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Vol. III, No. 8
February, 1979

The Dragon #22

Little Wars

- International DMs List
- Sneak Preview of Dungeon Masters Guide
- The First Assassins

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Convention Schedule 1979

Dun Dra Con IV (Feb. 17-19) at the Villa Hotel, 4000 South El Camino Real, San Mateo CA. All-night dungeons. Fantasy Films. Fighting Demos. Tournaments. Registration Fee — $10.00. Contact: DDC IV, 386 Alcatraz Avenue, Oakland, CA 94618.

GENCON South (Feb. 17-19) at the Jacksonville Hilton, Jacksonville, Florida. D&D. Boardgames. Miniatures. Contact: Carl Smith Jr., 5333 Santa Monica Blvd., Jacksonville, FL 32207, or call (904) 733-3796.

Emperor's Birthday Convention VIII (Feb. 24) at Holiday Inn, 2725 Cassopolis St., Elkhart, Indiana 46514 (Indiana Toll Rd., Exit 9). Dungeons and Dragons. Miniatures. Dealers. Militaria Display. Pre-registration — $3.00. At door — $3.50. Phone (219) 293-4298 for details or write R. Hagerty, 525 Middlebury St., Apt. 302, Elkhart, IN 46514.

Mon Con III (March 30 - April 1) at Morgantown WV. Science Fiction. Fantasy. Comix. Movies. Games. Star Trek. Contact: Mon Con III, Conference Center, West Virginia University, Morgantown, WV 26506.

Spring Revel (March 31- April 1) at American Legion Hall, 735 Henry Street, Lake Geneva, WI 53147. Dungeons and Dragons. Miniatures. Boardgames. FITS. Rail Baron. The whole TSR crowd will be there. Registration Fee $2.00. No game fees. Contact Joe Orlowski, Spring Revel, P.O.B. 110, Lake Geneva, WI 53147.

Tippacanoe (and Fantasy Too) Game Convention. (May 4-6) Guest Speakers include Gene McCoy (Wargamers Digest), Duke Siegfried (Heritage), Tom Shaw & Don Greenwood (Avalon Hill), Bob Blake (Winner of the 1st D&D Masters Tournament), Lou Zocchi (Designer of Luftwaffe, and Battle of Britain). Contact: John Hill, P.O.B. 2071, W. Layfayette, IN 47906.

The Great Canadian Games Adventure (May 18-21) at Ottawa University, King Edward Street, Ottawa Ontario, CANADA. Tournaments, Seminars. Games from Europe, England, and Canada (as well as the U.S.). Dealers. Films. Auditions. 100 rooms on campus, costing from $6.00 to $12.00 a night. Room reservations must be made before May 1. Registration fees are $8.00 before April 1 and $10.00 thereafter. Phone (613) 745-2073 for details or write: CANGAMES 79, 201-360 Dundas St., Vanier Ontario, CANADA, K1L 7W7.

Michicon VIII (June 1-3) sponsored by the Metro Detroit Gamers at Oakland University, Rochester, MI. Contact Metro Detroit Gamers POB 787, Troy, MI 48099.

GENCON XII (August 16-19) at University of Wisconsin-Parkside, Wood Rd., Kenosha, WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments, tournies, and scheduled demonstration games. Not to mention seminars, open gaming, and workshops. Pre-registration before June 30 — $10.00. At door — $15.00. Special GENCON XII Information Packet available in April. Contact Joe Orlowski, GENCON XII Coordinator, POB 756, Lake Geneva, WI 53147.

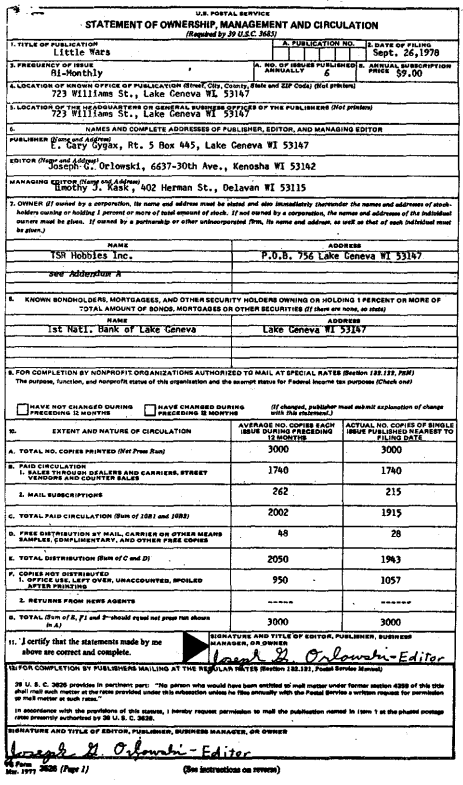
ORIGINS 79: TO BE OR NOT?

As this issue goes to press, we have not received a single shred of information regarding *ORIGINS 79.* Rumors, however, have been rampant. As we are not in the habit of publishing rumors, we will not share any with you at this time. We will, however, share with you what we feel to be the most reliable account of what seems to be going on. Be advised that we freely state that some of this is unsubstantiated, all of it is the result of sleuthing we have done, or deductions we have made in light of oft-conflicting stories and accounts.

At first, reports had it that the con was to be in a giant motor-lodge in or near King-of-Prussia, PA. The lodge was supposed to be managed by a wargamer, and all the details were being worked out. ***(This bit of information was printed in a couple of publications.)*** It was to take place in July.

The latest information has it that the con has been relegated to tiny Widener College, in Chester, PA, and is in June.

Judging from the lack of planning that seems to be going on, it would Seem that the whole thing is much too iffy. If the organizers are still this vague at this late date, we caution anyone considering it to be very flexible, and not commit your summer schedule around what could become a non-event.



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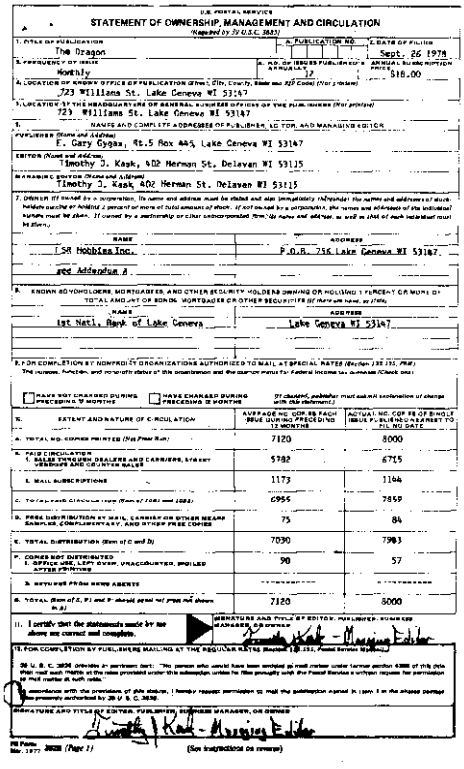

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— The Magazine of Fantasy, Swords & Sorcery, and Science Fiction Game Playing —

Vol. III, No. 8

February, 1979

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If your mailing label says TD22, LW13 — This is your last issue.

The cover isn't the only strange thing about this issue. I haven't the foggiest idea where to begin, so let's start with the physical aspects of the magazine you now hold in your hands. First, its much bigger than a normal TD or LW, 12 to 20 pages bigger then usual. Although it may not look like it, it's actually two magazines. This issue is an experiment, and you, the reader, can be judge and jury and determine its future. For the first time, we have bound in an insert.

The insert is not your usual ad or subscription plug — it's a survey questionnaire complete with *POSTAGE PAID* response form. All we are asking of you is about 10 or 15 minutes of your time to let us know a few things about you, about how you feel about *TD* and *LW*, your impression of this experiment, your gaming preferences and a few other odds and ends that we hope will give us a better understanding of you and what you want to see in forthcoming issues.

If your response to this combined format is favorable, we intend to put out a 56+ page issue monthly, very similar to this one. Contents will run about 50/50, although many articles are impossible to limit in category. A good case in point is the article on assassins in this issue. It was slated for *LW*, but is of great interest to role-players as background. The polearm article also falls into that amorphous middleground — part history, part background.

We will be using a new physical layout, with all articles in a specific area grouped together under one division of the magazine, similar to the layout we have utilized in this issue.

In short, we think that we will become a more desirable magazine, covering all of wargaming inside the same cover.

You can tell us if you think we're wrong; send in the survey response form.

For those of you that didn't get a card, because you don't subscribe, let me fill you in on what happened to the non-existent Jan. issue. As you know, magazines work months in advance. In late November, I went into the hospital for two days for a little surgery to have my mouth rebuilt *(no, it's not bionic)* that I figured would only make me lose a couple of weeks. Was I wrong! Between the after effects of the surgery, and the healing hassles, and a follow-up minor surgery, and a most welcome *heavy* weight-loss which really debilitated me, I lost over six weeks of working. The schedule being a shambles, we hit on the idea of combining two to get back on track. The more we mulled it over, the more attractive the combination idea became, and you have the end product of that expediency in your hands. Subs are in no way affected, as the numbering system has always been the key on *TD* and *LW* subs, and the numbers have picked up where they left off.

We have some extraordinary material in this issue. We were able to prevail upon the parent organization to provide us with some material from the unfinished *Adv. D&D® Dungeon Masters Guide.* The charts and table provided, plus the other accompanying material should prove invaluable to DMs, especially in view of the fact that the book is not due to be published until *GenCon* in August.

Speaking of DMs, we have compiled the results of the First International DM Search, and are printing that list in this issue. I was rather dismayed by the rather light response, considering how many D&D players there are, and based on sales of D&D. Perhaps the next one will be more extensive.

My next issue will be a regular *TD*. We can't afford to wait for the survey data, so we will be printing one more; perhaps the last under that format. If we do decide to go with the new format, all existing *TD* and *LW* subs will be filled with the new magazine, so current subbers will be getting a dividend.

Cont'd on page 54.

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THE FIRST ASSASSINS

James E. Bruner

Sultan Sanjar awoke from a deep untroubled sleep with a pervading feeling of exultation. Each dawn brought his invincible army so much closer to the mountainous lair of his relentless enemies the Assassins. Within days, he mused, the Assassin citadel on the Rock of Alamut would lay in smoking ruins and the Assassin leader Hasan, called by his disciples the Master, would be writhing under the skilled knives of the royal torturers.

As he was savoring these and less kindly thoughts his eyes focused on the dagger: its long straight blade protruded from the pillow scant inches from where his head lay, gleaming gently in the diffused morning light. With a shriek he scrambled out of bed calling frantically for his guards. After a thorough search of the pavilion had turned up no lurking killers Sanjar ordered the puzzled guardsmen to depart and drew the dagger from beneath the covers. With trembling fingers he removed the scrap of parchment impaled on the needle-pointed blade. The note contained but a single word, a command: **"Negotiate!"**

Under the single blazing eye of the merciless sun the sultan's ambassadors made their way up the slope towards the brooding hulk of Alamut. The place was well named the "Eagles' Guidance." Its bulk rose six hundred feet from the surrounding plain, a natural eyrie detached from the mass of mountains behind it. Varying in width from thirty to one hundred and twenty-five feet along its four hundred and fifty foot length, it hovered like a titantic bird of prey over the sweating ambassadors. Even without the massive man-made walls and towers the Rock of Alamut was a natural fortress. As the ambassadors climbed closer to the single gate they decided that the sultan had made a wise choice in attempting a negotiated peace before beginning a seige.

