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# WHITE DWARF


## ISSUE 94 OCTOBER 1987

**EDITOR:** Sean Masterson
**COMMISSIONING EDITOR:** Phil Gallagher
**BITS & BOBS:** Graeme Davis
**DESIGN:** Charles Elliott and Bil Sedgwick
**ART EDITOR:** John Blanche
**PRODUCTION:** Heidi Allman, Katy Briggs, David Clemmett, Mark Craven, Dean Groom, Graham Verity, David Oliver, Nick Ord, Tony Osborne, Tim Pollard, Lucie Richardson, Adrian Udall and Richard Wright
**COVER:** *Raven's Oath* © Chris Achilleos
**ILLUSTRATION:** Carl Critchlow, Tony Hough, Pete Knifton, Martin McKenna, Jamie Simms, Steve Tappin, Charles Elliott
**MINIATURES PAINTERS:** Bruce Atley, Andy Pritchard, Mike McVey and Sid
**PHOTOGRAPHY:** Phil Lewis
**TYPESETTING:** Lindsey D Le Doux Paton and Dawn Duffy
**INVALUABLE TYPING:** Mary Anne Naismith
**ADVERTISING:** Annette Faulkner
**PUBLISHER:** Games Workshop Limited
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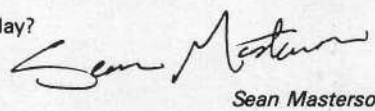

'You expect me to do *what* every month?'

Yet another choice of frenzied activity this month! Whatever your tastes in adventuring, whether you prefer intrigue or action, the management has a varied menu on offer. Don't worry about the tentacles sir, they're optional...

But when you've scrambled over Jadeberry Hill, cleared the Shub Niggurath's out of your shrubbery and been thoroughly bewildered by the goings on in the Three Feathers, it's great to kick off that powered armour and read what else is happening in the universe in *White Dwarf*. But how can you prevent disasters in Mega-City One, halt the hordes of Chaos in the Old World or escape the grip of the insane Computer? How would you feel if your character became the focal point of a new adventure?

There are going to be some exciting changes and developments in *White Dwarf*. New features, columns and discussions are planned for the near future. The one thing they will have in common is *interactivity*. You are going to have more opportunity to get involved in campaigns and games you currently only read about. And shape their future.

Wanna play?



*Sean Masterson*

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# Marginā'lia

to enter on the margin.—*adj.* **mar'ginal** pertaining to a margin: in or on the margin: barely sufficient.—*n.* marginal constituency.—*n.pl.* **marginā'lia** notes written on the margin.—*v.t.* **mar'ginalise, -ize** to furnish with notes.—*adv.* **mar'ginally.**—*adjs.* **mar'ginate, -d** having a well-marked border; **mar'gined.**—**marginal con-**

***Replacing*** Open Box ***this month is the first of a new series in which Games Workshop's very own pixies take apart the products they have just spent six months (or, in some cases, five years) putting together. First to experience this cathartic bliss is the inimitable Brother Priestley.***

## WARHAMMER 40,000 - Rogue Trader

### Table-Top Science Fantasy Combat Game

**£14.95**




**Warhammer 40,000 Rogue Trader** (*WH40K*) is something of a first for me: the first complete game system I've done on my own. *Warhammer Fantasy Battle, Warhammer Fantasy Roleplay* and *Judge Dredd* were all co-written to one degree or another. Believe it or not, *WH40K* is also the first game I wrote for Games Workshop... It always got put to one side while other projects were worked on. Now that it's finished and printed, this is also the first game with which I'm completely happy. Well, almost completely. We creative types...

*Warhammer 40,000* arrived at Citadel Miniatures five years ago, when I did. The game, originally called *Rogue Trader*, was envisaged as one of a series of short, 'freebie' games which would be sent out to mail order customers. However, the first game in the series *had* to a fantasy one, not science fantasy. *Rogue Trader* was shelved and Richard Halliwell was commissioned to write the game that eventually, er, mutated into *Warhammer Battle*, which appeared in its first incarnation as a boxed game of three booklets.

*Warhammer Battle's* popularity established the format for future games. *Rogue Trader* had to be rethought from the ground up: the game was rewritten using the *Warhammer* rules mechanisms and format. Even in the finished version of *WH40K*, the game mechanics are solidly *Warhammer*. I regard this compatibility as essential, not only for the sake of the system, but also for the background mythos and general 'feel' of the game.

### A Fistful of Warhammers

Work on *Rogue Trader* proceeded at a pace which can only be described as 'fitful'. I put it to one side to do *Judge Dredd* and the *Warhammer Battle 2nd Edition* rules. *WHB2* benefitted from some of the development put into *Rogue Trader*: many of the new ideas which had been earmarked for *Trader* were incorporated into it. By now, the 'dark and dangerous' background for *Warhammer* had started to evolve, partly based on ideas from Bryan Ansell, and partly on the background for the Citadel Miniatures ranges. The Chaos warp-gate concept and the Slann were established, the awesome demon aztec frogs acquiring a new cosmic aspect. And, although not revealed in its entirety in the fantasy game, this background is the root of the whole *Warhammer* mythos.

With *Warhammer Fantasy Battle* out of the way, *Warhammer Fantasy Roleplay* intervened. This was a good opportunity to use the background material already worked out for *WHB* and *Rogue Trader*, giving an atmosphere, consistent with the whole set of games. Thanks to the arrival of Jim Bambra, Graeme Davis and Phil Gallagher, I was able to turn over the unfinished *WFRP*. At last! The chance to return to *Rogue Trader*!



At this point, *Rogue Trader* existed only as a computer printout. And Games Workshop had shifted all development work onto new computers. Whizzo stuff, to be sure, but faced with the prospect of typing *Rogue Trader* into another computer, I opted for another rewrite. *WH40K* has been written *three* times, but I think it is the better for it - not something that I can say for the author...

## Rogue Trader: Mark Three

Since the first rewrite, the basis of *Rogue Trader* has been the *Warhammer Battle* system. The high level of crossover between the different games made this fairly easy.

But the first crunch came with the change in emphasis away from hand-to-hand combat towards fighting with ranged weapons. The *Warhammer* 1-to-1 ground scale meant reducing weapons ranges to levels which were hardly believable: the alternative was a tabletop the size of football field, or abstract and artificial scenery. If, for example, a weapon has a range of 300 yards represented by 30" on the table, the average model is 10 yards tall. In itself, this 'distortion' doesn't matter, but buildings suddenly become hundreds of yards across and trees tens of yards wide! This wouldn't have mattered if the scenic features were to be general areas of 'hilly', 'arboreal' or 'urban' terrain, but I have never liked this approach very much. I wanted a game where a model could sensibly hide inside a building, at the rim of a crater or behind a tree. In other words, the models and scenery had to represent the situation 'as was'.

The game works very well using the abstracted ranges. Even though ranges are very short in 'realistic' terms, the differences between different weapons ensured that their vital qualities were no less distinct. In short: if it works, don't fix it!

Eventually, however, I did come up with an advanced rule to facilitate a true ground scale and longer ranges. Having tried both systems, players invariably prefer the abstract one. The 'fixing' of the rules is irrelevant when you play the game.

## 'Squad! Lock and load! Advance!'

*Warhammer Battle* is a game of formal units and formal manoeuvres. This, of course, wouldn't do for *WH40K/Rogue Trader*, so I had to come up with a mechanism for moving the game down a level, from the tactical battle to the skirmish action. *Rogue Trader* was to be a game in which several squads of five models or so confronted each other over shanty-towns, in the wreckage of hive-cities or in jungle clearings... Squads had to be united in their overall command, and had to be kept together in a general sort of way. On the other hand, I wasn't looking for a game with the regiments of shoulder-to-shoulder troops that characterise *Warhammer Battle*. A greater element of roleplaying was also needed, making players take decisions on an individual basis, rather than committing whole units to the fray.

The solution was to give individual models a degree of autonomy within their units. Troops can move away from the rest of the squad, providing they stay within 2" of another trooper from the same unit. Units can spread out, but have to maintain some sort of overall cohesion. This provided the basis for the skirmish game but, as I'm sure *Warhammer* players will realise, lead on to the 'which model is shooting at what' problem, which simply doesn't exist when an entire regiment is letting rip at a target...

These problems were ironed out during development. I decided to include advanced rules which suggested several different ways in which fire nomination, randomized fire and targetting could be resolved. During playtesting, we found that the best method depended on the size of game being played. The final result of this approach was a set of rules with only a few sections that *had* to be used, and lots of add-ons and options. The number of additional rules (beyond the core system) gives the *WH40K/Rogue Trader* Gamemaster much more freedom than in most tabletop games, and invites a high level of GM participation.

In play, the mechanics work well. From the beginning, I adopted a template system for weapons with a spread of fire - area weapons - such as missile launchers. This made fire resolution a bit cumbersome at first, as every time a model fired it could result in several hits, all of which had to be resolved separately. In the end, it proved simpler to reduce the number of area weapons in use. Most troops now carry simple one-hit-one-casualty weapons.

The area fire system attracts comments from players unused to it. I must admit that it goes against what I consider to be an important design principle: a game rule must not only reflect what happens, but the way in which it happens. The player takes an area template marker and places it over his target, and then rolls to see if it scatters. Templates that miss are repositioned, and then targets in the new area of effect are diced for. The firer's *Ballistic Skill* doesn't affect the deviation; this is, in fact, governed by the size of the template. Weapons with larger effect templates deviate more often, but because the templates are larger, the deviation involved rarely takes them completely away from their aiming point.

In practice the system achieves exactly what I wanted. Area fire is not absolutely reliable, and may result in a blast going slightly amiss. No matter how skilled the firer, area weapons remain slightly unpredictable.

## Eat Hot Photons, Alien Slime!

Thanks to the damage caused by weapons such as lasers and blasters, I needed to rethink the standard *Strength* and damage system used in the *Warhammer* system. As *WHB* players will know, the system uses a lot of a damage chart which cross-references weapons' *Strength* with target *Toughness* to give a D6 score needed to cause 1 point of damage (a *Wound*).

With the new game, I wanted to allow more powerful weapons, but I also had to maintain game balance. Simply increasing a weapon's *Strength* would destroy this balance. To make weapons more effective, therefore, I introduced an additional modifier to the target's saving throw. In *Warhammer* this modifier is linked to *Strength*, but in *WH40K/Rogue Trader* the link was broken. There are weapons which can cut through armour like a hot knife through butter, but then do relatively little damage - the laser, for example. At the same time, I introduced a variable damage roll, allowing some weapons to cause more than a single wound from a hit. This was necessary in the case of large weapons, where targets with large *Wound* scores were likely to be engaged.

All these modifications do make the shooting procedure more complicated than in *Warhammer*. I felt this was appropriate for a game involving fewer models and a greater variety of weapons.

## But What Does This Button Do?

Whilst the *WH40K* mechanics are derived from *Warhammer Battle*, the technology rules have to be wholly new. This was something I really enjoyed. In *Judge Dredd* I had developed a system for vehicles which, thanks to a production error, became incomprehensible in its published form! Rats! However, using this as a basis, *WH40K* ended up with a slick system based on the *Warhammer* statistics profiles. I took a leaf out of *WFRP* and used a critical hit chart to resolve damage on vehicles. The guts of this is a 2D6 roll, which gives a nice bell curve with a good chance of a predictable result... and enough luck to make it interesting.

## All This, And Figures Too...

There were, of course, hundreds of bits to tweak and test. Amongst the most irritating (for me) were the random generation tables, involving hundreds of changes and inevitable rejigging of percentages.

This was made necessary by the close link between the figure design process and the game. There was only so much modelling time available, so there was little point in having Space Marines armed with dozens of different weapons if the figure designers only had time to make a single standard Marine. The models influenced the rules and vice versa. Just why is it that when you're just about to finish a section, some... person... walks in with his latest cybernetic killer clone-armadilloid lobotomised space-nun and her amazing drone weeble dog, and wants the rules for using it... Sob .

## Traders and Troopers

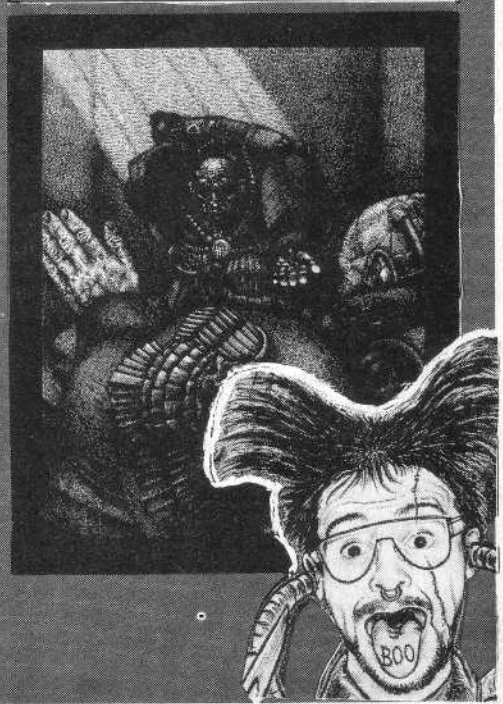
By the time the game was ready for editing in December 1986, Games Workshop had decided to produce *Rogue* Trooper. The ensuing confusion was incredible, with people talking about *Trader* when they meant *Trooper* and *Trooper* when they meant *Trader*. Gurgling quietly often became the only option.

A new title was needed, and some bright spark (whom I shall hate for the rest of my life) came up with *Warhammer 40,000*. Because of the ensuing confusion over *Warhammer Battle*, *Warhammer Fantasy Roleplay* and *Warhammer 40,000* (see gurgling, above) the full title is *Warhammer 40,000 - Rogue Trader*, which neatly abbreviates to *WH40K* or 0-Kay in conversation. I prefer 'Warty thou' myself...

The publication of *WH40K* opens up a whole new area for supplements, scenarios, modelling articles and more of *everything*. The first supplement is already in preparation, and I'm looking forward to throwing myself into further game development. The *WH40K* universe was designed for gaming right from the start, and has plenty of room for future ideas - with over a million planets in the Imperium, there's room for players and other writers to develop virtually anything they want!

Go forth and develop!

*Rick Priestley*



***The rest of this month's new releases include eveything you needed to know about running a campaign for chaotic, football-playing, karate-kicking, paranoics on the Border Elemental... but never dared ask.***

## CHAOS MARAUDERS
## Fantasy Board Game
## £9.99

Heading north to do battle with a bunch of stunty little Dwarfs, is an awesome army of bored and irritable Orcs. They grind to a halt every ten yards or so because of some petty squabble which is rapidly escalating into yet another tribal punch-up. The army's menacing leaders are quite content to let the goblinoids scrabble in the mud all they like, but if they ever get into battle formation it means that things are getting serious. So one of the generals will intervene at that point, slap the wrists of everyone involved (excepting those who have already had their gizzards slit) and get the wretches marching again... until the next time.

Until then, one of the clans will inevitably drive the others barmy with boasts of how it clearly came out on top - not necessarily because it is the strongest, but because it has finished with the highest status, stealing enough valuable stuff to make their rivals even greener with envy.

This constant, mad feuding is what **Chaos Marauders** (a card game for 2-4 players) is all about, with each player controlling one of the rival Orc clans. It's not an epic simulation of fantasy battle strategy, but a very easy card game intended to be played for laughs - and is indeed a must after a four-pack or two.

Inside the box you will find four extremely large playsheets. These are divided into a grid of 48 boxes (superimposed on the impressive piece of artwork that depicts the location for these brain-busting scraps). There's also an easy going rulebook featuring some well illustrated examples of play, as well as a spiffy folded sheet providing a summary of play, plus background notes on the cards; did you know, for example, that Spittledung XXXXX is brewed with the aid of mould covered stoats?

Next, you get the cosmic Cube of Devastation (pardon?) and, of course, the cards themselves - 112 full colour, high quality playing cards resplendent with amazing and often humorous John Blanche artwork, depicting all the troops and thingies which players have to collect and use to fill up their battle-lines. What battle-lines?

A complete battle-line is a row of at least four cards, with a card bearing a Standard at its extreme left end, and a Musician at its right, and no spaces in between. When three of these have been constructed, the sortie and the game come to an end. The pictures on the cards show the troops facing towards the left, so as the game progresses, players will build whole rows of cards showing a dangerous looking line of Orc warriors and such, marching across the playsheet. Making these colourful lines up is half the fun.

In his turn, a player simply takes the top card from the draw pile and places it anywhere on his playsheet, in one of the boxes of the grid. Then he takes another, places it, and so on until either a card is drawn which is identical to one already on his playsheet, or until he draws a special card, which ends his turn. Cards themselves feature a picture of whatever it is the card is supposed to represent, the name of the thing, an Attack Rating and Victory Points. They are split into five groups determined by a splash of colour behind the card's name; for example, all the Red cards are parts of one of the special three card War-Machine sets.



Once a player completes three lines the game ends. The winner is the player who scores the most Victory Points for the cards he has on his sheet, and not necessarily the player who finishes first (though this player earns a Victory Points bonus). Victory Points are awarded for things such as the length of a player's complete battle-lines (longer lines are harder to build and so are worth more points) and for those cards which have a number of Victory Points on them, such as Spoil Heaps.

However, it's hardly realistic to design a game featuring Orcs which doesn't have any skull-bashing in, is it? But card collecting is merely the most basic aspect of *Chaos Marauders*, there's a whole range of other devious double-dealings that I've yet to mention. For example, when a player completes a line he may use it to attack any weaker, incomplete enemy line. If the attack succeeds, the attacker may steal any of the enemy line's useful cards as the spoils of victory. On the other hand, the attacking line may rout in panic for no good reason at all, leaving all its good stuff behind for the enemy to take! Then there are the Venomous Creep turncoats, the Sneaky Git assassins, the ever hungry Odlugg Spleenripper, who is likely to turn today's Dwarf prisoner into tomorrow's Troll droppings at a second's notice, and other, equally unsavoury types.

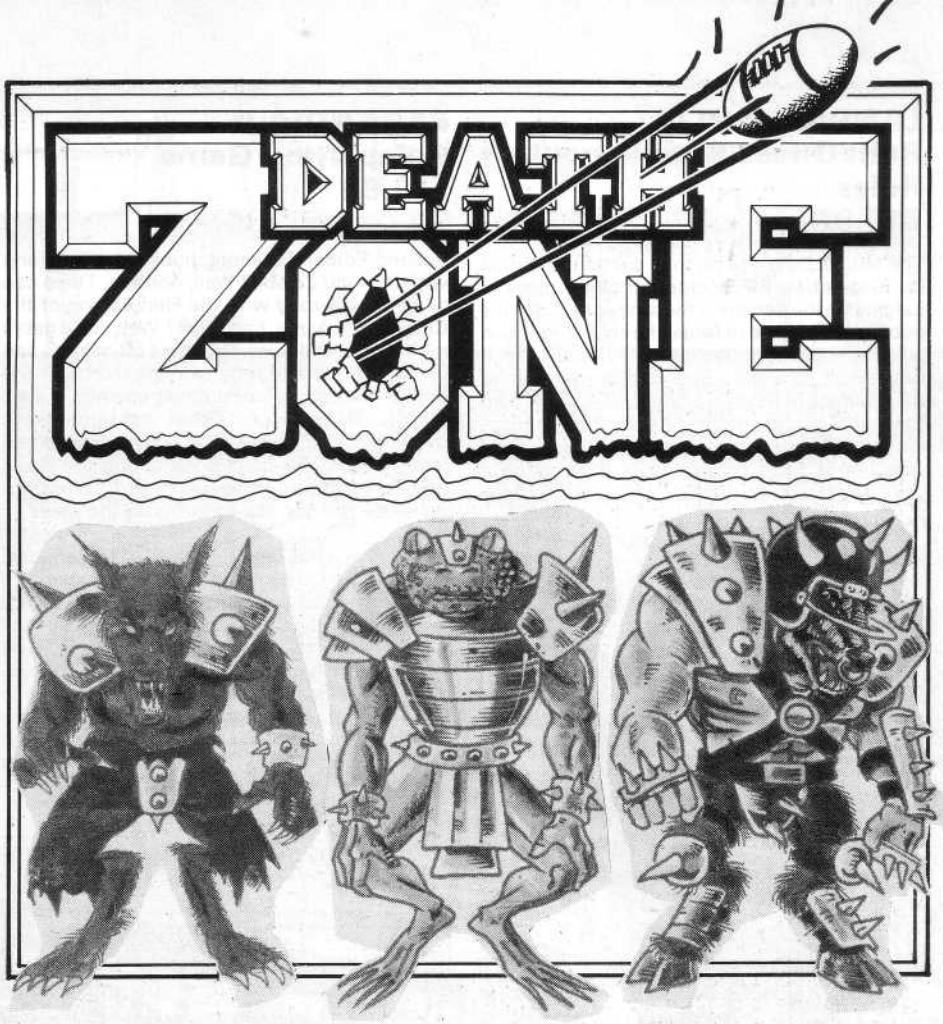
Though the characters and the setting of the game derive from the more serious Warhammer world, the main aim of *Chaos Marauders* is to be a light-hearted, fast and amusing game. Accordingly, all the rules are extremely simple, and all randomness is reduced to things going wrong on a 1 in 6 chance. To this end, the Cube of Devastation is included; a well made dice with five sides showing an Orc's Eye and the sixth bearing the much feared Mark of Chaos. You'll understand this fear when one of your fourteen card long battle-lines routs into the distance!

*Chaos Marauders* is also a game of ups and downs, with players often rising and falling in fortunes repeatedly within a single game. There are enough special cards in the game to ensure that victory is never clear cut until the very end. The game's simplicity allows players to concentrate on strategy, the potential for which is great, and largely based on the placement of cards on the playsheet. For example, should you go for short lines, ending the game quickly and snatching the Victory Point bonus, or should you try and build longer lines which are worth more, but are more difficult to build? If you complete a line, should you use it to attack and run the risk of a rout - indeed, have the enemies got anything worth fighting for? And so on, and so on. These are only a couple of things which the player has to consider when playing what initially may appear to be a simple game. It's also entertaining to keep personal records and averages. In fact, it's even more fun when you play a tournament of perhaps five games in a single session with the scores of all the games being totalled to find an overall winner.

The basic system in *Chaos Marauders* is almost infinitely expandable, at least covering the other armies and races than can be found in the Warhammer world (*who said 'Expansion Kits'?*), and the visually stunning cards alone make the game a worthy addition to anybody's collection. Oh, and before we forget, **'CHAOS MARAUDERS!!!'** You heard it here first.

*Stephen Hand*






## DEATH ZONE
## Boardgame Supplement
## £7.95

So how do you make a good game even better? Why, give everyone even more of it, of course. During the development, playtesting and editing of a game, us world-famous game designers always come up with far more wacky ideas than can possibly be squeezed into one game. Some of these are just too daft to be used, and are discarded almost immediately (for example, the Balrog team that we nearly put in *Blood Bowl*). Others are good ideas, but don't quite deserve a place in a published product, or are just a little too off-the-wall; these tend to be published as articles in this very magazine, and very popular they are too. But there will always be some rules modifications, expansions and special teams which simply must be printed as official rules somehow. Hence the Expansion Set is born.

In this particular case, though, we have found that *Blood Bowl* players are typically a gregarious breed, with a tremendous passion for inventing new rules and teams of their own. Consequently, **Death Zone**, the first *Blood Bowl* expansion set, is packed to bursting with contributions from a wide spread of enthusiastic fans as well as from the game's inventor, Jervis Johnson.

So what's in it? Well, the box comes with several sheets of new teams, bright and colourful and just waiting to stomp your favourite players; a new pad of giant-sized team rosters to hold lots more details about your favourite players; and a very chunky rulebook, to allow those same players to play even better than ever! It's this last component which is the most important, for within its pages you will find new teams and star players, new rules for use during play, and a major section expanding campaign play for use between games.

There are no real throat-grabbing surprises amongst the new teams, as the average *Blood Bowl* player is now quite used to all kinds of bizarre characters. However, I can guarantee that they'll have plenty of fun using the Werewolf team, the beserker Norsemen, and the Albion team of knights and peasants (the latter have to 'tug the forelock' and always pass to the knights!). New star players include that rare thing, a Halfling champion, and a certain Thrud the Barbarian - who isn't the bonus you might think he would be, as he tends not to understand the rules too well.

The new rules of play are very interesting, for at last we have the fabled Blood Bowl Magic Rules! Yeah! Now you can zap players in mid-stride from a distance with a mere wave of the hand, heal damaged players, and much more too. *Death Zone* also provides more player skills and special players, including chuckers and catchers (I think you can work out what their respective jobs are). Add to all this rules for jumping over prone players, an alternative start, and all the rest, and your game will never be the same again.

And then, of course, there are the Campaign rules, which are the real highspot of the pack. Now a coach has a whole budget to work with. This brings mixed blessings: he can buy new star players from the pool of available players, but all his players have to be paid regular wages or they get disgruntled (represented by the new Disenchantment Points) and may leave. Revenue comes from matches, and from being more successful than everyone else. Also included in the Campaign section are new team employees, including Apothecaries, who brew potions to help players, and Healers, who help injured players recover before the next vital match.

It's all presented in the same snappy format as *Blood Bowl*, and the guys have even found space to sneak in a few more of those corny 'Did you knows...' *Death Zone* is unmissable.

*Marc Gascoigne*

## LAND OF NINJA
## RuneQuest Supplementary Rules
## £10.99

The feudal Japanese mythos continues to hold its fascination for Occidental game players, judging by the demands there have been for the publication of **Land of Ninja**, the sourcebook and adventure pack for Avalon Hill's *RuneQuest*. It has a much stronger appeal to those who prefer their gaming in a tightly controlled environment than any variation of the 13th-Century-Europe-Fantasy-World genre. Given *RuneQuest*'s attention to detail, provisions for adventuring in the Far East was a natural extension of the game.

The book (144 pages, lots of pictures, including about 16 in colour - following the format of the preceeding three books in the Games Workshop edition) provides the various mechanics for converting the *RuneQuest* game into one suitable for adventures in Nihon (sic - the word Nippon might be more familiar to you guys). Obviously backgrounds are altered, but there are also changes to magic, to combat (particularly the rules for armour) and to skills. Two brand new major elements are also added.

An 'Honour' system is considered an essential part of any game in this setting. The codes of behaviour that restrict the actions of characters in this world are quite severe - there is no 'adventurer' class in Nihon - and it is necessary to evaluate a character in a precise way. In *Land of Ninja*, the GM awards positive or negative HON points, and the score is used as a base for interaction with NPCs. Being recognised in a new town, asking for a favour from a lord, getting training from a renowned master - all these are subject to a successful HON roll. HON can only be gained by performing actions which alter the way a character is seen by others. You can have a negative or positive score - the one thing not to be is the kind of bland mush who has a score of 0.

The second new element is the Ki magic system. Ki is the magical tapping of the inner power of the individual; it focuses on the belief that the most effective action is one performed in a single surge of force after much preparation. So, as characters start becoming exceptional with certain ordinary skills (getting them above the 90% mark), they start developing parallel Ki skills. The advancement of both skills is figured separately from then on, and the Ki skills operate differently to the ordinary ones. Characters expend a magic point or a point of POW, perhaps perform a Ceremony, and then can perform some suitably excessive action such as throwing a string of shuriken or climbing sheer walls. These super skills allow a character to behave more like a movie version of a Japanese warrior than in the ordinary game, so watch out!

The background presented in the book isn't extensive, but covers the basics. *RuneQuest* has always preferred to get atmosphere across with clever mechanics, rather than with generalised information (and the HON and Ki rules work very slickly in this respect). The adventures, all short-ish, show exactly what roleplaying in Nihon is supposed to be about, with plenty of chances for ritual suicide when things go amiss.

There is one oddity. In *Land of Ninja* the rules for playing a Ninja are optional, and almost played down to the extent of discouragement. Of course, the problem with some people's perception of the setting is that individuals could become ultra killing machines, and the myth has put rather a strain on game mechanics. Players are urged to play samurai, firmly within the feudal system of family honour, and so on.

*Paul Cockburn*

## PARANOIA II
## Roleplaying Game
## £12.95

**Second Edition Paranoia**, huh? What's wrong with the *First Edition*? Well, nothing. There can be nothing *wrong* with the First Edition of the Computer's game, can there? Well, for a game relying on speed, keeping players off-balance and giving no-one any time to think, some of the actual mechanics sometimes seemed a little slow and involved. Other systems were innovative, but took a little time to grasp, and lead to most *Paranoia* GMs taking the basic advice of the book to heart, and 'winging' combats and the like to maintain the pace.

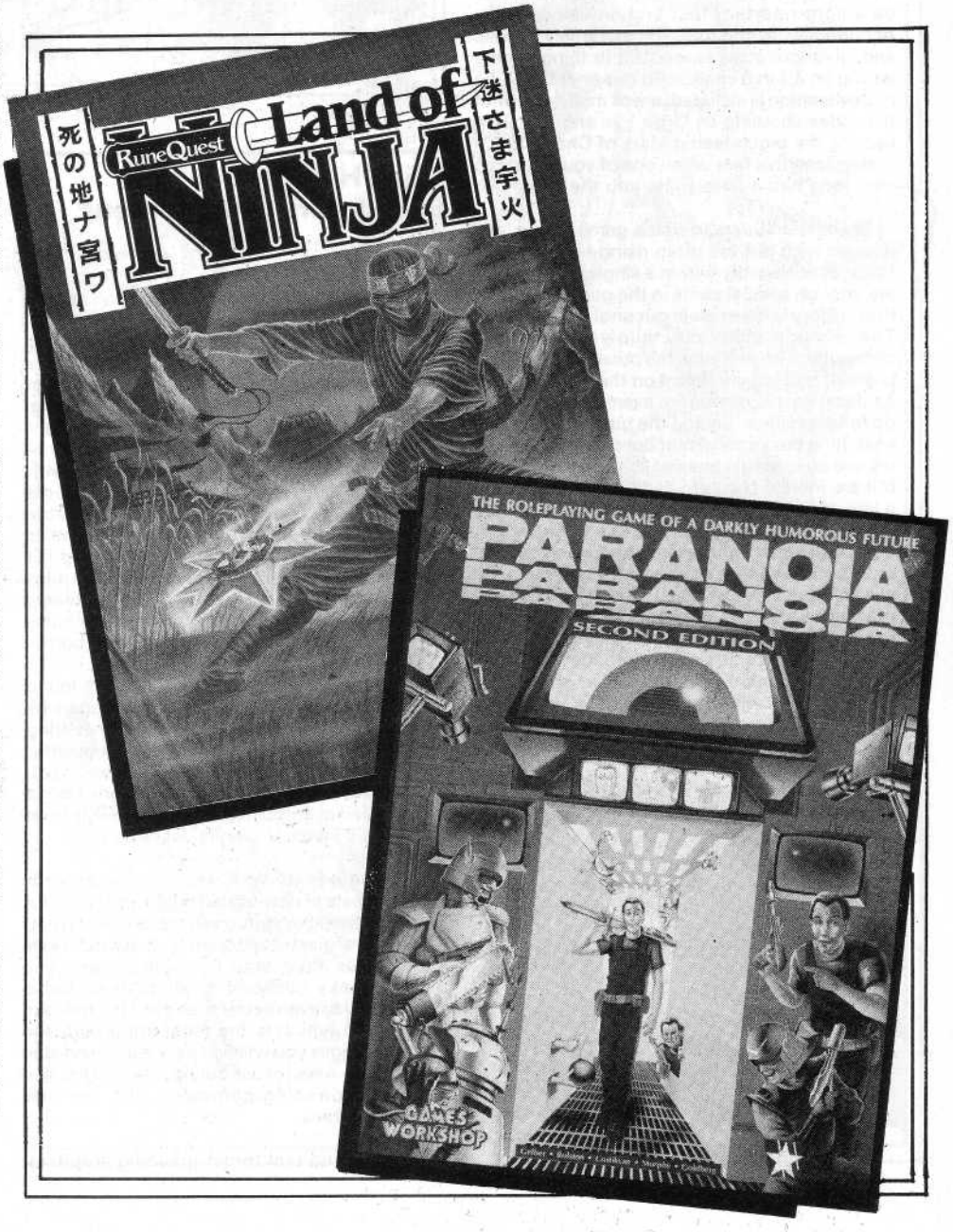
*Paranoia II* has improved in all of these areas, and the designers have taken great pains to ensure that all the available adventures are usable with these rules. Included is a special section on how to convert First Edition percentage die rolls (now changed to a D20 roll), Attribute rolls, and even your old characters to the new system. The designers do freely admit, however, that it's easier to kill off older PC's as modifying them can be '...a bit of a pain'. But what *Paranoia* GM would pass up the opportunity for a bit of pain? Would you? Thought not.

The 128 page hardback rule book contains all of the 'atmosphere' and humour of the original. *Paranoia* is one of the few games that is at least as entertaining to read as it is to play, and the Second Edition is no different. Even more background notes on everyday life in Alpha complex, expanded GameMasters notes to help new (and old) players have a more enjoyable(?) time, and a brand new module-length adventure, all combine to provide the reader with hours of Machiavellian fun. You can almost smell the ozone.

Overall, the book gives the impression of being a much more polished product, with some useful detachable reference, character and adventure NPC sheets at the back, new illustrations and many more explanations and examples. Does it have any clear advantages over the original? For new players and Gamemasters, a resounding 'yes'. The layout, descriptions and adventure are all classic *Paranoia*, and the new system is much more suited to the style and nature of the game. For more experienced players, well it depends on your style of play. If you've become used to a more free-form style of gaming then the extra background and adventures may not be enough to tempt you. But it is more enjoyable in its new form and comes highly recommended.

In fact, only one thing worries me about *Paranoia II* - why did they pick me to write about it?

*Tim Pollard*



# STOP PRESS

## Somewhere in the Universe...

The black-armoured figure raised a heavy bolter, bringing the business end within inches of the smaller one's sweat-sheened face.

'Well, scum?' - the distortion of the helmet comlink lent the voice a particularly sinister quality - 'What have you to say for yourself? Last month you caused me to tell the world that **Stephen Hand** was working on the English translation of the popular Swedish fantasy boardgame *Drak Borgen*, and that it would be called **Dragon's Tower**. Now I discover that **Jervis Johnson** is engaged on this project, which will be called **Dungeon Quest**.'

'I - I can explain...' quavered the other.

**BADOOOMM!!!**

The armoured one turned away and brushed a fleck of ash from his shoulder.

'It would not have been so quick,' he murmured, 'had you not been right about **Dracula**...' As he walked away from the smoking body, the transponder pad on his left sleeve bleeped into life. One plasteel-clad finger jabbed a button.

'Summary data Citadel November 87,' crackled the synthesised voice, '++ Elf *Ravening Hordes* army: commanders, scouts, wardancers, beast-handlers, cavalry, magicians ++ Beastman *Ravening Hordes* army ++ Orc command pack ++ Chaos hounds and handlers ++ Dwarf flame cannon ++ **WFRP** starter boxes: adventurers and monsters, possible 20+ figures per box ++ Boxed plastics: Skaven, Orc, Goblin, Dwarf, Elf, Dark Elf; choice of heads, new superdetailed plastic shields ++ **Warhammer 40,000** army figures ++ Ends ++'

'Last item. Full data.'

**'Warhammer 40,000** army figures ++ Metal ++ Title *Imperial Troopers* ++ New code, estimate 20 figures initially ++ Sculptor Morrison A, Possible Mutant ++'

'Stop. Emergency Communication Inquisition.' The transponder's lights winked for a second.

*'Well?'*

'Inquisitor Azmuth. Transmitting intelligence on Imperial Troopers.'

## Bangings and Stampings

*Bang!* The burned-out cars are already too hot to touch under the baking sun. The deep shadows under the trees would have been perfect cover for carrion birds, if birds still existed... You check your gun, look to your companions, and...

Games Workshop are setting up **Dark Future**, a live roleplaying game with teeth... and paint guns... and a natty line in post-apocalypse black leather armour... This is still only in the experimental stage, so GW are looking for new staff to run the project. You could be the person needed to be part of the **Dark Future** team, so if you have experience of live roleplaying or skirmish games, get in touch! You should write to *Dark Future* at the Games Workshop address below.

*Stamp!* GW are also moving on the play-by-mail front. The project under consideration is a large computer-moderated postal Warhammer campaign, featuring oodles of graphics the like of which have never been seen in this field... If you think you could be one of the people we need to help set up and administer this game *properly* - and you have experience running PBMs professional or semi-professional capacity - get in touch with *The PBM Games Project, Games Workshop, Chewton Street, Hilltop, Eastwood, Notts.*

## A Dog Called Citadel

On August 5th-6th, six **Warhammer Fantasy Battle** players from the Exeter area played a 24-hour marathon battle (not the Battle of Marathon, I'm told) which raised over £320 for the Guide Dogs for the Blind Association - and got themselves on the front page of the Exeter Express and Echo into the bargain. The money they raised will provide a new guide dog, which they have decided to name Citadel.

## Educational Adventuring

A software company called **Topologika** have released a computer adventure game called **Giantkiller**, designed for educational use and based around mathematical puzzles. It is designed for the 10-14 age group, which makes the choice of the Jack and the Beanstalk story a little strange, but the puzzles shown on the press release look suitably challenging, and seem to include a cubic section of 8 rooms which shift like the faces of a Rubik cube. Gives you a headache just thinking about it...

## Games Day '87

Our spies have uncovered a list of some of the events planned for the weekend. Plans are not yet finalised, but the following should be happening:

**Demo games**: *Warhammer 40,000, Warhammer Fantasy Battle, Blood Bowl, Paranoia* and *Talisman* (including the new *Talisman Dungeon*!).

**Competition games**: *WFRP* (run by the *Enemy Within* team and written by Baz 'Tortured Souls' Barrett), *Blood Bowl, Chaos Marauders, Block Mania* and *Mega Mania* and a *Warhammer Bring & Battle.*

**'Eavy Metal Live**: featuring the Citadel figure painters and including Dave 'Supersatar' Andrews showing you how to do fiendishly clever conversions of the new plastic Space Marines.

