CHAOS DWARFS

A new range of Chaos Dwarfs, designed by Master Dwarf Artists Alan and Mike Perry, and shown here painted by Citadel's resident figure artist Colin Dixon. You'll shudder at the mind wrecking chaotic evil, you'll marvel at the detail. Some of our finest Dwarfs for a long time.

At the height of the Incursions of Chaos the northlands were encased within an entropic state. The old mountains and cities were melted away by gales of decay - new, insanely shaped lands arose from the turmoil. For years the lands seethed like waves upon the sea, and creatures were transmuted into disgusting parodies of earthly animals. The Gods of Chaos toyed with the lands, their servants and creatures inhabited it, their armies rolled into the Old World. Then the entropic disturbances started to abate and the lands became fixed, the grip of chaos loosened. But, although the main thrust of the chaotic invasions had been halted, there remained patches of corruption, creatures irreversibly altered, minds and bodies turned towards chaos. Beastmen lived amongst the forests of the Empire, Chimera were spied in the north, Harpies in the Mountains of Mourn, and in Norsca many of the Norse Dwarfs were corrupted in their turn. The power of the Chaos Gods had touched and polluted the minds of the Dwarfs and they had turned to the worship of those foul, unfathomable deities. The other Dwarfs shunned them, but the gods were kind, gifting their more dedicated warriors with untold power, honouring them with the mark of chaos. Today the Chotic Dwarfs honour the gods in turn, shedding blood, pursuing slaughter for its own sake, spilling libations of blood and burning their captives so that the gods may taste the stuff of life. In the Old World they rise out as mercenaries or join with bands of wandering chaotic, Warriors of Chaos and Beastmen.

Chaos Dwarfs are less swarthy than ordinary Dwarfs, their skin is palid, greenish or even dead white. Their hair is normally black or very dark. Armour and clothing is black and they dress in a manner similar to other Warriors of Chaos. They may act as unit leaders over any chaotic troops, such as Beastmen and Warriors of Chaos.

Chaos Dwarf

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Chaos Dwarfs do not hate goblinoids like normal Dwarfs, nor do they suffer animosity against Elves. Chaos Dwarfs may be berserkers (no more than 10% in an army) and are then subject to frenzy (but not alcoholism as are normal Norse berserkers).
Having said I was going to give up writing the Editorials for this magazine, here I am again! Still, I'm not going to do all the work, since I have popped into the new Design Studio in Nottingham to write a quick introduction to the new Editor: Paul Cockburn.

Some of you will remember Paul from the time when he used to edit a certain other magazine (or did I just imagine that?), and he is also one of those responsible for GameMaster Publications. And now, of course, he will be bringing new life to White Dwarf. Watch the next few issues and you'll see what I mean: more colour, new ideas, different features, a whole new look. It looks like everything is changing again here except the name — and the fact that this is still the best place to find all your favourite gaming ideas.

But, enough of all this: let him earn some of your money. Over to you, Paul ...

Thanks, Ian. I'd just like to say ....

contd next issue

FEATURES

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plus a rundown on the Iron Ring, a sinister secret society which has a lot to do with the action.

The action starts off in a beleaguered farmstead, which is nicely detailed; one side of the huge map is a 25mm scale plan which can be used with the counters to play out the action in detail—a nice idea. Then, there are more than 20,000 square miles of wilderness to explore, with 18 locations including a number of mini-dungeons which might be used in any context. In addition, there is a ruined city, a riverside village, a frontier town, and an entire lost valley for the players to explore, all while dodging the minions of the Iron Ring, who wait for them at every turn. There is enough here to keep the fastest-moving party going for some time, and a section of suggestions for further adventures can help the GM to open out a long-running campaign in the area.

Everything is written and laid out very well, except for the numbering system in the wilderness, which can be confusing on the first read-through (for example, location W1 becomes W18 on a later visit, but W18 is not entered on the map), and the GM who is feeling his way into the Expert rules will find this a tremendous help. I have no idea what TSR's policy will be on such things, but I can't imagine a better module to put in your money, you get a 56-page booklet, a huge double-sided fold-out map, a smaller colour map sheet and a sheet of Battle System style die-cut counters, plus about these things, it's written in Britain itself. Gallagher, whose previous honours include the Simfimt - Pendragon

The introduction reiterates some basic points about wilderness adventures, and gives the background history of the area,

**DL11-DRAGONS OF GLORY**

**Simulation Game - AD&D**

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**WARNING!** This latest Dragonlance product is not an AD&D adventure module. Dragons of Glory is a simulation game. The chunky pack contains a stiff (double cardboard) cover with some tables and text on the inside for use in the game, a huge map in two sections covering the entire continent of Ansalon and surrounding islands, 400 die-cut counters, a zip-loc bag to put them in (just one?), a rule book and a campaign/scenario book at 8 and 16 pages respectively.

Physically, the game has good and bad points. The mapsheets are thin, and tear easily. The counters are very pretty in two-tone colour with black or white overlay printing, but the reverse side was a bit off-target.

The game itself isn't brilliant either. The rulebook is rather unhelpful, and I would have thought that TSR, since they now own SPI, could have put this together rather better. In particular, counter explanation is very poor, there being no key as to which colours represent which nations. The game mechanics involve d10s, d6s and d4s, which is very messy and entirely unnecessary. The rules are very simple and anyone who has played a simulation game before should find them easy in the extreme to pick up, though there are unclear points, which is again unnecessary in a game this simple. Examples of this are the retreating before
Put away your Thompsons and don your deerstalkers - Chaosium have provided some meaty guidelines for playing scenarios and campaigns in Victorian England during the years 1890-1900, some thirty years prior to the games usual period.

The Cthulhu rules are necessary to use this boxed supplement, which consists of a 56 page Sourcebook for the 1890's, an A2 size plan of the city of London, a 48 page scenario book and a character sheet revised for the period.

Of most immediate interest to Keepers will be the Sourcebook, which is far more comprehensive than the 1920s equivalent, and contains a wealth of information essential to simulate the background and society of the times, along with much of the minutia to give colour to this fabric. The book starts with an expanded list of occupations ranging from Clergymen to Rogues, along with the skill changes which reflect the lesser technology of the era.

The main section details the timeline of '90s England, and even includes facts and events, many of which inspire scenario possibilities, such as the discovery and excavation of the Palace of Knossos, the fire which gutted Harrods, and the first studies of Radioactivity (with, of course, the invention of earmuffs).

The geographical and social studies are almost entirely devoted to England and especially London, and while they are very good, they ignore the rest of the world. As this was the Age of Empire and our dogged adventurers will doubtless travel in their investigations, this is a sad omission.

Library sources are well covered, along with a guide to the law and the more mundane lawbreakers. This is followed by a section detailing the mystic groups which flourished in this age of revolutionary science. Much of this section could easily be used as background for later periods and a little name changing will create pseudo-scientific and occult groupings to challenge the curious.

The inclusion of ballpoint pens seems to be the only anachronism in the price list. In contrast, the period dress section is also colour, though it points out a lack of suitable miniatures for this era.

Surely one of the most frustrating things about the Chaosium is the way they are always tinkering with their games systems. Second editions, supplements with rules amendments - they almost bring out games in magazine style, with a bit extra every month. You'd pick up them if they weren't producing some very good games.

All the changes are for the better. The warfare rules allow greater flexibility, and show how raids, invasions and sieges can be handled, as well as set-piece battles. The glory section shows how it isn't just what you do, but how you do it and who you do it for that counts. The introduction of high-level feudal economics makes the passage of years in this game much more vibrant; a crop failure, raids from the accursed Saxons - and then the King demands you send half you knights to help him fight some battle somewhere. Great adventure material and the sort of deep background all games require.

The production is OK, though not top-drawer. The maps of forts, villages, small towns, hill forts, etc are dire, though the pull-out castle diagram is a useful design-aid. No Lisa Free artwork, which is a pity. There are lots more shield designs, and an expanded heraldry section, which is something any role-player might be grateful for.

This game didn't appeal to me as a simulation gamer - it's not a patch on White Bear, Red Moon, or SPI's War of the Ring, both of which are excellent fantasy games. It seems to have been rather hastily put together and the rules and charts could have been much better organised, having more charts printed directly on the mapboard or the inside cover, for example. There was no great feeling of fantasy with the game, since it rapidly degenerated into 'counter-pushing' exercises, and fiddly ones at that.

One final use for the game is that of providing a unique historical background and context for a Dragonlance campaign. If you are thinking of starting a DL campaign, it suggests you play this simulation game through in full to produce your own timeline of events in the world of Krynn, so that (if you keep a record of forces' positions over time) real 'news' can be related to the characters, they can encounter various armies, creatures or leaders at the appropriate points and so on. The idea sounds fine, but I see it rather hard to relate to reality, particularly the amount of book-keeping necessary. It would take a very dedicated GM! It also seems to be about ten DLs too late, since surely 99% of those who are ever going to run this campaign have started already.

Overall, I hesitate to recommend this game to anyone but the Dragonlance fanatic who has had some experience of simulation games. It's not a very good introduction for the novice (as I suspect it was intended to be), and is not a particularly enjoyable to the shelves of a simulation wargamer.

Graham Staplehurst
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Cosmic Encounter is a classic. People say that about many games, but in this case it's certainly warranted. A game which perfectly combines strategy, diplomacy and (above all) fun, using simple rules, can't be anything else really, can it?

Each player controls an entire alien race, and must strive for mastery of the galaxy. The galaxy in question is represented by the playing board which shows six solar systems, each of which have five planets. All these are rendered in luscious colour. Devotees of the old edition of the game should note this - no more tatty black and white hexagons - Cosmic Encounter has entered the Space Age!

The game's basis couldn't be simpler. Each player's alien race must establish bases on 5 planets outside its home system to win the game. Bases are established by invasion - spacecrafts (represented by plastic tokens) being transported across the emptiness of space by means of the Hyperspace Cone. This fascinating item regulates play, as players take turns to launch up to two attacks through it. The Hyperspace Cone is a whimsical entity, whose location is decided not by the player, but by Destiny. A pack of cards (the Destiny Deck) is used to determine which system will be the lucky recipient of the invading fleet.

The expansionist Cosmic General must now decide how many ships are to be committed to the attack. Players start the game with 20 - four on each of their five home worlds.

Up to four ships from any given race may be accommodated in the Cone, which is then directed towards one of the planets in the victim's system. Both parties involved - the attacker and the unlucky defender, may then call for allies. These other players may then join in with up to 4 ships apiece, persuaded by the promise of a base (if they aid the attacker), or a reward (if they help the defender). The two main players each select a Challenge Card from their hands (dealt at the start of the game), and play these face down. Once the cards are revealed, the outcome of the invasion is determined. Attack Cards (the majority type of Challenge Cards) have numbers printed on them. This number is added to the total number of tokens on the player's side. The higher total wins. Compromise Cards (the other type of Challenge Cards), are a means of attempting to settle matters through diplomacy. Against a concerted attack (opponent plays an Attack card), they concede the battle (but earn a consolation of stealing a Challenge Card from the victor's hand for each spaceship lost). If both players compromise, they have a minute to come to an amicable agreement, involving an exchange of cards and/or a base. If they don't agree, they both lose spaceships!

Whether through straight victory or an opponent compromising, all ships in the loser's side (including allies) are consigned to the scrapheap, or the Warp, as it's called in this game. This pocket of non-space is the destination of all losers - but it's not permanent. One ship may be reclaimed from the Warp before each attack a player makes, and defensive allies claim tokens from the Warp as part of their reward for allying with the winning side.

A simple game, no? But with all the best, it's the refinements which make the difference. And in Cosmic Encounter nothing is sacred. Even the rules already described can be warped out of all recognition! So far all has been Order. Now for Chaos ....

'The huge fleet swooped down upon the unassuming little planet. Each of the monolithic Macron vessels was the equal of four standard ships. It seemed nothing could stop them. Then, suddenly, they vanished in a flash of white non-light. Anti-Matter had reduced the proud would-be conquerors to less than nothing. But somewhere across the galaxy, the Healer was at work. Its mutant lore and science could reverse even the power of a white hole, and the Macros were soon speeding home, their sub-light drive exhaust between their tail-fins. The Healers celebrated - for virtue was not their only reward'.

So, Cosmic Encounter has a gimmick: each alien race is able to subvert the rules in some way. There are 32 alien powers given in the game, so the interplay between the aliens will be different each time you play it.

There's one final refinement that must be mentioned. Mixed in with the Attack and Compromise cards are Edicts. These may not be used in Challenges. Instead, they represent the intervention of some greater agency into the Cosmic interplay

Each Edict has a powerful effect on the game, and for this reason are played and disclosed after the cancellation of an alien's power for the duration of a challenge (Cosmic Zap), the freeing of all spacecraft tokens from the Warp (Mobius Tubes), the prevention of any or all alliances in a challenge (Force Field), and several others.

How do you win a game of Cosmic Encounter? What's the secret formula? Well, unfortunately, the secret formula is so secret that I haven't cracked it yet! However, what I do know is that the diplomatic aspect to the game is crucial. If you make enemies early on in the game, by being vindictive or gloating too much, then there's a good chance you'll wonder where all your potential allies went. This is a tremendously fluid game. You can often find yourself fighting somebody who was your ally on the last challenge. So one piece of sound advice is to keep your head down and play a low profile. It's surprising how many games can be won simply by not drawing attention to you conquests. With all the alien power-play going on, players often don't take the time to assess exactly what the situation is - who's got how many bases. This is something you must do, to prevent an opponent from sneaking a win.

A whole book could be written on the best strategies for individual powers, and even that wouldn't be able to take account of the most important part of the game - your personalities. In some ways, Cosmic Encounter is a crude role-playing game. The player(s) (for example, using cards from a normal pack of playing cards, keyed into particular examples) of some greater power (for example, using cards from a normal pack of playing cards, keyed into particular powers). You will also have to keep Alien Power cards well hidden, if using the 'Hidden Powers' option given in the rulebook, to avoid giving the game away.

There's not a lot to be said about the powers - they're fully explained. I must mention the Reinincarator, however. This one causes all kinds of Chaos in the game as the lucky owner frequently changes power. It's not as powerful as it may first appear, since you can't really come up with a long-term strategy when you don't know what your power is going to be! Oh, and keep an eye on the Wonky. The experience points make him a particularly dangerous foe, and since he begins the game without any particular advantage it's often easy to discount him.

So, that's the game of Cosmic Encounter. A game for schemers, dictators, generals, weirdoes, aliens, and, of course, gamers! Now in a gorgeously produced edition. It just has to be a must!
GRUDGE

You have the power of revenge. Whenever you are one of the two players in a challenge, if you invite another player as an ally and he chooses not to come to your aid. If you win the challenge (or make a deal), he loses 4 tokens to the warp. These lost tokens cannot include tokens he used to ally with the other side.

History: Suffering from a species history of almost uninterrupted betrayal and disappointment, the originally kind Grudges gradually grew cynical. Expecting no good will from others, they began to brood and resolved to wreak vengeance on all who would turn aside from their outstretched suction disc of friendship. Now adept at revenge, the Grudges gaze spirituallv at a world that has denied them fellowship. They will get even! They will repay!

Do not use in a two-player game.

WARRIOR

You have the power of mastery. Each time you are one of the two players in a challenge, you accumulate one point if you win (or make a deal), or two points if you lose (or fail to deal). You keep a running total of your points throughout the game, starting at zero. Whenever you play an Attack card in a challenge, you add your present experience points to your total in the challenge.

History: Once considered ferocious but dull-witted by more "enlightened" races, the Warrior clans were bred as fighting stock for the petty squabbles of their lords. Throughout the ages, however, they have learned the value of both defeat and victory. This wisdom gives them mastery over those who would sneer at their potential.

Do not use in a two-player game.

CHANGELING

You have the power to change form. When you are one of the two players in a challenge you take your opponent's Alien Power Card and give him yours. You do this as soon as the defensive player is determined. The challenge is now carried out. The Changeling power may be used only once per challenge. When you change into an Alien, you get all facets of his power: e.g. the Miser's Hoard, the Warrior's Points, the Schizoid's Terms.