The heavily timbered gates swung inward without a sound and the ambassadors passed into the chill shadow of the gate-house. In the blinding sunlight of the courtyard beyond they could make out row upon row of tall hardy youths clothed alike in red tunics and white trousers. On the steps leading to the main keep stood an old man whose erect posture belied the white of his hair and the map of wrinkles that made up his face.

Hasan, Master of the Rock of Alamutand leader and founder of the Order of Assassins, motioned the ambassadors forward with a flick of one thin hand. Gathering their courage the ambassadors strode forward and stopped at the base of the steps. Their spokesman stepped forward to deliver the magnanimous terms set forth by the Sultan: acknowledge the Sultan: acknowledge the Sultan as rightful ruler, abandon Alamut, and be thankful your life will be spared.

As the ambassador finished speaking the corners of Hasan's mouth drew upwards in the semblance of a smile. He nodded almost imperceptibly to a young man standing next to the spokesman and while the ambassadors lept back fearfully the youth drew his long dagger from his belt and drew its razor edge across his own throat. The body flopped at the feet of the horrified ambassadors in a spray of blood. Smiling openly now Hasan turned and nodded at a man stationed on the fortress wall who lept silently into space to meet his end on the jagged rocks more than six hundred feet below. Satisfied, Hasan turned back to the stupefied ambassadors and announced that he had sixty thousand more followers not unlike the two that had just died.

The ambassadors were still struggling to regain their composure when they rode back into the Sultan's camp to finalize the terms of the agreement. In exchange for a large amount of tribute and immediate withdrawal the Assassins would agree to refrain from proselytizing in the Sultan's domains and put their unparalled intelligence service at his disposal. Sanjar hurriedly agreed to the terms and departed for the relative safety of his capital.

Hasan Sabbah the Iranian

In 1078 A.D. Hasan Sabbah the Iranian arrived at the House of Wisdom in Cairo. The House, founded some seventy-four years earlier, was the principal school for missionaries of the Ismaili branch of the Shiite sect of Islam. Born Ca. 1050 in Ray, five miles north of Teheran in the shadow of the Elburz Mountains, Hasan had been an early Ismaili convert. By 1074 he was serving as a deputy *dai* under Attash, chief *dai* of Irak and western Iran. The *dais* were the lsmaili teachers or "Summoners to the Truth" and were found throughout the length and breadth of the Islamic world. At the House of Wisdom Hasan hoped to delve deeper into the mysteries of his religion aided by some of the greatest religious minds of the day.

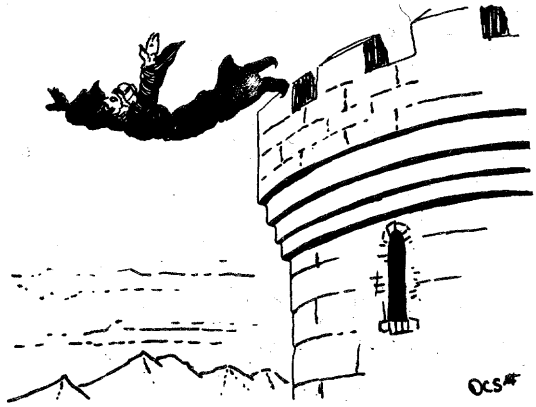
The Ismailis are a branch of the Shiite sect of Islam whose beliefs combine elements of the Islamic faith with Greek, Persian, Syrian, and Babylonian philosophy. It has attracted followers from all religions and walks of life. The central Ismaili belief is that God is incomprehensible to everyone. Only the *imam,* or leader, may interpret, ellucidate, and apply the Koran. The office of *imam* is hereditary and he is considered omniscient and infallible. The *imam* is fiercely obeyed by the faithful who are guaranteed reincarnation until a heaven of perfect wisdom is attained.

Hasan studied at the House of Wisdom for several years mastering the complex Ismaili religious and political policies. In the political arena the Ismailis were very active. Banned by the Sunnite Abbassid Caliphate the Ismailis operated underground in a continous attempt to replace the Caliph with a member of their own faith. Ismailism served additionally as a social movement seeking to improve the lot of the oppressed.

Around the year 1080 Hasan was suspected of interfering in the schemes of the Mameluke General Badr al-Jamali, who held the true reigns of power in Egypt. Cast into prison Hasan won a reprieve when the tower in which he was held collapsed for no apparent reason. Many attributed the occurrence to Hasan's arcane powers and Badr became determined to be rid of him. Unwilling to risk Ismaili wrath by having Hasan executed, Badr placed him on a Latin ship sailing out of Alexandria for western ports. An unseasonal tempest drove the ship north until its captain managed to put ashore in Syria near Aleppo and disembark his unwilling passenger.

By the end of 1081 Hasan had established his own network of *dias* in Iran who wandered the land in disguise spreading the Ismaili Doctrine, gaining converts, and organizing uprisings against the Abbassid Caliph. The caliphs had been mere puppets in the mailed hands of the Seljuk Turks who had conquered Bagdad in 1055 and dethroned the old Buyid Caliph. Hasan's abiding aim was the overthrow of the Abbassid Caliphate and its Seljuk masters and the establishment of a united Ismaili state. To this end he gathered about him a fanatically loyal band of personal followers and prepared to act.

The Rock of Alamut lies to the south of the Caspian Sea on the fringe of the Elburz Mountains. The castle of Alamut was a fief-hold of Sultan Malik Shah and was impervious to ordinary siege and assault. Hasan, as we have seen, was no ordinary man. In September of 1090 Ismaili members of the garrison smuggled Hasan inside. Within a few short weeks Hasan had successfully undermined the authority of the garrison commander and won the entire garrison to his cause. Early one morning Hasan appeared before the startled commandant, handed him a personal note for three thousand golden dinars (which was in fact



shortly paid in full), and wished him a pleasant journey home.

The tactical and strategic importance of Alamut made it a perfect base from which to launch operations against the Abbassids and Hasan set out immediately to strengthen the existing fortifications. While work was progressing on the walls Hasan was busy establishing his own special school whose graduates would soon play an important part in the affairs of the Middle East.

Shocked by the news of the fall of Alamut, Malik Shah gathered his vassals and marched against the rebels. Realizing the futility of direct assaults on the Rock, Malik Shah blockaded the area and sought to starve the rebels out. After several months of siege the castle showed no signs of weakness and Malik Shah withdrew devastating the surrounding countryside in anger.

Malik Shah's army returned every year at harvest time and destroyed the crops while investing the castle. The forays were to no avail. Hasan's following grew and he continued to send his *dais* into the surrounding mountains to gain converts. During the siege of the Fall of 1092 Hasan, now acknowledged as the Master, and seventy handpicked men descended the sheer cliffs to the rear of the fortress and crept into the sultan's camp. Plying their daggers with speed and silence they decimated the besieging army. Not until the first light of dawn did the survivors realize the full extent of the carnage and hastily withdraw.

Temporarily freed from the threat of siege Hasan found himself in a position of fantastic power. He had unlimited access to the resources of a secret organization that had flourished unabated throughout the entire Islamic world for over three centuries; he was supported by the not inconsiderable power of the three *dais* of Kuhistan, Khuzistan, and Syria and their countless missionaries; and he was honing the ultimate weapon to a razor edge at his school at Alamut: the *fildais,* the devotees, who were destined to become the assassins of the foes of the Faith. In the forge of Hasan's incredible mind these three raw elements would be united to form that weapon of skill and cunning that would become known throughout history and legend as the Assassins.

The Assassins

The meaning of the word "Assassin" is a subject for academic debate. It may be derived either from "users of hashish" or "followers of Hasan" and proponents of either theory have been unable to provide irrefutable arguments for either meaning. The "hashish" interpretation stems from the stories of the "magic" garden located at Alamut that have circulated since the eleventh century. These tales, related by European travellers such as Marco Polo, who passed by Alamut in 1273, tell of hashish eating *fildais* who awake to find themselves in Paradise. They enjoy the company of beautiful *houris* and experience pleasures of every description. Drugged once again, the *fildais* awake in their own bed with a renewed dedication to the cause. Due to the extremely harsh climate of Alamut the existence of a garden complete with fruit trees, lush grasses, and bubling streams seems unlikely and unnecessary in the light of the *fildais'* already fanatic devotion to Hasan.

Each *fildai* was chosen personally by the Master from among the hundreds of applicants who made the long pilgrimage to Alamut. The ideal recruit was no older than twelve years and possessed a strong mind, body, and character. Those chosen divided their time at first between religious training and rigorous physical exercise. As their strength and agility increased they received extensive instruction in the use of the dagger and other weapons of assassination and combat. A great deal of time was spent teaching the *fildais* the art of disguise by which means they could approach their potential victims with relative ease. The curriculum included the study of languages that would enable the *fildai* to blend into any culture or segment of society. Court etiquette was also taught as Hasan's major opponents were oft times connected with the Sultan's court. As their training progressed the *fidais* were initiated into the seven levels of achievement, each with accompanying secret rites and oaths.

Between the years 1092 and 1109 Hasan used his *fildais* in a relentless crusade against Seljuk rule. But while the Assassins were Hasan's most visible weapon he made use of several more. Castles and cities in the highlands were seized by bloodless Ismaili coups and used to control the important plains below. Crusaders who were willing to deal with the "heathen" found Hasan willing to aide them. In 1103 Janah al-Sawlah, Lord of Homs, fell prey to Assassin daggers on the eve of an important battle with the Latins. Three years later Apamea fell into Assassin hands after a successful coup. Later in the year the city was delivered to the Crusader Tancred. At this time the chief *dai* of Syria, a friend and supporter of Hasan, had extensive dealings with the Christians who called him The Old Man of the Mountain. From his strongholds of Kahf and Masyaf he dispatched *fildais* to work with the Latins against his Sunnite Muslim enemies. Direct military action was used by Hasan only as a last resort when his policy of conversion, alliance, and assassination failed.

The first major political assassination. took place in 1092 when the Grand Visir of Khurasan, Nizam al-Mulk, one of the most successful anti-Ismaili leaders and implacable foe of the Assassins, was stabbed to death by a *fildai* disguised as an ancient holy man presenting a petition. In November of that same year Hasan settled an old debt by successfully poisoning Malik Shah. Assassins struck at Abbassid regional rulers in order to weaken Seljuk authority, and at teachers of opposing Islamic sects who preached against the Ismaili creed.