**Illuminations Live**: with a daubing of artists including Tony Ackland, Bil 'Gook' Sedgewick, Stephen Tappin and special celebrity guests on various days.

**Figure Painting Competitions**: two competitions!. One will be speed painting and the other, erm, won't...

**Thrud Photos**: your chance to have yourself photographed as Thrud the Barbarian!

**The Gargantuan Games Day Grey Cell Grapple**: hobby celebrities pit their wits against Rick Priestley the Chaos Questionmaster.

And, as they say, much, much more. We hear that TSR hope to be able to unveil the **Dragonlance Adventures** hardback and the **Forgotten Realms** sourcepack and first module at Games Day, too.

## Games Fair '88

Is advertised in this issue, so I won't repeat what's there. Last year all tickets were sold within 2½ months of the first ad, so don't hang about. TSR UK are looking for someone to write the AD&D Team Competition adventure, so if you can write wild and wacky AD&D material, send a large SAE to Rik Rose at TSR UK (the address is in the ad) for details.

## Hundreds of Hardbacks

The **Dragonlance Adventures** AD&D sourcebook for the world of Krynn will be the 12th hardback AD&D rulebook, making an average of more than one a year. However, we hear that the **Fiend Folio** is to be dropped from the lists, with no more being reprinted after the present stock has sold out. So if you want a copy of the only AD&D rulebook to be written in Britain, with the best of the early years of WD's own *Fiend Factory*, you'd better hurry.

## Across the Water

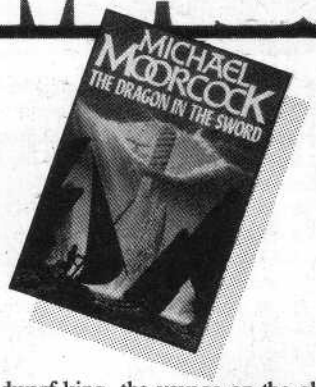
News has reached us that **Eric Goldberg** and **Greg Costikyan** have left **West End Games**.

**TSR's** November and December releases will include: **The Islandia Campaign**, a collection of four D&D adventures first published by *The Companions* a few years ago; **AC11 The Book of Wondrous Inventions**, a 96-page compendium of strange devices both magical and otherwise; **DA5 The City of Blackmoor**, the culmination of the revamped Blackmoor campaign; **DQ1 The Enchanted Wood**, an old *Dragonquest* adventure by Paul Jaquays, re-released as a 2-way adventure for DQ and AD&D; and **MA4 The Fantastic Four Compendium**, a MSH sourcebook.

A little further off, we hear, is a series of support modules for **Manual of the Planes**, and an expansion set for the SPI **Sniper** skirmish game, which will introduce an element of roleplaying in the form of character development rules. More scenarios will follow.

**New Infinities'** first paperback release in cooperation with Berkley/Ace, **Sea of Death**, entered US bestseller lists on the first week of its release. The follow-up will be **Night Arrant** (*groan...*), a collection of short stories involving the same characters.

# CRITICAL MASS




## Dreamlands

Last night I had a terrible dream of having to read and review thousands of books, and woke to find it true... but because this was a dream there were lots of peculiar and doubtless very Freudian elements thrown in, including chasms, railway carriages, bindweed, prune stones and bacon-and-tomato sandwiches. Psychiatrists out there will please keep their conclusions to themselves. Dreams are a tempting subject for fantasy, but a good story often isn't convincing as a dream: the *Alice* books are too logical, *Jurgen* too conciously symbolic, *Finnegans Wake* too bloody erudite. One successful dream story, with the right non-sequiturs, surreal juxtapositions, and deliriously vivid trivia, is Kipling's 'The Brushwood Boy'. Here's another...

**Bones of the Moon** by Jonathan Carroll (Century 216pp £9.95) stars Cullen James, a happily married woman who in her second pregnancy starts having connected dreams. These involve hallucinatory trips across a land called Rondua, in company with giant animals and the first child whom she chose not to have, searching for five Bones of the Moon. Glimpses of Rondua's wonders are carefully rationed, as are its oblique links with reality: a word, a name, a reminiscent event. Dream transpositions replace fantasy's traditional slow travel; dream logic spells out the personal name of each Bone but relegates major doings like 'our battle against the dancing Worm' to a sentence of offstage reporting. You're deliberately left wanting more.

Meanwhile, unpredictable flares of Rondua magic begin to erupt in Cullen's mundane life, and the dream quest moves down a dark road ('Follow the Dead Handwriting until you come to the Hot Shoes') towards the real world of urban violence. As in Carroll's fine novel *The Land of Laughs*, the apparent whimsies are heavily booby-trapped and the sudden conclusion leaves you shaken. Highly recommended.

Guy Gavriel Kay's **The Darkest Road** (Unwin Hyman 420pp £10.95) completes the ambitious 'Fionavar Tapestry' which has some claim to being the best trilogy written in conscious imitation of Tolkien. This isn't necessarily high praise: I prefer attempts to create something new, and Kay's assembly of bits from here and there suggests that a better title would be 'The Fionavar Patchwork'. King Arthur and Lancelot, hastily drafted in book 2, add little to the tale (Lancelot gets one good fight scene with an earth-demon; I groaned at his next escapade, a replay of 'The Lady of Shallott'). Invoking the Wild Hunt twice in one trilogy smacks of desperation. And the final, expensive defeat of the arch-fiend, though moving, has flaws: it seems feeble and Terry Brookish for the all-potent unraveller of universes to fall to a common-or-garden cursed blade, and it's an error of judgement to make the crucial sentence shriek 'Look at me!' in italics.

The characters are generally good. The writing is OK, if a little florid in the prolonged, portentous tying up of loose ends which fills the final chapters. There are nice set-pieces: the demon fight, the proving of the dwarf-king, the voyage on the ghost ship. Kay has done well with shopworn materials; I have a sneaking hope that now he's got Tolkien out of his system, he'll write something better.

**The Dragon in the Sword** (Grafton 283pp £10.95) is the latest Michael Moorcock 'multiverse' fantasy, wherein the Eternal Champion wanders again through galleries of grotesques to zap unsporting Chaos and preserve the dear old Cosmic Balance. There's plenty of Moorcock's usual Bosch-like incidental invention, but his multiverse has now been saved so many times in so many similar ways that one can't take the current threat very seriously. An interesting subplot features Ulrich von Bek, a fugitive from Nazi Germany who wants to cause Hitler's downfall and (by accident, and ironically without realizing it) does so. The pages turn painlessly. For Moorcock, presumably, this represents either a rest between more ambitious books or a quick fund-raiser to pay the rates. **Elric at the End of Time** (Paper Tiger £7.95) is a light-hearted pendant to two famous Moorcock series, its chief attraction being Rodney Matthews's highly appropriate paintings.

Bradley Denton's **Wrack and Roll** (Headline 406pp £3.50) is a high-energy novel of rock SF set in an implausible alternate 1979 with the Anglo-Chinese Alliance opposing the US/USSR. The manic, pseudo-streetwise narrative revolves round the hoped political clout of the band Blunt Instrument, whose clothes make punk look respectable and whose LP titles are tasteful indeed: 'After four years *Critical Mass* was still selling.' Can the force of music halt nuclear apocalypse? Only via unconvincing plot devices, but it's a good rousing read. Very Norman Spinrad.

Famous US publishers Simon & Schuster have entered the UK market, and SF consultant David Pringle has achieved a list consisting 100% of books edited by David Pringle. **A Touch of Sturgeon** (S&S 235pp £10.95) collects eight fine stories by Theodore Sturgeon, perhaps the only long-established SF writer to have consistently worked not only with gadgets but also with strong human emotions. **Interzone: the 2nd Anthology** ed Clute, Pringle and Ounsley (S&S 208pp £10.95) offers 15 selections from Britain's best and only current SF magazine - a good sampler if you're one of the pitiful outcasts who don't subscribe.

Several more collections are to hand, all uneven but with moments of excellence. Kim Stanley Robinson's **The Planet on the Table** (Orbit 241pp £2.95) displays a wide stylistic range, high points being 'The Lucky Strike' telling of a subtly different 1945 where one man flying in that B-29 over Hiroshima thought twice, and the unclassifiable 'Black Air' with its religious visions on a beaten ship of the Spanish Armada. David Brin's **The River of Time** (Bantam 295pp £2.50) is more conventional but contains some nice genre-mixing: in 'The Loom of Thessaly' the weaving Fates encounter spaceborne weaponry, and 'Thor Meets Captain America' offers a nasty world where Hitler *did* achieve his dreams of recruiting supernatural aid. Pity about the ambitious openingstory's offputting badprose with stucktogether wordpairs.., **Dangerous Visions** ed Harlan Ellison (Gollancz Classics 544pp £6.95), the 1967 32-author collection which poked at all SF's taboos, remains a quirky mix of achievement and hype, of stories still brilliantly fresh and stories already moribund two decades ago.

Space is short. These previously recommended books are well worth buying in their new editions: **The Deep** by John Crowley (Unwin 176pp £2.95), **Journey Beyond Tomorrow** by Robert Sheckley (Gollancz Classics 189pp £3.50), **The Ragged Astronauts** by Bob Shaw (Orbit 310pp £2.95), **Slow Birds** by Ian Watson (Grafton 224pp £2.50), **Soldier of the Mist** by Gene Wolfe (Orbit 335pp £2.95).

The following caused me no actual pain: **A Place Among the Fallen** by Adrian Cole (Unwin 352pp £2.95), **The Stalking** and **The Ghost Dance** by Robert Holdstock (both Century £11.95, comprising 4 of the 6 'Nighthunter' books), **The Forgotten Beasts of Eld** by Patricia McKillip (Orbit 217pp £2.50), **Star Gate** by Andre Norton (VGSF 192pp £2.50), **The Brave Free Men** by Jack Vance (VGSF 224pp £2.50).

Consigned to oblivion: **Foundation and Earth** by Isaac Asimov (Grafton 510pp £3.50), in which disappointingly little actually happens; **The Best Mysteries of Isaac Asimov** (Grafton 345pp £10.95), hugely inferior - despite interesting new items - to *Asimov's Mysteries*; **Starclipper and the Galactic Final** by Brian Earnshaw (Pied Piper 345pp £10.95), inoffensive juvenile SF with terrible science (maximum spaceship power is '20 ergs', which amount of energy would suffice to lift this page by about 0.004 centimetres); **The Lost Road and other writings** by JRR Tolkien (Unwin Hyman 455pp £16.95), more gleanings from the great man's copious waste-baskets.

Back in the discontinous land of dreams, the most unexpected bonus of the month was Paul Kirchner's cartoon book **The Bus** (Orbit £2.95). Some of this is reminiscent of early Glen Baxter, back when Glen Baxter was funny, but these explorations of the Bus in American society are mostly original and weird. They are highly sophisticated humour; consult the book for the page on which this is contrasted with unsophisticated humour. And don't tell me which sort I do in this column.

*Dave Langford*

# THRUD THE BARBARIAN

STORY - EVAN SMITH
ART - CARL CRITCHLOW













©CARL CRITCHLOW '87







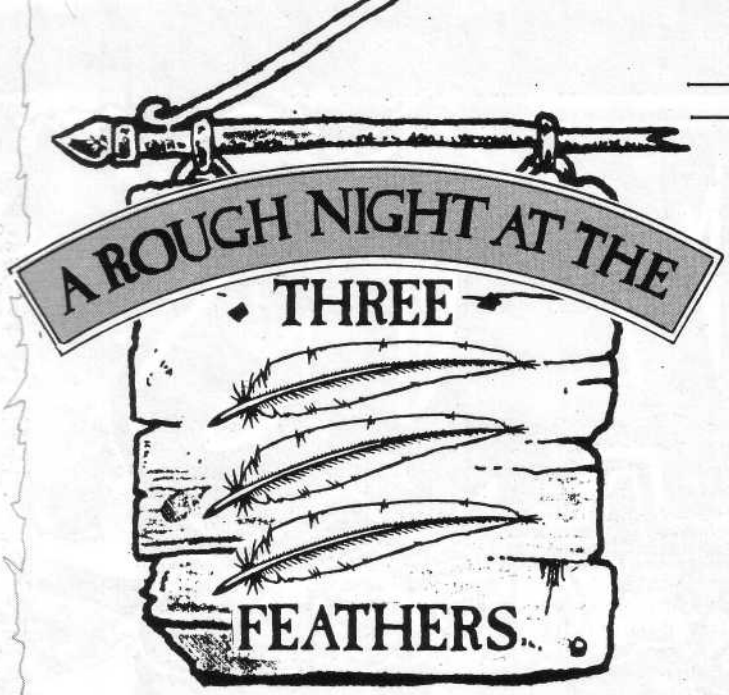











This short adventure has been designed to be used with the **Warhammer Fantasy Roleplay** adventure pack *Death on the Reik*, but can be used in any *WFRP* game based in The Empire. The action takes place in a riverside inn, which can be almost anywhere. If some of the titles and placenames are changed, this can be set in almost any part of the Old World.

## GM'S INTRODUCTION

The main thing to remember about this adventure is that an awful lot of things are happening at once. There are several separate but interwoven plots going on - it's a busy night even for a bustling inn! You will have to keep track of a lot of unrelated events and make sure that the right things happen at the right time. The *Events* section will help you, but you should read through the adventure a couple of times before running it to make sure that you know what's happening - how the players unravel what is going on is their problem.

Needless to say, some of the events from different plots may well end up clashing with each other. Also, things will be changed by what Our Heroes decide to do at any particular time. The plots are presented below, and in the *Events* section, as they *should* happen, assuming nothing goes wrong - when things *do* go wrong, use your imagination to work out precisely what happens. It looks a bit daunting at first, but it's no problem once you start. Honestly.

Of course, you may decide to run each plotline separately as an individual mini-adventure. There's nothing to stop you doing this if you want, and you will get a number of adventures for the price of one - it's completely up to you.

## PLAYERS' INTRODUCTION

It's been a long day's travel, and the sun is just beginning to go down as you see an inn in the distance. As you draw closer, you see the sign of three feathers hanging outside, and notice that the place is unusually busy. There is a large and ornate coach pulled up outside, and lackeys - some in livery - are busying themselves with various trunks and chests as liveried men-at arms look on.

Inside, the inn is bustling. Servants are hurrying to and fro, and the innkeeper is engrossed in conversation with a scribe who carries a visibly bulging purse. It is fully ten minutes before you are able to attract his attention.

'Welcome,' he says at last, 'I'm sorry to have kept you waiting for so long, but as you can see, we have a distinguished guest tonight - the Gravin Maria-Ulrike von Liebewitz of Ambosstein, no less - and there are so many arrangements to be made. I hardly know whether I'm coming or going with it all. Now, then - you want a room? What am I saying, of course you do. Ah - excuse me again, I'll only be a moment.'

You wait for another few minutes as he directs a train of servants to the Gravin's rooms.

'So sorry,' he says as he returns to you, 'It really is mad this evening.'

## THE INN

The notes on the plan should be self-explanatory - if in doubt, refer to the notes on the example inn in the *WFRP* rulebook (pp328-9).

Rooms *a-j* are double rooms, while rooms *k-s* are singles. Note that the Gravin has taken over an entire wing, so that room *d* will be kept empty at her orders. If the adventurers book a double room, they will be given *g* or *f*.

The Three Feathers has ten single rooms and ten double rooms. At present five of the double rooms, (*a-e* on the plan), are being occupied by the Gravin and her party. The whole corridor has been sealed off, with two men-at-arms posted at the point marked x to make sure that the Gravin is not disturbed.

The other rooms are all free - the adventurers have arrived fairly early in the evening, and the inn has not yet started to fill up. A single room costs 1GC per night, a double room costs 35/-, and a place in the dormitory costs 5/-. All prices include supper and breakfast. It is possible to cram one extra person into a single or double room, but they will have to sleep on the floor and a surcharge will be made for them equal to half the cost of the room.

## PLOT SUMMARIES

As noted above, there are several things taking place at once tonight. The following plot summaries should help you to keep track of things.

### Plot 1 - A Matter of Import

Part of the inn has been taken over by Gravin Maria-Ulrike von Liebewitz of Ambosstein, a niece of Countess Emmanuelle of Nuln, and her retinue - half-a-dozen men-at-arms, a lawyer, a judicial champion, and various servants. She is on the way to Kemperbad for a trial, having been accused of immoral behaviour and complicity in the death of a guest at one of her aunt's legendary parties. The Gravin intends to exercise her ancient right of trial by combat, but agents working for Baron Otto von Dammenblatz of Wissenburg, her accuser, are out to disable Bruno, her champion. How they go about this will be seen.

### Plot 2 - Compromising Positions

Gravin Maria-Ulrike is not the only noble in the inn tonight. Also staying there - but incognito - is the young Graf Freidrich von Pfeifraucher, the third son of Count Bruno of Wissenland. He is accompanied by Fraulein Hanna Lastkahn, a daughter of one of the wealthy boatbuilding families of Grissenwald; the two have been conducting an illicit affair for some time, and have taken a room in the inn under the name Herr and Frau Johann Schmidt. Unfortunately, they have been recognised by one of Gravin Maria-Ulrike's servants, who was once employed in the Pfeifraucher household. A blackmail attempt will follow.

### Plot 3 - A Face from the Past

Gustaf Rechtshandler, the Gravin's lawyer, is a graduate of the University of Nuln, where he was briefly a member of a secret society known as the Ordo Ultima. The Ordo was a front for a Chaos cult following Slaanesh, and Rechtshandler left when he discovered that it was not simply an innocent secret society. However, he never progressed far enough to discover the link with Chaos. Rechtshandler went on to great professional success, leading to his current position of favour with the von Liebewitz family, but now the cult wants something from him, and one of their agents approaches him in the inn.

### Plot 4 - Creating a Scene

Fraulein Hanna Lastkahn (see plot 2 above) is betrothed to Herr Thomas Prahmhandler, the heir to another of Grissenwald's wealthy boatbuilding families. He has been informed of her affair with Graf Friedrich by a servant in the Lastkahn household, and will burst into the inn, very drunk and accompanied by four hired thugs. He intends to catch them in the act and horsewhip the young noble, regardless of the consequences.

### Plot 5 - Ashes to Ashes

All this is happening on the very same night that a group of smugglers have an important cargo to put on a waiting boat. The boat, unfortunately, isn't waiting. It scraped a lock downriver, and has lost half a day being repaired. This means that the smugglers must hide their cargo in the inn and wait for the boat to arrive in the morning. With an ordinary cargo, this wouldn't be a problem, but their contraband is human. He is Josef Aufwiegler, an agitator from Altdorf, wanted for inciting rebellion. He was treated with a coma-inducing drug, and the smugglers are disguised as Initiates of Morr, ostensibly taking him home for burial. The drug was timed

to wear off once he was safely on the boat, but because of the delay he will wake up during the night.

### Plot 6 - A Fistful of Gold Crowns

Ursula Kopfgeld, a bounty hunter, is following the smugglers. She was very close to Aufwiegler when he 'died', and is convinced that something fishy is going on. She has followed the smugglers to the inn, and is waiting for the chance to act.

### Plot 7 - You've Got To Pick A Pocket Or Two

To add to the confusion further, Glimbrin Oddsocks, a Gnome thief, is visiting the inn, and will attempt to steal anything he can during the night. Some of his movements are set down in the *Events* section, but any time you don't know where he is, he's all yours to use...

## EVENTS

This is roughly what will happen during the night. Remember, though, that the course of events laid out here can be disturbed by what the adventurers do and where they are at any particular time.

And, of course, they will also be disturbed by what *you* want to happen. Feel free to tweak, bend, stretch, or mutilate these plots as much as you want. After all, who's going to know?

### 9:00pm

The adventurers arrive at the inn.

Bruno is seated at table *a*, arm-wrestling with one of the men-at-arms. Others are gathered round the table, drinking and shouting encouragement. Bruno defeats his opponent easily, and will accept a challenge from anyone for stakes of 1GC or higher. Rules for arm-wrestling are given at the end of the adventure.

There are a few of the Gravin's men-at-arms and servants generally milling about in the bar-room, and they may be persuaded to talk to the adventurers by a few drinks or a successful **Fel** test. They know that the Gravin is going to Kemperbad to deal with some legal matter; any servant or man-at-arms who fails a **Ld** test will further reveal that the matter has to do with the death of a guest at a party held by the Gravin's aunt, the Countess Emmanuelle von Liebewitz of Nuln.

The adventurers are permitted an **Int** test to have heard of the Countess' legendary parties; Nobles and characters with *Etiquette* skill make the test at a +10 bonus. If the test is made by 30 or more, the adventurers will already have heard some gossip about the incident, which took place about a month ago. The deceased was Baron Sigismund von Dammenblatz, an elderly minor noble from the Dunkelberg area. He was found dead, face down in a punch-bowl, and now his son, Baron Eberhardt von Dammenblatz, is accusing the Gravin of causing his father's death through poisoning or witchcraft.

Nobody in the Gravin's party believes the accusation - the general concensus of opinion is that the Baron drank himself unconscious, and then slumped comatose into the punch-bowl, where he drowned.

Also in the bar-room is a grinning Halfling, who sits at table *b* toying with a pack of cards. He will be willing to play with anyone who offers, for stakes of a shilling a game.

### 9:10pm

Three travellers come in out of the rain. They take off their heavy cloaks and hats and hang them up by the fire to dry, then book a double room for the three of them and order three hot meals. They go and sit at table *c*, and keep to themselves, trying not to become involved in conversation with anyone. These are the cultists of the Ordo Ultima (see *Plot 3* above).

### 9:15pm

A Gnome arrives, books a single room, and sits down to play cards.

### 9:20pm

A servant in the Gravin's livery comes downstairs and speaks to Bruno, telling him that the Gravin wants him to stop the arm-wrestling in case he injures himself. Anyone at the same table or an adjoining table can overhear what he is saying, and characters with *Lip Reading* skill and a clear line of sight can also 'overhear'. Bruno stands up abruptly, towering over the servant, and tells him in no uncertain terms to mind his own business. The servant retreats upstairs.

### 9:25pm

The Gravin comes downstairs, accompanied by three servants. She goes to Bruno's table, and orders him to his room (room *d*). He obeys sulkily. A servant orders supper for the Gravin's party. The troops and the bulk of the servants eat in the bar, and meals for the Gravin, the champion, and half-a-dozen servants are sent upstairs.

### 9:30pm

A small boat arrives, carrying four people: a well-dressed couple in their early twenties, and two boatmen. A room (room *f*) is booked in the name of Johann Schmidt, and the crew of the boat are put up in the common room. The couple disappears upstairs without supper or even a drink; it is clear that they only have eyes for each other. The boatmen stay in the bar, sitting at table *a*, and will be happy to chat and swap yarns with anyone. If questioned about their passengers, they will say that they are Herr and Frau Johann Schmidt, a newly-wed couple from Grissenwald. The boatman are aware of the couple's real identities, but have been well paid to keep quiet; they will reveal the truth if successfully *Bribed*, but they have a +20 modifier to their **WP** to resist bribery, and will require an offer of at least 10GCs.

### 9:35pm

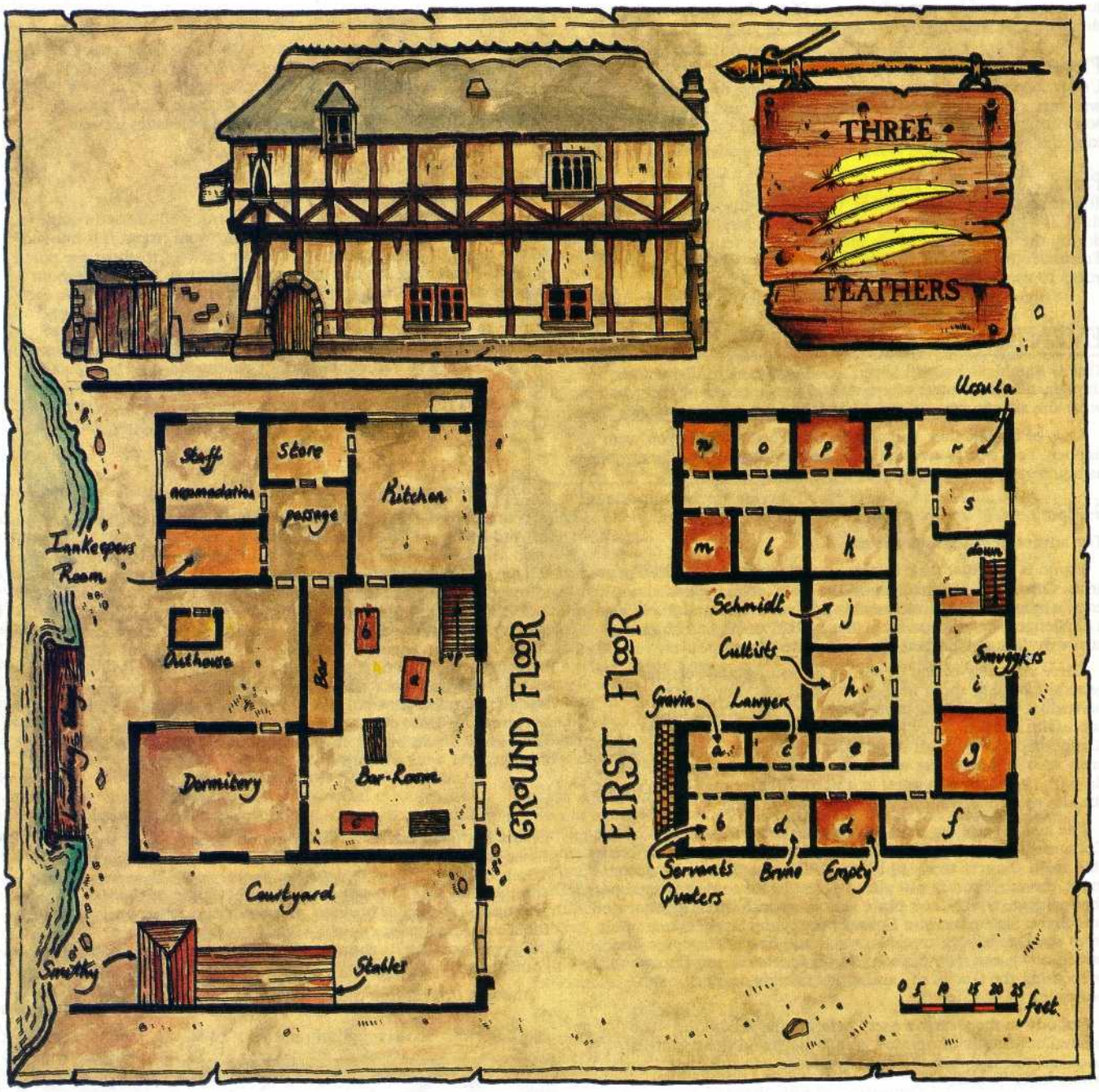
A coach arrives from the north, bearing the livery of Cartak Lines of Altdorf. It has three passengers, all in the black robes of Morr, who ask for a double room (room *i*) for themselves and their charge. They are conveying a body for burial, and ask to be allowed to keep it in their room. The barman is uncertain, and calls the landlord. He doesn't like the idea, but some gold discreetly changes hands and they get a secluded room, well away from the Gravin's party. They head for their room immediately, carrying a coffin and telling the landlord not to worry if there is any noise from their room, as they are required to pray over the body from midnight until dawn. The two coachmen stay in the bar-room for most of the evening, before retiring to the dormitory; their keep is paid by the coaching company, which has a regular arrangement with the inn.

### 9:50pm

Ursula Kopfgeld arrives at the inn on horseback. After seeing her horse stabled,she enters the bar-room and books a single room (room *r*) for the night. Despite her appearance, she seems friendly enough, and will converse happily with anyone. If she is questioned about her business, she will claim to be working for the Kemperbad town council, taking a message to Nuln. She will not reveal any details about her supposed mission, saying that it is confidential.

At some time during the early part of the evening, you might






have one of the minor male NPCs - a servant or man-at-arms - make an improper suggestion to her. She flattens him quickly and efficiently, and the landlord steps in to prevent a brawl taking place. If one of the adventurers makes an improper or insulting comment to her first, she will react in the same way, using all of her skills which relate to unarmed combat. She will not draw a weapon, and the landlord and staff of the inn will step in after D4 rounds, aided by as many of the inn's other patrons as are necessary.

## 10:00pm

A liveried servant comes downstairs from the Gravin's rooms, and orders all her party to retire for the night, since they will be starting at first light tomorrow. Reluctantly, the various servants and men-at-arms finish their drinks and drift off to the dormitory.

At about the same time, 'Schmidt' comes down to the bar-room for a bottle of wine. As he is on his way back to his room, he is approached by one of the Gravin's servants. A heated but inaudible exchange takes place, and Schmidt hurries back upstairs, looking very angry. The servant heads off to the dormitory. Characters with *Lip Reading* skill may be able to discover that the servant is threatening to tell someone something about 'Schmidt', but that is all.

## 10:10pm

Bruno Franke returns to the bar-room, grinning broadly and looking around with exaggerated caution to make sure that none of the Gravin's party is still there. He orders a mug of ale, telling the barman to 'keep 'em coming', and sits down at table *a* with the two boatmen, who are still there. After a few minutes an arm-wrestling contest starts again. Ursula watches for a while, and then challenges Bruno, putting five Crowns on the table.

Bruno demurs for a few moments, but then accepts the challenge. A small crowd gathers as the contest begins. First, Bruno's arm begins to go down - he was being gentle with the lady - but he quickly applies more of his strength and the contest begins in earnest. Neither contestant moves - a sheen of sweat breaks out on Bruno's forehead, but it is an even match. Then Ursula's arm wavers, and Bruno - no longer the gentleman - pours on the power and forces her arm slowly but surely down to the table.

Although he has won, Bruno looks at Ursula with a new respect, and the two of them spend some time talking and drinking together. Bruno will not accept any more arm-wrestling challenges tonight.

A few minutes later, a tray of fresh drinks is taken to Bruno. There is nothing unusual in this - ale has been going steadily to his table since he sat down - but one mug of ale is drugged. It is intended for Bruno, but you should take care that he doesn't actually drink it, since he has things to do later on. Instead, a

A few minutes later, a tray of fresh drinks is taken to Bruno. There is nothing unusual in this - ale has been going steadily to his table since he sat down - but one mug of ale is drugged. It is intended for Bruno, but you should take care that he doesn't actually drink it, since he has things to do later on. Instead, a minor NPC or one of the adventurers should pick it up. The ale is laced with 3 doses of Oxleaf, giving a base 15% chance of detecting the poison. If an NPC takes the drink, all three doses take effect and he suddenly slumps unconscious over the table. If a PC takes the drink, follow the normal rules for detecting poisons, and make *Poison* tests normally.

If and when the victim of the drugged ale passes out, Bruno will make some comment about people not being able to hold their drink, and if any of the adventurers are looking in the direction of the bar, a successful *Observe* test will reveal that one of the staff suddenly looks worried and leaves. If the adventurers pursue this individual, you should ensure that he gets away in the darkness of the courtyard.

### 10:15pm

One of the 'initiates' comes down and speaks to the landlord. On a successful *Observe* test, a few Crowns will be seen changing hands, and a successful **Int** test by a character with *Lip Reading* skill will reveal that the 'initiates' are expecting a boat to arrive at some time during the night, and that the landlord is to tell them the moment it arrives. The 'initiate' returns to their room.

As soon as the 'initiate' is out of the bar-room, Ursula goes to speak to the landlord - successful use of *Lip Reading* skill will reveal that she is asking the landlord about them, and that he is telling her what they told him. A few more coins change hands, and Ursula goes back to Bruno's table.

### 10:25pm

One of the Gravin's servants comes down and orders Bruno to bed, saying that the Gravin has checked his room and found him missing. He goes sheepishly to his room.

### 10:40pm

Gustaf Rechtshandler comes down to the bar-room, dressed in a nightshirt and a silk dressing-gown. As he does so, one of the three cultists leaves the table and heads upstairs. Rechtshandler orders a brandy, and takes it back to his room (room *c*). A few minutes later, the other two cultists go upstairs to their room (room *b*).

### 10:45pm

One of the cultists goes to Rechtshandler's room. He knocks on the door, and the lawyer answers it after a moment. There is a brief exchange of words - too low to hear - and the cultist is admitted. A minute or so later, raised voices can be heard (counting as a *normal* noise for listeners in the passage or in adjoining rooms, and as a *loud* noise for characters listening at the door): Rechtshandler's voice saying that he will not submit to blackmail, and the other's saying that he has no choice. Abruptly, everything goes quiet.

### 10:50pm

Rechtshandler opens the door of his room quietly, and looks outside. If there is anyone in the passage, he will remark that he thought he heard something outside, and close the door, checking the passage again five mintues later. If the coast is clear, he will drag the cultist's body into the passage. If the PCs are not in their room at this point, he will deposit the body there - completely by chance - if not, he will leave it in the store cupboard.

### 11:00pm

'Schmidt' comes downstairs, looking drawn and worried. If the PCs are still in the bar-room, he approaches them, and asks one of them to take a message to the dormitory for him, offering 10GCs for the character's trouble. The job is to tell one of the Gravin's servants - a Hans Erpresser - that Schmidt wants to see him. If the PCs are not in the bar-room at this time, 'Schmidt' will hire one of the boatmen or coachmen to carry the message. Having paid the messenger, 'Schmidt' returns to his room.

### 11:05pm

Erpresser goes to see 'Schmidt'. He knocks on the door, and is admitted straight away. There is a single *thump* from within the room (counting as a *normal* noise for listeners at the door, or a *soft* noise for listeners in the passage or adjoining rooms) as 'Schmidt' kills the servant. A few moments later, 'Schmidt' cautiously opens his door to see if the passage is clear, and will attempt to dispose of the body in the same way as Rechtshandler (see *10:50pm* above).

### 11:15pm

A message is delivered to the PCs by one of the Gravin's servants, requesting them to visit the lawyer's room. He explains that the travellers in room *b* are blackmailing him, and offers the PCs 250GCs to dispose of them. While Rechtshandler is talking to the PCs, Ursula Kopfgeld leaves the bar 'to check on her horse' - actually she is spying out the room used by the smugglers.

If the PCs accept Rechtshandler's offer, they will find that the cultists' room is not locked, since the two remaining cultists are waiting for their companion to return - they have not yet become concerned about his long absence. The first attack made on each cultist is at a +10 bonus (cumulative with any *charge* or other bonuses), since they are not expecting to be attacked. If any noise goes on for 3 rounds or more, guests from adjoining rooms will come to investigate, spending one round knocking on the door and then entering the room to see what is going on.

### 11:30pm

There is a great hammering on the inn's main door. The landlord refuses to open it at first, but it seems that the knocker is prepared to break it down if necessary. After a few minutes the door is opened, and in comes a well-dressed - but fairly drunk - young man and three large and aggressive-looking thugs. The young man demands to know whether a Friedrich von Pfeifraucher is here, asking everyone in the bar-room in loud and angry tones. When everyone has told him that there is no-one staying in the inn under that name, he pauses for a moment.

'Well, his boat's moored outside,' he says, 'So I suppose we'll just have to go and look for him. Gentlemen?' He waves his three thugs upstairs, and a brawl breaks out as the staff try to stop him, aided by several of the inn's patrons. Whether or not the PCs are in the bar-room at this time, you should arrange for the brawl to reach them, and for one of the PCs to lose a dagger in the confusion - this will be important later on.

If Thomas Prahmhandler - for it is he - makes it upstairs, he will systematically break down every door until he is stopped or until he finds von Pfeifraucher. If he succeeds, there will be a terrible and noisy scene as two of the thugs hold the noble down and Prahmhandler horsewhips him. The third thug holds the weeping young woman and forces her to watch. At some time during this event, Ursula will return to the bar-room. She will automatically investigate any disturbance. If the brawl reaches the upper storey and lasts for more than three rounds up there, D6 of the Gravin's men-at-arms (unarmed and unarmoured, of course) will come to investigate, and will join the staff and other patrons in trying to put down the disturbance.

### 11:50pm

If the two remaining cultists are still alive, they will visit the lawyer's room, where a violent argument will take place. By the time anyone comes to see what is going on, Rechtshandler will be dead and there will be no-one else in the room, which is bolted from the inside. The cultists left via the window, and spend about five minutes on the roof making their way back to their own room.

Meanwhile, Ursula Kopfgeld goes to her room, locking the door.

### Midnight

There is a tremendous shouting and scuffling from the smugglers' room. The landlord tries to prevent anyone going in, explaining



what the 'initiates' told him about their needing to conduct services over the body throughout the night. However, after a few minutes he decides he must speak to them, and will be glad of anyone's company. As he approaches the door of the room, everything suddenly goes quiet. One of the 'initiates' opens the door when the landlord knocks, and apologises for the noise, promising to try to be quieter during the rest of the night. In the room, two 'initiates' can be seen sitting firmly on a third. The one at the door explains that their brother sometimes has these spasms, being particularly sensitive to vibrations on The Other Side. It makes him a first-class priest of Morr, but can be inconvenient. The landlord goes away, puzzled.

