided you're prepared to look before you buy, there could be some real finds here.

Graeme Davis
Work in Progress

New arrival Stephen Hand, the brains (not to mention the battered flesh) behind Chaotic Warrior, is currently working on Chaos Marauders, a quick-and-easy two-player board game. A Chaos army splits into two factions on the way to a battle, and each side must try to build up a strong line of battle before the other.

Rogue Trooper and Warhammer author Richard Halliwell has just finished the design of Black Mania, the second of GW's Judge Dredd boardgames. A fast-moving blend of board wargame and structural demolition, Black Mania has a unique command points system to ensure just the right level of chaos as counters change sides and lots and lots of things catch fire.

Dungeon Lairs will be the next floor plans product, along the lines of Dungeon Rooms with complete monster lairs including sewers, goblin tunnels, a web-filled spider lair and a magama pit for those high-level encounters. As well as twelve sheets of floorplans, the box will include a booklet of room descriptions, with stats and special rules for Warhammer Fantasy Roleplay enabling you to start playing straight away.

Beacon ’87

Was apparently a great success, with 800 people attending, and the game room, which could accommodate fifty people, overflowing into the corridors. There was also a live roleplaying event called 'Alien Encounters', scripted by, among others, Ian Watson and Dave Langford. Next Easter's British Science Fiction Convention will be Fyllocon, to be held in Liverpool. All enquiries to Fyllocon, 304 Fletton Road, Flettonway, Brizzle.

A Stirring in the Colonies

Baltimore seems to be the place to be at the moment - we received the following two items in rapid succession:

The first Balloonsome Dragoncon will take place at the Marriott Inner Harbor between 10am on Friday November 27th and 6pm on Sunday November 29th. Our Man in America, Tim Olsen, promises 24-hour-a-day gaming, official tournaments, a dealers' room, guest panels, a slide show - even a swimming pool, for heaven's sake. Tickets cost $15.00 for the whole weekend if you register before August 1st, $20.00 if you register after August 1st, or $7.50 for one day. Attendance is limited to 750, so don't delay!

And then there's the Armory Military History Museum, which has just opened at 4449 Amos Avenue, with memorial display of all of the war fronts fought by the U.S. So why are we mentioning it here? Because the press release mentions 'a comprehensive collection of military miniature figures, from ancient Egyptian through Medieval to modern times, plus examples of the military of the future', as well as 'miniature figures from mythology and history'.

Vitaly Important Announcement

Attention, friend citizen. It has come to the Computer's attention that the notorious Boba-V-Ery-6, who has previously disclosed restricted information in It's a long way to Tipper-R-A-KY (WD83), has been touring the shop sectors of the outlawed commune mutant Games Workshop organisation conducting demonstrations of a reasonable game entitled Paranoic. Conscientious citizens have reported four sightings so far, each of which has led to the termination of large numbers of mutants. The Computer urges all citizens to stay alert and report all further sightings. Failure to comply with this directive constitutes treason, as indeed does reading this restricted information. Please report for termination, friend citizen. Have a nice day.

Did You Know...?

Joe Thomas of Sheffield has discovered an interesting fact. Did you know that the largest recorded later of hamsters - 26 of the small furry things - was born in 1974 to a golden hamster owned by L and S Miller of Baton Rouge, Louisiana. Not the almost-legendary Laurelle Miller, by any chance?

Paint Yer Dragon...

You may remember that Games Workshop ran an adverisement for figure printers a few issues back. The end result was that 'Sid' (his real name is a complete and utter secret) and Mike McHey now have a corner each in the hamster - sorry, Armies - run, room rooms.

Even with Sid, Mike and Colin Dixon (who was offered a job after winning the Design a Chaos Banner Competition in the Citadel Journal), GW are still likely to want more figure printers. If you're in the East Midlands area and think that you could be another Colin Dixon (you mean, there's more than one?), then perhaps you should try sending a sample of your work to Bryan Ansell at Citadel Miniatures, although you might have to wait 4-6 weeks for a reply. You can find the address on any of Citadel's adverts.

Games Fair '87

Was a quiet but not unpleasant affair, according to TKR's Bob Rose. The UK AD&D Open Championship was won by Phil Chappell, with Mike Lowery and Sharon Sprugel taking the runners-up prizes. The team competition was won by John Watson's Barn Klapprapp von Schopilheheem and the Varsmege McPukes Grossentanghen Kaputoragen IV, who should also have won some kind of prize for the name. Incidentally, the Open competition adventure, The Chosen Few, used the Forgotten Realms campaign setting. Next year's event is already being planned, and we are informed that it will be even bigger and probably still in Reading.

More Marathons

After the two charity marathons mentioned last month, we hear that another will take place on July 24th-25th in St Albans, with proceeds going to Cancer Research and the Heart Founda-
ation. They are aiming for 48 hours, and will be playing almost every game you've ever heard of. Contact address is Mr D Van-Caunter, 5 Penn Road, Park Street, St Albans, Herts AL2 2QS. This group has previously raised upwards of £600 for various charities, and seems to be regular news in the local paper - they're going for the magic thousand this time, so give them your support if you're in the area.

A Look Ahead

ICE have unveiled Sherlock Holmes Solo Mysteries, a series of gamebooks, and due for release in September - the first two titles are Murder at the Droogers Club and The Black River Emerald. We may not see them over here, though - I seem to recall that there was some problem with ICE's Liddiken Quest gamebooks that led to them being withdrawn from the UK market.

Battlestitesns marches on, with H3 Blindsight Wargame due for US release in July. Let's hope it's better than H2, reviewed in WD83. Also out in July in O44 Blood of the Yakuza, and August should see IM3 The Best of Intentions for the D&D Immorality rules, which is described as a 'light-hearted adventure'.

After the mention of New Infinites' G'ard the Rogue books last month, it seems that the TSR are continuing to produce Greyhawk materials. The fourth one, The Price of Power, is due in July, written by Rose Essa, one of the names behind the early Endless Quest gamebooks.

You might think that solo gamebooks have exhausted all the possibilities, but Berkeley Publishing, publishers of the Ace Sci-Fi, have launched a series of tactical military gamebooks, set in the world of 'your favourite SF authors', which apply the gamebook format to wargaming instead of roleplaying. The first title, Cat by Emerald, is based on Pierre Antoine's Bio of a Space Tyrant, and you take the role of J.J. Col Emeralld Sheeter, leading a task force against a pirate fleet. Future titles will draw upon Heinlein's Starship Troopers, Drake's Hammer's Spacemaster and Zahn's Amber.
Whilst the dictum "Britain and America are two countries separated by a common language" is fairly accurate, it is even more correct to say that Britain itself is a collection of several countries. In the time before radio and television became wide-spread, the regional variation in language was vast. The difference in language between classes could be almost as large.

It is beyond the scope of this article to give detailed information about Welsh, Cornish, Gaelic and other non-English languages, which were widely spoken in the more remote corners of the country. Instead what follows is a collection of common slang words of the period, together with a brief glossary for Mummer's, a fictional but fairly representative country dialect.

**Slinging The Bat**

The following is a short list of common slang words and phrases used during the period in question. By no means would every word be used by everyone. Many words are keyed by origin, and should only be used by the appropriate classes. For example, an aristocrat would not understand cockney or criminal slang, but would probably be familiar with military terms, and would certainly know words corrupted from native languages around the Empire. Some entries are also dated to indicate the period of usage. The symbols used to indicate origin are: * - Cockney Rhyming Slang, % - Criminal, $ - Upper class, † - Military, and $ - American.

**Adams & Eve (†) - Believe; eg, "Don't you Adams & Eve it".**

**Algy ($) - Any young male aristocrat**

**Ally Pally - Alexandra Palace, the site of the first BBC TV studios.**

**Apples (and pears) ($) - Stairs**

**Atmospherics - Radio static.**

**Away (%) - In prison.**

**Back number ($) - A has-been.**

**Bogs - Trousers, after fashion for baggy trousers, first developed at Oxford University.**

**Bee's knees (1930) - Beautiful, perfect, eg, "She's the bee's knees".**

**Beetle-crusher (†) - A heavy boot**

**Bunt (†) - Woman, especially a prostitute, from the Arabic for 'daughter'.**

**Bird (%) - A period in prison, eg, "He's done bird"**

**Blag (%) - Steal, especially pocket watches and chains.**

**Blighty (†) - England, from the Hindi for 'European'**

**Blotto - Drunk.**

**Bobby - Police officer, after Sir Robert Peel, founder of the Police.**

**Boche (†) - A German.**

**Bog-trotter - Irishman (abusive).**

**Boodie ($) - Money.**

**Bounder - Term of mild abuse often used to indicate breaches of social protocol, eg, "The chap's a complete bounder".**

**Braddon - A railway timetable.**

**Brick ($) - A loyal, dependable fellow.**

**Cammie (†) - A cheat or otherwise thoroughly dishonourable fellow.**

**Chair - Tea, cockney corruption of the Chinese 'cha'.**

**Chump ($) - Idiot; eg, "We've been right chumps, Algy"**

**Civilian (%) - Anyone who isn't a criminal.**

**Clink (%) - Any small prison.**

**Conch (or Conch) - A conscientious objector (to conscription). Abusive.**

**Cracksmen (%) - Burglar.**

**Diego - A person of Latin race, normally Spanish. A corruption of the name 'Diego'.**

---

**by Marcus Rowland**

Just before *Green & Pleasant Land*, the Game Workshop *Call of Cthulhu* supplement went to printer, something decided to remove one of the sections. Most odd! Still, one man's loss is a White Dwarf's gain - so here it is - the section they tried to ban - Languages in *Green & Pleasant Land*.**
Mummerset

The word 'Mummerset' is used to describe a composite regional dialect used by authors who can't be bothered to research the correct vocabulary for the area in question. This makes it ideal for quickly adding some atmosphere to a country setting. The basic rules are very simple:

1. slur words wherever possible.
2. Use "are" and "they do say" a lot.
3. Always use the wrong pronoun, eg. "they" for "those" as in "they there cows" ("those cows over there").
4. Mix singular and plural, eg. "They was", "It were".
5. Use "sir" (pronounced "sorr") or "Mista" ("Marm") when talking to any apparent social superior.
6. Everyone from any other area is a foreigner (pronounced "furrriner"), with the possible exception of villagers within a five mile radius. There is no distinction as to degree of foreignness.

7. Use rambling and totally irrelevant digressions as often as possible to convey the minimum of information in the maximum number of words.

8. For added regional definition there are a few local terms with which you can punctuate the conversation. Scots add "och aye", "hoots", "moo" and "the noo", and use a slightly high-pitched voice. Irish variants add "bogrom" and "samsa preserve us". The Welsh add "Boy" and "Look you".

9. There is a 50% chance that the first person that an outsider talks to will be the village idiot.

10. All country folk are intensely superstitious.

II. All country folk have an immense capacity for ale.

Some typical Mummerset words and phrases follow. The translations are not always accurate, but rather illustrate the sort of thing the speaker might be trying to say.

Mummerset

Arr, it be warm weather
As what I read
Come Michaelmas fortnight
Gaff
Gammer
He be a furrier
He's not from these parts
Horn
I baint deaf
It's a good way
About a mile or so
It's a toady step
Nice weather, me old beauty
Oop
Out on thees!
There's trouble cop at t'mill
They do say
Thirsty sort of day, sorr
Twerp the day the cow calved
Un

English

I'd like you to buy me a drink
That I know of - literally "that I saw"
Next Sunday
Boss
Grandmother
He's from Guildford / London / Scotland / France / R'lyeh / Mars
See "He be a furrier"
Her
I am deaf an' dool sente but I won't adimu u
It's between 500 yards and 10 miles
At least two miles
More than two miles
I'd like you to buy me a drink (to a friend of the same social level)
Up
Get out!
The Keeper is trying for a cheap laugh
A prelude to superstitious rubbish
I'd like a drink, sir (to a social superior)
It was last Wednesday
Hum / us / them

Author - Marcus Rowland
A Decade of White Dwarf 1977-1987

by Jan Livingstone
co-founder of Games Workshop and editor of White Dwarf 1977-1986

Nothing much was happening in January 1975. It was cold, of course, and I was sharing a flat in a grotty part of Shepherd's Bush with two old school friends, Steve Jackson and John Peake. Playing boardgames was always preferable to television, and eating baked beans on toast on our laps was more economically realistic than dinner at The Ritz Marathon games of Diplomacy, Stalingrad and The Warlord took place, and rows of Macedonian figures lined the mantlepiece waiting for the call of battle.

Late one evening, the idea of starting a games company popped up. Why not? After all, just about every British games company made unimaginative games: Monopoly variants at best. The three of us were wildly enthusiastic without a clue or a care about what or how we were going to manufacture, sell or pay for games. But, assuming that something would turn up, we thought we would at least think of a name for our company. Games Garage and Galactic Games were proposed, ridiculed and discarded. We had decided to go to the conventional route and make a range of classic games, so we concluded that Steve's suggestion of Games Workshop would be most appropriate, conjuring up images of woodchipments and fine craftsmanship.

John was the craftsman and, having been inspired by the backgammon boards he'd seen in Greece whilst on holiday, he set about the daunting task of inlaying mahogany and cherry veneers with consummate ease.

However, a tiny third-floor flat is not designed for light industrial use - in the end there's only so much sawdust a man can take! Everything turned brown, including our food, until everything resembled brown bread and HP sauce. Our faces masked us look like bandits, but anything was better than breathing the air. Friends had to be warned before they came up to visit us, a girlfriend who foolishly decided to visit her pals complained that they had a finish like sandpaper. Unnoticed by all this we quickly broadened the range to include solitaire boards (converted bread boards from the Reject Shop) and Go boards (veneered chipboard boxes). We went out and sold them to unsuspecting shops and Steve happily sent out the invoices.

Flushed with our success, we decided to go into publishing, and February 1975 saw the birth of Owl & Weasel, a magazine that would rock the games world. OSW was published by games players for games players, all of them. Thus, a 4-page instant print run was going to inspire Waddingtons to make a range of adventure games, or so we believed. Nevertheless, to say at this point we had all regular jobs as Games Workshop was hardly a multi-national. Mine happened to be in marketing and I suggested that we mail out a free issue of OW&W to the subscribers of (then) recently defunct 'Jane Abbot', which had been admirably produced by Don Turnbull.

One of the recipients of Owl & Weasel was Brian Blume in a place called Lake Geneva, Wisconsin. (Where?) Brian wrote to us with glowing praise for OW&W, which didn't come as much of a surprise at the time. Since we believed we deserved glowing praise. With the benefit of hindsight, I would say that OW&W could have been improved here and there. Brian also told us that his company had just published a fantasy role-playing game (a what?) and that it had been turned down by major US games manufacturers. Brian and a certain Gary Gygax had gone into business and a review copy of this 'fantasy role-playing game' was on the way to us for comment. The three of us were puzzled but expectantly waited for the package - after all, a review copy is a review copy. Two weeks later a parcel arrived from the States and we opened it to find a grubby brown box holding three unsmelligible rule booklets called Dungeons & Dragons.

We played it and were booked. We knew then and there that this was for Games Workshop, and the classic games went out of the window. Alan, John did not like the change and he left Steve and I. Steve wrote to what to become TSR and asked if we could import D&D into the UK. Brian Blume wrote back asking how many copies we were going to order. This was a tough question. Steve and I discussed the matter that evening in the pub and I finally decided on: six. This was the big time. We typed out our massive order and sent it off the next day, and sat back to wait for the shipment.

They said that you need a bit of luck in business, and then you have to make the most of the opportunities that came your way. Well, we were lucky that our original copy of D&D appeared through our letterbox. We were even luckier that TSR was also in its formative stage; it was two guys in a flat (like us!) They thought our order was pretty hefty and rewarded us with a three year UK agreement. Steve turned issue 6 of Owl & Weasel into a D&D special and the orders started to roll in. People even turned up at the flat, expecting to find a shop, but instead received the full wrath of our landlady before we could whisk them upstairs to the top floor dungeon. The number of parcels arriving on our doorstep increased rapidly and, as we knew our days were numbered as far as our tenancy was concerned.

Gary Gygax wrote to us about GenCon, the gaming convention in Lake Geneva. The next one was to be in August 1976, and Steve and I decided to go to the States, have a holiday and end up at GenCon Games Workshop was to go into summer recess for three months as we drove from Chicago to Los Angeles and back to Chicago. We were naturally acclimatising ourselves to
the American way of life to enable us to negotiate big deals at GenCon! The
convention was great and we picked up a number of exclusive agencies which
made the trip very worthwhile. This was just as well, as both of us had no
longer got our full-time jobs back home. We flew back to Britain with big
hopes, ahead of the games we had ordered. There was just one tiny
problem: we had nowhere to live. This minor problem was not allowed to
inhibit us, as Steve had a van... Sleeping in a van is mostly OK, washing facilities
are somewhat lacking, and the facilities in a van could be better. Undaunted, we joined a
snow club so that we could use the showers every morning, and rented a
room in a house for a small sum. And at last we got another flat, albeit a
rundown Victorian slum!

Mail order sales grew, but shops were still reluctant to stock these weird
game role playing games. What we needed was a vehicle to promote the games, not the van. The writing was on the wall for OGW After 25 glorious issues
of 50 pages, it was time to call it a day and put our savings and energies
into a new publication. It was a great pleasure and satisfaction to receive
letters of praise about White Dwarf, Citadel or Games Workshop it helps
make it all worthwhile.

Originally I was asked to write an article to review White Dwarf over its
first ten years. I felt readers would be more interested in learning about the
game White Dwarf and its relation
ship with its parent, Games Workshop. Whilst Dwarf has always been the
voice of British role playing games, it's been no secret that the magazine's
features were often geared towards games in other countries. But even
though games not associated with Games Workshop are not likely to be of
much interest anyway...

Over the years, I have made many decisions on White Dwarf, but the
hardest decision I ever made was to hand over the position of editor to
my successor in 1986. Ian Livingstone was the editor who
brought the magazine to its current level. He was a tireless worker and
always found time for his readers. Under his leadership, White Dwarf
became a leading magazine for role playing games around the world.

In the very early days when
I was editor, for example, we had
certainly no money for the luxury of
colour. Even if there had been, we
couldn't have afforded to pay for
professional artists or photographs
(read more). If the whole magazine
was put together by enthusiastic and
enthusiastic contributors, they seldom
complained. And I wonder how many
today? And how do you write
about them?

After writing most of the articles
ourselves, our flat was also the venue
design and paste-up. The whole
place reeked of Cow Gun, and headach-
es were the order of the day. But at last
White Dwarf was ready for the printer, and we decided to print 4,000 copies,
which was the number we pulled out of a hat.

Somehow we sold them. In
 retrospect this is quite surprising, if
only because there were certainly less
than 4,000 D&D owners in the UK at
the time. Maybe it was the wizard being
decapitated on the cover. Or maybe it
was the bare-breasted woman on
page 11... It might have been even
stranger. There were hundreds of the articles. But
whoever bought issue 1, thank you very
much indeed

And here we are, ten years later
White Dwarf has evolved with the
growth of the hobby and this tenth
birthday issue bears little resemblance to
issue 1, although that's hardly

surprising. In the very early days when
I was editor, for example, there was
certainly no money for the luxury of
colour. Even if there had been, we
couldn't have afforded to pay for
professional artists or photographs
(read more). The whole magazine
was put together by enthusiastic and
enthusiastic contributors, they seldom
complained. And I wonder how many
today? And how do you write
about them?

A name magazine to a nightmare. Where do you go for type-setting? How do you commission professional artists? How do you sell advertising space?
Which penmen do you use? How many copies do you print? And how do you sell them?

After writing most of the articles
ourselves, our flat was also the venue
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White Dwarf a manufacturing firm, first with Citadel Miniatures and more recently with games production. Under Bryan's leadership, I think it won't be too long before Games Workshop becomes the number one adventure games company in the world. It's already number two.

