

I cannot resist mentioning his postal Midgard variant game and its attendant 'zine BEL-RAN RUMOR MONGER. It is doubtful if he has any current openings, but if you are interested in postal S & S games it would be worth your trouble to send an inquiry (but be sure to include a stamped return envelope!). Scott is also working up a "Swords & Sorcery Diplomacy Variant", and from the draft I saw it would be worth a try, so if he plans to run that it should prove to be a lot of fun. The spells he includes are the likes of "The Misty Fortress", "The Berserker", "The March Nowhere", and "The Quick Winter". The address is: Scott Rich, 1640E 1140 N, Logan UT 84321. On the subject of Midgard, Tom Drake, Rt. 10, Box 293 K, Cookeville, TN 38501, is reportedly in desperate need of assistance typing stencils. Tom, the creator of Midgard is willing to pay for stencils and the postage both ways, so if you'd like to help out, please let him know.

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FANTASTIC STORIES has changed its subtitle to "Swords & Sorcery and Fantasy". S & S has been slighted in the past, and it is indeed refreshing to see that the popularity of the genre is returning. Better still, there were two full page ads in the April issue for wargame products (including one which lists D & D and WARRIORS'). Most wargame enthusiasts are readers of science fiction, fantasy, and swords & sorcery. Perhaps we can turn fans of the genre into wargamers. Science fiction, fantasy, and swords & sorcery wargames and wargame products appear to be the coming thing. AH is fishing to see if its followers are interested in that sort of a title. SPI has one sf game out, and there are rumors of more to come. There are tactical miniatures rules for sf play to compliment the several lines of space figures. TSR plans to expand its line (as we planned long before the rush began). This plethora of material should certainly help to attract people to wargaming, and if you happen to enjoy this extra imaginative type of wargaming there are good times ahead!

Large wargame clubs aren't the factor they used to be in the "old days", but they still exist. While they are primarily a phenomenon of boardgaming, they still form a vital part of the hobby. It is these groups which generally run conventions and publish the little newsletters which are both important to the continuity of the whole hobby. You should support whatever club or clubs you choose, whether it is a dignified association or a wild-and-wooly bunch with a militaristic name set to conquer the wargaming world (rare birds now). All this is occasioned by the seeming demise of SICL. Your Editor never particularly agreed with their aims as a club, but the Spartans helped to develop the hobby, and if they have in fact come to an end it will certainly be an end of a wargaming era.

#### QUESTIONS MOST FREQUENTLY ASKED ABOUT DUNGEONS & DRAGONS RULES

The space limitations of D&D (and it was difficult to get all we managed to in three booklets!) forced us to gloss over certain areas, hoping that this would not cause undue problems for readers. While the number of letters with questions regarding D & D indicates that our assumption was correct, even one or two percent of the readers represents too large a portion of unsatisfied buyers, so we herewith offer a few more details in those areas where questions most frequently occur. In addition, there are a few errors which have been corrected by means of additional sheet in the latest printing of D & D. Those of you with sets of the rules which do not contain these corrections can acquire one simply by sending a stamped return envelope to TSR requesting "D & D Corrections".

Combat: CHAINMAIL is primarily a system for 1:20 combat, although it provides a basic understanding for man-to-man fighting also. The "Man-To-Man" and "Fantasy Supplement" sections of Chainmail provide systems for table-top actions of small size. The regular CHAINMAIL system is for larger actions where man-like types are mainly involved, i.e. kobolds, goblins, dwarves, orcs, elves, men, hobgoblins, etc. It

is suggested that the alternate system in D & D be used to resolve the important melees where principal figures are concerned, as well as those involving the stronger monsters.

When fantastic combat is taking place there is normally only one exchange of attacks per round, and unless the rules state otherwise, a six-sided die is used to determine how many hit points damage is sustained when an attack succeeds. Weapon type is not considered, save where magical weapons are concerned. A super hero, for example, would attack eight times only if he were fighting normal men (or creatures basically that strength, i.e., kobolds, goblins, gnomes, dwarves, and so on).

Considerations such as weapon-type, damage by weapon-type, and damage by monster attack tables appear in the first booklet to be added to the D & D series -- SUPPLEMENT I, GREYHAWK, which should be available about the time this publication is, or shortly thereafter.

Initiative is always checked. Surprise naturally allows first attack in many cases. Initiative thereafter is simply a matter of rolling two dice (assuming that is the number of combatants) with the higher score gaining first attack that round. Dice scores are adjusted for dexterity and so on.