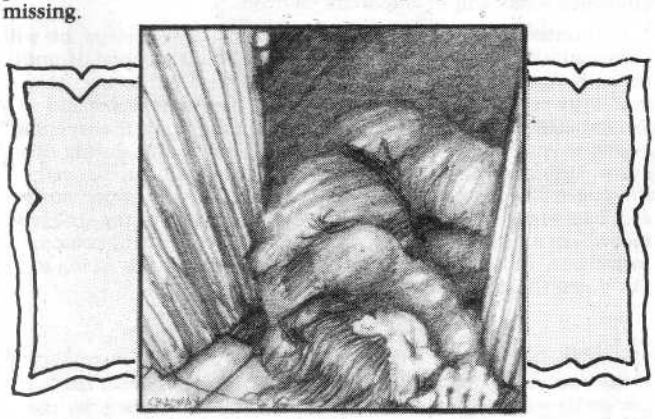
The noise was caused by the smugglers' charge waking up as the effects of the drug wore off, and their efforts in keeping him quiet. If the PCs accompany the landlord to the room, they may realise that there are now *four* 'initiates'! If they mention this, the landlord will tell them that they must be mistaken, and will be very unwilling (-20 modifier to any **Fel** tests) to go back to the room or to allow anyone else to do so. If anyone does go back to the room, they will find three 'initiates' there; the smugglers have knocked their charge unconscious and hidden him under a bed.

## 12:10am

The Gnome heads for the dormitory, and the Halfling asks if anyone else wants to play cards. If not, he also heads for the dormitory. The boatmen and coachmen also retire.

## 12:20am

There is a loud female scream from the Gravin's wing. When the PCs arrive on the scene, they find a number of servants and others crowded round the door to Bruno's room - he has been found dead, with a dagger embedded between his shoulders. Everybody is roused from their beds and summoned to the bar-room - at this point, it will become obvious that other people are dead or missing.



The innkeeper, by this time, has managed to convince himself that there is a murderer on the loose, and advises everyone to lock themselves in their rooms and not move until daylight, when he can send for the Roadwardens and/or the River Patrol.

Before everyone goes back to bed, the Gravin displays the dagger with which Bruno was killed; it will look strangely familiar to the adventurers, since it is the one which was stolen from one of them about 20 minutes earlier. If the owner of the dagger does not own up straight away, one of the inn's staff (the one who stole it, naturally) will say that he remembers seeing an identical dagger in the character's possession. The PC will then be challenged to produce the weapon, but will, of course, be unable to do so. An ominous murmur develops in the room, and you should do your best to convince the player that his character stands a good chance of being lynched. If the character tries to talk his way out of trouble by claiming that the dagger went missing during the brawl at midnight, make the usual **Fel** test, with modifiers for *Public Speaking* or any other skill that you judge to be relevant, but impose a penalty of -20 - people prefer the simple explanation that the character murdered Bruno.

After all the accusation and protestations of innocence have died down, the Gravin rises.

'I am authorised by my aunt,' she says, 'To exercise her Imperial right of dispensing common justice, and it seems as well that I should do so here, especially since I am the most prominent wronged party. Therefore, I rule that this group shall be locked in their room until the morning, when I shall decide further. All weapons and equipment shall be removed from the room, and I shall post a guard at the door and beneath the window. You, however,' - she points at the stongest-looking warrior-type PC - 'I sentence to replace my murdered champion until it shall please me to decide otherwise.' A murmur runs round the bar, but no-one questions her ruling.

The body is handed over to the 'initiates' by the Gravin, who requests them to look after it until dawn. They agree to do so, and it is taken to their room, wrapped in a blanket, as are any other bodies that have been discovered so far.

The PCs will be locked in their room, with two of the Gravin's men-at-arms outside the door and another two beneath the window. You should make it clear that there are too many people in the bar for them to be able to escape at this stage. All their weapons and other equipment are removed by the Gravin's men-at-arms. The character whom the Gravin has chosen as her new champion is taken to Bruno's room (room *d*) and locked in.

After about half an hour, everyone goes back to bed.

## 1:20am

A servant comes to the PCs' room to say that the Gravin wants to talk to them. They are taken to her room (room *a*) by four of the men-at-arms, stopping along the way to collect the new champion. The Gravin is waiting for them, still fully dressed. After ordering the men-at-arms to wait outside, she speaks to the PCs.

'I'm sorry it was necessary to have you locked up,' she says, 'But it seemed to be the only way to calm everyone down. I believe you are innocent - no-one would be so stupid as to leave his own dagger behind as a clue. Anyway, we have until dawn to discover who actually killed Bruno. I'm sure that Dammenblatz is behind it all - I'm going to Kemperbad to fight a lawsuit against him. If I'm right, then his agents will try to kill my new champion' - she favours this character with an ironic smile - 'But this time you will all be waiting. The guard will be left on your room for the sake of appearances, but you will spend the rest of the night in Bruno's room. One weapon of your choice will be returned to each of you - no, no more than one. I don't want you trying to make a break for it. Well, then, let's get moving - there isn't much of the night left.'

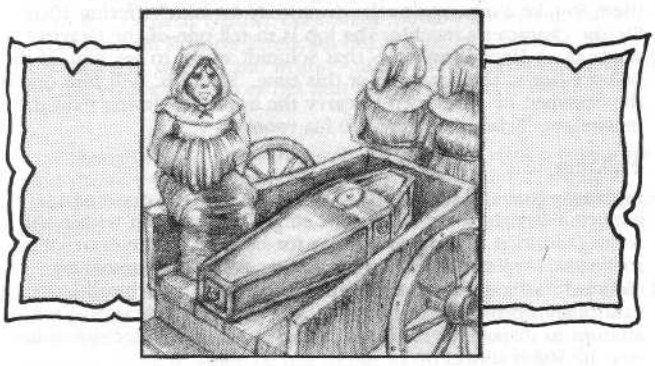
The PCs are each given one item from their weapons and equipment, and locked in Bruno's room. The men-at-arms return to their posts guarding the PCs' room and Bruno's room. There is to be no light in the room, so the PCs are obliged to sit in the darkness, waiting for something to happen. Each character should make a **WP** test. Each character who fails the test falls asleep before the next event happens.

## 2:00am

A soft scraping noise comes from the chimney. Any character who is still awake has a 30% chance of hearing it, with the normal modifier for *Acute Hearing* skill. Sleeping characters have a 10% chance of being woken by the noise.

If the PCs rush to investigate or give any other indication that they are awake, the noise will stop abruptly. If they keep quiet, someone will come down the chimney and into the room. Characters with *Night Vision* will recognise the figure as one of the inn's serving staff. The servant, who can barely see in the darkness, will creep carefully towards the bed, relying on memory and care to avoid falling over anything. If he is attacked, the servant will attempt to escape through the window or up the chimney, and the two guards posted outside the room will come in at the first sound of any disturbance. Characters who are asleep when the servant enters the room can do nothing during the first round, and suffer a -20 penalty to all dice rolls.

If the servant is captured, the guards will bind and gag him, to await the Gravin's pleasure in the morning.



### 4:30am

Dawn breaks. The Gravin calls everyone down to the bar-room again, but there is no answer to the landlord's knocking on the door of the smugglers' room. The door is forced open, and a scene of carnage is revealed. All three 'initiates' are dead, and the coffin with which they entered the inn has been broken open and contains a freshly-dead, headless body. Ursula Kopfgeld is also missing, and her horse has been taken from the stables.

Once everyone has assembled, the Gravin brings out the servant captured by the PCs, and explains that he was in the pay of Baron von Dammenblatz, and is responsible for Bruno's murder as well as the attempted murder of her newly-appointed champion. She rules that the servant is to be locked up and handed over to the Roadwardens or River Patrol at the first opportunity, and then everyone goes on their way. It's been a busy night, and one that no-one will forget in a hurry.

## CONCLUDING THE ADVENTURE

### Experience Point Awards

As well as the usual awards for good roleplaying and bright ideas, experience points should be awarded for the following:

**30 EPs** for each character who actively participates in capturing Bruno's murderer;

**10 EPs** for each character who participates directly in disposing of the cultists;

**5 EPs** for winning an arm-wrestling match with Bruno;

**10 EPs** for catching anyone who is trying to hide a body; and

**10 EPs** for each character who takes direct action to stop Prahmhandler before he reaches Pfeifraucher.

There are many other things the PCs can do which will contribute to bringing the adventure to a satisfactory conclusion; you should feel free to award experience points for anything else that you judge deserving, using the general level of the awards given above as a guideline.

### What Next?

If you want to get on with the main adventure, the Gravin might allow her new 'champion' to go on his way, explaining that he was only intended as bait to trap the murderer and she can do a lot better for a champion anyway... She will, however, give the party 50GCs each for their assistance, and might prove to be a useful contact in the future.

On the other hand, you could develop the adventure by having her insist that her new champion accompanies her to Kemperbad. He will be paid 5GCs per day plus keep, with a bonus of 250GCs if she wins the case. The rest of the party can join her escort, being paid 1GC per day plus keep. They can travel in their boat while the Gravin's party take the riverside road. The journey to Kemperbad will be uneventful - unless you want to have another of Dammenblatz' agents make an attempt on the champion's life at another inn - and the Gravin's presence will ensure that the adventurers are not troubled by the River Patrol or other officials.

When they arrive at Kemperbad, the 'champion' will be placed in the arena with one weapon and one suit of armour of his/her choice, to face von Dammenblatz' champion (use the profile for a Pit Fighter). The combat is to first blood, so the first character to lose **W** points loses the bout - and the case. As soon as one combatant is wounded, the soldiers overseeing the trial will rush to separate them. If the adventurer wins, Gravin Maria-Ulrike will be delighted, and will buy him anything he asks for on the day after the trial. If the PC loses the Gravin will be fined, and the adventurers will be dismissed from her presence. A swift exit from Kemperbad may be a good idea...

## NON-PLAYER CHARACTERS

### Gravin Maria-Ulrike - Noble

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 31 | 3 | 3 | 8 | 41 | 1 | 41 | 51 | 31 | 41 | 31 | 41 |

**Skills**: Charm, Etiquette, Luck, Public Speaking, Read/Write, Ride, Wit.

**Possessions**: too numerous to mention.

### Bruno Franke - Judicial Champion

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 61 | 31 | 4 | 4 | 10 | 51 | 2 | 31 | 31 | 31 | 41 | 31 | 31 |

**Skills**: Disarm, Dodge Blow, Ride Horse, Specialist Weapon - Fencing Sword, Specialist Weapon - Fist Weapon, Specialist Weapon - Flail Weapons, Specialist Weapon - Parrying Weapon, Specialist Weapon - Two-handed Weapon, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun.

**Possessions**: Horse, full plate armour, sleeved mail coat, normal sword, two-handed sword, left-hand dagger, rapier, flail.

### Gustaf Rechtshandler - Lawyer

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 31 | 3 | 3 | 8 | 41 | 1 | 31 | 41 | 61 | 51 | 51 | 41 |

**Skills**: Etiquette, Law, Public Speaking, Read/Write, Secret Language - Classical, Secret Signs - Lawyer.

**Possessions**: Wig and gown, jewellery worth 250GCs, 750GCs in cash.

### Servants

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 31 | 3 | 3 | 7 | 41 | 1 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills and Possessions**: as you see fit. The Gravin's servants all wear her livery.



### Men-at-Arms

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 41 | 3 | 3 | 8 | 41 | 2 | 31 | 41 | 31 | 31 | 31 | 31 |

**Skills**: Disarm, Dodge Blow, Street Fighting, Strike Mighty Blow.

**Possessions**: Spear, dagger, mail shirt, shield.

### Coachmen

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 41 | 3 | 3 | 8 | 41 | 1 | 31 | 31 | 31 | 41 | 31 | 31 |

**Skills**: Animal Care, Drive Cart, Musicianship - coach horn, Ride Horse, Specialist Weapon - Firearms.

**Possessions**: Blunderbuss, sword, dagger, mail shirt.

### Boatmen

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 31 | 3 | 3 | 8 | 41 | 1 | 31 | 31 | 31 | 41 | 31 | 31 |

**Skills**: Fish, Orientation, River Lore, Row, Sailing.

**Possessions**: Passenger boat (see *Death on the Reik*), leather jack, sword.



### Initiates of Morr - Smugglers

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 41 | 3 | 3 | 8 | 41 | 1 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills**: Secret Language - Thieves' Tongue, Silent Move Rural, Silent Move Urban.

**Possessions**: Robes of Initiates of Morr, dagger, 3D6 GCs.

### Ursula Kopfgeld - Bounty Hunter

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 41 | 4 | 3 | 8 | 41 | 1 | 31 | 31 | 31 | 41 | 31 | 31 |

**Skills**: Follow Trail, Marksmanship, Shadowing, Silent Move Rural, Silent Move Urban, Strike Mighty Blow.

**Possessions**: Crossbow and 20 bolts, sword, leather jack, 50GCs.

### Baron Friedrich von Pfeifraucher ('Johann Schmidt') - Noble

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 41 | 3 | 3 | 8 | 41 | 1 | 41 | 41 | 31 | 31 | 31 | 41 |

**Skills**: Blather, Charm, Consume Alcohol, Etiquette, Luck, Read/Write, Ride Horse, Specialist Weapon - Fencing Sword, Wit.

**Possessions**: Rapier, jewellery worth 250 GCs, 200 GCs in cash.

### Thomas Prahmhandler - Merchant

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 31 | 4 | 4 | 8 | 51 | 1 | 41 | 31 | 41 | 31 | 31 | 31 |

**Skills**: see *WFRP*, p101; none of his skills are particularly relevant to this adventure.

**Possessions**: Horsewhip, dagger, 56GCs.

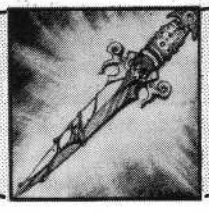


### Thug

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 51 | 31 | 4 | 3 | 8 | 41 | 2 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills**: Street Fighting, Strike Mighty Blow, Strike to Stun.

**Possessions**: Leather jack, sword, club.



### Dammenblatz's Agent - Bounty Hunter

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 41 | 31 | 3 | 3 | 8 | 41 | 1 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills**: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban.

**Possessions**: Dagger, 3 doses of Manbane blade venom, 6 doses of Oxleaf.



### The Staff of the Three Feathers

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 31 | 3 | 3 | 6 | 31 | 1 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills and Possessions**: As you feel appropriate.



### Fraulein Hanna Lastkahn ('Frau Schmidt')

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 31 | 3 | 3 | 6 | 31 | 1 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills and Possessions**: As you see fit.

### Cultists of the Ordo Ultima

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 31 | 3 | 3 | 6 | 31 | 1 | 31 | 31 | 31 | 31 | 31 | 31 |

**Skills and Possessions**: As you want; few will come into play here. All the cultists have the symbol of a letter O enclosed within a letter U tattoed on the left breast.

### Josef Aufwiegler - Agitator

This NPC will probably not take any active role in the adventure. If necessary, refer to *WFRP*, p21.



### Glimbrin Oddsocks - Gnome Thief

| M | WS | BS | S | T | W | I | A | Dex | LD | Int | Cl | WP | Fel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 31 | 41 | 3 | 3 | 8 | 41 | 1 | 41 | 31 | 31 | 31 | 31 | 41 |

**Skills**: Concealment Urban, Pick Lock, Pick Pocket, Secret Language - Thieves' Tongue, Secret Signs - Thieves, Silent Move Rural, Silent Move Urban.

**Possession**: 2 daggers, lock picks, leather jack, sack, 150GCs in jewellery (stolen), 25GCs in cash.



## ARM WRESTLING RULES

Since the PCs have the opportunity to try a bit of arm-wrestling in this adventure, here is a simple set of rules.

Arm-wrestling is a feat of strength, so both characters make a *Strength* test once per round. If one character succeeds and the other fails, the successful character has won the match. If both succeed or fail, neither has won, and the match proceeds to a second round. Optionally, if both characters make successful *Strength* tests in a round, they add *the amount by which they made the test* as a bonus in the following round only.

*Graeme Davis* — *Illustrated by Jamie Sims*


WIZIL-ZOGGIN-EVARD! BRING YER ZOGGIN KHUB AND YER ROCK 'N STUFF YER GAIN ONNA JURNY 'E SEZ! ZOG 'IM!
WOTZ UP WIZ? YER BLOKED YER BAG? YUKYUK!
COME HERE, IMPUDENT RAPSCALLION!
BEHOLD! A PORTAL TO ANOTHER DIMENSION! PAST? FUTURE? I KNOW NOT, BUT YOU, MY SMALL HENCH-THING..
... WILL EXPLORE IT! ... GET THEE HITHER!!
YARGLE
GHURGLE!!
GOOBBAGOOK
PTOOP!
KRUMP!
WOT APPEND TO DA TOWER?
IT WAS NUKED!!
WELL WELL WELL... A GROTTY GRETCHEN
WORGHH.. GROTTY! WHERES ME ROCK!?
HA HA HA HA HA HA
ZOG OFF!
HA HA HA HA
DINK!
POW!
AW
HAW HAW
KERCHIK!
KERCHIK!
FOOM
YUKYUK.. DEY CAN'T GET MI NOW.. DEY'VE GOT NO BOWS 'N ARROW....
HUM! HAVOY ROCK!
YURPS!!! AM OFF
BRAKABRAKABRAKABRAKA
BRAKABRAKABRAKA
YOI
PEHYOWWW!
PKWOW!
WWW WIZILEVARD! HEEEELLLLP
NEXT - GOOK, GUMP & THE GRETCHEN

# To Live And Die In Mega-City One

**An Epic Adventure for the Judge Dredd Roleplaying Game** by Marcus Rowland

*This is the first instalment of an adventure for a group of experienced Judges. The concluding parts of the adventure will be published in future issues of* ***White Dwarf****.*

***To Live and Die in Mega City One*** *can be set in any Western Sector. All information, apart from briefing data, is for the GM only.*

## PROLOGUE

In a space that is not space, a potential that can never become real, a malign intelligence drifts in a web of paradox. It has learned patience, here in the timeless eternal void. Almost omnipotent, it begins to sense a way out of its trap.

In a hospital in Sector 114, a child dreams of health he may never experience. But who can be harmed by a dream?

Beneath the Grand Hall of Justice, a shadowy form moves towards a computer terminal. A few keys are pressed, then the intruder starts to speak. In MAC's electronic heart a series of records begin to change.

A balance point has passed, and the doorway to horror is open.

## GAME MASTER'S SUMMARY

There are some things that should be left alone. Time travel is the ultimate Pandora's box, a technology that leaves cause and effect in chaos. To date (if date means much in this context) the worst time paradox known is that involving Owen Krysler, the Judge Child.

Full details of this paradox can be found in *The Trouble With Time* (*White Dwarf 86*), but, in brief, Judge Feyy's prediction of a disaster in 2120, and of a child with 'The Mark of the Eagle' ruling Mega-City One, led to the Judge Child expedition (See *Judge Child* Volumes 1-3). However, the prediction was in itself responsible for the 2120 disaster; because Dredd confronted the Judge Child, and rejected him, Krysler eventually tried to destroy Mega-City One. Dredd and Anderson used the Proteus Time Module to visit 2120, learned what had happened, and returned to kill Krysler in 2106 (See *City of the Damned*). The details of this case are kept secret, since they imply that it is possible to use time travel to alter history.

The few Judges aware of these events believe that the paradox ended when Krysler (then known as The Mutant) was killed in 2106. However, they are mistaken.

When Dredd and Anderson killed Krysler, the universe in which he existed in 2120 became non-existent. Krysler, however, was not destroyed. His psionic powers were strong enough to preserve his life force, though he is now little more than a disembodied intelligence drifting in a timeless void. If there were no time travel he would be harmless; unfortunately the universe isn't that simple.

In 2125 the Justice Department will become aware of a potential paradox affecting the childhood of one of their best psi-Judges, Judge Cameron. Before the Justice Department recruited him, Bobby Cameron spent the first years of his life confined in an isolation bubble, suffering from one of the rare forms of leukaemia that would not respond to normal therapy. Their records show that he was eventually cured by a new bone marrow transplant technique. Oddly, however, the record of the donor's name keeps changing. Other records show the death of hundreds of citizens in unlikely accidents at the time of the transplant. Even more oddly - and at too high a probability for mere coincidence - many shared Cameron's rare Sigma Alpha 3 blood type, one of the new classifications introduced in 2028.

Obviously something is interfering with time, and the Justice Department of 2125 has sent Psi-Judge Cameron into the past to investigate, armed with programs that will allow him to subvert MAC and assume another identity. Unfortunately another time paradox is at work - his journey into the past is responsible for the interference!

Every time-traveller upsets the space-time continuum, making the 'walls' between different eras, and different time lines, a little weaker. Cameron's arrival has allowed The Mutant to extend his malign influence into the 'real' universe. Already he can sway weak minds, and is responsible for some of the deaths. If he can prolong Cameron's stay in 2109, the 'today' of this adventure, the breakdown of cause and effect will allow him to re-enter the 'real' world and resume the destruction of Mega-City One. The Mutant doesn't want to kill either version of Cameron, but does want to make their survival as difficult as possible.

Unknown to Cameron, the Chief Judge in his era is fully aware of the danger. Cameron is being sent on a suicide mission, in which the only objective is to preserve the time line. Records show that there will be a disaster. The Chief Judge of 2125 intends to make sure that it happens exactly as scheduled.

The team will become involved in this situation after learning of the younger Cameron's psionic talent. Soon they will realise that a outside and far-from-benign influence is at work. Meanwhile the older Cameron believes that he must attempt to influence events without doing anything to affect the situation directly. For example, he can't be his own bone marrow donor because the paradox would probably mean that he never received the bone marrow...

As the adventure progresses, the breakdown of cause and effect, and The Mutant's evil influence, will have other consequences. Freak accidents will devastate areas of the city. A few problems are mentioned in the text and could have a direct effect on the Judges. For that true kitchen-sink effect you may care to add other problems: Rad-fleas? Mutant griblgs? Plagues of locusts? The list is endless.

## RUNNING THIS ADVENTURE

This is an extremely dangerous case. For this reason it is advisable to have each player prepare a spare character, ready to be assigned to the case if their main Judge is killed, and prepare additional Judges in case they are needed. If replacement Judges are needed, they should not arrive immediately. Allow them to enter play as reinforcements are requested, or whenever the surviving Judges return to the Sector House.

Optionally, this adventure can be run with two teams of Judges, working separately at first then combining forces in the later stages. The events in *Prog 1: Perchance to Dream* can be split to affect the two groups. One can blitz Bobby Bloch Block, and later be called to the Kate Wilhelm Dustzone. The other can conduct street searches, and deal with the Curry Plaza incident. If you choose this option try to ensure that the players in the two groups don't communicate, except through radio messages via MAC, and that the players don't take advantage of events they shouldn't know about.

Because this adventure involves some very complicated events, it is inevitable that players will try ideas that haven't been covered in the GM's information. If the group(s) want to try side trips, or send other Judges to deal with some parts of the investigation, don't panic. Reward your players' intelligence (or stupidity) as seems appropriate. Perhaps their ideas will lead them to a clue, or perhaps into deadly (and totally irelevant) danger. There's plenty of room for manoeuvre in a city as large as Mega-City One.

The Krysler story may be well-known to players, but the connection between this case and The Mutant should remain obscure for as long as possible. Player characters, however, should not necessarily know all (or even any) of the details of the Krysler case.

Times shown throughout this adventure are approximate, and should be changed to suit the activities of your players. If the Judges waste a lot of time they should run into extra problems. In phase 1, for example, the security van guards may be killed; in phase 2 the Judges might reach Curry Plaza after several more citizens have been killed.

# PROG 1:

# PERCHANCE TO DREAM

In the hypno-briefing that follows, all sections in *italics* should be read in a childlike voice. Use a mechanical monotone for the briefing machine data.

Judges with 000 PS should be told that they only receive the briefing data. Psi-Judges should not be allowed to try to use their skills to track the source of the voice during the briefing, as the hypno-tape blocks normal use of all PS abilities. All Judges, including those with PS 000, will be sedated at the end of the briefing. Some sections are just for you, not for the players, and should not be read out as part of the briefing.

## PLAYERS' INFORMATION

You know that you are dreaming, but the dream is horribly real. You're trapped, and you'll never be able to escape. You're dying, but don't know why, and aren't sure what death is. The dream is endless frustration, endless pain and misery, punctuated by items from an inexorable flood of data.

++ **ITEM 23** ++
++ **SERIAL MURDERS** ++
It's now definite that there's a serial murderer at work in this sector. Last night's body brings the total to eighteen. Forensic



investigation and the method used make it clear that a single killer is at work: male, aged approximately thirty, blood group Delta Gamma 7, a common group. All the victims were women, aged 18-25. There's been a gap of a week to ten days between each death, the victim found last night was killed eight days ago.

*'Please...'*



**++ ITEM 24 ++**
**++ WHITE STUFF ++**
Blitz searches show a steep rise in sugar addiction in this sector. It's likely that a new smuggling organisation has formed. An intensive intelligence operation will be mounted throughout the sector. The maximum penalty should be enforced for all sugar busts.

*'Please help me...'*

**++ ITEM 25 ++**
**++ MEGA-VIDA-THON ++**
The annual Station 115 charity Mega-Vida-Thon is now in its fiftieth hour, and will continue until Wednesday of next week. All sectors report numerous robberies from charity collectors. Patrols are to be intensified near all collection points.

*'Let me out...'*

**++ ITEM 26 ++**
**++ DISASTER PREDICTIONS ++**
Psi-Div report a city-wide disaster probability exceeding ten per cent. Follow up anything that could cause large-scale damage.

*'Don't want to die...'*

**++ ITEM 27 ++**
**++ SUICIDES ++**
The suicide rate for this sector is up 19.3% over the last twelve hours. In particular, there has been a 25% increase in leapers. A 25% increase in road deaths and traffic accidents may be linked.

*'Trapped in here...'*

**++ ITEM 28 ++**
**++ TEMPORAL DISTURBANCE ++**
Tek-Div report a small-scale temporal disturbance somewhere in the central sectors last night. Look out for anything that seems anachronistic.

*'Please, let me out...'*

**++ ITEM 29 ++**
**++ BRIDGE CONSTRUCTION ++**
One of Big Tim Olsen's construction companies has won the contract to replace the bridge that was stolen last week. The repair crew has been infiltrated by the Wally Squad, who are looking for evidence that the new bridge will be built from pieces of the old one. Expect traffic delays in the area.

*'Please...'*

**++ ITEM 30 ++**
**++ VEHICLE THEFTS ++**
Sector total since 0000 hours: 22. Recoveries: 874.

***'I DON'T WANT TO DIE!'***

**++ EMERGENCY OVERRIDE ++ TERMINATE BRIEFING TAPES ++ UNAUTHORISED DATA TRANSMISSION ++ ADMINISTER SEDATION ++ HOLD ALL JUDGES FOR MED-DIV EXAMINATION ++**

You recover consciousness, to find a Med-Judge examining you. You feel shaky, and can dimly remember a voice ringing in your head. The Med-Judge orders you to rest for a few minutes, then report to briefing room B. You notice some med-bots carrying out stretchers on the far side of the hall.

*Psi-Judges won't be able to pick up the voice again, and will have bad headaches. Judges with PS 000 will feel fine, and probably wonder what all the fuss is about.*

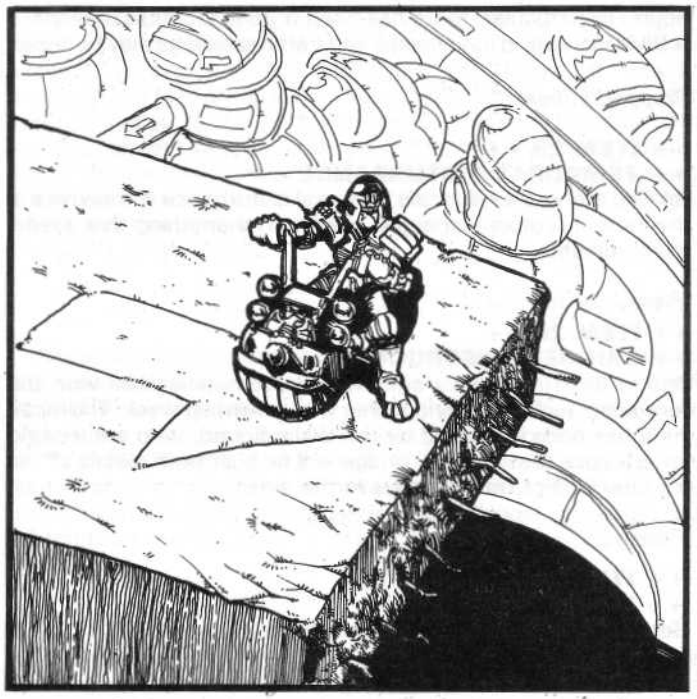
Your Sector Chief is waiting in the briefing room, accompanied by a Psi-Judge and two Med-Judges. The Chief waits for the last arrivals, then walks to the podium.

'During your hypno-briefing some of you experienced unusual hallucinations. Judges Fodder and Coppit have still not recovered, and it is feared that their sanity may be impaired. Psi-Judge Ferguson has information on this matter, and will brief you.'

Ferguson is lightly built, and his uniform is a little untidy (*Judges making SS rolls will notice that he has non-regulation horizontal bands of padding on his knee armour*). He doesn't wear a helmet, and has curly brown hair and a bad case of acne. Ferguson tends to pause frequently as he speaks, but doesn't actually stutter.

'Good Morning. I'm Psi-Judge Ferguson, from ...ah... Justice Central. I was assigned here last ...ah... night to investigate the increase in suicides. As some of you may have already ...uh... guessed, there appears to be a powerful transmitting telepath somewhere in this ...uh... sector. Many of ...um... you have experienced strange dreams. We ...uh... think that someone has just begun to develop psionic ...ah... talents, probably a ...urm... child. The dreams suggest ...ah... that this child may be imprisoned or in some form of danger. Some citizens may be over ...ah... reacting to the transmission, and committing suicide. The increase in ...ah... jumpers suggests cases of induced claustrophobia, ...um... with the victims jumping out to escape from their ...ah... imagined confinement. So far ...uh... I haven't been able to ...ahem... trace the source. It's ...urm... intermittent, and I ...ah... think the lack of ...ah... hard information suggests that we are ...ah... receiving unconscious transmissions.

'In addition to all ...um... normal assignments, you are to ...ah...



be alert for anything that might lead us to ...err... the telepath. If this is ...uh... deliberate, we want to stop it. However, it's more likely to ...ah... be an acidental transmission. If so, we may want to ...er... recruit the ...ah... child for ...ah... Psi-Div.

'Thank you for your ...um... co-operation.'

Ferguson steps down. The Sector Chief returns to the platform, and orders you to begin your patrols. Your route sheet shows no unusual operations, just a simple run around the sector with a few stops for blitz searches and random interrogations. Your call sign for this patrol is team October Tango Tango (*if there are two teams, the second is team October Tango X-Ray*). You leave the sector house at 0830 hours, more than an hour later than usual.

## GM's INFORMATION

If the team includes a psyker who tries to locate the source of the dreams by use of the Detect Intent ability, it won't work. Bobby Cameron was sedated at approximately the same time as the Judges, and sleeps for several more hours. He has no knowledge of his powers when awake.

Unless stated otherwise, no-one encountered in this adventure has blood group Sigma Aleph 3 or Delta Gamma 7.

For once most items in the briefing are relevant to the adventure.

The serial killings are the work of Alex Quill, a psychopath. The Judges will meet his next victim during the day. Furthermore, this item should encourage the Judges to check blood groups on citizen's ID cards as they make arrests and street searches.

The Mega-Vida-Thon will lead the PCs to young Bobby Cameron, currently in a children's ward in Ben Casey Memorial Hospital.

The disaster prediction is a premonition of the havoc that will result if Krysler returns.

The suicides are mostly exactly what Ferguson said: a response to Cameron's transmissions. Some, however, have been caused by Krysler's manipulation.

The temporal disturbance was the older Cameron's arrival in this time. By a curious coincidence, many of the citizens collecting money for the Mega-Vidi-Thon appeal are wearing historical fancy dress costumes. This may confuse Judges who are looking for anachronisms.

The bridge case is irrelevant. However, it will snarl traffic throughout the sector, and you should use this to delay the Judges in huge traffic jams whenever it seems necessary to slow them down.

The vehicle thefts are irrelevant, except for the obvious error in numbers, which has been caused by Cameron's manipulation of MAC.

Finally, Psi-Judge Ferguson is Psi-Judge Cameron, equipped with a false badge and ID papers. His costume has a few minor flaws, most notably the kneepads (a uniform change introduced in 2122). There are also some slight variations in the design of his Lawgiver which won't be apparent unless someone examines the gun carefully. He has dyed his hair brown (from red), and synthi-skin makeup disguises his freckles as acne. Once his younger self has been found, he intends to take over at the hospital and make sure that his cure is given top priority. His hesitant speech is intended to cover minor slips (such as referring to 'leapers' as 'jumpers'), and give him more time to think about what he is saying.

### Psi-Judge Ferguson (Cameron)

S **1** | I **45** | CS **37** | DS **38** | TS **45** | SS **56** | MS **36** | PS **88**

***Abilities***: Fast, Sense Crime, Sense Perps, Use Data, Detect Intent, Psychic Attack, Psychic block, Hypnosis

*Hypnosis* is a new PS ability, as *Mind Control* but the user doesn't need to maintain a continuous mental link. Victims can be given a delayed order, or made to believe something, but more elaborate control isn't possible. A PS of 85 is *minimum* requirement to use this ability.

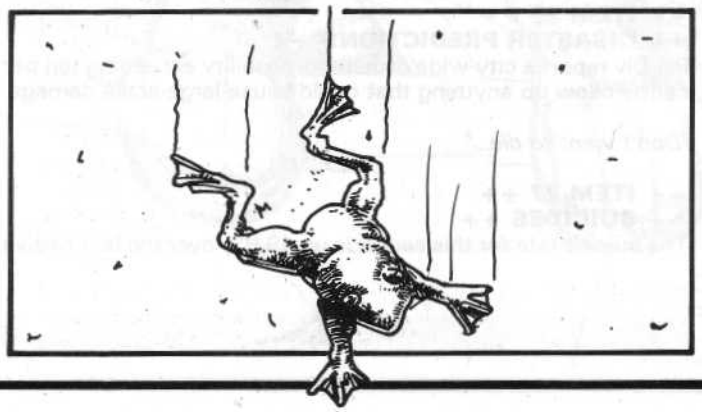
***Equipment***: As standard Judge, except that his Lawgiver has +5% penetration modifier with all types of ammunition. He also has a Leymak Black-Shadow hovercar, from the Justice Central vehicle pool. The boot contains a metal harness, which is the mobile part of the 2122 version of a time machine.

***Notes***: Cameron knows exactly where his younger self is, but pretends ignorance and waits for other Judges to find him. He is extremely tense, and very irritable. If any other Psi-Judge tries to read his mind they'll pick up the thought 'They've got to find him... they've got to find him...' then his Psychic Block will stop further prying. Cameron has hypnotised the Sector Chief, who believes that Justice Central have ordered him to give 'Ferguson' all possible cooperation.

## PHASE 1:

## ASHES TO ASHES 0830 - 0945

As the player characters leave the Sector House they'll realise that the streets seem to be unusually busy, with long queues of vehicles at most junctions. The bridge repairs have snarled traffic all over the sector. The Judges must ride in single file: if they ride two abreast or in a wide pack they'll be continually jockeying for position. Once the Judges have assumed this formation, confront them with the first perp of the day:





**Otis L Vator (Slowster, Dangerous Driver)**

S **2** ▲ I **12** ▲ CS **10** ▲ DS **9** ▲ TS **14** ▲ SS **9** ▲ MS **17** ▲ PS **7**

Otis has Delta Gamma 7 blood. He isn't the serial killer.

Otis is riding his bike (a fluorescent pink Hando Wonder Vision, licence 3495123-6453-FFGTR) between the lanes of traffic, maintaining a steady 55 in an 80kph zone. He's continually overtaken by cars and trucks, but doesn't seem to notice. This may be because he's busy listening to pop singer Roy Viscous on his helmet Walk-Slug, and tapping the fuel tank to time to the beat.

Otis is a total nerd. He'll slam on his brakes when challenged (making his offence worse), and is so inept and terrified that it will take him an incredibly long time to get off the road and give the Judges a clear run. If a Judge is directly behind Otis when (and if) he slams on the brakes, the Judge should make a DS roll. If unsuccessful, the Judge will plough into the back of Otis's bike, and poor Otis will skid under one of the passing trucks and suffer multiple injuries. The Lawmaster hitting Otis will suffer nothing worse than a little scratched paint. The truck that runs him down will take minor damage, immobilising it until a tow crew comes to take it away.

By the time the team have dealt with this hideous menace to society, or arranged to have him scraped off the road, they'll be well behind schedule. If they hurry they'll just reach their first stop, a quick blitz of the ninety-eighth floor of Bobby Bloch Block.

## MISSION BRIEFING, BOBBY BLOCH BLOCK

**OBJECTIVES:**

***1: Emplacement of vid bugs in apartment 98-43.***

***As cover for objective 1:***

***2: Routine check of building safety standards.***
***3: Routine crime blitz of apartments on 98th floor.***

***Notes:*** *Apt 98-43 is occupied by Maybelle O'Rooney, wife of suspected sugar dealer Davros O'Rooney, who is currently serving a six month sentence for littering. He will be released next week. Cameras must be left without arousing Ms O'Rooney's suspicions, suggest routine arrest on minor charge (eg dirty waste disposal) and short sentence. Blitz several other apartments.*

Bobby Bloch Block is part of the sprawling Hill Estate (see *Figure 1*), an early effort by architect F Lloyd Mazney. Dozens of blocks are linked by a complex web of Mega-Ways, slipzooms, pedwalks, and inter-block plazas. The pre-Apocalypse buildings are seedy and badly run down, and the estate is a breeding ground for crime.

The block (*Figure 2*) is typical of the estate. It straddles the Mega-way, and there is a continual rumble of traffic in the lower (non-residential) floors. Crumbling plasteen panels show stains left by various pollution incidents, the staircases and elevator walls are covered with scrawled slogans, and many of the block shops have closed down. A few juves apathetically watch the Judges head into the block. Bikes can be parked outside. If one of the bikes is left on guard, Judges won't find them vandalised or covered in paint when they return. There is a buggy ramp inside the block, but it isn't really designed for Lawmasters - if the Judges use it they'll activate pollution alarms.