Roleplaying games were once an obscure cult hobby and now they can be found on most high streets. Are people pleased that RPGs have become more high profile, or do they resent it since the elitism of playing such games has to a certain extent, been lost? I believe that the continued success of
companies like Games Workshop is a good thing. They are putting effort, passion and risk into producing games that we all want in play. The selection of

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Ian Livingstone
Out of the Closet

A famous couple by Robert Conquest goes 'SF's no good' they bellow ill we're dead! 'But this looks good!' ‘Well then, it’s not SF!’ In case this seems like mere satire, here’s Anthony Burgess reviewing a Polish novel ‘rich, allusive, full of real people and unfailingly interesting. It is not, then, real SF’. When on the Booker Prize committee, Aldiss himself reported that several novels with SF and fantasy elements were considered, but that for all their merit, respectability you had to call them something else—‘metaphorical-structural’ or ‘magical realism’.

The hot new novelist Iain Banks has been prowling on the borders of SF for three nifty books, *The Wasp Factory*, *Walking on Glass* and *The Bridge* now, under the transparent pseudonym Ian M Banks, he’s burst out of the closet with *Consider Phlebas* (Macmillan 471pp £9.95), which is unashamed space opera. Watch for the chorus of ‘Rubbish!’ from critics who gave Banks the thumbs-up so long as his SF images were a bit ambiguous—*Phlebas* is manic, high-energy adventure of the sort they don’t write any more. It opens with space-slamming-a-la *Star Wars*, cuts to torture, last-minute rescue, nascent rebellion and another culture (ships could hide in the photo-spheres of stars, could they?), unheard due to the death, a pirate raid on a booby-trapped temple, disaster aboard a city-sized ocean ‘race-gaship’, revolt in蚕silanis, destruction of a mini-Ringworld by ‘malignant hypertensive’, etc.

Banks pumps in enough high spirits to keep this running along to his slambang finale in the bowels of an ancient deep-shelter system whose nuclear-powered high-speed trains are used for—well, not commuting. Such seriousness as there is concerns the pointlessness of the galaxy-wide clash between fundamentalist alien Idrians and the socialist human Culture. Little subtlety, lots of fun: recommended, but read his other books too.

*White Dwarf* 250 (July 2010) £12.50 offers rather more of a ‘discrete cough approach to its slender SF content. Roberts always writes beautifully, but two-thirds of this book are devoted to the fairly mundane biography of one Alastair Bevan (editorializing in a rather affected way from his deathbed). Very late in the day, his one-time lover Grinnel achieves TV fame in an expose series. Roberts prefers prose to the fore. The titular story is new and quite good, the rest is familiar Assistantman reprinted material.

And McCarthy’s *Nerilka’s Story & The Coelhar* (Bantam 192pp £8.95) comprises two mini-novels *Nerilka*, a spinoff from *Moreta: Dragonlady of Pern*, now to tie up a loose thread — the need for the late Moreta’s lover Alessan to be tidily married off, which would have been a bit insensitive in the book where Moreta actually snuffs it. Lady Nerilka’s rise from poor latice-tied girl to Mrs Alessan makes a skimpy story overwhelmed by the vastness of *Moreta’s* plot, all of which has to be summarily summarized for Nerilka to make sense. The Coelhar, has the opposite problem, an alien Macguffin (flying blocks who spin sentient fabric which makes terrec clothes) which is only just barely glimpsed we need a bit more lyricism about the wonderfulness of these ‘coelchar’ before accepting the way the heroine becomes literally overnight — obsessed with coelchar-preservation. There’s the seed of something interesting here, but the short form is, as a result, rather undeveloped. A way ending (the coelchar were never in danger at all) and a nice double wedding to finish the story.

John Brunner’s *The Compleat Traveller in Black* (Methuen 335pp £6.50) is not my kind of fantasy. The five stories began with a pastiche of *James Branch Cabell’s* oblique manner. ‘The alteration it underwent was not altogether pleasant to witness’. But the traveller, a demure entrustled with the task of confining chaos and bringing stability to the world, had a wit and personality of his own, and persevered through further tales to the completion of his task, dealing out justice by the wish-granting which seems to be his only overt power, Very readable and re-readable.

*Wizard of the Pigeons* (Corgi 254pp £2.50) by Megan Lindholm is another unusual fantasy based on a cunning insight. Where today would you find wizards who’ve renounced worldly advancement to pursue magic? On the streets today we see that grumpy lady who scaves litter-bins and keeps her possessions in battered carrier bags, watch out — she’s probably one of Lindholm’s wizards. The story takes place in Seattle and on the poverty line, as some nasty fascist hard-candy throws him out of the city. His impulse is to run but even his arcane powers consist only of truth-searing and an inexcusable ability to feed pigeons, he is still a wizard fresh, original, exciting.

The bulkest of the treasures is Herbert’s *The Second Grecian DunrUNE Trilogue* (Gollancz 1111pp £10.95, less than lp a page), comprising *God-Emperor* (mildly boring), *Heretics* (in which the series lives up) and *Chapter House* (now forever poised on the brink of a never-to-be-written sequel). Gollancz (Methuen 756pp £3.95) is fine, poetic SF adventure with interesting aliens. M John Harrison’s *The Pastel City* (Unwin 142pp £2.50) is sword and sorcery with a difference brooding, atmospheric, post-tecnological, intensely literate. And Gollancz *Classic SF* reprints four more goodies: in my personal order of preference, Clarke’s *A Fall of Moondust* (224pp £3.50), exciting but dated Poseidon Adventure stuff in a lunar dust-boat; Pohl’s *Man Plus* (215pp £3.50), an adult, warts-and-all look at SF’s fantasy of becoming a cyborg superman, Shaw’s *A Wreath of Stars* (180pp £2.95) with its stunning, eerie vision of a neutrino-matter planet within our own, seen but never touched, and Budrys’s *Rogue Moon* (170pp £2.95), possibly the best of the bunch, it still makes my hair stand on end with his story of men dying again and again as they challenge something incomprehensible almost incoherent and lethal.

Next month I shall once again challenge the incomprehensibly alien lethality of countless uncaring fantasy worlds.
History has preserved these writings, Through the intervention of Lunkor Myb, So that the gift of knowledge should be passed on, To those who wish to sample its bounty.

A Grey Stage From The City Of Refuge

This article contains excerpts from selected documents by the Jrustel zoologist Magard the Learned. Notes have been added to the scrolls by their Thelantan translator, and these have been clearly marked within the quotations themselves. Of course, all the quotes here deal with a common theme, and involve Magard's learned writings on the subject of the peculiar creature that we know as the Jack O'Bear. All these quotes are assembled with the kind consent of the Noblett City Central Library.

The first is a short quote from his writing 'The Origins of the Ylarvaroon'. It is particularly interesting for obvious reasons.

The Red Elves of the Pamaltellan swamps tell a rare and consistent tale of the origins of the Jack O'Bear. They say that during the Time Of Turmoil (which we Jrustel know to be The Great Darkness), when chaos stalked the world, a horrible beast came to their domain.

This many legged beast was such that it would gnaw into a plant, and in doing so destroy its soul, which it would feed upon and gain the sustenance of The Elves call this creature 'ishurbanita bune', or 'The Soul-Devouring Creature'. The ravaging of the beast was impossible to stop, and the aldryam at that time were set upon by many other enemies also.

So it was that the creature came upon Adrafl, a great pumpkin deity who the elves probably worshipped in the manner of a great tree. The creature ate into Adrafl,

and he began devouring her soul, but Adrafl's will was strong, and the chaos monster was never fully able to destroy her, and so they were united forever in perpetual agony. The Elves claim that somewhere Adrafl still battles the chaos beast to this day, and all her offspring are tainted, being part plant, and part beast, and always touched by chaos, although they will never tell us where these deities lie entwining their Lifeforces. Modern day explorers speculate that the Garden of Chaos in the Hurnu swamps surrounds this spot of eternal conflict, certainly the area is famed for chaotic plantlife, and the local swamp is a chaotic combination of animal and vegetable.

Hence the Jack O'Bears were spawned, called 'Ylarvaroon' by the elves (meaning 'Plant-Beast'). Other monsters are said to have come from this foul union, although not the Great Enters, that look like huge pumpkins and that pull all into their ever-hungry gullet here we assume Magard refers to monsters akin to Hungry Jack from the tales of Sir Ethelst. These were sown by Modrin The Torturer Of Planets, either a Mistress Troll or chaos god, who, in any case, was destroyed in the Great Darkness.

Note - The Thelantan term 'Jack O'Bear' is a reflection on the monsters illusiveness half-plant nature, hence 'jack-ass' (a mule), or 'jack-rabbit' (actually a hare).

Our second quote from the works of Magard is from his book Zoological Fama In Myths And Legends. As the end of the Third Age approaches, and the world creaks at its edges, we may well wonder what goes on in the secretive domains of the aldryam, and if their reincarnated hero has risen again, eventually to combat the chaos all he is fated to die by. It is said that the Lunar Empire harbours an army of Jack O'Bears, and that troll drums in Pamblela are causing plants to rot and wither.

The Jack O'Bear features in a particularly interesting elf legend. Interesting because the fate of the hero recurs in his every incarnation.

One of the offspring of Adrafl And The-Beast was a creature called Gygnt, a prince among the Ylarvaroon. The realm of Gygnt was in the flat north, where he would roam freely, destroying all he came upon, and employing his strength in many good plants. Note Jack O'Bear reproduce by growing offspring in the stomach until mature enough to survive parasitically in a large plant. When nothing remains of the plant spiritually and physically, except totally rotten detritus the Jack O'Bear is fit to fulfill its destructive role in the world.

It came upon an elf named Darkthistle, for he was ever cold and suffen, to destroy this blight. And with him went the blessings of Barbeesser Cor a war-goddess of the elves. And when he came upon Gygnt, Darkthistle was possessed by a rage, and he dealt him many blows until the monster was dead. Alas, for in his fury, Darkthistle did not notice that one of Gygnt's foul spawn had been eaten inside him, concealed by Gygnt's cunning spells and sprits. Thus Darkthistle triumphed and died, and each time he is reborn he is fated to die after triumph over the kin of Gygnt.

A Yellow Elf called Weaving-Shadow-In-The-Bright-Light-Of-Helm was said to be Darkthistle's next incarnation. Weaving Shadow was sent to investigate a rot in her jungle of which nobody knew the cause. She went into a grove so sacred that no living soul was allowed into it except once in every thousand years. Here she found the foul chaos offspring at work and destroyed it, only to be executed by her Emperor thereafter. This tale is sung in a tragic elf ballad called 'A Shadow's Victory'.

The most recent incarnation was in Peloria, where the great elf forest was troubled by dire troll magicks that cracked elf-seeds and turned runners blue. An elf called Byxfield travelled to the Blue Moon Plateau where he slew himself in order to drive forth the spirit of Gygnt from a troll battle-standard. Note - This incarnation in fact occurred not long before the Second Age drew to a close.

Our last quote comes from a thesis by Magard, entitled A Justification For The Preservation Of Ancient Myths And Unusual Species. This document is interesting because it shows first hand the dilemma that eventually destroyed the Jrustel empire. The efforts of men
A Little Interrogation Technique Goes a Long Way

Play around a table and monopolize all the available space. Use lots of GM's screens (from any game system). Have lots of papers and files (see below).

Use a low ambient lighting level, and illuminate your face with a soft, white light from behind (e.g., using a small torch clamped to the edge of the table). In other circumstances this might be reassuring. However, for the players use 200 watt spot lamps focused at face level (or directly over the tops of their pointy little heads).

Never, never sit on the same sort of chair as the players. Always sit on a higher chair than the players. The ideal combination, after carefully removing all cushions and similar potential sources of comfort for players, is a comfy swivel chair for you and very small wooden stools for them. Try to get ones so small that sitting on them causes leg cramps and the like after an hour or so. Alternatively, chairs seats work just as well.

Have a tape of Ravel's BOLERO to grate on their nerves, and a tape of Russian military music for later. If you have the skill, splice in fragments of Radio Moscow's focus on Asia and the remarkable concerts from the Orchestra of the Soviet Ministry of Defence. Excellent reception can be obtained on the 19, 31 and 41 metre bands shortwave, or 227m medium wave. Note that knowledge of these wavelengths is a treasonable act and that if you read the previous sentence you should report for termination immediately. A high security clearance is no excuse, Friend Citizen.

Wear black and nothing else. If anybody queries why you are wearing an Infrared uniform, shoot 'em.

Don't allow the players any food, tea, coffee, alcohol, cigarettes or other substances during a game session. You might make an exception for glue sniffing since disoriented people are more easily driven into a frenzy of anxiety. Please note that the Computer does not approve of glue sniffing anyway. If you really want to put the little darling under the hammer (and if you don't, why are you reading this?), don't let them go to the toilet either. Padlock the door and tell them that they can't leave until the mission is accomplished.

There's More To Life Than A 10lb Lump Hammer

Have at least one micro-computer handy on a side table, with the screen facing away from the players. This should not be a weedy ZX machine or something similar, which will merely allow expressions of derision from intelligent players, but a DEC or Data General model is ideal. Failing that, something very hi-tech and stylish like a Dynexcel, a snip at £6000—look at the screen and key in stuff at random moments. Make sure the thing beeps frequently.

Always have several teasemqps available. Hold a stopwatch and look expectant at odd times. An electronic stopwatch or alarm clock, programmed to beep at random times (and as loudly as possible) is an essential possession for the serious Paranoia GM. Alternatively, you can give the players a clock that doesn't work, or stop if it isn't continually wound. Time is the essence of this mission, Friend Troubleshooters.

Make sure the players are physically smaller than you are, but this isn't possible (because they were given too much rad meit as children). Wear built up shoes, and an American football helmet or visored cricket helmet. Have a baseball bat to hand at all times.

Own, train and have handy a large and savage-looking dog.

Litter your home (or games room or wherever) with books on mental health - stuff like Blauer's The Schizophrenia Disorders (Yale, 1978; very big and impressive), Levine's The History and Politics of Community Mental Health (Oxford, 1980) and the 1983 UK Mental Health Act (HMSO). On a message pad by the phone write 'Call the hospital about Dad', and leave a book on the genetics of psychopathy beside it to get players really worried. If any of them happen to know anything about the UK mental health system change the reference to 'the hospital' to one about 'the secure unit'. This will really do the trick. Lastly, pamphlets from self-help groups etc about looking after schizophrenia at home should be prominently displayed. Special kudos goes to the GM with a shaved forehead and the Freeman-Watts classic Prefrontal Lobotomy, but it goes without saying that this must be the 1942 first adion.

And They're Off...

OK, so the runners and riders are at the starting line and the Troubleshooters are in the Briefing Room. Already somebody has pushed his luck and the neurowhips have been used in modest chastisement. Oh dear, time for clones.

In Paranoia, above all other RPGs, roll lots of dice, especially when nothing is happening. You do that anyway with other games, don't you. Shouldn't be too difficult with this one, eh?

Leave the room at one or two atmospheric moments to 'check the exposure file'. Take all relevant material with you, but occcasionally leave something behind in a non-obvious but discoverable location. Something harmless, that the players won't really want to read, stuff that will scar them up totally if they do read it.

Mutter to yourself now and then. Try to effect strange compulsive body movements, especially facial tic. One that gets worse when the players ask too many questions - is one question too many? - used in a game room with soft, reasoned and yet menacing tones will do the job nicely.

And have fun. Fear and Ignorance, ignorance and Fear. Make them sweat!

John Saunders
An exception to this are those skills marked as being gained on a percentage chance. For example, a newly-generated Boatman automatically gains Fish, Orientation, River Lore, and Row. The character also has a 50% chance of being Very Strong, a 25% chance of having Consume Alcohol, and a 25% chance of Boat-building. Some Boatmen will be lucky and have picked up these three skills before commencing play, others will not have done so. But, however, that most of these skills may still be acquired at a cost of 100 Experience Points each, they can be picked up in exactly the same way as skills of later careers. In this case, it is assumed that the character already has some rudimentary knowledge of these skills, and only needs a bit of practice (reflected by the gaining and spending of Experience Points) before becoming fully skilled in them. The exception is very strong - an innate skill, which the characters either acquire in their first career, or not at all. A complete list of innate skills may be found below.

Of course, some players may decide that they would rather spend their hard-earned Experience Points on fulfilling their advance scheme, or moving to a new career.

**CHANGING CAREER**

Although changing careers in game terms is relatively simple, attempts to rationalise what is actually happening in a roleplaying game may prove somewhat more difficult. Our Boatman, according to the rules, may adopt any of the following career exits - Outlaw, Seaman, or Smuggler; alternatively, she may opt for a random roll on one of the Academics', Warriors', or Rogues' career charts (see WFRP, p17), or she can actually choose another Base Ranger career. In other words, the rules make just about every career open to every character. In an abstract game, of course, this poses no problems - the GM simply applies the rules, the character expends the requisite number of Experience Points, and the game continues. However, there will inevitably be those who want to know the answers to questions such as, how
does the character actually begin a new career? Does he or she need specialist training? If so, where does one find a teacher? Are there any openings into this career, and does it fit in with the overall development of the campaign?

Depending on your style of play, some of these questions will be less important than others. In our own games, we have found that changing careers - when role-played can provide a great deal of fun. It gives characters a whole series of motivations and goals other than those normally associated with adventuring. Characters have to keep their eyes open for a teacher or employer to give them a start in a new career. They can't simply become a Wizard’s Apprentice, for example, just because it's one of the last career exits and they have 100 EPs to spare. The character must first find a Wizard who is looking for an apprentice; and then convince the NPC that he or she is a suitable (or rich enough) candidate for training. After that, a period of study and practice is required to allow for basic assimilation of the skills and to learn one or two spells. Only at the end of this period will the character be in a position to exchange EPs for skills and advances.

Similarly, becoming a mercenary, soldier, or gunner is not possible without first entering military service. Simply declaring oneself to be a gunner allows you to acquire neither the skills nor the associated advance scheme. These things have to be taught to you first, and then you need a short period to practice them.

Finding teachers can involve characters in interesting side-adventures as they try to locate a teacher or employer for a career that they are particularly keen to take up. It's no good declaring oneself to be a Roadwarden if the Roadwardens won't accept you, and impersonating an officer of the law can get a character into big trouble! However, once found, a prospective employer or tutor is not necessarily going to accept someone just because the character wishes to follow a new career. Often the teacher or employer will have their own reasons for taking on a new pupil or employee - maybe they have lots of mental work for an apprentice, or perhaps they want to hire some muscle for military service.

A campaign will also benefit if some careers remain closed to characters until certain points in the plot or adventure have been reached. You might decide that your adventures are going to be set in a number of towns in which your characters spend their time as normal citizens rooting out Chaos cults that have wormed their way into positions of influence. Adventures of this sort are best with small numbers of characters, who also have links with a town's organisations - guilds, trade associations, and so on. A Mercenary Captain leading a force of 20 battle-hardened veterans is not really suited to such adventures. Later, however, the campaign may involve the characters in the defence of a barony against rampaging mutants and Beasts. Here characters with military experience and training will undoubtly come into their own. A Physician's Student, on the other hand, is likely either to meet a horrible death, or to get bored very quickly. As GM, you could introduce the player characters to such an adventure by having them see notices proclaiming 'Recruits - Officers, NCOs, and Regulars - wanted for Baron Otto’s Company of Foot', or by having an agent of the Baron's approach a PC as a Mercenary Captain. By not making every single career option available to the PCs at all times, it is possible to gear changes to developments within the campaign itself.

In The Enemy Within campaign, we have provided details of prospective employers and teachers for careers appropriate to the stage reached by the campaign. These are meant to be fully detailed NPCs with personalities, and believable motives for training or employing the player characters. In this way, we have tried to create a campaign where the action and the characters develop in parallel.