#### Combat Example:

10 ORCS surprise a lone Hero wandering lost in the dungeons, but the die check reveals they are 30' distant at the time of surprise, so they use their initiative to close to melee distance. Initiative is now checked. The Hero scores a 3, plus 1 for his high dexterity, so it is counted 4. The Orcs score 6, and even a minus 1 for their lack of dexterity (optional) still allows them first attack. As they outnumber their opponent so heavily it is likely that they will try to over-power him rather than kill, so each hit they score will be counted as attempts to grapple the Hero:

- Assumed armor of the Hero: Chainmail & Shield -- AC 4.
- Score required to hit AC 4 -- 15 (by monsters with 1 hit die).
- Only 5 Orcs can attack, as they haven't had time to surround.

Assume the following dice scores for the Orcs attacks:

Orc #1 - 06; #2 - 10; #3 - 18; #4 - 20; #5 - 03.

Two of the Orcs have grappled the Hero, and if his score with 4 dice is less than their score with 2 dice he has been pinned helplessly. If it is a tie they are struggling, with the Hero still on his feet, but he will be unable to defend himself with his weapon. If the Hero scores higher than the Orcs use the positive difference to throw off his attackers, i.e. the Hero scores 15 and the Orcs scored but 8, so the Hero has tossed both aside, stunning them for 7 turns between them.

- Round 2: Initiative goes to the Hero.
- Score required to hit Orcs -- 11 (4th level fighter vs. AC 6).

Assume the following dice score by the Hero. Note that he is allowed one attack for each of his combat levels as the ratio of one Orc vs. the Hero is 1:4, so this is treated as normal (non-fantastic) melee, as in any combat where the score of one side is a base 1 hit die or less.

Hero: 19; 01; 16; 09. Two out of four blows struck. There are 8 orcs which can be possibly hit. An 8-sided die is rolled to determine which have been struck. Assume a 3 and an 8 are rolled. Orcs #3 and #8 are diced for to determine their hit points, and they have 3 and 4 points respectively. Orc #3 takes 6 damage points and is killed. Orc #8 takes 1 damage point and is able to fight.

- All 7 surviving/non-stunned Orcs are now able to attack.

Continued attempts to over-power the Hero are assumed, and no less than 4 Orcs are able to attack the Hero from positions where his shield cannot be brought into play, so his AC is there considered 5, and those Orcs which attack from behind add +2 to their hit dice. In the case it is quite likely that the Orcs will capture the Hero.

Saving throws for monsters are the same as for the appropriate type and level of man, i.e. a balrog would gain the saving throw of either a 10th level fighter or a 12th level magic-user (the latter based upon the balrog's magic resistance), whichever score is the more favorable for the balrog. A troll would be equal to a 7th level fighter as it has 6 dice +3, virtually seven dice.

Morale: This is a factor which is seldom considered. The players, basically representing only their own character and a few others, have their own personal morale in reality. Unintelligent monsters fight until

death. Occassionally, however, it is necessary to check either troops serving with a party (in whatever respect) or the morale of intelligent monsters. This is strictly a decision for the referee. The system used is likewise up to the referee, although there is one in CHAINMAIL which can be employed, or he can simply throw two dice -- a 2 being very bad morale, a 12 being very good morale. With situational adjustments this score will serve as a guideline for what action will be taken by the party checked.

Experience: Low value should be placed upon magical items as far as experience is concerned, as such items will be highly useful in gaining still more treasure. Thus, in the Greyhawk campaign a magic arrow (+1) is worth a maximum of 100 points experience, a +1 magic sword with no special abilities is valued at a maximum of 1,000 points, a scroll of spells at either 500 or at 100 points per level per spell (so a 6th level spell is worth a maximum of 600 experience points), a potion is worth between 250 and 500 points, and even a genie ring is worth no more than about 5,000 points maximum. Valuable metals and stones, however, are awarded experience points on a 1 gold piece to 1 experience point ratio, adjusted for circumstances -- as explained in D & D, a 10th level fighter cannot roust a bunch of kobolds and expect to gain anything but about 1/10th experience unless the number of the kobolds and the circumstances of the combat were such as to seriously challenge the fighter and actually jeopardize his life. For purposes of experience determination the level, of the monster is equivalent to its hit dice, and additional abilities add to the level in this case. A gorgon is certainly worth about 10 level factors, a balrog not less than 12, the largest red dragon not less than 16 or 17, and so on. The referee's judgement must be used to determine such matters, but with the foregoing examples it should prove to be no difficulty.

Spells: A magic-user can use a given spell but once during any given day, even if he is carrying his books with him. This is not to say that he cannot equip himself with a multiplicity of the same spell so as to have its use more than a single time. Therefore, a magic-user could, for example, equip himself with three sleep spells, each of which would be usable but once. He could also have a scroll of let us say two spells, both of which are also sleep spells. As the spells were read from the scrolls they would disappear, so in total that magic-user would have a maximum of five sleep spells to use that day. If he had no books with him there would be no renewal of spells on the next day, as the game assumes that the magic-user gains spells by preparations such as memorizing incantations, and once the spell is spoken that particular memory pattern is gone completely. In a similar manner spells are inscribed on a scroll, and as the words are uttered they vanish from the scroll.