The PCs won't find anything wrong with the building at first. The riot doors are operational, all emergency exits and fire chutes are clearly marked, and there are no obvious structural flaws. However, the fire alarm system doesn't work, and neither do the sprinklers above the eightieth floor. Someone has stolen vital components and sold them on the black market. The Judges won't be able to find the culprit without an extremely complicated investigation, which is best left to Tek-Div and Acc-Div.

With the exception of Davros O'Rooney, none of the occupants of the 98th floor have any significant criminal record, apart from minor crimes like littering, gambling and the like. There are seventy-two apartments, arranged in three concentric rings in one of the block towers. Apts 1-16 are in the inner ring, 17-40 are in the middle ring, and 41 to 72 are in the outer ring. Elevators and a block buggy ramp are at the hub of the ring, with emergency stairs at the ends of radial corridors.

Have the Judges choose apartments for blitzing, then run the encounters below.

***Apt 98-43***: When the Judges enter, Maybelle O'Rooney is busy

vacuuming the carpet. She's a small shrew-faced woman, who seems neurotically nervous. The apartment is almost incredibly tidy, and the PCs won't be able to find any traces of dirt in the garbage grinders, WC etc. There are no overdue library slugs, cubes of sugar, or other contraband. However, all the Judges will feel sure that Maybelle is hiding something. If they are diligent in their search, they'll eventually find an illicit Bills & Moon vid-slug (possession of mind-damaging vids, penalty 4 months - 4 years) concealed in the bag of the vacuum cleaner!

If the Judges don't find this slug, they won't have any legitimate reason to arrest her, so Maybelle will remain in the apartment. She seems to be able to watch three or four Judges simultaneously, and they must make SS rolls, (at -10% but don't tell the players that!) to conceal the bugs.

***Any apartment:*** This is an essential encounter. As the team pass this apartment they smell smoke. There's no reply to a knock. The door isn't unusually tough, and leads to a filthy room, littered with empty munska bottles. Smoke comes from the bathroom door. The fire sprinklers and alarms aren't working.

When the Judges enter they'll find a squalid bathroom. Lying in front of the WC are a pair of boots and some blue synthi-jeans. The clothing, and the WC pan, are filled with smouldering ash.

If the Judges ask for details of the occupant, tell them he's Edmund Crunge, an unemployed greep throttler. Block records show that he's 47, unmarried, and lives alone. His criminal record shows a tapping conviction as a juve, four convictions for D&D (drunk and disorderly), two for littering, and one for a minor public health violation (the technical term for this crime is BO).

When Forensic arrive, they'll determine that the ash is all that remains of a human body. Crunge has suffered spontaneous human combustion (SHC), a rare phenomenon that usually affects alchoholics. In this case the SHC was caused by The Mutant. Crunge had group Sigma Aleph 3 blood, and was a potential bone marrow donor for Cameron. The players should *not* be told about





his blood group unless they specifically ask. In any case the information should be meaningless at this stage of the adventure.

Any Psi-Judges present will detect the residue of a powerful psychic aura, on a PS roll, but won't be able to sense a source.

If the team search the apartment, they'll find a loose ventilator grille in the bedroom, concealing a box containing 256,000 creds in hundred-cred bills. Crunge tapped a bank courier in 2105, but was too frightened to spend the money. The bills are numbered sequentially, and will instantly be identified as stolen if any of the Judges are foolish enough to try to spend a few 'souvenirs'.

***Any apartment*** (optional): This apartment is weird. The floors, walls, furniture and ceiling have been painted jet black, and all light fittings and windows are blacked out. Sitting in the exact centre of the bedroom is the occupant, Rodriquez Delgardo Jiminez, curled into an elaborate yoga position balanced on three fingers. When the Judges try to question him he loses his concentration and crashes to the floor, with his limbs entwined so elaborately that he can't straighten himself out. He then starts screaming in agony.

The apartment breaks health regulations in several ways, most notably in its lack of light, dirty sanitary facilities, and general neglect. There are also five cigarettes with narcotic herbal filling concealed in a kitchen canister. A clear case for the cubes. Jiminiz will need medical treatment before he can walk again, by the way.

As the Judges leave the second or third apartment, give them a couple of routine messages:

**++ ITEM ++**
**++ BLOOD DONORS ++**
There is a city-wide shortage of blood in group Sigma Aleph 3. Perps with this blood group should be taken to the blood bank before delivery to the cubes.

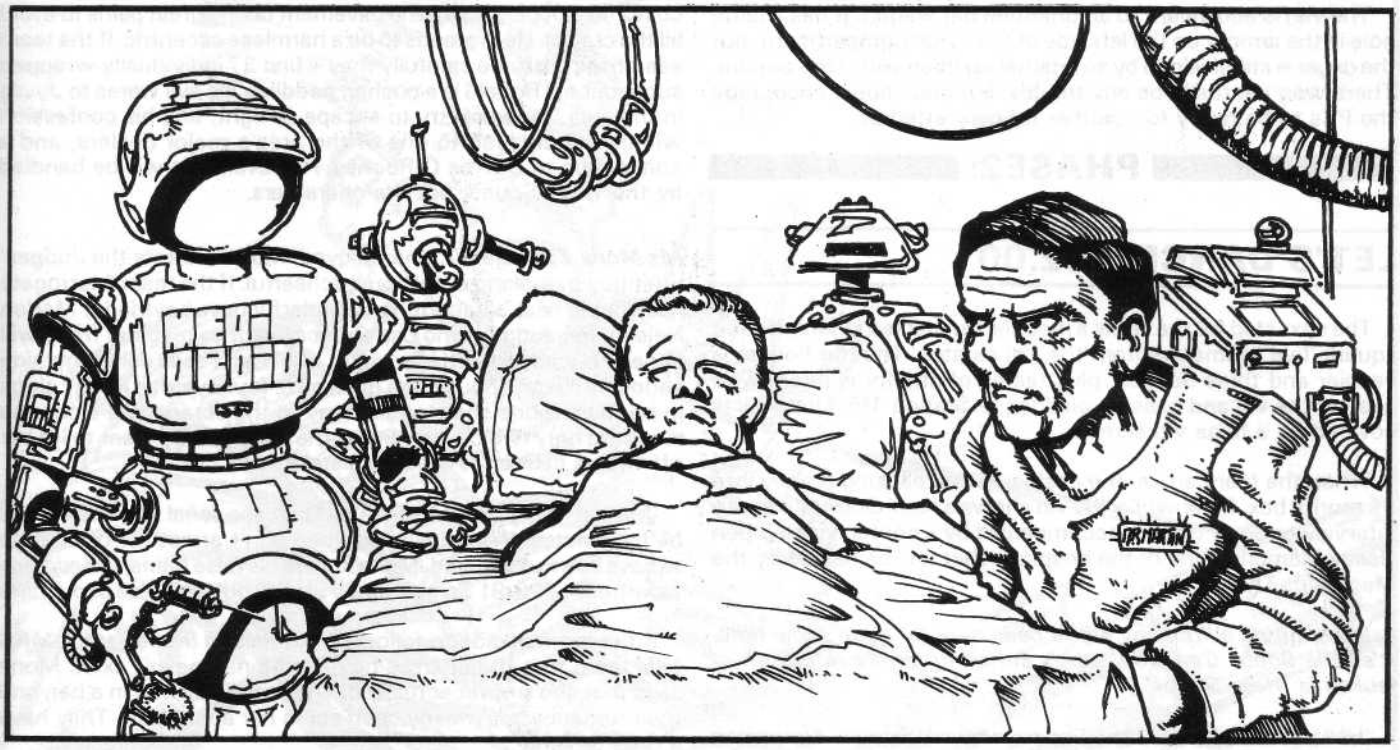
None of the Judges have this blood type, which is extremely rare. Med-Judges will know that the group is linked to recessive genes causing increased susceptibility to cancer and other illnesses.

**++ ITEM ++**
**++ VEHICLE THEFTS ++**
This morning's report was in error, and should have read sector total since 0000 hours: 874. Recoveries: 22.

**++ ITEM ++**
**++ ROBBERY ++**
Team October Tango Tango, ARV in progress on Hill Estate. Assault on Mega-Vida-Thon collection van, junction of Fosdyke Hill and Maple slipzooms. Judge wounded. Respond.

Fortuitously (*yeah?*) the team are fairly close to this junction. They need only drive to neighbouring Ricky Zit block, ride up ten levels in the block car park, then take Fosdyke Hill to the junction. As they approach they'll detect the tell-tale odour of Stumm gas, and must make *Initiative* rolls to pull down their respirators before they are affected.

A gang of eight armed jet-packers have attacked the collection van, and are fighting the Judge and guards assigned to the van as the team arrive. If the team waste time, the perps will be escaping by the time they arrive. The van is lying on its side, with the Judge and two wounded security guards crouched behind and shooting at the jet-packers (see *Figure 3*).




All the perps have jet packs, radios, and gas masks, and other equipment. None, incidentally, have Delta Gamma 7 or Sigma Aleph 3 blood.

**1 - Glug Spinkle**

S **2** I **22** CS **32** DS **12** TS **12** SS **21** MS **4** PS **5**

***Equipment***: Spit carbine, shell jacket, helmet, 4 Stumm grenades
***Surrender Modifier***: -25%

**2 - Hsi Chi Wun**

S **3** I **26** CS **42** DS **16** TS **8** SS **47** MS **8** PS **5**

***Abilities***: Fast Draw, Aura of Menace - Perp equivalent of *Aura of Cool*
***Equipment***: Spit Carbine, shell jacket, helmet, 2 Stumm grenades
***Surrender Modifier:*** -25%

**3 - Campbell Kinneson**

S **2** I **21** CS **27** DS **16** TS **11** SS **22** MS **14** PS **3**

***Equipment***: Spit carbine, shell jacket, helmet, 3 hand bombs
***Surrender Modifier***: -25%

**4 - Banana Splits** (Ape, former Apelino henchman)

S **3** I **19** CS **30** DS **11** TS **14** SS **56** MS **4** PS **8**

***Abilities***: Sense Judge - Perp equivalent of *Sense Perps*
***Equipment***: Spit carbine
***Surrender Modifier***: -5%

**5 - Kurt Tenn**

S **2** I **22** CS **29** DS **18** TS **5** SS **21** MS **2** PS **5**

***Equipment***: Scatter gun, anti-mugging suit
***Surrender Modifier***: -5%

**6 - Eddie Richards**

S **3** I **32** CS **45** DS **9** TS **9** SS **8** MS **4** PS **000**

***Abilities***: Small Target Shoot
***Equipment***: Spit carbine, anti-mugging suit
***Surrender Modifier***: Won't surrender

Another two perps, Calvin Richards and Snit Zippo, are lying dead on the road. They also have jet packs.

Perps 1-3 each have bags containing 20,000 creds in assorted bills. They are the hard core of the gang, and will attempt to escape as soon as the team arrive. Perps 4-6 are less experienced, and will stay to fight it out. Eddie Richards will try to go down fighting if he can't escape, since his brother has just been killed. More money bags are scattered in the road around the van.

**X - Judge Cowley**

S **1(2)** I **32** CS **29** DS **34** TS **36** SS **32** MS **32** PS **28**

***Equipment:*** All normal weapons etc for a Judge. except a Lawmaster bike.
***Note:*** Cowley has been wounded in the left leg.

**Y - Security Guard Bodey**

S **1(3)** I **27** CS **32** DS **35** TS **18** SS **12** MS **17** PS **9**

***Equipment:*** AMS, day stick, respirator, hypo pistol (fires 8 anaesthetic rounds, not heat seeking)
***Note:*** Bodey is unconscious, having suffered two chest wounds.

**Z - Security Guard Doyle**

S **3** I **22** CS **19** DS **18** TS **27** SS **35** MS **22** PS **25**

***Equipment:*** AMS, day stick, respirator, hypo pistol
***Note:*** Doyle is incapacitated. He failed to pull his respirator on properly when the Perps threw a Stumm grenade!

Once the perps are subdued, Cowley gets the team to help push the van upright, and load the money back into lockers inside. He's too badly injured to continue the run. MAC orders the team to wait for a med-wagon, they escort the van to its next pickup point and on to a bank. Doyle responds to Stumm antidote, and says he's willing to carry on with the run.

The van is equivalent to an unarmed pat wagon. It has a large hole in the armour on the left side of the cargo compartment, but the driver is still shielded by an internal partition with 25% armour. There won't actually be any trouble, but you should encourage the PCs to be ready for another robbery attempt.

## PHASE2:

## LET'S DANCE! - 12.00

The next stop for the van is a modular hut parked in Terry Nation square, five kilometres from the Hill estates. The hut houses a cashier and three Judges, plus teams of charity workers who answer the vid and pass on pledges to Station 115. One wall is covered by a huge vid screen.

When the team arrive, the cashier is still packing money into a security box. Meanwhile, the vid shows a recording of celebrity interviewer Gerry Hogan, accompanied by a doctor, visiting Ben Casey Memorial, one of the hospitals that will be helped by the Mega-Vida-Thon.

*'Now, here's a little boy who's been here for quite some time. It's little Bobby Cameron, who's suffering from a rare form of leukemia. Hello Bobby.'*

*'Hello, Mister Hogan.' The voice sounds very familiar. The screen shows a small red-headed boy, looking out at Hogan through a plastic panel.*

*'Now, you were admitted when you were three, and I understand that you'll be five next week. Do you like it in hospital.'*

*'Well, I don't mind it much when I'm awake, but I have bad dreams. Sometimes I think that I'll never get out...'*

*'Doctor Thorndyke, I understand that you have hopes of a cure for Bobby?'*

*'Yes, a new bone marrow transplant technique, combined with radiation therapy, should do the trick. Unfortunately there's a problem with donors. Bobby has a very rare blood group, Sigma Aleph 3, which is in short supply at the moment. For this new technique tissue typing must be very precise. When we find a donor, we'll still have to make hundreds of tests before we are sure of a match.'*

The view switches back to a studio set, with a professionally jolly linkman sitting in one of the chairs. He gives the camera a cheery, but rather tired, grin.

*'Well. We've been on the air for more than fifty hours now. The work Doctor Thorndyke described in that recorded interview was funded by last year's Mega-Vida-Thon appeal. We hoped to see little Bobby again today, but he had a bad night. We'll tell you more about the hospital after this word from our sponsors...'*

Most Judges should spot the connection with their dream fairly early in this interview. Since they are assigned to guard the van, they should report to MAC. Control will tell them to carry on to the bank, and send Ferguson (Cameron) to investigate. If none of the team spot Bobby, one of the Judges guarding the office will make the report, while the characters are present.

The rest of the money run is uneventful. At about 1000 hours the team are free to resume their patrol.

During the next hour or so run one or two minor incidents, such as a tapping, Boinger, or littering. The Judges are also supposed to be stopping citizens at random and searching them. None of the perps and citizens the team meet have Delta Gamma 7 or Sigma Aleph 3 blood. A few random citizens follow:

***Ronald McDonut***: age 25, unemployed. Ronald is dressed in a frog costume, hopping down the pavement taking great pains to avoid all the cracks. He pretends to be a harmless eccentric. If the team search his costume carefully they'll find 27 individually-wrapped sugar cubes! Ronald is a pusher, peddling his evil wares to Juves in the area. He won't try to escape or fight, and his confession will ultimately lead to one of the area's major dealers, and a connection to Davros O'Rooney. However, this will be handled by the Wally Squad, not the characters.

***Ms Mona Zitt***: age 27, unemployed. Mona attracts the Judges' attention by looking suspiciously cheerful. If the team interrogate her, they'll hear all about her wonderful new boyfriend, Marlon Nelson. Psi-Judges who use *Detect Intent* to read her mind will either feel embarrassed or envious. She hasn't been doing anything seriously illegal, though she does have four overdue library slugs in her bag. Since she's on her way to the library, and since the slugs are only two days overdue, the Judges may want to let her off with a caution. This is a mistake.

'Marlon Nelson' is actually Alex Quill, the serial killer. Mona will be his nineteenth victim if the team don't arrest her or arrange to have him investigated. Mona knows his false name and address (apartment 322-91 Spiggy Topes Block), but little else about him.

If the team decide to follow up on Nelson immediately, MAC tells them that the address he gave Mona doesn't exist. Mona says that she's never actually been there. They met in a bar, and their romance has mostly been set in her apartment. They have a date tonight.

Quill intends to kill Mona in the early evening, then spend some time removing all traces of his identity from her apartment. If this happens, Forensic won't have enough information to identify him. If Forensic visit the apartment earlier in the day, they'll find fairly good fingerprints, and their clues. Later on they'll contact the team and tell them his real identity. See *Phase 3* for more details.

If the team were soft with Mona, they'll later be questioned about the street search (which will naturally be recorded in their personal logs),and should be reprimanded if they can't give MAC all relevant details. Quill won't be caught for several weeks (though the team get another chance in *Phase 3*).

***Spug, Dirk, Norman, and Gozer Quincy***: identical quads, age 18. They all wear identical street styles (dayglo nose rings, kneepads with video displays etc.). The brothers actually have jobs (as matched shop window dummies) and are on their lunch break. Spug has two cigarettes concealed in his radorak. If they are found, his brothers will do their best to confuse the Judges by swapping places, hoping that the team will eventually give up and let them go. The correct response to this is to arrest all four for conspiracy and cheeking Judges. All have the following statistics:

**The Quincy Brothers**

| S | I | CS | DS | TS | SS | MS | PS |
|---|---|---|---|---|---|---|---|
| 1 | 32 | 15 | 15 | 18 | 36 | 9 | 11 |

The brothers won't fight, but will cheek the Judges and do their utmost to confuse them.

***Axel Pushlever***: 35, unemployed. Pushlever is busy sweeping the pavement. He isn't paid to do this, it's just his hobby. When he has swept all the rubbish into a neat pile, he gets a powerful electric blower from his back-pack and blows it back over the area, then starts again. He's borderline psycho case, and is guilty of littering. He isn't violent.

After the second or third encounter, read the Judges the following messages:





**++ ITEM ++**
**++ TOADS ++**
A weather control malfunction and storm has led to falls of toads in sectors 135 to 139. Toads are a protected species, and Judges should arrange for them to be removed from danger if they are encountered.

**++ ITEM ++**
**++ SPONTANEOUS HUMAN COMBUSTION ++**
There have been eight SHC cases this shift. There are no obvious links between the victims.

If the PCs ask MAC to check the victims blood groups, they'll eventually be told that all had Sigma Aleph 3 blood.

**++ ITEM ++**
**++ FROGS ++**
Correction to previous message. Amphibians falling in sectors 135 to 139 are frogs, not toads. Frogs are also a protected species, please observe previous precautions.

After at least one more minor incident, when the team seem to be a little off-guard, hit them with a real problem...

As the team ride along the Mega-Way, they see a flash of light on one of the pedwalks that crosses the road (see *Figure 4*). As they get nearer a headless corpse falls from the pedwalk, and the Judges hear shouts and screams.

The easiest way to reach the scene is to drive off the road at the nearby bus stop, and run or ride along the pedwalk. There are dozens of citizens in the way, including a few with amputated limbs, and several corpses litter the ground. It's obvious that someone is using a disintegrator.

**Kaos Spikeybits (Futsie)**

| S | I | CS | DS | TS | SS | MS | PS |
|---|---|---|---|---|---|---|---|
| 3 | 47 | 49 | 31 | 19 | 20 | 8 | 25 |

***Abilities***: Avoid Shot, Knock-Out
***Equipment***: Disintegrator, shell jacket, helmet
***Surrender Modifier***: Won't surrender

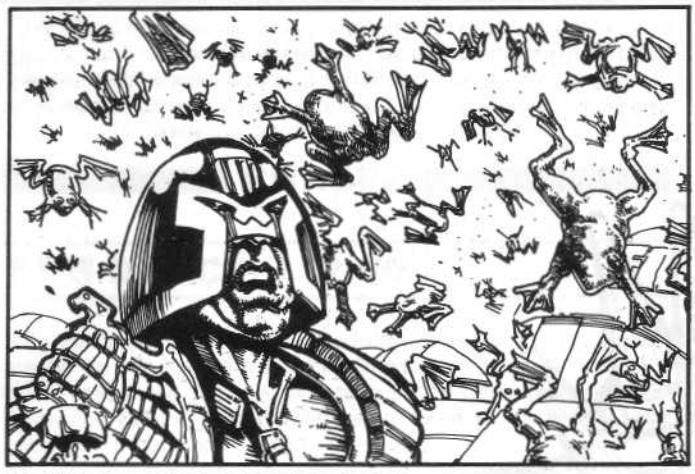
The disintegrator *only* fires wild. The chance to hit is 25% within 10 metres and 5% at 10-30 metres (its maximum range).

The Judges get a glimpse of someone with a disintegrator, but there are too many people in the way to get a clear shot. Heat seekers will hit the nearest citizen, not Kaos. There isn't room to throw a Stumm grenade (if anyone tries, the grenade will bounce off a civilian and fall onto the Mega-way, causing a multiple pileup).

Kaos runs off, shooting pedestrians as he goes, and heads for Curry Plaza. As the PCs follow they'll hear blaring music and glimpse some strangely costumed figures performing an elaborate dance.

Several months ago the local historical society discovered that the buildings around the plaza were originally named after actors in a classic old vid, 'The Rocky Horror Picture Show'. They decided to raise money for the 115 Mega-Vida-Thon by a mass performance of a quaint twentieth century dance called 'The Timewarp'. Since the society only had 23 members, they made the event more spectacular by involving the local Cit-Def group. At the moment 128 dancers, all wearing strange black costumes, are performing 'The Timewarp' in strict military formation, watched by a huge crowd.

By the time the team reach the plaza, Kaos has already entered the crowd around the dancers, shooting a few citizens as he runs. This will cause quite a lot of excitement. At first the dancers won't know what's happening, but when the Judges arrive they will assume that the PCs have come to break up their party. This will anger the Citi-Def squad, some of whom will run into their



headquarters and prepare to retaliate.

If the team use Stumm gas as soon as they enter the plaza, they will affect part of the crowd (including Kaos), but many of the onlookers will be outside the burst radius. Furthermore, because there are more than a thousand people present, several will be killed by the gas. If this happens the Judges will be charged with endangering the public, and interrogated by the SJS... There *are* other ways to handle perps!

If the team don't use Stumm, Kaos will try to blend into the crowd, then shoot at the Judges when they get within 10m range. In this crowd, any shots that miss will hit innocent bystanders. The combat that follows takes place against the background of 'Let's Do The Timewarp... AGAIN', played at 500 watts or so...

When Kaos is caught or killed, the Judges should read his ID. They'll then learn that he's a licenced disintegrator operator, and doesn't have Sigma Aleph 3 or Delta Gamma 7 blood.

By the time the team have dealt with Kaos, 23 Citi-Def troops have run into the headquarters of the local Citi-Def detachment and shut the doors. This is a domed building on the West side of the plaza (*Figure 5*). The main entrances are two huge garage doors opening onto the plaza. The militia are now equipping themselves with spit carbines, bandoliers of grenades, flak jackets, and helmets. Don't forget that they are still wearing archaic black lingerie (so that they were in character for the dance), and look extremely strange.

There are five truck-mounted sonic cannon in the HQ. One is in a service bay for maintenance, but the rest are operational. Fortunately none of the militia in the HQ have the ignition keys, but they will force the locks after 15 rounds. This armoury is outside the main block, and doesn't have riot doors.

The PCs learn of this development when the music stops, and a blaring voice shouts 'You stinking Judges always spoil our fun! Well, this time you've gone too far. Curry Plaza Citi-Def is gonna teach you a spugging lesson you won't forget! Come on, boys, get that cannon worki*click*'.

The surviving members of the crowd (or at least those who haven't been shot, disintegrated, or Stummed), run for cover. If the team decide to call for help, they'll be told that it will take several minutes for reinforcements to arrive.

The Citi-Def building is made of armoured plascrete, and the team's weapons (including bike cannon and Cyclops lasers) aren't likely to harm it. However, if Kaos has been caught or killed there should be a disintegrator available. This can cut a man-sized hole through one of the garage doors in four rounds, through a wall in six rounds. This will make a lot of noise, and consequently there will be several Citi-Def members waiting when the Judges break in. There is another entrance, on a pedwalk 8 metres above the plaza, which can be broken open by two disintegrator shots or a hand-bomb explosion. Behind this door is a flight of steps leading down into one of the corridors.

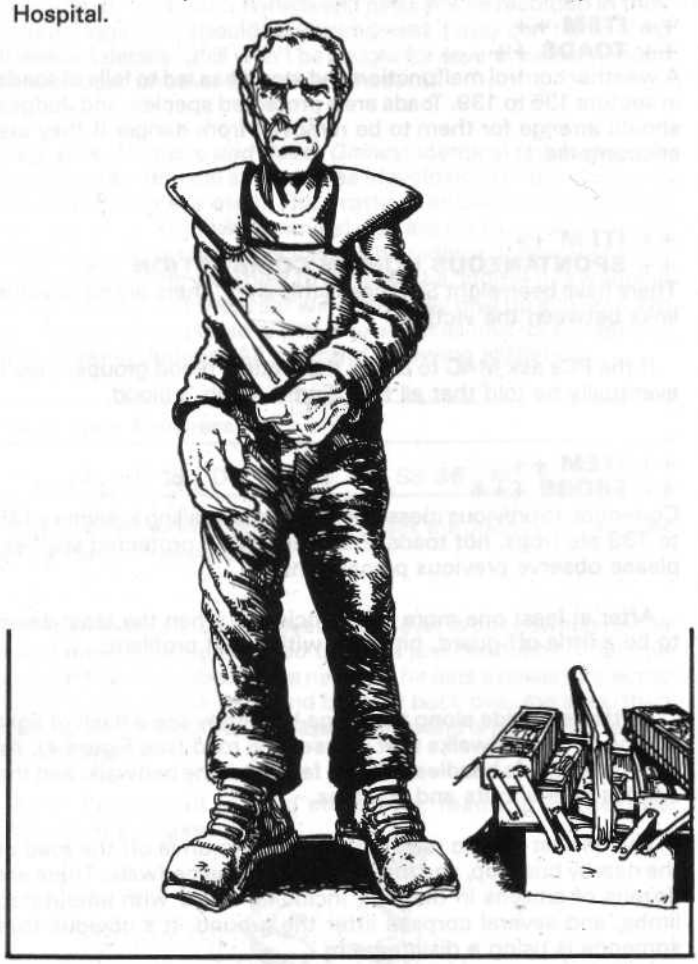
If the Judges get into the HQ with speed and take the militia by surprise they shouldn't have too much trouble. The PCs will encounter the perps in small groups, and should be able to take control of the situation before the trouble escalates too far. There is a good case for using Stumm gas as soon as the team enter, though 2D6 of the militia will reach gas masks before taking damage. Don't hesitate in having the Citi-Def open fire on the Judges if the PCs put themselves at risk. This is a dangerous encounter and Judges should use their skills and brains to the full. All the Citi-Def troops have average statistics (see *GM's Book*, pp50-51).

If the PCs wait for reinforcements, the militia will eventually emerge riding their sonic cannon (on trucks equivalent to pat wagons), and start firing at the team and neighbouring blocks. If things get this far, the situation could easily escalate to a full-scale riot and block war before any Justice Department H-wagons and Manta tanks arrive. In view of the armaments involved, many thousands will probably be killed and injured.

Finally, there's a small chance that one of the Judges may be able to make the militia listen to reason and surrender before there's any violence. This requires a bike loudhailer system, and an SS roll at -10%. Only one attempt can be made. Modifiers for the *Aura of Cool* ability can be used.

When the Judges are checking over their prisoners and their ID cards, they'll discover that one of the surviving ring-leaders, Citi-Def Captain McDamien, has Sigma Aleph 3 blood. Several of the fighters have Delta Gamma 7 blood, and should be checked for involvement in the serial killings, if the players haven't already made the connection to 'Marlon Nelson'.

If all the militia are dead, McDamien's body may still be usable. A fleet of pat wagons, H-wagons, and ambulances arrive to take away prisoners and the wounded. One of the med-wagons takes McDamien. The Judges probably won't be surprised to hear Control tell the pilot to take McDamien to Ben Casey Memorial Hospital.



If any or all of the player characters have been killed, they should be replaced now. Replacement Judges join the patrol from the pat-wagon convoy.

## PHASE 3:

## WHITER THAN WHITE 12.00 - 13.00

As the Judges resume their patrol, it's time to hear a few more messages:

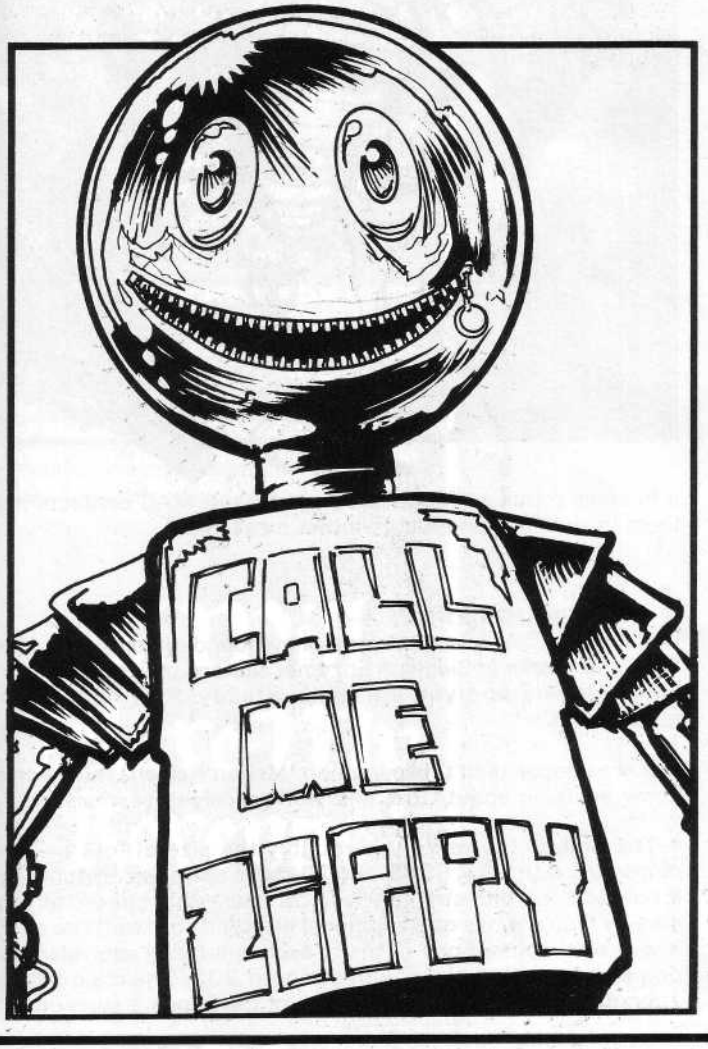
**++ ITEM ++**
**++ DISASTER PREDICTIONS ++**
Psi-Div's city-wide disaster probability estimate is now fifteen percent and rising.

**++ ITEM ++**
**++ BITE FIGHT ++**
Anonymous caller reports bite fight in progress: Zit's Shuggy Hall at junction of Melville and Spielberg. Any unit in area, respond.

If you are using a single group of Judges, this is a false alarm phoned in by a prankster. The PCs are only 2 Km away. If they respond immediately, they'll have just reached the hall (along with four other Judges) when the next message arrives. The hall is closed, empty, and relatively innocuous. If the team wait a few seconds, they'll hear the other Judges respond.

If you have two teams of Judges in action, only one is near the Shuggy Hall. A bite fight is in progress, with approximately 200 spectators. Eight of the audience are armed street thugs, the rest are unarmed civilians. Reinforcements aren't available.

Use the Shuggy Hall plans from the *Judge Dredd* game. There are thugs guarding the external doors, and spread through the audience, and the tables have been moved back to clear a fighting space. All participants in this scene are fairly typical civs (see *GM's Book* pp50-52). If you have the *Judge Dredd Companion*, this may be a good opportunity to run the mini-adventure *Ready When You Are*. In this case, modify the message accordingly.




**++ ITEM ++**
**++ EXPLOSION ++**
All units vicinity of Kate Wilhelm Dustzone, technicians report explosion at Biosynth Enzymes factory, major pollutant release. Investigate and respond.

The Kate Wilhelm Dustzone is only three kilometres away (five if the team are at Zit's Shuggy Hall). If you are running two sets of Judges the Shuggy Hall is a long way from the dustzone, and any PCs at the Shuggy Hall won't hear the message.

A pall of smoke is rising above the dark towers of the dustzone. Observant Judges will notice rats running away from the area. A few collapse as they run.

As the Judges approach the dustzone they should pull down their respirators. For each round without respirators, subtract 1D4 *Initiative*. This damage can only be remedied by anti-pollution treatment, as administered by a fully-equipped med-team.

Once inside the zone, signs direct the Judges to area 12-C, on the East side of the plant, which contains the enzyme factory (see *Figure 6*).

As the PCs leave the main road, they're waved down by an industrial droid, with 'Call Me Zippy' painted on its chest. If they bother to stop and listen, they'll be told:

'We've got a problem here, Judge. There's been a big explosion in the Biosynth Enzymes plant, and chunks of raw enzyme have been thrown all over the area. There are a few technicians trapped in the Biosynth control room. If they open the door they'll be eaten by the enzyme. That stuff's nasty, Judge, it'll digest a hume in a few seconds.'

As Call-Me-Zippy talks, a huge grey blob oozes out between processing plant buildings 3 and 4, extruding gooey tendrils towards the rad-pool. Judges making SS rolls will notice that the road seems unnaturally clean behind it. Call-Me-Zippy says 'Now that's something you don't see every spugging day!'. He then stands and waits to see what the Judges will do.

If the Judges didn't bother to listen to the droid, they'll run into the blob on the road, without any warning about the lethality of the enzyme.

Biosynth manufacture tailored enzymes for detergents, synthi-food tenderiser, and other industrial applications. The explosion has allowed three vats to mix. The resultant grunge has a strange pseudo-life, with the following properties:

1. It can move (maximum 5 metres/action);
2. It digests flesh and other organic substances; and
3. It leaves everything sparkling clean!

There are currently four blobs roaming around the dustzone, with a huge seething mass forming in the central enzyme plant.

Emergency pollution teams are on the way and are properly equipped to deal with this sort of crisis. It's probable, however, that the PCs will want to rescue the trapped technicians, or assume that the rad-pool will make the enzyme even more lethal. In fact the rad-pool will kill the enzyme. If the Judges wait and watch, they'll see tentacles burning off in the poisonous pollutant. The blob is unintelligent, and will eventually fall into the pool if left alone.

More blobs can be found between the Synthi-Spinach and Acme Novelty factories; east of Biosynth building 1, heading for the main road; and on the raised walkway linking the four Biosynth buildings.



None of these blobs will move much unless they sense organic life within 15 metres. The walkway is 16 metres high, so the blob there will sense anyone more than a metre tall directly underneath it.

Each of the blobs has the following characteristics:

**Enzyme Blobs**

| S | I | CS | DS | TS | SS | MS | PS |
|---|---|---|---|---|---|---|---|
| **6** | **10** | **5** | - | - | - | - | - |

***Attacks***: Each attack is a blow by 1D4 5-metre tentacles. As well as hand to hand damage, any hits causing wounds act as lethal poison, inflicting 1D6 additional hits to random locations with +2 effect modifiers. The victim is literally reduced to a jelly, with tissue breaking down into amino acids which feed additional enzymes.

If the victim is killed, the corpse will be transformed into another blob, with strength equal to the strength of the victim, after 2D4 rounds.

The blob material won't be damaged by normal bullets; they pass through the goo without hurting it. Explosive bullets or cannon fire will blast 1D6 chunks of enzyme clear of the main body, with a 5% chance per chunk of hitting one of the Judges. Chunks do no normal damage, but have the same poisoning effect if they penetrate armour.

Incendiaries or laser fire will destroy the blob material fairly well. Each hit reduces the blob's *Strength* by 2, or destroys a smaller chunk completely. If the Judges are very careful, they may be able to persuade blobs to chase them into the rad-pool. Don't let them do this easily. They'll need to get very close before the blobs sense them and respond to their presence.

However, a tanker truck at the synthi-spinach plant is equipped with a powerful pump. It could be used to suck radioactive material from the rad-pool and spray it at the blobs, though the Judges doing it would need to be decontaminated afterwards. Any Judges trying this won't be allowed to participate in the later phases of the adventure (which will be covered in the next instalment).

As the team approach the factory (*Figure 7*), they'll hear a rhythmic pounding noise. The blob occupying the factory is trying to batter down the control room doors.

If the Judges had Marlon Nelson investigated, or arranged for a forensic check on Mona Zitt's apartment, MAC contacts the team in the dustzone with another message.

++ **ITEM** ++
++ **FORENSIC REPORT** ++
Unit October Tango Tango. Forensic have found evidence that Alex Quill, technician at Biosynth Enzymes factory, may be the serial killer. Understand you are there already. Pick him up for questioning.

If the Judges didn't follow up on 'Marlon Nelson', they won't know anything about Quill, and won't receive this message.

The blob in the factory is roughly the size of four or five dinosaurs, with S **35**, CS **18**, and 20-metre tentacles. Fortunately it only attacks with strength 7. Other characteristics are as the smaller blobs. It has one additional ability: if the team fire at it, it will 'spit' gobs of goo at them, each spit being equivalent to one of the smaller blobs with strength 2D3. The main blob's strength is reduced by the strength of the lumps it spits out. It

has a spitting range of 30 metres.

The technicians inside the control room are reasonably safe, so long as the doors hold up. They won't collapse for at least twenty rounds. After that there's a cumulative 5% chance per round of collapse. If this happens, all the technicians will be killed in the next 1D3 rounds.

