

CASTLE & CRUSADE

By Gary Gygax

Some readers will harken back to the time when there was a Castle & Crusade Society, originated by the Lake Geneva Tactical Studies Association and jointly sponsored by it and the now-defunct IFW. As the LGTSA was instrumental in preparing the final version of CHAINMAIL, it is quite natural that your editor should discuss those rules in his column. And as he was the founder of the C & C Society, it is just as logical that this column on the Medieval epoch should be included in SR from henceforward! Return with us now to those bygone days of yesteryear. . .

The Spear in Man-To-Man Combat: Several players have asked why the spear is so (seemingly) ineffective in the CHAINMAIL "Man-To-Man" combat system. There is no question that the Melee Table shows it as the least effective weapon statistically, although due to its length it usually allows figures armed with spears to deliver the first attack. However, before discussing its seeming ineffectiveness further, I believe a short discussion of the weapon itself is in order.

A spear is a sharp-pointed weapon with a shaft of considerable length which undoubtedly derived from nothing more than a pointed stick. By Medieval times there were several types of weapons which were spear-like:

The javelin of 4' or 5' length for hurling;

The spear for thrusting or hurling, ranging from about 6' to 9' in length;

The lance of 10' or 12' length for use by horsemen; and

The pike of 15' to 20' in length.

The spear was a weapon primarily of barbaric peoples or poor ones. The Vikings of the early Medieval period used it extensively, but it was abandoned for more effective arms whenever possible in most cases. The Scots used it throughout the period, but the Scottish version of the spear was very long indeed, and was more nearly a pike. The various peasant levies used it little by the middle of the period, carrying instead combination-type pole arms, i.e. the halberd which combined axe and spear and similar weapons with which both the thrust and the chop were possible. Those weapons which did not combine those two types of attack were either pike-like or broadly hooked so as to otherwise catch opponents not penetrated by the thrust. All of the latter class had hafts longer than that of the typical spear.

With this in mind, it is easy to note that a spear-armed man is unlikely to be pitted against any armor class greater than chain-type, with or without shield. At first glance this still seems to put the spearman at a serious disadvantage. However, I suggest the following: As the spear was ineffective against better protected fighting men, the proper employment historically should be sought by those fielding such troops. When they are confronted by foot troops in superior armor the spears should be hurled and the figures then considered to have drawn secondary weapons. This is what spear-carrying Vikings did historically, for example. When confronting mounted troops the spearmen are then of utmost importance, for unless the horsemen are all lance-armed the spearmen will have first attack, and the effectiveness of a spear against even a barded horse is indicated clearly on the Melee Table. As the spear is unlikely to turn up in games beyond the eleventh century or so, I am certain that a re-evaluation of the power of the spear will prove that it isn't so terribly ineffective as it appears at first.

As a final word, the "Man-To-Man" Melee Table includes a catch-all category -- "Pole Arms". This was done in interest of space, for there are so many varieties of pole arms that it would have required far too much space to warrant their inclusion. More importantly, how many wargame figures have you seen which are equipped with partisans, voulges, and the like? However, there might be the possibility of these arms being shown in the future, so we will combine "The Armory" and "Castle & Crusade" next issue in order to bring you a complete rundown on the pole arm, as well as give you the more correct scores to use if such varieties are employed in play.

COMING NEXT ISSUE . . .

- CAVALIERS & ROUNDHEADS, Some Additions and Clarifications
- DUNGEONS & DRAGONS, Questions Most Frequently Asked
- POLE ARMS, and Their Relationship to CHAINMAIL
- plus a new monster for D & D, news, and more!

SPECIAL FIRST ISSUE FEATURE!