In reprisal for Assassin attacks the Sunnite Muslims massacred anyone suspected of being an Assassin or an Assassin sympathizer. The reprisals had little effect on Assassin activities: their opponents lived in a constant state of fear. No one knew where they would strike next or who would be their target. Many of their less dangerous opponents awoke to

find a dagger implanted in the pillow next to their heads, its message abundantly clear and seldom ignored.

By 1105 the war between Hasan and the Seljuks had reached a stalemate and Sultan Muhammad Topor sought to end the Assassin threat by destroying Alamut. After heavy fighting he was defeated by the Assassins and their allies, four Jewish congregations that lived in the surrounding mountains. In September of the next year Hasan struck back. The son and successor of Nizam al-Mulk, Nishapur Fakhr al-Mulk, was slain by a beggar presenting a petition. Under torture the "beggar" revealed the names of twelve of his co-conspirators, all of whom were important court officials. After the officials were executed it was discovered that they had been entirely innocent.

In 1095 an unexpected visitor had arrived at Alamut after being driven out of Egypt. He was Nizar, the son of the late Abbassid caliph, and the inspiration for the subsect of *Nizaris*, the brainchild of Hasan. The goal of the *Nizaris* was to place Nizar on the throne and by 1106 the sect was flourishing in Iran, Irak, and Syria. Nizar himself remained at Alamut and became a close friend of Hasan.

In 1108 Hasan banished his wife and daughter from Alamut never to see them again and declared that henceforth no women were to be allowed within the fortress walls. With his wife out of the way Hasan was at last able to deal effectively with the problem of the succession. He had two sons and was well aware of the weaknesses inherent in a hereditary system of rule as opposed to one of ability. Positive that both sons would create trouble if he chose neither one to rule after he died he solved the probelm in a typical manner. When a *dai* was mysteriously murdered in the fortress Hasan's eldest son was implicated, judged guilty even though the evidence was slight, and sentenced to death. A short time later Hasan's youngest son somehow stumbled onto a store of forbidden wine in the fortress and paid for his resulting drunkenness with his life.

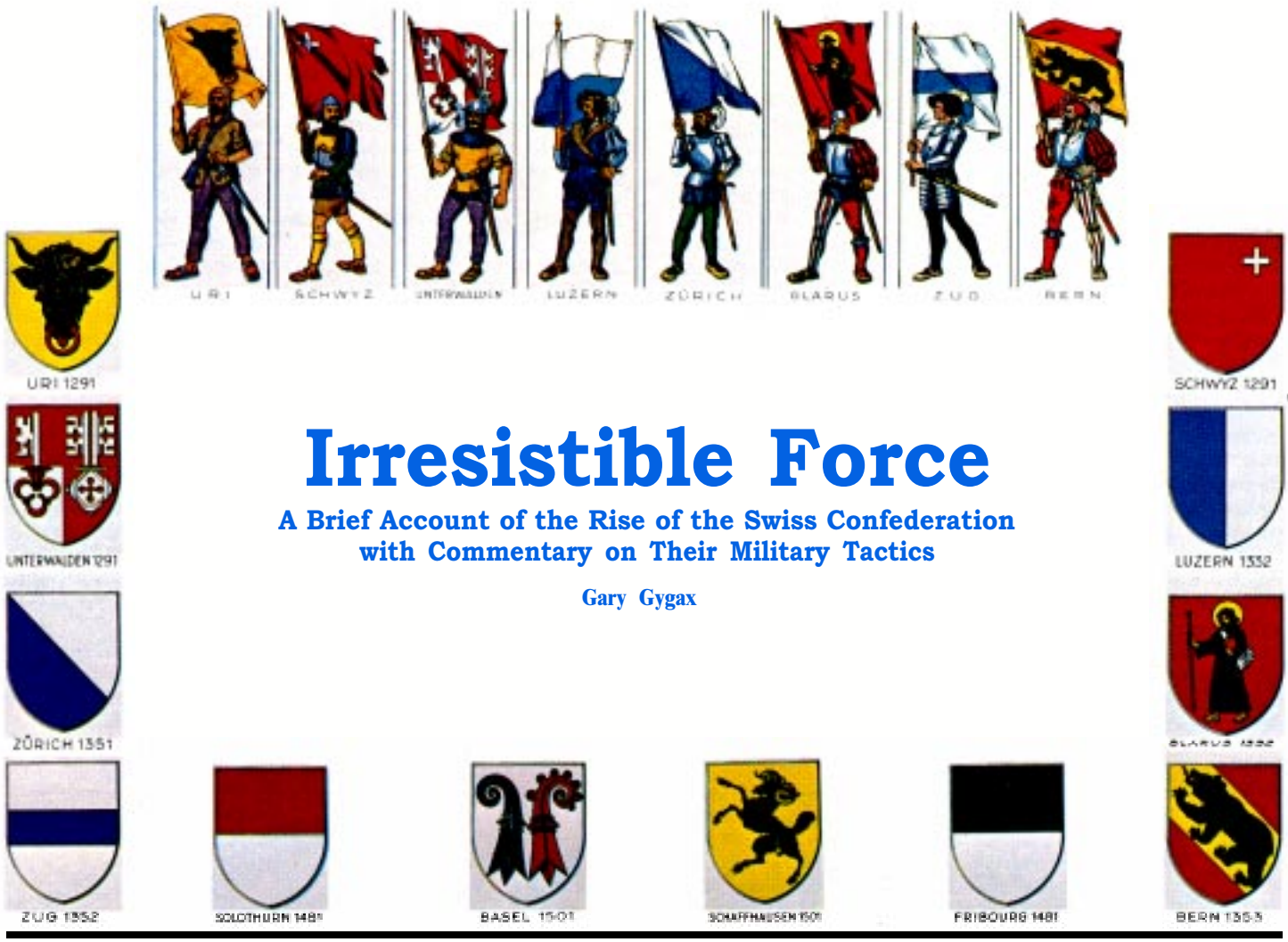
With his dynastic troubles behind him Hasan was free to turn his attention once again to the Seljuks. Undaunted by his earlier defeat Muhammad Topor returned to Alamut in the Fall of 1110 and devastated the ripened crops. For the next eight years his riders systematically destroyed the crops around Alamut in an effort to starve the Assassins out. By 1118 the fortress was on the verge of capitulation when Topor died, without the aid of the Assassins. His successor, Sanjar (1118-1124), the son of Malik Shah, sought to take up where he had left off and marched on Alamut with a large army. After the incident of the dagger Sanjar's campaign was aborted and a truce was at last declared between the sultans and the Master.

In 1121 the long arm and unfailing memory of Hasan reached out to slay Afdal, the Egyptian visir who had ousted Nizar twenty-seven years earlier. The assassination of Afdal was the last major political assassination of Hasan's lifetime. He died in May, three years later, at Alamut after naming Umid, one of the original Alamut garrison, as his successor. With the death of Hasan the first long chapter in the history of the Assassins drew to a close and while the Assassins would enjoy considerable success for over a century after his death they would never again be led by so brilliant a visionary.

A Guide to Famous Assassinations

1127: In March Sanjar's Grand Visir, Kashi, who had led an unsuccessful attack on Alamut the preceding year, was slain by his two grooms.
1130: The Fatimid Amir of Cairo is assassinated.
1135: The Abbassid Caliph Mustarshid is murdered.
1152: Count Raymond II of Tripoli is murdered during a border dispute with the Assassins.
1174: Saladin invades Syria to face a coalition of Latins and Assassins. Several unsuccessful assassination attempts are made.
1176: May: An Assissin wearing the yellow tunic of Saladin's bodyguards penetrates his tent but not his armor. In August an Assassin leaps on him from a tree but is slain. Saladin and the Assassin leader Sinan agree to a truce.
1187: At the battle of Hattin the Assassins ride with Saladin against their most hated foes, the Templars and Hospitallers.
1192: April: Conrad, Lord of Tyre, is slain by two monks, One of the "monks" under torture implicates Richard Lion-Heart.

Today the Assassins decendants are numbered among the three million religious followers of the Aga Khan.



Irresistible Force

A Brief Account of the Rise of the Swiss Confederation with Commentary on Their Military Tactics

Gary Gygax

Gary informs us that while "Gygax is an ancient Swiss name," the name means "see-saw," or "up-and-down," in Macedonian. In any event, the author's father was born in Canton Bern, Switzerland, so he is more than usually interested in the military history of that country.

The three "Forest Cantons" concluded an "Everlasting League" in 1291 A.D. Schwyz, Uri, and Unterwalden defied the Hapsburg counts and set upon a course of independence which would eventually establish modern day Switzerland. The process would involve them in numerous wars in self defense, aggression, and even civil strife. In general, these districts has an historical basis of self-rule directly under the German Holy Roman Emperor. What seems to have triggered the Confederates' struggle for complete independence is connected with the rise of a petty noble family from the same area. The Hapsburg family of Aargau were becoming powerful landlords, and they claimed rights in the League's area which the Confederates refused to yield. The League supported rivals of the Hapsburgs for election as Emperor, and the dispute eventually resulted in the Battle of Morgarten in 1315. The Hapsburg Leopold I of Austria led an army purported to number 15,000 into the Valley of Schwyz. This force was strung out along a narrow, icy road paralleling Lake Aegeri, and Swiss mountaineers, said to have numbered only 1,500, first rolled boulders and logs upon the invaders from their ambush, and then fell upon the head of the column, slaughtering the knights and routing the foot behind. The Confederates won for themselves virtual independence by this crushing defeat of Duke Leopold, but this was certainly no guarantee of immunity from further aggression from the powers (Austria, France, Burgundy, Savoy, Germany, Milan) which surrounded the little territories, nor did it spell any slackening of desire on the part of the Swiss to confine their domain to the lands gained by the victory at Morgarten.

The Bernese (or Berners) allied with the three Forest Cantons and were a major factor in the next major battle fought, Laupen, in 1339, against a Burgundian force invading the Aar valley. While the men of Uri, Schwyz, and Unterwalden employed many halberds (as well as morning stars and two-handed swords), their new allies favored the pike, and it was these Berners and their associates who turned the tide at Laupen — overcoming the Burgundian foot and then driving off the cavalry pressing upon the halberd-armed contingent of herdsman from the Forest Cantons. This battle was decisive enough to win a respite of several decades, and during this time the Confederacy grew by the additions of Luzern (1332), Zurich (1351), Glarus (1352), Zug (1352), and Bern (1353). Note that these dates are when these areas joined the league as formal members (although not necessarily as allies of each member), not the dates of first co-operation or alliance with the Forest Cantons. The Confederation grew to include Fribourg (1481) and Solothurn (1481), then Basel (1501) and Schaffhausen (1501), and finally Appenzell (1513). Territory which was granted cantonal status later (Aargau, Graubunden, St. Gallen, Thurgau, Ticino, and Vaud in 1803; Geneve, Neuchatel, and Valais in 1815) was under Swiss control or associated as allies, by and large, during the 14th or 15th Centuries; for the various members of the Ancient League of High Germany, (the Swiss) often provoked attack by their territorial acquisitions. This is not to say that the citizens of the areas which the Confederates acquired were conquered peoples, for even as dependents of a member of the Confederacy they were far better off than under the feudal suzerains of France, Germany, etc.