If the Judges enter the factory and can kill the blob, or drive it back from the control room, the technicians will be able to escape. The control room can also be reached from the roof, though the Judges will have to fight off a few wandering tentacles as they work their way through the roof space, walking along girders and narrow slippery catwalks over the grungy pulsating mass. The main bulk of the enzyme creature is too big to get up there.

One of the technicians is Alex Quill. His belongings include a tool case containing an anaesthetic spray, synthi-ropes, a las-knife, and a selection of metal knives and cleavers. A compartment of the bag holds an assortment of Biosynth cleaning products, which Quill used to remove clues after each murder.

**Alex Quill (Serial Killer)**

| S | I | CS | DS | TS | SS | MS | PS |
|---|---|---|---|---|---|---|---|
| 3 | 35 | 36 | 18 | 64 | 32 | 25 | 36 |

***Special Abilities***: Use Data, Identify Chemical
***Surrender Modifier***: -25%

The full details of Quill's case may interest reporters and Justice Department criminal psychologists, but are irrelevant to this adventure. Quill is superficially normal, and his behaviour shows no obvious signs of criminality. *Sense Perp* and/or other special abilities may spot his unease when he is near a Judge.

Like all the other technicians, he has no idea how the explosion occurred. He just heard a loud explosion, glimpsed a hole in the roof, and saw the enzymes mixing in the factory floor and taking on a strange life of their own.

If the Judges free the technicians, and don't conduct a full post-disaster investigation and search, Quill will be free to carry on with his murderous hobby.

If the control room is actually overwhelmed by the blob, there will be no definite proof that Quill is dead. Worry the team with the possibility that he somehow escaped. The blob has eaten clocking-in cards and other records, and there is nothing to confirm that he was present. Perhaps he has escaped. He'll get some forged ID cards, and start looking for more victims. Even if he's dead, there could be copy-cat killers out there...

Once the blobs are under control, and the factory has been cleared, the clean-up crew find the remains of an H-Wagon which crashed through the roof and into one of the vats. Naturally, there is no trace of the occupants, just fragments of clothing and organic scum.

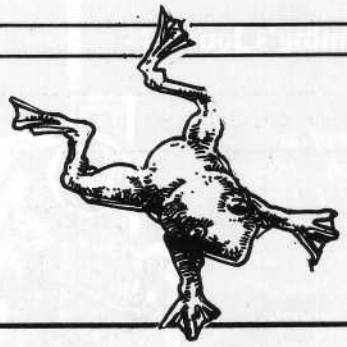
If the Judges at the factory were also at the Curry Plaza incident, and think to check with MAC, they'll learn that the H-Wagon that picked up McDamien has disappeared. Registration marks on the wreckage confirm that it ended up in the factory.

If the team don't know what happened to the H-Wagon, the message that follows will come as an unpleasant surprise:

**++ ITEM ++**
**++ H-WAGON CRASH ++**
Team October Tango Tango, report to Sector House for accident investigation.

If you are using two groups of characters, both are recalled.

*Marcus Rowland*



***To Live and Die in Mega City One*** *will be continued with* ***Prog 2: The Big Sleep*** *in the next issue of White Dwarf, when some of the Bobby Cameron case is explained, the Judges are given a mission and must make a dangerous and unexpected journey...*

*FIG 2a BOBBY BLOCH BLOCK A typical floor*

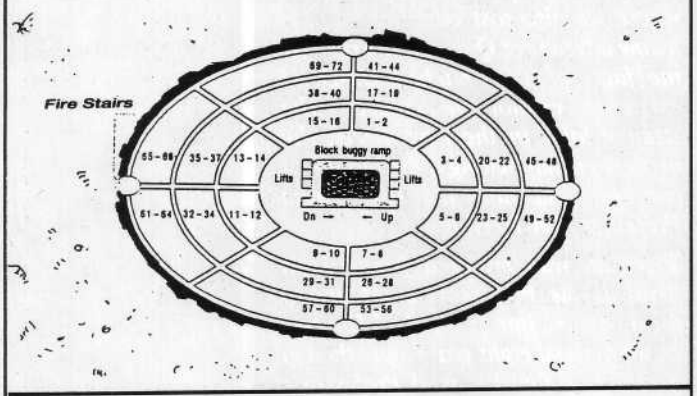
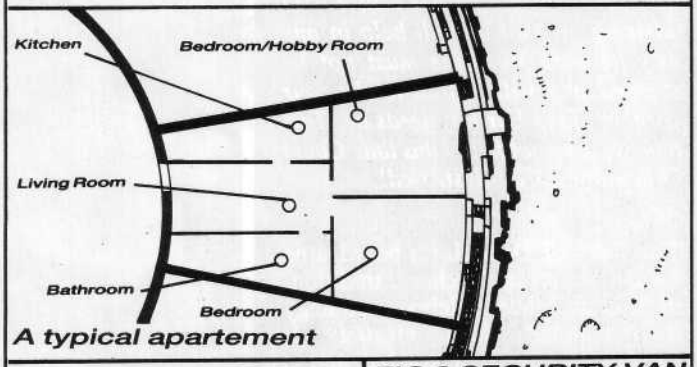



*FIG 2b BOBBY BLOCH BLOCK*




*A typical apartement*

*FIG 7 BIOSYNTH Inc.*

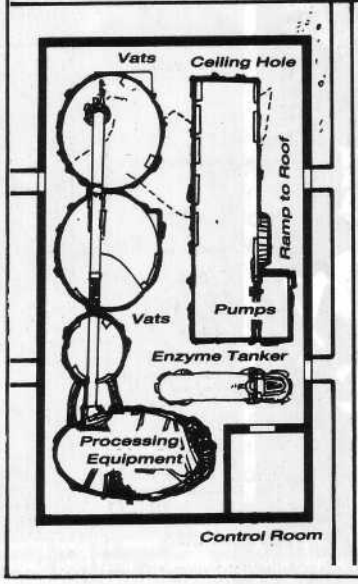
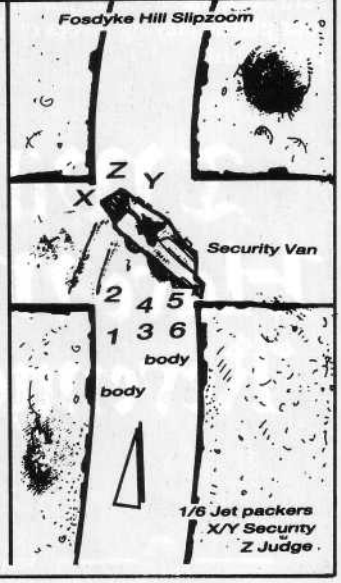
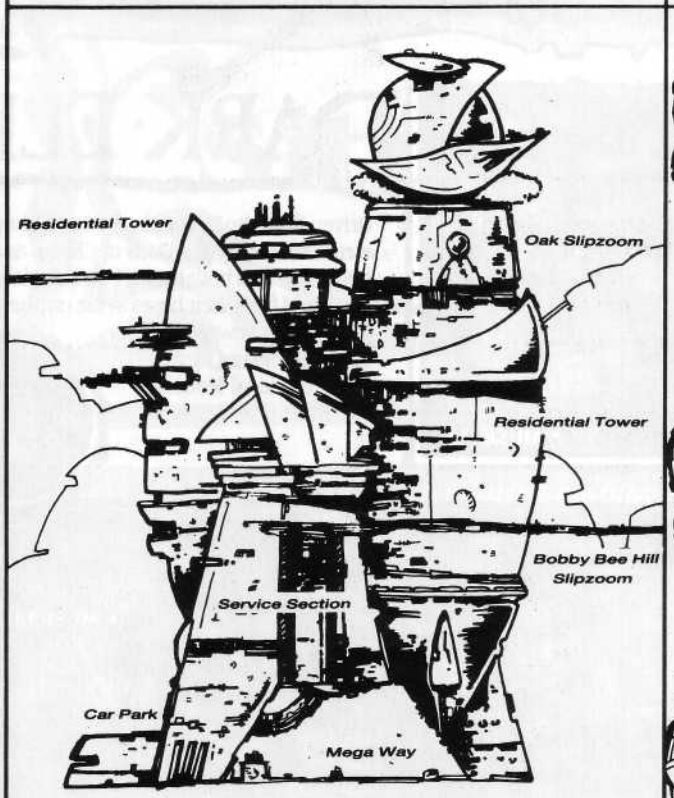


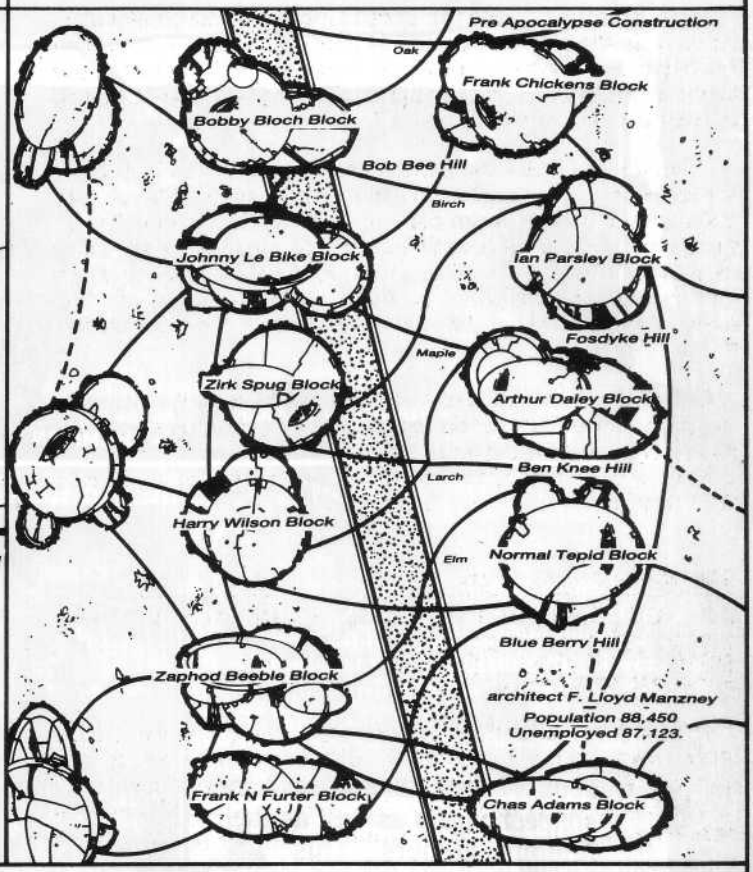

*FIG 3 SECURITY VAN HIJACK*



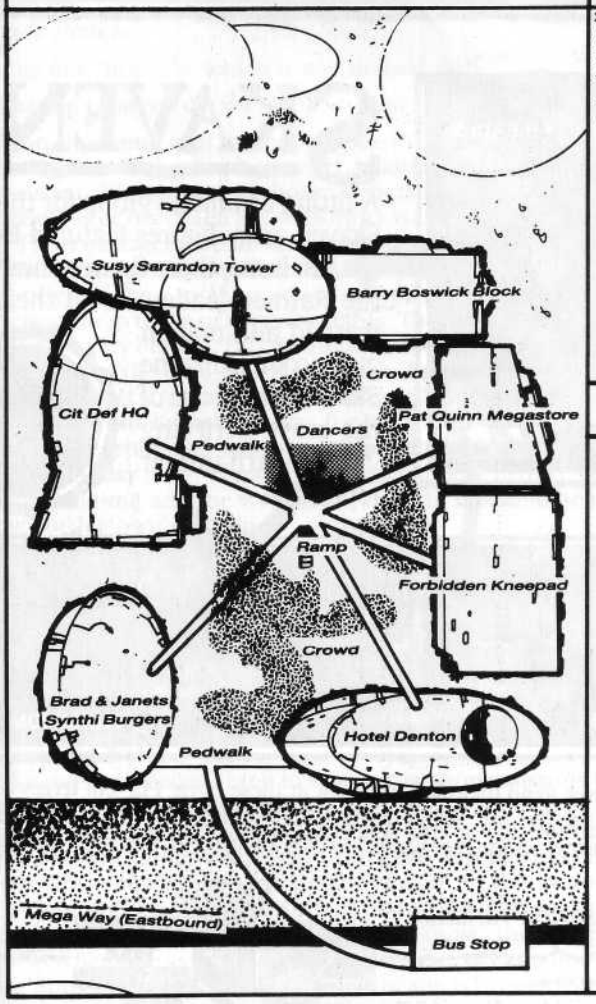
## FIG 2 BOBBY BLOCH BLOCK



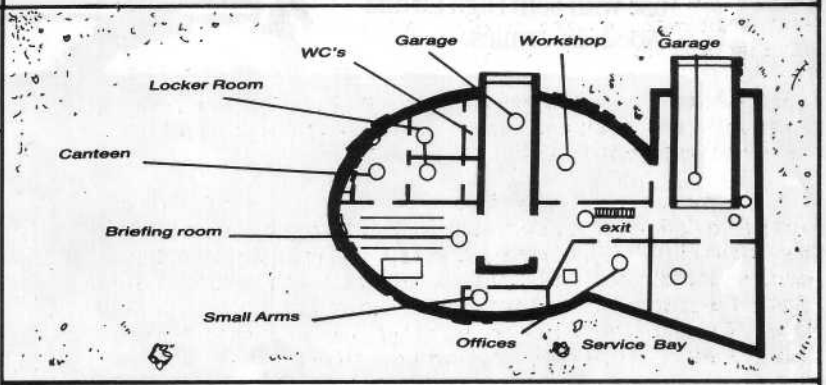

## FIG 1 HILL ESTATES



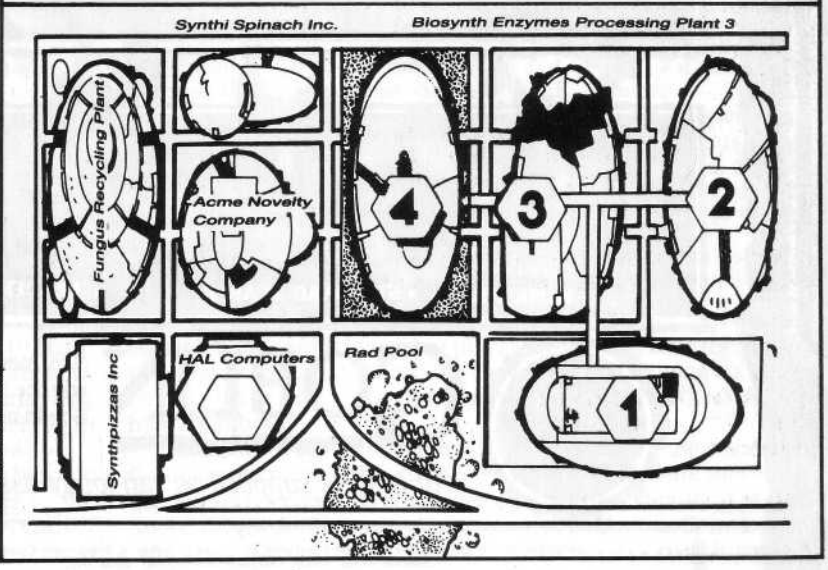

## FIG 4 TIM CURRY PLAZA




## FIG 5 CURRY PLAZA CIT DEF HQ




## FIG 6 KATE WILHELM DUSTZONE



# Situations Vacant

*Alternative employment in Call of Cthulhu*

*by Robert C Avery and Phil Roe*

Like the Lovecraft novels it stems from, *Call of Cthulhu* emphasizes the true horror of its fictional monstrosities by having such an apparent concern for the real. One of the ways in which the reality of the game setting is brought into focus is through the requirement that every investigator must have some source of income. In most cases, this means a job. Whether this job be that of private eye or journalist, or an occupation such as 'gentleman' or debutante, the player must still organize his character's life around this base. "It may be necessary for you to stop those devil worshippers, Johnson, but not on company time, if you please!'

The selection of jobs given below are alternatives for potential investigators - with guidelines as to their suitability for the various *CoC* settings.

## SHOP ASSISTANT

Starting skills

| | |
|---|---|
| *Accounting* | *Bargain* |
| *Debate* | *Psychology (initial maximum 35)* |
| *Ride Bicycle* | *Spot Hidden* |

plus one 'hobby' - which is any desired skill

Starting money: (d4 x $1000) + 1000

Shop assistants are of two basic types: the stern, middle-aged floor manager; and the much younger, relatively inexperienced, mere assistant. Which type is chosen depends on the player, and the age of his or her character; the former is any age over twenty-nine!

Floor managers should act, in the main, very pompously: much like a certain Captain Peacock... They should be unbearably condescending to their social inferiors, and grovel without hesitation to those of superior status. Their knowledge will very often be very limited. Players should make a point of trying always to talk shop (if you'll excuse the pun). "I don't care if the building is on fire, this many-tentacled gentleman and I were just discussing a selection of summer jackets for his wardrobe!"

Younger shop assistants should make a point of being cheerily happy all day long. Their only worries should involve getting to work on time, and the way that "...that Mr. Blenkinthorp blamed me for his own clumsiness" and the like.

Players of shop assistants should try to get into character as much as possible, because otherwise the job can 'disappear' from the game. Don't be content with merely using your trade as a cash generator: make sure the other players appreciate the shop assistants of this world - an assistant at Harrods is no ordinary person!

Shop assistants can be used in any of the CoC settings, but work particularly well in *Cthulhu By Gaslight* or *Green & Pleasant Land*.

### Keeper's Notes

The most important thing to note about shop assistants is that it should be almost impossible for them to take time off from work on any day but a Sunday. Naturally this makes investigating mysterious goings-on slightly difficult, especially since shop assistants should work from eight to eight in this period!

There are two possible solutions to this: the first is to have some other player, of a high social ranking, 'know' the owner of the shop where the assistant works, and be able to beg some time off for him or her, and explain when he or she is late etc. The second is to have shop assistant jobs readily available, and easily obtainable. This way, whenever the assistant gets fired from one job - after the current adventure has finished - he can get another!

Otherwise, just make sure that a player appreciates the value of the job of shop assistant, and the responsibilities of the position.

## GAMEKEEPER

Starting Skills

| | |
|---|---|
| *Camouflage* | *Track* |
| *Climb* | *First Aid* |
| *Hide* | *Listen* |
| *Shotgun* | *Track* |
| *Sneak* | *Botany* or *Zoology* |

Starting Money: (d4 x $1000) + $2000

Gamekeeper characters are probably best suited to *Green & Green Pleasant Land*, although some might have been 'exported' to America by trendy debutantes and the like.

Gamekeepers, like cowboys, tend to be masters of one particular environment. In this case, the environment is likely to be the Scottish Glen, or the salmon-packed reaches of an appropriate river. Outside of this environment, they should suffer the same sort of confusion as Cowboys, but perhaps not to such a great extent, because of their inherent 'down-to-earth' natures.

It should be remembered as well that the Gamekeeper was a much respected member of an estate's staff, and considered ultimately loyal to both the 'Laird' or 'Master' and his land. Outside the estate, the Gamekeeper would be sure of at least some measure of respect from the inhabitants of cities, even if only for his acknowledged expertise on country-side matters.

### Keeper's Notes

Gamekeeper characters work best when the owner of the estate on which they work is another player. Otherwise, excuses to leave the home estate, and indeed the very reasons for doing so, might be difficult to find: "Just how many dying grandmothers do you have, Mellors..."

Although not a problem with a campaign setting, single-scenario Gamekeeper players should specify what sort of estate they work on. This gives everyone some idea of what they should or should not be able to do. For example, it is unreasonable for a Gamekeeper who is specified as being custodian of a stretch of river to be able to shear a sheep and vice versa.



## CHAUFFEUR

Starting Skills

| | |
|---|---|
| *Drive Automobile** | *Mechanical Repair** |
| *First Aid* | *Fists* |
| *Drive Carriage* | *Listen* |
| *Operate Heavy Machinery** | *Ride* |

1 'Hobby' (as above)

*Such skills may be somewhat limited in a *Cthulhu by Gaslight* setting.

Starting money: (d4 x $1000) + $1000

This 'job' is emminently suited for characters in any Cthulhu setting, especially where higher members of society are involved.

Chauffeurs come from a variety of backgrounds, and characters should reflect this. Players are free to choose the background of their chauffeur, but should remember that this background should fit in with Chauffeurs in general and, perhaps more importantly, his employer. It is, for example, extremely unlikely that a respected member of parliament would employ an ex-anarchist chauffeur.

When playing a chauffeur, remember that your pride and joy should be your car or carriage. If the former, you should be always cleaning and checking it for faults, and be prepared to put it before health and happiness. If the latter, you should treat your horses with respect and attention. Remember, at all times, that they are the source of your livelihood. Leather traces, bridles etc should also be carefully cleaned every day.

Chauffeurs were often expected to double as unofficial bodyguards as well. It might just be acceptable for the chauffeur to carry a firearm or sap in the car or carriage, for example. It would certainly be acceptable for him (for Chauffeurs were predominantly male) to use the aforementioned implement in the defence of his employer(s) and their associates.

### Keeper's Notes

Once again, it is easier if the employer of the Chauffeur is one of the other players, although this difficulty can be got around by either having the NPC employer become ill (and thus not need his Chauffeur), or by the NPC employer 'loaning his driver' to a friend, such as a suitable player.

Whatever the case, the GM should remember that the Chauffeur is usually responsible for his carriage, be it driven by horses or horsepower. Any repairs necessary after accidents or the like could perhaps be deducted from wages?

The Chauffeurs of very rich employers might also be given the opportunity to learn/have 'Pilot Aircraft' skill, but obviously only in an appropriate time period.

'Drive on, Parker.'
'Yes, M'Lady.'

## CONMAN

Starting skills

| | |
|---|---|
| *Accounting* | Any 2 from |
| *Bargain* | *Debate* |
| *Credit Rating* | *Fast Talk* |
| *Psychology* | *Oratory* |
| *Law* | |
| *Sneak* | |

Starting money: (d$ x $750) + Luck Roll for an additional $1350

Suited for any Cthulhu setting, but especially cities and merchant banks!

There are basically two types of conman: the 'smiling cat' and the 'smotherer'. The former, as in 'never trust a smiling cat', is a very smooth sort of character, who worms his or her way into the confidences of his victims, and then slides out of the door with his ill-gotten, but legally swindled, gains. He knows that the law will now protect him from his victim's wrath and regret.

The smotherer, on the other hand, never stops talking, indeed shouting, about the benefits of the schemes he or she is proposing. Victims are usually just plain worn down - handling over their money or goods sometimes just to get rid of the conman.

Player characters may, of course, attempt to indulge in either form of swindle, but should pay attention to the following rules for a good con:

The con should be 'shady' rather than, say, outright fraud and the like;

It should involve a lot of money, as losing one's reputation over only a few dollars just isn't worth it;

Violence is a last resort - as murder carries a long con-free sentence...death; and

One's own well-being is more important than the success of any con!

It should be considered bad form to 'con' members of your own acquaintance (ie other players), but perfectly OK to mislead them as to your actual profession. Indeed, one of the prerequisites of the good con-man is to be able to assume different identities at will. Identities usually depend on voice or clothing changes, so actual disguise would not be used except in extreme cases, such as trying to con your own mother!

### Keeper's Notes

During the playing of a campaign or scenario using a conman character, you should make sure that at least one opportunity for a successful scam appears. That way, the character is not just used by the players as a smooth-talking way around trouble, but exists in his own right, as well.

Conmen operate on the periphery of the law. However, they will co-operate with the police if it is to their own advantage. On the other hand, remember that informing is a very dangerous occupation... "Concrete overcoat, sir?"

Also, don't forget that the victims of past cons can come looking for (possibly illegal) revenge. An NPC from the past on the rampage is always interesting!

## IMMIGRANT

Starting skills

*Speak a foreign language (of choice)*
*Read/Write a foreign language (same language)*
*Fast Talk in a foreign language (same langauge)*
*Speak English*

| | |
|---|---|
| *Bargain* | *Pickpocket* |
| *Sneak* | *Swim(!)* |

1 'Hobby' (as above)

Starting Money: d2 x $1000,

Credit Rating of 0, No Savings.

This type of character is best suited to 1920's American Cthulhu, there are some possibilities for other settings (Irish/Eastern European/Jewish immigrants in *Cthulhu by Gaslight*).

Immigrant characters are assumed to have literally 'just stepped off the boat'. They should at the beginning of a campaign, be almost totally ignorant of local customs, even down to the basics of

language. They should have very little money, and be almost totally dependant on the worst of jobs or what they can steal for living expenses.

Native inhabitants are quite likely to feel some measure of resentment towards immigrants, and this could even extend to acts of violence and/or the odd lynching or two. Don't expect the police to believe anything you (attempt) to say unless substantiated by natives.

Despite the considerable statistical and environmental disadvantages of immigrant characters, they are great fun to play. Indulge the worst of your foreign accents as you drive the other players up the wall with your almost total inability to understand anything they say. Use your ignorance as an excuse to get out of all the really nasty jobs, and take full advantage of any opportunity to 'liberate' supplies. Be fanatically patriotic about both your country of origin and your current home. Carry a model of the Statue of Liberty close to your heart for quick reference in times of trouble!

Playtesting this 'job' was amusing, to say the least:

'OK, Leonardo, into the cave with you, and tell us what you find.'
'Qué?'
'Oh, not again! Leonardo...'
'Scuse, name not Leo*nar*do but Leonar*do*.'
'OK, OK, Leonar*do*, will you get into that cave, and put my overcoat back, will you!'
'Qué?'

And so on! This character is a perfect 'sidekick', and should perhaps be taken under the wing of another character.

**Keeper's Notes**

It is important to fully take into account all the possible difficulties that could be encountered by the immigrant in his quest to carve a niche for himself in his new home.

For example, besides the above mentioned, don't forget that not all immigrants were desirable - and they could be re-shipped if necessary. Pass the immigrant has always been a favourite game of governments.

On the whole, though, don't make life too tough for immigrant characters, for they start off with enough worries as it is: no money, bad job prospects, and probably very few possessions. One way of compensating for this is to have immigrants meet up with communities from their place of origin, and to be able to live off them to a certain extent. The Chinese, for example, were quick to export their Tong and Triad gangs to America. Membership of either of these could bring much security to a little, lost immigrant.

## MONK

Starting skills

*Debate*
*Library Use*
*Oratory*
*Read/Write Latin*
*Speak Latin*
*History*

Any 1 from
*Anthropology*
*Archaeology*
*Botany*

Starting money/Credit Rating: nil

Ideal for use with *Green & Pleasant Land*, the monk character is typified by the fictional ideal of monastry life.

Cassock-wearing, innocent of the world at large, and with a selflessness that can amaze, monks should act in a way consistent with their ideals, and those of their faith. Evil should be met with goodness, sinners with pity and understanding, and violence with forgiveness - most of the time ...

PC Monks must realize that worldly possessions are unnecessary trappings in the search for spiritual well-being: any money required must come from charitable resources. These sources can include the pockets of associates, or funds wrangled out of the Abbott by skilful argument.

Whether at work in the monastery rose garden, or carrying the word of the Lord into the most vile depths of depravity, monks *believe*. And belief is the strongest weapon of all...

**Keeper's Notes**

There are several important points to be noted about Monk PCs.

Firstly, there is the matter of their credit rating. Monks should begin, and indeed continue, the game with no or very little money. Money should be used almost solely for the purpose of day-to-day living - and that does not include a new cassock every month! Should a monk come into money, then it is reasonable to expect that this money is given to charities, although his own monastery may qualify as such.

The second point to make is that monks should have no dealings with people involved in immoral or illegal activities. This may include other players, so make sure that the monks in your game are not prepared to become 'corrupted' by associating with evil-doers for too long. If in doubt as to how a monk *should* behave (remember that it is up to the player to act in a 'monkish' way), just bring the situation down to basic good or bad, and punish those monks who opt for bad, casting them out from their monastries until suitable penance has been performed, for example. That 'the ends justify the means' depends very much, for monks, on the qualities of those 'ends'!

Thirdly, monks should have no dealings whatsoever with magic of any kind. Magic is, for them, intrinsically evil in nature - and only the saintly can perform miracles.

Finally, monks should act at all times as fictional monks should: be the fictional ideal Friar Tuck, the monks from Umberto Eco's *The Name Of The Rose* (although from a few hundred years earlier), or Father Brown. Make sure that the benefits of being a monk, such as the implicit trust of those encountered, are properly paid for: matins and vespers are a good place to start!



## COWBOY

Starting skills

| | |
|---|---|
| *Camouflage* | Any 3 from |
| *Ride* | *Pistol* |
| *Sneak* | *Rifle* |
| *Track* | *Fists* |
| *Hide* | *Throw Rope (ie lasso)* |
| *Sing* | *Throw Knife* |
| *Spot Hidden* | |

Starting money: d4 x $75

Once the great prairies were filled with herds of lowing cattle and their protectors: the hardy cowboys. Now, however, the cattle are being sold for beef, and the land being dug for oil or being used for building. Along with the disappearance of the great cattle herds, a steady stream of out-of-work cowhands flows into the grimy pit of the cities of the more urbanized Northern states of the USA.

Player character cowboys, or wranglers as they are more properly known, should be both short of money and city-smarts. They should be easily tricked out of their few hard-earned dollars by landlords and other unscrupulous traders. At the same time, however, their experience of the 'lawless West' makes them dangerous men to cross, especially when combined with their unique set of 'right or wrong' morals.

In a campaign setting, cowboys should drift between odd jobs in the cities, surviving on the poverty line at best: "and no, son, horses aren't allowed in your room overnight!"

Cowboy characters are most suitable for American CoC settings, but can fit into British CoC - imported as stable hands perhaps - and Australian settings, where they might very well be fugitives from the destruction of their natural environment, gone to an environment largely untouched by man.

### Keeper's Notes

The idea is to make the player feel as out of place as possible in the urban environments of a lot of CoC games. The other players should appear very different, citified individuals. For example, PC Cowboys should want to carry weapons around with them all the time - don't let 'em! Make sure that every policeman they encounter decides to check the shady looking one in the funny clothes for possible arms.

At the same time, however, should the game stray into a setting more in tune with a cowboy's skills, for example farmland or the African setting of *Masks of Nyarlathotep*, then give the player as much help as possible. Here's his chance to get his own back on those city slickers who think he's such a yokel!




## ACTOR/MANAGER

Starting Skills

| | |
|---|---|
| *Disguise (make-up/costume)* | *Fast Talk* |
| *Oratory* | *Read/Write a foreign language* |
| *Psychology* | *Speak a foreign language* |
| *Sing* | *Credit Rating* |

Starting money: (d6 x $100) + $250

Ths occupation is almost singularly suited to use with *Cthulhu by Gaslight*, as it describes a very specific trade.

In some Victorian theatres, the functions of owner, manager, producer, director and leading man were all filled by the so-called Actor/Manager. These formidable men ruled their establishments with a rod of iron, considering even the members of the cast as their property.

They generally moved in nouveau riche circles, which provides an ideal entry point into a campaign or scenario involving in particular the activities of fashionable secret societies such as the Theosophical Society and the Freemasons (*Cthulhu by Gaslight*, p32).

Actor/Managers should be very self-important, overbearing and dominating. However, they did cherish the social order, and favour keeping people well in their place - seeing themselves at the same time as possessing an elevated status. Despite this, however, they were not above arranging the occasional 'liason' between female cast members and rich gentry.

Such characters should possess an artistic temperament, and not miss an opportunity to exhibit their theatrical skills. Everything should be exaggerated ('Oh, it was simply wonderful, daah-lings!'). As, for example, when faced by a ravening Hound of Tindalos:

'To be or not to be, that is....'

'Stop quoting that rubbish you pompous old windbag. What was it, anyway?'

'Hamlet's suicide speech, my dear boy, rather appropriate in our current situation, eh?'

### Keeper's Notes

Such characters will often seek to dominate a party, but this should cease to be a problem if the other players seize their opportunities to put down their 'artistic' companion.

Investigating will have to be fitted around the performance schedule of the Actor/Manager, although he may occasionally be 'resting' in between productions for short (or not so short) periods of time.

Actor/Managers may have access to the very highest levels of society, besides the chance to get their hands on a variety of useful and semi-useful theatrical equipment: including props and make-up. Such equipment should not be as strong as the real thing: rather important when the item in question is a stage sword or shield. Do not allow these advantages to undermine the campaign as a whole - for example, the necessary item may be required on stage that evening.

And finally, it is important to remember that, in the final analysis, when all is said and done, the final card is played, when chips are down, and the game is up...

*The Show Must Go On! (and on, and on...)*

### A SITUATION FILLED...

As a final comment, it is important to note that the above job descriptions are only guidelines, and, like any other rules, no matter what the system, are less important to the game that what you want out of it. If you feel that the Immigrant deserves more skills, fine ... it's up to you. The important thing is to always retain game balance.