History: The childlike Changelings love play, and gleefully anticipate new experiences. Recently they have developed the unsettling ability to shed their psyches in exchange for those of others. Their standard greeting of "I just don't seem to be myself today" provokes panic in many a passing acquaintance, as the Changelings leapfrog about the Cosmos.

Do not use in a two-player game.

REINCARNATOR

You have the power of reincarnation. Whenever you are involved in a challenge as a player or ally and you lose (or fail to deal), you reincarnate. That is, just before the next challenge begins, you draw an Alien power card at random from the pile of those not in use and become that Alien. If it cannot be used in the game, draw another. When you lose as that Alien, discard it and draw another, etc. The Reincarnator power stays with you while you use the others. In a game with the Plant or Insect, they may copy your current incarnation, but if they lose they must reincarnate, and the Plant or Insect power is out of the game.

History: Having conquered the fear of death, the Reincarnators rejoice with the passing of each of their kind. Feeling kinship with all life forms, they know that those who die will soon be born again in an endless cycle.
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A Dollop of Evil

Unwin, of Unicorn fame, have launched an SF paperback line called Orion. *Time-Slip* (164pp, £2.95) is by Graham Dunstan Martin, one of Unicorn’s three best discoveries (the others being Gwyneth Jones and Geoff Ryman). In a shambolic post-holocaust Scotland, Martin’s new Messiah tackles the classic problem of evil with an argument crazily combining the anthropic principle (the universe is the way it is because only this universe produced us to observe it) with 20th-century black art—the many-worlds interpretation of quantum mechanics (every decision splits reality, so that everything happens, including the best of all possible outcomes). The forking paths of time are consequently forced in the narrative). WD readers will appreciate the way they’re mirrored again in “fantasy gamebook” choices. As Niven theorized in *All the Myriad Ways*, a many-worlds style problem-solving. Later, all these possibilities tend to get more complicated. Unfortunately this book tells you nothing new, just unoriginal variations on a theme. The humour and cruelty are faithful to the source: evil-doers are unerringly punished, while the reward of virtue is often skimpy until after you’re dead. Unevenly paced, but an OK read.

John Brunner offers a slightly enigmatic SF novel, *The Tides of Time* (Penguin 235pp, £2.50). A mysterious black man and white woman enact little scenes on a Greek island, each episode further back in history, with no linkage of memory or continuity. They tell each other fables about former colleagues who’ve somehow been destroyed by their own desires. As the repetitive chapters go by, one turns the pages faster, wondering what the hell it’s about. The final scenes explain all, in a splurge of PTL travel, fugue states, wartime affairs, and the Earth-soul Gaia; this dense mass of exposition sits oddly at the end of a slow-moving work. Brunner’s philosophical contention probably needs a whole book. Here it gets about 30 pages, and it’s a tribute to his skill that he keeps you reading until then.

*A Nest of Nightmares* (Sphere 208pp, £2.50) is Lisa Tuttle’s first horror collection, with 13 stories. Most have appeared in *Fantasy and Science Fiction*, which for cognoscenti is a hallmark of quality. Tuttle writes well and knows just how to push the gooseflesh button. I’d say more, but it’s difficult to type while trembling under the bedclothes.

I enjoyed Guy Gavriel Kay’s now-reissued *The Summer Tree* (Unicorn 323pp, £2.95), literate and gripping despite a disarmingly routine Black Lord in the mountainous background. But for deep insight into Evil, where better to look than *Artifact of Evil* (TSR 352pp, £2.25) by gaming’s own Dark Lord, Gary Gygax? At the first glimpse within, my soul was purged by the brutalities visited upon the English language. To quote WD’s enlightened Submissions Guidelines: “Themes to be avoided are ‘adventure’ write-ups…” *Artifact of Evil* is an AD&D campaign write-up. ’Nuff said.
feet a little less disturbed about things", the devil said considerably. Feizenbaum broke off mumbling and stared at him. "Perhaps," the devil continued, "a little epistemology might comfort you.

"You think I'm an hallucinogen? Well, that depends on how you look at things. There are, more or less, three ways of understanding what's going on in the world. The problem with people like you is that you're one of the first type: people who believe that there is a real world which can be discovered as it really is through science and experiments and all that crap. Technically, this philosophical posture is known as naive realism, but in the infernal regions we refer to such people as idiots. You know the sort; computer scientists, physicists, the type you treat for the chronic neuroses which arise from their sorrid little emotional repressions. Boring aren't they?" Feizenbaum nodded mute agreement, but felt mounting disbelief at being lectured on philosophy by an hallucinogen.

"Sorry, disbelief only works against illusions and I'm not one of them. Now, where was I? Oh yes, the second lot. Well, they're the florid mutes who believe that material reality is an illusion, true reality is spiritual, the world as Maya and all that nonsense. They're the fantasists. Of course, you give them the really heavy pharmacological arsenal whereas the idiots only get the minor tranks. Pity, really, because the fantasists are at least more amusing and less dangerous - they weren't the ones who invented biological and chemical warfare, atomic weapons and all that stuff. On the other hand, at least the idiots don't force dead flowers and luridly coloured books concerning the half-wit writings of emigre Indian gurus on people at airports." Baazerath looked with mild displeasure at the rapidly diminishing cigar. "The quality's gone down since they ousted Battista, you know. Ah well, that's the Prime Material for you."

"Now", suddenly leaning forward and with a definite edge to his voice, "things get interesting. The third lot are epistemological interactionists. That's a hell of a long term - no pun intended. From where I'm standing they're just as good as the others - they try to show that there is no difference in the nature of the world and the construction of a human mind. With me so far?" Another mute nod. "So, in some way, major changes in dominant theories of the nature of the world actually alter the world - or reality, if you prefer that dubious term. And I'm right, of course. Which brings me to my request. Norbert Parkinson."

"Norbert Parkinson?"

"Yes, Strange as it may seem, Norbert Parkinson is a Reality Mutant."

"What the hell is a Reality Mutant?"

"Droll little joke, doctor, but a trifle redundant in my previous usage. Well, Reality Mutants are people capable of producing major changes in dominant theories of reality and thus affecting it over a period of time. The idiots got him - then Einstein, obviously, and Freud to a lesser extent. Now, after Terry Wogan, there's young Norbert."

"Terry Wogan?" A shriek of disbelief.

"Oh, yes indeed. Perhaps you do not realise that for every 100 hours of watching the ... ah, entertainment he hosts the viewers permanently loses one IQ point. The cumulative effects of this on the society's general perception may be quite impressive eventually. Of course, it's not his fault directly; perhaps we can refer to that fine fellow as an indirect Catalysing Reality Mutant. Feizenbaum was completely stunned in his chair by now, glazed eyes staring vacantly at his desk. The devil continued its remorseless attack.

"But Norbert Parkinson - now he is a major Reality Mutant. In fact, he's the most powerful Reality Mutant your world will ever know. Norbert has an unparalleled knowledge of reality-playing
games and he will invent a game so utterly and completely compelling that the nature of reality will shift, because the game structure and the currently perceived structure of reality overlap so innately. The seductive nature of reality is so profound that nobody will be able to tell the difference. Get the picture?"

"I... I think so." Feinzebaum was still in a state of shock. "But aren't you a thing from a game?"

The devil smiled happily. "Yes, that's what most people think. The process was already begun, but Norbert Parkinson is the only person who can complete it. You must release him. You have 24 hours to consider my request. If, after that time, Norbert Parkinson has not been released, I am afraid I shall have to put a wall of fire under your chair, and since you're only a second-level shaper, that will be the end of you. Make an appointment for me for the same time tomorrow, will you? I must teleport off now."

The devil vanished, leaving behind only the smell of fire and brimstone, singe marks on the chair, and the stub of a havana cigar smoldering in Feinzebaum's ashtray. The psychiatrist cancelled his appointments for the rest of the day, went home, and consumed a generous quantity of Polish raw spirit.

"A Mr Sharshta to see you, doctor," Feinzebaum muttered vaguely; his head still hurt badly from the 6th floor. The night before and he still had to face the fact that his hallucinated devil had left some disturbingly tangible evidence of its visit. He hastily dressed the handsome young man in his James Workshop T-shirt slip into his office.

"Ah, Dr. Feinzebaum. If I may use a motoring simile here, I think your brain is still in neutral. Try engaging it into bottom gear. Do you mind if I unpolypoly myself?"

Feinzebaum was beginning to get the hang of this by now. "No, of course not," he replied with a trace of his usual, if slightly useless, condescension. "This is about Norbert Parkinson, isn't it?"

"Uh-huh," replied the angelic creature opposite, comfortably folding his wings around the back of the chair.

"You're a planet?"

"Been reading the game books I see. No; this will be your experience of trenchiment. I'm not a solar, actually. The point of my visit is that Norbert Parkinson must not be released. He is too powerful for the Martian. Your world would simply not handle it; you're mostly evil and almost without exception chaotic and there's no doubt the other side would gain the advantage. The devils would like to see that they could rule a chaotic world with little trouble and the demons would make lots of converts too. So we in Elysium consider that Norbert should stay here in the bin."

"I can't do that. He's not dangerous, he's here as a voluntary patient."

"Like hell he is," said the solar sarcastically. "Come on, doc. I'm a super-genius - don't waste my time. The Martian. Your world would simply not handle it; you're mostly evil and almost without exception chaotic and there's no doubt the other side would gain the advantage. The devils would like to see that they could rule a chaotic world with little trouble and the demons would make lots of converts too. So we in Elysium consider that Norbert should stay here in the bin."

"You shouldn't do that. Think of the health risks!"

The solar looked contemptuously back at him.

"Don't be dumb. What's that to me when I've got a wish every day? Smoking's one of the fringe benefits of being on this miserable plane. That and the sex, drugs and rock and roll. Define deficiencies of that sort of thing in Elysium."

"But... aren't you a Lawful Good? Isn't that out of line?"

"Not at all. Fertility deity, very into intoxications and passions and all that sort of business; by the way, do you mind if I date your nurse tonight? I could only get tickets for Dire Straits, but it's better than nothing and these Prime Material girls really go for a guy with a 24 Charisma. Oh, and it's Neutral Good actually. You didn't read carefully enough. Well, I'm glad you'll be keeping Norbert here. I must be off now."

"What am I going to do when the devil turns up? He's going to incriminate me. There's no saving throw. He'll kill me."

"No he won't."

"Yes he will."

"Oh no he won't."

"Oh you yes he will."

"Look, doc, this is not a Punch and Judy show. Bazzerath had a minor accident on the way home last night and he won't be leaving his home place for 660 years. You'll be quite safe. But if you really feel it will make you better, I will cast a wish to protect you. But I was rather hoping to keep that for your nurse..."

"You foul chauvinist! How can it be right to coerce someone with such magic?"

"Well actually there won't be any coercion. I have the psionic ability of precognition, so I know what will happen. Don't lecture me on paranoia, Feinzebam. Oh, and don't drink so much either. That's a health risk too and you don't have wishes. Bye now."

The freckle-faced girl smiled back at the handsome young man as he waved his way to their table with two colourful cocktails in his hands. They sipped them appreciatively as they relaxed in the soft leather chairs.

"I didn't enjoy presenting myself as a Pit Fiend first time round, I must say. Still, all's well that ends well. Feinzebaum won't be any worry now."

"Feinzebaum? But - Norbert Parkinson ....?"

The girl looked very surprised.

"Oh, Norbert was just the instigating problem. Feinzebaum might have taken him into psychologizing with caution after while Norbert's stories just might have altered Feinzebaum's thinking. Feinzebaum was the Reality Mutant; he was the danger. Although he has not yet taken up role-playing games, it has crossed his mind to do so. But now, while he currently believes that devils and angels are real, he is so utterly confused that he will be incapable of affecting any major Reality Shift by constructing that dangerously reality-altering game he had inside his mind in latent form. And after a while he will come to believe that it is just an hallucination; idiots always do." He sipped at the potenchem cocktail, relishing the mixed flavours of the 13 alcoholic ingredients. "I must get the recipe for this to take home."

"Are you sure about this?"

"Oh yes. I didn't explain in detail the key fact that gathing into this plane would be a lot easier, so far as the details go, that Reality Shift we were worried about took place, and he never asked. He may have inferred it, but I don't think so. But keep an eye on him. Can you arrange to get Par- kinson transferred to another ward?"

"No problem - I can get him transferred to another hospital next week."

"Fine. Feinzebaum's going to spend the rest of this week in an alcoholic stupor so that deals with everything perfectly."

"So we can go and see Dire Straits now?"

"If we must. You owe me a tenner for the ticket." The girl protested. "Come on, these are the liberated eighteen. They are going to see Dire Straits. It's Friday. Any- way, look," continued the solar, checking his digital wristwatch, "the concert starts at 9 but Dire Straits won't be on until 10.12. So be precise. Chelsea kick off at 7.30 and I'd rather like to see Jasper Olsen's goals for United for real - you never do get the fine-grain detail with precognition. And Colin Glbson's second-half volley is a beauty. I can teleport us to the Albert Hall in time to see Dire Straits. The support band are awful anyway."

"It's a deal if you treat me to the concert. The redhead looked big-eyed and persuasive.

"Oh, alright, let's go. Doesn't look like Jack Immortal's going to turn up w' me, spits. The solar got up disconsolately, and walked off into the night with the 16th level cleric on his arm."

"So I was right to Gate you?"

"Oh, sure, the problem needed looking at. Anyway, visiting the Prime Material has its good points", the solar said, cuddling her close.

" Beast. But what about poor Norbert? He's quite cute and completely harmless."

"Oh, not really. He'll be released in 14 days; no hard core. Actually his hospital experiences will have shocked him so much that he'll give up role-playing games for good. He'll end up as a chartered accountant."

"Poor little sod."

The solar and the cleric meandered off towards Stamford Bridge, secure in the knowledge that the largest majority of humans were totally ignorant of extraplanar reality. After a night on the town it left only one final trial mission, at the BBC Light Entertainments section....

This story contains numerous Very Long Words and a helpful glossary is provided.


Mere Straits: A rock band liked by people taking major tranquilizers (qv).

Drugs, Brain-damaging: See major tranquilizers (qv).

Electro-convulsive stuff: The technique of passing electrical current through the brain in the hope of putting it right when it isn't working properly (well, one doctor anyway), and cured of practice of kicking the television when it doesn't work.

Meso-cortico-limbic circuits: Interesting and complicated bits of the brain, which connect the frontal bits to the bits in the middle, usually linked with emotion, perception, cognition and other Impressive Terms ending in 'ic'.

Pharmacological effects (1) See drugs, brain-damaging (qv). (2) What you get if you introduce Jah Immmanuel (see text) to Charlie Nicholas and his baldness.

Polish raw spirit: See drugs, brain-damaging (qv).

Prime material girl: Madonna in the best of her health.

Psychosurgery: Lopping bits off the brain in the hope that this will put it right when it isn't working properly (cf electro-convulsive stuff (qv)).

Pseudo-therapy: This is the practice extracting huge sums of money from people in return for mystifying conversation. Pioneered by the famous Viennese Sigfried Maelaren, known for his summary formula 'Pounds from Platitudes'.

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Raising or resurrecting from the dead is perhaps one of the cleric’s strangest abilities. By calling on the power of their god, clerics are able to restore life and complete strength to a being which may have been killed 200 years previously. Similarly, with the use of a reincarnation spell, magic-users and druids are able to transfer the soul or spirit of a person into a magically acquired body, which may be anything from a badger to a troll. Due to the potency and complication of these spells, they are frequently misunderstood and misunderstood. This article will attempt to explain the fundamentals of raising more clearly.

To understand completely the principles of raising, one must first understand what happens to the life force of a being after it has been killed. Much of this has been covered in detail in the AD&D Legends and Lore volume, so I shall explain it only briefly here.

It is assumed that there are two sorts of life force, the soul and the spirit. Dwarves, half-elves, halflings, humans and gnomes have souls; elves, half- orcs and all monsters have spirits. After death, the soul or spirit travels to one of the outer planes, the actual location depending on the character’s mortal alignment, taking 3-30 days to travel through the Astral Plane to its destination. When the outer planes have been reached, the soul begins an eternal existence while the spirit only temporarily resides there, to be reincarnated into another form in years to come. Hence, as spirits may only be reincarnated, elves, for example, cannot be raised or resurrected.