Important Battles of the Swiss

A brief listing of the major battles for national sovereignty fought by the Swiss after Laupen contains a dozen engagements:

Year	*Battle*	*War*	*Victor*	*Special Feature or Result*
1386	Sempach	Austrian-Swiss	Swiss	Leopold III killed
1388	Nafels	Austrian-Swiss	Swiss	Ambush with logs and boulders ala Morgarten
1422	Arbedo	Swiss-Milanese	Milan	Condottiere dismount to fight as infantry using their lances as pikes.
1444	St. Jacob-en Birs	French Invasion	France	600 Swiss die to a man fighting 30,000, French lose 2,000 and turn back
1474	Hericourt	Swiss-Burgundian	Swiss	
1476	Grandson	Swiss-Burgundian	Swiss	
1476	Morat	Swiss-Burgundian	Swiss	
1477	Nancy	Swiss-Burgundian	Swiss	Charles the Rash killed, Burgundy absorbed by the French
1478	Giarnico	Swiss-Milanese	Swiss	
1499	Frastenz	Swiss-Swabian	Swiss	
1499	Calven	Swiss-Swabian	Swiss	Graubunden becomes independent
1499	Dornach	Swiss-Swabian	Swiss	Last invasion of Swiss territory until Napoleonic Era

The many Swiss victories so enhanced the repute of the phalanxes of Confederate infantry, that all the nations of Europe roundabout enlisted corps of mercenary Swiss pikemen and halberdiers — furnished, of course, by the various cantons. Switzerland had at last found an exportable commodity which brought them silver in return. The notable battles they engaged in were:

Battle	*Opponent*	*Result*
Barletta 1502	Spain	Swiss pikemen defeated by sword and buckler infantryman at close quarters; first French loss to Spain
Novara I 1513	French	Swiss break rival landsknechte formation to win battle and slay all the German prisoners
Marignano 1515	French	Swiss forced into square by cavalry charges while cannons play on their formations; they withdraw
La Bicocca 1522	Holy Roman Empire	Swiss charge entrenched landsknechte, and in the ensuing attempt to gain the upper works lose 3,000 men and retire
Pavia V 1525	Holy Roman Empire	French and Swiss besieging city are weakened by musketry and then driven from the field by Spanish sword and buckler infantry

Switzerland became independent because its "rude farmers and herdsmen" took up arms and fought. This infantry faced all sorts of opponents, including the superbly armored feudal heavy cavalry, and won with ease. The "loss" of the battle at St. Jacob-en Birs shook the French Dauphine to the core, for his cavalry was helpless against the Swiss, and it was through repeated missile volleys and dint of costly fighting that his army finally overcame a mere handful of infantry who refused to yield. The lances of the dismounted cavalry of Carmagnola at the Battle of Arbedo, as well as their better armor, nearly won the day for the Milanese, and the Swiss certainly withdrew with alacrity, but thereafter a greater percentage of pike (rather than halberd) armed troops were in each contingent of Swiss who took the field. During the Swiss-Swabian War (beginning in 1498), a body of 600 pikemen were caught in the open by the Swabian horse formed a "hedgehog" and repelled the enemy charges with "much laughing and jesting" — the infantry was outnumbered by nearly two to one. The reputation of absolute fearlessness, terrible ferocity in battle, and the irresistible onset of the pike squares caused the Swiss to become the most feared, imitated, and admired troops in Medieval Europe. They too must have begun to believe that "God is on the side of the Confederates." They took the same attitude in battle when serving as mercenary troops, and for a short time after they were totally independent, they remained the arbiters of battle. While the Swiss certainly were instrumental in bringing infantry back into ascendency over cavalry, changing modes of warfare also doomed their arms to come to ruin as the Renaissance began. They defeated the great powers which surrounded Switzerland and won freedom with their halberds and pikes, but on later fields of battle the Swiss found that generalship eventually prevails over outmoded tactics no matter the elan or bravery of the soldiers using them.

Swiss Military System and Tactics

The men of the three original cantons were primarily halberdiers. The troops from the lower lands of the Confederation — Berners, Lucerners, and others from the Aar Valley favored the pike. With these infantrymen were numbers of light troops, crossbow or arquibus armed skirmishers. There was never a significant number of cavalry in a Swiss national force, although there were some such troops furnished by the knights and gentry of Canton Bern. Where possible, the Swiss made use of artillery, although their typical swift movement through hilly and mountainous terrain precluded this most of the time. A typical Swiss field army would be composed as follows:

Troop Type	*Weapon*	*Percentage of Force*
infantry	halberd	20%-60%
infantry	lucern hammer, morningstar, or two-handed sword	10%-20%
infantry	pike	10%-65%
infantry	crossbow	5%-30%
infantry	arquibus	5%-25%
cavalry	lance etc.	0%-5%

Halberdiers predominate in early battles, but later they become fewer, and c. 1450 they form the center of the pike squares and represent only 20% to 30% of the total force.

Lucern hammers, morning stars, and two-handed swords were eventually abandoned totally by the Swiss in favor of the halberd. Forces c. 1450 and after will have few (if any at all) of such weapons, the morning star being the first to be abandoned.

Pikes begin to dominate the Swiss arms after Arbedo (1422), and thereafter at least 50% of their force are so armed.

Crossbows give way to arquibuses c. 1450, although it is likely that some persisted until 1500.

Cavalry fielded was typical of the period, armored riders bearing lance and various secondary arms. It is doubtful that the Swiss ever fielded more than a few score cavalry, so an upward limit of 100 to 200 must be placed upon the percentage maximum.

Swiss infantry were generally lightly armored. This was initially due to the fact that they could afford none, but the benefits of mobility soon gave the Confederates the determination not to add such encumbrance to their formations. Officers wore full panoply and rode to battle in order to keep pace with the rest. Halberdiers and the like wore metal helmets, cuirasses or metal or leather, and a few also wore light greaves. Most pikemen wore felt hats or metal helmets and padded or leather cuirasses. Only the front rank or two of any phalanx had metal armor. Light infantry were similarly equipped, although most were totally unprotected save for helmet and leather cuirass.

Logistics were no problem for the Swiss. Within two to four days, each area could raise its levy and be ready to march, each man carrying a few day's supply of food with him (the rest could be scavenged from the land). The bodies of troops then marched swiftly to predesignated meeting places, joined, and were in the field and ready for battle far more quickly than any invader could hope to counter. As mentioned previously, the leaders of the contingents rode, so that their heavy plate armor would not slow the infantrymen. As these levies were national, each man knew his neighbor in formation and often elected their leaders. Each man knew his place and what to do.

The sight of a Swiss column must have been impressive indeed, for it moved so quickly but looked like a forest with the tall pikes held upright except towards the front and the dozens of banners — perhaps the great white cross of the Ancient League of High Germany accompanying the cantonal, town, district, guild and association flags. These phalanxes moved without noise, except when the troops gave voice to their battle shout just before impacting upon the enemy — or fending off fruitless attacks by desperate cavalry. Since the enemy knew full well that the Swiss would give no quarter and that they were absolutely determined to

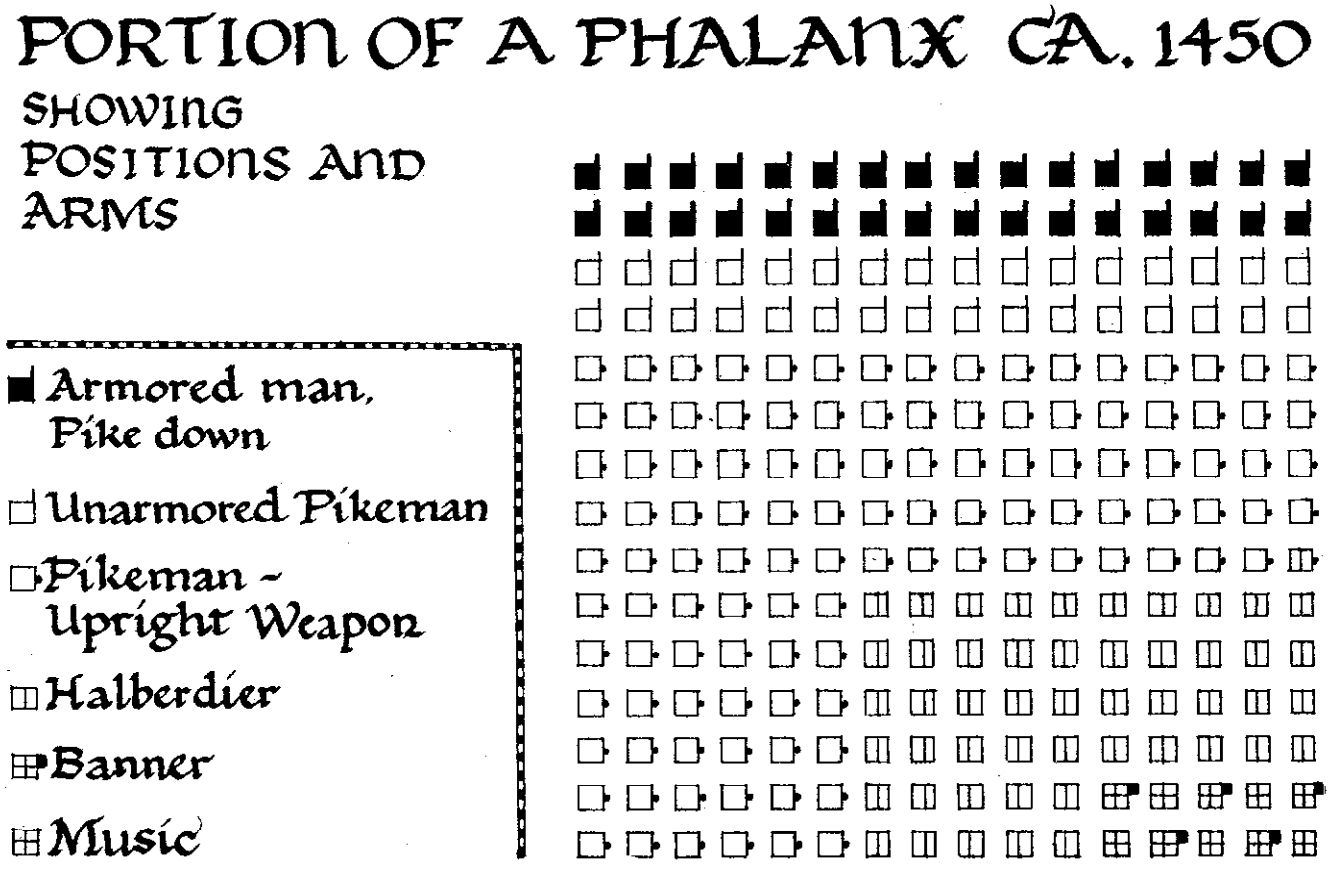
triumph, it took great discipline and courage indeed to stand before the onslaught of such troops.