*Bob Avery and Phil Roe*

HAPPY HOUR

# BLOCK MANIA

*New counters for the Block Mania boardgame*
*by Richard Halliwell*

***Block Mania*** *and* ***Mega Mania*** *are the boardgame (and its expansion set) taken based on the* ***Judge Dredd*** *strip in* ***2000AD****. All you need to know is that is that it's a merry game of doing unto others before they do you - and before the Judges arrive to stop the fun. Judges are like that.*

*The new counters given below are optional additions to the existing range of Blocker, Armoury and Hardware counters. They can only be used in a game with the agreement of all the players involved. The new counters make the game even more violent and destructive, so it is quite likely that such a consensus will emerge very quickly!*

## BLOCKERS

***'There's a sucker born every minute'*** *- PT Barnum*

## JAEGER SQUAD

*Jaeger means hunter. Jaeger squads are the elite of the blocks' city-def forces. The Jaeger squads are particularly expert in commando style operations such as surprise attacks, mountaineering, demolition and sabotage. They have roughly the same mentality as the twentieth century SAS - roughly half-way between grim determination and a crazed death-wish.*

***Generally Over-Keen:*** *Jaeger squads have a command value of zero. This means they can be activated free and so can be moved each turn.*

***Armoury:*** *Jaegars are deployed with an Armoury counter.*

***Gung-ho:*** *Jaegars are assumed to be carrying enough mountaineering equipment to employ* ***Sucker Gun Movement****. Note that Jaegars using sucker gun movement are subject to* ***all*** *the rules given below for Sucker Gun Movement, including* ***Splat, Surprise, Surprise, VVWWWWoosh Crash!****, and* ***Splat Revisited****.*

## HARDWARE

***'I never knew there was so much in it'*** *- 20th century advertising slogan*

## ROBODOGS

*Real pets of any kind are a rarity in MC-1. Foodstuffs are in short-supply, licenses are expensive and the penalties for letting a pet foul a mall or block park are, like most punishments in the Mega-City, draconian in the extreme. For this reason 'real' pets are extremely rare, most people prefer cleaner, more hygenic and less risky robotic substitutes for their 'best friends'.*

***Fido Kill!*** *Robodogs may be unleashed and sent to kill the nearest opponents. This is treated as, and is subject to, all the normal rules for* ***Defensive Fire****, except of course that it can't be done against flying troops. The robodogs attack with a strength of +3 but the counter must be removed from play immediately.*

## SUCKER GUNS

*Sucker Guns shoot a lightweight but intensely resilient thread attached to a sucker or grapnel head. These are fired at the walls of neighbouring blocks and allow their users to swing downwards and across the gap between the blocks.*

***Sucker Gun Movement:*** *A counter equipped with sucker guns can move from one window square to another on an opposite wall. Swinging across costs only one move point - the unit moves directly to the window square three levels down on the opposite wall. When counting these levels down don't include the one which the blocker starts from, so a unit swinging across from the 7th level up would impact on the fourth level up.*

***Splat:*** *Blocker counters who try to use sucker gun movement from a window square which is on the first second or third level hit the 'tween-block plaza. They are removed from play.*

***Surprise, Surprise:*** *A blocker counter which uses sucker gun movement to enter an enemy occupied square is immune to defensive fire in the same way as troops using pedway, mega-way and sky-rail movement.*

***VVWWWWoosh Crash!:*** *Blocker counters entering a close assault receive a +1 dice roll bonus for the first round only.*

***Splat Revisited:*** *Blockers using sucker gun movement can't be entirely sure that instead of heroically crashing through a window, they might not instead ignominiously hit the block's wall - with extremely painful consequences. Every time a counter attempts to use sucker gun movement the owning player should roll a dice - if it scores a '1' the blockers hit the wall with +2 damage. If they survive, they bounce back off the wall, smash through the windows and complete the move and any close combat attacks as normal. They do not lose their* ***Surprise, Surprise*** *or* ***VVWWWoosh, Crash!*** *bonuses.*

## ARMOURY

***'Zap them all!'*** *- Anonymous Pancho Villa blocker on the outset of Block Mania*

## TRIP-MINE

*Trip-Mines are large explosive charges which, once set, are detonated by heat seeking and vibration sensors which detect the presence of people passing nearby.*

***Mine Laying:*** *A blocker counter carrying a mine may lay it in any block square, or the 'tween-block plaza. Mine counters cannot be laid on the sky-rail, pedway or mega-way. Laying the mine costs 1 movement point, the blocker counter must move out of the square immediately. Blocker counters which haven't got enough move points left to move on must use converted command points (see* ***5.v. Extra Movement****) or they may not lay the mine.*

***Proximity Detonation:*** *The mine detonates as soon as a counter moves onto the square. This is treated as ordinary Shooting attack but outside the normal Combat Phase sequence. The mine attacks with +4 damage. After the counter has been hit, remove the mine, replace it with a structural damage counter and roll for collapse as detailed under* ***9.ii Structural Damage****. Mines aren't detonated by counters moving through the square via elevator or grave chute sky-rail or vehicle movement.*

***Dummies:*** *Astute players may already have considered the notion of leaving ordinary armoury counters face-down in a square to make the enemy think that it could be a mine. There's nothing to stop them doing this although a counter which moves onto a dummy mine to discover that it's some other sort of armoury counter may pick up the piece of equipment at no extra cost in move points.*

## SPIT CANNON

*Spit Cannon are simply heavier versions of the ordinary spit pistols to be found in any Block's City-Def armoury. They're principally designed for fire against flying vehicles but are equally devastating against personnel and plascrete.*

***Heavy Weapon:*** *Spit Cannons are* ***Heavy Weapons****.*

***Incendiary fire:*** *The +6 damage profile given on the counter is when firing ordinary anti-personnel or armour-piercing rounds. Owning players may on any shot declare that the weapon is firing incendiaries. This reduces the damage bonus to +5 but allows the player to place one fire marker in the the target square.*

## SECRET WEAPONS - ARMOURY COUNTERS

***Games Workshop Design Studio Warning: Using Secret Weapons can seriously unbalance your games.***

## THERMO-BOMBS

*Thermo-bombs are similar to but far more powerful than demo-charges. On detonation they release colossal quantities of heat, melting away and evaporating everything within several metres.*

***Terminal Fatality Levels:*** *Blocker counters using ordinary demo charges are allowed to set them off in their own square - as they'd stand at least a slim chance of surviving. They don't have any such chance with a thermo-bomb. Blocker counters aren't allowed to detonate the bomb while they still are in the same square. Once the charge has been set, the blocker counter must move out of the square. Blocker counters which haven't got enough move points left to move on must use converted command points (see* ***5.v. Extra Movement****) or they may not set the bomb.*

***Delayed Detonation:*** *The counter carrying the thermo-bomb leaves it in*

*any square, at a cost of one extra move point (to set the bomb's controls), and then moves on. The bomb will detonate at the start of the Combat Phase.*

***Severe Damage:*** *When a thermo-bomb detonates, the square automatically collapses. Use the normal sequence for collapse damage spreading to higher squares - place one structural damage marker in the three squares above and roll to see if these collapse in turn. After this sequence has been completed, place a fire marker in any un-collapsed square of the three directly or diagonally above the one where the bomb detonated.*

## PLASCRETE VIRUS

*Plascrete is the basic building material of everything in the mega-city. An attack by a virus which attacks and weakens plascrete is any fighting blocker's nightmare.*

***Infection:*** *The plascrete virus is in a small vial. It is harmless until released. Releasing the virus costs the counter carrying it one movement point. The owning player must declare that the virus is being released and turn the counter face up*

***Viral Contagion:*** *During the endphase the player who owns the block containing the virus marker should roll a dice. If the dice scores a 1, 2 or 3 the virus stays put, and nothing else happens until the next turn. If the dice scores a 4 or more the virus spreads. The player should place a structural damage marker in the starting square and move the virus. To move the virus, roll a dice twice; the diagram indicates where the virus counter should go. If both dice score a 3 or 4, or if the virus would be moving into an open air square, roll both dice again.*

***Plascrete Virus Spreading Table***

| Second Roll | First Roll 1,2 | 3,4 | 5,6 |
|---|---|---|---|
| 1, 2 | | | |
| 3, 4 | | X | |
| 5, 6 | | | |

*Once the virus counter has been moved, roll for the effect of the structural damage - see* ***9.ii.***

***Destroying the Virus:*** *The virus cannot be destroyed. it moves around completely unaffected by events around it. The virus can move into collapsed squares, although it can't cause any further damage. It cannot spread along the Sky-Rail, Pedway or Mega-Way.*

## NERVE GAS

*Each Block has its own air conditioning system which feeds air to every single square. The centre of the air conditioning system is in the Block's power house where air is vented in form the outside, processed and then piped throughout the block. It's a relatively simple matter to contaminate this supply...*

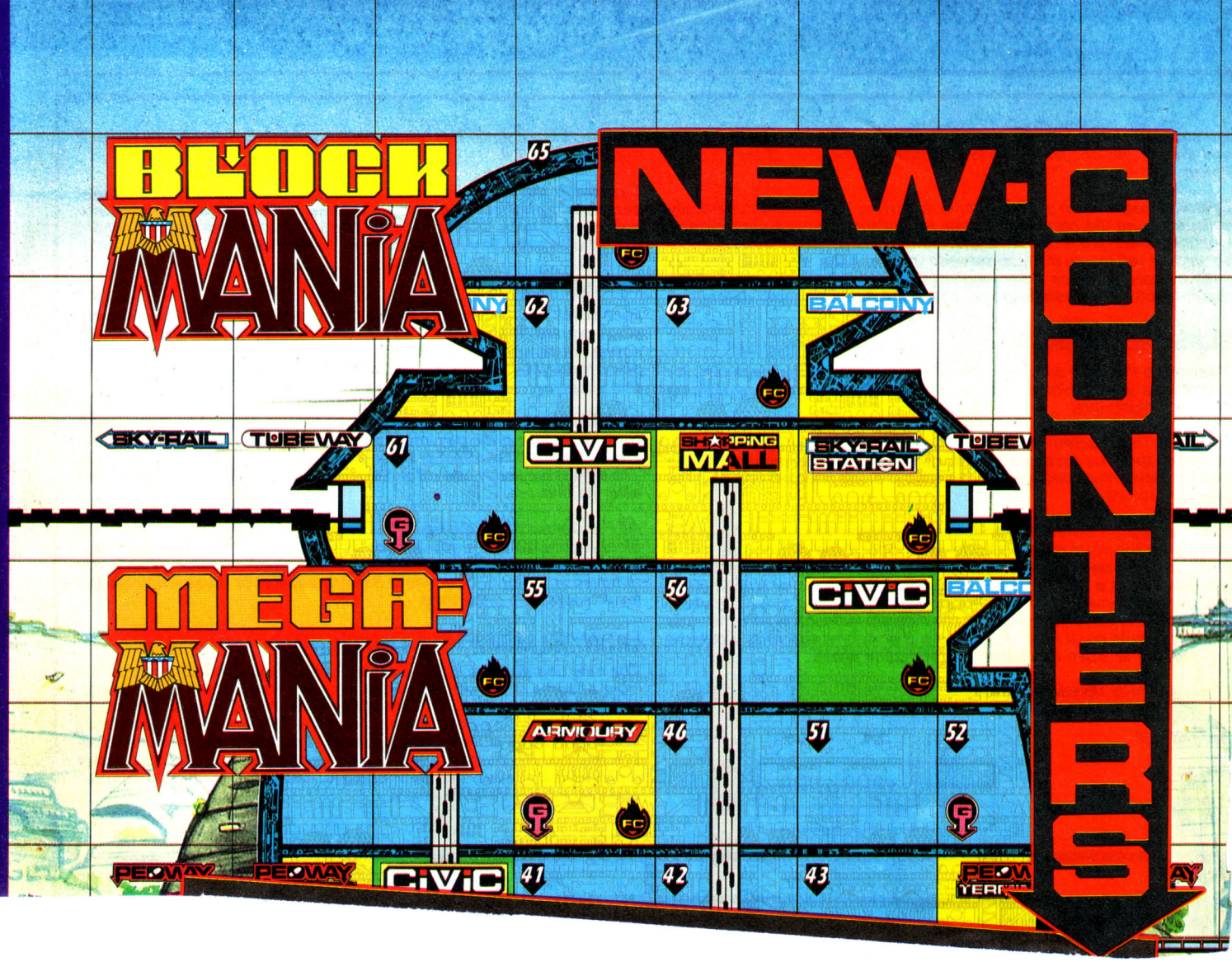
***Air Pollution:*** *A counter must be inside a Block's power house to use the Nerve Gas. Piping the gas into the air supply costs one movement point. The Nerve Gas takes effect at the beginning of the following Combat Phase. The effects are purely one-off and the nerve gas counter must be discarded after its first use.*

***All Fall Down:*** *When the nerve gas takes effect every counter inside the Block is attacked by the gas - roll one dice for each one. Counters in window squares are removed on a score of a 6, counters in Interior squares are removed on a 5 or 6. Counters in Balcony squares or those who have got lower scores are unharmed.*

## HOW TO USE THE COUNTERS

*The new counters are designed to be cut out and carefully glued to the front of some of the counters from the game itself. There is one Jaeger counter for each Block. This should be glued to the front of one of the Block's ordinary City-Def counters. There are eight new hardware counters - these should be glued over four Spray Paints, one Buzz Saw, one Vibro-Drill and two Fire Bombs. There are twelve new armoury counters. These replace five spit guns, two demo charges, two flamers, a missile launcher and two missile defence lasers.*

***Richard Halliwell***


BLOCK MANIA
MEGA-MANIA
NEW-COUNTERS
65
62
63
BALCONY
SKY-RAIL
TUBEWAY
61
CIVIC
SHOPPING MALL
SKY-RAIL STATION
55
56
CIVIC
ARMOURY
46
51
52
PEOWAY
CIVIC
41
42
43


NERVE GAS
0|—
PLASCRETE VIRUS
0|—
SPIT CANNON
20|+6
SPIT CANNON
20|+6
SPIT CANNON
20|+6
THERMO BOMB
—|—
THERMO BOMB
—|—
TRIP MINE
0|+4
TRIP MINE
0|+4
TRIP MINE
0|+4
TRIP MINE
0|+4
TRIP MINE
0|+4
JAEGER
0|2|7
A
JAEGER
0|2|7
A
JAEGER
0|2|7
A
JAEGER
0|2|7
A
ROBO DOGS
0|+2
ROBO DOGS
0|+2
ROBO DOGS
0|+2
SUCKER GUNS
—|—
SUCKER GUNS
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SUCKER GUNS
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SUCKER GUNS
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SUCKER GUNS
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# Skirmish on RYNN'S WORLD



**The Battle of Jadeberry Hill**
**A Warhammer 40,000 scenario**
**for a fistful of Space Marines**
**by Rick Priestley**

This is the first scenario outside the original rules to be published for the brand new **Warhammer 40,000 Rogue Trader** game, which is called *WH40K* after this - ink isn't cheap you know!

Other than *Battle at the Farm*, the scenario given in the rule book itself, this is likely to be the first game for both the players and the Gamemaster. With this in mind, I've tried to make the game simple to set-up and provided as much explanation and background as possible.

Like *Warhammer Fantasy Battle* (on which it is based), *WH40K* is essentially a miniatures game - so you will need miniatures to play it! Don't worry or feel restricted about using *exactly* the right models. If you don't have any *WH40K* miniatures you can use substitutes from the *Citadel* fantasy equivalents. An Orc with a bow or sword will do for a 'Space Ork' at a pinch, and any human type can double as a 'Space Marine Guard' for your first game. If you happen to have a collection of futuristic model scenery, appropriate items can be added to the scenario. If not, you should have no problem improvising details as described later.

Enough preamble, the curtain rises to reveal surreal alien landscape...

## • 'GENERAL BACKGROUND

This section may be read by the GM and players. The battle can be played as a 'follow up' to the introductory game 'Battle at the Farm' in the *WH40K* book. If you wish to use this 'follow up' option, read *THE BATTLE AT THE FARM*.

## • The Rynn's World Invasion

Rynn's World is a human planet situated in the Rynnstar system. It is a remote settlement, lying a considerable warp-space distance from its nearest human neighbours. Rynn's World itself is part of the human Imperium. It is lightly populated and for the most part given over to intensive agriculture. Unfortunately, Rynn's World isn't so far through warp-space from the Orkish Empire of Charadon.

Charadon is one of many small, independent and mutally hostile Ork domains. It is ruled by the tyranical Ork Warlord Snagrod the Arch-arsonist, a particularly vicious and sadistic leader of a race noted for its generally vicious and sadistic tendencies. Snagrod's vicious (and sadistic) wars of conquest have transformed Charadon into the most powerful state within the anarchic confines of Ork space.

Rynn's World presented a fine target for Snagrod the Arch-arsonist and his conquering legions of Charadon... A target far too tempting to ignore... During the Orkish invasion ten days ago, all of the planet's citys were destroyed with the exception of New Rynn City the capital and seat of world government.

## • The Crimson Fists

Until the invasion, Rynn's World was best known as the homeworld of the Crimson Fist Chapter of Space Marines. The mere presence of the Crimson Fists was considered a sufficient deterrent to any invader possessed of half an astrogramme of grey matter. Sadly, the human inhabitants hadn't reckoned with two tragic events.

The first of these was the sudden proximity of Snagrod the Arch-arsonist of Charadon (ie an unpredictable alien looney with no common sense and an army). The second was the trillion to one chance malfunction in the Space Marines' surface-to-space defence system. A single errant missile scored an impressively accurate,

if altogether unintentional, biobullseye on the Crimson Fist's main arsenal. The Chapter was almost obliterated in the ensuing holocaust: the war was virtually lost for humanity from that moment.

Two groups of the Crimson Fists did survive. The first were troops surveying the outer defences with Commander Pedro Cantor (see the introductory scenario in the *WH40K* rule book). The second group were Brother Marines seconded into the City Guard in New Rynn.

## • New Rynn

Ork forces advanced rapidly following the invasion. Within five days, only the capital, New Rynn, remained in human hands. The city is now under siege and the Orks are gathering their strength for an assault. The City Guard has been deployed on the outskirts in an attempt to buy vital time. Whilst the guards hold back the Orkish hordes, the New Rynners are busy constructing improvised defences and organising the city's militia.

# • GAMEMASTER'S DATA

This information is for the GM alone. If you intend to take part in the scenario as a player you should read no further. I said no further, so stop it now...

## • Jadeberry Hill

On the eighth day following the invasion, Section Leader Huron Grimm and the City Guard under his command were posted to a forward position on the south bank of the river Pakamac. Meanwhile, construction workers on the north bank began erecting defences around the city's main generating stations. Huron was under orders to observe and report enemy movements and to hold off any enemy advance until the defensive works at the generating stations could be completed.

Jadeberry Hill overlooks an important underzoom crossing of the Pakamac. This crossing must not fall into enemy hands; implosive charges have been placed inside the tunnel to permit its destruction. Troops are now dug in around the Jadeberry Hill area and have not, to date, seen action.

## • D-Day

It's the tenth day of the invasion. Ork hunter-killer-eater units are busy mopping up isolated pockets of human resistance. The majority of the invading forces, however, are gathered around the city of New Rynn. Today is D-Day. D for death, despoil, destroy, devour... that sort of thing. This morning the Ork assault squads will begin the attack upon the city itself, starting with a dawn raid upon the generating stations north of the Pakamac river. This mission has been entrusted to the Ork Assault Grenadiers under their famous (some would say infamous) leader, the moody albino Captain Ulruk of Murgabenurga.

As the sun rises, Ulruk's troops advance silently upon the unsuspecting Guards, each as yet unaware of the presence or intent of the other.

## • Preparation

You will need to prepare a tabletop or area of floor on which to play the game. The size of the table is not vitally important, but 6' x 4' is ideal. The main terrain features are the Pakamac river (A), the extensive Jadeberry Orchard (B), Jadeberry Hill (C), the cross-city highway (D), and the entrance to the underzoom (E). The river may be represented by the northern edge of the table so it will not be necessary to provide a model.

Scenery should be placed as indicated on the map. If you have an appropriate polystyrene, cork or hardboard model, you can use this for the hill. Otherwise, you can improvise by placing a few books flat on the table and covering them with a plain coloured cloth (such as a Subbuteo pitch).

Any model trees can be used to make the Jadeberry Orchard. I have a sustantial collection of 'alien' trees made up from aquarium and other plastic plants, but this is only a matter of detail - any model trees will do. If you have insufficient tree models you can simply use lichen.

The underzoom takes the cross-city highway under the Pakamac and into the city itself. You will have to improvise in order to represent this feature. The most effective method is to place three books to form a 'U' shape, building up the slope with more books at the north end. Place a green cloth over the whole and mark the tunnel entrance with a piece of black card or similar.

The highway leads from the south edge of the board to the underzoom and can be represented by a sheet of card, paper or by using grey coloured scenic material. The highway south of the river has been rendered unusable by the defenders, and you may represent this by placing overturned, burnt-out or disabled model cars on the road, by marking craters in its surface, or by using 'twigs' to represent tree trunks.

## • The Battle of Jadeberry Hill

There are two sides in this battle: the City Guard commanded by Section Leader Huron Grimm; and the Ork Assault Grenadiers commanded by Captain Ulruk.

You will need to make sure that the table is prepared for play, and that all the models necessary for play are available. Before the game begins you should photocopy or copy the 'Players Brief' pages, and present them to the opposing commanders. You will need rulers, tape measures, dice and appropriate area templates as described in the *WH40K* rules. Each commander will require a note-pad or scrap paper and pencil or pen for record keeping. Make sure you have everything ready, otherwise vital time will be lost playing 'hunt the dice'.

## • Dispositions

The player commanding the Guard may set up his units within the area shown on the map. Units must be deployed in normal coherent formations, with no model more than 2" from at least one other member of the same unit. Huron Grimm is an independently functioning model and may be placed anywhere within the area indicated.

If you are going to use the hidden movement rules, it will speed up play if you have a photocopy of the playing area map and get the player to mark his troop deployments on it.

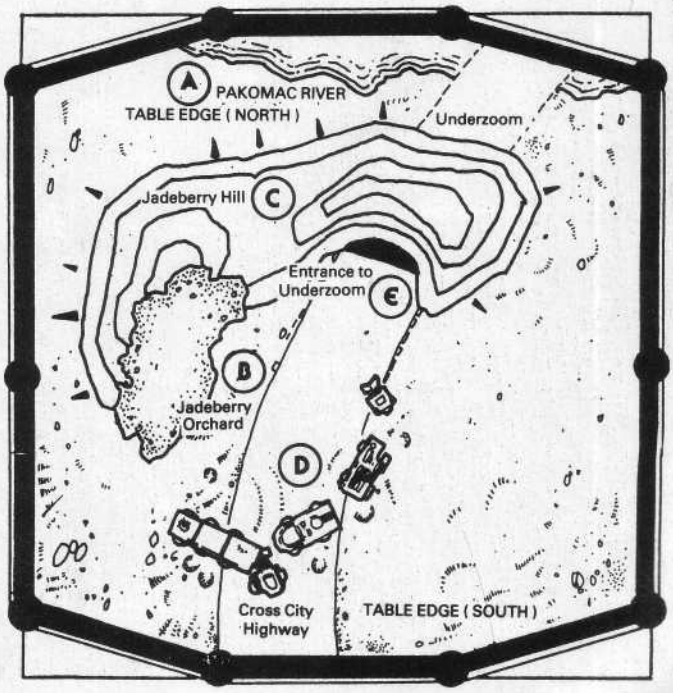
The player commanding the Orks may make his first move from the southern table edge. These units must also be deployed in normal coherent formations, with no more than 2" between members of the same unit. Units may be placed anywhere along the southern edge between its east and west corners. Captain Ulruk is an independently functioning model and may be moved into the battle area anywhere along the southern table edge.

# • SPECIAL RULES

## • Mines

Unbeknown to the Ork player, the underzoom is mined. These mines are activated by mass-proximity fuses. If any model enters the underzoom during a player's turn, you must test (see below) at the end of that player's turn to see if the fuse is triggered.

If the fuses fail to activate, the mines do not go off and the models are presumed to move through the tunnel. If the fuses activate *karboom!* The tunnel collapses, the roadway is sealed and any models which have passed through during the turn are considered slain or trapped. Only test for the mines if troops pass through in that turn; there is no need to test because troops are within the tunnel, having passed inside in a previous turn.



The human player knows the tunnel is mined, but is not aware that his mines are subject to a dice roll and may be surprised if they fail to go off. This may tempt the player into making false assumptions, such as a complete failure in the system, or the possibility of an Orkish counter measure. There is no reason to tell the player anything different... Let him stew!

Test for the mines as follows. The mass-proximity fuses set by the humans are sensitive to fluctuations in localised mass. However, not all of these temperamental devices are working properly. Perhaps they have been placed wrongly, they are defective or they have been affected by the damp of the tunnel. The basic chance of the mines going off depends on the number of models entering the tunnel during the turn. The chart below summarizes this:

| Number of models entering tunnel | D6 score required to activate |
|---|---|
| 1 | 6 |
| 2 | 5 or 6 |
| 3 | 4, 5 or 6 |
| 4 | 3, 4, 5 or 6 |
| 5 or more | 2, 3, 4, 5 or 6 |

The GM may make this die roll is secret, or may ask either player to roll a dice. There is no need to tell them why.

The fuses can be deactivated by Huron Grimm using his special coded-communicator (as described in the player's brief). In the event of Grimm's death, any other trooper may take the communicator from the body, but may not shoot or reserve move in the turn in which he does so. If another trooper is attempting to use this the player must roll a 3, 4, 5 or 6 on a D6 to do so correctly. Ask the player to roll a D6 when he attempts the deactivation. Don't tell the player why, or even that there's a chance the mines won't be deactivated. He'll find out soon enough anyway!

## ● The Tunnel

Troops entering the tunnel without activating the mines are assumed to move through it. Models leaving the table this way take no further part in the battle, but they are taken into account for purposes of victory points. It is not necessary to consider what happens to models once they are through the tunnel. Orks would be under orders to regroup and establish a bridgehead on the other side. City Guards would fall back and defend the north entrance, or attempt to root out Orks which have already passed through. Resolving this situation may prove worthwhile if both parties are suitably reinforced, but it is beyond the scope of this engagement.

## ● The Generator Stations

At the beginning of every City Guard player's turn, including the first turn, you should secretly roll a D6 to establish whether the generator defences are complete. If the dice score is a 4, 5 or 6 make a note on a scrap of paper. Once three successful rolls (4, 5 or 6) have been made the generator defences are finished and you should secretly inform the City Guard player.

## ● Ork Reinforcements

At the beginning of the Ork player's second and each subsequent turn, the GM must determine how many reinforcements are due. Roll a D6:

| Result | Reinforcements |
|---|---|
| 1 | None |
| 2, 3 | 1 Squad of basic warriors |
| 4, 5 | 1 Squad including a single heavy bolter |
| 6 | 2 Squads of basic warriors |

All squads include a leader model with basic equipment and profile.

## ● VICTORY

Victory conditions are laid out on the players' brief sheets. Depending on how well each side performs it will end the game with a 'victory score'. This may be as low as -15 for the Orks and -25 for the humans, or it may be as high as +20 for the humans, or even higher for the Orks. It is possible that both sides will end the game with a positive or negative result. In either case, the winner is the side with the higher score. The difference in scores indicates the degree of success. A positive score shows that the side has fulfilled its major objective.

When the game is over and the players have worked out their scores, it is worth discussing what each player has achieved in terms of the campaign as a whole. Whilst it is sufficient to say that each side has scored so many points, that one player has won and the other lost, this is a bit characterless. If the Orks have captured the tunnel intact, for example, you can congratulate the player and inform him that the gateway into New Rynn is open. If the tunnel collapses and the City Guard fight to the last man you can mention that their heroic defence has been recorded in the annals of the Imperium. Whatever happens in your game, make a feature of it when you sum up.

## ● THE BATTLE AT THE FARM

The Battle of Jadeberry Hill can be played as a follow up to 'The Battle at the Farm' in the *WH40K* rule book. This requires a little adaption by the part of the GM.

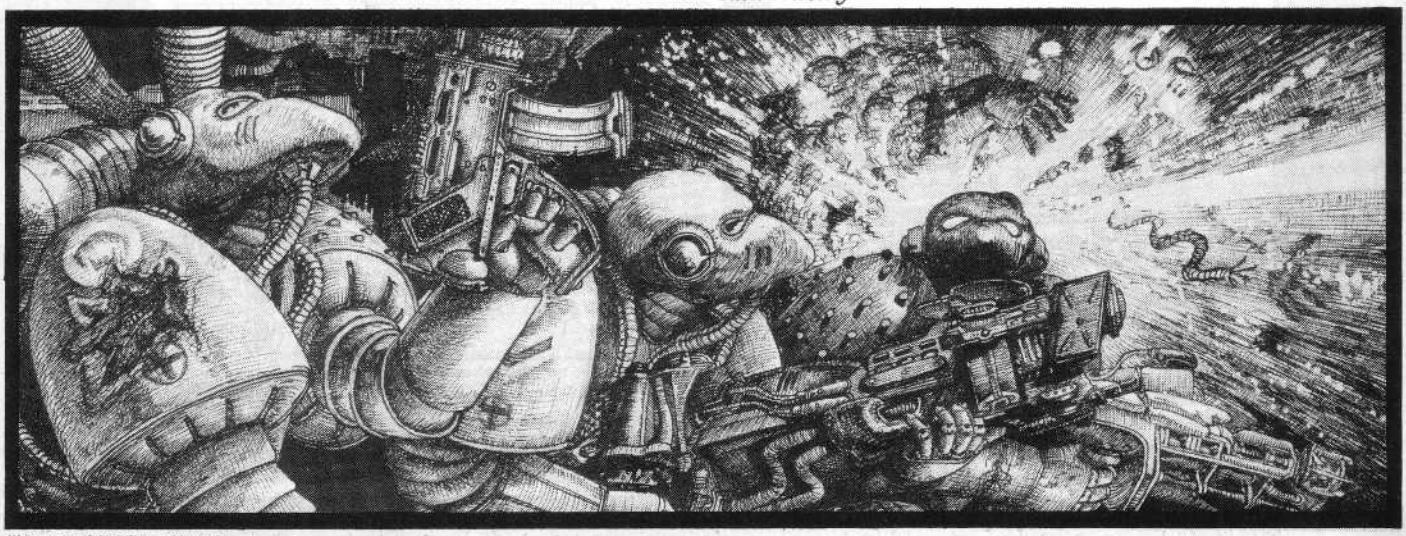
## ● Humans

Huron Grimm and his human contingent may be replaced for surviving Space Marines on a one for one basis. If Commander Cantor survives the first engagement he may be used as the commander in this one. Space Marine numbers may be brought up to full strength by the addition of troops from the City Guard. The City Guard are Marines anyway, so this presents no problems with profiles or models.

## ● Orks

Ulruk may be replaced with either Thrugg Bullneck, Hrruk, or both if they survive the initial scenario. Any surviving Orks can then be placed on the tabletop in the first turn, together with sufficient Assault Grenadier units to make a total of twenty troopers. Reinforcements are Assault Grenadiers as normal.

*Rick Priestley*



*Illustrated by Tony Hough*

# WEAPONS AND EQUIPMENT

The weaponry and equipment used in this scenario complies with the standard types and game profiles given in WH40K. Exceptions are covered in the appropriate briefs.

## Bolter

The bolter, or bolt gun, is the standard arm of the Space Marines and the favourite weapon of Orks. It is carried by both sides in this battle. Bolt guns fire explosive, self-propelled, mass-reactive shells called *bolts*. Individual bolts are designed to penetrate armour or flesh and explode *inside* their target. They are extremely dangerous weapons, although their range is relatively short. The profile given below has the full gaming details for bolters. Note that the maximum range may be extended if players are using the advanced full-range rules. This goes for all the weapons in this section.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 0-12" | 12-24" | +1 | | 4 | 1 | -1 | | | | | |

## Bolt Pistol

Bolt pistols are small and compact - but deadly - versions of the standard bolter. They are carried by Space Marine officers and, in practice, by many ordinary battle brothers.

Unlike the standard bolter, the bolt pistol is small enough to use in hand-to-hand combat (as noted by the X in the 'C' column of the profile). Note that the +2 'to hit' modifier applied only to ranged shots and *not* to close combat 'to hit' resolution rolls.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 0-8" | 8-16" | +2 | | 4 | 1 | -1 | x | | | | |

## Combat Accessories

Many conflicts are resolved at close range, or even by hand-to-hand combat in which most normal weapons are virtually useless. Accordingly, it is common practice amongst both human and Ork warriors to carry an appropriate hand-to-hand weapon. This often takes the form of a special 'accessory' which fits onto the main armament. Marine bolters are equipped with an interesting variety of axe-bayonets and vibro-blades, and all Marines carry a knife. Orks prefer to use long knives or short swords. Models equipped with combat accessories do not count as using 'improvised weapons' in hand-to-hand combat, even if they have no other suitable close-combat weapon.

## Missile Launcher

This advanced launcher is capable of firing a variety of missiles. Launchers are *heavy* weapons as indicated by the 1" movement penalty indicated in the 'H' column of the profile. Launchers are also *slow* weapons as indicated by the 'S' column of the profile. This means it is impossible to move and fire the weapon in the same turn.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 0-20" | 20-72" | | | | | | | 1" | x | | |
| Frag | | | | 3 | 1 | | | | | | 2" |
| Crack | | | | 6 | D6 | -3 | | | | | ½" |
| Plasma | | | | 5 | 1 | -2 | | | | | 1½" |

## Flamer

The flamer fires a burst of super-heated chemicals. The effects of this are comparable to napalm, causing additional damage over successive turns if not extinguished. See the main rule book for full details of successive damage.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 0-6" | 6-12" | +2 | -1 | 4 | 1 | -2 | | | | | 1½" |

## Heavy Bolter

The heavy bolter, or heavy blaster, is simply a heavier and more effective version of the ordinary bolt-gun. Heavy bolters use the same ammunition as other bolters, but have a faster rate of fire. Their technical simplicity makes them easy to maintain, which means that they are favoured by Orks.

This is a *heavy weapon* as indicated by the 1" movement penalty on the profile. It is also a *slow* weapon, and so cannot be moved and fired in the same turn. However, its high rate of fire allows the use of *following fire*, permitting several shots in a turn. See the main rules for full details.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 0-20" | 20-40" | | | 5 | D6 | -2 | | 1" | x | x | |

## Power Glove

This is an extremely powerful and very desirable hand-to-hand combat weapon. It takes the form of a glove surrounded by an energy field which disrupts anything the wearer touches.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Close combat only | | | | 8 | 1 | -5 | x | | | | |

*** Piccy

This is a powered saw-edged sword with mono-molecular cutting surfaces. It is a gruesome weapon, much beloved of Orks and similar psychotics!

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Close Combat | | | | 5 | 1 | -1 | x | | | | |

Close combat

## Grenades

Grenades, unlike 20th century grenades, are extremely small, generally no larger than a £1 coin. This makes it possible to carry a great many. It is not therefore necessary to record expenditure for grenades.

| Short range | Long range | Shooting to hit Short | Shooting to hit Long | Strength | Damage | Save Modifier | Type C | Type H | Type S | Type F | Area |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Frag | | | | | | | | | | | |
| 0-4" | 0-8" | | -1 | 3 | 1 | | | | x | | 2" |
| Crack | | | | | | | | | | | |
| 0-2" | 0-4" | | -1 | 6 | D6 | -3 | | | x | | ½" |

## Powered Armour

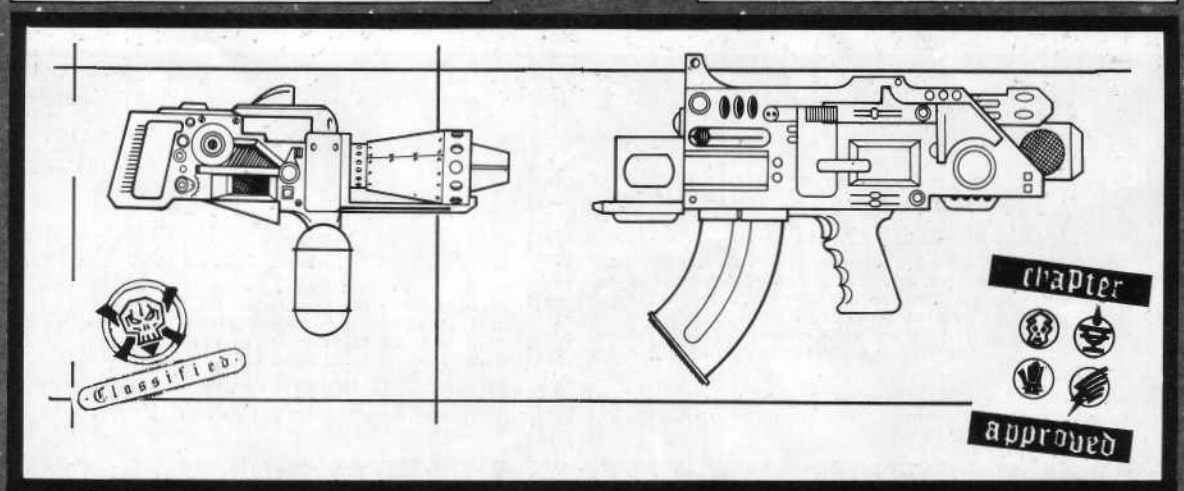
Powered armour is made from a mixture of absorptive material and advanced impact-reactive plastic. Under the pressure of a shot, blast or energy strike, the otherwise flexible armour plates react by hardening and peeling. To overcome its considerable weight, powered armour incorporates a system of electronic fibre 'muscles' which replicate the actions of the wearer. This means that although the suit has a saving throw of 4, 5 or 6, it confers no movement penalty on its wearer.

## Flak Armour

Flak armour is a simple form of body armour which is much favoured by Orks. It comprises layers of energy-absorbent material, pneumatic padding and impact reactive plastic. This gives a basic saving throw of a 6.

## Refractor Field Armour

Refractor armour is different to powered and flak armour in that it is an energy field rather than a physical armour. Energy fire and secondary impact damage from other weapons is 'refracted' around the energy field. This gives a basic save of a 5 or 6.



WARHAMMER

ROGUE 40,000 TRADER

# PLAYERS BRIEF: ORK ASSAULT GRENADIERS

You are the moody albino Ork Captain Ulruk of Mergabenurga, leader of the dreaded Ork Assault Grenadiers. You despise humans, underlings, cowardice, failure and anything more technologically sophisticated than a lump-hammer.

Ten days ago you arrived with the rest of the Orkish invasion fleet upon the human planet of Rynn's World. You were expecting a good fight, especially since the invasion force landed on the homeworld of the dreaded Crimson Fist Space Marine Chapter. But nothing has been seen of these so-called *Angels of Death* and the campaign has so far been an unchallenging walk-over for the Orks.

Following the invasion, Ork troops have reduced the planet's main cities to rubble. Almost all human resistence has been crushed. A few humans have fled into the forests, mopping-up operations are still in progress, but it is only a matter of time before every last human is hunted down, killed, enslaved or eaten.

The only exception to this idyllic picture of planetary conquest is the planet's largest settlement, New Rynn City. The detachment detailed to surround New Rynn was unfortunately lost when its drop-carrier was hit by ground-based defences. Ork vessels never were that space-worthy, and the unfortunate craft ruptured like a rotten nurglefruit, spilling its cargo of warriors into the vacuum of space. In human terms this might be regarded as a disaster, but Orks are used to unpredictable technology and find such little incidents amusing.

New Rynn City has become the last bastion of human resistance. Its defenders are busy erecting fresh defences and are obviously preparing for a long struggle. Meanwhile the Orks have assembled an assault force. The fate of New Rynn hangs in the balance, if the Orks wait any longer the city will be a virtual fortress.

## The Battlefield

The weak link in the human defences is the system of generator stations along the north bank of the river Pakomac. These supply power to the city's defence laser batteries and their protective powerfields.

Access across the wide and treacherous Pakomac is via an underzoom linking the northern city to the southern rural bank. The southern underzoom entrance forms the main feature of the battlefield.

## Deployment

You may deploy your troops along the southern table edge. During subsequent turns you will receive reinforcements as allocated by the GM. These must be brought into the game along the southern table edge in the same way as your initial troops.

## Objectives and Special Rules

Your target is the roadway underzoom which leads beneath the Pakomac river and into the city itself. This entrance is bound to be defended. Your objective is to capture the underzoom tunnel so as to allow reinforcements to pass through into the city. To do this you must get as many of your troops as possible into the tunnel during the game. The more troops you get into the tunnel the more likely you are to win. If you do not get any troops inside, you have failed in your main objective.

You may move troops into the tunnel entrance to complete your objective Models moved into the tunnel take no further part in the game, but are counted towards the victory points total at the end.

The number of troops available for this mission is large, but not all may be brought onto the tabletop at once. The GM will allow you to bring on fresh troops every turn, but you cannot be absolutely sure of the number of troops entering the table during any one turn. This is due to restriction of terrain, but also to the unique organisational abilities, loyalty, and enthusiasm of Orkish squad leaders.

## Tactics

You must assess the strength of the defenders as you find them and respond in an appropriate manner. Your primary objective remains the possession of the tunnel itself, but this will inevitably necessitate the elimination of any defenders. Even so, you will have to make a choice between tackling the defenders and possessing the tunnel. The unpredictable nature of your reinforcements must also be considered when formulating your tactics.

## Troops

Your troops are organised into squads of five models including squad leaders. The Orks' initial forces are four squads plus Captain Ulruk. All troops are equipped with flak armour and bolt-guns, except for one trooper in a single squad, who is equipped with a heavy bolter. All troops carry an unlimited supply of frag and crack grenades. All troops have a combat-accessory.

Captain Ulruk carries a bolt-pistol, a chainsword and grenades instead of the normal weaponry. He wears flak armour and has a refractor field device.

## Profiles

| | M | WS | BS | S | T | W | I | A | Ld | Int | CL | WP | Equipment |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Ulruk | 4 | 5 | 5 | 4 | 5 | 2 | 4 | 2 | 8 | 7 | 8 | 8 | Flak armour, Refractor Field Armour, Bolt Pistol, Chainsword |
| Ork | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | 6 | 7 | 7 | Flak armour, Bolter, Frag grenades, Crack grenades |
| Ork | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | 6 | 7 | 7 | Flak armour, Heavy Bolter, Bolt Pistol, Frag grenades, Crack grenades |

## Victory

The game is judged to be over only once the tunnel entrance is secure. This can only be achieved by destroying all human troops on the south side of the river. Broadly speaking, the sooner you get troops into the tunnel, and the more troops you get into the tunnel, the more likely you are to win. The victory schedule below allows you to gauge your personal level of victory.

+1 Each surviving Ork model entering the tunnel during the game

-10 Tunnel destroyed or collapsed at end of game

-5 Captain Ulruk killed

WARHAMMER 40,000 ROGUE TRADER

# • PLAYERS BRIEF: NEW RYNN CITY GUARD

Rynn's World is an Imperial planet situated uncomfortably close to the growing Ork Empire of Charadon. Ten days ago the planet was invaded and primary defence forces were wiped out by a freak accident.