Hit Dice 10-12 (8's)

% in Lair 90%

Type Treasure D\*

Bite for 5 - 20 points

Strand hit = must save  
vs. Poison

Magical Resistance 80%

Cannot be Charmed

Highly Intelligent

Alignment C

rope-like excretion which it can shoot from 2" - 5". A hit causes weakness (50% from strength) in 1-3 turns, and the Roper then draws its prey into its toothy maw where it is quickly devoured. The chance for breaking a strand is the same for opening a door, but every turn the Roper will drag the victim 10' closer. This yellowish-gray beast is unaffected by lightning, takes half-damage at most from cold, but is very susceptible to fire (-4 on its saving throw).

\*metal only as it devours anything else; however, it has a gizzard-like organ which can contain gems (if the roll for treasure so indicates) from 20-50 in number

## RANGERS I

### AN EXCITING NEW DUNGEONS & DRAGONS CLASS

By Joe Fischer

Rangers are a sub-class of Fighting Men, similar in many ways to the new sub-class Paladins, for they must always remain Lawful or lose all the benefits they gained (except, of course, experience as a fighter). Strength is their Prime Requisite, but they must also have both Intelligence and Wisdom scores of at least 12 each, and a Constitution of at least 15. The statistics regarding Rangers are:

Rangers	Experience Points	Hit Dice*	Spell Ability**
Runner	0	2	Nil
Strider	2500	3	Nil
Scout	5000	4	Nil
Guide	12000	5	Nil
Pathfinder	25000	6	Nil
Warder	50000	7	Nil
Guardian	100000	8	Nil
Ranger-Knight	175000	9	Cleric, 1st Level
Ranger-Lord	275000	10	+Magic-User, 1st Level
Ranger-Lord, 10th	550000	10 +2	+Cleric 2nd Level
Ranger-Lord, 11th	825000	10 +4	+Magic-User 2nd Level
Ranger-Lord, 12th	1100000	10 +6	+Cleric 3rd Level
Ranger-Lord, 13th	1375000	10 +8	+Magic-User 3rd Level

\*either with the standard system or the alternate system which allows fighters 8-sided dice

\*\*spell progression is as follows: when only 1st Level are usable, then only one spell is usable, when 2nd Level spells can be taken then the R-L gets 2 1st Level and 1 2nd Level, and at 3rd Level it is 3, 2 and 1 respectively.

Until they attain the 8th level (Ranger-Knight) characters in the Ranger class are relatively weak, for they have a number of restrictions placed upon them. These restrictions are:

- They may own only that which they can carry with them, and excess treasure or goods must be donated to a worthy cause.
- They may not hire any men-at-arms or other servants or aides of any kind whatsoever.
- Only two of the class may operate together.

Advantages which accrue to low-level Rangers are:

- +They receive no regular bonuses for advancement due to ability, but they automatically gain 4 experience points for every 3 earned.
- +They have the ability to track the path of most creatures when outdoors, and even in dungeons they are often able to follow:

Monster's Action	Regular Needs to Track
goes down a normal passage	01 - 65
goes through a normal door	01 - 55
goes through a trap door	01 - 50
goes up/down a chimney	01 - 40
goes through a secret door	01 - 30



CREATURE FEATURES

### PRESENTING A NEW DUNGEONS & DRAGONS MONSTER FOR YOUR ENJOYMENT.

The Roper:

Number Appearing 1-3

Armor Class 0

Move 3"

This monster appears to be a mass of foul, festering corruption. The Roper is cigar-shaped, about 9' long, with a diameter of some 3'. It can stand upright in order resemble a pillar or stalagmite or flatten itself at full length upon the floor so as to look like nothing more than a hump. The Roper has six strands of strong, sticky

The ranger so tracking must have observed the monster no more than six turns previously when in dungeon situations. On the outdoor he has a basic 90% chance of following a trail, with a 10% reduction for every day old the signs are.

Because of their ability to track Rangers also are difficult to surprise, requiring a roll of 1 instead of 1 or 2.

All Rangers gain a special advantage when fighting against monsters of the Giant Class (Kobolds - Giants). For each level they have gained they add +1 to their damage die against these creatures, so a 1st Level Ranger adds +1, a 2nd Level +2, and so on.

Upon reaching the 8th and higher levels, Rangers begin to accrue a number of advantages besides the use of spells already indicated.

+From 2-24 followers will join the character as soon as 9th level is attained by him. These followers are detailed later.

+Ranger-Knights are able to employ magic items which heal or cure disease, including scrolls.

+Ranger-Lords are able to employ all devices which deal with Clairvoyance, Clairaudience, ESP, Telepathy, Telekenesis, and Teleportation, including scrolls.