Tactics employed by the Confederates were at first fresh and innovative. The Flemish at Courttai (1302) used pikemen to defeat the horsed chivalry of France, but this was due to skillful positioning of the infantry so as to take advantage of the waterways and soft ground, as well as the French failure to allow their mercenary Genoese crossbowmen employment, as Mons-en Pevele (1304) and Cassel (1328) amply prove. The mountaineers of the Forest Cantons likewise used terrain, plus surprise by ambush and avalanched boulders and logs (much as their ancient kinsmen had before them) to defeat heavy cavalry. Although few pikemen were involved, the men of Uri, Schwyz, and Unterwalden formed a solid phalanx to fall upon the head of the Austrian column and complete the work prepared by the ground and ambush. Morgarten was a battle in which the Swiss showed extraordinary tactical skill, and this unusual demonstration of ability continued.

At Laupen, the Burgundians squared off against infantry totally unsupported by cavalry. Perhaps they envisioned treating the Swiss to the same rough handling the French had given the Flemish just eleven years earlier. This battle is worth discussion in some detail, for it is the first in which the Swiss used three phalanxes *(Vorhut, Gewaltshaufen, Nachhut)* in echelon to confront the enemy — a deployment which became the rule after 1339. Count Gerard of Vallangin commanded a feudal array of Burgundian horse and foot which numbered 15,000. With it he invaded Confederate territory and laid siege to the town of Laupen, near Bern. The Swiss rapidly rose a relief force and marched to a position on high ground which overlooked the besieging force.

Rudolph von Erlach was in sole command of the Swiss army (an unusual situation), and he arrayed it with the halberdiers of the Forest Cantons in the left phalanx, the Bernese pikemen the center, and Bernese allies the right. The Burgundians deployed all of their horse opposite the Swiss left (perhaps noting that this square did not have many pikes, as the latter weapon is obvious from a great distance) and were allowed to begin advancing up the slope, the Bernese-allies being opposed by the Burgundian infantry levies. As soon as the enemy commenced their foreward movement, the Swiss phalanxes rolled downhill. The pikes soon overbore the infantry, the center giving way first, then the Burgundian left. With absolute control, the victorious formations were faced to their left, where the halberd-armed troops of Uri, Schwyz, and Unterwalden were hard pressed to withstand the cavalry charges of the enemy, as the Burgundian lances outreached the infantrymen's pole arms. The Berners and their associates took the horsemen in the flank and rear. To the Burgundians credit, they made an attempt to break into the pike formations before fleeing the field as their footmen had done before them. While von Erlach had given the Confederates the advantage of terrain, it was discipline and hard fighting, coupled with the tactic of employing three phalanxes, which won the day. If adversaries of the Swiss and proponents of cavalry over infantry thought that perhaps it was a fluke combination of terrain advantage and horsemen who fought without bravery, another Courtrai, they would find out otherwise soon enough.

Sempach was an interesting experiment in fighting against the Swiss by use of similar tactics. Leopold III, Duke of Austria, invaded Confederate territory and came upon the Vorhut of Lucerners which was some distance from the balance of the army. He dismounted his armored cavalry and took the initiative by attacking and nearly defeating the Swiss phalanx, using his lance as pikes. As the crucial moment, the Gewaltshaufen and Nachhut arrived to relieve the first formation, so Leopold attempted to bring his second "battle" into play, also dismounted. The two Swiss divisions meanwhile formed a Kiel (wedge) — a phalanx of extra depth to break an exceptionally strong enemy line or unit. The Austrian advance was ragged and disordered, for they were not trained infantry, and before they could come up the Swiss broke the first Austrian "battle" and impacted upon the disorganized second. The third group, seeing that the day was lost, turned and rode off, leaving their fellows, and the Duke, to their fate. Obviously, the armor and weapons of the feudal cavalry allowed them to successfully contend with the Swiss halberdiers, but a cavalry force is seldom so well trained as to be able to perform well as infantry, "hobilars" in medieval terms. Similarly, armored footmen would be hopelessly outmaneuvered by the Swiss. However if such a force could be sufficiently trained and disciplined the results would be distinctly unfavorable to the Swiss. The

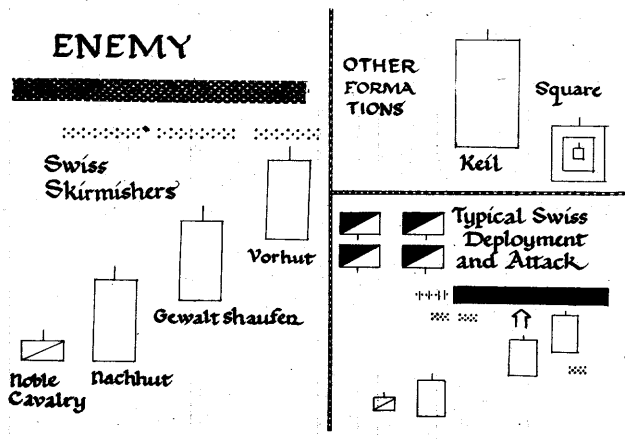


leaders of the Confederates realized the danger and ordered that more pikes be included in all future levies.

The Confederates were left more-or-less unmolested for over 30 years, and during this time they extended their territory by diplomatic maneuvers. These gains inspired neighbors to attempt to rectify matters and perhaps gain Switzerland in the bargain. Confederate expansion southwards caused the Duchy of Milan to declare war, and in 1422 the Battle of Arbedo was fought. The wily condottiere Francesco Bussone (Carmagnola) with a force of 6,000 *gendarmes* (heavy cavalry) faced a Swiss force of only 4,000. The latter drew up into a single block, and the initial Milanese attack was repulsed bloodily and with ease. Carmagnola then dismounted his troops, and the heavily armored men formed a phalanx similar to that of their adversaries and fell to with lance, sword, and like arms pitted against the Swiss force of halberdiers. Better armor and longer weapon so mauled the confederates that one of the chief leaders of the Swiss indicated that he was prepared to surrender, but the Milanese refused to offer quarter to people who would not give it to others, so the fight continued. The Swiss were near the breaking point when the Milanese saw a body of Swiss troops cresting a nearby rise, and Carmagnola drew his men back to await further developments. The unit was but 600 men, a body of foragers returning to the main party, but their timely appearance allowed the battered Confederates to withdraw from the battle. Only one-third of the entire force at Arbedo (troops from the Forest Cantons, Lucern, and Zug) did not bear halberds. Of that third, only about half were pikemen, the balance crossbowmen. The Milanese lost more than the Swiss, but proportionately the battle was a disaster for the Conferedates. For the immediate time they hastily drew up instructions for the relegation of the halberd to the interior of the phalanx for use only when the unit was locked in melee. Some 50 years in the future they would settle matters with Milan.

At Saint Jacob-en Birs a small body of 600 or so pikemen crossed the river to attack an army of 15,000 invading French. This small phalanx broke the enemy line, but were then surrounded. By dint of repeated cavalry charges and showers of crossbow quarrels, the Swiss finally died to a man, but they refused to surrender, and the French lost some 2,000 men in the fight. Thereafter, the Dauphine turned back to France, giving up his plans of conquest in Switzerland.

Hericourt, Grandson, Morat, and Nancy were the four major battles which caused Charles, Duke of Burgundy, to be named the Rash rather than the Bold. The Swiss used their normal echelon of three divisions at Hericourt and soundly defeated the Burgundian force opposing them. At Grandson, the Vorhut again advanced too quickly, and the men of Bern, Basel, Schwyz, and Fribourg were set upon by the finest cavalry in Charles' army — which was so easily repulsed that the column began to move down slope to test their strength against the rest of the Burgundians there! Charles thought to perform another Cannae, and he sent orders to his center to pull back so as to form a pocket into which the advancing Swiss would rush. The Burgundian army was composed of their own knights and foot and in addition had contingents of English longbowmen, German arquibusiers, Italian stradiot (light) cavalry, and Flemish pikemen. As the Vorhut neared contact, however, the other two divisions finally appeared upon the shoulders of Mount Aubert. The Burgundian forces panicked and fled, mistaking the retirement of the center group for a retreat. Lacking any cohesion, Charles' army was beaten without a real fight. At Morat, the Swiss managed to march



across the Burgundian front because Charles failed to put out any scouts, and the results were defeat in detail and slaughter of the Burgundians. At Nancy, the final battle, the Swiss again showed great tactical skill, fixing the attention of the Burgundians with the Gewaltshaufen and Nachhut while the Vorhut moved through a woods to come upon the Burgundian flank; they were again defeated in great detail and Charles was cut down by a blow from a halberd while trying to rally his troops.

A greatly inferior force of Swiss broke the Milanese army invading the Ticino Valley at Giornico, avenging Arbedo and causing their already high repute to soar. The battles against the Swabians at Frastenz, Calven, and Dornach were typical of Swiss bravery and determination and lack of clever tactics. The straight onset of pikes typically won each battle, and again the repute of the Swiss as the finest infantry in the field was universally acclaimed. But there were many imitators of Swiss tactics — German landsknechte, French landsquenets, Italian pikemen, Flemish pikemen — and these troops were hard to beat, especially the Germans. Although the Swiss were never bested by landsknechte on a fair field, they were certainly slaughtered by them at La Bicocco, and each victory cost the Confederates dearly in lives. Furthermore, tactics were improving, and artillery, the greatest foe of the mass formation was coming into its own. Without adaptation, the Swiss were doomed, and they refused to change, relying on the tried and true when they were outmoded. This is not to say that the pikeman was finished on the battlefield, for that would be an obviously stupid assertion. Pikemen were to play a part in battles for many decades to come, but such arms could only survive in a balanced force of missile infantry, cavalry, and artillery as well. The Swiss still served as mercenary pikemen, but never after La Bicocca and Pavia V were they the dominant force in a battle.

The organizational structure of the Swiss certainly should have enabled them to be tactically flexible. The divisions of a field force could be massed into a huge column, form a hollow, moving square, and otherwise perform with perfect discipline in battle. The Swiss used light infantry with great effect, deploying them as skirmishers to both weaken the enemy and draw musketry and artillery fire upon themselves while the phalanx columns marched to impact unmolested. The three echeloned divisions had the advantages of multiple impact, flank protection, and reserve all rolled into one. Left, center, right, or any combination could be refused until the Swiss chose. Of course, the Confederates had no cavalry, to speak of, and this was a drawback, but not a serious one until Spanish sword and buckler infantry arrived on the scene. The early victories of the pike formation over virtually all opponents undoubtedly built an illusion of invincibility in the minds of the Swiss — common soldier and captain alike — for they triumphed with such relative ease. Had another von Erlach arisen perhaps there could have been a redemption of the Swiss military reputation, but it was not to be. Besides, the free-thinking and highly independent mountaineers would probably have paid no attention in any event. So later battles consisted of simply bringing the pike column before the enemy, "aiming" it at the desired spot, and sending it foreward to whatever fate awaited, trusting to the fighting ability and stubborness of the soldiery to overcome everything in the way. Thinking commanders eventually discovered ways to defeat such tactics (or lack thereof). The era of the Swiss pikeman came to a close at the dawn of the Renaissance, although it took the terrible results of battles such as Marignano to finally prove it to all concerned.