There are three spells which may be cast to restore mortal life to a character. However, raising is never quite so simple as this. As high level spells, such as resurrection, are given here. Clerics of different religion or alignment, or else incur the wrath of their god. How can any cleric justify casting resurrection on a buddy who has never had anything decent to say of the deity involved? Thus, when a character goes in search of a raise spell of any sort, the GM must exercise maximum precautions. Purchasing this sort of spell from a cleric will cost the earth, even from those of similar religion and alignment. In my campaigns, I have found the following formula useful in deducing the spell cost, although prices are bound to vary for other campaigns: 100 x level of cleric casting spell x (level of spell) / gp

Thus a 16th level cleric casting resurrection would charge the characters 100 x 16 x 7 = 8,400gp, provided alignment and religion were similar. Resurrection is only for wealthy, high-level characters.

Clers of different religion or alignment, will either refuse outright to cast the spell, or charge around ten times the price stated above. The GM must not allow raise spells to grow on trees, otherwise players will begin to treat death merely as a trivial pause on the way to .... what?

Types of raising
1) Reincarnation
Reincarnation spells are available to druids and magic-users of 12th level or greater. They differ slightly, with magic-users being only able to reincarnate into human, demi-human or humanoid forms, while druids can reincarnate people into animal forms as well. The amount of information the person recalls in his new form depends on the amount of time he has been dead and the new form acquired. Only those reincarnated into human or demi-human forms will remember any of their past life, and this knowledge will decrease by 15% each day they have been dead. So, a character who has been dead for the maximum time (7 days) will have no memory of his former life, while one who has been dead for 2 days will retain 65% of his old life before he may remember the class/race he was, but perhaps not all the languages he spoke fluently or some of the companions he had known. Characters should be reduced a level or two due to memory loss, and spell casters will certainly have forgotten all the spells they had memorised until they have time to relearn them.

It is quite probable that a character may be reincarnated into a race which does not officially allow progression in the class the character followed in former life. In such a case (and assuming the character has been dead for only 1 or 2 days) it seems unrealistic for the character to suddenly forget his past profession. If his memory recalls some percentage of his past life, he should be able to continue operating in his former class with little restriction. The exception is the paladin, who immediately becomes a normal fighter, loosing all the benefits of the paladin class.

Multi-classed characters reincarnated into other demi-human forms retain their former classes as explained above. However, if they are reincarnated into human form, the human then becomes a character with two classes (PH page 33). If they have lost more than 50% of their memory, the GM can opt to allow the character to continue in one class at no penalty, but retain no knowledge of the other, or drop a few levels in each class, whichever is more realistic. Triple classed characters should definitely lose one class totally. It should also be noted that reincarnated humans with two classes are restricted in advancement to the maximum level of their former race.

GMs should be careful not to reincarnate characters into creatures which are diametrically opposed alignment. I suggest that the general ethos (ie good, evil or neutral) remain unchanged. This prevents lawful good paladin from becoming a gristy troll.

2) Raise Dead
The raise dead spell is only available to clerics of High Priest status. It is the most frequently used raising spell if only because in most campaigns it is the easiest and cheapest to obtain, although this should not be the case. On the other hand it is somewhat limited in application, and can be permanently fatal in extreme cases. Of all the raising spells, it is the most misused.

A raise dead will only raise dwarves, gnomes, half-elves, halflings and humans. It will not be effective on elves or half- orcs. Basically, the spell retrieves the character’s soul as it floats through the Astral Plane on its way to eternal afterlife on one of the outer planes. As mentioned previously, the journey takes 3-30 days, which the GM should determine upon the character’s death. This is the maximum time limit for a dead character to be successfully raised. Only those who have a raise spell, or a wish will bring the character back to life.

Characters must make a resurrection survival throw to be successfully raised, failure resulting in the character being completely and utterly lost forever.

Characters may never be raised more times than their initial constitution score, and each subsequent raise will reduce their constitution permanently by one point. Furthermore, raised characters will be weak and helpless for a time equal to the period of their death. After the required number of days has passed, the character is assumed to be on 1 hit point, and may then be healed to maximum strength naturally or magically. The minimum amount of time all characters must rest for after being raised, is one even if killed only a few hours previously.

3) Resurrection
The 7th level clerical spell resurrection is the most potent of all the spells of this sort. Only those above 15th level are able to cast such spells, and even those characters must have an 18 or greater wisdom. While the spell is only rarely used, it is frequently misunderstood by both players and GMs alike. After all, the explanation in the Player’s Handbook is rather vague.

Perhaps the strangest thing about this spell is that it can restore characters to full strength merely from their bones, which may be greater than 200 years old. What puzzles me about this is that after 200 years surely some of the bones would have decayed or gone astray; would these missing bones also be recreated by the spell? At first I took this to be so, but then I came across some ludicrous matters. Consider: if a character chopped off the little finger of his left hand, he could then
pass this bone onto family or friends in order that he might be resurrected from it should he perish on an adventure, even if his body was totally destroyed. With this in mind, one of my players made a practice (and a rather repulsive one at that) of assassinating high level NPCs, retrieving a finger from the corpse, and selling it to any rich family or friends should they care to resurrect him. Needless to say, the character in question made numerous enemies this way, but it did seem to me that the matter was getting a little out of hand. It was at this time I decided it required a little more working.

First, resurrected characters will come back to life with all the body members they had at the time of death, regardless of the state of each corpse. Thus, in the example above, all that would be resurrected from a finger would be a living finger, the rest of the body having to be regrown via regeneration. Alas, of course, regeneration only regrows body members, and Hence the body would be sans torso and head—two arms and two legs will be pretty useless to any but the excessively perverse! Theoretically, therefore, one would need the skull and torso bones to sell to people in order to have a successful enterprise. This is pretty tough, especially if a character gets beheaded (and the quest for the missing head becomes paramount) but then that's death for you!

As an alternative, because resurrection recalls only the character's soul, a character may be resurrected into a different body. This body must be totally whole, as the spell will not restore missing limbs or flesh as it would where the person was to be resurrected into his own body. Good characters must exercise maximum caution in acquiring this new body; for neutral or evil characters I suggest you seek out the strongest, best-looking person you can find, then poison them. A neutralise poison spell should be cast on the body before another soul is resurrected into it.

The GM must be very careful in handling the situation of a character being resurrected into a different body. Good clerics would probably refuse outright to cast the spell. They would be very anxious as to how and why this new body had come to die, and why they should resurrect a totally alien soul into it. Remember also that 7th level spells are obtained directly from the cleric's god, and even if the cleric is fooled, the god would be very unwilling to allow such a spell to be used for this cause, especially if the character concerned had been of different alignment and/or religion during previous lives. If both the clerics and his deity agree to cast the resurrection, the god will probably add to the spell the requirement that the character must make a resurrection spell check. The base percentage chance of failure is 10% for a 16th level cleric, reduced by 1% for each level above 16th. Thus, only a cleric greater than 25th level has no chance of failure. Scrolls can be considered to be cast at 17th level in this case.

The resultant resurrected character will retain alignment (except in the case already mentioned), but all other characteristics will depend on the new body. The character will remember his former life, but may take several months to adjust to the new body (especially if some player has given him one of the opposite sex!). Within one week the character must make a resurrection survival roll or go insane (roll randomly on the insanity table, page 83 DMG).

Due to the complexity of this version of the spell, there is a chance that the cleric will fail in his task. The base percentage chance of failure is 10% for a 16th level cleric, reduced by 1% for each level above 16th.

### Failure Table - if failure is indicated, roll a d100

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-10%</td>
<td>The soul of the bodies' previous owner is resurrected rather than the one desired.</td>
</tr>
<tr>
<td>11-30%</td>
<td>The soul of a completely different person is resurrected instead of the one desired. This person will have come from the same plane and be of the same alignment as the character who was supposed to have been raised.</td>
</tr>
<tr>
<td>31-50%</td>
<td>The soul of a completely different person is resurrected rather than the one desired. This person may be of any alignment and may have come from any plane.</td>
</tr>
<tr>
<td>51-70%</td>
<td>The corpse rapidly ages 100 years and is destroyed. The soul of the person is completely immune to further attempts to resurrect it. Simultaneously, a number of monsters from the Astral Plane encounter table (DMG page 181) are gated in.</td>
</tr>
<tr>
<td>71-90%</td>
<td>Remember that if a monster is gated in, the clerics will be totally unable to cast any further spells, unless the resurrection was read from a scroll.</td>
</tr>
<tr>
<td>91-100%</td>
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A goblin, not a happy one... Cook is chased by a party of Blood-hungry orcs!

We spot a crevice and...

The crevice descends... with Cook!

A perfect nose-dive into...

But in the next cavern, something is wrong...

And interrupts Cook...

I CAN'T BELIEVE THIS FEAST... AND I DON'T FRY YOU!

Very well, SLAUGHTER ME THIS FEAST... AND I DON'T FRY YOU!

Cook scarper's!

But around the bend...

That was quick!

A short and one-sided fight ensues and...

...ends predictably!

And now for the second... You like that?

Bu Bu Bu... But you said you wouldn't fry me!

Up the crevice goes Cook...

...helped from behind!

I LIED!

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 WHY BOLIVIA?
This scenario takes place in Bolivia. This is because it grew out of incidents in my own Golden Heroes campaign which left the players owing the Bolivian Government a considerable favour. When you come to run it you will not have the same lead in and you will need to devise some excuse to get your players to the right place at the right time.

There are all sorts of incidents that can be cooked up to fit the bill. Perhaps a fight with a super-villain could take place outside the Bolivian Embassy in London which causes such damage to the building that the Bolivian government gets very upset; Blacksun would be a good villain to use here as he tends to wreck things pretty effectively. The government could then justifiably ask for a favour in recompense. Alternatively you could have the players chase a fugitive villain to Bolivia and have the government ask them for help while they are there.

A good group of players will probably want to acquire some information on Bolivia before they set off. In addition, if they have government backing, the Foreign Office will probably want to brief them to make sure they don't cause any international incidents. Whatever the source, the heroes should be able to acquire the following information at least.

Bolivia is one of the poorer countries in South America. It sits on the eastern side of the Andes and the terrain is split between high, bare mountains and steamy Amazonian jungle. The majority of the population is clustered around Lake Titicaca on the Peruvian border, particularly in the large city of La Paz. This area is also dotted with Inca ruins. The government is fairly moderate, and Britain and the USA would be happy to see it remain that way.

Although officially Spanish-speaking and Roman Catholic, Bolivia has one of the highest percentages of native Indian population in South America. The two principal races are the Quechua and the Aymara; both have their own language, customs and religions although, like most pagans, they are happy to worship any gods who might be helpful and thus have adopted Catholicism alongside their native beliefs.

Despite the mix of cultures, there is a little racial discrimination as we know it. Quechua and Aymara do not intermarry and 'Indians' as a whole are very much the lower classes, though not exclusively so. The term 'Indio' is applied to anyone who lives like an Indian, ie is poor. Simply by getting richer a pure-blooded Indian can become accepted as 'mestizo' (mixed-race) or even 'blanco' (white).

Sexual discrimination is another matter entirely. The philosophy of Machismo is deeply ingrained in all South American countries, and any female heroes in your group can expect to have a difficult time. The Bolivians will automatically assume the men are in charge and the women do as they are told.

INTRODUCTION
Assuming they arrive in Bolivia quite openly, the heroes will be asked to meet with Manuel Calvero, the President. He has a small problem which he hopes they may be able to help with. One of the country's prestige engineering projects is the construction of a hydro-electric power station on the Pilcomayo river which flows southeast from the Andes, later forming the border between Paraguay and Argentina. The plant is designed to supply electricity to Sucre, the capital, and the nearby town of Potosí. But this development has been beset with problems: equipment has broken down, Indian workers have been frightened away by 'evil spirits' and - worst of all - the weather has been unusually bad in the area ever since the project started. Prayers to the Virgin Mary having gone unheeded so far, the Bolivians have turned to more earthly sources of aid.
President Calvero explains that before contacting the heroes the Bolivian government first approached the American multi-national, StarTech, for the services of their super-powered enforcer, Technon, as the company is supplying much of the equipment and know-how for the project. However, as the President says, "We are small contract, yes? Not enough money in Bolivia for the Yankees to bother. Perhaps we have more luck with you Breetish, no?"

The Bolivians have little idea what could be causing their problems. There is a small Indian tribe local to the area, the Apacheta, who are not as integrated into Bolivian society as the Quechua and Aymara, and may be responsible for the 'evil spirit' stories, though they could not possibly have caused the other problems unless they practice real magic. The Bolivians suspect that ultra-left or ultra-right terrorists seeking to overthrow the government may be responsible for the sabotage, but even with this theory they can offer no explanation for what is wrong with the weather. Not being a scientific man, Calvero may offer some very odd ideas, such as changes in the environment caused by Star Wars project. However, as the President says, "We are small project. However, as the President says, "We are small, yes? Not enough money in Bolivia for the Yankees to bother. Perhaps we have more luck with you Breetish, no?"

With the passage of time Mueller built up enough wealth and underworld contacts to obtain scientific equipment and build himself a base. This he did deep in the wilds of Bolivia, and he set to work in earnest to turn his designs for robots and cybernetic equipment into reality.

By the time of this scenario Mueller's technical arsenal is formidable in capability but small in size. He has just enough money to build prototypes and a small force of robot guards, but not enough to embark on his most grandiose plans — to use a robot army to re-establish the Third Reich! However, he discovered from the Apacheta Indians that the legendary city of El Dorado really existed, and he diverted his efforts to seize its treasure. El Dorado was saved from the Spaniards because it was built in vast caverns underneath the Andes, the entrances to which were destroyed by a calamitous earthquake decades before the Conquistadors arrived. By a stroke of good fortune, the site of the city is not far from Mueller's secret base. All he had to do was tunnel through until he found it.

The start of the hydro-electric project came as something of a shock to Mueller. The plant is being built only a short distance from his previously isolated hideout and there is no way he can move now without being observed. Either the project had to be stopped, or Calvero's regime had to be replaced by a military junta backed and controlled, in secret, by Mueller.

Mueller used his contacts with the Apacheta to get at the Indian workers. Right-wing saboteurs have been planted in the workforce by organisations he controls, and his weather control machine has been making life very difficult for the engineers. He has also manipulated the media through carefully controlled leaks into laying all the blame at Calvero's door. Everything appears to be going smoothly.

However, unknown to Mueller, Israeli Nazi Hunters have found his trail at last. Diligent research work brought to light quantities of high-tech equipment which had apparently disappeared into the Bolivian jungles, and a small group of Nazi Hunters were sent to make their way to Mueller's base. They were so horrified by what they saw that they fled, hoping to bring back a more powerful team to combat Mueller's creations. None escaped.

However, one man did escape back to civilisation. There he went straight to the only organisation he felt capable of dealing with what he had seen, America's foremost superhero team, the National Defence League. The presence of Patriot in the current NDL line-up ensured that the Nazi Hunter's pleas did not fall on deaf ears. In secret, she got to alert their quarry, the team set off from their New York headquarters for Bolivia. As chance would have it they will arrive just about the same time as a certain other super-hero team ....

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Short of putting the entire project under martial law and running it himself, there is not much he can do save stand guard against attack from outside. Much as he would like to take over, he knows that he can’t do without the engineers – so he has to humour Perez. Ordonez regards the arrival of the heroes as a sign of loss of confidence in him by the President, and he will therefore do everything he can to get them out of his way.

The final member of the trio is Manny Faltz, the field representative of the StarTech Corporation. Faltz is very experienced at working in South America, speaking Spanish and Quechua fluently. As he deals with the workers on his project, he prefers to spin the heroes a long story about how his people have no means to compare the appalling weather. There are many men and Ch’ojna and his companions have been frightened.

THE APACHETA VILLAGES

Having investigated the project site (and probably got very frustrated), the heroes’ next port of call is likely to be the villages of the Apacheta. The total population of the tribe is no more than about 300, spread through eight small, remshackle villages. The heroes will be directed to the village of Yuraq – the largest of the group where they can expect to find the head man of the tribe, Ch’ojna. Yuraq is a short way upstream from the Indian village marked on the map.