SOLO DUNGEON ADVENTURES

by Gary Gygax, with special thanks to George A. Lord
Preliminary testing: Robert Kuntz and Ernest Gygax

Although it has been possible for enthusiasts to play solo games of DUNGEONS & DRAGONS by means of "Wilderness Adventures", there has been no uniform method of dungeon exploring, for the campaign referee has heretofore been required to design dungeon levels. Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time I am certain that there will be some sameness to this however, and for this reason a system of exchange of sealed envelopes for special rooms and tricks/traps is urged. These envelopes can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the envelope should say is for what level the contents are for and for what location, i.e. a chamber, room, 20' wide corridor, etc. Now break out your copy of D & D, your dice, and plenty of graph paper and have fun!

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room; so you go immediately to TABLE V. and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games. Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will) you will have an ample supply of dungeon levels and matrices to entertain other players.

Descretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning. At all times you are serving in two roles, referee and player, so be sure to keep a fair balance.

Now proceed to the tables which explain all play.

TABLE I. PERIODIC CHECKS:

Die	Result
1-3	Continue straight, check again in 60'
4-7	Door (see TABLE 11.)
8-10	Side/Passage (see TABLE III.), check again in 30'
14-16	Chamber (see TABLE V.)
17	Stairs (see TABLE VI.)
18	Dead End (walls 1., r. and ahead can be checked for Secret Doors, see TABLE V., footnote)
19	Trick/Trap (see TABLE VII.), passage continues, check again in 60'

- 20 Wandering Monster (see Vol. III, D&D), check again immediately to see what lies ahead so direction of monster's approach may be determined.

TABLE II. DOORS*:

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1, 4	Left	1, 2	Parallel passage or 10'x10' room if door straight ahead
5, 8	Right	3	Passage straight ahead
9, 12	Ahead	4	Passage 45 deg. ahead/behind
		5	Passage 45 deg. behind/ahead
		6-12	Room (go to TABLE V.)

*If no room is beyond a door check again on TABLE I. 30' after passing by or through a door.

TABLE III. SIDE PASSAGES:

Die	Result	Passage Width:	
		Die	Result
1	left 90 degrees	1-7	10'
2	right 90 degrees	8-10	20'
3	left 45 degrees ahead	11	30'
4	right 45 degrees ahead	12	5'
5	left 45 degrees behind		
6	right 45 degrees behind		
7	left curve 45 degrees ahead		
8	right curve 45 degrees ahead		
9	passage "T's"		
10	passage "Y's"		
11	four-way intersection		
12	passage "X's" (if present passage is horizontal or vertical it forms a fifth passage into the "x")		

TABLE IV. TURNS:

Die	Result (check on width of passage on TABLE III.)
1-4	left 90 degrees
5	left 45 degrees ahead
6	left 45 degrees behind
7-10	right 90 degrees
11	right 45 degrees ahead
12	right 45 degrees behind

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, then Exits, then Contents)

Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8, 9	Rectangular, 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area, see sub-table below --	

Unusual Shape and Size (Roll Separately for Shape and Size):

Die	Shape	Size
1-3	Circular	about 500 sq. ft.
4, 5	Triangular	about 900 sq. ft.
6, 7	Trapezoidal	about 1,300 sq. ft.
8, 9	Odd-shaped*	about 2,000 sq. ft.
10	Oval	about 2,700 sq. ft.
11	Hexagonal	about 3,400 sq. ft.
12	Octagonal	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what will fit the map

Exits: Number, Location, and Direction (Passages in Chambers, Doors in Rooms)

Die	Room Area	Number of Exits
1	up to 600'	1
1	over 600'	2
2	up to 600'	2
2	over 600'	3
3	up to 600'	3
3	over 600'	4
4	up to 1200'	0 *
4	over 1200'	1
5	up to 1600'	0 *
5	over 1600'	1
6	any size	1-4, roll to determine

Die **	Location	Direction (If a Door use TABLE II instead)
1-5	opposite wall	straight ahead
6-8	left wall	straight ahead
9-11	right wall	straight ahead, 20' wide
12	same wall	45 deg. left/right

* A secret door might exist, and a search may be made if desired. For every 10' of wall space checked roll a 12-sided die -- a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

** If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then the exit is either a secret door (1,2) or a one-way door (3-6).