Virtually unopposed, Ork invaders have subjugated the entire planet with the exception of New Rynn City. Now, New Rynn City is threatened, and its defenders are preparing for the inevitable assault.

Huron Grimm is the commander of the City Guard, an elite force of warriors seconded from the Crimson Fist Space Marines. Although serving as guards to the planet's governor, he and his men are Space Marine Brethren and therefore the toughest warriors humanity possesses.

Grimm and twenty Guardsmen have been posted to Jadeberry Hill, an important tactical position on the south bank of the river Pakomac.

## • The Battlefield

Jadeberry Hill overlooks the cross-city highway at an important underzoom crossing of the Pakomac river. The road enters the underzoom tunnel just below Jadeberry Hill, travels under the river and reappears on the north bank.

On the north bank sit the city's main generating stations. The generating stations are prime targets for any attacker, but they are also vital to the city's defence capability. As a result, gangs of labourers are working to erect an armoured shell around the stations and build up their defences.

## • Objectives and Special Rules

You know the Orks are preparing to attack. You also know that the generating stations' new defences will be ready within hours (at the most). Until these defences are complete you must hold off any attackers.

Huron Grimm has established a closed communicator link between himself and the commander on the north bank. This operates via his normal communicator device. As soon as the generator station defences are sufficiently strong enough to withstand the Ork assault, Huron will receive an appropiate signal. From that moment the City Guards' orders are to fall back into the city via the underzoom.

The GM will inform you when the station's defences are ready.

Under no circumstances must the underzoom be captured by the Orks. To facilitate this the tunnel entrance is booby-trapped with mass-proximity explosives. If any troops move through the tunnel the mines will go off and destroy it.

However, Huron Grimm has programmed his communicator with a coded signal to deactivate the mines for a period equivalent to 2 game turns. This may be used at any time; you do not have to wait until your own turn to activate the communicator. When it is activated, models may enter the underzoom and pass through to the other side without setting off the charges. Once two whole game turns have passed (eg your turn, ork turn, your turn, ork turn) the mines reactivate and will explode if any model attempts to enter the underzoom. Only Huron Grimm has the coded-communicator, although this can be taken from his body if he is killed. The coded-communicator may be used *once* only. Your opponent knows nothing of the mines or your ability to deactivate them.

## • Tactics

Your task is a difficult one. You must hold off the Orks for as long as you can, but you must also attempt to preserve your own escape route. If the Ork player heads straight for the underzoom you will have to make the tricky decision of whether to let enemy troops enter the tunnel and destroy it, thus marooning your forces, or to deactivate the mines and follow him. In either case, you will lose victory points.

As the game progresses your forces will shrink as casualties occur, whilst your enemy receives continual reinforcements. You will have to chose the moment for retreat very carefully. Your warriors are valuable members of the City's defence team and cannot be sacrificed lightly. If you abandon Jadeberry Hill before the generator station's defences are complete you will be placing the fate of the whole city in jeopardy.

## • Troops

Your command comprises of four squads of five Guards each including Sergeants. All are equipped with standard Marine type powered-armour including communicator, auto-senses and respirator. As such your troops are immune to the effects of gas weapons and blinding flashes. Assume all models are fully armoured, any bare-headed models are presumed to have helmets.

Sergeants are equipped with bolt-guns and bolt-pistols. Each squad has three normal troopers with bolt-guns and one special weapon trooper. Special weapons are of two types: two squads have a trooper with a flamer; and two squads have a trooper with a launcher. Each launcher is provided with unlimited supplies of Frag shells and 4 plasma shells (therefore, you must record the expenditure of plasma shells). All troops carrying a special weapon are assumed to have a bolt-pistol as well. All have a close-combat accessory of some kind.

## • Profiles

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP | Equipment |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Huron Grimm | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 9 | 9 | 9 | Bolt Pistol<br>Power Glove<br>Refractor Field<br>Armour |
| Sergeant | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 | Bolter<br>Bolt Pistol<br>Powered Armour |
| Guard... | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 | Bolter Powered Armour |
| & Flamer | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 | Bolt pistol<br>Flamer Powered Armour |
| & Launcher | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 | Bolt pistol<br>Launcher Frag shells<br>4 Plasma shells<br>Powered Armour |

## • Victory

The game is judged to be over once all human troops have either escaped or are dead. Broadly speaking, you win if you hold out until the generator defences are complete. The following schedule of victory points allows you to gauge your personal level of victory.

+20 Defences finished at end of game

-5 Huron Grimm killed
-1 Each Guard killed

Your victory total should be compared with that of the Ork player to determine which side has won. This victory tally reflects not only the players individual objectives, but also how well each has done under the circumstances.



# ALY METAL

## MAKING THE MOST OF YOUR MARINES



*Having grasped the basic techniques of figure painting, and gloriously covered your multitude of Orcs in varying shades of bilious green, it's now time to look to the future - and get your sable around some of* ***Citadel's*** *chunky new plastic space marines. Read on...*

Space Marines have to fight in a vast range of alien environments and their camouflage schemes vary to reflect this fact. There are also a number of marine units, or 'Chapters' who have their own, easily identifiable uniforms. Some of these are given as examples in the book, but you are free to create your own designs.

Like all miniature figures, your Space Marines will have to be prepared correctly if the results are to be worthwhile. Make sure you have all the usual tools to hand: a modelling knife (or scalpel); a selection of needle files; good brushes; cleaning equipment and adhesive. The first step is to take the sprues from the box and wash the figure parts in a mild solution of detergent. This will remove any of the mould lubricant remaining on the plastic. If you don't do this, the paint won't adhere to the figure properly, and your masterful work will soon look extremely tacky!

The parts can then be removed from the sprue with a sharp scalpel, ready for assembly. Don't try to twist the parts off with your fingers as you'll almost certainly end up breaking the more delicate pieces. And mind your fingers when cutting bits free, unless you want bloodstained armour patterns... The pieces can now be trimmed with files or a modelling knife to remove mould lines or bits of sprue. Before you start gluing things together, it's a good idea to stick a figure together with bits of blue-tac or something similar. The figures have been designed to offer a variety of poses, and, if you experiment first, you can get a good idea of how you would like the finished model to look.

There are several kinds of modelling cement available, from tube adhesives to liquid cement. Make sure you use a proper plastic modelling glue - don't try sticking these things together with Evostik or rubber cement or you will end up in a real mess. Tube cements are rather thick and stringy. They're not the easiest of glues to use on models as small as these. However, with a little practice, they can be made to double as a body filler for small areas and if you read how Aly Morrison made his figures (see below), you'll see that tube glue is more flexible than you might think.

More popular though, is liquid cement, available in small bottles from hobby shops. These bottles last a long time and every last drop of glue is useable, so they're good value for money. A brush applicator is fitted to the inside of the cap. It's pretty crude but does its job well enough. Liquid cement works by melting the surface of the plastic and 'welding' bits together. It's strong and easy to apply. Whichever glue you choose, small amounts need to be applied to the the areas of *both* parts to be joined. Join the pieces together, applying just a little pressure as you do so, before leaving the join to dry. Liquid cement dries more quickly than its tubed counterpart.

Remember not to use too much glue. A good join is one where both parts make good contact and are given time to dry. Too much tube glue will turn into an elastic goo that doesn't have any strength, warps the proportions of your figure and almost inevitably leads to unsightly stringing as you draw your tacky paws away. On the other hand, apply too much liquid cement and you can end up melting the surface detail on the model.

Once the models have been built, they can be painted. Fine sable brushes are the best choice for this. A bad workman might blame his tools but when it comes to modelling brushes, poor quality leads inevitably to poor results so think carefully before buying. Size 0 and 1 brushes will be suitable for undercoating and adding most of the detail. Painting insignia is more difficult. 000 or 00 size brushes with medium to long points will be necessary for any really detailed work here.

But before you rush off and start hacking into your models, take a look at what some of the people here at the Studio have done to their figures. It might give you a few ideas for conversions, painting techniques, camouflage schemes and insignia...



• PLASTIC BOXED SET



• CAPTAIN LOWBROG • INQUISITOR • COMMANDER



ALY MORRISON



NICK BIBBY



• MARINE CONVERSIONS



• PLASTIC BOXED SET

• THE COMPLETE BOXED SET



• PLASTIC BOXED SET

• DARK ANGEL MARINE VETERAN



• PLASTIC BOXED SET

• BLOOD DRINKER MARINE SERGEANT



• PLASTIC BOXED SET

• SILVER SKULL MARINE SERGEANT



• PLASTIC BOXED SET

• DARK ANGEL MARINE



• PLASTIC BOXED SET

• INQUISITOR



• PLASTIC BOXED SET

• SPACE MARINE STANDARD BEARER

• CONVERTED BY ALY MORRISON



• PLASTIC BOXED SET

• CONVERTED BY DAVE ANDREWS





• RT01 SPACE MARINES

• MARINE MEDIC



• MEDIC BANNER



• PLASTIC BOXED SET

• LEG DETAIL



• SPACE MARINE



• PLASTIC BOXED SET



• PLASTIC BOXED SET

• WINTER CAMO



• PLASTIC BOXED SET

• ALY MORRISON COMMANDER



• RT01 SPACE MARINE

• INQUISITOR



• NICK BIBBY: CONVERTED PLASTIC SPACE MARINES

Nick Bibby's Dark Angel marines involved several conversions. The rocket launcher equipped marine was the first to suffer some butchery at Nick's scalpel blade. Two sets of legs were hacked apart, swapped around and refixed with glue and body putty. This changed the figure's stance considerably, resulting in a rigidly upright pose that emphasised the marine's careful aiming. The conical helmet nose was also cut off and rebuilt with putty to create a menacing grid-like face mask.

Conversions don't have to involve such detail to be effective. Another of Nick's marines took on deadly proportions when its hand was sawn off and replaced with one of the blades from a bolter. Another pistol-packin' brother was simply given a spare bolter in his other hand. The resulting impression was the same: Someone you wouldn't want to mess with.

Putting these ideas together, Nick replaced another marine's hand with one of the spare pistols, and added a grenade launcher to the top of the Bolter. Finally, another facial alteration appeared in the form of a skull mask. This was created by removing the nose, filing the faceplate and adding part of a skull from the plastic skeletons set.

Nick's marines were given a group identity by adding skull faces to their shoulder pads. These were created in the same fashion as the faceplate. A three dimensional Chapter insignia adds to the effect considerably. A useful tip from this ace sculptor: removal of the shoulder pins allows flexibility in the positioning of the arms.

All Nick's figures were given a black undercoat with second coat of black for the base body colour. This was dry brushed dark red with the weapons painted dark grey and dry brushed with a lighter shade. For a particularly enigmatic and original feel, Nick retouched the edges of armour with orange crayon and the weapons with grey crayon. The unit's insignia was painted in gouache which was black lined for the finishing touch.

A word of warning: A steady hand and a fluid mix of paint are both absolute musts for getting this sort of detail to look good. If you're not confident, practice on sheets of white card or paper. Remember to use your finest brushes. Alternatively, you can use artists' Rapidograph pens. These can be ideal but they do have their limitations. They only come in black and the thinnest point you can buy is .013" which is still not as fine as a really good brush. Unless you're careful, it is also possible for the ink to flood into the paint.



DAVE SUPERSTAR ANDREWS

The group's banner was made from the foil from the rim of a wine bottle, cut and attached to soldered lengths of wire (that formed the upright and cross-piece). the banner was raggedly cut and punched with small holes to give the effect of battle damage. The bird perched on the top of the banner was scratch built from body putty, and the heads adorning crosspiece were, predictably, taken from the plastic skeleton range. The whole structure was painted with red gouache and dusted with black and dark brown crayon powder before the final varnishing was applied.

Even more esoteric were Dave Andrews' conversions. Dave created all of his conversions by cannibalising a variety of bits from Citadel models, with the sole exception of his 'foward observer', easily identifiable by the aircraft propeller protruding from the rear of the figure. Dave used the mid-section of a Citadel Dalek to form the attachment between the body and blade. A pistol sight was added to the top of the figure's weapon to make it look like a target designator.

Another of Dave's figures makes use of a bike from the Judge Dredd figures, whilst another weird creation has a marine's torso sat atop a Dalek's body. An effective but simple job.

To create the 'bazooka' figure, Dave simply fixed a torso at right angles to a set of legs. This left a wedge between the figure's body and lower half, but this wouldn't be important as it would not be visible once the figure had been mounted. The bazooka itself was simply made up of bits of sprue from the kit itself.

A head cut from one of the metal Ork figures was added to another marine, whose legs were filed and shortened to give the effect of Orkish proportions. Finally, the Ork's metal bayonet was attached to a shoulder piece for that baroque feel. The 'Sniper' was a standard space marine whose weapon was embellished by adding various bits from other guns in the pack. Another figure was given an Ork's head and converted hand flamer. The whole thing was topped off with a row of rockets for a heavy duty look, while the 'Guardian' was simply embellished with a plastic shield and another bayonet-equipped shoulder pad.

Aly Morrison made the most subtle alterations to his group of space marines. Most of his figures were constructed straight from the box. However, to accentuate some of the poses, Aly used a tube of Bostik-like adhesive and small amounts of body putty, applying small amounts to each of the sections to be attached. When this was nearly touch dry, the necessary joins were made. The elasticity of the cement allowed arms to be fitted to the main body and then moved slightly to ensure weapon would be grasped correctly. The putty was applied to larger areas (such as torso joins) because it could fill any unsightly gaps in the finished construction. When the desired pose was achieved, superglue was run into the joins for extra strength.

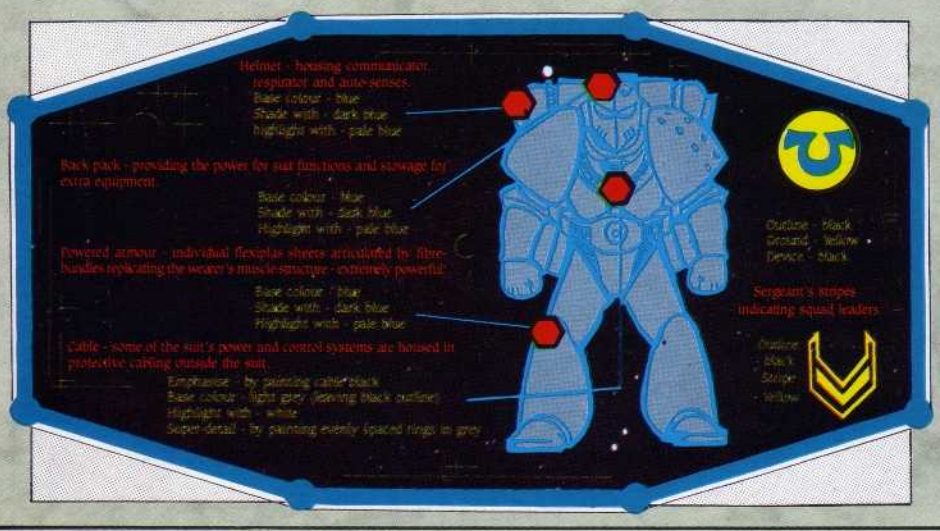
The actual conversions were very subtle. On the flamethrower, a hand and grip were repositioned underneath the weapon for a more effective pose. Again, to give character to Aly's Inquisitor, the legs were filed and brought closer together to make the figure taller and more imposing, and the figure's faceplate was altered in the same manner as Nick Bibby's skull mask conversion. Pouches taken from easily available Japanese model kits were added to the model for that touch of individuality.

Painting began with an overall red undercoat. Layers of red were painted over the top to bring out the strength and depth of the colour (a brighter, more fiery red could be achieved by applying yellow undercoat). Finally, two stages of washing and highlighting brought out the detail. In the case of the Inquisitor, a black base colour was worked up with a dark blue paint mix. Insignia were pencilled in before being painted over in the required colours and the metallic areas of the figures were given a peat-brown ink wash for a slightly rusty finish.

The dramatic camouflage scheme applied to the group leader was achieved by working up three tones from yellow to brown which were painted all over the body. A lighter mottling was dabbed over this before shading with brown ink and highlighting. Strap detail was left 'clean'. If you go to the trouble of painting a complex looking camouflage scheme onto a figure as small as this, and then try highlighting and shading every detail, the result will look messy. It's far better to emphasise one aspect or the other.

The banner was made in a similar fashion to Nick's. However, the fringe across the bottom was painted first, then shredded with a scalpel blade and given a second coat.

An important note here, is that while Aly painted his camouflage scheme *before* shading, the effect he desired was that of a subtle mottling.





SID

Figure painter extraordinaire, Sid, whose figures sported some distinctly esoteric camouflage schemes, added them *after* shading. The layered strips of colour that make his figures so striking would have been totally destroyed had any kind of wash been applied over the top.

Sid used a base colour which was then shaded and highlighted in the usual way. Taking inspiration from 'jungle' and 'tigerstripe' schemes used by military units past and present, jagged black lines were painted across the body, and then worked up with thinner, brighter tones. The figures speak for themselves.

The potential for new camouflage schemes is limited only by your imagination. Who's to say what colours will be necessary to blend in to some strange alien landscape? The main guide is to use complimentary colouring. Some interesting ideas can be found in the unlikeliest of places. Mike Brunton's subtle 'winter trooper' was inspired by World War II eastern front vehicle camouflage schemes. The base colour was a neutral green. After insignia and other detailing was added, Mike used Elf and Ghoul grey, mixed to varying degrees with white in graduated and streaky washes to make it look like a hurried (re-)painting that had worn in some places and been scrubbed off in others (like on the insignia).

A glance through a military modelling book can provide similar inspiration, especially if it depicts WWII German camouflage schemes or modern NATO patterning. Even if you only use the pattern but change the colouring, your figures are likely to acquire striking individuality. And while we're on the subject of inspiration, the shoulder insignia Mike chose (four red diamonds) is in fact a clan symbol from Japanese history.

If you're inventing new Chapters, simple but effective markings like these can really make your figures something special. As an example of what can be done, we've included the painting guide for the Ultramarine Chapter of Space Marines from *Warhammer 40,000*.

Now it's up to you. If you think you have discovered an exciting and dramatic conversion or painting style for your space marines, get in touch and tell us why. There must be an almost inexhaustible range of possibilities out there... Somewhere...

*John Blanche and Sean Masterson*

# The Coliseum



*The* **RuneQuest Monsters** *book from Games Workshop draws together monsters and creatures from several* **RuneQuest III** *sources. One of these was* **Monster Coliseum**, *a collection of creatures and rules for arena combats, and chariot racing. In rearranging and reformating the RQ rules, some sections didn't have a natural home, like this bit... But, waste not, want not: here are the gladiatorial rules from* **Monster Coliseum** *in their entirety.*

*We,ve got plans to bring you the Chariot racing rules in a couple of months - watch this space! However, this first extract from* **Monster Coliseum** *is printed by permission of the Avalon Hill Game Company, Baltimore, Maryland, USA.*

*Monster Coliseum* provides both gamemaster and player with many useful materials. This book describes the coliseums and gladiators of Roman times and how they can be presented in *RuneQuest* terms.

The 'arena of death' has been a staple of fantasy fiction and roleplaying for as long as these genres have been in existence; now the *RuneQuest* gamemaster has everything he needs to expose his players to the rigors of gladiatorial combat. And players can use this book's system and information, as well as some of the encounters in the Monster book in order to create their own solo adventures.

## What Is a Coliseum?

A coliseum is an amphitheater. Amphitheaters can be called coliseums, but only if they are qualified by the name of the city or something similar. The Colosseum is called that because of its size. It was the first built by the Romans, and served as the model for all subsequent coliseums throughout the Empire.

The central area in which combats take place is called the arena.

Coliseums were central meeting places for Roman citizens across the Empire. Ruins of coliseums are found throughout the lands around the Mediterranean. Some are still maintained and used for such sports as bullfighting.

Coliseum architecture inspires many sports arenas constructed and used today.

### Using The Coliseum

Initially the coliseum was the recreational center for a Roman town. The idea seems to have originated with the Etruscans, who held combat games to commemorate the death of important people. The Romans extended the idea to holding games to commemorate anything, including the wish to have something to commemorate.

For the most part, Roman games were either spectacles of combat between highly trained fighters called gladiators, or were spectacles in which gladiators slaughtered criminals and animals.

These games were always free to the public, and came to be a major method to pacify and control the rabble. Those with money could bet on their favorites with both private and official bookmakers and occupy an entire day with the activity.

If at all possible, the arena floor for a Roman coliseum was built below normal ground level, so that water could flood the arena. A portion of the arena floor would also be dug out into a cruciform pit, and covered over during the normal games.

When the sponsor of a game wanted to hold a naval battle, the arena would be flooded and the pit uncovered and filled. Actual ships could maneuver in the pit, while shallow-draft barges would substitute for other vessels in the rest of the arena.

The normal depth was such that if a gladiator fell off his ship, he could stand up and wade away or get picked up again by his comrades. An armored gladiator who fell into the pit area, however, would probably drown. In later years, when coliseums were used as fortresses, the pit area was divided into storage areas.

Engineers often created artificial forests and mountains on the arena floor. Records exist of an entire mountain built at the Colosseum, with numerous concealed trap doors. Behind each door paced a starving animal, unleashed at opportune moments to harass the victims on the mountain.

### Coliseum Architecture

Traditionally, coliseums were built in an oval shape with large arches at each end to allow processions to enter the arena. Two layers of passages intertwined among arches and pillars which held up tiers of seats for about 20,000 people.

The lowest seats were built over the temporary holding cages for animals and prisoners. Usually coliseums also were equipped with canvas cloth which could be drawn forward over the seats as a sun shade. If it rained, the spectators took shelter in the passageways under the seats.

The actual structure of the coliseum is a maze of corridors and stairways. Since the coliseum was a public building, supported by the city of which it was a part, there was no admission charged for entry. People entered through the arches all the way around the arena and then found their way to good seats.

These coliseums had no aisles or other amenities of modern sports stadiums. Instead, the seats were about 80 centimeters wide and also acted as stairs and walkways for other spectators who needed to walk behind seated citizens.

In later years, after the fall of the Roman or western portion of the Empire, inhabitants of cities with coliseums sealed off the arches, leaving only one or two points of entry, and used the amphitheaters as fortresses.

### Construction

Roman coliseums would have been impossible without concrete. The construction involved pouring forms for many arches to support the immense structure above, capable of seating 20,000-30,000 people.

Often, a new city would dig an oval pit in the ground, with earthen supports for seating. However, when the city could afford it, a full coliseum would be built, with holding pens, sanitary facilities, and the usual complex of arches and stairways.

### Who Organizes the Games

Games were commonly sponsored by rich private citizens, although senators and emperors would also sponsor them to commemorate great victories or appease the unruly mob. The sponsor was the ruler of

the event, and he initially had final say as to whether a wounded gladiator would be slain. Later, this privilege was shared with the spectators to provide more audience participation for the jaded populace.

The sponsor appointed governors to arrange the events and appointed stewards to keep the events running. Sponsors might have servants or retainers whose sole duty it was to arrange such things, or they might hire professional game entrepreneurs to put on such events. In the latter case the entrepreneur supplied all the gladiators and other participants and arranged for his own governors and stewards.

Part of the fascination of the coliseum in history and fiction rests in the strange animals used in the combats. Sponsors of games went to great lengths to get the most outre animals for their events. But a coliseum only had pens good for holding a man or medium-sized animal for a day, but not more. Furthermore, coliseums typically were built in the most populated sections of town. No one wanted lions, elephants, bears and more exotic animals lodged where they might escape and wreak havoc among the people. Game promoters established stables at farms outside of town, from which large animals were brought in the morning as part of the opening pageantry for a day of the games.

Animal trainers found a challenge in attempting to train hard-to-train beasts such as stags, but the crowd preferred animals like lions, ostensibly dangerous but actually easily-trained. As usual, popularity won out over art, and trainers resigned themselves to training the crowd-pleasers instead of the real challenges.

## A Day At The Games

Games started shortly after dawn, and went on to sundown. There was no artificial lighting for the evening. In a magical universe, this problem could be solved with extended Light spells, allowing for longer pageantry. However, unless the populace is wasting incredible amounts of magic points on lighting the city streets, it is unlikely the games will go past dusk — if only to allow the populace to get home before darkness arrives to shield the actions of muggers.

Games usually began with a parade of gladiators and an inspection of their swords or other weapons. Then a mock battle with wooden weapons would be held until a horn was sounded — this gave the combatants a chance to limber up, and the bettors a chance to see their form. Finally the participants settled down to serious battling. Just what forms the games took depended upon the needs of the sponsor, but there were several normal concepts.

### Types of Combats

Gladiatorial combat primarily pitted single fighters against each other. Ten fights might occur at once, but when one pair finished, the winner would not take on another. The gladiators who participated in this sort of combat were called ordinarii, because that was the ordinary way of fighting.

The Romans had another name, catervarii, for groups of gladiators who fought as units in unit versus unit battles. In these vicious struggles, the fight continued until only members of one unit remained standing.

Roman law limited the number of gladiators who could participate in the game, though influential sponsors who wanted to stage a greater-than-normal spectacle often ignored the law.

**Slaughter of Slaves:** from the first, the Colosseum was used as a place to dispose of prisoners of war and other slaves. Hapless prisoners would be shoved weaponless into the arena, and then fierce and hungry beasts would be let in to eat them. Apparently the Roman crowds loved this.

**Men Against Animals:** sometimes those cast into the arena were not helpless; they would be granted weapons with which to defend themselves. Sometimes the weapons might be token, such as dull daggers. At other times an animal fighter might be a fully-equipped gladiator or soldier, with a decent chance to survive.

**Animals Against Animals:** for this, many animals had to be specially trained. Some of the standard mixings, such as bulls or bears versus dogs, survived well into the Middle Ages and Renaissance times.

**General Pageantry:** mock combats might be held as dramatic re-enactments, mostly religious or historical in nature. Weapons would be blunt and mostly harmless. Such gladiators were called Paegniarii because they took part in pageants.

Often pageants could be pretexts for slaughters, wherein emperors and other game-givers got rid of former favorites, etc. After a while, they discarded such pretexts in favor of undisguised (and cheaper) mass rapes, public executions of Christians and other criminals, and general depravity.

**Military Shows:** sponsors sometimes used the games to test one type of formation against another. Commonly units from opposite sides of the empire would be made to fight each other. Despite the ostensive military rationale, these spectacles were held to give the masses the chance to see killing on a large scale.

**Gladiatorial Combat:** the prime attractions of the games, however, usually were the gladiators, trained free or slave combatants who fought to the death for the pleasure of the crowd.

#### "Thumbs Up, Thumbs Down"

The governor of the games (usually the noble in charge, the sponsor, or the Emperor if present) had the final power of life or death over the gladiators. If a gladiator went down, his opponent could ask for the ruling of the governor. Two contradictory ways of indicating the ruling are recorded.

By the first convention, the governor aimed his thumb at the ground if the downed gladiator was to die, or he waved his handkerchief if the gladiator was to live. By the second convention, thumbs down indicated that the winner should lay down his sword; a thumb pointed at the chest indicated that the sword should go through the heart of the loser. A fallen gladiator who did not know which convention was being used could be in for some anxious moments.

The common "thumbs up" signal of our era was not used in coliseum combats.





### Rewards of Success

Gladiators were great crowd-pleasers, just as successful athletes are today. Even though they were usually slaves they could amass great wealth and prestige. Noble women would vie for their favors, and poets would sing their praises. Often they retired after a few successful years to start their own gladiatorial schools or they taught at someone else's school. Others were hired as private bodyguards, in numbers sometimes that of small armies.

## The Gladiators

Most arena fighters were slaves and prisoners of war. Occasionally senators and other nobles participated either for fun or at the whim of an emperor, but generally fighting was left to the professional gladiators.

Typically, gladiators were slaves kept strictly for fighting. Some were warriors from conquered tribes, and others were legionnaires sold into slavery for debt or other crimes. They were trained in gladiatorial schools maintained by rich patrons. Some slave gladiators were freed but continued in the arena.

### Types of Gladiators

Gladiators were equipped with many different forms of weapons by their masters. Sometimes gladiatorial fights were staged to test different hand-to-hand tactics. Often gladiatorial equipment was intended to be colorful, not efficient. Vital spots might be left unarmored. Commonly an unarmored fighter, such as a retiarius, was pitted against a fully-armed fighter such as a secutor. The following list is not all-inclusive, but indicates the variety of gladiatorial types.

**Andabatae:** little is known of these mounted gladiators, but they seem to have been the only ones known to ride horses. They were known for wearing helmets with closed visors, no doubt to lend mystery to their reputation.

**Dimachaeri:** a gladiatorial form adopted during the later Empire. Dimachaeri used two shortswords and were otherwise unarmed or armored.

**Essedarii:** equipped with spears, shields, and swords, these gladiators fought from chariots like Britons. Britons were known for their spectacular stunts while fighting from chariots, such as walking up the tongue to a spot between the horses and fighting from there while the horse charges.

**Hoplomachi:** their equipment was based on the armor of the Greek soldier. Hoplomachi used full hoplite lamellar armor, the hoplite shield, and a single-edged equivalent to the broadsword (the kopi), from which the shorter kukri was derived.

**Laquearii:** by using lassoes they tried to bind and disable their antagonists. Laquearii were mainly comic relief and used in situations where action was required more than blood.

**Mirmillones:** these fighters were armed in barbarian Gallic fashion, with sword, helmet and target shield. They gained their name from the helmets with fish-shaped crests they wore, and generally wore the Gallic costume of trousers and bare chests, (even if the gladiator's actual homeland was some place like Syria).

**Retiarii:** no one knows from where the glamorous idea of using a net and trident originated — perhaps in some pageant of fisherman versus farmer, each using the natural weapons of his trade. A retiarius generally fought a secutor.

**Samnites:** theoretically the embodiment of the Roman legionnaire, this gladiator used the legionnaire's traditional helmet, shield, and sword.

**Secutors:** a secutar wore the most oddly-placed armor in the games. Only sword arm and shoulder, head, and legs were protected; a target shield guarded the rest, otherwise as open to blows as that of the traditional opponent, the retiarius.

**Thraces:** These lightly-armed fighters used a buckler and a scythe-shaped dagger equivalent to the kukri. They were commonly matched against the somewhat heavier-armed mirmillones.

## Literary Gladiators

Some notable characters have spent harrowing moments on the bloody sands of a coliseum, including John Carter, Warlord of Mars, Tarzan of the Apes, and Flash Gordon. Their heroic footsteps were followed by hundreds of fictional champions whose names are less well-known to the reading public. The drama of the arena holds great fascination for writers and readers of adventure fiction.

Most fictional efforts feature the hero imprisoned, forced into combat against other fighters or exotic beasts, and finally fighting his way free — often leading the other gladiators, Spartacus-like, to freedom.

The real-life Thracian gladiator Spartacus led a gladiatorial rebellion which baffled the legions of Rome for three years. Today he is considered a great hero and freedom fighter, but in the Classical era his name was anathema. It was frequently invoked to scare senators into approving repressive laws.

The name of Spartacus became a beacon to all the slaves of Rome; many rebellions were fought in his name. In the later Roman empire, many rebellions were led by gladiators, as might be expected by well-trained and tested men who had nothing to lose. Revolts were called "bacaudae."

## Intelligent Species as Gladiators

Among the many intelligent races found in the *RuneQuest* universe, formal arena combat is popular among only humans and dark trolls. Orcs are known to arrange informal versions of arena combats, usually involving heavily-armed orcs arrayed against outnumbered or unarmed opponents. Other races either have no facilities for such blood sports because everyday living is precarious enough, or have no liking for such things. However, enslaved individual members of most intelligent races frequently have found themselves unwilling participants.

The following conventions are based on general civilized human usage. Dark trolls and barbarian humans are less formal in their designations and have less interest in devising interesting weapon combinations for their gladiators. A prisoner is usually allowed



the melee weapons he was captured with or given weapons normal to his captors.

Dark trolls also favor blood sports with spectator participation, such as their famous trollball games, which also take place in their arenas.

**Cave Trolls:** use their normal weapons without armor. If their opponents are slaves to be slaughtered, weather control spells of some nature are used to block off the sun's rays. If the trolls are to be the victims, they must fight in full light of day. When both trolls and slaves are to be slaughtered, they fight in daytime but the humans are as ill-equipped as the trolls.

**Centaurs:** treat them as andabatae or lasquearii, generally to be pitted against heavily armored foes such as secutors or mirmillones. Sometimes, however, they find themselves facing mounted humans with similar weapons, or retiarii trained to bring down a charging horse.

**Dark Trolls:** Usually secutors or mirmillones in human coliseums, though allowed any weaponry in troll games. The troll area in gladiator quarters is surpassed in squalor only by the orc and Viking sections.

**Ducks:** this oppressed race normally fights as dimachaeri or thraces, or sometimes mirmillones. Ducks are comic relief for the crowd, offering countless amusing ways in which to die. Cruel promoters load down ducks with secutar, samnite, or hoplomachi gear to provide further hilarity for the populace. Duck settlements rarely host gladiatorial games.

**Dwarfs:** as hoplomachi, secutors, or samnites, doughty dwarfs generally give good account of themselves in arena battles, especially if pitted against orcs, elves, or trolls, their hereditary enemies. If promised high rewards, dwarfs can be exemplary fighters, but most dwarfs would rather make gladiatorial gear than wear it.

**Elves:** usually provided with weapons as thraces, dimachaeri, or mirmillones. Elves are congenitally opposed to arena fighting and are not popular gladiators. Elf slaves are often slaughtered in the arena by matching them to a hereditary enemy such as dwarf, orc, or troll. Crowds crave to see haughty elves humiliated in combat.

**Fachans:** allow their normal weapons and heavy armor. They are only employed in single combats against very highly rated adversaries. The fachan is a tricky opponent to defeat.

**Giants:** these are usually young giants, rarely very large, and rarely is there more than one in a day of games, since keeping a giant prisoner is a tricky task at best. Some giants have maintained reputations as champion killers for many years in a particular arena, spending 20 years or more slaughtering overweening gladiators. When grown too big to keep, a giant usually is freed, and normally has considerable earnings from rewards and bets.

**Halflings:** they may fight as thraces, dimachaeri, or mirmillones. Like ducks, halflings are used for comic relief (a favorite match is to set a half-dozen halflings against one cave troll). Some speculate that this combination inspired bull-baiting with dogs when the supply of halflings and cave trolls ran out. Nonetheless, many halfling gladiators have won fame and renown for their sturdiness and quickness. Halfling gladiators are more popular in smaller arenas which lack facilities for major battles (such as men versus bandersnatch — halflings against rock lizards provide a provincial version of this entertainment).

**Humans:** they come in all sizes and weapon combinations, just as in the Roman coliseums.

**Minotaurs:** use their normal weapons of two-bitted axe and massive strength. Slaying a minotaur is the mark of a master-class gladiator.

**Orcs:** usually they fight as retiarii or secutors, though they can be found with almost every weapon combination. Normally they are not allowed to fight with combinations which give them armor, for the fans are interested in seeing their not-quite-human physiogomy.

**Werewolves:** they fight only magic-using opponents, except when slaughter is wanted. A favorite joke of promoters is to give good weapons to non-magic-using slaves meant for slaughter, and then to send them out to fight "the wolves." The crowd roars with laughter at the expressions on the faces of the doomed slaves when they realize that their wonderful weapons can do no good at all.

## The Monster as Combatant

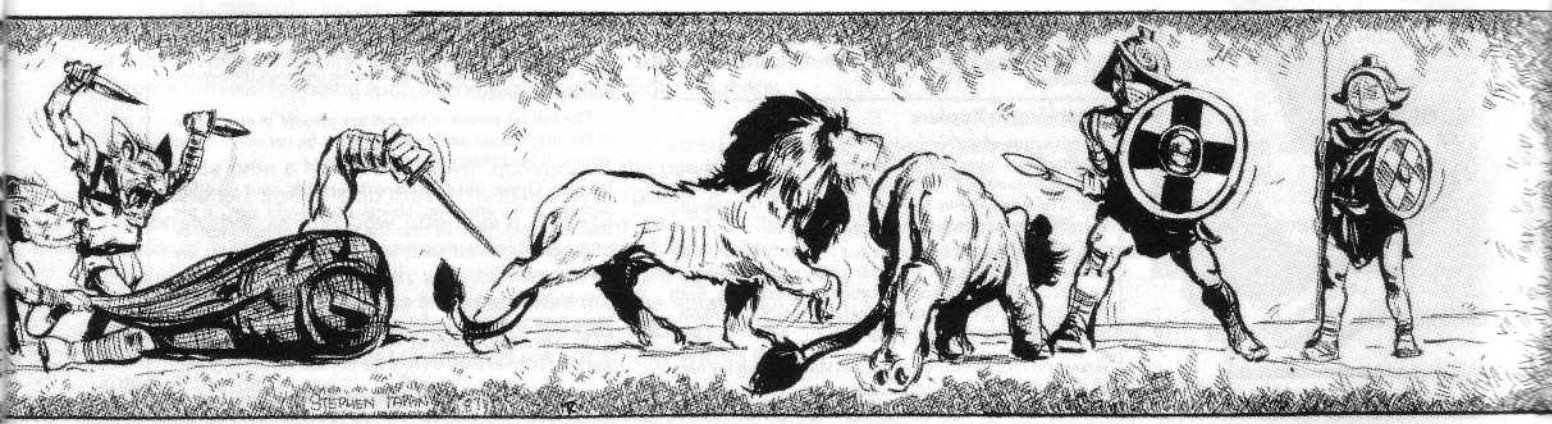
*RuneQuest* monsters are used in arena combats and spectacles just as were their less fantastic brethern in Roman times. Popular creatures include bandersnatches, elementals (summoned for the fight by magic-casters hired by the game sponsors), manticores, and undead — though only mummies, skeletons, and zombies are used. The demoralizing howl of the ghouls automatically relieves them from most arena combat (a demoralized crowd is not a happy one), and vampires are ineffective in the daylight preferred for arena combat.