Inevitably, however, some characters will want to follow a career that is not made available in the campaign. For some careers, this should not be too difficult to cope...
GAINING SKILLS FROM OLD CAREERS

Characters may also decide to seek out employers within the context of the campaign. Having decided to become a Physician, for example, a character may either approach the local Physician's Guild or engage in the practice of medicine. In this case, the character should have to make a successful Fellowship test to get on friendly terms with the guild or the NPC Physicians, and then make an Employment test to be taken on, or perhaps the character may even have to earn his way into the guild by taking a student before the Physician accepts a student, he or she may require the prospective candidate to go and find some ingredients for the manufacture of a certain drug, or may send him or her to the plagues to test his commitment to healing others. Any number of adventures could spring out of this. Alternatively, the GM may decide that it isn't appropriate for the character to become a Physician at this stage of the campaign, and may rule that there are no openings in the guild. We have the required number of practitioners and students as specified by the Guild, but thank you for your interest." Or, "I'm sorry, I already have three apprentices - I just don't have the time to train anyone else at present." Whenever possible, it is in the interest of the game to let players follow career paths of their choice, but if this involves some effort on the part of the character, it makes gaining it even more rewarding.

As mentioned above, finding a career path can generate any number of adventures - a Wizard may require certain books or ingredients to be located for her, characters entering military service can be sent on missions such as taking a patrol to check on a remote village, or delivering a message to an officer some miles away. These and similar adventures could involve the player as fighting their way through hostile territory or discovering that one of their party is a spy or assassin for the opposition.

-TEACHERS AS NPCs-

By making each prospective employer or trainer an NPC in their own right, you will soon build up a number of colourful and interesting characters for your players to interact with. These NPCs can then provide assistance later to the adventure and can be used to introduce new adventures along the way. As characters grow more experienced, they will have a much greater pool of friends and contacts to draw on in their adventures.

Characters could also be set up by such NPCs. By pretending to offer them training, an NPC could dupé adventurers into carrying out illegal tasks for them for nothing! 'But, your honour!' How was I to know he was a Fence? I thought he was an honest merchant. I swear, I had no idea what was in the box.

LEARNING NEW SKILLS

First of all, by way of clarification, you should note that characters entering a basic career which has one or more skills preceded by the phrase 'XX% chance of may buy any of these skills as normal, unless the skill is an innate one. The 'percentage chance' only applies to characters for whom this is the first career.

But what happens later, if a character changes careers and then decides that he or she wants to learn one or more of the skills that were previously available under a former career, but not bought at that time? Obviously, if the skills in question are listed under the new career, then they can be acquired in the normal manner. If the skills are not listed, then the character has to decide to put in some special, extra practice in order to gain them. Similarly, a character may wish to acquire a particular skill that is not part of his or her current or past career. The rules outlined here explain how this can be done.

The basic premise of this system is that when a character changes career, he or she undergoes some training, then the character acquires a rudimentary knowledge of all the skills listed under that career. This does not mean that the character acquires the skills, but rather that he or she is taught what to do in order to develop the skills over time. This is reflected by the gaining and spending of experience points. When the character has acquired 100 EPs, he or she is deemed to be experienced enough so that the rudimentary knowledge of any one skill can be converted into full knowledge, and the player may add that skill to his or her character sheet. Those careers that don't require an initial period of training, on the other hand, are assumed to be so well-known to all inhabitants of the Empire, that the character need only practice on his or her own in order to develop the skills listed under the career description.

GAINING SKILLS FROM OLD CAREERS:

However, it is assumed that, having entered a new career, the character is not in a position to build on the rudimentary knowledge acquired during the old career, and thus cannot normally gain previously available skills. Having moved on from the old career, the character has forfeited the means of gaining them easily. However, if characters are able to devote a few hours each week to the practice of such skills, they may still gain the skill by expending 100 EPs (as normal) and then making an Intelligence test. If the test is failed, the character loses the 100 EPs and fails to learn the skill. This does not prevent the character from having another go later, but the 100 EPs are irrevocably lost. The amount of time to be spent in practising such skills, and the period over which the practice must be conducted, will vary from skill to skill. However, as a rough guide, we have divided all the skills into the four categories as listed below:

-Practical-
  - Acrobatics t
  - Ambidextrous t
  - Art
  - Carpentry t
  - Concealment -
    - Rural & Urban
  - Consumer Alcohol
  - Contortionist t
  - Dance
  - Disarm
  - Dodge Blow
  - Drive Cart
  - Intellectual
    - Animal Training p
    - Arcane Language
    - Astronomy
    - Boat-building p
    - Brewing p
    - Cartography
    - Cast Spells m
    - Chemistry p
    - Conk p
    - Cryptography
    - Disease p
    - Demon Lore m
a few beasties, you can’t call yourself skilled. These skills are followed by ‘p’. There are also some skills which can only be learnt by following a magical career - these will never be taught to someone who has not completed one or more of the following careers: Druid, Initiates, Wizard’s Apprentice, Alchemist’s Apprentice (these are followed by ‘m’).

**Personal:*** those skills where it’s not so much what you do that counts, as how you do it. Many of these can be self-taught (those that require tuition are suffixed ‘t’), and all require practice (suffixed ‘p’)

**Innate:** these are skills that, by and large, you’re either born with or can only acquire by long service in a particular career. There is no other way to gain these skills - no amount of practice is going to allow a character to see in the dark, for example.

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**TRAINING TIMES:***

The amount of time which must be spent in practice/study depends on which category the skill falls into.

**Practical** skills require 3 hours practice each day for 36 weeks before the character can make an **Int** test to gain them. Moreover, if a skill requires tuition, the character must be supervised for at least half the time.

**Intellectual** skills require 2 hours’ study per day, plus 2 hours per week with a tutor, for 6-20 weeks, before an **Int** test may be made to gain them. Skills which call for additional practical work will require the student to spend a further 2 hours per week on this.

**Personal** skills are much harder to pin down in terms of the amount of practice/study required. Given a particular skill some people will be able to pick it up quickly, others can struggle in vain for ages. Basically, characters attempting to acquire any of these skills must practice for 2 hours per day for a number of days equal to 100 minus the character’s **Fellowship** score. At the end of this period an **Int** test is taken to see if the character has gained the skill. If a skill is listed as requiring tuition, the character needs to be supervised for a minimum of 2 hours per week.

**Tuition Fees:**

These will obviously vary according to the NPC (and may well be influenced by such factors as whether you really want a certain character to acquire a certain skill, or not) As a rough guide, however, you should consider that tutors of **physical** and **personal** skills will charge 1D6 GCs per hour, while tutors of **intellectual** skills will charge 1D10 +1 GCs per hour.

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**Compressing Training:**

A character may prefer to take a crash course rather than trying to learn a skill in his or her spare time. This is perfectly acceptable, provided that i) the character does not try to work for longer than 10 hours per day, ii) the supervising tutor (if any) is agreeable, and iii) the total number of hours spent equals the required number.

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**A SAMPLE TUTOR:**

Presented below is a detailed NPC for use in any Warhammer campaign. Although designed to fit smoothly into the Aldorf section of Death on The Reik, Heinz von Naupump can easily be used in other locations, simply by changing obvious details. Heinz shows how interesting NPCs can be used to provide players with skills, career choices and as a source of information and future NPC contacts.

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**EXPLANATION OF CATEGORIES:**

**Practical:** those skills in which it’s not so much the theory that counts as the practice. These skills may be acquired by hard-work, self-discipline, and dedication. Those skills followed by ‘t’ cannot be learned without tuition from an expert.

**Intellectual:** those skills where theory and book-learning are all important. In general, these skills cannot be self-taught. In addition, some also require a fair amount of practical work - it’s all very well knowing the theory of animal training, but unless you’ve practised on...
HEINZ VON NAPRUMP
Human, Male, Scholar (ex-Student/Noble)

Heinz is the younger son of a wealthy Altdorf family, one of the many noble families that gather at Altdorf to be near the Imperial court. Until he arranges his future, he stays in the city and its environs. Heinz showed a great interest in the history and geography of the Empire, so his parents enrolled him at the University of Altdorf where he has followed a successful academic career.

Heinz is a quiet, bookish man. He is softly spoken, but has an annoying lisp, a character feature common to many nobles. Heinz dresses in expensive, though serviceable dark brown clothes which cover his hunched, overweight frame. His appearance is spotty, however, by the traces of dried food that cover the front of his waistcoat and cravat. His thick, almost opaque glasses make him look dim-witted, but there is a keen mind at work underneath his mild exterior.

He is always concerned as to the time, as if he were constantly afraid of missing an important appointment. He appears nervous, particularly with strangers, but soon warms to anyone who has academic leanings or pretensions.

Although greatly interested in the Empire, Heinz has not travelled very widely in it. He is far more interested in poring over other people’s written experiences than in gaining any firsthand knowledge. Still, he is an erudite scholar, with an excellent knowledge of the Empire’s geography and history.

A University man for all of his adult life, Heinz lives in rooms cluttered with charts and rubbish within the University grounds where he is looked after by his overworked housekeeper. Heinz teaches geography and history. As an established academic he is able to pass most of the boring work onto his subordinates, and concerns himself with making accurate maps of the Empire’s waterways. He is currently compiling data on the Reik between Altdorf and Nuln.

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Age: 42

Skills
- Arcane Language - Magic, Astronomy, Cartography, Charm, Etiquette, Heraldry, History, Numismatics, Read/Write, Rule, Secret Language - Classical, Speak
- Bretonnian Dialect

Possessions
- Dagger, writing equipment, tricorn hat, powdered white wig, thick pince-nez glasses, brown foodstained suit.

Heinz can be introduced to the adventurers in a number of ways. He could simply be encountered in a riverside inn or strolling along the docks. If he sees the adventurers, he may attempt to strike up a conversation about the River Reik, one of the great loves of his life. Or they could rescue him from muggers one dark and foggy night. Alternatively, the adventurers could hear of him from a pub landlord. There’s this educated geezer who often comes in here, always asking questions of folk about the river, writes a lot of it down, he does, and always pays for information! The adventurers could either seek him out or wait until he arrives. Another way to introduce him is for the adventurers to see a notice asking for ‘Honest riverfolk to map the Reik, good money paid for important scientific work’.

No matter how the adventurers encounter him, Heinz is interested in finding a team of people to make maps of the Reik for him. He is willing to pay 25 GC for accurate maps and will teach any character the Cartography skill for free. A Int test is required to learn it from him.

In addition to teaching Cartography, Heinz can be a very useful source of information on the Empire’s geography and history. Once the adventurers return with their charts, he will act as a patron to any character wishing to become a student or scholar at the University, and he will provide letters of introduction to other academies and universities in the Empire.

In addition, Heinz is willing to give private tuition in Numismatics and History. He refuses to teach Read/Write, however, as he considers it to be beneath his dignity. Heinz’s family and university connections can come in useful as well, since he will be able to intervene on the adventurers’ behalf if they get into any trouble with the authorities. How successful his intervention is, depends on the extent of the adventurers’ crimes, but he should be able to deal with minor transgressions easily.

Jim Bambra & Phil Gallagher
An AD&D mini-adventure set in a city for a party of 4–8 player characters, of mixed classes: levels 4–7.

by Matt Connell

Gamemaster’s Background

The party should not contain too many lawful characters, as they will find the task they are required to complete is of dubious legality!

The adventure takes place in the City of Rushford, a large town renowned for its thriving market-place and its efficient, if heavy-handed, militia. Rushford has a powerful Merchants’ Guild, which, through agreements with the Lady of Rushford, keeps profiteering to a minimum and ensures its members are well treated by the taxmen, the militia and any other town authorities. This situation pleases all but a few of the more unscrupulous merchants, who view the Guild as placing unnecessary constraints on their profits. Of these dissatisfied merchants, one - Bram Vensh - has decided to remedy the situation. He is embarking on a campaign to weaken the Guild, until its power has dwindled enough to allow him full scope for his illegal and unsavoury practices.

As one part of his plan, Bram has paid an illusionist, Alogod, a considerable sum of money to find ways of reducing people’s faith in the Guild. Alogod, possessed of a sharp and devious mind, reasoned that the best way to antagonize a merchant was to cheat him in some way. So he sat down, in some assignation to focus his mind, perused his Tomes of Enchantment and came up with the following plan.

Alogod used the spell Minor Creation to produce a bale of finest quality silk. Then, using the spell Change Self to pose as a well-known merchant, he went to the market and sold the ‘silk’ to a member of the Merchant’s Guild. After a few hours, the ‘silk’ disappeared, leaving nothing but an angry merchant who immediately registered a complaint with the Guild.

Alogod repeated this several times, posing as a different merchant on each occasion. This had the desired effect of members of the Guild to suspect each other of dishonest trading. The Guild authorities have been trying to solve the disputes through their normal channels, but - as might be expected - these attempts have been unsuccessful. There is a build-up of tension within the Guild, and although this could lead to major problems, the Guild doesn’t want to call on the City Militia. This would demonstrate their inability to keep their own house in order.

Hearing about the recent arrival in Rushford of a party of adventurers (the player characters), the Guild High Committee have decided to hire them to sort out the problem in discreetly as possible, hopefully without the knowledge of the city authorities.
Players' Introduction

The GM should read the following to the players at the beginning of the adventure.

One thing that isn't difficult to find in the city of Rashford is a decent drop of ale. Just about anyone will recommend a tavern to you. The ale is cool and flavoursome, and very relaxing. As you walk away from the inn, a small boy, dressed in the garb of a merchant's page, squats at the end of the village street and asks for a coppersworth. You are in no mood to argue, so you give him a small coin.

The youth contains the following message:

Honoured guests
Your esteemed presence in our humble city has been noticed, and we have prepared a banquet in your honour. Please come and join us at our finest inn, where you will be served the finest foods and wines.

Yours in Faith
The Merchants' Guild High Committee

Assuming that the PCs are interested enough in this invitation, they are led to the inn and are welcomed into the company of the merchant's guild. The PCs are introduced to the various merchants and are asked to help solve some problems that have arisen in the city. The problems include dealing with a rival guild, resolving disputes among the merchants, and aiding in the investigation of a missing item.

The Silk Trail

The adventurers' only opportunity to meet the five merchants is to call at their houses. No map is provided for the town so you must 'ad lib' any activity you wish to occur while the PCs interview the various merchants.

Cova Rubian is a wealthy and successful man. He lives in a large town house with his current mistress and his retinue of servants. One of the servants will lead the party into the hall, where they will have to wait for twenty minutes before Cova will see them. The characters will be able to hear sounds of decadent revelry from another part of the house.

When a slightly dishevelled Cova finally appears he will explain that he was attending to some important business. Covas is a rather fat man, with many rings on his pudgy fingers. He is dressed in the most expensive finery and speaks with a multitude of accents. The transactions are alleged to have taken place in the market-place some three weeks ago. He vigorously denies any accusations made against him by Yu Sen, and becomes angry if the characters push the point.

Under no circumstances will Covas allow the PCs to use magic to investigate the matter (as, Detect Lies, and he will have the characters thrown out if he suspects the use of magic.

Yu Sen is a moderately successful silk dealer who lives on the outskirts of Rashford in a small, pleasant house. She will answer the door herself, offer the PCs refreshment if they behave themselves in a courteous manner, and seem genuinely concerned about the situation. Yu is slim, with a dark complexion and a friendly manner - she realises that it is in her own interest to assist the PCs in their enquiry. She explains, over tea, how she was embarrassed to discover that the silk she had purchased from Cova Rubian was of the "disappearing" variety, and registered a complaint with the Guild over the matter. Yu can vouch that the silk was genuine and of the highest quality when she purchased it, and bemoans the whole state of affairs, the falling prices of silk threats to ruin her business.

If asked to submit to a Detect Lies spell, Yu will politely refuse, explaining that she
belongs to a sect that believes it is important to accept the spoken word as binding truth. She will be most unhappy if she suspects this or similar magic is being used without her permission.

Undead Brugo is not a very successful merchant. He lives with his wife and children in a run-down house near the centre of Rushford. He is a plain-looking man, straightforward and honest in nature, and gives the impression of being somewhat stupid. He denies any accusations made by Cova, swearing that he wouldn't do such a thing. If asked, he will submit to a Detect Lie spell to prove his innocence. Tell any player whose character looks around that there are unpaid bills everywhere.

Zagure, Domin is a thin, angular man who wears black silk robes and lives in a mean town house with his aged mother. Zagure is a nasty piece of work, who forces the old dear to do all the cooking, washing and cleaning despite her age and infirmity. All this will become apparent to the characters when a smirking old woman opens the door and begs to be rescued from her life of virtual slavery. Zagure will rush up and hustle her away.

The Market

The market is situated in the centre of Rushford, in a large cobbled square surrounded by inns, shops and boarding houses of all descriptions.

The market itself, bustling with hundreds of people of all types, is a large collection of stalls with brightly coloured awnings which sell all manner of wares. Everything listed in the AD&D Players Handbook is available, together with a variety of fine clothes, livestock, food and drink, etc.

If the characters try to buy anything, the canny stall holders will usually start their prices way above those listed in the PHB, and hard bargaining will be required to obtain anything like a reasonable deal.

As the party wanders through the market, they will probably have an encounter of some kind. Roll a d6 once every two turns, a roll of 1-2 indicates an encounter. To determine the type of encounter, roll a d6:

1: 1-3 Drunks (AC 10, F0, 3hp, MV 4", AT 1, D 1-3, AL N). The drunks will stagger up and embrace the characters as long lost friends. If the PCs humour them, they will offer their bottle of rum around, chat in a slurred fashion for a while and then move on. However, they are easily angered, launching into the fray wielding bottles, fists, pieces of nearby stalls, etc. The Market Patrol of the City Militia (Four Militiamen, AC 6, Fi, 4hp, MV 9". AT 1, D 1-8, AL LN) will be called by a nearby stall holder, and will break up the fray after 2d6 rounds. Unless the PCs offer bribes or do some fast talking, they will spend the rest of the day in the City lockup.

2: 1-4 Beggars (AC 10, F0, 2hp, MV 6", AT 1, D 1-4, AL Various). The beggars will accost the PCs, displaying deformities, scars, open wounds, etc., and keeping up a steady stream of whining, sobbing and moaning. If given some coppers they will bless the characters in the name of various gods. If given nothing, the beggars will follow the characters around, making it impossible to conduct business or enter shops. If the players dish out anything more valuable than a few coppers, 1-4 more beggars will be attracted.

3: 1 Thief (AC 7, T5, 2d6, MV 12"; AT 1, D 1-4, AL NE, Pack Pockets 55%). A human thief will attempt to pick the pockets of the richest-looking character. If discovered, he will run away into the crowd, with a 50% chance per round of losing any pursuers.
4: 1 Mud Dog (AC 6, HD 2+2; attacks at +3 due to rabies), 3hp, MV 9”, AT 1, D 2-8 +25% chance of infection, AL N). A rabid dog, barking and foaming at the mouth, will attack a character at random. Anybody infected with rabies will be unaware of it until eight hours later, when they will start to feel sick and weak (no actions save drinking and sleeping possible). After another eight hours, they will start to foam at the mouth and bite nearby people (+3 to hit, inflicting 1-2 points of damage (with a 25% chance of infecting the victim). After another 2-8 hours, the victim will die. The only way to cure rabies is to cast cure disease on the victim some time between infection and death.

5: 1-4 Hotel Touts (AC10; F0, 3hp, MV 12”, AT 1, D 1-4, AL Various) The touts are hired by boarding houses and inns to get custom. Each will be most insistent that they are offering the best at the cheapest price. They won’t be put off until one of three things happens - they are accompanied to the booth, they are threatened with physical violence, or they are paid a few gold pieces to go away. If the characters go towards one hotel, the other touts will follow and drop their prices. Needless to say, the inn rooms never come up to the standards promised, although it is possible to find acceptable rooms in this manner.

6: 2-6 Church Collectors (AC4; chain + shield); C2, 6hp; MV 9”, AT 1, D 2-7; AL LG, Spells Cure Light Wounds, Command). The acolytes are collecting for their church roof fund and will ask for a donation. Generous characters will receive a verbal blessing (not the spell). If the characters do not make a donation, they will receive the benefits of charity and any nearby traders won’t bargain with them ( almst挎ing is highly respected in Rushford).