The Apacheta have a language of their own, but in order to be able to communicate with outsiders, many of them have learnt Quechua. Ch’ojna knows a few words of Spanish as well, but, of course, none of them speak English.

If the heroes ask for an interpreter at the project site, Perez will refuse point blank – he says the Indians should just be shot and that would be the end of the problem; Ordonez will also refuse because he believes the Indians are no problem no previous experience of the Bolivian climate with which to compare the appalling weather.

A MEETING IN THE MIST

While the heroes are talking to Ch’ojna, they will suddenly be joined by Chucurata, the village wise-man. He and Ch’ojna will spend a short time conversing in Apacheta, after which they will explain – through Qaipa – that a group of white men “like you” have returned to the neighbourhood. Ch’ojna explains these men are cruel fighters with demonic powers whom the Bolivians have sent to attack the Apacheta before. Chucurata offers to lead the heroes to where these men were last spotted.

What has actually happened is that the NDL has arrived in the area. Stealth is not one of the American team’s normal tactics, whereas the Apacheta live by it. As a consequence, the Americans have been spotted. Knowing the British heroes are in the neighbourhood, Chucurata, who is a pretty wily bird, came up with the idea of getting the two groups to fight each other. He sent a messenger to Mueller asking for a thick mist from the weather controller and set about bringing the two teams together; like his chief, Chucurata is a willing servant of the Reichsmaster.

When the heroes are led outside they will doubtless be surprised by the sudden descent of the mist. Qaipa explains – in halting English to prevent the Indian wiseman from over-hearing – that such freakish weather is common in these parts, though the heroes have never encountered it before. He blames the weather problems on evil demons summoned up by Chucurata though any psychic probing will reveal a certain quiet satisfaction in the mind of the wiseman.

In fact, although Chucurata is not directly responsible for the mist, he is a magician and has been using his hallucinations spell to frighten Indian workers. For the moment, though, he is pretending to be a frightened native. As he guides the heroes towards their confrontation with the NDL, he talks non-stop about how cruel these foreigners are, and how they have been killing and enslaving the Apacheta. He is very eloquent, and Qaipa doesn’t know who to be more scared of, the supposed wizard or the foreign devils.

The NDL meanwhile are lost in the mist, moving very cautiously. Kemmer, the Nazi Hunter who is with them, has warned them that Mueller has some bizarre machinery and they suspect a trick. However, if the heroes made a public announcement of their trip to Bolivia, the NDL will be aware, albeit at the back of their minds, that British super-heroes are in the country.

Chucurata will try his best to provoke a fight before the two sides have a chance to talk to each other. Whether or not you, the Supervisor, decide to try to encourage a fight is up to you. Don’t worry if your players are not very trigger happy, they will get to fight the NDL eventually.

As soon as it looks as if the two teams might make friends, Kemmer, the Nazi Hunter who is with them, has warned them that Mueller has some bizarre machinery and they suspect a trick. However, if the heroes made a public announcement of their trip to Bolivia, the NDL will be aware, albeit at the back of their minds, that British super-heroes are in the country.

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The teams should eventually work out who they are fighting and call a halt, although the players may have problems if their team is in trouble with the law. If the heroes have already played Queen Victoria & the Holy Grail, they may have already met members of the NDL and be known to them. Once a truce is called, the two sides will doubtless explain to each other what they are up to. The

KEMMER’S TALE

The Nazi Hunter will begin by relating how he and his colleagues, searching for clues to the whereabouts of Mueller – a man high on their list of war criminals – discovered the sale of large amounts of equipment to various fictitious organisations in Bolivia and traced delivery of the orders to the region where the Pilcomayo plant is being built. These orders date back well before the start of the hydro-electric project.
Investigating the area, the Israelis discovered the well-used entrance to a hillside cave. Exploring inside, they came across a large tunnel filled with advanced machinery. It was immediately obvious to them that Mueller, if that was indeed the man whose trail they had found, had been putting his electronic skills to good use and that the sales they had traced were merely the tip of the iceberg.

Kemmer then relates how he and his companions fled in terror, were ambushed by the Apacheta, and how only he managed to escape the massacre. As luck would have it, one of the thick mists descended just in time to save him (this is true, the Reichsmaster did not know that the Indians were hunting snoopers at the time. The heroes may be suspicious of Kemmer’s seeming good fortune).

Because Kemmer’s party left the area in something of a hurry, he is not very sure exactly where the cave is. The NDL were in the process of searching for it when the mist came down. If the heroes are convinced by this tale, Stretcho will suggest that the two teams search independently. He reasons that either team on its own should be able to deal with Mueller, making a combination of forces wasteful, but that any smaller division of strength is likely to be dangerous. He will want to exchange communications equipment, but will warn the heroes to maintain radio silence until the last moment, as Mueller will undoubtedly have surveillance equipment.

The heroes will have a problem deciding what to do with Qaipa. The most sensible thing to do would be to send him back to the project site with Kemmer. If they are merely left here in the open, Qaipa and Kemmer will be spotted by the Apacheta and killed, and if they accompany the teams they will be in the way and very likely to get killed in the fighting. What happens to them will have an impact on the heroes’ campaign ratings, so it is to be hoped they have the sense to see them safely back to the project site.

**THE REICHSMASTER’S LAIR**

The heroes will not find the cave entrance; that honour will go to the NDL. However, they will come across what appears to be an artificial ventilation shaft. Provided that none of the team are permanently giant-sized, they should be able to squeeze down.

What they see when they arrive at the bottom will make it plain that, if anything, Kemmer’s story was understated. The heroes land in the middle of the most futuristic factory complex they have ever seen (unless they have been space or time travelling). Looking around they will find that a large part of the factory is, in fact, a power station tapping geothermal energy. An assembly line is in the process of being built and another is already in existence but idle. The whole thing is fully automated.

When the heroes enter the central square the quiet him of the factory is broken by a strident voice. It is a recording which the Reichsmaster made in case of discovery. For him it is quite a short rant. He simply explains that he, as a genius, is the ultimate expression of the Master Race and that he will single-handedly restore Germany to its former glory, conquer the world, and maybe the universe as well. When he finishes, the loudspeakers begin to play a rather tinny, electronic version of the ‘Ode to Joy’ from Beethoven’s 9th Symphony. As they do so, a number of doors in the factory slide smoothly open and disgorge the Reichsmaster’s robot stormtroopers. 12 robots appear from each of the doors marked as robot exits on the cavern map. Every one of them is identical, a spitting image of Adolf Hitler.

**A CHAT WITH A GHOST**

When the fight is over and the annoying music has finally been silenced, the heroes may be surprised to find that
they are being watched by a ghost. In fact, it is Mr Magic's Astral Form.

The American sorcerer relates that he and his colleagues found the cave entrance, followed the tunnel, and came face to face with a giant hypnosis device, to which all of the team succumbed except him. By taking on his Astral form he was able to fool the Reichsmaster's robots into thinking he was unconscious. It is a big gamble because his body is now defenceless and he wants to get back to it quickly. However, he is able to direct the heroes to where his colleagues are being held and warns them that the rest of the NDL are likely to be totally under the Reichsmaster's control. By taking on his Astral form, he was able to fool the Reichsmaster's robots into thinking he was unconscious. It is a big gamble because his body is now defenceless and he wants to get back to it quickly. However, he is able to direct the heroes to where his colleagues are being held and warns them that the rest of the NDL are likely to be totally under the Reichsmaster's control. By taking on his Astral form, he was able to fool the Reichsmaster's robots into thinking he was unconscious.

**BATTLE ROYAL**

In fact, the hypnotised Americans are already on the way to intercept the heroes and will meet them in the open area by the cavern exits. The chances are that the NDL will be tougher than the players. However, Mr Magic will do his best to assist the players. His physical body is chained up in a cell, but he can cast 2-dice energy strikes while in astral form. In addition, as each team member is freed from hypnosis (by means of counter hypnosis or a hit of 20HTC or more), they will join the heroes in trying to free their colleagues after taking a round to re-orientate themselves. The fight, although somewhat ferocious, should therefore go the players' way.

Once all of the NDL have been restored to their senses (or knocked out of them), they will be able to guide the heroes to where the Reichsmaster can be found.

**THE CITY OF GOLD**

Mueller is, of course, busy with his current obsession, the tunnel to El Dorado. When the heroes finally catch up with him, he will be standing on the far side of the chasm from them (see cavern map). Between them and him are his 12 elite robot SS troopers and his force wall. The first thing the Reichsmaster will do is destroy the bridge.

The SS robots should not prove too much of a problem for the combined super hero teams. What they will do is delay the heroes just long enough for the Reichsmaster to set his laser drilling equipment up for one final blast. As the heroes get ready to rush him he presses the button.

The laser drill, now operating at maximum power, lets forth a blaze of red light and the rock wall behind the Reichsmaster disintegrates. As the dust settles the heroes will get a glimpse of an enormous cavern, dwarfing the one in any case this will risk further eruptions.

Redskin will start kicking over the rubble, muttering about the waste of scientific resources in such a poor country and the loss of such an interesting piece of Indian heritage. Suddenly he stops, bends down and removes something from the wreckage. It is a piece of packing case, heavily charred but somehow surviving. Elched on it is the unmistakable logo of the StarTech Corporation ... The scenario has a Practice Rating of 7. The players' public ratings will not be significantly affected as they are away from home and the world's press will give most of the credit to the NDL, but personal ratings may be severely affected if Qaipa and Kemmer are killed or if the lava destroys the plant or native village.

**FUTURE ISSUES**

Was it really El Dorado the heroes saw in the underground cavern? Is it now lost forever, buried under tons of lava? Did the Reichsmaster perish in the eruption or did the cunning Nazi manage to find an escape route? Were StarTech really supplying Reichsmaster with advanced electronic equipment for his robots? Did they...
know who he was and what he was doing? If they did, does Brian Garson/Technon know about it, or is some rival faction on the Corporation’s board responsible?

All of these questions, and doubtless a few more as well, remain to be answered in future adventures.

THE NATIONAL DEFENCE LEAGUE

The National Defence League is the USA's official, government-backed super hero team. Their HQ is in Washington but for various reasons they often find themselves operating out of auxiliary bases in New York and Los Angeles. The heroes listed below are the current active register though many other American heroes have worked with the team at various times during its history. They are financed by the American government, although some members, including Stretcho and Firebird, contribute to running costs.

THE PATRIOT

Patriot is the reincarnated spirit of Paul Revere, a hero of the American Revolution. He has appeared many times throughout the history of the country, always turning up when great danger threatened. Thus he fought alongside American forces in both the American Revolution and the World Wars, though whatever power causes him to take flesh did not feel the war in Vietnam warranted his appearance. Patriot's sudden reappearance as there is, as yet, no sign of any great danger to the country. Various theories have been put forward by the Pentagon and CIA but the only real result has been to make everyone in the White House very jittery whenever a crisis looks like blowing up.

The Patriot

alias Kirk Jackson

EGO 7 Movement 6m

STR 8 Damage -

DEX 16 Dodge +1

VIG 11 (21) Strike +1

HTK 79 Defence Class 6

HTC 85

Powers: Vigour; Agility; Weapon Skill (fencing) 2; Weapon Skill (knife parry); Sidekick (ghosts)

Advantageous Background: Immortal

Fast/foot WC 2; 1d6-6 HTK / 2d6 HTC; -2

Leap into Combat WC 2; 1d6 HTK / 2d6-6 HTC; +2 (needs 1 frame recovery)

Rapier WC 4; 2d6 HTK / 1d6 HTC

Knife WC 2; 2d6 HTK / 1d6 HTC; WC 4 parrying

STRETCHO

Lee Stanton is the owner and chief scientist of America's largest bubble-gum company. He has used his vast knowledge of molecular elasticity to experiment on human flesh and, as a result, is now able to deform his body in an incredible variety of ways. A useful by-product of his experiments has been acquiring the ability to climb walls by turning his rubbery fingers into suction pads.

Stretcho is undoubtedly the brains of the NDL. His scientific background causes him to be very cautious, unwilling to act until he has fully analysed the situation. This often brings him into conflict with his more hot-headed team-mates, particularly Redskin and Powerchord.

Stretcho

alias Lee Stanton

EGO 11 Movement 4(6)m

STR 6(8) Damage -

DEX 8 Dodge -

VIG 11(14) Strike -

HTK 46(54) Defence Class 5

HTC 41(50)

Powers: Stretch 2; Grow; Shrink; Wallcrawling

Advantageous Backgrounds: Brilliant Scientist (Chemicals); Rich Industrialist

Fast/foot WC 2; 1d6-6 HTK / 2d6 HTC; -2

Grow to Combat WC 2; 1d6 HTK / 2d6-6 HTC; +4 (needs 1 frame recovery)

MR MAGIC

Dick Stevens is a genuine stage magician as adept at slight of hand and illusion as he is at real magic. When he first began his career he was as cynical as most other westerners about 'real' magic. Then he met and teamed up with an older conjurer, Bernard Kransky. Bernard had served in the Far East during WWII and claimed to have learnt his magical skills from Tibetan monks. He always maintained, even to his friends, that real magic did exist, and that some of his stage tricks used such sorcery.

Young Dick never believed this tale and kept pestering his partner to reveal the secrets of his special tricks, and, feeling he was being fobbed off with ridiculous excuses, determined to spy on the older man as he practised. One day he concealed himself in Kransky's dressing room and watched the older magician running through his act. To Dick's horror, Kransky summoned a real demon and began to converse with it in some arcane language. Unable to contain his curiosity, Dick burst out of hiding, but this distracted Kransky from his spell and the demon promptly grabbed the magician and disappeared.

Dick immediately gave up his stage career and headed east in the hope of learning enough real sorcery to rescue or avenge his friend. When he returned America acquired a new super hero.
Mr Magic has a special gimmick which allows him to make his astral form visible. Ordinary people normally mistake him for a ghost.

Mr Magic
alias Dick Stevens

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Powers: Magic 2 (22 magic points); Astral Projection (speciality), VIG 12 Strike, Conjuring, Information; Conscious Probability manipulation; Precognition; Skilfulness; Energy Strike WC 2; 1d6+6 HTK / 2d6 HTC - 2

**REDSKIN**

Joe Washington is a pure-breed Sioux Indian. His powers are all simple extensions of his physical abilities and result from his eating herbal mixtures prepared for him by an ancient shaman. The shaman had intended Joe to be a champion of the Indian cause, taking revenge upon the white man and driving him from the land. However his pupil, who had grown up in white society, realised that this was a foolish dream and now spends his time fighting for justice and freedom as much as for Indian rights.

Redskin and Powerchord are frequently at loggerheads over racial issues as the former feels that his black colleague has too simplistic a view of the problem and ignores the fact that blacks are comparatively well-off compared to other racial minorities. Joe is also frequently in trouble with his colleagues and the government over his outspoken comments to the press.

In his secret identity Joe works as a 'hard hat' on construction sites.

Redskin
alias Joe Washington

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<td>HTK</td>
<td>69</td>
</tr>
<tr>
<td>HTC</td>
<td>64</td>
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</tbody>
</table>

Powers: Strength; Pugilism 2; Weapon Skill (tomahawk); Leap- ing; Health - fast recovery

Fist/foot WC 3; 1d6-6 HTK / 2d6 HTC; +16

Tomahawk Strike WC 4; 1d6-6 HTK / 2d6 HTC; +16

Throw WC 2; 2d6+3 HTK / 1d6 HTC; +16

Leap into Combat WC 3; 1d6 HTK / 2d6+6 HTC; +16, +2 (needs 1 frame recovery)

**FIREBIRD**

Claire Montague is an expat English actress who is now a major soap opera star. Her impressive flame control powers are motivated in origin and this has recently caused her serious problems as various religious groups in America have mounted a strong anti-mutant crusade.

Claire was recently captured and tortured by Azrael, a religious fanatic villain. Although she managed to keep details of her secret identity from him, her mind has been damaged by the experience and, as Firebird, she often falls under the delusion that her secret identity is really that of her most famous screen role, the rich and arrogant Princess Christina of Miklenburg. As the NDL all know each others' secret identities, this has sometimes lead to her unfortunate team-mates having to bow down and call her Your Royal Highness in the middle of a fight.

Firebird uses her flame manifestations gimmick to fashion a bird-like mask. She also swallows her flat in flame when punching which gives her extra damage bonuses.