Drawbacks which apply to the 8th and higher levels are:

-The 4 experience points for every 3 earned bonus is lost.

- Followers who are killed cannot be replaced, although regular mercenaries can be.

-As already mentioned, if a Ranger turns Neutral or Chaotic he loses all benefits of the class, becoming an ordinary Fighting Man.

Special Followers: For each of the 2-24 followers the Ranger gains a dice roll must be made to determine what the follower is. Further dice rolls to determine type, class, and/or level will also be necessary.

Type	Class (Men Only)
01 - 60 Man	01 - 50 Fighter
61 - 75 Elf or Half-Elf	51 - 75 Cleric
76 - 90 Dwarf	75 - 95 Magic-User
91 - 99 2 Hobbits	95 - 00 Thief
00 Extraordinary (see below)	

Multi-Class (Elves Only)	Level of Ability (Roll for each)
01 - 50 Fighter	01 - 50 2nd Level
51 - 75 Fighter/Magic-User	51 - 65 3rd Level
76 - 90 Magic-User	66 - 80 4th Level
91 - 00 Fighter/Magic-User/Thief	81 - 90 5th Level
	91 - 99 6th Level
	00 7th Level

#### Extraordinary Followers

- 01 - 20 Ranger, 3rd - 7th Level
- 21 - 40 Lawful Werebear
- 41 - 55 2 Unicorns
- 65 - 70 Pegasus
- 71 - 80 Hill Giant
- 81 - 90 Stone Giant
- 91 - 99 Golden Dragon
- 00 Take two rolls ignoring any 00's which might come up

Where not otherwise specified Rangers perform as Fighting Men. They may build strongholds. In all cases the Ranger will prefer Lawful to Neutral types.



## MEDIEVAL POLE ARMS

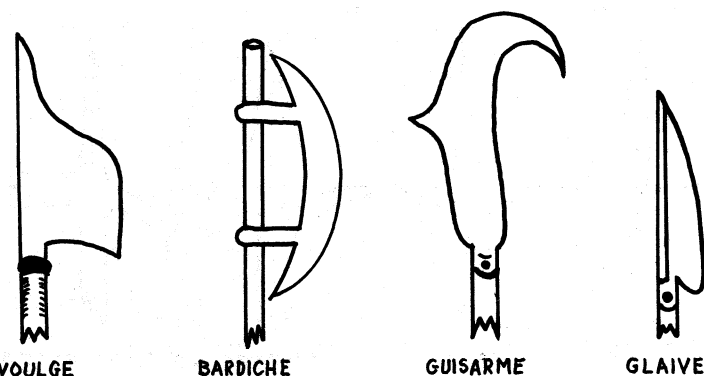
### A SPECIAL FEATURE THIS ISSUE WHICH COMBINES THE REGULAR COLUMNS THE ARMORY AND CASTLE & CRUSADE

By Gary Gygax

Medieval infantry employed a variety of weapons, most of which were simple and inexpensive to manufacture, and most with long shafts to do either or both of the following:

- Provide sufficient force to cleave through armor;
- Keep mounted enemies at a distance and inflict wounds upon them if possible.

As was discussed in the last issue, the spear, unless lengthened to pike length, was generally unsuitable for either of these purposes, and the pike was found too difficult to handle in large formations in most cases. So a variety of pole arms gradually developed; and the common infantry, levies, and peasants were typically armed with mixtures of such weapons. A sketch and short description of some of the more common types of Medieval pole arms is given below. Thereafter, a table giving the scores required for each of these pole arms as an addition to the CHAINMAIL "Man-To-Man" Melee Table is shown.



The Voulge was one of the earliest developments in pole arms. It combined a cleaver-like blade of some considerable weight with a short spear-like projection for thrusting. The relatively narrow cleaver, when swung with force on its long shaft, was quite capable of splitting open even heavy plate armor. Length: 8' and upwards.

The Bardiche was similar to the Voulge, but the blade was both longer and heavier. It included no thrusting ability, but it was sometimes backed by a spiked hammer head. Because of its weight and length it was very effective against footmen in less than the best armor, but the weapon was very cumbersome and took great strength to employ. It was a favorite of the Russians. Length: 4' to 5'.

The Guisarme in its basic form also lacked any thrusting threat. It did, however combine a cutting edge with a piercing spike and a hook for pulling mounted opponents from their saddles, and it was improved upon rather quickly. The basic form of this weapon is drawn from the bill used for pruning trees. Length: 8' and upwards.

The Glaive was basically a single-edged sword, rather like a cut-lance, on a pole. As the blade was fairly heavy, it did provide some striking threat, but it was primarily designed as a thrusting weapon and useful in keeping mounted men at a distance. Length: 8' and upwards.