Those interested in further reading are recommended to:

A DICTIONARY OF BATTLES. David Eggenberger
HISTORY OF THE ART OF WAR IN THE MIDDLE AGES. 2 vols. C.W.C. Oman
HISTORY OF THE ART OF WAR IN THE XVI CENTURY. C.W.C. Oman
THE ART OF WAR. Niccolo Machiavelli
also
ENCYCLOPEDIA BRITANNICA. Eleventh Edition, vol. 26

Those wishing to experiment on the table top with miniatures to recreate the Swiss battles are recommended to:

CHAINMAIL. Gary Gygax & Jeff Perrer

These medieval miniatures rules were carefully researched to assure close simulation of the type of battles common to the Swiss pikemen.

Armies of the Renaissance

Nick Nascati

Part I - Introduction and Overview

To students of military history, the age known as the Renaissance can be said to extend from the end of the Hundred Years War in 1453, to the final ban on pikes issued by Queen Anne of England in 1703. The period began with the dominance of the armored lancer, and ended with the dominance of the musket armed foot soldier. In this series, we will examine the major armies/types of soldiery found in Renaissance Europe, and the tactical systems that went along with them. The period is an immensely fertile one for the wargamer, full of color and variety with troops ranging from Swiss Pikemen to Hungarian Hussars, Feudal Knights to pistol wielding Reitiers.

Generalship in this era rose to a degree of expertise not seen since classical times, Gonzolo de Cordoba, Gaston of Foix, Maurice of Nassau, and Gustavus Adolphus, all left an indelible mark on the art of war. It was the age of the great Vauban, who revolutionized the science of siegecraft and fortification by the end of the 17th century. We will begin our study by examining the state of the art as found in the first half of the 15th century.

Warfare consisted for the most part, of disorganized melees with occasional glimpses of genius found here and there in England and France, and the phenomena of the Hussite Wars. The infantry, before its resurgence, played little part in a battle until the opposing cavalry forces had finished. The armored feudal knight was the dominant force on the battlefield, and the poorly armed and trained infantry (for the most part) could do little to stand up to a charge. Certain developments however, signaled the revival of the foot soldier. There were three major developments which will be discussed briefly here, and in more detail later on when concerned with particular armies.

The Hundred Years War between England and France had already begun the resurgence of the infantryman, due primarily to the use of a single weapon, the English Longbow. First used in the campaigns against Scotland and Wales, the longbow was the most efficient missile weapon of the pre-gunpowder era (i.e. before the introduction of efficient arquebuses and muskets), though some would argue many years later, that it was still more efficient than a musket. In fact such a notable person as Benjamin Franklin urged its adoption as the standard arm of the American forces in the revolution. Nevertheless, its rapid rate of fire, more than three times that of a crossbow, gave to the footsoldier for the first time, a weapon that would allow him to hold his own against cavalry. Interestingly, it was also found to be very effective when used in conjunction with cavalry, against the other major infantry weapon, the pike.

The pike first made its appearance as a major infantry weapon in the Low Countries, Flanders and the Brabant, and soon spread to Scotland and Switzerland. It was an ideal weapon for use by ill-trained troops on the defensive, but in the hands of well-trained infantry, it could be a deadly offensive tool. Varying in length from 12 to 21 feet, the pike allowed infantry to keep cavalry at bay, while missile armed troops shot them from the saddle. The heyday of the Swiss Pikemen was yet to come, but already by the mid-fifteenth century, they had built a fearsome reputation for bravery and skill.

The third great weapon that arose to sound the death knell of Feudalism, was the Hussite wagon laager developed by Jan Ziska of Bohemia. Ziska had seen a version of the laager used in Poland against Teutonic Knights and Russians, and it seemed the ideal weapon for an army made up predominantly of lightly armed and badly trained peasants. He took the idea one step further however, training his men with strict discipline and religious fervor, Ziska turned the wagon laager into a remarkable offensive tool.

The combination of these three forces, caused military leaders to reassess and re-think the value and use of the armored horseman. The introduction of early gunpowder weapons made the horseman's position even more untenable and before long, new types of mounted troops began to appear.

The Hungarians and Venetians in their constant warfare with the Ottoman Empire, had long realized the value of light, fast moving cavalry for skirmishing, scouting and raiding. The Venetian cavalry, called Stardiot, could be called the forerunners of dragoons, for armed with spear, bow or crossbow, they were equally adept at fighting mounted or on foot. The Hungarian cavalry were the famous Hussars, and constituted their national fighting force. Without a real army, the Hungarians had to rely on levies who could be raised on short notice, and counted on effectively to deal with any threat. Armed with a bow and curved saber, the Hussars were fierce, light and fast moving, and by the end of the next century their imitators could be found in many armies.

The Renaissance was the great age of the Mercenary, and until France and Sweden began to raise national armies, mercenaries were in great demand throughout Europe. Swiss, Flemings, Landsknecht, English and many others, offered their services to the highest bidder, each using the weapon with which they were most proficient. One might find English longbowmen loosing their shafts in the service of Italian Dukes, or Genoese crossbowmen backing up the charge of French knights. While their reputation has never been good, most mercenaries could be counted on to render excellent service to their employers, as long as the purse remained open.

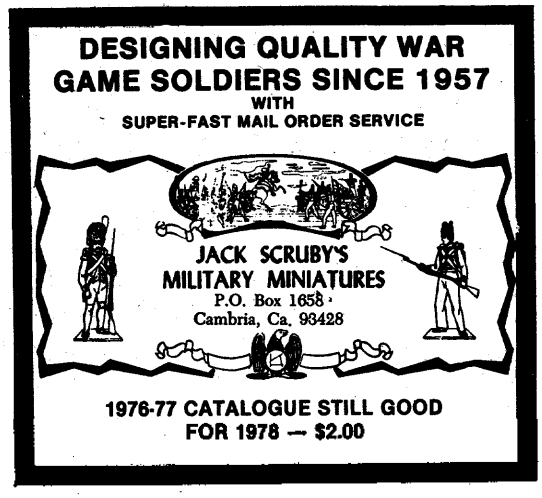
Artillery was in its infancy at the beginning of the period, but steadily improved in quality throughout the age, with the French and Spanish making the greatest advances. By the beginning of the War of the Spanish Succession (1701-1714) massive batteries of cannon were common, and sieges began to replace open field battles as the most common type of military activity.

In short, this is a period about which enough can never be said, and in the articles that will follow, we will examine in depth the major participants and weapons of the age.

The following bibliography will provide the interested wargamer with considerable background to the period.

Machiavelli, Niccolo
The Prince
The Art of War
The Discourses
Oman, C.W.C.
The Art of War in the 15th Century
The Art of War in the 16th Century
Mattingly, Garrett
The Armada
Dupuy & Dupuy
The Encyclopedia of Military History
Wise, Terence
Medieval Warfare
Monluc, Blaise
The Journal of Blaise du Monluc

Next time, we will begin our study with the most famous of all the soldiery to come out of the age, The Swiss Pikeman.



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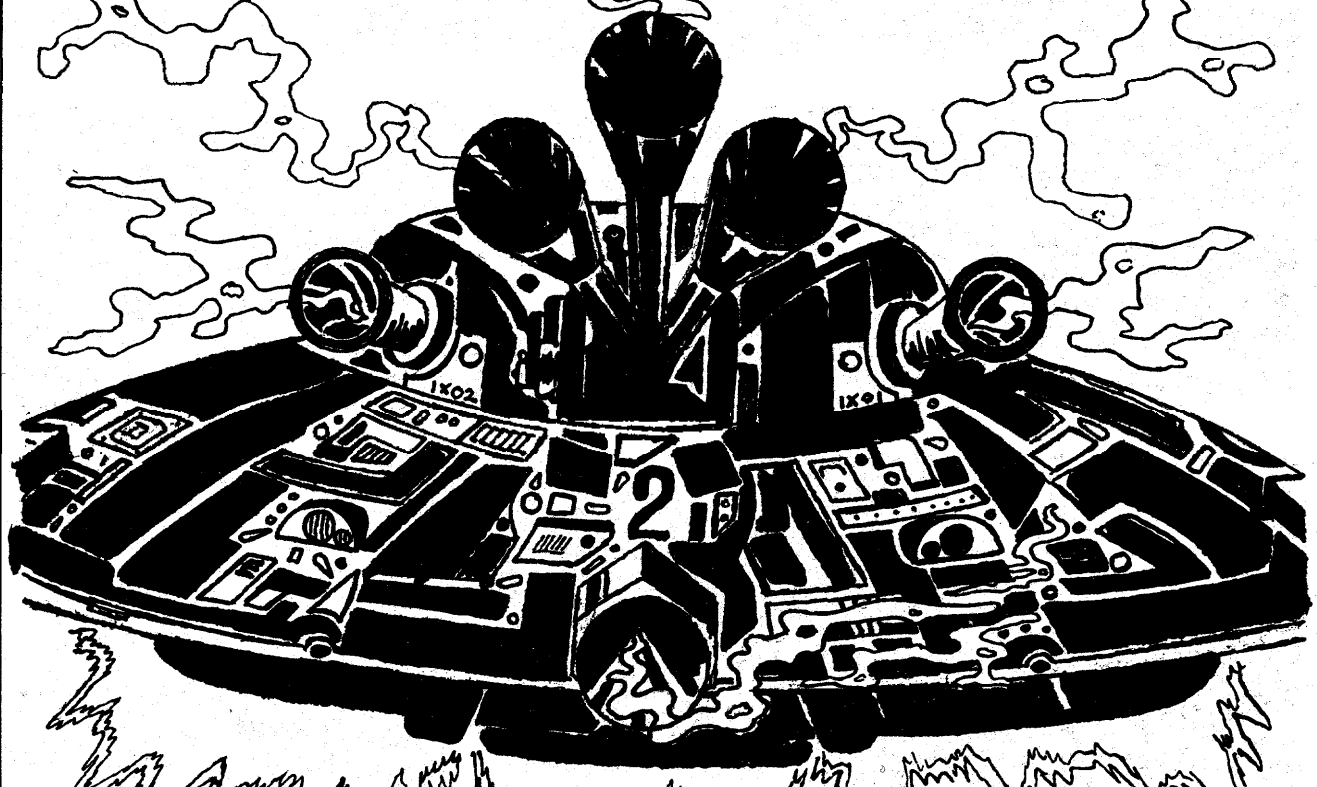

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Reviews

Boardgame

Up-Scope!