Each encounter will only occur once substituting an alternative if a duplicate result as rolled. Eventually, the characters will see a merchant (a short, round man, dressed in voluminous purple robes) attempting to sell a trader a bale of silk. The trader is reluctant to buy (hearing of the disappearing silk) but the price is scandalously low. Finally, the merchant - accompanied by his servant - goes up and makes his way towards a side alley. A Detect Magic will reveal that both the ‘merchant’ and the silk possess a doomer, for this is Aloloid attempting to sell another batch of silk. If the party follow Aloloid at a discreet distance, they will witness him change form into a gaunt, red robed man as his Change Self expires.

The two men will cross Rushford to Aloloid’s house, where the illusionist will pause and use his Hand of Enemy Detection. If he detects a potential enemy (such as the PCs), he will enter his house calmly, and prepare for attack (see below).

If the PCs are foolish enough to attack Aloloid on the street, be will shout for the City Militia (same statistics as the Market Patrol above), who will arrive in 2-8 rounds and arrest the characters for assault or attempted murder.

Aloloid’s House

Aloloid lives in a largely unpolluted area of the city. His house is a one-storey stone building with a flat stone roof. The windows of the house have strong oak shutters, which are closed if Aloloid expects trouble, bolting them from the inside. The front door is always kept locked and bolted.

If a character knocks at the door, a henchman will politely refuse them entrance, explaining that the Master is engaged in important research and can’t be disturbed. The henchmen have strict instructions not to answer any questions and to lock the door after passing on this message. If Aloloid suspects an attack, an amount of knocking will raise any response.

Since the characters may attempt to gain entrance to the house in many ways, the exact locations of Aloloid and his henchmen are left up to the GM, although guidelines are given after the NPC statistics (see below). Remember that Aloloid is highly intelligent, and plan the defence of the house accordingly. If Aloloid has been forewarned by his wand, an effective ambush with spells and henchmen should be prepared.

If the characters attack the house as if it were a besieged castle there is a 5% chance per round (cumulative) that a passer-by will rush off to alert the Militia, who will arrive in 2-6 turns.

10 Men At Arms (AC4; chain + shield); F0, 5hp, MV 9”, AT 1, D 1-8 (longsword); AL LN). 1 Sergeant (AC4; chain + shield), F2, 16hp, MV 9”, AT 1, D 1-8 (+1 strength bonus); AL LN), and

1 Officer (AC2; plate + shield), F4; 35hp, MV 6”, AT 1, D 1-8 (+3 Strength bonus); AL LN). The officer carries a horn to bring reinforcements if the PCs resist arrest. There will always be more than enough men available to drag the PCs down (eventually).

Key To House Plan

All the ground floor rooms are lit by 5gp, gems with continual light cast on them. The gems are held in small containers, which can be adjusted to vary the amount of light let out.

1. Hall: The hall has a polished wooden floor and three oriental rugs (350gp each, not obviously valuable). The walls have some pictures hanging on them, none of which is valuable.

2. Dining Room: This finely-appointed and carpeted room is where Aloloid entertains guests. There is a large, polished oak table with twelve matching chairs in the middle of the room, and against the south wall stands a large, finely-worked rosewood cabinet, which is locked. It contains a china dinner service, and a tea box which holds a set of...
3. Lounge/Smoking Room: This room is furnished with five padded armchairs, which are arranged near the fireplace. There is also a low table, on which stands an ornate ebonized box containing expensive tobacco (box: 75 pg, tobacco: 10 pg). Bookcases stand around the walls, and most of the 100 books would fetch 5-20 pg from an illusorist.

4. Closet: The closet contains food of various types (enough to last a week) together with assorted miscellaneous items - string, brushes, and so on.

5. Kitchen: Over a roaring fire hangs a cauldron of stew, whose delicious smell fills the air. Under the window is a wash-basin, and store cupboard containing a variety of pots, pans and other cooking utensils. The stairs lead down to the wine cellar (II).

6. Scullery: This stone-flagged room has pegs around the walls for outdoor clothes. In one corner is a pile of adventuring equipment, consisting of ropes, iron spikes, oil, lanterns and several backpacks. The outside door is kept locked.

7. Henchmen's Quarters: More plainly furnished than the rest of this floor, this room contains five beds and five locked footlockers (the keys are carried by the henchmen). The lockers contain assorted clothes and personal effects, mostly of little or no value.

8. Privy: The door from the privy to Alogond's room (9) is locked, Alogond carries the only key.

9. Alogond's Bedroom: This sumptuously-furnished room has a thick carpet and curtains of rich cloth. On the walls are five silk wall-hangings, embroidered with mythological scenes (100 pg each). Around the edge of the room are several large cushions and in the centre of the room is a large, soft bed with a vermilion silk cover (150 pg) and three fine furs (50 pg each). There is also a large wardrobe full of Alogond's clothes. In the floor of the wardrobe is a secret compartment. It contains a letter to Alogond from Bram Veelah, promising 2,500 pg if Alogond will help Veelah ruin the Guild. Only Alogond has the keys associated with this room.

10. Meditation Room: This room has an austere look, and the walls are painted with various strange symbols, any Illusorist or Magic-User will recognize them as aids to tranquility of mind for meditation and spell learning purposes. The air is filled with exotic incense, drifting from a small silver censer (50 pg) on a low table of finely-lacquered wood (150 pg). Stairs lead down to the cellar (II).

11. Wine Cellar: The walls are lined with linden wine racks, much of the wine is fine vintage (10 bottles at 10 pg each). Against the west wall stand two large barrels. The orneriest barrel is empty, its front is a secret door, and there is another secret door in the wall behind it. On the floor beside the barrels is a dish of meat, used to feed the snakes in the pit (12).

12. Concealed Snake Pit: If a secret button concealed in the north wall at A on the map is not pressed, the pit door in the floor opens when there are three people in the room. There is a 25% chance of finding the pit by tapping and listening for a hollow sound.

The pit is ten feet deep. Characters falling in will be surprised by three poisonous snakes (AC 5, HD 4+2, HP 25, 24, 15, MV 15'). Size L, AT 1, D 1-3, save vs Poison or take 3-18 additional damage. AL N) which slither from holes in the walls of the pit. Once the pit has been opened, pressing the secret button will reset the trap door, and pressing it again will make it safe to cross.

13. Corridor: The floor of this corridor is packed with clear glass globes about nine inches in diameter. The globes are fastened to the floor, and attempting to pull them up will break them, as will standing on them. Most are clear, but close inspection will reveal that one line of globes - stretching from door to door - have a faint pink tinge inside them.

If the pink globes are broken, they will release a gas which causes all characters within five feet to collapse choking and coughing unless a successful saving throw vs Poison is made. Collapsing characters have a 25% chance of breaking another pink globe, and will take 1 point of damage from shards of glass if unarmoured. The effects of the gas last for 2-8 rounds, and for every round the character victimized takes 1-6 points of damage, a Poison saving throw may be attempted every round to throw off the effects of the gas. The clear glass globes are safe to walk on and will not break unless hammered.

14. Captive Basidiom: There is no light in this chamber. Chained up in the middle of the room is a Basidiom (AC 4, HD 5-5, HP 31; MV 0' (chained up) 6') (unarmed), AT 1, D 2-8 (plus smothering), AL NE, Size M, MM), the object of Alogond's studies on the hallucinogen's and their uses. When the characters enter, it will quietly begin to emit its hallucinatory spores, which will fill the entire room. The GM should roll the characters' saving throws against the spores secretly and inform each player privately of the type of hallucination that his character is experiencing. Encourage the players to roleplay the PC's reactions to their hallucinations. Alogond has developed an antidote to the effects of the spores (see 36), and he and his henchmen are immune - this makes this room one of the best places for him and his henchmen to finish off any intruders. If anyone ventures within five feet of the basidiom, they will discover that there is enough slack in its chains to allow it to attack them, lashing forward to strike with its cap.

Hidden under a concealed hinged slab in the southwest corner of the floor is Alogond's treasure, the slab is locked and protected by a poison needle trap (save vs Poison or be paralyzed for 2-3 turns). There is 2000 pg, 2000 gp in assorted gems, 500 pg. an ornamental platinum filigree vase (2000 pg) and a bone sculler. In the case is a scroll with the following Magic User spells, inscribed at 5th level: Burning Hands, Magic Missile, Shield, ESP, Knock, Explore Ruins. Only Alogond has the key to the slab, and his henchmen don't even know it exists.
robes of deep vermilious hue. He carries a
Ring of Protection +2, a Dagger +1, a
Wand of Enemy Detection, Potions of
Healing and Fire Resistance, a Ring of Spell
Storing (Incantation 10' Radius), and a scroll
with the spells Vacancy and Non-detection,
inscribed at 12th level. In a pouch at his
waist are 250gp. He also carries a bunch of
keys to all the locks in the house, except the
basement, his private locker in room 7.
Alogid's available spells (including those
from devices) and their possible uses are

- **Change Self** combined with **Fascinate**
to dupe a member of the city watch into
arresting the party after Alogid has escaped
from the house, or with **Delude** (see below)

- **Chromatic Orb** / **Sapphire Orb** version

- **Colour Spray** in melee or to gain time
  for retreat.

- **Wall of Fog** to provide cover for his
  attacking henchmen.

- **Fascinate** / **see Change Self above
  Improved Phantasmal Force** to create an
  illusion of a secret door opening beside
  the characters with Gnolls attacking from it.
  This is a good one for Alogid to cast when
  hidden in room 15.

- **Mirror Image** in its normal defensive
  manner.

- **Delude** with **Change Self** to appear as
  a duplicate of a character (cf. doppleganger),
  to cause confusion etc

- **Invisibility 10' Radius** to create an am-
  bulah or for escape purposes.

- **Non-Detection** to evade magical detection
  if Alogid is forced to flee.

- **Paralysis** centered on the most
  powerful-looking character.

- **Phantasmal Killer** on the most
  powerful-looking fighter-type.

- **Vacancy** cast in the laboratory (16) to
  conceal its contents.

Alogid will take the **Poison of Fire
Resistance** as soon as he is in direct danger,
being careful not to leave it too late. He will
not use his **Healing Potion** on his
henchmen.

When playing Alogid remember his
high intelligence and play him as you would
a character of your own. If unaware of an
impending attack, he will be in his bedroom
or laboratory. As a fight proceeds, Alogid
will retreat behind his henchmen to the
cellar, intending to lure the characters into
room 14, and to make use of the ambush
potential of room 15. If reduced to 5hp
(with no more Potions of Healing available),
he will attempt to escape. If at all possible
he will take his spell books, and 2000gp in
gems with him.

Alogid has five henchmen in his pay

- **Toby** (AC -1, Plate Mail +1, Shield +1;
  F4, HP 29, MV 6", AT 1; D 1-8+1
  (longsword + strength), SI7, 19, W10, DI6, CI5, Ch14, AL N)

  Toby wears a blue doublet over his arm-
  rour. He has 200gp in a pouch inside his
  shirt. He is very loyal, and will defend
  Alogid to the end.

- **Bludgeman** (AC 4, (chain mail + shield);
  F2, HP 16, MV 7", AT 1; D 1-8+1 (battle axe
  + strength), SI6, 19, W12, DI3, CI4, Ch6,
  AL NE)

  Bludgeman treats his employment purely
  as a source of money. Thus, he will defend
  Alogid as a whole, but will leave his
  employer and comrades without a moment's
  hesitation if the situation looks hopeless.
  In a pouch at his belt are 37gp.

- **Rancidous** (AC 9 (robes + dexterity
  bonus), MU2, HP 7, MV 12"; AT 1; D 1-
  4, SI9; ID8; W10; DI5, CI5; ChII, AL NE)

  Rancidous dresses in rather billowing
  blue robes and carries his spell book in a
  backpack. It contains Read Magic, Magic
  Missile, Hold Portal, Spider Climb and
  Dancing Lights. He has memorised Magic
  Missile and Dancing Lights. He is loyal to
  Alogid, but not to the point of self-
  sacrifice.

- **Bromthon** (AC 3 (plate mail); FI, HP 12;
  MV 6", AT 1; D 1-8+4 (two-handed sword
  + strength), SI8/77; 15, W9, DI3, CI7,
  Ch4; AL N)

  Bromthon is not subtle by nature, and
  will simply attempt to create as much
  mayhem as possible. He is too stupid to
  run away, and has to be told what to do by
  one of the others if it involves anything
  other than simple 'hack and slash'. Bromthon
  has three gems worth 60gp each.

- **Arturo** (AC 6 (leather + dexterity
  bonus); T2, HP 10, MV 12"; AT 1; D 1-8
  (longsword), SI12, HI4, W8), DI7, CI5, Ch17; AL
  NE)

  Arturo carries a Potion of Extra
  Healing, which he will only use on himself,
  Alogid or Bromthon, together with a purse
  containing 398gp in gems. He will attempt
  to harry the characters, backstabbing
  wherever possible, and avoiding direct
  combat if given the choice. Arturo is loyal to
  Alogid, and will defend him to the end.

All the henchmen (even Bromthon has
had it drilled into him) have instructions to
lure the intruders into the room with the

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**Ending The Adventure**

If the players play well, the adventure
should end with Alogid dead or captured,
and the letter from Bram Veesh to Alogid
in the characters' hands. All that remains
is for the characters to report back to the
Guild, who will pay them before taking action
against Veesh.

However, the adventure could take a
different course, ending with the characters'arrest, especially if they attack Alogid in
the streets, storm his house in 'gang ho'
formation, or if Alogid escapes and brings
in the Militia. This will result in a court
appearance for the characters. In order to
obtain their release, they will have to come
top with a good story or, if they have
Bram's letter, make a clean breast of things.
This will result in the Guild being brought
in - providing the publicity the High
Guild Committee were so anxious to avoid.
The Guild Lawyers will get the party off
the hook, but the characters will receive no
payment for the bungled job.

Run any trial for maximum effect, trying
to instil a suitable fear in your players,
and if they don't come up with a convincing
story, have them sentenced. The sentence
could vary from penal servitude to death -
it's up to you!

If the party completes the job to the
Guild's satisfaction, the characters could be
employed to bring in Bram Veesh for trial
by the Guild's High Committee. This would
involve getting into Bram's well-guarded
mansion and taking him alive. The Guild
wants justice to be seen to be done, so
Bram's corpse would be no good to them.

Matt Connell
YOU'LL NEVER TAKE ME!
Perps as Player Characters in Judge Dredd the Roleplaying Game
Who'd be a perp? You, spug, if you think about the challenges of it. There are more opportunities for roleplaying being a perp. Judges tend to be slightly stereotype after a while; they have to be highly predictable and somewhat rigid by definition - they are Tha Law, after all. And perps don't have the logistical support of Judges, no MAC to interrogate, no special back-up squads to get you out of trouble. Indeed, on this score, Gamemasters might prefer to have players role-playing perps, because this solves the perennial problem of player-character Judges relying on these external sources of help instead of recking their own brains when the going gets weird. Finally, roleplaying perps can be fun for a change; get some extra variety into your Judge/Dredd gaming! So let's see how the Perp Game in JD can be run for fun.

Creating the Player Perp

I suggest generating the statistics for player character perps in the same way as for a Judge, with one modification (stick to the 04 determination for Strength; don't use the official method for determining Judge S scores given in the forthcoming Judge Dredd Companion in the case of perps, because the logic of that method applies only to Judges). The modification is this: you may allow the perp PC to advance his highest skill score (but not PS) to 40 if he does not have a 40 skill score to begin with. The reason for this is simple. It's going to be very tough for perps out there, and to have a chance of staying alive the PC perp should start off with one special ability.

To begin with, it will be a big advantage to create a perp gang. Later on, a GM can devise solitaire adventures for expert cat-burglars (or bat-burglars - latter-day Bennies), but there is safety in numbers and gang members with different special abilities will be able to complement each other. And they will be differentiated: the budding heavy, the canny thief, the forget, the astrotactist, the crack of security systems, the crack gateway driver.

We might take a closer look at special abilities here, because they will be important to beginning perps and again later, when experience and further abilities can be gained (more on that later). In the existing game, most abilities available to Judges are available to perps (see GamesMaster's Book, p49) with one odd exception - of the Street Skill (SS) abilities, only Keen Observation and Sector Knowledge are available to NPCs. Yet one might reasonably expect that SS based abilities would be particularly easy for perps to acquire, since they don't seem to be likely to be learned through training (as, say, TS special abilities might be), but rather through general experience and observation. I suggest that Sense Crimes and Spot Hidden Weapon should be available for PC perps, and also Interrogate for those difficult times when it isn't possible, sadly, to get the particular piece of information you want by pointing out that kneecaps do not tend to fare too well in traumatic encounters with a well-armed sledgehammer.

The GM should consider developing some new special abilities to balance the fact that perps won't have the resources, in most cases, to use some of the ones in the rulebooks. Here are some examples. If Judges can Sense Perps, why shouldn't perps be able to Sense Judges (not as dumb as it sounds - their uniforms do tend to give it away - but haven't you heard of the Wally Squad?) The Acting ability from the Judgement Day adventure is another obvious possibility, and one can readily imagine a TS Forgery ability which would enable a perp to forge ID, credit, credit cards, maybe even security passes and auto-keys (of course, some of these forgery would need expensive equip-
ment; cheaper equipment would lead to an increased risk of casual detection. Special TS and DS skills for Modifying Mechanisms (not just repairing or disabling them) could be important in souping-up weapons and vehicles, enabling a perp gang to make the most of limited resources in hard times. One can imagine a special skill for hacking automated security systems (Hacking?) and even a Street Skill Intimate ability, useful for extortionists and heaves. This could affect a citizen’s willingness to talk to the Law, even under direct interrogation. There are clearly many possibilities.

Having generated the basic stats of the perp and determined a special ability, we need to create some kind of role within society for this person. If players are going to have their perp PCs form a gang, they won’t need to know each other to start with, but they shouldn’t come from totally different backgrounds, with nothing in common at all (but they can be friends of friends of friends...). Obviously, our perp is certainly no master criminal and no way is the perp going to be a feared gang (yet). But is he an outlaw hiding in the desert runnin’ a block? Or a teacher running a kiddie Umply Cndy ring? Or is he a whizz kid crammin’ the odd credit off accounts at the bank? He could even be new to the world of crime, with no criminal record or history of criminal involvement (this is most likely with white-collar and very young PCs).

The player should decide the general kind of background he favours for his character. Once this will be determined to some extent by the best skill scores and special ability of his character. The GM can then determine specifics as he sees fit—some suggestions follow. Incidentally, we might note at this time that having a family is unfortunate, since they can be held hostage. If the player wishes, however, he might even have a accomplice or friend of the GM’s choosing (all you’ve crossed, and children are notorious for careless talk, especially when naively to the floor. Cruel GMs should give PC perp large families of ostracised individuals who will, of course, be totally indifferent to their fate. Then, as the actual social status drops more on that important theme below. After all, even Judge Death loved his Mum (well... no, actually, he didn’t... but you know what I mean). The thing to remember is never to be too generous, and this will become clearer as we review the key needs of perps: problems Judges never have to worry about.

More Fear and Loathing

The first thing a perp must have is a safe base. Sure, you have your hab or your run-down shaggy hall or murska bar. But when the heat is on, from the Law or other crooks, you need somewhere else to go, and not to the homes of other gang members either (leading trackers to your friends, perhaps). Here is one benefit of being a gang member - there will be a gang hideout, the location of which should be determined by the GM to be initially known only to gang members. Any gang which is hopping for local trouble will find trouble to locate and maintain several bolt-holes, each with key supplies (see below). Always have somewhere to hide, perps, you never know when someone will be after you with a stub gun or a lawyer.