Firebird
alias Claire Montague

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<td>HTK</td>
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</tr>
<tr>
<td>HTC</td>
<td>53</td>
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</tbody>
</table>

Powers: Energy Attack 3 (fire); Manifestations Gimmick; Energy Immunity (fire); Flight; General Force Wall (flame); Intuition

**POWERCHORD**

The man who is now Powerchord was once a world-famous rock guitarist. At the height of his fame he was approached by a black scientist and offered a special guitar which, under his expert fingers, could produce amazing effects. Seizing the opportunity, he faked his own death and became Powerchord, a black rights campaigner.

Powerchord's career as a civil rights activist was fairly long and colourful. In those days he frequently came into conflict with the authorities and charges are still outstanding against him in certain southern states. The 1 million dollar reward that the Ku-Klux Klan put on his head is also still on offer.

Since that time, however, the position of blacks in American society has improved greatly and Powerchord has come to realise that the colour of a man's heart is more important than the colour of his skin. The final straw came when his scientist benefactor was killed by black mobsters who wanted the secrets of the guitar to further their criminal careers. Powerchord has been officially pardoned by the President but in certain quarters resentment of him is still high.

Without his guitar Powerchord is an ordinary human, though he has done a lot of training to improve his physical condition. Because of this he prefers to live as a super hero all of the time, and firmly denies all suggestions of a link with his rock star past.

Powerchord

<table>
<thead>
<tr>
<th>Power</th>
<th>Values</th>
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<tbody>
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<td>HTK</td>
<td>37</td>
</tr>
<tr>
<td>HTC</td>
<td>35</td>
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</table>

Powers: Energy Attack 4 (sonic); Area Effect Gimmick; Quick Blast; Personal Force Shield (23 HTK) - all power from guitar only

**ADVANTAGEOUS BACKGROUND**

Rich Entertainer

Energy Blast WC 3; 1d6+6 rounds

Fist/foot WC 2; 1d6-6 HTK / 2d6 HTK; +4 (flame glove)

Dive to Combat WC 2; 1d6 HTK / 2d6+6 HTK; +4, +5 (needs 1 frame recovery)
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Players' Briefing

It's Shift 2 briefing, 10.15 hours, at Sector House 142. Today Judge Rippon is briefing officer, dispensing comments on the news and reports as they flash across the screen with her usual lack of humour. You hope nothing happens that will cause you to laugh, or - worse - that you don't start yawning as the briefing rolls on ....

++ Item 32 ++

RIOT CONTROL
The Sector 145 South silly walkathon began this morning. No trouble is anticipated, but perps may take advantage of the crowds.
(Rippon:) "We're on alert to provide backup if things get out of hand, and you'll receive squad assignments with your patrol orders. Review crowd control procedures during your rest breaks, if there's time".

++ Item 33 ++

THEFT
Synthi-Synth™ Laboratories report a burglary and theft of computer slugs and files, probably industrial espionage.
(Rippon:) "Synthi-Synth™ are a major defence contractor and the city's largest plastics manufacturer. There'll be more on this when we know what's been stolen".

++ Item 34 ++

SPONTS
The iso-cubes are running close to capacity in most sectors, so try to avoid arresting sponTs unnecessarily.
(Rippon:) "That means don't book them on nuisance charges unless there's really no alternative."

++ Item 35 ++

INFORMATION
Rick Macey was released from the cubes yesterday afternoon, and disappeared within a few hours. He was suspected of acting as a hit man for one of the body-sharking gangs, but was actually arrested for overdue library slugs. Report any sightings.
(Rippon:) "Macey was based in this sector, and it's possible he's holed up somewhere in the area. He's clever and dangerous. He isn't wanted for anything yet, but it's probably just a matter of time."

++ Item 36 ++

WEATHER [RESTRICTED INFORMATION]
Rain this morning will contain trank addictive J-17. It will fall from 11.30 to 12.00, so all Judges should take a neutraliser tablet at 11.15 hours. Requests for weather should be sent to the Weather Congress via MAC, not to sector houses.
(Rippon:) "Let's try to avoid sloppy procedure on this; I don't want to spend another morning sorting through a pile of complaints from Weather Control! And don't forget the pills."

++ Item 37 ++

EXPENSES
The financial quarter ends tomorrow, and all outstanding expense claims should be submitted to Accounts Division, in triplicate on form B-3Y-7/3EX, accompanied by receipts.
(Rippon:) "I want claims in by 23.00 hours; we've applied to have the rec room redecorated, and we wouldn't want Acc-Div to turn down the estimates because they were mad at us, would we? OK, that's the last item, so collect your assignments and get out on patrol."

Was Rippon looking at you just then? Maybe you didn't put in all your receipts, by Grud! Rippon assigns you to a patrol route through the sector. At 13.00 hours you are to call in at the Tresco Megamart and
other shops in the shopping centre of Clark Savage Block, to conduct an anti-shoplifting crime blitz and check antique dealers and jewelers for stolen goods. You must visit Ronnie Rambo Block to make a crime prevention inspection of the new block Cit-Def armory, and then return to the Sector House at 16.30 hours. As you leave the Ripoon adds that in the unlikely event that you are needed for riot control, you should abort your patrols and join squad "FOX", one of eight units from the sector.

Game Master's Information

Every month a group of the Mega-City's most influential criminals meet to discuss their plans. The composition of this group varies as members are arrested or killed, but usually several notorious perps attend, and try to prepare the perfect crime.

Four days ago an industrial spy told the group about Spungg®; a new plastic from the recreation division of Synthi-Synth™ the manufacturers of Boing®. Spungg® is a food additive which converts fat into a resilient substance resembling Boing® and Synthi-Synth™ are developing it as a luxury item, to be sold to fatties as a new answer to their mobility problems. However, the criminal "masterminds" gathered at the meeting were quick to see other advantages to the material; a sufficiently fat criminal would be almost bulletproof, since shells would bounce out of the resilient fat, and the perp could bounce over, or through, obstacles. Last night a crack burglary team, acting on the group's instructions, broke into the Synthi-Synth™ laboratories, stealing dozens of files to cover their interest in Spungg®. By 08.00 hours criminal scientists had manufactured enough Spungg® to feed a dozen men.

Now all that remains is for Spungg® to be tested. At 13.30 hours the Gutz gang, a former tag eating team who have been devoting great quantities of Spungg®, will rob a bank and try out the new material. The bank they have chosen is in the block plaza adjoining the Tresco Megamart in Sector 142. Rick Macey has arranged for other equipment, and will cover the Gutz brothers with a laser rifle. His instructions from the perp masterminds are to help the brothers escape, or kill them if they are captured, since they cannot be trusted to remain silent.

As an annoying complication, the local branch of Sports Anonymous happens to be holding a meeting in a social club near the bank, and the Judges' attempts to deal with the raid on the Fifteenth National Bank will be hampered by false confessions and demands for arrest.

Phase 1: 10.30 - 13.00 hours

There are two incidents during this phase of the patrol, one leading to the main adventure. Referees may wish to add other reports and events where they are relevant to a campaign, but this isn't essential.

10.32 hours: As you patrol through Elm Street, a city bottom shopping zone, you hear the ring of a burglar alarm ahead.

See Figure 1 for street diagram. A perp has smashed her car across the pavement and into the front window of the local branch of Forbidden Kneepad, and two jimps are pretending to deal with the incident while helping themselves to the most expensive gem-encrusted pads. The jimps don't expect real Judges to arrive so quickly, but are on the alert. Once the Judges arrive they will say they can handle the incident, and if the Judges insist the jimps will try to bluff their way out by pretending they are arresting the driver.

A blue roadster has spun off the road and crashed into the window of a branch of Forbidden Kneepad. Two jimps are on the scene, one checking the shop damage while the other checks the driver. She seems shaken and has a nosebleed.

The car is a General Mechanics Siesta roadster of standard design (see GM's Book p11). The driver carefully spun it off the road so that the rear bumper smashed into the shop window and the car was left positioned for a quick getaway. On a Street Skill roll Judges will notice that the car isn't damaged; the rear bumper was reinforced for ramming (without affecting its armour). Also, the car is stolen. If the Judges check and discover this, or if they appear to be suspicious, the jimps will immediately "arrest" the driver, saying they hadn't been able to check because their helmet radios weren't getting through to the Sector House.

Perp 1: Gladys "Wheels" Lambretta (Driver)

S 1 I CS DS TS SS MS PS
1 19 15 78 17 37 25 4

Abilities: Control Skill, Control Spin, Drive Fast.

Gladys is an attractive blonde. She has blood (actually a theatrical dye) on her face and blouse, and pretends to be in shock. There is a fully-loaded stump gun in an opaque plastic purse in her shoulder bag. She is unarmoured.

Both jimps wear good replicas of Judges' uniforms, giving the same armour protection as the real thing. The badge and eagle are made of lightweight metalised plastic, not the metal of real insignia, but which look authentic. Communications and other secondary equipment are dummies. Their Lawgivers are replicas, disguised spit pistols with normal characteristics. Both are marked "Dredd", and a sharp-eyed Judge may notice this.

Perp 2: Harry "the Actor" Wujick (Jimp)

S 1 I CS DS TS SS MS PS
2 17 18 12 31 46 14 9

Ability: Acting (new SS ability - Acting gives a 10% bonus on attempts at disguise (normally requires an SS roll), and reduces the chance of successful lie detection (e.g., by Birdie or by a Judge by 5%). May be taken twice. Available to Judges, especially those assigned to the Wally Squad.)

Harry is a tall Negro with a good physique, and looks very much like a real Judge. His badge is marked "Hansen". He has been pretending to deal with Gladys, but has still managed to pocket gems worth 2105 Creds. He will probably be the spokesman for the two jimps.

Perp 3: Nola Cunningham (Jimp)

S 1 I CS DS TS SS MS PS
2 21 23 10 19 22 12 000

Nola is a brunette – slightly short for a Judge, though just within the minimum height required by regulations. Her badge says "Barlow". She has pocketed jewelled knee-pad trimmings worth 18,500 Creds, while pretending to examine the damage and keep curious citizens away from the window.

A particular flaw in the jimps' disguise is their lack of bikes. If questioned, they will say they were on foot when the crash occurred, investigating work permits in the nearby street market, and that their Lawmasters are parked in a side street. They will also ask the Judges to call in a report on the incident, since their helmet transmitters aren't getting through to the Sector House. If such searching questions are asked that they need to offer these explanations, the jimps will assume that the Judges suspect that they are fakes and will leap into the roadster to escape at the first opportunity.

If the Judges don't realise they are dealing with jimps, it's possible Harry might "accidentally" drop some gems to give the game away; the GM must decide if he makes any mistake, or if the Judges only learn of their error when the SJS pay a 'friendly' visit to find out why they let three perps escape!

If the Jimps are caught, they will reveal the name of the perp who sold them their highly illegal uniforms and guns; Vernon "The expeditor".
Bradlaw, a criminal based in Sector 248 North. The Judges should radio in and have MAC assign another team to pick him up, since it would take two days to reach him by road, or four hours by H-wagon.

Two messages arrive shortly after this incident:

11.02 Hours ++ THEFT REPORT UPDATE

The Synthi-Synth™ burglars broke into the leisure products division laboratory, which doesn’t handle restricted information. Items stolen apparently include the formulae for Boing® and other products—including some which haven’t been perfected or patented yet, computer data slugs, and chemical samples.

11.12 Hours ++ RIOT CONTROL

Judges assigned to Riot Control Squads “ABLE”, “BAKER”, and “CHARLEY” should report to the Sector House for transport to Sector 145. H-Wagons and Pat-Wagons supporting these squads should follow assigned routes. All other units should note there may be delays on backup calls.

The team are in Squad “FOX” and should continue their patrol. Don’t remind the Judges that they are supposed to take their pills at 11.15; anyone who forgets loses 106 Initiative on exposure to the rain at 11.30, and for the following hour. Use of a respirator won’t help—the drug is absorbed through the skin—and may attract some attention. The pill starts to work exactly 15 minutes after it is taken; if it is taken late, Initiative is regained 15 minutes later. The pill effect wears off after exactly an hour. It starts to rain at 11.30, and the next encounter takes place in a light shower which puts a 5% penalty on all DS rolls.

11.37 hours

As you circle around the Gerry Cottle Interzone, you notice the traffic is bunched up behind a green Leymark Placebo, registration XDD-6BN-8VD, that is driving east (upwards) on the Elmho Hack Overzoom, and is at least 10kph below the legal limit.

See Figure 2 for road layout. The car is driven by Sven Azimov, a futisie on his way to kill his mother-in-law, cousin, aunt, grandmother, and anyone else who get in his way. He is driving slowly because he intends to kill them with home-made bombs, which are in a synthy-card box on the rear seat. There are ten bombs, already armed, and they will explode if dropped, violently shaken or shot, or if the car crashes. Azimov is otherwise unarmed. If the Judges try to stop him, he will pretend to surrender, then try to run their bikes down, or he will throw them a bomb to play with and accelerate away.

Perp 4: Sven Azimov (Futisie and Slowster)

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<td>10</td>
<td>54</td>
<td>14</td>
<td>2</td>
<td>4</td>
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Ability: Fit Component (used to build bombs)

There are ten bombs, equivalent to standard hand bombs except that they are already fused and explode on impact.

The overzoom continues east, with junctions every 4 or 5 kilometres. If the Judges call for back-up, more Judges will join the road ahead of the car approximately 20 kilometres further on. By this time Azimov will have thrown out 2 or 3 bombs.

This encounter continues until Azimov crashes (BOOMM!!), is somehow forced to stop, or escapes. Be creative; a road duel and explosions in the middle of a crowded overzoom are bound to cause a few incidents.

Azimov has left his wife tied up in a cupboard at his apartment, with a time bomb on a nearby workbench. If the Judges report the incident promptly, and can give his name or car registration, MAC will direct them to apt 58 on the 187th floor of the nearby Lenny Henry Block (use the Boris Becker Block plans from the GM’s Book), and tell them his wife hasn’t arrived at work (she is a waitress at a munce-burger parlour). The apartment is cluttered with work benches and a weird assortment of tools and machinery—a frustrated inventor who has never been able to sell any of his “brilliant” designs (for example, several complex and totally unworkable perpetual motion machines). The bomb is in plain view, but is surrounded by 6 other machines that also look odd or lethal. Judges examining these strange devices must make a Tech Skill roll before finding the right one. There is a 10% bonus on all skill rolls to disarm it, since Azimov isn’t trained in demolition work and hasn’t incorporated any booby traps. It will explode twelve turns after the Judges arrive, if it isn’t disarmed. Treat the explosion as if it were a fire bomb (GM’s Book, p131). Azimov’s wife has fallen asleep in the cupboard, and won’t do anything to attract the Judges unless they make enough noise to wake her. She doesn’t know anything about her husband’s inventions, and can’t help with the bomb.

Jill Azimov (Munce-Burger Waitress)

Jill is spectacularly beautiful. She is also a registered trank user, and if Azimov is killed and the Judges don’t arrange for a social worker or neighbours to look after her, they will later hear that she has committed suicide.

If Azimov escaped, other units will pick him up when he tries to kill his mother-in-law; however, he will kill approximately 40 innocent bystanders before he is caught. If the bomb in his apartment goes off, the Judges aren’t around to deal with the aftermath, it will start a fire that kills 238 citizens.

If the Judges caught the jims and questioned them, the following message will be received at 12.15 hours (or at a moment when the Judges are on their bikes and not in hot pursuit).

++ 11.15 HOURS ++ITEM ++ ARREST REPORT

Sector 248 North report the arrest of Vernon Bradlaw, contact of jims arrested this morning. Bradlaw visited your sector yesterday and claims to have sold Stumm gas grenades, gas masks, and electro-prods to Rick Macey. See today’s crime report item 36.

Phase 2: 12.30 - 13.30 hours

At 13.00 hours you approach Clark Savage Block, a post-war design with twin towers over a circular base. The shopping centre occupies levels 80-85 of the base structure. You’ve been told the Megamart has reported 8% losses from shoplifting, but since similar stores elsewhere, and your main priority is a random crime check of customers and staff. There are also several antique dealers and jewellers in the precinct, and you are to check for stolen items and leave lists of missing valuables with them.