Up-Scope! is SPI's addition to the field of submarine warfare games. Reaction to this game will divide right down the middle; you'll either love it or you'll hate it, for this is not a mediocre game.

Actually, it's two games, a modern game and an historical game, maintaining the distinctions of style and equipment between the past and present. This allows it to cover, in detail, all of the important factors of submarine warfare from World War I to the present.

It was a good idea for SPI to separate the game systems thus. It would be very difficult, if not impossible, to devise a game system which could accurately model both the present and past forms of submarine warfare. The two systems devised by the design and development team, Balkoski, Davis and Ross, work beautifully well within their own spheres. Unfortunately, the usual SPI rules-writing system has made the game(s) difficult to learn. In most cases, the rules have been written to explain the system for the historical game. The rules for the modern game are mostly given as exceptions to the rules for the historical game. It can be maddening to hunt an explanation for a question which arises in play.

Nevertheless, the rules do work. An elegant simultaneous movement and combat system has been devised which minimizes the need to plot moves on paper. Instead, movement, search and fire commands for all ships present on the mapboard are handled by placing concealed chits under the ship counter. Submarines are only on the board when actually detected by the ASW forces, though dummy counters, representing spurious contacts, may also be there. The rules governing the effectiveness of searches and the procedures for modelling them are well done, too. In fact all of the rules and systems for the historical game work well. The only difficulty is in learning them; they cover things down to small effects and it is difficult to learn the game except by several playings.

Even though the modern rules are badly presented, they are "easier" to learn. More, the modern game is easier to play. In this version, the conflict mechanisms have been simplified almost to the point of abstraction. As it really is, submarine warfare becomes an elaborate game of hide-and-seek. The hunters have the advantage of superior firepower and numbers. The prey have concealment. Playing the modern game is as rewarding as this sort of basic conflict can be.

The addition of aircraft, including helicopters, in this form also increases the enjoyment of the game. The modern version includes as much detail as the historical game but without the complexity. Unfortunately, this lack of complexity is not always a good thing.

For example, the search system for the modern game makes no allowance for submersion. In reality, this is an abstraction without justification. Plankton clouds, thermal layers and the contours of the sea bottom can all interfere with real acoustic searches and all of these are depth dependent.

Another poor abstraction is in the combat results table. It is, quite literally, hit-or-miss. When a sufficient number of hits are taken, one at a time, the ship sinks. All ships of the same type have the same durability. Submarines take two hits, escorts take one, carriers can withstand three. This is an awfully simplistic combat results mechanism to stick in a game as otherwise sophisticated as this one.

Up-Scope! is not the last word in submarine games. It might have been but it didn't turn out that way. What we have, instead, is a game which works very well in some ways and moderately well in others. It's a game which will please some and infuriate others. In my own opinion, it's very good, if complex.

It might have been much more. Not much extra labor and only minimal extra planning could have provided better organized and written rules. These would have done a lot for it. Some more work to clean out the rough spots in the historical game and improve the too-simple portions of the modern game would also have helped.

Still, you take what you can get. This one isn't bad. I just wish it were better. Play it, before you buy it, to find whether you'll love it or hate it. — Dave Minch

Up-Scope! is published by *Simulations Publications Inc. (SPI)* 44 E. *23rd St. New York, NY 10010. Price is $12.00.*

Book

THE FACE IN THE FROST

Start with a roccoco Victorian house, add two wizards named Prospero and Roger Bacon, stir with a talking magic mirror that reads *Sniffles and Mary Jane* comic books and shows old baseball games, then spice with spells, weird horrors, odd happenings, trolls and the result is funny, fascinating, and fun to read! *THE FACE IN THE FROST* is an absolute must for any *D&D*® player. If the author hadn't written it several years prior to the creation of *D&D*, it would be suspect that he was an addict of the game. As I have not read the book until recently, there is likewise no question of it influencing the game. Nonetheless, *THE FACE IN THE FROST* ***could*** have been a prime mover of the underlying spirit of *D&D*. This well-written novel of strange hauntings, sorcerous conjurations, and outrageous humor can not be recommended too highly! Go out and get a copy right now, but be prepared to spend a long, uninterrupted period of time reading it, for you won't want to put it away until it is finished once you begin! But beware the dreaded *Krankenhammer* of the mad cobbler of Mainz, Stefan Schimpf! — EGG

John Bellairs, Ace Books 22528-4, (174 pages with interior illustrations) $1.75

Boardgame

Panzerkrieg

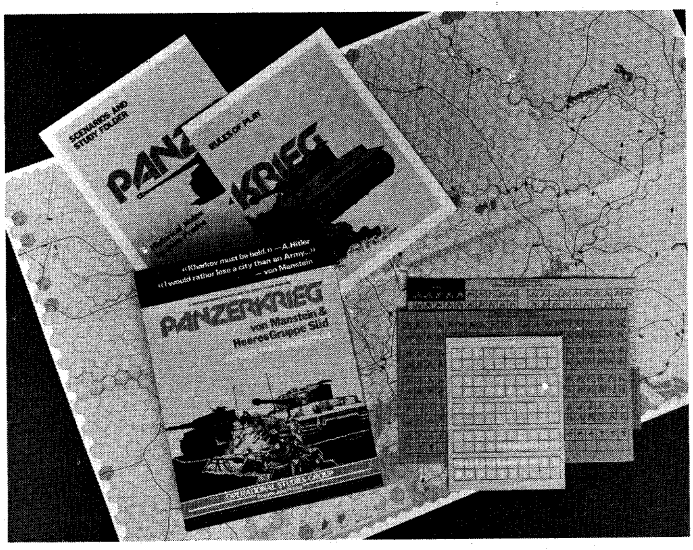
World War II Eastern Front games come and go, but mostly they just keep on coming, since this is probably the most popular of all wargame topic areas. The Eastern Front has its own "feel" of immensity and scope, and its own appeal as a subject for gaming, regardless of the exact battle being simulated. And Eastern Front gamers are a numerous lot who will faithfully purchase most wargame releases in this area, thus making it a popular subject area for players and publishing companies alike.

Gamers will not be disappointed with one of the newest releases in Eastern Front games. Titled *Panzerkrieg*, and published by Operational Studies Group, the game (Subtitled *Von Manstein in the Ukraine, 1941-44)* is a top-quality game value that should become one of the more popular titles in this area, and indeed, among all games produced in 1978. And not just Eastern Front enthusiasts will rejoice at *Panzerkrieg's* appeal — wargamers of all interests will enjoy its treatment of the subject of Von Manstein's operations in the south of Russia.

Panzerkrieg is actually a re-make of a previously successful, though flawed, wargame: the ill-fated Rand Game Associates' *Von Manstein.* Released in 1975, *Von Manstein* met with success and gained a brief popularity that largely disappeared with Rand's later demise and the subsequent unavailability of the game. Though popular initially, Rand's game suffered from cost-cutting factors and blandness — although its worthiness and viability as a game still showed through.

The designer, John Prados, finally arranged in late 1978 to have a new, expanded, and revised version of his original work published by Operational Studies Group, a relatively new game company based in New York and largely populated by SPI expatriates. Their knowledge of historical games and how to publish them has stood them in good stead with this release, which is actually their second game published (following the earlier *Napoleon at Bay, 1814).*

The game itself, as billed, covers various operational campaigns between 1941 and 1944. These are in individual scenarios, eight in number, varying in length between 6 and 12 game turns each (with each turn comprised of a week). Regrettably, there is no provision for a campaign game tying the whole together, but this is understandable, since the difficulties would have been considerable in arranging something of this nature — and with weekly turns, it certainly would go on forever. As it stands, the varying game lengths offer a real choice when time to play is a consideration, and play length is not so long as to detract from the enjoyment of the game.



Panzerkrieg is basically division-level, and there are approximately 600 counters in all. The counters are well-done overall and quite attractive in their color range. The mapboard is on heavy paper measuring 22" x 34", and is beautifully rendered, depicting all of southern Russian and the Ukraine where the major battles covered in the game took place. Two separate booklets are included in the game: the first is a 16-page rulebook which is very attractively laid out (but a bit difficult to use when you're looking back for a rule), and the second is a 24-page scenario and study folder which is masterfully organized and totally utilitarian. The scenarios are presented individually with historical background provided, a listing of forces to be used and setup notes, with a photograph of the game map alongside to aid in setting up properly. It is all organized very professionally and with the gamer in mind. Rounding out the package is the box, complete with cover illustration by artist Rodger MacGowan, noted wargame illustrator.

The game itself plays well, and gives a definite feel of the divisional-level operational problems which faced the army commanders on both sides. Not only is there much space to cover, but there are relatively few geographical features for defense, making for some interesting possibilities if breakthroughs turn pitched battles into mobile affairs where the action can become fast and furious. Leaders on both sides play an important part in both attack and defense, as their presence in a battle can be decisive in adding combat factors and influencing the die roll. Reserves are allowed for both sides and add an additional factor into all operational planning, for their arrival just prior to a crucial battle can swing the odds in favor of the defense — or if the strategy of committing reserves backfires, can mean they will possibly be tied up, or worse, consumed in a battle against overwhelming forces. Reserves can also be used to "backstop" defensive lines, and their proper employment is a must for successful play. It all adds up to an interesting extra which is missing from many similar games. Air power is present in the game, and although important, is abstracted in its employment. Weather, so crucial historically in Russia, also is a part of the game, and year-round tables are provided for its use.

All in all, this is a game which is every bit worth its $12.95 pricetag. Not only is the game colorful and well-done graphically, but it provides excellent play value for the money with its eight scenarios, each one a bit different from the others — and some with the Russians on defense, others with the Russians on the attack. There are some minor flaws, (more playtesting would have helped), but these are far outweighed by the game's advantages and overall appeal. I recommend this title to anyone who enjoys the Eastern Front, or who simply enjoys a good historical game no matter what the subject. — Mike Carr

Panzerkrieg is published by Operational Studies Group (OSG), 1261 Broadway, New York, NY 10001. Price is $12.95.

BAD TO WORSE

REVIEWS OF *APPRENTICE* NUMBER 2 and *PHOENIX*

Gary Gygax

There is an old axiom which says that one can determine the cur struck by its yapping after throwing a stone into a pack of dogs. Both of these amateur "magazines" show definite signs of doing quite a bit of such yapping, possibly due to a past editorial regarding the worthlessness of such publications. Rather than disproving the assertions about the shabby quality and lack of worthwhile material, however, both *APPRENTICE* and *PHOENIX* serve to justify assertions that such magazines are a waste of the reader's money and time. Consider the following:

APPRENTICE (publisher, editor, etc., David Berman) is a reasonable well printed (offset) 20 page magazine (plus cover). It sells for $1.00, and if its contents were intelligent it would possibly be worth the price. They are not, and it is not. Here are a few choice excerpts which typify what is probably the most unintentionally funny amateur effort at journalism to date in the annals of the gaming hobby:

In the inside front cover editorial, entitled "The Apprentice Speaks," Berman tells his readership that from now on, he will refer to games of the DUNGEONS & DRAGONS® genre as "MFRP," or "FRP" . . . Make of that what you will.