A second essential is the ability to move fast. Never underestimate the value to the gang of a good mechanic and getaway driver - fast wheels are always useful. Powerboards and jet packs are for later - they cost plenty. Some people have learned that lesser power has been used since personal travel, and if that’s true... Perps should not be given superfast transport to begin with by the GM, but they must have something. Don’t forget that manoeuvrability can be as important as speed too.

Third, perps need weapons. The GM should probably rule that any perp must have a weapon of some kind, but obviously this will depend on the nature of the person the player has created for him. Perps are not likely to carry a full gun, maybe a gun, a club or knuckleduster, a knife, and maybe a miscellaneous weapon as well; a computer criminal will probably only have a knife. Don’t give ‘em anything silly like a flesh daintegor or a sonic weapon. Such things are only dreams for now, and for some time in the future too.

Even things up here by determining that white-collar perps (who will have very little weaponry) will have miscellaneous useful items - maybe a Med pack, a pollution meter, an auto-key or two, some plans or blueprints, tools and software for repairing bots, and so on (exact details depend on their backgrounds). Perp gangs’ needs for such items are almost infinitely flexible, depending on the nature of their planned operations. If perps have some money, pollution meters are always useful. The GM can exploit this fact to get adventurers into activities, since initially what perps will try to do will be governed by much more than their meagre resources as anything else. So, feel free to suggest that the GM will have the power to push them gently towards what you want them to do. And be stingy! Also, get into the habit of making the players think hard about what they need - which widgets does my perp need and why? How do I get them?

Almost any ‘how do I get...?’ question leads us straight to a key element of the Perp Game - the crucial need for contacts and information. How do I get plans for the security systems at Crook, Crook and Cockburn? How many watchmen are there on patrol at different times of night? We’ll need a souped-up getaway car - who can do the conversion job? Can we get: Stumm gas or sniper fire to protect and cover our getaway? Information and contacts: this is where robbing big businesses for vengeance. You simply must know who knows what, where to find the people you need, and how to get what you want from them. Threats are not a smart idea... not to start with certainly. Instead, use persuasion and bargaining, and suitable toadying to those more powerful than yourself (which doesn’t mean you don’t plan to boil them in their own body fluids later).

Imagine the scene as you sit in the dimly-lit room, blue clouds of cigar smoke billowing across the ceiling from the caption form of Mad Dog Pointdexter. He speaks slowly: ‘So ya did the Boyson job last month. No great shakes, a bit small bear for my outfit, but not bad. Clean job. Now ya wanna get a keyman, get into the security business. Well, I got the best Mad Dog Pointdexter. Pointdexter really is putting some business your way... This is roleplaying, good and ready but testing you out too.

However, issues of resources usually boil down to money in the end. Starting out perpa would have more than just the price of the next meal, but the GM shouldn’t allow any of them to be rich (although possessing a decent auto would mean having a fair sum in property). I won’t suggest precise sums here, because the JD game system doesn’t document prices for key items, typical incomes for professions (and the large majority of unemployed) and the like, and starting funds will depend on the perpa’s background and where he got his hard cash from for items. Certainly. GMs will need some such scale, because it’s going to be used a lot - for an outlawed perp in Mega-City One, everything has to be bought in secret, and haggled over. And money is the lifeblood of crime - the perpa will have a lot more use for a lot more is a spy car or a stump gun? Ammunition? Body armour? Phew! Make them pay through the nose for that! What is the percentage, and absolute, profit on a kilo of adflox bought in at ‘wholesale’ and marketed through a chain of retailers on the streets? The GM will need to know!

Becoming a Master Criminal

Later, we’ll look at experiences points for perps and also at sample plotlines for adventures. But the one aspect which involves the kind of roleplaying which makes the Perp Game such a refreshing change in Judge Dredd is the attempts the PCs will make to become a Master Criminal. It’s true that one road to success is to become the Mr Big, the behind-the-scenes machinating, machiavellian manipulator. On the other hand, criminals...
usually want to be seen as prestigious by others of their ilk, even by the public in some cases (these latter don't usually last too long). The GM and players can have fun playing around with what we can term 'criminal social status'.

**Experience for Perps**

Experience point acquisition is notoriously vague in JD (there seems to be a vague for the 'give 'em whatever keeps 'em happy' cop-out these days). However you decide to award EPs, they should certainly reflect the scale of roleplaying, intelligent problem solving, tactical and strategic awareness in combat (and especially in planning it), and sudden inspiration. These are not factors to the Perp Pundit in the Perp Game and in some cases (roleplaying) demonstrably more so. Something well worth watching for is when players start dreaming up their own little schemes, asking silly little questions about times of Judge patrols and distances between rooftops and the like. This is worth an EP or two.

So far as skill gains go, a standard conversion of 2d3 = 100 EP skill points per level for Perps as well as for Judges. If you wish, a perp may nominate a 'prime skill' at the start of his career and get 3d3 = 100 EPs for an advance for this stat (but only 1d3 = 100 EPs for others). This should be different for different types of character - for Dave 'The Doc' Owen, a perp we'll meet later, it would be MS, for a blitzer it would be CS or (only one of the two), for a driver it would be DS, for a blackmailer it would probably be SS. Don't let the players all get away with claiming CS is their prime skill (so many naive and heck-a-slay players want CS advances as their first ones) - it must be the one they originally advanced to 40.

With special ability acquisition, it is best to allow only one special ability every 15 skill points gained above 40, not one per 10 as holds for Judges. Judges have more resources, more tutors, archives, training, and so on. However, for the perp's prime skill you might allow one special ability gain per 10 skill points above 40; this will still leave Judges stronger on all-round abilities and on their average Strength score (see the JD Companion).

**Two Special Cases**

Almost anything is possible with the Perp Game, but two particular unusual cases are worth a closer look. The first of these is The Doc, the gang member with Med Skill abilities. He's invaluable. You're going to get wounded in shooting, so may pick up diseases if you have to hide out in seedy parts of the city (for a fat fee and with suitable security precautions) is going to generate a lot of good will. The Doc is also likely to be skilled with poisons, especially those nasty hard-to-treca nuisative jobs (the GM will have to be very careful with these). And The Doc has several other obvious skills. With a useful ally he can make the late evening barroom scene a blue-tinged aqueous solution in the other, he informs you that the adifax which Nero Prenstley is trying to sell you is badly adulterated and largely worthless. Giving him the shaking perp a quick once-over, the Doc is already on the run. He's enthusiastic about expressing your considerable displeasure at this turn of events. Livre are fetching a good price on the organ-legging market these days.

The second case is much rarer, but uniquely exciting, the Payker criminal. Having abilities like Levitatio, Jinx Mechanism and (Super-)Telekinesis is obviously useful to criminals, but the obvious major role for a Payker would be in gathering information with Detect Intent which could be used for extortion, blackmail, etc. Also, just having information about planned raids would be very helpful to planning. Industrial ESPionage is another possibility. This ability is very vaguely defined in the rulebooks and will call for a lot of work from the GM. Again the GM should consider the possibility of perps reading off information from non-mental sources: e.g. files and machines with a new Cialvoynace special ability (as opposed to the telepathic nature of Detect Intent), and even involuntarily precognitive future events. The GM needs to make the information picked up accurate enough to keep the players interested, but without giving away too much - information should be partial, incomplete and/or somewhat vague. Finally, players should keep in mind that over 80% of PC Payker perps will have S=1 if the dice are unbiased and their rolls were honestly recorded, so they have a very healthy respect for their own survival! They'll be cowardly, and so they should be.

**Plotlines for Perps**

Obviously, there are very many possibilities; I'll just detail a few to stimulate the your imaginations.

**Getting Hardware**

Perps never have enough weapons and tools, so raids and robberies aimed at getting them will always be an attractive proposition. The good thing about this from the GM's point of view is that there will always be a lure for the PCs. They can make an easy heist on the new weapons, body armour, etc. as they gain in experience. You can also change the nature of items locations to make sure that no two heists are ever the same - warehouses, shaggy hell bastions where gangs of goons man the door, etc. You can also allude to each item's location at exactly the right time and an almanque of fanatical blisters, etc. all the time. The type of scenario can make a good introduction

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Obviously, there are very many possibilities; I'll just detail a few to stimulate the your imaginations.

**Getting Hardware**

Perps never have enough weapons and tools, so raids and robberies aimed at getting them will always be an attractive proposition. The good thing about this from the GM's point of view is that there will always be a lure for the PCs. They can make an easy heist on the new weapons, body armour, etc. as they gain in experience. You can also change the nature of items locations to make sure that no two heists are ever the same - warehouses, shaggy hell bastions where gangs of goons man the door, etc. You can also allude to each item's location at exactly the right time and an almanque of fanatical blisters, etc. all the time. The type of scenario can make a good introduction.
to further adventures. The Fowler-Currie Headbanger Gang do indeed have a stash of weapons in their shabby hall basement, but they also have security rotas and vehicle arrival times at a local warehouse known to store new, possibly valuable, experimental form of Boing. This entices the PCs to have a crack at that too.

**Judge Hunt**

A particular Judge has been notably successful in blowing away your minions and now he’s got one of your friends! The word is you can’t take care of your own anymore! What are you going to do about it? Funnels are already beginning to desert... Smart players will try to set up the Judge with either a ‘poisoned nark’ (good stuff at first, to gain confidence, and then a lure to a sad death in an isolated place), a corruption bust or narcotics (hide some in his Lawmaster when he’s off pursuing some perps on foot). It’s best to just throw everything at him - every strategy you can think of. This is a good test of player creativity, so I won’t give away any more than the elementary suggestions above.

**Cleaning Up the Neighbourhood**

You have a nice little number in your path. Nothing too heavy, just tapping and a small line in insurance policies. Nobody gets hurt, right? But now a vicious little gang of punks with a huge, menacing, vicious leader sporting a nasty line in dogs with filled teeth and huge paws has been operating on the edge of your territory, making frightful forays. If you don’t act, the Law will surely take an interest and start checking around, and they need not necessarily go when the punks do. Of course, the Law doesn’t approve of vigilantes, so you might be in trouble if the actions are traced to you. Unless you’ve got a pet...

**Bent Judge**

This is a scenario the players will need to work at, but it opens up many possibilities. It becomes known that a nark (maybe even a PC who plays both ends against the middle - a dangerous game indeed) has told Judge James that the Fowler-Currie Headbangers are soon to pull a big job at a local boot repair unit. And so they do - and they get away with it! This, and similar, evidence shows the PCs that James must be a bent Judge. Very careful and diplomatic questioning, involving no more compound fractures than was absolutely necessary, reveals that James never takes money but accepts payment in boot unit end parts and in a variety of ward instrumentation. In return, he makes sure that the crimes he has been forewarned of aren’t apprehended. Because he is otherwise efficient, his overall detection rate doesn’t suffer too much from any other Judge with a similar job. Now it’s up to the PCs to exploit this. Perhaps James would do more than turn a blind eye to a crime by them. Perhaps he would bring them information, something from the Justice Department’s own files. The possibilities are awesome. This will call for very careful roleplaying from the players and considerable care. The GM can open up some very dramatic adventure possibilities this way.

Why does Judge James collect these instruments and bot parts and the like? Because God told him to do it, that’s why; he’s stark, staring mad, and building himself an interface to the Eternal Executive through which he can deliver megamplified addresses to the people. A franck joke - but it’s nice that the PC’s possible hotlines to the secrets of the Department should be like that. They can never be sure if they get to know him...

**Mob War**

For the real enthusiast, and only possible for criminal Bigshots (unless the players want to roleplay being cannon fodder) this can be developed by the GM through a series of lead-up, bruising encounters, to an apocalyptic shoot-out in some ruined area of the city. It can involve aerial combats, attacks through the Undercity (or, more likely, in passages and tunnels leading to it) and the like in addition to ground-level shooting, brawling and general mayhem. Obviously the Law is likely to turn up at some stage and you should be prepared for this (e.g., they’ll obviously try the use of Stun Guns and/or riot foam, so be prepared for these contingencies). Players may also need to hire mercenaries, try to buy (or even hire) area-attack blighting weapons, and the like, a great deal of tactical awareness can be expended on this one. Great fun, though!

Being a Judge is fun - part of the time. But so is being a perp, having fun committing all those unspeakable crimes. Even if you get arrested, you may get liberated from jail, if you have enough powerful allies. You can dream of vast wealth and innumerable trinkets. So get started now. Mug that old lady today!

Carl Sargent
The female persona in role-playing
by Erica Lidman

I'm Only Human You Know

The Real Female has an origin, a background, and a reason for being. To realistically play a female role the player must be female, think like a female, or have an insight into the female mind. No model exists of what constitutes a 'typical female behaviour' so the male gamemaster is out on a limb. Women are different from other women as men are different from other men. There are really no

limitations to what the Real Female can achieve given the right opportunities, which are often denied because of traditional misconceptions.

What Do You Think I Am?
The Fantasy Female has no limitations except those of the human imagination. Her frequent depiction as a subordinate sex-object is a natural extension of Boyne's 'Dream' - if boyne can have a +1 sword that talks why can't he have a +3 female that doesn't? The idea owes its existence to male self-indulgence and the voluntary cooperation of females in popular media, for example in mens' magazines. Low fantasy is necessarily sensational in order to conceal its shallowness. High fantasy, on the other hand, has never needed sexual sensationalism to win hearts and minds: Tolkien, Gaimar, C S Lewis, etc.

That's Just Typical...
The Female Stereotype is a popular image reduced to a cliche - belligerent, predictable, often derogatory and, because of its popularity, self-perpetuating. It sometimes makes life easier to categorise people into collective groups, but when that happens the individual is lost (especially true of dictatorships where the Real Female is relegated to the role of victim). Careful use of the cliche can be used to great effect in comedy and satire but the simplistic stereotype has no place in role-playing where each female has her own individual identity, no matter how quiet or hidden. In gaming she emerges as the dumb blonde, witch on broomstick, busty barbarian, wicked lady, demure in distress, perfect angel, etc.

He Made Me Do It

The Female Villain is often a creature of circumstance. The moral depravity and corruption of which some men are capable is alien to most women. In Britain the present ratio of male/female arrest is 15:1. Women criminals are rare because most female offenders are led into crime by men and tend to play a lesser role as part of a group; consequently their crimes are minor by comparison. The motivation of most female felons seems to be love, money, idealism or poetic justice. In role-playing she appears as thief, kidnapper, consort, moll, victim, assassin, political agent, 'groupie'. She may be a sympathetic figure and in very often redeemed. In fantasy gaming she becomes a wicked lady who can reach any position of power denied her in realistic role-playing.

Deadlier Than The Male...
The Femme Fatale represents Woman at her most desirable/un desirable. She is the most feminine of females (utilising talente no men can possess).

One of the best-known character types from fantasy literature has been the subject of a great deal of controversy in fantasy role-
playing. Some role-playing games actively discourage the type, others ignore it. Meanwhile, in magazines such as White Dwarf, there are always the critics who say that the type is 'unrealistic' and should not exist.

The female quarrel is overlooked. These things exist in fiction and legend, and that is sufficient justification for their existence in role-playing games. Women warriors do exist in fiction and legend, but this is not sufficient justification for their existence in games.

Women warriors have existed throughout history and in all parts of the world, then for a campaign to be 'realistic', women warriors must exist in it.

In societies for which written records are not available, we are likely to find that women warriors is as legends and stories. These may well be folk memories of real women. In some cases, independent evidence is available to confirm this theory, in other cases it remains conjectural. Let us, instead, consider the direct evidence for women warriors. I will discuss this under three headings.

Women disguised as Men

It is difficult to know how many women have gone to war disguised as men, since a successful disguise is invisible to history! Nonetheless, a surprising number of disguised women are known, especially from the 17th century onwards (probably due to the increase in written records).

In the 17th century, one Captain Bodeaux, killed at the Battle of the Boyne, was discovered to be a woman. Another woman who joined the army was Kate Cavanaugh, who followed her conscripted husband, and served for more than a decade. Her true sex was discovered when she was wounded, and she was discharged. Elsewhere, Cataia de Eraso, a Spanish woman, emigrated to Chile disguised as a boy, and eventually became a soldier. She gained a reputation for hot-blooded audacity, and took part in many duels. Her sex, too, was only revealed when she was injured.

Moving into the 19th century, a case particularly adaptable to a role-playing situation arises. Anne Bonney was the illegitimate daughter of an Irish lawyer. The family moved to South Carolina, and her father prospered in trade. All adventures including thieving a man who attempted to rape her. Anne joined forces with a pirate by the name of Calico Jack Rackam. They ran away to sea together, Anne disguised as a man, and became a pirate. After a while, Anne made advances to a handsome young sailor in the crew, only to discover that this was another disguised woman, Mary Read. In turn, Mary Read fell in love with one of the pirates, and fought a duel on her behalf, killing her opponent. Their good life came to an end in October 1720, when a British Navy sloop attacked their ship while most of the pirates, including Calico Jack, were drunk. The men bid in the hold, while the women put up a spirited defence, shouting at the cowards 'to come up and fight like men'. Captured, and brought to trial, they were sentenced to death, but the order was stayed because they were pregnant. Mary Read was hanged in prison, but Anne is thought to have been released through her father's influence.
and also the least representative (her moral deceit is rare). Her deadly attraction is comparable to that of a web spinning spider, praying mantis, or poisonous plant. The myth of the mer- eating she-devil is misleading as many females fatale are reasonably normal females-driven to commit some act of aggression against the opposite sex. In some cases sexual manipulation of men is the only way the female can achieve her ends, making her a favourite fantasy figure and a maligned character in reality. Role-playing she's a destroyer, writtingly or not she traps, uses, and ruins men, though she herself may originally have been a victim; her background motivations are all-important. In fantasy gaming she becomes an exotic creature capable of anything, and probably achieving power through her seductions.

**Stand By Your Man**

The Female Fighter is rare because no society can afford to lose its women in war. If a few women can plant a lot of women can bear a lot of children, but a lot of men can kill fewer a lesser number of women and still produce the same number of children. Most females avoid combat unless threatened with a lot of deep personal loss. Those women who adopt the fighting role usually do so of necessity or circumstance. Notable examples of female fighters are the Celtic women of Ancient Britain and Gaul who fought beside men in battle, the Norse shield-maidens who gave as good as they got, and the Amazons of South America. In role-playing the Female Fighter appears as a warrior-queen, sword-mistress, shield-maiden, guerrilla, terrorist, barbarian, ranger, etc. In fantasy gaming her only restrictions are age and strength.

**She's Heavenly...**

The Female Paladin is a self-contradiction, hypocrite, or enigma because lawful good females create, preserve and save life, never take it in battle. History's prime example of the paladin lady is an exception which tends to prove the rule. In realistic role-playing she's one-in-a-million; restrict her to the rarest appearance in any campaign. She almost cannot exist. She's unattainable, she's sexually inaccessible, and she's a natural target for the Bad Guys. In fantasy-gaming she becomes the angel of god with a special place in Paradise.

**He Was Her Man, But He Done Her Wrong...**

The Female Avenger combines elements of the fighter, villain and female fatale. In role-playing her attacks are inspired by her motivation. She has experienced some deep loss or outrage as most women would rather forgive, forget or avoid. The role would usually be temporary as few females would acknowledge a chaotic god. Even fewer, the psychotics, would be chaotic evil, in fantasy gaming she is transformed into a fury, avenging angel, and instrument of poetic justice.

**She Who Must Be Obeyed**

The Female Leader is usually civil or military. The civil leader includes the female administrator, head of state, and tribal matron. She is basically static as the feminine temperament is better suited to protective diplomacy and preservation of state than to active participation in military affairs. In some tribal societies the power of the matron is hidden, concealed behind a female figurehead or chief. In those matriarchal societies where Woman has precedence over the Man, the matron is chief and is elected by tribal vote or selected by lineage. Most representative examples of the civil leader are Elizabeth I, Catherine The Great, Cleopatra, Cathleen De Medici, etc. The military leader is rarer and usually a feature of ancient or savage societies. She is often a fierce character, physically and mentally as tough as a male Boudicca.