The wild animals available to game promoters are more various than those available to the historical Romans. Allosaurs are chancy combatants but genuine crowd-pleasers. Normal animals such as bears, elephants, lions, and wolves are generally available to the richer promoters who can afford to have them shipped in from exotic locales. Certain *RuneQuest* creatures, however, are rarely seen in the arena, despite their general availability in the world.

**Flyers:** flying monsters are dangerous to any coliseum crowd. Putting a large net over the arena holds such creatures in, but also obscures the vision of the spectators. Magic potent enough to keep such creatures in is expensive in both money and magic points, and hard to justify. Only trained gladiatorial animals, such as griffins or wyverns, who will stay in the arena and can be relied on to not attack the crowd or run away, will be found in the arena.

**Ranged Attackers:** creatures who have a ranged attack are also dangerous in the arena, just as archers would be. Even if fully trained and unlikely to attack the crowd, every missed attack is a hazard to the crowd. Creatures with ranged attacks are rarely used in arenas.







**Poison Gas Users:** many creatures issuing poison gas issue it at short ranges — seemingly safe for arena combat. But gases can be carried by the wind, and all of them can hang in the air. It spoils the crowd's enjoyment when gladiators march onto the field and fall dead from poison gas residues left over from the last combat.

## Using Magic in Coliseum Combat

In *RuneQuest* arena combat, promoters often please the crowds by making creative use of magic. Summoning creatures is only part of the fun. Gladiators can be both hampered and enhanced with magic in interesting combinations.

For instance, a one-armed gladiator could have a Strength spell, a Vigor spell and a Fanaticism spell placed on him, just to see how long he would last in a fight. Or perhaps a fully armored and armed hoplomachus could have a Mobility spell placed on him to increase his movement rate when matched against a large pack of wolves. Or perhaps centaurs would be amusingly hindered by Slow spells when matched against Mobilized ducks.

Slave gladiators are not usually permitted to know ranged magic, for fear of what they would do to the watchers. Spells that such gladiators can know are routinely carefully controlled by the promoters — an occasional Damage Boosted weapon or Fireblade makes a pleasing spectacle for the crowd, but in general the crowd craves visible skills and visible blood.

### Nets for Retiarii and Others

The net is part of every culture. It is usually a set of lines knotted together into a grid pattern, made to catch objects too big to fit through the holes of the grid. The mesh of a net can be small, for catching small fish, or larger for snaring larger prey, such as men.

For game purposes there are three nets of interest: fishing nets, trapping nets, and combat nets. Their many similarities include their manner of construction.

#### Common Attributes of Nets

Netmaking is a craft, and can be learned in any culture. All nets have two attributes, SIZ and STR/hit points.

SIZ is the area of the net, and measures what volume the net can cover. Combat nets rarely are larger than SIZ 20, the maximum size usable one-handed by a normal STR man. Fishing and trapping nets can be of any SIZ, but require one man per 20 points SIZ if the entire net is to be manipulated at once. Any net must have a larger SIZ than its intended target or it cannot fully entrap that target.

Nets commonly have a STR of 2D6+14 (an average of 21). The STR also counts as the net's hit points in any one area. A net has armor points between 3 and 8, depending on its construction. Combat nets usually have 6 armor points.

#### Fighting With Nets

Fighting with a net is a unique combat skill. It requires a specially-made combat net. Using such a net for combat has a 05% base chance, and training for it can only be found in civilized territories.

Only combat nets are meant to be used in battle. Other nets usually are too big, and are weighted differently to fulfill their primary function. Any warrior trained in fighting with a net will use a fishing or trapping net at half his normal ability with the combat net.

The normal combat net can contain a SIZ of 15, has a strike rank of 1, and an ENC of 3.

A combat net can be snapped (doing 1D4 damage), much as children do with wet towels, or it can ensnare an opponent. Fighters normally carry nets on the left arm, and in that position the net can be used as a shield. In absorbing blows from edged weapons, its hit points will be destroyed just as would a regular weapon's. Trainees in Net Fighting learn both attack and parry.

### Combat Net and Trident Descriptions

| *weapon* | *damage* | *STR/ DEX* | *ENC* | *base %* | *AP* | *SR* | *price (pennies)* |
|---|---|---|---|---|---|---|---|
| Combat Net | 1D4 | 12/10 | 3 | 05% | 6 | 1 | 150 |
| Trident* | 1D6+1 | 9/7 | 2 | 05% | 9 | 2 | 125 |

*This weapon, a form of short spear with three points on the tip, was commonly used with a combat net in Roman gladiatorial combats by a gladiator called a retiarius. The retiarius would snare his target in a net and then spear him through the mesh of the net with the trident.

#### Attacking to Ensnare

An ensnaring attack is made by throwing one end of the weighted net over some portion of the target's body while maintaining a hold on a cord attached to the other end. The cord allows the user to maintain tension and keep the target from just shrugging the net off.

A successful attack which is not parried allows the attacker two rolls on the melee hit location table. There is no special effect if the same location is rolled twice. Both areas rolled will be ensnared by the net with the following results:

**Arm:** arm cannot be used as long as tension is on the net.

**Leg:** target cannot move without falling but can fight from his current position. If the net user receives a successful STR versus STR roll on the resistance table, the target will fall.

**Abdomen or Chest:** user who receives a successful STR versus STR attack on the resistance table can cause target to fall. Target cannot disengage while caught.

**Head:** target's vision is obscured. Halve all attack, parry, and dodge skills.

The hit locations caught must be freed by ripping, cutting, or burning, as described below. If there is no tension on the net, the victim can simply unwind the net from himself if he makes a roll of his DEX or less on D100. This may be attempted at the end of each melee round. If both arms are pinned, he cannot unwind without help.

#### Defending Against Ensnaring Attacks

Any weapon may parry a net. A parrying shield will be caught instead, immobilizing the shield arm, unless the parry success roll was a special or a critical. Any other weapon used to parry a net instead will be caught instead unless the parrier's player rolled equal to or less than twice his adventurer's special roll. If the parrying weapon is caught in the net, the parrier's weapon arm is immobilized unless he lets go of the weapon.

The chance to dodge is reduced by 10 percentiles because the net covers a larger area than the usual weapon blow.

A fishing or trapping net dropping upon an unaware victim from above cannot be parried, though the victim may be able to dodge it.

#### Escaping the Net

An ensnared being can rip open, cut open, or burn open a net in order to quickly emerge.

**Ripping Open:** the adventurer's STR must be matched against the net's STR on the resistance table. A successful roll means that the net now has a hole in it large enough to crawl through. The ripper may walk through the hole in the next melee round. This assumes that the ripper has not been trussed up in the net and can still move his arms and hands, perhaps getting some leverage with his feet. Even a common net usually will be strong enough to hold a man. Those who want to trap giant trolls get stronger nets made.

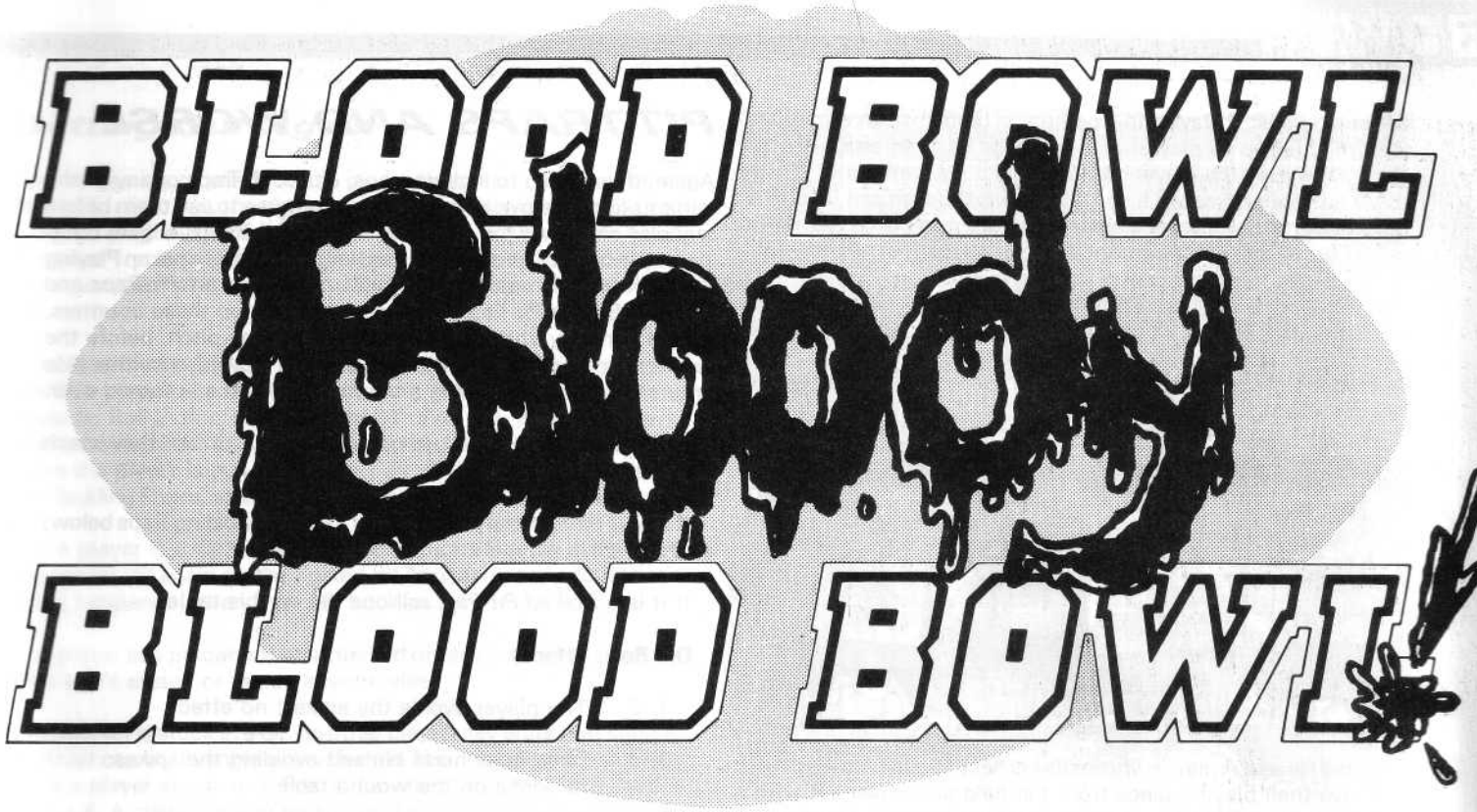
**Cutting Open:** only edged weapons work against nets. If the enmeshed being has an easily reached sheathed knife, he may be able to pull it out and cut with it. Edged weapons already in hand might also work at the gamemaster's discretion, but such weapons will only do a dagger's damage because of problems of leverage and the unusual awkwardness of the cutting angle. Normal damage bonuses and added damage from magic will add to the cutting power. Someone attempting to cut his way out of a net must cut out of the net hit points equal to his SIZ or equal to the hit points of the net, whichever comes first, to make a hole large enough to escape from. He may escape the melee round after he destroys the needed number of points.

The full hit points of the net are present in every area of the net; should one area of the net be cut open, other areas still have their normal hit points.

**Burning Open:** fiber nets are flammable, and take full damage from any fire. Unless excessively dry, a net will not catch fire, so that the flaming object must be held against the net each turn until the hit points are burned away.

**Combined Attacks:** a net could be cut and burned at the same time to reduce its hit points, which also reduces its STR. Then the ensnared victim could apply his STR against the weakened STR of the net and rip his way out.

# BLOOD BOWL




***Jervis Johnson & Marc Gascoigne add more gory variants to Blood Bowl***

## CHAINSAWS IN BLOOD BOWL

Yes, you read that right. Chainsaws. They're currently everyone's favourite weapon, it seems, so why should **Blood Bowl** players miss out on the fun? No reason at all. However, you must be fair about using them. Before your game starts, even before teams are chosen, you and your opponent must agree that one of you will use the chainsaw-wielding team (no sneaking them onto the pitch without telling your halfling-equipped opponent!).

### Some History

Only one team in the history of *Blood Bowl* has ever been kitted out with chainsaws. They are an undead team, coached by the powerful necromancer, Bilakk'n Dekka. Where the evil sorcerer actually acquired the fiendish weapons is not recorded. There aren't any garden centres in the New World, except those run by the Elves, and they don't stock nasty futuristic machines designed for chopping up trees. However, some unwise commentators whisper of a devilish pact with a quite unspeakably horrid demon prince, of midnight sacrifices upon barren mountain peaks, of unpronounceable enchantments and indescribable horrors. Why do they whisper? Well, it's usually because Bilakk'n has had their throats torn out for being such scandal-mongering little dungbags.

The only time a NAF official ever questioned the use of such weapons on the Blood Bowl field he was given a brief demonstration of just how effective a chainsaw can be in the hands of a bloodthirsty weapon-wielding, undead, homicidal-maniac Skeleton, and his body was delivered to the NAF governing committee in three separate baskets. Thus it came about that these days no-one quite has the guts (or the desire to lose them) to tell the necromancer that chainsaws are not strictly within the rules of the game.

### Dekka's Decomposing Decimators

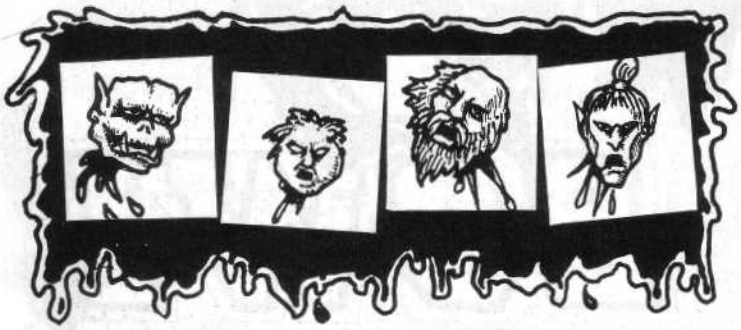
Bilakk'n's cadaverous team is made up exclusively of Skeletons. *Please note: there are only 10 Skeleton counters in Blood Bowl, so we recommend you use a Zombie piece for the 11th player.* The team receives 4 SPPs and has an unlimited number of players, just like the Champions of Death team. If you are using this team with the optional rules presented in **Death Zone**, the first *Blood Bowl* expansion set, any eight of the starting team-members may be Special Players, of any type (chucker, kicker, defensive, etc); they can have skills too, if you're using them.

A maximum of four players are allowed to use chainsaws. A player with a chainsaw may only attack, and never tackle. They attack as normal, but if they hit they roll for a wound as if they had an ST of 4. If they cause a wound, the victim doesn't get an Armour Saving Throw and must roll one die on the Chainsaw Wound Table below:

| Die Roll | Result |
|---|---|
| 1 | Chainsaw runs of of fuel! There's no effect on the victim; cross the chainsaw off the team roster. |
| 2 | Arm slashed! Victim's TS and CS are both -1, but he stays on the field. |
| 3 | Leg slashed! This counts as a 'Leg Hurt' result. Place the victim prone, but he stays on the field. |
| 4 | Arm cut off! Player is out of game, but in a campaign they can return for later games (see below). |
| 5 | Leg cut off! As for Arm cut off. |
| 6 | Head cut off! See below. |

**Severed Limbs:** If players in a campaign team lose an arm or leg, they may return to play after 5 matches with an artificial limb. If they lost a leg the player has -2 MA, if it was an arm -2 TS and -3 when trying to catch a ball. However, the artificial limb is all covered in nasty spikes and blades, so the player counts as having +1 ST when rolling for a wound after an attack (but not a tackle).

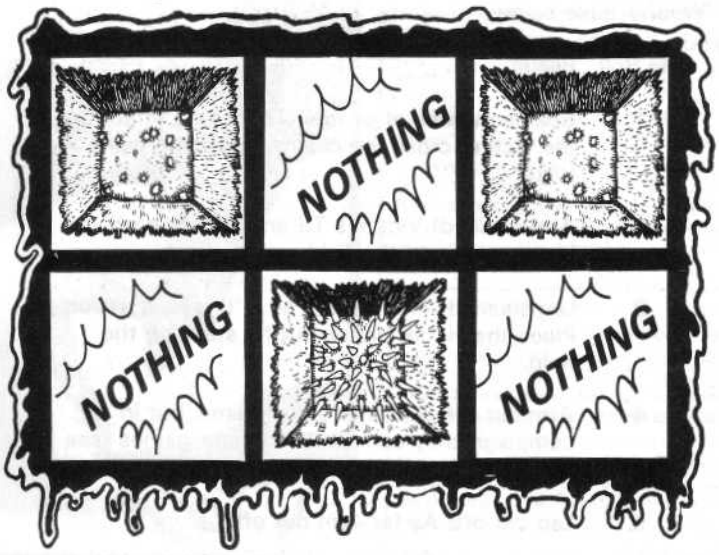
In addition, such players may avoid the effects of Leg Hurt, Leg Broken or Arm Broken wound results, as appropriate. Roll one die: on 1-3 the artificial limb is broken, and the player returns after next Touchdown having strapped on a spare; on a 4-6 the wound has no effect.



**Severed Heads:** A player who loses his head is dead (no kidding?). Remove their playing piece from the field and replace it with a Head counter. Roll twice for bounce for the head. The head is treated like a football, so players may pick it up, throw it etc. However if a Skeleton player manages to leave the field while carrying the head (as if scoring a touchdown) their team gets to keep it as a trophy. The opposing team is demoralised by this, so the Skeleton coach may reroll any *one* die roll for each head the team captures.

If a Skeleton player holding a chainsaw is killed, the chainsaw is lost; cross it off the team roster (the Skeleton has to be specially trained to use the thing). Players from the opposing team cannot use a chainsaw, even if they manage to get their hands on one. Using such a nasty weapon in the confusion of the average *Blood Bowl* game requires quite extraordinary skill if one is not to damage oneself while using it.

Incidentally, if you're wondering why there are no excerpts from games in the company of the inimitable Jim and Bob, it's because games featuring the Decimators are never broadcast. This is partly due to the quite offensive level of violence, and more importantly because the commentary for such games usually consists almost exclusively of one or other commentator going, 'Oh my word, oh no, oh no, oh that's horrible, oh no, surely that isn't allowed! Oh no, I can't watch this...' for the extent of the game. Not very entertaining, eh?




# PIT-TRAPS AND WORSE

Again, if you wish to include traps, either Pit-Traps or any of the variants listed below, both players must agree to use them before any play starts. At the start of the game, each player gets 6 Pit-Trap counters (it's probably a good idea to see the note on Playing Pieces later). Three of these say *Nothing*, two are *Pit-Traps* and one is a *Spiked Pit-Trap*. Coaches may position these counters, face-down, anywhere in their own half of the pitch, before the teams are placed on the pitch. Whenever a player from either side enters a square containing a counter, the piece is turned over.

If it says *Nothing*, nothing happens. It was a bluff and their coach can start breathing again.

If it says *Pit-Trap*, the player falls in (but see Avoiding Traps below) and suffers 1 wound on a roll of 5 or 6.

If it is a *Spiked Pit-Trap*, roll one die on this table:

| Die Roll | Effect |
|---|---|
| 1, 2 | The player avoids the spikes; no effect. |
| 3, 4 | The player hurts himself avoiding the spikes; roll once on the wound table. |
| 5, 6 | Dead! |

Discard *Nothing* counters when they have been revealed. All other types stay on the pitch, hopefully for more players to fall into (heh heh!).

## Avoiding Traps

Players may attempt to avoid traps by spending some of their MA. The coach must roll less than or equal to the amount of MA spent, using one die, to avoid the trap. If the roll is made, the player is moved back to the square they entered from; if not the player falls in anyway. If the player cannot return to the square from which they came, owing to an opponent's Death Zone or any other rule, they must fall into the pit. Sorry.

**Slow motion replay:** *Oho, Jim, there goes Really Evil Jerik Wickedson of the truly evil Evil Gits Team. Hemmed in by four hulking brutes from the Chaos All-Stars, the only way he's gonna get out of this one is to take a chance on that Pit-Trap being a bluff!*

*Too right, good buddy! There he goes! Whoops-a-daisy! It is a trap. Really Evil tries to avoid it, though. He's got an MA of 4; take away the 1 he spent on moving, and he's got 3 to spend on avoiding the trap. His coach must roll a 1-3. Hahaha, well Bob, I guess that's what this game is all about.*

*So true, Jim, and I think Really Evil is going to have a few words with his coach about that 6, just as soon as he gets out of that pit of his.*

## Jumping Pits

You'll need a copy of *Death Zone* to use this rule, though we're sure you've all got copies by now, haven't you? Players may try to jump over Pit-Traps, just like they were jumping over players under the rules given in the expansion set. However, if the jumping player fails by 3 or more points, they fall into the trap instead of taking a wound (if it's a Spiked Pit-Trap they may get a wound anyway).

## Getting Out Again

Players can try to climb out of pit, or be pulled out by another player. To climb out, the player must roll less than or equal to their CL-3, on one die. Dwarfs and Halflings use CL-5, Ogres use CL+2. Subtract 1 point per opposing player who has a Death Zone on the square. Roll at the end of the Movement Phase, but only once per turn.

Instead of attacking or tackling, upright players can try to pull another player out of a pit, providing they are all in adjacent squares. Roll 2 dice, add the total ST of all the 'pulling' players, and subtract the ST of the player in the Pit. On a score of 8 or more the player is pulled out. This all takes place at the end of the Tackling Phase, after all attacks or tackles have been resolved.

If a player in a Spiked Pit-Trap fails to climb or be pulled out, they must roll again on the Spiked Pit-Trap injury table to find out what happened when they fell back in.

A player in a pit cannot be attacked or tackled, but then again they can't attack or tackle anyone else.

If a player is stuck in a pit, no other player may enter that square. A player can try to enter a revealed Pit-Trap square which doesn't have a player stuck in it. Roll a die; the player falls into the Pit on a 1-4. A player *cannot* try to avoid a revealed Pit by spending some of his MA.

## Alternative Pit-Traps

Instead of using a Spiked Pit-Trap, a coach may replace it with one of the following (write down the fact on the back of the team roster). Coaches must agree that they are using the Alternative Pit-Traps rule before play starts, though they need not specify which of the variants they are using.

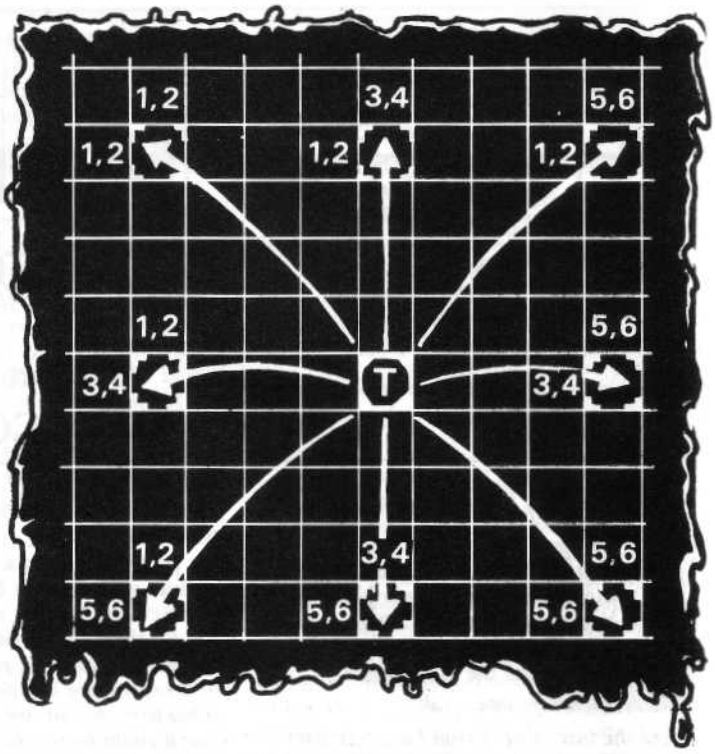
**Mine**: This explodes when a player enters the square. They must roll for a wound as if hit by an ST 6 attack; any player in an adjacent square must roll as if hit by an ST 3 attack. Discard this piece after it has been revealed.

**Quicksand**: Unless pulled out within 3 turns the player who falls into this trap will die. Players may not climb out of a Quicksand Pit on their own.

**Trap-Door**: If a player falls in, a trap-door slams shut on top of them, imprisoning them in there. The player may not climb out or be pulled out. The player is removed from play until the next Touchdown is scored, when they are retrieved, but they may be substituted for in the meantime. If a player is stuck in the trap other players may freely enter the trap's square.

**Trampoline**: At the bottom of this pit is a trampoline. Any player who falls in must roll 2 dice. If the score is less than or equal to their ST, the trampoline is broken. Treat the trap as a normal Pit-Trap for the rest of the game.

Otherwise, the player is catapulted into the air! Roll for Scatter, and move the player 4 squares in the direction indicated (ignore rolls that would keep the player in the Pit-Trap square). Ignore any Death Zones on the way. On a roll of 4-6, the player suffers 1 wound on landing. If the landing square is occupied by another player, roll one die for each - either player suffers a wound on a roll of 4-6. If both players survive this (ie, both are still on the pitch), place the bouncing player in an adjacent, unoccupied square of their coach's choice.




The bouncing player, and any player who is hit by the bouncing player, ends up prone. If either hold the ball they will drop it in the square they end up in.

## Playing Pieces

Reproduced alongside this article are 4 Head counters and 6 Pits. 'But that's not enough!' We hear you cry. Well yes, but there's only so many counters we can fit onto the average page of your favourite magazine. Therefore, you have our gracious permission to photocopy the counters (for personal use only, please guys) until you have as many as you need. Glue the photocopies to card and cut them out. Then you can get out your crayons, coloured pencils and felt-tips and colour them in whichever psychedelic patterns you like. Alternatively, draw up your own using our designs as inspiration.

## Designer's Notes:

From the few memories I have of the Golden Demon Day, one in particular still stands out; a diorama called *Pass Interference*. The diorama depicted, as I remember, 2 skeletal Blood Bowl players defending a third who was about to throw the ball. Nothing odd in that, you may think, and I would have had to agree - if the skeletons hadn't been armed with a chainsaw each. I don't know who made the diorama and I don't know how well it did in the awards, but it served as the inspiration for the Chainsawy part of this article. Congratulations to whoever made it, and if you're reading this article, get in touch at the usual address!

Pit-Traps, on the other hand, are something we'd been thinking of adding to *Blood Bowl* for some time, and judging by the number of requests for rules for such traps, so have quite a few of you coaches. A special mention here goes to Austin Barlow, who sent in his own rules for Pit-Traps. Although the ones we've used are different in many ways, Austin gets the credit for thinking up the idea of having to pull players out of a pit they have fallen into!

If there are any more special rules you think we missed out of *Blood Bowl* and the new *Death Zone* expansion set, feel free to write and reveal them to us, at the address given in the rule book. Cheers!

*Jervis Johnson with Marc Gascoigne*

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*Well, this time round, there was one burning issue in the post bag:*

**Robert Gilmour, Glasgow**: I thought WD92 was as brilliant as ever, but how do you explain the botch-up on Chris Felton's *No Psychos Needed*? After twenty minutes I finally managed to rearrange the paragraphs and read the thing sensibly.

*A whole twenty minutes, huh?*

*And the last word on roles and sex goes to...*

**Sian E Jones, Kidderminster**: If men must hunt and women must bear children, what have we been doing all these millenia collecting plants, painting, singing, farming, herding, building temples and roads, counting, watching the stars, invading Korea, fiddling while Rome burns, discovering America, inventing steam engines, repealing the Corn Laws, playing the tuba, driving motor cars, working in banks, making boilers, and playing *Call of Cthulhu*? How many *White Dwarf* readers fed their families by hunting last year?

*Okay, come on, now. Hands up!*

**Ian Winteton, Northants**: There have been several good scenarios since WD90, most noticeably *Little Lost Warbot, Rescue the Paladin* (AD&D in a new light), *Blood on the Snow* (an interesting little battle - especially the snow balls bit) and the two adventure outline pieces for *JD* (*Tales from Mega-City One* and *Thrice upon a Time in Mega-City One*) by Marcus Rowland. They allowed me a degree of creative license when GMing them (*Good, they're supposed to - Ed*).

Time for a plug? Good. Anybody in the vicinity of Northampton please converge on Roadmender Centre, Tuesdays 6.45pm to 10pm. Reports are coming in of citizens having a good time playing games such as *Paranoia, WFRP, Call of Cthulhu* and, of course, *Judge Dredd*. Message ends.

**D England, Tiverton**: Your expert advice is required, yet again, by a relatively in experienced but keen roleplayer. (*Share it with us, D - Ed*) I want to set up a games playing club in Tiverton, but I'm not sure what to do. Do I just find suitable premises and charge membership according to the hire costs, and make sure all the members buy *White Dwarf* or are there rules and regulations to be followed?

*It all depends. If you want a club where there is a choice of games at any one time, unless either yourself or a colleague has a home where several rooms can be systematically taken over, once per week, you're going to have to find somewhere like a youth club, Student Union block, or pub. However, this doesn't mean you will have to pay for the room(s). Meet whoever is in charge (he's the only person making any rules), convince him that your club isn't going to be full of over-loud misfits - and that it could benefit his business (if applicable) and take it from there. Do* ***not*** *charge your players a fee unless you have to - or it will end in tears...*

*Be serious. Of course they have to buy* ***White Dwarf****.*

**Jason Way, London**: Seeing as topical letters are in vogue, I'd like to suggest that more articles like *How To Make Crime Pay* (WD76) would be appreciated. This feature threw new light on thieves and ways of using them. Although the article was directed at *AD&D*, the information provided therein was adaptable to any RPG.

**Dominic Lacey, Bristol**: I strongly suggest that *White Dwarf* starts publishing systemless adventures. This would increase the amount of helpful material in an issue and please a larger number of people. As a *MERP* player, I've felt like refraining from buying future issues of *White Dwarf* because although I like reading it, it offers nothing for my favourite game system.

Many other *MERP* players must feel the same, and there are a lot of them out there. How about one systemless adventure/article every month?

*Well, maybe not one every month... There was* ***Letters from a Foreign Land*** *in WD92, and there can be more. We're open minded. The fact about most discursive articles, whether they are about thieves, or Dwarfs, or whatever, is that they can be applied to almost any game. If people can take ideas for their games from books and films, surely it's possible to glean ideas from one RPG system and apply it to another.*

**Lots of people**: At 9.01am on the 24th of July, the Event began. After over four months of tortuous planning, we had actually started playing our marathon fantasy games session to raise money for charity. 48 hours later, we were still there, and it showed! Both the auction and the Event Quiz went well as did the 'Surprise Game' of *Monster Raving Loonies*, a light hearted affair that plugged the gaps between the other, more serious, games. Based on the ever popular beetle-drive, it required players to create original and interesting monsters by a system of random dice rolls.

The first place was a tie between Andrew Marion's 'Total Disaster Thingy' and John Huggett's 'The Very Strange Quark-Tentacled Hyperzark From Photon Star XL Beta', also known as the 'I Can't Draw' monster. Special awards went to Ewan Wilson (most artistic) and to Jon Roberts for his 'I Was Hoping For A Few Arms And Another Foot' creature.

Those who survived the Event were David and Kevin Van-Cauter, Duncan Brassington, Jon Roberts, Chris Mann, Seth King, Stuart Swinton, Richard Shenton, Andrew Marion, John Huggett and Ewan Wilson. We surpassed our target figure of £400, and the money is being equally divided between The British Heart Foundation and The Imperial Cancer Research Fund. We'd like to thank everyone who helped.

*Congratulations. What else can we say?*

**Dominic Taylor, Norfolk**: Did the artist who illustrated the advertisement for *Warhammer 40000* not bother to draw below the figure's kneecaps or did the quality deteriorate from that point downwards?

*Talk about kicking a man when he's down...*

**Chris Stannard, London**: One of the oldest and most annoying aspects of any RPG is that the endless lists of rules and mechanics tend to detract from the whole point of roleplaying. Players tend to be overwhelmed by the *technical* side of their characters, checking on every arbitrary detail of their development, rather than concentrating on the fantastic images presented to them during adventures.

I suggest that the GM keeps all these details to himself and maximises descriptions which enhance the atmosphere of the game in session. Players can know how their characters are progressing through reputation and deed rather than numbers and rules. That's when the roleplaying really begins.

**Graham Ing, Stubbington**: Full marks to John Quaife for a very thorough examination of *Runequest* Demons in WD92. Shame that such subjects are forced to carry a disclaimer in the opening paragraph. A sign of the times perhaps? I thought John's intentions were admirable.

There are demonic creatures out there of course. They're called game critics.

**Peter Wallstrom, Kungalv(?)**: Let's here it for Jon Quaife. His previous articles have all been treats for the Gloranthan gamemaster, but with *Demons* he has surpassed himself. This was the most interesting article I've seen since the demise of *Wyrm's Footnotes*. Okay, I personally find it hard to believe that the presence on the material plane of an entity so powerful as Magaera would not be against the Great Compromise, but never mind that. Bravo! More!

*I hope you're listening, Jon.*

*I guess it all depends on how much your players try to bury themselves in rules. It's certainly a viable option - though it puts a lot of strain on the poor GM!*

**Douglas Thomson, Aberdeenshire**: The article about working for GW (WD92) was quite interesting. Why not expand it a bit and give articles on the different stages of games and miniatures production? This would give the gaming public a better idea of the work you actually do, and give prospective employees an idea of what they were letting themselves in for.

*No Psychos Needed* was a great article. Would it be possible for Chris (or anyone else) to continue the same theme for some of the other races (Orcs, Trolls, Skaven etc)? This would complete the picture and give a full explanation of the reactions of one race to another, according to racial psychology.

*Most of the feedback from the jobs article has come (not surprisingly) in the form of applications to join the company. Little has been said of its relevance as a feature. Anybody want to comment on this?*

*The minute we've figured out what makes Trolls tick, we'll let you know.*

**M Crockford, Wilmslow**: Whilst reading through some recently acquired back issues of WD, I spotted a statement that I thoroughly disagreed with. In his article *More Than Skin Deep* (WD85), Allan Miles says of the Elven assassin that it does violence to the conception of the race which one develops from any fantasy source.

I don't agree. The fantasy concept of Elves necessarily derives from the folklore associated with Elves, and that folklore depicts the race in a splendidly sinister light. They come invisibly from the forest at night and move unseen from the houses of Men. They kill with elf-shot which makes no visible wound and leaves no trace. They can cause disease and a slow, wasting death (poison?). Their drink can make men insane or enslaved (potions and drugs). They are capricious and kill without reason, and so on... Folklore is rife with tales of how dangerous Elves are.

Therefore, in *AD&D* game terms, Elves are far better suited to the profession of assassin than to that of warrior. Just look at their stats: low Strength (the one crucial characteristic for a good warrior) but high Intelligence, Dexterity, high perception and automatic bonuses on abilities such as stalking and hiding. These are all attributes which make the race eminently suited to producing high class assassins.

Nor is it incompatible with the view of Elves being a peace-loving race. In my campaign world the assassins are employed by the Elven King and form an elite force in the Elven army. If an enemy declares war on the Elves, the king sends out his assassins. They pinpoint the most important members of the enemy army, tacticians, generals, heroes, the odd group of adventurers and so on, and eliminate them, thus leaving the force devoid of leadership. Should such a force attempt any aggression without their key personnel, they would prove extremely vulnerable and easy to dispose of.

This approach is considered acceptable by the Elves because it achieves the objective of maintaining a status quo with the minimum loss of life. What's more, the poor mass of foot soldiers (who probably never had any say in the affair, initially) can choose their future for themselves. It is admirably neat and elegant. Such are Elves.

In peacetime, a king might use assassins to gather information on neighbouring states. This would provide an Elf PC with an excellent reason for adventuring. The only adaptation of the traditional role of the assassin would be that such chraacters were not for hire by anyone other than the king or those whom he authorised. The benefits are twofold. The assassin can be Lawful/Good without compromising the game's 'authenticity' and the PC is provided with a colourful character background.

**Andrew Archer, Chester**: After a long wait I finally bought a copy of *Death on the Reik*, and it was brilliant. The only thing that annoys me is that the first two parts of The Enemy Within campaign were published as booklets within card folders, *DotR* itself comes in a box, and now we're told that the next two supplements will be in hardback books. This spoils the appearance of the modules when placed in a bookcase. Why couldn't they all have been presented in the same format?

*You have almost answered the question yourself. **DotR** was 'brilliant'. We put it in a box because there was so much excellent material to include. The next two supplements/installments will appear as books because, as such, they will improve on **Death on the Reik**. It may lead to inconsistency on your bookshelf but your players won't thank you any less after they've played the adventures.*

**Adrian Milne, Co Durham**: How about expanding *Illuminations* to include interviews with the artists, and going in-depth into the materials and techniques used? One of the reasons I buy *White Dwarf* is for the artwork and I strongly believe that more space should be given over to this aspect of the hobby.

*Another possibility. Anybody with any objections, speak now or forever hold your percentiles.*

*Actually, something I would quite like to see is a greater variety of letters. Write about whatever you feel is pertinent, be it a problem with a player, the edited highlights of your own games sessions, short 'n' sweet rules or guidelines that you have found useful, styles of play, thoughts on the future of gaming... absolutely anything you think is going to interest the readers of these pages. Alternatively, if you want to pick up on a point raised in this issue, or rant incessantly about something that hasn't even begun to cross anyone's minds, fine.*

*Not only will you have even more space to throw your ideas out to the world, but there will be untold riches in store for the person responsible for the most mind-boggling missive received. Until then...*

***Letters edited this month by a stunningly generous Sean Masterson***