As the Judges enter the block, a robot porter directs them to one of the stores of a group of similar stores elsewhere, and your main priority is a random crime check of customers and staff. There are also several antique dealers and jewellers in the precinct, and you are to check for stolen items and leave lists of missing valuables with them.

Perps: 3

Figures 3 and 4 show the main areas of the shopping mall. The main transport systems within the building are two large anti-grav chutes (one for each tower), local elevators and stairs, and block buggies. The lower levels (up to 79) contain block environmental systems, three schools, and business offices. Levels 80 to 85 are a shopping precinct, serving other blocks as well as Clark Savage. Levels 86-110 contain two block parks, a sports complex, a theatre, and other community facilities. From level 110 upwards the block is divided into two residential towers, linked by bridges at every tenth level, where there are additional shops and recreational facilities. A skyrail terminal is on the south-east tower, a hoverport on the north-west.

The shopping plaza is a six-level space consisting of galleries around an open area dominated by the Tresco Megamart. Bridges at each level link the galleries, the anti-grav chutes (1) and the megamart (2). Level 80, the plaza floor, is covered in synthetic astroturf, and crowded with shoppers and playing children. A spiral ramp and staircase [5] links the levels, carrying block buggies and an occasional service vehicle. Sidewalks [4] link this level with bus stops and other blocks.

The Judges seem to want to stay on their bikes, the droid will tell them that (a) this would break building safety codes, (b) their exhaust fumes would set off the fire alarms and sprinkler systems, (c) “it’s more than my job worth”. Since building safety codes are part of The Law, and since the bikes really would trigger the fire alarms, it’s assumed the Judges will comply.

As the judges enter the block, a robot porter directs them to one of the stores of a group of similar stores elsewhere, and your main priority is a random crime check of customers and staff. There are also several antique dealers and jewellers in the precinct, and you are to check for stolen items and leave lists of missing valuables with them.

Perp 5: Jill Azimov (Munce-Burger Waitress)

Perp 6: Sven Azimov (Futisie and Slowster)
The Tesco Megamart is part of a vast retail empire with hundreds of branches throughout the Mega-City. It occupies all six levels of the shopping plaza, though the top level is devoted to offices and service facilities.

Recently the sector headquarters of the chain noticed that profits from this branch were falling; the amount of stock entering the shop was rising without any apparent increase in sales, and stock-taking showed many small items were disappearing. The manager, Burt Tenko, blames the losses on shoplifting, though the company has spent several thousand credits on security improvements without any effect. Naturally, they have also notified the Justice Department. Several teams of Judges have visited the shop; all have arrested shoplifters, but still the rate of loss remains unusually high.

In fact, Tenko is responsible for the loss of profits. Normally the store should have 132 credit points where shoppers pay for their goods; he has added another seven, in areas handling small items which might plausibly be stolen. He has also programmed the main computer to pass the money taken at these extra credit points to the account of KO-Net Travel, a front he maintains on the 84th level of the plaza.

The staff operating these points aren't aware anything is wrong; the only way to discover transactions aren't being recorded would be to check the central store computer, learn the number of points in each department, then go down and make a visual inspection. Customers using these points receive goods and receipts in the normal way.

Tenko is accustomed to Judges visiting the store, and has prepared charts comparing the quantity of goods entering the store with the amount sold and in stock. These charts are completely accurate, but naturally omit the goods sold through the phoney cash points, to give the impression that approximately 9% of the stock turnover is ‘wastage’ through theft. Half of this loss is real shoplifting (normal for a store of this type in Mega-City One), the rest represents his fraud. Tenko convincingly pretends to be worried about his promotion prospects and job security, and will continually ask the Judges if they have caught anyone. He is good at making misleading statements without actually lying, which will defeat the use of a Birdie. For example he might say “I think this shop is crawling with shoplifters” which is true, but doesn’t explain most of the losses.

### Shoplifting Audit

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<td>Food Hall</td>
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<tr>
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<tr>
<td>Vid Slugs</td>
<td>32,115</td>
<td>81</td>
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<tr>
<td>Software</td>
<td>27,214</td>
<td>81</td>
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<tr>
<td>Gifts</td>
<td>21,112</td>
<td>80</td>
</tr>
<tr>
<td>Drug Store</td>
<td>13,241</td>
<td>82</td>
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</tbody>
</table>

* Losses entirely due to genuine shoplifting

In the time between the Judges’ arrival and the bank robbery they won’t be able to do much more than make a cursory inspection, though they will certainly find a few minor shoplifters with goods worth 6D6 creds hidden in bags, pockets, etc. Use typical citizens; all will be unarmed and will surrender without a fight. If the Judges return to the store after the robbery, they should be able to find some clue to Tenko’s fraud; for example, the credit points used for the fraud are a slightly different model to those elsewhere in the store. If the GM decides the players need even more help, he could decide that Tenko occasionally needs to take cash out of the Megamart to his home. If the player Judges abandon the investigation, Acc-Div will eventually notice the fraud, but it will take several weeks for something to show up on their computers. If the Judges actually ask
for Acc-Div help, a team of accounts and programmers will swoop down on the store and crack the case in a few hours. Acc-Div are delighted to be called in; it proves they can do more than complain about expense accounts!

Each level of the plaza contains 8 smaller shops, coded by level and a letter.

80-a is an autobank, the target for the Gutz brothers raid. Full details are given in the next section.

80-b is a furniture store.

80-c is a munce-burger bar. The Gutz brothers are having a pre-robbery snack (triple 5-kilo munceburgers, Britcit-style fried munce sticks, and 5-litre munskyas shakes) when the Judges arrive, but their view of the plaza is blocked by a partition and they won't see the Judges enter the megamart. Full details of the brothers are given in the next section.

80-d is a public meeting room, occupied at the time of the robbery by a Sponts Anonymous group therapy session. Eighteen sponts are present, led by the famous Edwin Parsey. Unfortunately the excitement of the robbery will cause remission among members of the group, and Parsey will rush out to confess, followed by the others.

80-e is a car showroom. For safety reasons none of the cars are fuelled; if one is sold, an electric tractor tows it down to the basement garage, where it is fuelled and given a final inspection before it is handed over to the customer.

80-f is a computer shop. If asked, the manager will remember selling a business system to Burt Tenko, manager of the Tresco Megamart (see above). For some reason Tenko asked him to deliver it to shop 84-g, and not to the megamart.

80-g is a gourmet restaurant, Chez Synth; the manager turned away four fatties (the Gutz brothers) half an hour ago, because all the tables were booked, and heard one of them say "when we've seen Neville and got our cut we can buy this place".

80-h is a tailors, irrelevant to this adventure.

Most of the shops on other levels are also irrelevant; however, there are some exceptions.

82-b, 82-d, 82-e, and 83-b are all antique dealers, selling junk and bric-a-brac dating back to the late 20th and early 21st century. Stock includes a few rare paper books, plastic and glass bottles, rare tin cans and egg cartons - even some wooden furniture! All the proprietors are honest, except for minor breaches of Section 11 health regulations and advertising laws (punishable by fines rather than imprisonment). 82-c and 85-a are jewellers, also more or less innocent of wrong-doing. If the Judges search really thoroughly (as a blitz search) they will eventually discover some minor offences, such as a can of cleaning fluid that breaks fire regulations.

<table>
<thead>
<tr>
<th>Shop</th>
<th>Shop name</th>
<th>Manager</th>
</tr>
</thead>
<tbody>
<tr>
<td>82-b</td>
<td>Levvo's Antique Parlour</td>
<td>Tom Levvo(owner)</td>
</tr>
<tr>
<td>82-d</td>
<td>Decade 1980! Inc</td>
<td>Freda Reeves</td>
</tr>
<tr>
<td>82-e</td>
<td>Draw the Blinds on Yesterday</td>
<td>Winston Kodogo (owner)</td>
</tr>
<tr>
<td>83-g</td>
<td>The Shape of Futures Past™</td>
<td>Morgan Christopher</td>
</tr>
<tr>
<td>82-c</td>
<td>Bagel's Bangles and Beads</td>
<td>Ursula Bagel (owner)</td>
</tr>
<tr>
<td>85-a</td>
<td>The Ugly Jewellery Co.</td>
<td>Spug Thompson</td>
</tr>
</tbody>
</table>

83-b, the Crocker Antique Company, is apparently identical to the other antique shops, but the proprietor is a fence, Nick Crocker, who once served a term for tax fraud. Most of the items on open display are legitimate, but stock in a back room includes a fantastically valuable C5 electric tricycle (stolen last year), a first edition 1983 E-K London telephone directory (stolen from the Brit-Cit Museum two years ago), a genuine VHF flatscreen TV set (a smuggled import from Fuji Territory), and a collection of 115 20th-century hub-caps that were stolen from a wealthy collector during the Apocalypse War. Judges who enter this room and make an S5 roll will realise that at least one of these items has appeared on a stolen goods list.
This protection is enhanced by the bouncing effect of Spunngg\textsuperscript{6}; if a projectile or blow penetrates and the armour roll is less than that remaining armour protection of the flab (eg, an armour roll under 45 for an abdomen hit), the bullet or blow bounces out without doing any damage to armour at all. Any hit which penetrates suffers a -2 effect modifier if more than 10% flab armour remains at that point, since bullets and blows tend to remain in the flab without reaching vital organs. The effects of different types of ammunition are as follows:

\begin{itemize}
  \item \textbf{GP Ammo}: As above.
  \item \textbf{HE Ammo}: As above.
  \item \textbf{AP Ammo}: As above.
  \item \textbf{Grenade}: As above.
  \item \textbf{Scatter Gun}: As above.
  \item \textbf{Bike Cannon}: As above.
\end{itemize}

\textbf{Incendiary}: Spunngg\textsuperscript{6} impregnated flab is highly inflammable. If the shot doesn’t bounce out the perp bursts into flames, even if the flab would normally give armour protection. The flames are almost impossible to put out. A sickly smell of roast perp fills the air, and all the fire sprinklers activate... 

\textbf{Ricochet}: Will not penetrate Spunngg\textsuperscript{6}.

\textbf{Heat Seeker}: If a heat seeker hits and ricochets there is a 50% chance that the homing mechanism is still active; it so it will seek the nearest person to its line of flight.

\textbf{Hypo}: A hypo hitting a region with 20% or more flab protection simply discharges into the flab, not into the blood stream, with no effect.

\textbf{Lasers}: Ignore ricochet rules above and armour protection effects. Any laser hit will ignite the Spunngg\textsuperscript{6} in the same way as incendiary ammunition.

\section*{Phase 3: 13.30 - 14.30 Hours}

At 13.25 hours the Gutz brothers intend to move into the bank and start their robbery. Simultaneously Rick Macey will prepare to shoot anyone who interferes with the plan.

\textbf{Perp 7: Eric “Curley” Gutz (Heister, former illegal eater)}

- CS: DS
- SS: PS
- MS: PS
- Special attack: Bounce (see below)

\textbf{Perp 8: Brian “The Porker” Gutz (Heister, former illegal eater)}

- CS: DS
- SS: PS
- MS: PS
- Special attack: Bounce (see below)

\textbf{Perp 9: Cyril Gutz (Heister, former illegal eater)}

- CS: DS
- SS: PS
- MS: PS
- Special attack: Bounce (see below)

\textbf{Perp 10: Mo Gutz (Heister, former illegal eater)}

- CS: DS
- SS: PS
- MS: PS
- Special attack: Bounce (see below)

The Gutz brothers began their careers as heisters, but “retired” during the rule of Judge Cal, and took up eating as a way of passing the time. To their surprise, they found they had natural talents for food absorption and fat production, and began to compete in amateur and semi-pro tag-team eating competitions in the period after Cal’s death (this unusual form of eating contest called for food absorption and flab production, and began to compete in the time. To their surprise, they found they had natural talents for strength and agility as well as gluttony; the team’s consumption was measured over 10 minutes, with only one entrant at the food chute at any moment – consumption of more than 1200 kgs per team was common). Food rationing after the Apocalypse War put an end to their careers; they joined the League of Fatties, but were rounded up and confined until rationing ended, and never regained their original eating speed. For several months they have been drifting on the fringes of the underworld, trying to get back into organised crime.

At 13.27 Macey goes out onto the gallery and pretends to wait for the Gutz brothers if they are caught. He plans to utilise the ricocheting projectiles and see if Judges, perps or citizens are at risk. Ricocheting projectiles make wild attacks on anyone in the approximate line of fire, but have -2 effect modifiers.

Spunngg\textsuperscript{6} also affects the mobility and hand-to-hand combat abilities of perps. For each combat round a perp spends gathering momentum (for example, by running and bouncing backwards and forwards between two walls) before taking any action are added to running speed, and this speed is retained in rounds and actions in which the perp does something else (eg, throwing a punch) while bouncing along.

However, equivalent time must be spent shedding speed to stop again. For each round spent in this fashion, there is a -1 effect modifier on all hand-to-hand hits. For example, Cyril Gutz spends 3 rounds building up speed, giving him 15 metres movement in each action. He then kicks Judge Fodder (strength 1), hits him in the abdomen, and penetrates his armour. Cyril has strength 3, rolls 2 (on 1D4) for damage, subtracts 1 for kick, then adds 3 for his accumulated speed, for a total of 7. Fodder takes 2 wounds and crumples to the synthi-astroturf; with a survival roll of 04 he is seriously dead...

The brothers intend to blow their way into the back rooms and vault of the bank, swallow as many sacks of money as possible (remember that the Gutz brothers are capable of consuming vast quantities of inedible junk), then bounce their way out onto the east slidewalk. A hover-van, with Vince Spiers at the wheel will be waiting beside the slidewalk from 13.30 onwards.
spraying their engines with laser fire. If the Judges have left their computers switched on, they will report the attack by radio, but won’t open fire on Macey without a direct command.

The target bank is a small branch of the Fifteenth National Bank of Mega-City One chain (see Figure 5). Most citizens don’t make much use of cash, but 600,000 credits’ worth of essential lubricant of small transactions, such as the purchase of magazines, tipping and children’s pocket money, and a little loose change is still carried. It is also preferred for illegal transactions. In a bank with 47,821 inhabitants the amount of cash in circulation can be fairly high, and since it is the end of the financial quarter, many customers have deposited cash to pay bills, and the vault currently holds 1,420,115 creds in assorted notes and coins, including 860,000 creds ready-bagged for collection by a pod-steam team. The bank has three staff, aided by a GP robot. Most routine transactions are carried out on banking terminals in the customer area, the remainder are handled by the staff.

Otis Peabody (Bank clerk)

\[ \begin{array}{cccccccc}
S & 5 & 1 & 21 & 1 & 8 & 18 & 21
\end{array} \]

A wimp who cowers in a corner throughout the robbery.

Adolf Nelson (Bank clerk, Cit-Def commander)

\[ \begin{array}{cccccccc}
S & I & CS & DS & TS & SS & MS & PS
\end{array} \]

\[ \begin{array}{cccccccc}
3 & 23 & 36 & 10 & 22 & 11 & 18 & 4
\end{array} \]

Nelson carries a licenced spit pistol, and will show the normal behaviour of any Cit-Def member in a crisis; he will panic and start to spray the room with shots, Roll randomly for wild fire targets, including everyone in the bank (staff, customers, and robots as well as perps) in the room before the Stumm gas affects him.

Janis Scrooge (Bank Manager)

\[ \begin{array}{cccccccc}
S & I & CS & DS & TS & SS & MS & PS
\end{array} \]

\[ \begin{array}{cccccccc}
2 & 16 & 17 & 11 & 45 & 43 & 2 & 6
\end{array} \]

Abilities: Use Data, Interrogate

Janis ducks for cover and activates the alarms at the first sign of trouble, and is the most sensible employee of the bank.

Hi! I’m Bernie (GP robot)

Standard servo-droid: efficient, eager to please, and very good at annoying Judges. Naturally, he has used his cameras to record the perps as they rob the bank.

The external bank walls are placreset reinforced with monomolecular filament cables, and are invulnerable to most hand weapons, though a bike cannon could probably damage them eventually. The internal walls, customer windows and doors are made of propolypropyl, glassseen and other tough plastics on a metal frame, giving 80% protection. The vault is monomolecule reinforced crystalline steel; one of the demolition charges is specially designed to deal with this material.