**Anything A Man Can Do...**

The Strong Woman is no longer an impossibility. With the right physique

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In the 19th century, unproved medical care and hygiene made it more difficult for women to pass successfully as men in the armed forces. Despite this, it has been estimated that of 300,000 buried in Union graves in the American Civil War, 'hundreds' are women. Still others must have survived the war, or served for a while before being discovered and discharged. It seems reasonable to suppose that thousands of disguised women fought in this war.

That thousands of women took up arms in only one war during the century in which the stereotype of the weak woman was strongest, seems to indicate that women warriors are possible, indeed likely.

**Women As Women**

In a great many historical societies, women warriors have been acceptable, even expected. The ancient Celts, the medieval Japanese, and various North American Indian tribes, accepted that women could be every bit as martial as their malefellow.

In 19th century Dahomey, two thirds of the army consisted of women. These Amazons were theoretically the king's wives, and owed their origin to an unorthodox solution to the problems of boredom in an overlarge harem. They were commanded by women officers who were responsible only to the king.

Individual women have also fought openly in societies where women warriors were less acceptable. Artemisia was a scecaptain who took part in Xerxes' war against the Greeks. In the battles which accompanied the spread of Islam, women took part on both sides. Two examples are: Nessa But Kaab, who fought beside Mahomet at the Battle of Ahfad, and Hind But Rahis, who fought on the other side in the same battle.

**Women As Leaders**

So much for women as warriors. Would men accept command from women? Again, the evidence tends to be affirmative. Women as leaders crop up through history. Where one woman leader is known, very often further research reveals that others existed at about the same time.

Name a woman leader. Right, Joan of Arc. Joan who demanded, and was eventually given, command, won battles largely through her ignorance of conventional tactics, was deserted by the Dauphin, and eventually burned as a witch. Not a very good example of a good leader, you might say. The evidence, however, is that Joan had difficulty in being accepted because of her peasant background, rather than because of her sex, and it is far from unknown for princes to desert their generals when it becomes convenient. Other women less well known are known from the Middle Ages, largely because when the local lord is
and body-building techniques the high-powered woman with Strength 18 is a perfect possibility. The classes most likely to achieve ogress-power are (AD&D) half-orc, dwarf, barbarian, and human fighter. Most females would rely on other characteristics to achieve their ends.

**Let Me Go!**

The subjugation of men, women, and children is still a reality in both the old world and the new. A female allowed no power, sexual will, or social status open to abuse and Woman has been victimized throughout history. In reality, a some well-treated slaves prefer the security and lack of responsibility a slave which slavery offers, to the duties and freedom. In realistic role-playing treating slaves as potential NPCs as many are rose to positions of trust and power in Medieval Asia. Otherwise, treat them as dehumanized objects (which is what they really are).

**We Shall Not Be Moved**

The All-Female Society is a rejection of all the "standard" social systems as we know it, a system in which the female is often relegated to the role of a "Second Sex." A purely feminine community seems to lack long-term viability because, in real life, Nature always prevails, but, except during the mating season, women don't need men to survive. So there may be a time when the self-reproducing female/male becomes an evolutionary fact. In role-playing the all-female institution will always appear freakish and is probably a 'one-off'.

**Moonlight Becomes You...**

Most were-creatures are depicted as male because no female is capable of the ferocity which lies dormant in the psyches of some men. The most suitable creatures for the female lycanthrope are those species in which the female is physically and socially dominant: felines, arachnids, etc.

**Begone Foul Dwermlairk...**

The heroine is among the finest of creatures. Her mantle is as great as any man's, and that other hidden until it is. It emerges surprisingly where least expected. She occurs more frequently than the female villain because her deeds are closer to the female soul than man. In role-playing, as in fantasy-gaming, the heroine is distinguished by her wilful confrontation with danger and by the talents that her adventures bring (Eowyn in *Lord of the Rings*). A feature of Real Life heroines is the courage end strength of character they display in critical situations, eg Grace Darling, or Florence Nightingale.

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Isn't She Love...

The Female Adventurer is coming into her own at last. After centuries of denial in a male-dominated society the adventuress is now a credible character. She can do anything a man can do and challenges men in their own areas of achievement, for example exploration, mountaineering. In realistic role-playing the liberated adventuress is a feature of the 19th Century onwards, probably finding total liberation sometime in the future. In fantasy-gaming she has the advantage of complete suffrage, even in a pseudo-medieval society (unless society happens to be historically accurate).

The natural role of Woman is homemaking, child-bearing, and nursing (somebody has to look after the children). The natural role of Men is hunting, providing, and protecting. The common denominator is survival of the species through mutual support. Sex is a serious subject in role-playing fantasy-gaming, as in Life, the accent should be on sincerity, tenderness, and humour.

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Erica Liddman

away fighting, who is in charge of the castle? Very often his wife. In an era in which rank and the like were inherited, sex could be a less important characteristic than birth. Women could and did inherit castles, and held them on the same terms as men.

The other well-known woman leader is Bouclia, the wife of the heroic chieftain Prasutagus. When he died in 61 AD, he bequeathed his property jointly to his two daughters and to the Roman Emperor Nero. This flattery seems to have been an attempt to ensure that the tribe retained some autonomy, and his family some of its wealth. Nero, as was his habit, decided that he was insulted by this 'meanness,' and his underlings in Britain were ordered to seize Prasutagus' property and annex the kingdom. This they did with sadistic relish, and the injured Bouclia led a revolt which nearly drove the Romans into the sea.

The Celts worshipped battle goddesses, and Brigitus states that 'the Britons do not distinguish between the sexes when it comes to military command!' Besides Bouclia, other women leaders of the Celts are known. Some years earlier, the overall ruler of the confederation of northern English tribes known as Brigantes was a woman, Cartimandua.

In a later era, the Dark Ages, Aethelflaed, Lady of Mercia, was one of the most powerful people in England prior to her death in 918 AD. She led warriors against the Viking invaders, and built fortresses against them. The Vikings of Jorvik (York) eventually pledged allegiance to her. The records of her actions in the Anglo-Saxon Chronicle are accompanied by little astonishment at her achievements, but later Norman writers expressed surprise at her 'unwomanly' activities.

In the Medieval era, on which much of roleplaying and history is based, are there any signs of women leaders? No prizes for guessing that the answer is yes. If I may be permitted to quote from a historical novel, Sir Arthur Conan Doyle's *The White Company* - "It was the age of martial women. The deeds of Black Agnes of Dunbar, of Lady Salisbury and the Countess of Montfort, were still fresh in the public mind. With such examples before them, the wives of the English captains had become as warlike as their mates, and ordered their castles in their absence with the prudence and discipline of veteran seneschals.' Katherine Casey, an academic writer, states that the examples of martial women are 'far too numerous to list.'

Black Agnes was left in 1336 to defend the fortress of Dunbar by her husband, the Earl of Moray. She personally oversaw the resistance, and the English commander complained that he came early or came too late, Black Agnes was always at her gate. Similarly, Perret de la Riviere held Rochester against the invading Henry V of England.

The English castle of Framlingham was held from 1336 to 1362 by Mary, Countess of Mortain, widow of the late Earl. In 1375, the castle came to Margaret, styled Countess of Suffolk and Countess of Mortain. Castle was held from 1245 to 1248 by Maud Marshal, after the deaths of her brothers.

In the Scottish Wars of Independence, Christian Bruce defeated Edward Plantagenet Castle against David of Strathbogie, soon afterwards, David's widow was left to defend Lochinvar against the Scots.

During the Renaissance, women leaders still occurred; in Italy in 1484, Catarina Sforza led a successful cavalry charge while 7 months pregnant. In the English Civil War, Lady Banke led Corfe Castle for 3 years against the Parliamentarians.

Nora were women restucturing to Europe. Many women leaders are known in African history. Because of the nature of the records, most of these were war leaders against the colonial powers. Anna of Hausland, Nzinga of Angola, Manitondi of the Sotho, Yaa Asantewa of Asante, Nelinga of Zimbabwe, the last could go on elsewhere in the world, women warriors and leaders were also known, and there are few ears of history in which they do not appear.

Why should it be different in roleplaying games?

Alison Brooks
Illuminations

The Birth of a Cover
Stormbringer
Peter Jones

A young couple of the 70s...
boardgame, Games Workshop commissioned Peter to work on the cover for Stormbringer. This Chaosium roleplaying game is based on Michael Moorcock’s Elric novels. Peter’s strong design sense and dramatic choice of colours have combined to produce the definitive image of Elric, as the battle-erased “albino, dominated by his demon sword, Stormbringer.”

The first stage of the painting was to decide on a suitable image for the game. In the end, a Melnibonéan cavalry charge, led by Elric himself, into the ranks of the Pan Tang army was chosen, with Elric himself - of course - as the central feature of the painting. Material on Elric had to be collated from any references in the game and the original source, Moorcock’s books. Elric as portrayed by other artists and concept sketches from Citadel designers (who will be making figures to go with the game) were also added to the file.

All this material was then sent to Peter, who produced a rough version for GW. He chose to portray Elric and his charger leaping straight out at the viewer. The tonal qualities of the picture were also considered and, given that Elric is an albino with a penchant for black armour, Peter decided to restrict the colours of the painting around black, white and red with some yellow. The main areas of shade and light were concentrated around Elric’s head and this, combined with the dramatic pose, would draw the eye to the figure and up to the legs.

The painting was completed on emulsion primed hardboard, lightly dusted with fine plaster when wet and sealed with an oil wash. Completed in two weeks, the finished work measured 450mm x 600mm. It was executed in a mixture of alternating layers of acrylic and oil, lightly airbrushed in places. During the final painting, Peter sent daily Polaroids of the painting to ensure that details of the armour kept to the original concept.

The finished artwork is the end of one story, but it is the beginning of another; that of the design process that turns it into a cover for a game. Explaining that lot would need at least another illuminations...

John Blanche
An Investigation of Ancient Monuments

by Graham Staplehurst

Leylines: mystical power sources criss-crossing the country or just so much codswallop? For some time, people have been putting forward theories about the origin and use of many of our ancient monuments, citing all manner of evidence, though little demonstrable fact has emerged. Let's loosen our minds and speculate a while on the nature of stone circles, megaliths and barrow-mounds, and how they have been used in fantasy literature. After all, they are surely one of the most potent images in the realm of fantasy, with a doomsayer of arcane magic and sinister, even malevolent, spiritual power.

I have already divided the sorts of monuments left behind to puzzle us into three categories: stone circles or rings, including henges; megaliths, also called monoliths or standing stones, and barrow-mounds, variously named and also including cromlechs, dolmens and cairns. I shall look at each of these in turn, but first let us also turn our attention to the three 'times' at which such monuments can be introduced into a roleplaying game. These times are not necessarily exclusive of one another, and are more a function of the perceptions of the local inhabitants and how they react to the feature concerned.

The first 'time' is the construction phase, when the monuments were built, and the local people knew what they were used for. During the Bronze Age in Britain, barrow-mounds were constructed for the burial of dead chiefs and other important people in their clan-based society. These tombs were in use over a long time-span, some 3,000 years, for nearly a thousand years. The local folk would know this and would respect the barrow as a house of the dead in the same way we respect graveyards and mausoleums; the barrow was not a fearful place intrinsically in the same way, perhaps, henges and stone circles were used as crude indicators of the phases of the heavens, or more likely as gathering points for meetings and rituals. Other uses to which such places were put, even if mystical or magical, were no more alarming than the people that practised there.

The second 'time' is equivalent to the Medieval period. By this time, the monuments have fallen out of regular use and have acquired a superficial veneer of mysticism. Many become associated with new myths and legends, especially when new religious faiths arrive in an area and explain them away with their own creation myth. Mounds became the homes of the little people, or the tombs of sleeping knights who will one day rise up to save the country from attack. Stones are men turned to stone after suffering some curse, rings and circles are the work of demons or giants. Although the use of the monuments has fallen out of general knowledge, there may still be a few initiates into their secrets. Additionally, new powers may be attributed to them, associated with the influences of the new gods. Sometimes the monuments are incorporated more wholeheartedly into the new culture, producing a fusion of ideas and uses.

The third 'time' is Now, the Modern Age. With the degeneration of all faiths and the abandonment of 'real' religious and magical practices, the monuments start to lose their aura and power and revert to simple stones and mounds about which cute tales are told. A few unhappy individuals, rebelling against the soullessness of the Modern Age, or perhaps just obsessed with their own ideas of History, start societies to recreate what they imagine earlier cultures did at these sites. Strange groups of bankets, teachers, drop-outs and writers don robes and prance about pretending to be Druids or 'witches'. Surely, after all this time, there is no one left who truly remembers the proper use to which the stones are to be put.

Adventures On Ancient Sites

Using these ideas, I'm sure that adventures and encounters are already buzzing around your mind. There are few roleplaying games which do not fall into one of these 'times' (some incorporating more than one), and examples of the exciting use to which ancient monuments have been put can be found in media ranging from Doctor Who with the Ogri and, worse, the Daemons, to The Lord of the Rings with the Barrow-downs, the Black Stone of Ereh and even the innocuous Three-farthings Stone in the heart of the Shire.

Adventures involving the first 'time' are suited to games like RuneQuest and MERP in regions with a more primitive culture, or where a 'primitive' system of belief has persisted into the present day (whatever that may mean in the context of the game). Tribes, such as the Woses in Tolkien, have notable connections with the power of stone, and there may also be residents in the far east and south who still follow faiths descended from those that pervaded men of the Second Age to entomb their dead on the Barrow-downs of Cardolan in Briannon. In Warhammer, there are the practices of the Old Faith (discussed more fully below) Adventures using these ideas can also be suited to SF roleplaying games such as Traveller, where adventurers touching down on a backward planet might find all manner of strange beliefs connected with simple constructions. A significant part of the adventure might be the ideological conflict between the ancient culture and the spacefarers.

The second 'time' will probably be the setting most appropriate for most fantasy rolegames, particularly Warhammer, Dungeons & Dragons and MERP. Where a new culture overlays an older one, but has not totally replaced it or forgotten all its lore - relics of the former age and its inhabitants may be excellent bases for
adventures. Typically, these might be raids and looting expeditions, although there might be a desire to either tap some power extant in the monument for the benefit of the characters or their allies, or to destroy a majestic power centered on the monument. Perhaps the former dwellers in a burial mound walk again as wights and wraiths, or a sort of evil druid-sorcerers have been performing unspeakable rites on the altar stone of a circle.

And speaking of unspeakable rites - there are the Modern Day roleplaying games, foremost among which is Call of Cthulhu. This game of evil spirits and forces, arcane magic and hidden mysteries thrives upon the idea of untold connections between the worship of our ancestors and the Gods. Outside, perhaps some of the enigmatic monuments come from a greater antiquity than any dare to imagine, erected by nonhuman races not wholly extinct, but lingering in forgotten corners of the world. Who knows what might then become of the "innocent" archaeologist or play-acting coven member disturbing the stones? What lies buried beneath the monoliths of the moors and mountains? Similar scenarios of doom being invoked by the accidental actions of others are also suitable to super-hero roleplaying, where even more fun can be had with massive energy vortices, slumbering beasts of enormous size and so on.

**Stone Circles**

There are many varieties of stone circles and avenues. Groups of standing stones can be large or small, complex or simple. Here are some examples of the forms commonly found in Britain and continental Europe.

Most stone rings are located in open, prominent positions. They were erected 3,000 to 2,000 years ago and their builders put a lot of effort into their construction. This effort was worthwhile, for the tribe that built a circle, it must have been quite a status symbol. The type of rock used was important, and it is thought that quartz and quartz-bearing rocks (such as granites) were often chosen for their supposedly magical properties - or because they weathered well. Many rings are not true circles, but rather oval or horsehoe-shaped, they usually contain perhaps sixty to twenty stones, roughly shaped. Some may have altar stones at the centre or where an avenue or line of stones joins the circle.

The stones themselves may be of different shapes and sizes. Not all stone circles are formed from standing stones; there are many in north-east Scotland with "recumbent" stones, lying on their sides. Sometimes there may be a cald or small mound of stones, often pyramid-shaped. The actual shape of the stones seems to matter in some rings. In the southern avenue of Avebury in Wiltshire, pillar-shaped stones alternate with ones carved into a diamond-shape, said to represent the male and female principles. Another rare but distinctive feature are trilithons (Greek three-stones). These arches of stone are formed by two uprights with tenons (projections) holding the mortises on the underside of a lintel-stone.

The environs of the stone circle may also be notable. Many are raised above the surrounding ground on artificial platforms or mounds, and this is sometimes expanded into a bank and ditch. Circles of this type are known as 'henges', and also include rings encircled by a fence of wooden posts. Although such fences were not strictly speaking defensive in nature, they served as a barrier to the uninitiated. The most impressive stone circle in Europe, Stonehenge, falls into this category, with its 4 ton bluestones transported hundreds of miles from west Wales and 26 ton sarsen stones raised into trilithons. The connection between this monument and the true Celtic Druids is entirely mythical; the modern Druids were started in 1833 and have since propagated the ideas of rituals and bloody sacrifices, when (as far as can be gathered) the true Druids were more interested in woodlands and groves.

The first Stonehenge dates back to 2800BC and consisted of a bank and ditch, a ring of 56 pits and just one stone, the Heel Stone.

Other important circles include Avebury, Arbor Low in Derbyshire, Long Meg and Her Daughters in Cumbria and the Rolleston Stones in Oxfordshire. These last two are both examples of the common myth connected with standing stones and circles, that they are people turned to stone. The former were a coven of witches ossified by a saint, the latter, now including the King Stone, the King's Men and the Whispering Knights, are all said to have fallen foul of a witch themselves. Other strange tales are connected with circles - in particular the three-ring monument on Bodmin Moor in Cornwall, and the Hurlers it is said 'A redoubled numbering never even with the first' (Richard Carew, 1602) and even today no-one knows exactly how many stones there are. This idea makes an excellent setting for an adventure using the stones as 'something else' - perhaps even monsters themselves?

**Standing Stones**

Megaliths (Latin big stone) or monoliths (Ladin single stone) have also been built for a variety of reasons, and by a variety of forms. Many can be seen today are not really standing stones erected by pre-Roman cultures but the remains of tall crosses erected by the Celts and Saxons. Unfortunately, the arms and heads of such monuments are easily dislodged. Commonly these stones are up to 25' or 30' high, and usually fashioned into a column or a large rectangular block lying on its side. Some are simply the natural deposits of the last Ice Age boulders left stranded by melting, retreating glaciers. Later connections with an event or a person are handed down in folklore as tales of their erection.

Some of the most interesting stones are shaped in special ways. Often they are said to bear a similarity to the shape of a landmark on the horizon. Perhaps these were used as indicators for astronomical or navigational purposes, showing where the
moon rose on important days of the year, or the safe way across a pass. There are also many examples of stones with holes through them (such as the Bole Stone at Crowne in Scotland). These were used in medieval times in connection with fertility and death. Rites were performed in and exchanged with stones, often passed through them to ensure good health, and barren women would visit them. Such stones also have magical properties; the hole in one was pierced by a raging spear through a jealous lover.

A few stones have special connections to people. This might be a tradition that a chieftain, king or priest used a certain stone at his inauguration, a good example of which can be seen at Dunadd Fort near Lochgilphead in Scotland, where a footprint was carved in the rock for the kings of Dalriada. Another dedicated stone is the Broad Stone near Trellech in Gloucestershire, which is believed to be the hand of the god Llan. It marks the site of a Celtic evangelist's landing and a sermon in memory of St Cyndr of Winforton is preached from this rock each Michaelmas. This unusual stone is actually just one of many stones where Christianity has taken over the monuments and practices of former times. Another is the Rudstone monolith on the island in Rudston churchyard, Britain's tallest standing stone. Like many others, it has been explained away by the Church in earlier days as being a mission buried by the Devil which missed its intended target.