Chamber or Room Contents:

Die	Contents
1-12	empty
13, 14	monster only (determine from D&D, Vol. III)
15-17	monster and treasure (see table below)
18	special* or empty
19	Trick/Trap (see TABLE VII.)
20	Treasure (see table below)

* insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Treasure:

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	According to the type indicated in D&D, Vol. III for "Outdoor Adventures" with pro rata adjustment for relative numbers.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll on D&D table)	

TABLE VI. STAIRS:

Die	Result
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in six is collapsing chute down 1 level)
9	Down dead end (1 in six to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30'
11	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels, passage continues, check again in 30'
14-18	Trap door down 1 level, passage continues, check again in 30'
19,20	Trap door down 2 levels, passage continues, check again in 30'

* 1 in 12 has a door which closes egress for the day

** 1 in 10 has a door which closes egress for the day

*** 1 in 8 has a door which closes egress for the day

N.B. Check for such doors only after descending steps!

TABLE VII. TRICK/TRAP:

Die	Result
1-5	Secret Door <u>unless</u> unlocated: Non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see TABLE II.) Unlocated secret doors <u>go to die 6,7 below</u> .
6,7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep with spikes.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels, 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12-14	Wall 10' behind slides across passage blocking it for from 10-60 turns.
15	Arrow trap, 1-6 arrows, roll for each to see if and score hits, 1 in 6 is poison.
16	Spear trap, 1-3 spears, 1 in 12 is poisoned
17,18	Gas, party has detected it, but must breath it to continue along corridor as it covers 60' ahead. Mark map accordingly regardless of turning back or not. (See Gas Sub-Table below.)
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1-19 turns up.

Gas Sub-Table:

Die	Result
1-5	Only effect is to obscure vision when passing thru.
6	Blinds for 1-6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9,10	Strength: adds 1-6 points of strength to all fighters in party for 10-40 turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "rough-hewn" and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above, and there is a 1 in 6 chance for monsters, 5 in 6 that the monster has treasure.

TABLE VIII. CAVES & CAVERNS

Die	Result
1-3	Cave about 40' x 60'
4	Cave about 50' x 75'
5	Double Cave: 20' x 30', 60' x 60'
6	Double Cave: 35' x 50', 80' x 90'
7-9	Cavern about 95' x 125'
10	Cavern about 120' x 150'
11	Cavern about 150' x 200'
12	Mammoth cavern about 250'-300' x 350'-400'

*Roll to see if pool therein

**Roll to see if lake therein

Pools:

Die	Result
1-5	No pool
6,7	Pool, no monster
8,9	Pool, monster
10,11	Pool, monster & treasure
12	Magical pool

Lakes:

Die	Result
1-5	No lake
6-8	Lake, no monsters
9-11	Lake, monsters*
12	Enchanted lake**

* 1-4 monsters, 4 in 5 chance of treasure

**enchanted lake leads any who manage to cross it to another dimension (if special map is available, otherwise treat as lake with monsters) -- lake will have from 2-5 monsters

Magic Pools: (In order to find out what they are characters must enter)

Die	Result
1-3	Turns gold to platinum (1-3) or lead (4-6), one time only.
4-6	Will on a one-time-only basis add (1-3) or subtract (4-6) from one characteristic of all who stand within it:
	1 = strength
	2 = intelligence
	3 = wisdom
	4 = dexterity
	5 = constitution
	6 = charisma
	(add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
7-9	Talking pool which will grant 1 wish to characters of its alignment, damage others from 2-12 points; 1-2 lawful, 3-4 neutral, 5-6 chaotic. Wish can be withheld for up to 1 day.
10-12	Transporter pool: 1-2 back to surface, 3-4 one level down, 5-6 100 miles away for outdoor adventure.