It is assumed Judges become aware of the crime after the perps have broken in. The first indication that something is happening occurs when four or five customers run out screaming, gas starts to push from the bank door, the alarm sounds, and there are two loud explosions as the brothers deal with the internal door and the vault. If Judges are nearby and can reach the bank within six rounds they can interupt this phase, otherwise the Gutz brothers will have swallowed 850,000 creds (250,000 a piece for the three in the vault, 100,000 creds for each of the other two). The gas will fill the room with shots, Roll randomly for wild fire targets, including everyone in the bank (staff, customers, and robots as well as perps) in the room before the Stumm gas affects him.

As you approach the bank you see wisps of vapour around the door, and citizens collapsing outside. You also hear a strange twanging noise, rapidly rising in intensity and frequency, and feel the ground and synthi-astroturf vibrating beneath your feet. With a series of sharp “twang” noises, four huge green forms hurtle from the bank door, flying across the plaza towards you.

The brothers have 10 metres/second of acceleration speed, and intend to bounce from the side wall of the Megamart and out to the sidewalk. However, the side of the Megamart is a window, and they will smash through it and into the display behind. Five shop window models run screaming as they are sprayed with fragments of glassseen. The brothers are entangled with furniture and other display materials for 1D4 actions, then continue their escape, having lost their speed.

Naturally the Judges can attempt to stop the perps. However, Macey begins his banks after this time, forcing around the perimeter to keep the Judges and perps in sight. He will make his own escape when all of the Gutz brothers have been caught or escaped, or if the Judges start to close in on him. If any of the brothers catch fire (as explained above), the sprinklers will activate, and the synthi-astroturf will become very slippery. The Judges must make initiative rolls to stay on their feet or lose an action, while the Gutz brothers will continue to bounce whatever the conditions, though they will be unable to make bounce attacks.

At approximately this time the first spouts appear on the scene, led by Edwin Parsey. They start to confess to a range of crimes, from bank robbery and breaking the glassseen window to multiple murder. Naturally these crimes are purely imaginatory, but the spouts will get in the Judges’ way and prevent them dealing with the crime effectively, as well as stopping ricocheting bullets.

A hover-van piloted by Vincent Spiers is waiting beside the east sidewalk. The surviving brothers will bounce out and must make initiative rolls to bounce into the van; cling nets will stop them bouncing out again. Brothers who miss the van plummet 80 metres in mid-bounce. He will take off as soon as Judges appear, leaving those brothers who haven’t boarded to be captured. Whatever happens, at least two of the Gutz brothers should escape.

Spies look like the stereotyped image of a getaway driver; silvered sunglasses, a drooping moustache, and cowboy boots.

Scim-Dynamo hover-van: a commercial version of the Scim-speeder (as GM’s Book p109) but Full Speed 380 kph, Max Speed 180 m/R, Acc/Dec 30 m/R, Stop 60 m/R. Use normal hover-car hit locations. Cargo capacity 3 tons.

The hover-van (licence 3KN-H126-34211) is stolen, and will be close to full cargo capacity if all four brothers manage to get on board. Judges can fire at it until it lurches out of range (though they shouldn’t shoot it down), but can’t really pursue it. Unfortunately most of the area’s H-Wagons are already answering emergency calls, or have been reassigned to the riot in Sector 145 South, and the van will be lost in traffic before it can be intercepted.

If the Judges stay on at the block they can make sure the rest of the bank’s money is secure, question citizens around the plaza, and look for evidence. A forensic team will arrive after 10+2D10 minutes, and start to examine the belliwheels, cases, and other items left by the gang. A service Pat-wagon will collect the bikes and leave replacements.

As the Judges chase Macey, ‘Hi! I’m Bernie’ will try to keep citizens out of the bank with a particular lack of success (but since there is still Stumm gas in the air the Judges will eventually return to find a few light-fingered citizens doubled up and vomiting outside). If the Judges are close enough to Macey to stop him sabotaging their bikes, he will start a gun battle, continuing until he is wounded, killed or escapes.

Macey, Spiers, and the Gutz brothers were briefed by Gavin Neville, a mobster and one of the masterminds who thought up the crime, at Ricardo’s Shuggy Hall, and will confess this if they are taken alive. Neville is rumoured to be a henchman of Chris “Las-Saw” Dick, suspected mob leader, a resident of Vito Corleone Block. MAC’s records show that Neville is a fanatical shuggy player, and is the owner of Ricardo’s Shuggy Hall, which happens to be near Clark Savage block.

When the Judges have this information they will be told to wait for new bikes (if they were damaged), then be assigned to check out the shuggy hall while other units visit Neville’s apartment and Vito Corleone Block. As they travel they will receive a message from MAC:

++ 14.15 HOURS ++ CRIME REPORT

Further to crime report item 33, the Clark Savage Block robbers may have been using a product stolen in the Synthi-Synth’r raid. It’s called Sprung®, and would have the effects you describe. Their scientists say it was still in the experimental phase of development, and hadn’t been tested for long term effects. They think it will break down after a few hours and lose its bounce.
Phase 4: 14.30 - 15.30 Hours

Ricardo's Shuggy Hall is typical of shuggy halls everywhere (use the plans in the game box); at this time of day the only occupants are a few disinterested players, lethargically tapping balls around the table and scratching for high-rolling gambling hours to arrive. The barman, "Fast" Eddie Kinnock will admit to having seen Neville earlier in the day, but says he went out at lunchtime and hasn't returned. He seems worried about something; if the Judges search they will eventually find a man's body, stabbed and locked in the lavatory cubicle adjoining Neville's office! Kinnock tends to give the game away by glancing in that direction whenever he is asked an important question.

Perp 13: "Fast" Eddie Kinnock (Accessory to murder)

S  I   CS  DS  TS  SS  MS  PS
2   34   20  14  16  45  6   8

Will not fight

If Kinnock is confronted with the body, he will eventually admit that Neville was there earlier. The man came in and went into Neville's office. Kinnock doesn't know how he was killed; Neville called him into the office and said that later on he would kill Kinnock if he didn't help conceal the body.

A few minutes later some more strangers came in (describe everyone who escaped from the scene of the crime). Neville talked to them for a few minutes, then Kinnock heard him shout "There were Judges there and you still went ahead with it? Spug me - you must be idiotic!". A few minutes later Neville left with them, saying he'd be back with some friends to pick up the body in two or three hours. A Birdie lie detector or interrogation will reveal that Kinnock is telling the truth; however, he suspects that Neville wasn't being 100% truthful with him, and won't be coming back.

An ID card in the victim's pocket identifies him as Bernie Montarez, a maintenance technician at the Synthi-Synth\textsuperscript{TM} laboratory. A check with MAC will reveal that he was suspected of being the inside man for the robbers, and has been missing since the burglary. Laboratory analysis will later reveal that the card is a fake fake; in fact he was Dominic Gruber, a freelance industrial spy known to have mob connections, and who took on the alias to bluff his way into Synthi-Synth\textsuperscript{TM}.

Neville killed Montarez/Gruber because he was attempting to blackmail him. Originally he thought he could simply hide the body and carry on as normal, but when he heard Judges were on the Gutz brothers' trail (or that some of the perps had been arrested), he decided to abandon the shuggy parlour (which is heavily mortgaged) and go underground, getting a face change and any other disguise he could afford, and then start again in another part of the Mega-City. However, he first has to deal with a few loose ends, such as the Gutz brothers, Rick Macey, and Vince Spiers.

If the Judges search Neville's office thoroughly, they will eventually find an electro-key taped to the bottom of a desk drawer. It's for an expensive lock, manufactured in fairly small quantities. MAC can verify that under 35,000 were sold and installed.

At the Judges' request, MAC can compare a list of customers who bought the locks with a list of property holders. At approximately 15.15 MAC will find that one of the customers owns a lock-up garage now leased to one Nevil Garvin, and will suggest that this might be an alias for Gavin Neville. It's a few kilometres away, so Control will assign the team to check out the garage; it will take approximately 15 minutes to get there.

When the Judges arrive they will hear a furious argument in progress, clearly audible outside the garage. The surviving Gutz brothers are saying they are going to get the money they swallowed; for some reason they can't seem to vomit it up, and they don't feel at all well. Other gangsters are suggesting ways of recovering the money, from salt water to a chain saw ....

Whichever way the Judges proceed, they will eventually need to unlock the doors and interrupt the argument. As the Judges enter they will be stepping from daylight into dim light; even if they are on their bikes, with headlights lit, they will need a moment to acclimatise. Meanwhile the perps scatter behind the vehicles and start to fire. The Judges should also hear a twanging noise as the Gutz brothers try to get up speed for bounce attacks.

In the hours since the Gutz brothers took their doses of Spunng\textsuperscript{R}, the chemical has been reacting with their flesh, becoming more and more unstable as time passed. Each of the Gutz brothers is now equivalent to a few kilos of nitroglycerine, and any sufficiently powerful impact may set them off. The chance of an explosion in any round is as follows:

- For each round spent building up speed by bounding +10%
- For each impact in which the slab acts as armour +20%
- For each impact penetrating the slab +20%
- Any laser or incendiary damage +100%

If one brother explodes, the others will also detonate, spraying the garage with fragments of bone, shredded money and lumps of flesh. All the Judges and perps will be in the blast area of the explosion, which has a +1 effect modifier for each brother exploding (eg, if 3 brothers detonate there is a 3 modifier) but no other special effects. All the Gutz brothers will be killed.

Since the Judges are armoured and the perps are not, it is likely that none of the perps will be able to continue the fight, and the adventure will end with the Judges dealing with their wounds (and those of the perps) and reporting back to control. Forensic will eventually find some of the Synthi-Synth\textsuperscript{R} material in the smouldering remains of a mo-pad equipped as a laboratory. A med-team will arrive, and give the Judges first aid. Control will order them to return to the sector house, rest for an hour, then report to an H-Wagon for transport to Sector 145 South. The afternoon isn't over yet, and there's still a riot to deal with ....

Afterwards

Aim to give surviving Judges between 30 and 60 experience points for this adventure. As usual, good planning, effective roleplaying, and efficient utilisation of skills and resources should be rewarded; stupidity and poor roleplaying should be penalised.

Although the team have caught Neville, they don't really have any evidence to convict his alleged boss, Chris "Les Saw" Dick. Naturally Dick will take steps to ensure that Neville can't betray him, and the team may be asked to protect him from Blizzers or some other form of assassination.

The Tresco Megamart mystery may still need to be solved; encourage the team to take another look at the situation, or get specialised help. If they don't do this, it's possible they may eventually be assigned to track Tenko down.

The Synthi-Synth\textsuperscript{R} research division will be very interested in the Judges' reports, and the Judges should be encouraged to think of banning Spunng\textsuperscript{R} before it hits the streets.

This scenario has deliberately been left with several loose ends which GMs can exploit or ignore. Where did Azimov get his explosives? Who was going to buy the stolen kneepad jewellery? What happened to the rest of the Spung??
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3. When was the first Dragonmeet held?

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Age: ..............................................................

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This Month:

Sector 306
Built by the Players' Guild

Block war, speedway motorcycle gangs, over-zealous maintenance droids, escaped Kleggs, securisans carrying illegal Munce additives, jamming and overparked taxis. These are just a few of the problems that Judges Hunt, Clelland, Renshaw and Andrews had to sort out during Games Day '85. Of course they had a little help from Judge Dredd (not to mention Judge Anderson, Tech Judges, Psi Judges and plenty of much-needed Med Judges ...), but even so, it was tough out there on the streets.

The Judge Dredd role-playing game demonstration at Games Day was the culmination of 8 weeks of frenzied activity, building and painting the models and display. We used over 300 figures during the game, of which 90 were brand new Judge Dredd figures and lawmasters. We converted many of the models seen on the display, as the official JD figures were just being released at the time, and the range wasn't as complete as it is now. So, the figures came from various Citadel ranges - old and new - including amazons, troglodytes, gangsters, super-heroes, space marines, red redemptionists and even Orcs!

However, converting and painting the figures was the easy part. How on earth were we going to construct a display game of a city that has buildings which supposedly dwarf the Empire State? Answer: we reduced the scale, though we kept it high enough to look right with 25mm figures. We also planned it so that it would be possible to play a game on it at home. That meant it had to be made up in sections.

We started with thirty flat 2' x 2' hardboard bases, enough to cover a 15' x 4' area. We then planned out our sector (Sector 306), which would include part of the Cursed Earth wall, and would have a factory, power plant, starport, slums, housing blocks and motorways.

Our long-standing bastion of ideal construction material was chosen - polystyrene. It's easily available, light, easy to construct with, and - of course - cheap! One thing it doesn't have is much durability, so we planned the display to be on interchangeable sections, providing many different configuration possibilities.

Therefore, each 2' x 2' section had to be self-complete.

This plan did present us with the problem of what to do with the motorways. Mega-City One has lots of different motorway levels, and we wanted to get this feeling across. So, we simplified and built two different motorways (actually Skewways), with a Slipzoom to City Bottom. The roads were made from large pieces of hardboard placed on polystyrene blocks to get the height. The roads at City bottom were created by leaving 2" clear around the edge of each base section (easy, eh?). It was round about this time too that the Cursed Earth wall section was dropped (due to problems over its size, and some butter fingers). Now we could concentrate on the rest of the Sector.

The Starport was built on two boards, in fact. One was the lander field, made from a piece of plastic gauze, and the other contained the cargo hangers. These were simply made out of two appropriately-shaped pieces of polystyrene packing (available from local electrical stores everywhere!), with scratch-built ladders, railings and doors glued on.

The Munce factory building started life as a couple of old Citadel figure bins (any old bucket would have done), with panelled bath packing and a 3" tall cardboard tube chimney (an old carpet tube without the carpet). The power plant and housing blocks were, again, conglomerations of polystyrene packing with plenty of household bits stuck on. Incidentally, we found that Citadel plastic figure bases came in dead handy at this point ....

We stood back and admired our work; lots of very cheap and nasty-looking heaps of polystyrene and litter glued onto wooden boards. "Wow!" we said, and started sweating. The City now needed a pretty complete paint job, and so we got to work and painted everything grey, including our hands, shoes and hair. We then ruined two expensive air-brushes and a carpet by spray-painting it in various tones of black and white (or grey, as we called it). Now we had lots of very cheap and nasty-looking heaps of polystyrene and litter glued onto wooden boards covering a 14' x 4' area and looking very .... well, grey.

We livened it up with plentiful amounts of miniature posters (cut from magazine ads), our own advertisements (for Floods Bank, Ataki, etc) and graffitti. We painted lots of signs and meaningful numbers in bright yellow and labelled the housing blocks The HARRISON FORD and The JAMES T KIRK.

The advertisements and graffitti gave the correct atmosphere for Mega-City One, and we noticed some spectators at Games Day doing no more than just reading all the different slogans.

So, all you prospective Judge Barretts and Mega-City architects know now that all you require are the contents of any TV shop dustbin, plus lots of paint and glue. We didn't build anything that anybody else couldn't build themselves and tried to show what was possible with a little imagination, grey paint, and - above all - patience.
Apart from the large buildings and figures, we constructed lots of smaller buildings, machinery and vehicles. We built a hamburger-shaped hamburger joint (Mama Dredd's) out of the rounded ends of plastic pop bottles with a corrugated hamburger sandwiched in between. We also had plans for a ketchup bottle-shaped ketchup bar, and an orange-shaped squash bar, but it went mouldy.

The machinery parts were made from parts and sprue from old plastic model kits, glued together in an interesting mass (old racing car and plane engines make great power plants).

The large 40" x 18" spaceship started life as... yep... polystyrene packing, but this time with lots of cardboard and even more plastic kit parts glued onto it. This was airbrushed grey, and given a brown stripe (to make it look different).

Cars and vehicles were again built from old kit parts; plane engines and cowlings provide good streamlined air-cars.

The byword for scratch-building your own SF models is to be bold. They should look futuristic and different, and be brightly painted with a weathered, scratched finish (ie, used). By now we'd finished Sector 306, and all that remained was to devise a scenario that would last 4 players a total of 16 hours playing time. The answer was to lay it on thick, and the following is the briefing we gave to Judges Hunt, Clelland, Renshaw and Andrews.