A more common explanation of the string of stones is that they may have been used as landmarks. Such stones could be seen in their prominence positions from long distances and perhaps also served as meeting-places and boundary markers.

Close to Harich in Gwynedd is the Carrig standing stone, one of thirteen similar stones which are thought to have marked a safe route across the mountains. On the outskirts of Llandaff to Moloch, Modern beliefs also hold to the idea that standing stones formed an important element in the construction of man's art and have been nameless.

Barrow Mounds

T urns, tumuli, barrow-mounds, call them what you will, the raised mounds of earth covering the burial places of our ancestors within rock-slaked tombs are perhaps the most fascinating monuments for adventures to explore. Elsewhere in the world, monuments to the dead far more impressive may be found the Pyramids of Egypt, the Mausoleums of Chinese and Indian emperors. But these places do not have the simplicity and mystery of the ancient English long barrow, something homeless by day and sinister by night.

Such mounds usually contain one or more chambers used in the interment of an important leader of Stone or Bronze Age people. Long barrows are associated with the earlier time and smaller round barrows with the latter. They were constructed by means of digging a trench or pit and a capping stone on top of the wall. Sometimes it is hard to imagine these feats of the capstone of Lligwy Cromlech in Anglesey weighed 28 tons.

More advanced features of barrows start with the incorporation of an entrance tunnel, walled with smaller stones set into earth, a large stone slab served as a door which could be removed (with effort) when there was another person to be buried. Often the dead were cremated before burial, and gifts were left with them, such as food and drink, weapons to hunt with, and offerings of beads, shells, beakers, jewelled or finely crafted items. Less ancient monuments, such as the burial mounds of Sañon times, contain even greater treasures, relics of the dead, because of the need to protect the graves from robbers and desecrators, they were built as solidly as possible and some had false entrances, such as a passage leading down to a blind chamber where the actual burial cist was reached via a concealed side passage. The tomb could be sealed with great slabs or rubble, or both, in an attempt to keep out intruders. Sometimes a barrow could be sealed and yet still be in use, a hole would be pierced through the blocking stones to insert new remains and offerings. By making sure that these led to inaccessible pits within the mound, the users knew that these resting could do so in peace.

However, some of the holes and gaps left in the entranceways of barrows were more significant and had a mystical purpose. It is thought that several barrows have been opened on certain days of the year, the sun or moon rising through a beam of light down the hole into an altar or, as in the case at Newgrange, a basin holding the remains of the dead. Newgrange is a passage tomb in the barrow cemetery of the Beld of the Boyne, in County Meath, Ireland. A similar construction can be found at the Maes Howe tomb on Orkney. These remarkable feats of astronomical engineering (the solstitial light enters only on the winter solstice and is carried down 80 feet to the basin), added to the splendid artistry of the decorations embellishing many barrow mounds and the effort needed to transport and raise such huge blocks of stone, show that ancient cultures were quite sophisticated, even by our own standards.

Other notable sites of barrows include Bryn-Celt-Ddu, a chambered cairn at Anglesey built on top of a henge and still surrounded by a stone faced ditch, West Kennet long barrow, 320 long and 8 high with at least 46 burials. It is known that many more remains were removed in the seventeenth century by Dr Hooper who used the bones to make medicines. Capel Garmon near Betws-y-Coed in Gwynedd with its false entrance, and Stone deacon chambered long barrow - 100 long with a 50 passage, three pairs of chambers leading off it, and a stone with a fine fossil ammunitive used to mark the entrance.

The remains of a barrow made as described above often still stand when all the earth heaped over the stones has been weathered away. These structures are known as dolmens, and are especially found in some places they are also called terraces but this is incorrect, as they are Welsh for 'circular stones'. Often a dolmen is surrounded by other, fallen stones, or has itself collapsed to form a cairn (Gaelic carn). Such sites can be mistaken for trilithons raised to appear as they do now, and have been a set of traditions and beliefs. Some of the best examples are Pentre Ifan in Dyfed, Beveth Quoit in Cornwall, and the Kilcooney More portail-tombs of County Donegal in Ireland. Some cairns, such as those at Nether Largie at Kilmartin in Scotland, were a stone equivalent of the henge rings which were raised over a chambered structure rather than earth, and the boulders placed within cists or stones 'boxes'. Sometimes, as at Clava near Inverness, the cairns were ringed with standing stones.

False Monuments

It is not easy to distinguish true ancient monuments such as standing stones and barrow mounds in a landscape cluttered with natural features and other works of man. The habit that our ancestors had of making up spurious stories about such features obscures the truth even further. Where a ring of stones lies on the ground, as plain as the day, it is obviously a stone circle - or is it the remains of a primitive dwelling, a rude hut of cobble stones, and boulders left fall and decay slowly, half-covered by erecting earth? The large, earthen mound rising on a natural hill but a tumulus - unless, of course, it is one of the many hundreds of mottes raised by William the Conqueror, once surmounted by a wooden castle to pacify the English and provide a refuge for his hated Norman troops. The long, low barrow that locals will swear is a neolithic grave might actually be a 'plover mound' or artificial rabbit warren. A cairn might be just the result of some falling, a standing stone deposited by a glacier rather than savages pulling on ropes and rollers. For the canny GM, there are plenty of opportunities to confuse player characters and make them unsure.

Lines of Earthpower

Alignments of ancient sites are held by some to be the cunningly-hidden traces of a network of ley lines which span the country (perhaps the whole world),
providing earth energy paths. Those who believe in leys (not ley-lines, by the way) also believe the prehistoric inhabitants of this region were possessed of ‘an innate sensitivity which enabled them to be aware of the earth’s natural energies and to manipulate these energies to their benefit’ (Bord, 1986, p236).

What is a ley? In a nutshell, a ley is an alignment of ancient sites; such as holy wells, stone circles, standing stones, burial mounds, early churches, old sites, and other sites with ancient origins such as trackways, moats, crossroads, holy wells (Bord 1986, p236). They were first suggested by the research of Alfred Watkins of Hereford (1858-1935 - note Cibulka) in 1925. Watkins saw the leys as ancient trackways, which were also aligned along natural features. It has more recently been suggested that leys are not confined to Europe but they are known as ceiques, forty-one of them radiating out from the Sun Temple in Cuzco across the countryside, their routes marked by brocas or holy shrines in the form of springs, hills, caves, bridges, houses, battlefields and tombs.

The nature of the energy channelled by leys is unknown, although it is postulated that it might be related to the earth’s magnetic field. The use of quartz (bearing) stones in many ancient constructions suggests the builders knew of its properties producing a piezoelectric current under pressure, and vibrating rapidly in an electric field. The seriousness with which this study is taken is illustrated by the setting-up in 1978 of the Dragon Project at Rollright to monitor prehistoric structures and leys in the most sophisticated manner possible. That the energy is able to affect people (and perhaps be utilised by them) is shown by this quote (Bord 1986, p115): ‘...in the Norman crypt at Lastingham we must have entered at just the right moment to catch a hypno-quake in the energy cycle, which caused a kind of explosion inside our heads’.

These sorts of experiences can be intriguing and seemed to be roleplaying games WFRP’s Old Earth has already been equipped with the wherewithal to tap these potentials and regain magic points, and to protect the sacred sites which lie along the leys of the Old World. In a ‘modern’ roleplaying game such as Call of Cthulhu or Doctor Who, it may be discovered that the energy lines are being drained by something old by our standards, but which arrived after the building of the ley-sites and took over the channels for itself. The energy brought to the focus of leys could also serve to protect them, fueling the ‘magic’ needed to sustain the various curses and threats to tamper with the place that accompanies so many of the legends of ancient sites. Anyone disturbing a stone or circle may suddenly find themselves afflicted by anything from ill-fortune to warts.

Conclusions

There is much that I have been unable to cover in this brief article. If you are interested in using some ancient monuments more fully in your roleplaying game campaigns or adventures, I hope these notes are of some use. If you want to find out more, try looking for one or two books at your library; you’ll find Dewey (Reference number: 956.1) helpful. Whatever the truth of the matter when it comes to leys and ancient sites, I think you will agree that there are many ideas for potential adventures incorporating them. A good example of this is Haunted Ruins of the Dunlendings, an adventure module for MERP published by ICE. Of particular note also is the use of these settings in Warhammer Fantasy Roleplay campaigns. Not only worshippers of the Old Faith are involved there may be lonely trilithons in bleak places dedicated as shrines to Morr, standing stones entwined in wreaths and wreaths in honour of Thal, and, most dangerously of all, the corruption of such sites and their use by the worshippers of Chaos Gods, of whom it is written (see WFRP p195) that they use makeshift sites such as forest clearings and ruins. You may also wish to have very ancient monuments erected by the Elves or even the Old Slann, which should not be confused with Mannish ones.

Graham Staplehurst
Adventure Outlines for the
Judge Dredd Roleplaying Game
by Hugh Tynan

One of the most interesting jobs for the Judge Dredd RPG GM is to come up with new adventures. Obviously, 2000AD is always going to be your best source for ideas, but the following are some additional suggestions and outlines for simple Judge Dredd scenarios. They can be dropped into any campaign, at any point, without disrupting it, and are great fun to play. Be warned, the way I play it, Mega-City One is a crazy place, and the ideas that follow reflect this fairly, er, realistically.

CADET IN CONTROL

In their thirteenth year, Cadets in the Academy of Law undergo a practical assessment to determine their fitness to continue cadetship. The assessment takes the form of an On-Street Investigation in which the cadet directs the actions of senior Judges, via a camera hook-up. Sometimes one very senior Judge is used - Dredd himself even has to put up with it - but on other occasions a group of less remarkable Judges is under the cadet’s control. This adventure is based on that scenario, the player char-
acters are being used to test a cadet’s knowledge of street procedure. During the test a Spy-in-The-Sky camera follows the Judges around: it is specially fitted with a microphone, and sounds and pictures are transmitted back to the cadet, who then tells the Judges verbally what to do, addressing them individually or as a group.

The PCs are informed of all this in the morning, and are told in on what exactly to do. They are also told a little about the cadets who are ‘directing’ them; there are two. The first, Koskin, is expected to be a little nervously, as this is his third attempt at the assessment. ‘Just be patient,’ says the Judge running the briefing. ‘Don’t let yourselves get flustered, and there’s no way we’ll have a repeat of the silly accidents that ruined his last two attempts’. Other senior Judges present shake their heads sadly, and the PCs will hear them mutter about ‘poor old McEnroe’ in the brief time they have, all the PCs will be able to discover is that Judge McEnroe suffered from a ‘terminal shortage of confidence’ when sent in to deal with the Flamethrower gang at the refinery...

The other cadet, Dried, is respected by his tutors and referred to as ‘dedicated’. This time the PCs will feel their colleagues find the situation more amusing. One of the briefers will let slip the word ‘zealous’ - Dried is a man who doesn’t let go.

The test begins. Koskin, the first up, soon has the Judges helping OACs across the road and checking parking meters to see if the time paid for has expired! Later he tells them to question witnesses to incidents where they saw a man in a car, the registration number of a black-hester’s van when it is only twenty metres away, on aerial within shooting range; and call an A-Wagon to get a Robo-Cat out of a tree. He lets a juve scrabble go free because he said he was sorry, and when the Judges are asked to help free a fatty stuck in a door, he suggests tying one end of a rope to the back of a Lawmaster and the other end around the unfortunate citizens neck! Finally, another citizen asks the Judges what kind of weather the sector can expect in the evening and he tells the Judges to radio Weather Control via MAG and find out. When the first attempt to get through on the radio fails, Koskin says ‘Hold on... I’ll er, go and find out myself’. The Judges then hear the sound of running feet moving away from the cadet’s microphone and a door closing. Koskin doesn’t return, and the Judges will have to fail him.

Cadet Dried is late for his test, but the tutors eventually find him down at the shooting range blowing synthboard targets to pieces with High Explosive bullets. Senior Judges will pass this onto the PCs with glee.

Illustrated by Carl Critchlow
As soon as he assumes control, Dried is on the ball. He sees a man spit on the pavement, and the first thing the Judges hear from the Spy in the Sky is: "You men - quack - the perp on the corner! Get a Lawgiver against his head!" Even though they may not know what is going on, the PCs ought to comply. Dried isn't going to waste time dealing through middle men, however, and he runs the interrogation himself.

'Good. Now creep, we're gonna play a little game. It's like twenty questions, except I ask as many questions as I Grudman feel like, and if you give the wrong answer you get a General Purpose bullet in your stinker' head. Ready?'

He then goes on to scream ridiculous questions at the perp. Was it the East Meggers who put him up to spitting? Was he ever in the Cursed Earth before (implying that he is about to be exiled from the city)? At one stage, he says to the PCs: 'Hold on for a second while I wipe this foam from my mouth.'

This is the beginning. Later, during a demonstration, the Judges arrest a demagogue who was trying to get the crowd to take off all their clothes outside the Sector House. Dried warns him that 'Any trousers that get taken down will be used against you.' When the citizen laughs, he tells a PC to 'slap him about a bit!' As the day goes on, he tells the Judges to shoot at a leaper with High Explosive before he hits the ground: 'Don't let the sucker mess up the pavement!' Finally, he tries to get the squad leader to walk, unarmed, into a house where a future has a gun waiting, so that the future won't carry out his threat of destroying the vidphone (which is on loan and City Property).

Even if the PCs haven't had enough, Dried's tutors decide they have, and drag him away from the console. The Judges are then asked if they would pass or fail him, and if they answer that he deserves to pass they will be lectured on the stupidity of passing people like him and also punished by being used as a puppet for two more Cadets the next day.
On the wreck lives an incredibly skilled East Meg Tech Judge, who was part of the team that captured and destroyed it during the Apocalypse War. Despite strenuous efforts to recover the wounded (nobody kidded him while he was lying there) he was left behind for dead when the war ended. Weikin, he discovered that parts of the ship were airtight and supported a breathable atmosphere plus an air recycling system, so he could breathe freely forever. There were plenty of food supplies, etc., on the ship for him to live off, but - oh, happy day - the best find of all was discovered in the missile bay: two TADs, still intact and ready to be launched!

Further research showed that one of the TADs (the one he has not yet fired) was a big golden one with ten times the speed of any other; the Mega City Judges during the war thought that a missile with more driving power (such as this one) might be able to penetrate the Apocalypse Warp that prevented the erection of East Meg One. It was never used, so Dredd eventually managed to turn the East Megger's missile against the City (basically, to obtain the necessary speed for this Golden TAD, some of the explosive power had to be sacrificed, and it wouldn't have done as good a job as Dredd did in the end). Now, the Judge in the wreck knew that the war had been lost, but he wasn't the sort to let peace get in the way of some honest vengeance, and he realized that he could probably destroy a large part of the Mega City with the Golden TAD. So, he launched the other as a warning - making sure to remove the detonation charge first, of course.

He plans to launch the Golden TAD very soon, but what he doesn't know is that he takes the part of the Mega Judge that he has the TAD aimed at doesn't exist anymore (the south sectors which were destroyed in the Apocalypse War, and he is aiming roughly at where Florida used to be).

He will of course detect the PCs shuttle long before it arrives, but he cannot do anything about it until it reaches him, as none of the Warship's defenses are remotely operable. He has, however, made extensive preparations for when they do arrive, being a Tech Judge, he has completely reprogrammed all the robots (of which there are over 50!) on the ship to fight on his side, and rid the corridors with all sorts of traps and pitfalls. In addition, he has placed a huge, powerful space computer that is used to maintain his home in the wreck, and it will resist the PCs' intrusion into its privacy.

Hopefully, the PCs will eventually find the East Meg Judge in a locked control room from where he has been observing their progress (or some of it) through cameras hidden in the passageways and rooms. He will have the door booby-trapped and will kill himself rather then be captured, although he may elect to fight to the death, if possible. He will almost certainly launch the Golden TAD if the Judges look like reaching his hiding place. But - as it is aimed at the south sectors - not much damage will ensue from that; although it is an extremely ugly way for anything to happen anyway. The scenario will probably end with the PCs breathing a sigh of relief when they return to earth to find Mega City One still intact (although it is possible that the Golden TAD may have been fired at all; see below).

So that's the storyline, how about some details? Well here you go, spug, I'll try to cover most of what you'll need to know.

The PCs will be flown up to the satellite by another highly skilled (at flying spacecraft) Judge. When they reach the wrecked battlecruiser, she will fly the shuttle into a docking bay (there is one that is still intact) and stay on board, keeping the engines warm in case the PCs need to make a quick getaway.

The first few yards of their journey will be in an airless vacuum and in zero gravity, so they will have to wear suits (which are provided, with spares in the shuttle). The shuttle also contains a street scanner and a machine for testing the air to see if it is breathable. Once through the erlock, they are in a breathable atmosphere with artificial gravity. There is, unfortunately, a welcoming committee of some modified Robodoes (all warships had to have plenty of medical back-up!) with Laser Rifles! There will be one Robodoc for each two Judges, with a minimum of one; their weapons are as normal but the East Meg Judge has managed to raise their CS to 38
Onca past the Robodoos, the PCs will find themselves lost in a maze of corridors leading to now-useless gun turrets, external airlocks and destroyed docking bays. Somewhere in here is an elevator, which presents the Judges with a choice of four different floors (not counting the one they’re on) which they can explore. On the first is a host of empty rooms, some of which support breathable air; some of which are airless, and all of which contain modified Demolition Droids, External Repair Droids, Servo-Ordeals, etc., armed with weak lasers and modified to fight reasonably well. Remember, any hit on a Spacesuited Judge in an airless environment almost certainly means death for him or her, so your Judges will probably want to leave this floor as soon as possible. In fact, the only thing of interest here is the Captain’s Log and Computer Recorders in the battle in which the ship was destroyed - these are all in the bridge, along with plans of the whole ship (which would be useful).

On the next floor (which is completely airless), are the Crew Quarters and Officers’ Messes, etc. The whole area is littered with corpses of people who died from asphyxiation and explosive decompression when a laser bolt burst through one small unarmoured spot, so it is quite a disturbing scene. There is nothing useful here - except the hole made by the laser bolt; PCs could use this to gain access to the outside of the ship, and there are a reasonable amount of handholds on the surface which would make circumventing the ship relatively straightforward, should the PCs wish to try and find the East Meg Judge by looking in various portholes (or re-entering the ship through other holes made in the battle).

The next floor is the main Control and Engine area, and it is a small computer room here where the East Meg Judge will make his last stand. Using the computers, he will launch the Golden TAD when he hears the sound of battle outside his door - he has posted two Fighting/War Droids outside when taking over the enemy ship and attempting to board it, but in this case they failed to stop the East Meggers boarding their ship.

However, he may not be able to launch the Golden TAD if the PCs have already visited the last floor, which has just a few small storerooms and the missile bay. If they reach the bay, they will find it fairly simple to immobilise the TAD - at least temporarily - simply pushing it off the tracks that it slides along when launched would probably be adequate! However, it will not be that easy to get to it, as the Spaces Monster mentioned earlier is living nearby and must be passed to reach the bay. I suggest you just create a monster with a lot of tentacles and perhaps one Big Eyed - but make sure he doesn’t eat or kill all the PCs! You could always use something similar to the Netherworld Mega-pede.

But even before they reach the Spaces Monster’s room, they will have to get past a locked door that works on the palmprint principle (see p38, Judge’s Manual). A Judge with the appropriate Special Ability (see You Can Do What? in the forthcoming Judge Dredd Companion) will be able to open it, otherwise the PCs might try sticking their hand(s) in and hoping for the best, or blasting it down. If they try to open it the proper way - i.e., by submitting their palms to be examined - an alarm will go off immediately, and this will be followed in 6D turns by 75% of the remaining robots. There were originally 53 of assorted types and sizes; you have been keeping track of how many the PCs destroyed before they reached here, haven’t you?

A High Explosive bullet will get them through the door no problem, but the Judge who shoots must roll under one-tenth of his TS to stop the alarm going off, with results as described just above (if he makes the roll, he is presumed to have shot the door in a place where the alarm is ineffective. If the alarm does go off, the Judges will undoubtedly have to blast their way out of the wreck, get back to the docking bay where their fellow Judge waited in the shutdown, and start again.

This scenario works very well and, if the Golden TAD is launched (and it will be unless the Judges manage to do something spectacular before they confront the East Megger in his hole), your Judges will certainly never forget their return to earth, wondering how much remains of Justice Central - and if the Chief Judge is still alive!
AN EXERCISE IN PUBLIC RELATIONS

This scenario takes place after a fairly major disaster or period of public unrest. You could, for example, use the last visit of the Dark Judges, although this is likely to be rather disruptive to the campaign. A better alternative is to have the Red-Flies instest a whole quarter of the city (not the quarter the PCs are in) or use some other disease. You get the idea.

Anyway, after this little problem has been resolved, there is much public unease and a marked lack of faith in the Judges. Doyt, haven't these citizens got no trust in you? There are demonstrations, protests, strikes, huge rumbles and the amount of Judge killings - or attempted Judge killings - rockets, knives and stub guns up! You probably ought to have the PCs dodge a few inarticulate attempts to express grievances.

The Council of Five decide that something must be done to calm the citizens down. Riot foam? Nah. Forty days continuous rain? Maybe... Then, a Sector Chief comes up with the bright idea of having the boys in blue appearing frequently on the Vid, maybe even on a special Justice Department programme, Crimewatch MC, where people ask them questions about organisation, equipment, past cases, sentencing and all aspects of a Judge's life.

This idea is applauded, as well as cementing relations with the citizens the Judges were pledged to serve. It would also provide an ideal opportunity to feed the public false information should the need arise (there have been thousands of incidents in the past when such a facility could have proved extremely useful). The plans get grander; perhaps people would eventually get to look on the Judges as friends and help stamp out crime, and particular Judges could become 'personalities'. This could be the greatest thing for the Justice Department since the invention of the Manta Tank!

"Couldn't we just use them instead?"

"Thanks, Dredd, we'll keep you informed of our decision."

The Judges get to work immediately. A new section of Justice Department is instigated - the PR Department - and arrangements are made for the first, experimental broadcast. It will take place in the PCs' sector (of course) and a squad of intelligent, interesting Judges are needed to appear on it. So, when the usual witty comments the PCs make are aired during the next morning briefing (well, I know my players can't shuddup...), they 'volunteer'. They are told this is of the utmost importance... exercise in diplomacy, why, there could be a rebellion any day... that kind of boss-talk. And thus it comes to pass that the PCs are the first Judges featured as special Vid Guests.

I suggest you get a tape recorder with a condenser microphone and record the actual game while the Vid appearance is taking place. You can go back over it later, perhaps as the Chief Judge, giving the players grief about certain things their PCs said! Don't allow any 'I was only joking', I didn't really say that' from your players. They have to do their utmost to roleplay their Judges exactly - no cursing, no unpleasant behaviour and lots of interesting conversation. If they perform well, the public response is good (and the crime wave subsides!), and they might even receive a commendation!

Plenty of other scenarios could spring from this one, especially if the Judges Vid-Show becomes an accepted fact of life in MC-I. For example, instead of people attacking the Judges, they might start pestering them for autographs! Citizens will want to be seen always to be trying to help the Judges, report imaginary crimes and making extravagant guesses that could confuse an investigation. All sorts of things are possible, right down to an attempted assassination in the Vid Studio! Or corrupt Judges becoming public heroes, even sex symbols! Life in the Mega City will never be the same again.

Suggested Questions.
Remember Judges are under no pressure to give truthful answers; in many cases, may be far better off lying.

How long have you been a Judge?
Do you enjoy it?
Have you ever been badly injured?
How many people have you killed?
Do you have any friends?
Have you ever experienced terror?
Have you ever had to arrest a fellow Judge?
Do you ever feel any sympathy?
How is your life organised (sleeping, eating, etc.?)
Was the Academy training hard? (Pretty dumb question, huh?)
Did you ever feel disillusioned and fed up with the whole thing?
Have you ever had to answer to anybody for your actions?
Have you ever been in the Curved Earth, or out in space?
Can you give us a rundown of a typical case, any average everyday incident that has happened to you?
How about something major? Some tough assignment?
Have you any funny stories?
Do you ever feel like 'kicking yourself'?
What would you sentence me to, if I, say, spat on the ground?
Isn't that a bit much? Would you feel a bit guilty for giving me that?
Have you ever wounded or killed an innocent person?
Would you risk your life to save anybody, even a mutie or alien, or even a perp from crime?
What is the worst sentence you have ever given anyone?
You say you can't feel emotion. Does that include hate or disgust?

When writing adventures for your Judges, keep them clear and easy to follow, but add in any embellishments you like, including perhaps a few minor, trivial and completely unconnected incidents. Try to involve your players in a bit of excitement before the actual plotted storyline comes into play. And finally, don't miss any opportunities for adventure you can manage all of this in *The Man With The Golden TAD*, for example, by having the Judges actually in Sector 301 when the first missile arrives...

Hugh Tynan
Well, here we are at another letters page Let’s start with one of the most crucial issues ever to divide the gaming hobby.

Adam Preston, Cleden Derek the Troll is not as good as Thrud or Gook, and I hope you don’t drop either in favour of him.

Seems fair enough to me - what does anyone else think?

Peter Blanchard, Woking I like Derek the Troll. I laughed at it, which is more than I’ve ever done reading Thrud and something Gobbledygook hasn’t done to me in ages.

Ian Willingham, Moulton I think I’d rather see a cartoon from a Jackie magazine.

There’s a simple solution to that...

P Daniels, Kettering Derek the Troll is pathetic, and its rightful place is in the Beano, not in WD.

Jonathan Williams, Wimborne I am one of a select bunch who like Derek the Troll. I think it’s funny and a worthwhile addition to White Dwarf. And sometimes he is even better than Gook. So there!

J R Carter, St. Albans Derek the Troll is pathetic!

Two exclamation marks, eh? Strong stuff.

Peter Bousfield, Kilsby: Derek the Troll struck me as being brilliant. The artwork is attractive, and he is basically very funny.

A passing runesie, Derby Anyway, hoo can tell Derek the Troll anything but bril, hilmous and well drawn must be half blind.

Hmm… about an even split. Which, interestingly, is about the same reaction as Thrud and Gook got when they first started. By the way, there was never any intention of dropping Gook (or anything else) in favour of Derek - the two will just be alternating.

Sean Banford, Gainsborough Whether the people who wrote the letters against PoF steer clear of other forms of ‘Comme-bashing’ (films, books, computer games) is not known to me, but I doubt it! Another thing that puzzles me is whether these people roleplay other offensive acts in other games. Drug-running for patrons, Mutant Comme-bashing, Dragon slaying, luck and sly, etc, etc.

Would it be fair to say that PoF’s being set uncomfortably close to home in a possible near-future calls our own political prejudices into play? Is playing a redneck Rambo character in PoF any different from playing a character in any other rpg whose attitudes differ widely from your own? Any thoughts on that angle? It seems more fruitful than simply conducting arguments about American attitudes and foreign policy.

Another debate crops up every once in a while.

Richard Adsmead, Stockport Could we have letters other than whining notes about charming amish that supposedly exist in every male roleplayer. Could the ‘Voice of Doom’ use her real name, or would that be too sexist?

John Hawkins, Honiton Some advice on your ‘Help’ column. Due to the upsurge in ‘man wants American woman’ notices I suggest you start up a ‘Lonely Hearts’ column.

Well, it’s not whining, but it sounds exist to me. John didn’t actually use the term ‘lonely hearts’, but we know what he meant.

Malcolm Coles, Harpenden Why did the woman on the cover of WD88 have so much armour on?

To stop the dragon slitting her to ribbons.
I couldn't agree more. And on the subject of devil worship, this rather disturbing note.

**Simon A. Watts, (reprise)** When will we get through to the media that we are not a bunch of Demo Satanists? Recently, while at University (Manchester), I was asked to do an interview for a late-night prog. on Radio Manchester. The interview was nothing, but the announcer insisted that it was from/about Devil worshippers - before and after the article. This attitude has in the past caused some clubs around our area to lose premises - imagine a group of kids whose average age must have been about 13 being accused of being Satanists, and being kicked out of the local church hall where they had been playing quite happily for several months.

It just never seems to stop, does it? I suppose that people are always prepared to attack things they don’t understand, because it involves less effort than finding out the truth. And, of course, a whip of Satanism always makes a better story than any amount of charity marathons or what-have-you. Faced with this kind of attitude, which I'm afraid is not going to go away, it's up to us to try and present the best image we can of ourselves and our hobby, and to take the trouble to complain when we feel we have been slandered or misrepresented.

**Back to what is and isn't roleplaying**

**John Backworth, Ware** I am writing to your rag in my capacity as Senior Aardvark of the East Herts branch of the ‘Dressing Up And Waving Rubber Swords Around Association’. Frankly we are sick of the continuing association within your letters page of our organisation and the so-called ‘Live-Action Role-Playing’ element of the hobby. We have no connection whatsoever with these ‘LRPGers’, who in our opinion diffuse the tenets of Dressing Up And Waving Rubber Swords Around, corrupting our ideals with their heathenish ideas of Taking It Seriously.

Well, that sounds like a perfectly reasonable position to me. Whether or not WD should cover LRPGs is another lively issue.

**Chris Nix, Nottingham** Now, LRP, let’s end the debate. I have nothing against them, WD is for ‘sit around the table’ (SALT) roleplayers. Let LRPers start their own magazine.

**Ian Sturrock, Wirral** Your coverage of live-role-playing has always left something to be desired, and now Mike Bruton makes an arbitrary decision that the two hobbies should be seen as separate entities. The hobby encourages role-playing much more than any tabletop game does, so it is nonsense to separate LRPGs from role-playing. It’s time for you to send a reporter along to see what these games are like. I think you should be reviewing them in Open Box.

Certainly the majority of the letters appearing in WD on the subject have been pro-LRPGs, and in general the only people trying to promote a division between two slightly different forms of role-playing have been letters page editors.

**Ramsay Knights, Lerwick** The recent polls you ran showed that AD&D is still the most popular RPG system. But AD&D has taken a proverbial back seat in your magazine.

**Steve Dodds, Devizes** What about AD&D, Traveller and some of the not-so-popular - Pendragon, Dr Who, Berserk, and Legends Celtiques (that got you with that one).

Well, we've covered all of those in the last year, except Legends Celtiques - anybody else want material for that? Anybody writing it?

And now something else. Like what is roleplaying and what isn't.

**P.J. Brook-Woodcock, Manchester** I can say that, playing three different board wargames regularly, I have not slaughtered a single person in years. A few counters were removed from the board, a few were jumped on by depletion markers, and a few ran away from the enemy. All very well, you might say, 'But it's what it represents that's important.'

What does wargaming represent? Any answer to that question lies firmly in the bounds of personal taste. At one extreme are people who want to bounce hardware around, going all out for a win, in some cases at the expense of historical accuracy and generally being a pain in the butt. On the other hand we have the historical simulationist who wants to create the horrors of war, the suffering, the heroes, not just shooting everything that moves.

Do these two types sound familiar? Roleplayers the world over have heard of both. The first is the Big Head - his plan is right, his Paladin has six 18s, those peasants don't matter, hack a way through them, and so on. Our second type is the realist gamer - why fight when you can talk your way out of a problem, play the role to the exclusion of everything else.

All wargamers and all roleplayers go for one thing - fun! If games weren't fun, nobody would play them. Whether the opponent is a GM and his NPCs or another regular player across the wargame board seems irrelevant.

P.J. went on to say a lot more about artificial divisions between roleplaying and wargaming, but I'm afraid that's all we have room for. What do you say? Is a wargamer roleplaying when he tries to think what Napoleon, Alexander or Rommel would have done in a certain situation? Is a roleplayer wargaming with a single character rather than a unit? Both types of game are simulations, so there are bound to be similarities. Why, then, the divisions and the bad feeling?

**Richard Adames, Stockport** As a roleplayer and a wargamer I resent remarks widely used by both sides to insult each other. Roleplaying, not devil worshipping and wargaming is not wholesale slaughter. Gamers of both types should spend their time promoting the entire image of gaming instead of squabbling amongst themselves.

Well, I don’t agree with your last comment, Ian, but I don’t suppose you expected me to. Certainly I would agree that LRPGs are as much roleplaying as SALT RPGs - although I’ve never played a LRPG, I came to roleplay via acting rather than wargaming, and that element has always interested me personally. But, I think that SALT gamers sometimes get fed up with people who aren’t familiar with the hobby (or hobbies) concluding that all roleplayers dress up and wave rubber swords. I’m sure they get equally fed up when these uninformated people decide that people with rubber swords are frothing maniacs and extend this misconception to all roleplayers. It’s akin to the devil-worship problem and the way outsiders see us. As for Open Box reviews of LRPGs, nobody’s ever asked us to send a review. I can’t promise anything, but if we were to get an invitation or two, who knows?

On to yet another form of roleplaying.

**Marcus Maclow, Leeds** I am a keen play-by-mail gamer, an elite group of postal role-players. Have you ever heard of us?

**Rick Lockwood, Huddersfield** I've been reading the Dwarf since issue 15, and in all that time, have only ever seen one article and one small review of a game in one of the fastest-growing fields in gaming - Play-by-Mail. As the largest (and still the best) gaming magazine in Britain, I feel you should be giving at least some attention to it. It is something to do with the fact that Games Workshop don't run a PBM of their own?

I don't know. Certainly I don't think there's any anti-PBM prejudice in GW - at least four people at the Design Studio alone (myself included) play PBM's - but there isn't an awful lot to write about them. Arguably they have their own hobby press in the form of their newsletters, and we don't hear from PBM referees wanting their games reviewed. Also, I'm afraid, the bulk of WD readers are SALT roleplayers (full abbreviation, that), and given the choice of an article on PBM's (or LRPGs, for that matter) or, say, another adventure, would almost certainly go for the latter. Unless, of course, all you people out there know different.

And finally:

**Marcus Rowland, London** Due to the strange activities of the White Dwarf editorial cock-up department, my recent article on Zombies lacked any references to the many sources used. My apologies to all those concerned. Also, Do Troubleshooters Dream of Electronic Killer Sheep? should have been subtitled. With apologies to the late Phillip K. Dick I hope that these omissions haven't spoiled anyone's enjoyment of the articles.

So do we, Marcus. One day we'll get things so spectacularly right that everyone will be happy.

Letters edited as reasonably as he knows how by Gwene Davis
WE GOTTA TRAITOR TO FIND

by Graeme Davis and Jervis Johnson

New cards for the ROGUE TROOPER boardgame

Heads up, Troopers! This is an additional item to your mission briefing.

There are nine new cards for Rogue Trooper, the new boardgame by Games Workshop, on the back cover of this issue of White Dwarf. Simply cut out the Rogue, Encounter and Supply cards and shuffle them into the appropriate decks before starting play.

Detailed Briefing Now Follows

Dream Weavers

According to latest reports, Norty has developed a new psychogen gas, capable of penetrating the standard issue Souther cham-suit. Discharge apparatus is fitted to some Nort armoured units, and the gas causes wild hallucinations and panic among conventional Souther personnel, breaking up infantry resistance to the armoured spearhead. Now you GIs don't need to worry about this — you're all engineers to resist the effects of the chemical weapon, and although you may start to see things after prolonged exposure, your engineering also stops you feeling fear. The Genies have been real good to you. However, any conventional personnel accompanying you when Dream Weavers attack will almost certainly panic and run off. Don't rely on their extra firepower.

Bland and Brass

Keep a look-out for these two jackals. They follow the battles right across the war zone, robbing the dead of both sides and making a killing selling off any usable equipment. They don't have much fight themselves, but they have a little posse of droids following them which can provide a respectable amount of firepower. You'd be doing everyone a favour if you wiped them out. On the other hand, they do have their uses - as well as equipment, they manage to pick up a fair amount of information, mainly by illicit surveillance of military transmissions from both sides. So they may be able to provide you with data which can help you in your mission - at a price.

Major Magnam

The good major is, like yourselves, a survivor of the Quartz Zone Massacre. Unlike you, however, he made his way back to Milli-com. and now he is back on Nu-Earth, hunting down and killing Rogue Troopers. Watch out for him, and remember - he's at least as good as you are.

Swamp Mutants

Nu-Earth is not quite dead. Some of its wildlife has managed to survive the nuclear, chemical and biological pounding that the planet has taken, and are busily carving out new ecological niches for themselves. And if you move into their ecological niches, they'll have a good go at eating you. Watch your back when you're in a Scum Swamp.

Colonel Casanova

We all know this checkpoint. The commander of Rom Sector, Fort Neurope, you may meet him in the war zone. Fort Neurope, or Fort Neuro as it is sometimes called, has been in the front line for longer than anyone wants to remember, and most of the personnel of Rom Sector have gone combat-happy, spending most of their time arranging dice and chasing after the female personnel from Scan Sector, rather than doing anything noticeable to the South's war effort. He can be a useful companion, but you can never rely on him - he's just as likely to start worrying about his hair style as to actually pull a trigger in a fight.

Fifth Column

The Fifth Column, as they are generally known, are Nort infiltrators who work their way into Souther cities with the purpose of polluting the air or water supplies. So when you arrive at a city, there's always the chance that you will find no-one alive in it. If the city happens to be your mission destination, your mission fails - after all, dead men tell no tales. In these circumstances, you should report for a new mission immediately.

Jellyfish Mines

Jellyfish Mines have been developed to be dispensed onto water from the GI backpack. They are small, high-explosive contact mines engineered to have neutral buoyancy - that is, they neither float nor sink in water. You may find them useful in dealing with Nort patrol boats and other coastal encounters.

Pocket Scanner

This is your own personalised early warning system - even better than a Helm Bio-chip. Apologies to the Helm Bio-chips in the audience, but remember, you have far greater uses in other directions. The pocket scanner will detect and identify any hostiles in your sector, leaving you forewarned and better able to react to their presence.

G-Rations

An army marches on its stomach, and you GIs are no exception. Even a GI needs food, and G-Rations have been developed by the Genies to provide the GI metabolism with all the necessary nutrients to keep it going. They're nothing fancy, and they certainly wouldn't win any Nu-Cuisine awards, but they'll keep you sharp and keep you going.

Good luck, Rogue. You'll need it.

Graeme Davis & Jervis Johnson
ROGUE TROOPER

WHITE DWARF presents you with NINE new cards for the amazing ROGUE TROOPER boardgame! ROGUE TROOPER, the latest in Games Workshop’s range of 2000 AD games, is for 2-6 players, with a lavish full-colour board and character cards. 6 detailed plastic Rogue Trooper playing pieces and over 250 playing cards. Illustrated profusely from the original comic-strips. It is set on Nu-Earth, a world devastated by nuclear, biological and chemical war between the Norts and the Southers, and players control Genetic Infantrymen, or GI’s, members of an elite force genetically engineered to win the war for the Southers. Most of the GI’s were killed when their mission was revealed to the Norts by a traitor in Souther High Command, and the players – the only survivors of the ensuing massacre – now wander Nu-Earth, searching for clues which will help them win the war and kill the traitor. As they search, the players will encounter hostile Nort forces and may collect companions and equipment to help them overcome the obstacles they face. Once the traitor is unmasked, the GI’s chase him across Nu-Earth in a thrilling finish until he is killed. The game has been extensively researched and will appeal to players who are unfamiliar with the comic-strips as well as hardened Rogue Trooper fans.

To use your free extra cards, put carefully around them, and then just add them to the appropriate card decks in the game.

NOW AVAILABLE

£14.95

ROGUE TROOPER is available from all good games stores, or in case of difficulty, contact Games Workshop, Chisworth Street, IP2 5UX, Bury St Edmunds, Suffolk. 25043, USA.

US customers please contact Games Workshop US, Box 1900, Columbia, MD 21045, USA.

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