TIME: 09:00hrs
OFFICER IN CHARGE: Judge Howes
PRIORITY STATUS: Escort

Escort required for H-wagon carrying 10 Klegg prisoners. Convoy is to be routed along Skedway 1426 to waiting Black Star freighter for deportation to Luna-1.

ETA in Sector 306: 10:00hrs

Status Red - Hazard
Alce Capone has confessed to hiring 6 blitz agents for a hit on Judge Anderson. Anderson and Judge Dredd are due to visit this Sector to debrief rookies at 12:30 hrs. Place and time of hit unknown. Judges are urgently requested to question their own...
narks and to block hit before Judges Dredd and Anderson arrive. Further, interrogation of Caponer continues, and there will be updates on this item.

**** Item ****
Status Red - Animal Hazard
The Wayne Daktari Animal Dealers have reported yet another immature Tyrannosaurus specimen lost. Be on the alert for a large green lizard and panicking citizens.

**** Item ****
Block Tension
Block war is threatened between the James T Kirk block and the Harrison Ford block due to the replacement of this afternoon's scheduled episode of Star Trek by the film Star Wars. The Tri-D show is due to be screened at 16:00hrs.

**** Item ****
Vehicle Stolen
All Judges are to be on the lookout for a stolen Securivan Inc armoured wagon, registration SECX 9871/02. The gold bullion it was carrying was found dumped in Sector 305 this morning.

**** Item ****
Scrawlers
The Cherry Hill mob has reputedly challenged the Women's Institute of Scrawlers to an anti-nuclear scrawl match. Be on the lookout for juveniles and punks with CND badges and spray cans.

**** Item ****
Murder
The body of Squeezer Hog the nark was found last night in the warehouse bordering Harrison Ford block. Forensics and autopsy reports to follow. Witnesses say mobsters are involved. Judge Clelland and his rookie team are assigned.

**** Item ****
Reminder
All Judges are reminded that Judge Dredd wishes to debrief all rookies on this, the last day of their special assignment. Please have personnel reports ready by 17:00hrs at the latest.

**** Item ****
Fire Hazard
The new craze of Jamming® has spread to this Sector. It is suspected that Mama Dredd is going for the record of jamming more than 157 people in her hamburger joint. Persons involved are to be charged with breaking fire regulation limits, as anti-jamming legislation is pending tomorrow.

**** Item ****
Road Hazard
The over-rated motor-cycle gang (ORC) have reputedly gunned-up their motor cycles in response to their gang leader, Delgardos, being run over by a Yellow Cab Company taxi. YCC taxi drivers want assurance and protection of safe passage through Sector 306.

**** Item ****
Vehicles Stolen
Period: 00:00-08:30hrs; Sector 306
Total: 1,062
Recoveries: 1

**** Item ****
General Hazard
Let's be careful out there. Hence I started as I meant to go on. Of course, all the items outlined above were used at some point during the first day, and Judges Hunt, Clelland, Renshaw and Andrews managed a very grand total of 96 arrests, 1 recovered dinosaur, 1 recovered securivan, the closure of Mama Dredd's, the recapture of 10 Kleggs and the halting of a Block War. All this for the loss of 8 lawmasters, 12 rookie Judges (it's tough out there!), and enough scrap metal to build a starship. Unfortunately, day two was much worse, the spaceship carrying the Kleggs crashed on takeoff, and...

Andrew Howes
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So... the first letters page on the new mag. Let's have a look at what we've got here... sexism, ageism, realism, WD is brill, WD is rubbish - and what's this, then?

Richard Lomas, Halifax, W. Yorks: What has happened to the Letters page? We used to have serious, well thought-out criticism of articles from previous WDs, with people writing in with their own ideas and suggestions. Now all we get are nasty letters, complaining about sexism, younger players, and letters which are utterly pointless, such as Roger Stenning's in WD77. It wasn't even funny. Don't you get any decent letters any more?

Gary Lea, Rainford, Merseyside: Must you allow people to waste the letters page slagging each other off? This argument about sexism has gone on long enough and has wasted enough space.

If people wish to continue their silly arguments, must you allow them space in Letters? As long as the magazine moves on, the sight of Cthulhu himself! You had the amount of space, taken up in your magazine by AD&D ridiculous. I'm not saying the game is a complete write-off (mainly because I don't want to be lynched), but it's about as real as a flying pig and as flexible as a mithril sword. How about some multi-system scenarios? Please, please can we have the occasional Rolemaster scenario?

Douglas Thompson, Turriff, Aberdeenshire: Thanks for the MERP scenario in WD77. It's becoming quite a rare event now thanks to the huge influx of SHrp material. It was bad enough before with only small mentions of MERP amidst pages and pages of scenarios and articles for AD&D. But now with SHrp's the situation is multiplied beyond belief. Even major systems like RO are beginning to suffer. Don't let it get worse, please.

Darren Waters & Lloyd Williams, W Glamorgan/Swanse: Our first major complaint is the amount of adverts found between the covers. It's no good having ads if there are no readers! Our other complaint is that the new editor has totally changed the structure of the magazine. Fair enough, Fiend Factory had to go, but not Starbase. What have Traveller fans got to read, the adverts? No doubt Treasure Chest will soon end up on the scrapheap!

Roger Smith, Corby, Northants: Why, oh why, does everything have to change when new staff take over? Why not stick to a tried and trusted formula for once?

Michael Kay, Bournemouth, Birmingham: We, the Bushido fans, ask for more Bushido stuff to be printed in your fantastic, mind-blasting magazine. Although more people enjoy fantasy and SF role-playing, me and my friends think the idea of playing in ancient Japan is great.

Gary Lea, Rainford, Merseyside: Must you allow people to waste the letters page slagging each other off? This argument about sexism has gone on long enough and has wasted enough space.

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players about Crawling Chaos, etc. And this month’s issue is an AD&D Thieves Special. Do I detect a slight indication of bias? This month’s issue contains hardly anything new for Runesters, especially those who have the cult of Lambril.

Difficult business, this department thing. When I first looked at a WD planning sheet, and saw almost a dozen of the 36-ish editorial pages ‘tied’ to departments, my heart sank. Any approach to the contents allows us to be more adventurous with the contents we carry, and for that reason I’m glad to see the back of the departments.

At the same time, this might make players of some games think they are being hard done by. In fact, it only affects two groups - players of Traveller and Runesters. In 1986 neither makes any impact at all in the top 30 games currently on sale, as you’ll see if you turn to page 56. On the other hand, Judge Dredd, MERP, AD&D, D&D, Call of Cthulhu, Golden Heroes and Star Trek are bringing new people into the hobby, and they want to read about their games in the magazine.

Short of opening a department every time we get a new RPG (Dredd-lots, Toon Tasters,….), we can’t cope. So why not mix things up, and print the best material for the strongest games system? So, DD&D and CoC players have nothing to fear - there’s plenty more stuff coming for you (and next issue’s scenario ought to give you an idea of just what we can do).

Traveller & Q? Well, not entirely forgotten, but we can’t justify regular columns. So, you’ll just have to get out there and convert a few of your friends, or keep your eyes on the Dwarf, and see what we come up with. 

Here are some other topics people seem to be interested in.

Tom Jewell: I would like to see some articles on pbm (play-by-mail) games, especially reviews. This is a growing form of gaming, and the games are interesting; they allow people from different places to communicate and play together which allow a view of how other people play. I play Slow Carpeteria’s Satanalia, which is set in a fantasy world with a wide variety of communities. It is relatively cheap and the GMs are friendly and helpful.

Bob Delaney, Northwich, Cheshire: I would like to underline Alan John’s letter. I fully agree that there were many, many things wrong with Treasure Trap and lrpgs (live-action rpgs) in general, but surely the answer is to learn from those mistakes and point them out at every opportunity. I've been waiting for someone to say that, Matthew Salter, Bridgwater, Somerset: If this turns out to be another letter about the present wrongs, the answer is to learn from those mistakes and point them out at every opportunity. Do I detect a slight indication of bias? I would like to see some articles on pbm or lrpgs.

Tom Buchanan, Fyvie, Aberdeenshire: I would like to make a couple of points about the secret council system of AD&D. On page 67, you claim that Glorfindel was dead. This is incorrect, it is impossible for Glorfindel to have worn plate mail "made in Westerosne". Glorfindel fell in Gondolin near the end of the First Age, around 501 FA. While Galadriel, who is known as Numenor, was not created by the Valar until the beginning of the Second Age, ie after Glorfindel was dead.

Second, the statement "no other Noldor had golden hair," is false. Finarfin, a prince of the Noldor, had golden hair, as did his descendants, because his mother was a Vanyarian elf. It is thought that Glorfindel was a member of the house of Finarfin, hence the colour of his hair. Another of these 'non-existent', golden-haired Noldor was Galadriel (remember her?). As the name Glorfindel means 'golden hair', its recurrence was not unlikely within the house of Finarfin, and a large part of the rationale for the scenario disappears.

David Buttery, Oadby, Leics: Graeme Davis deserves hearty congratulations for his review of the new edition of Traveller (Open Box, WD76), as do its makers, TSR. It is one of the best things to have happened to AD&D for too long. However, I have four minor complaints about it.

a) On page 72 the Lankhmar location numbers 4 and 26 are left out. Number 4's position. The Sea of Monsters, can be deduced from page 29. However, number 26, the City of Tisithil, has no other reference and can't be found (having not read all the books in the Sword series, I have no idea where it is).

b) On page 67 the spider god has only half its statistics and no description of its cult. Perhaps TSR think everyone has Legends & Lore.

c) I can't find a list of languages in the module, which is depressing as Nehwon has a good few.

d) But my main grievance is the lack of racial bonuses in Lankmar, especially since there are no demi-human character classes. On page 88 it claims they are in the 'adventuring in Lankmar' section, but they are not. Could some world-wise being solve these problems and make my campaign complete? After that you may return to your earth-shatteringly important age and sex disputes.

Matthew Salter, Bridgewater, Somerset: I've been waiting for someone to say that, Shirley (Letters, WD76). Now I'm going to throw in my theory that they did exist.

If this turns out to be another letter about women in gaming, I shall scream.

Matthew Salter: Dwarves existed as small, bearded humans, and hobbits (as seen in the film Time Bandits) exist still today. Orcs, hobgoblins, goblins and their ilk were hairy men living in caves or other lonely places. Elves? - I have two friends with pointy ears.

So what? Well, in mediæval times that would have been enough to have them thrown out of a village, and if there were enough of these to make a settlement... I've been waiting for someone to say that, Shirley (Letters, WD76). Now I'm going to throw in my theory that they did exist.

Oh, oh - the old Devil Worship argument again. I remember when all we had to write about in AD&D was the Great White hand. The majority view on that subject eventually came down to the argument of 'it's a game!' And it applies just as well to this subject. I suspect that most gamers are just happy to earn their keep by procuring and the proselytizing of either camp. But I don't doubt for a minute that we haven't heard the last of this....
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Carl P. Sandford
The Esfeld Institute
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16th May 1986

Call of Cthulhu
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Just what exactly is WARPS? Staff at Games Workshop's Design Studio in Nottingham seem to be obsessed with WARPS these days, and the disease has spread to engulf several other illuminati from the gaming world. Paul Vernon and Graeme Davis are engaged in long-term projects to do with this strange entity — which is probably why *White Dwarf* is advertising for new contributors.

In fact, Graeme Davis is to become the latest recruit to the happy band of GW workers. For those who don't bother with by-lines on articles, GD has been writing magazine material for the last three or so years, and has appeared in *WD* as recently as #77! Paul Vernon has chiefly been busy working on his *FateMaster* solo game-books, but some readers will remember his *Starstone* frp campaign, from which WD published selected bits a few years back.

What are they up to? And why are Rick Priestly, Richard Halliwell, Jervis Johnson, Bryan Ansell and others continually disappearing into corners to mutter blood-curdling phrases about Aztec frogs. WARPS may be, but warped, definitely.

New product news from my pals at TSR and GW. First, TSR, and news that the *Bloodleuring* set is due out in June in the USA, which might mean an August release in the UK. Other than the fact that it is for *USA*, which might mean an August release in the UK. Other than the fact that it is for *USA*, which might mean an August release...

Meanwhile, what of Workshop (well, it is their mag, after all). *Dungeon Floorplans II* is the next release from the UK, with the hardback *Call of Cthulhu* book to follow. I've been told that there are plans to do similar repackages of *Stormbringer*, *Pendragon* and *Paranoia* this year.

Also coming from the Workshop, *Tower of Screaming Death* — a solo Warhammer supplement; a back-to-back *Call of Cthulhu* double scenario, *Statue of the Sorcerer* and *The Vanishing Conjurer*; and *Slaughter Margin*, a typically understated *Judge Dredd* adventure.

Graeme Davis isn't the only new face at GW. Tom Kirby, General Manager at TSR UK up until a few weeks ago, has moved to Nottingham. His new role hasn't yet been defined, but rumours have been quashed that he only came so he could interfere on *Pelinore* in GameMaster Publications. His departure from TSR UK marks a period of change which might have many repercussions for the hobby in this country.

Steve Dillon of *Adventurer* magazine stopped to have a brief chat with your correspondent, having just sent A2 to press. The first issue circulated about 33,000 copies, with 27,000 of those going to the potentially risky newstrade. And the misgivings that most people felt about the future for a second rpg magazine were echoed by Steve to an extent; he confirmed that #2 looked a little risky for a while, with overheads being much higher than expected. But it has gone off to be printed, with the following contents: the second part of the Black Tower scenario, some V&V material seen in by FGU staff, a Fantazy-Overview and a Rob Nott article on magic in frp called *Fire On High*.

Comic role-playing, if I might introduce a new term, is a growing part of the hobby. Superhero rpgs are now an established part of the market, and *Judge Dredd* has made a huge impact on the British scene. Following on from this, GW are hoping to produce a number of new game products over the next year or two. Two titles under discussion are *Rogue Trader* and *Strontium Dogs*.

In the meantime, are you ready for *Teenage Mutant Ninja Turtles*? Palladium have produced a game based on the comic by Kevin Eastman and Peter Laird, which fully captures its bizarre nature. The game is designed to be played entirely straight-faced, leaving the central joke of the role players must adopt to stand amidst a flowing adventure of random violence.

Great stuff.

A supplement, *After The Bomb*, has already been released, and both will be shipped into this country in greater quantities than hereto. D&D will never seem quite so strange again.

Also appearing on the GW list is *DC Heroes*, the Mayfair superhero game. Like its direct competitor, *Marvel Super Heroes*, DCH aims to recreate the flavour and atmosphere of the comics from which it is drawn. Also like MSH, the game comes with a host of supplements. During the next few months, watch out for *The Doomsday Program*, featuring the evil villain Brainiac and a plot to send the Earth hurtling into Mars; *Escort to Hell*, in which Jonah Hex escorts the daughter of a Sisco official to confront the hostile beings of an alien world; *Fire and Ice*, a beginners' adventure; *Countdown to Armageddon*, a one-on-one featuring Superman and Brainiac, and *Four Horsemen of Apokolips*, where the master baddies Darksid and DeSaad face up to the Justice League of America. Also coming, a 96-page reference work entitled *Legan of Super Heroes* Vol 1, with full stats and background for the Legion and its foes.

This doesn't mean GW have abandoned *Golden Heroes*, although there are those who have been saying all along that licensed products would always beat non-licensed in a straight fight. From a gamer's point of view, the best news about this coup is that they will be able to get their hands on one of the best box-fulls ever produced. Holy play-aims, Batman ....
When gaming mega-stars get together, they tend to talk about the big projects they have in mind, and as you can see, it was no different at GamesFair, when Ian Livingstone met up with Gary Gygax and Bryan Ansell. What we never did find out was which game Ian was demonstrating.

So, if you can come up with the title of the exciting new role-playing game Ian is describing, send it in to us here at WD, GW Design Studio, Enfield Chambers, 16-18 Low Pavement, Nottingham NG1 7DL by July 1st. The most appropriate entry will win the truly marvelous Ribbit-Battle of the Frogs (WOW!!!!) and a copy of the Cthulhu Hardback hot off the presses.

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