I wonder if he calls the *Rings* trilogy "MF"?

The next hilarious sally into realms properly reserved for the literate is another gem by Mr. Berman, a "review" of TSR's *DRAGON. Rather than attempt to describe or even paraphrase this absolute masterwork of contradiction, I will use direct quotes: "The Dragon* is the premier fantasy role-playing gaming magazine today. This is not so much due to its content. . . Finieous Fingers is excellent. . . The fiction has been quite good at times, featuring such professionals as Harry O. Fischer (sic.), Andre Norton, and L. Sprague de Camp (sic.) (the work was co-written with Fletcher Pratt, and what about Gardner Fox, creator of the comic book superhero "The Flash" and writer of more comic books than any other person to date? And Gar does ten or more novels each year too!) . . . "All in all, *The Dragon* is far from the best fantasy gaming magazine available but, regretfully, *if you want to be up on the gaming community trends you'll need it.* " The italics in the last statement are my own. It seems that Berman's hurt feelings show up rather obviously, but that is not all that's amusing in the "review."

The learned critic blandly states that *DRAGON* "is published by Tactical Studies Rules, creators and publishers of *Dungeons & Dragons."* This mine of misinformation ignores the printed credit to TSR Periodicals, a division of TSR Hobbies, Inc., just as he ignores the fact that *D&D* was created by Gary Gygax and Dave Arneson, by no means synonymous with Tactical Studies Rules. Mr. Berman then goes on to carp about "purists" of *D&D* regarding anything within the pages of *DRAGON* as "official," despite "quality" which "fluctuates greatly from issue to issue." Obviously, *APPRENTICE* doesn't have to worry about that, for Berman writes most of the contents of the magazine, and the level is uniformly wretched, but I digress.

" . . . you can be sure that the base philosophy of TSR Hobbies Inc. (sic) will be held high, i.e. TSR Hobbies Inc. (sic) has the exclusive rights to all role-playing ideas and no person shall violate this god-given right by laying eyes on material other than the gospel handed down from Lake Geneva." After reading that news, I am certain that the directors of TSR Hobbies, Inc. will be contacting Games Workshop, Fantasy Games Unlimited, The Chaosium, and other firms producing role playing games to bring them into line. There is more than a hint of bitterness in Mr. Berman's pronouncement regarding TSR, and one can only wonder if he was one of the many refused permission to poach upon the good name of *DUNGEONS & DRAGONS.* But there is yet one choice tidbit.

"At present, it appears as though the periodical has overexpanded. From the editorial page can now be heard the plea for contributors — the trademark of the TSR-damned fanzines and apas. Perhaps the fantasy role-players of the world have finally passed a rational judgement on Tactical Studies Rules' (sic.) self-worshipping magazine." This, evidentally, from a periodic notice to readers that *DRA-*

GON is always looking for new and talented writers! Besides the sad fact that *APPRENTICE* has none at all, the usual contradictions are again prevalent. There are, as always, piles of submissions arriving daily. No "plea" was ever made to the bulk of contributors to amateur "press" association publications or amateur "magazines" because the caliber of writing therein is so far beneath the worst of that seen in publications such as *WHITED WARF* and *DRAGON* as to give critical reviewers of actual merit something to complain about. This is not to say that *all* contributors to APAs or amateur magazines are hopeless — perhaps one day they will surprise the world and actually write something intelligent, interesting, and readable, in a word, literate. Wargaming had several excellent amateur magazines, including *PANZERFAUST, TACTICS & VARIANTS,* and the *INTERNATIONAL WARGAMER.* Fantasy gaming so far has failed to duplicate this feat if *APPRENTICE* is a fair example.

The absolutely hysterically funny section, however, if the foregoing wasn't enough for you, is: " 'The Cliffs of Mentadora,' A Complete Adventure Scenario By David Berman." The premise is that an aberant magic-user so loved pigeons (yes, pigeons!) that he not only grew them to giant size but was attempting to turn himself into one of the flock also, just for a lark. Swallowing that premise, we are then informed that another turkey magic-user, mistaken for a statue and dumped on gigantically by one of these pigeons (and everyone knows he should have ducked — but possibly he feared being goosed) swears vengeance upon the loon, Mentadora and all of dovedom in general. Zeeto, the dumped-upon, is crowing over his success at potting off pigeons, not realizing that Mentadora has already loosed them upon the quailing world at large, and now decides to give the old coot Mentoadora the *coup de gras* in his own aviary, the cliff caves of the scenario. Both of these old buzzards bite the dust in a battle to the end — neither would chicken out at the last moment. There the sad "tail" ends, and the bold adventurers come in, hoping to give the bird to the remaining pigeons there guarding the loot. Besides the fascinating details of these vicious giant fowl, the reader is treated to descriptions of marvelous treasures such as "Pigeon Rings" — the marvelous "Pigeon Ring of Speed," the mighty "Pigeon Ring of Combat," and the incomparable "Ring of Pigeon Control!" Bird-brained, you say!?! The whole thing is for the birds!? There is still more!

The *piece de resistance* of *APPRENTICE* is the "Fantasy Forum: An Interview With Ken St. Andre" conducted by (who else) David Berman. Without comment upon the merits of Mr. St. Andre's authorship or design talents, it is well-known in adventure gaming circles that his *TUNNELS & TROLLS* (Catchy name, that) apes a well-known, earlier work, and to date *"T&T"* is taken as a rather lighthearted, shall we say, entry in the field. Now, with this in mind, let us follow by direct quote the course of this sterling piece of journalism. "DB: Ken, how did you get into the . . . gaming business? KS: . . . I heard about . . . *Dungeons & Dragons* . . . and I sat down one night for about two or three hours with the rules . . . DB: So this prompted you to decide you were going to put out your own system" *(N.B. Dear Reader!)* "under the name *Tunnels & Trolls?* KS: Actually all it made me decide to do was to go home and write up the way I would like to do it . . . DB: So you probably already had the required elements to put together your own game then? KS. Once the original role-playing idea came to me . . . I never looked at D&D rule books again. I just went and did what I thought would make a best-playing, exciting game, using the basic role-playing principle. *(Now it really becomes choice!)* DB: So you're saying the only input of *Dungeons & Dragons* was the basic role-playing principle and that no other concepts were taken from their system? KS: Some concepts were: experience points, levels, character types" *(and spell paraphrasing, and magic items, but the art was original.)* "This is all more or less included in the basic role-play-. ing idea" *(but only if D&D is used as the role model, as to this writer's knowledge, no other role-playing game prior to D&D employed any of the three considerations!)* . . . "I'm sorry, now and later, that I was so influenced by them (TSR)" . . . *(which all goes to show how deadly two or three hours of reading D&D can be, and Mr. St. Andre must have total recall to manage that on such short reading time, and I hasten to assure him that we are sorry about the influence too!)* "We were already into the second edition featuring some major revisions designed to separate the game from BEING A PALE SHADOW OF DUNGEONS & DRAGONS." *(The capitalization at the end is my own, of course.)*

On that note the review of APPRENTICE ends, with a prognosis of it being unlikely that the work will ever reach the status of journeyman, let alone master. To Mr. Berman's inquiry as to how to improve his effort, may I suggest that he should use softer, more absorbent paper henceforth.

PHOENIX, a collaborative abomination by several individuals who are actually more intelligent than their creation would indicate, is so badly printed as to be unreadable, or nearly so, throughout its 68 pages. Some of its contents might actually be worth reading, but anyone not wishing to risk eyestrain and severe headaches will have to pass on it. I found the most interesting portion on page 26, where one of the collaborators was evidently describing the occupations and activities of his grandparents. Thereafter, this genius, using the premise that the printer who produced *PHOENIX* (shudder!) quoted a price on *D&D* which would allow the work to be sold for a profit at something less than 50% of the current asking price. Now, aside from the fact that the writer forgot all about federal, state, local, and FICA taxes, unemployment compensation payments, insurance, storage, overhead, and royalties to authors, not to mention advertising and discounting to wholesalers and retailers, if *D&D* were produced on quality par with *PHOENIX,* nobody would buy such a horribly printed and reproduced offering.

Also in the issue were some warmed-over bits about campaigns, someone's ideas of a weird feudal hierarchy which has no evident historic basis, and a rehash of Peter Aronson's "Illusionist" class for *D&D* — for which neither Mr. Aronson nor the holder of the copyright on the class, TSR Hobbies, Inc., are credited, although the author of the piece was good enough to mention the original source, *THE STRATEGIC REVIEW.*

APPRENTICE is certainly bad, but for one dollar it is a value if you appreciate jokes. *PHOENIX is* worse, and no price is given. If it is free, you might wish to get it.

Gary Gygax

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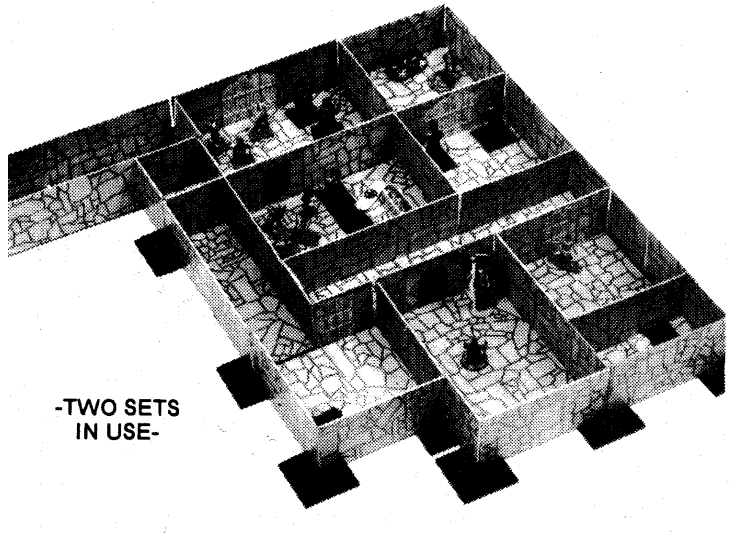

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Mapping the Dungeons

THE INTERNATIONAL DM SEARCH

This list of some 500 + names of referees of role-playing games in general, and D&D® in particular, represents only a small fraction of the whole. Those who are listed are interested in meeting new players, in introducing new players to their game(s), and possibly in learning new games (and had the initiative to send their names in). **If you wish to contact one of the people listed herein, please mail a card or letter first!** Most are minors, college students, or working people — their time is very valuable, and they play only once a week at most. Those few who play consantly are the exception rather than the rule.

The names are listed in alphabetical order, by state. Where two addresses are given, the one in italics is a school-year address (generally September to May). If no game(s) are listed, assume the person at least referees or DM's D&D. Additional games refereed follow the * on the bottom line. The cut-off date for this list was 18 December 1978, so if you sent in your name after that it will appear on the next update list. Our blanket apologies to those of you whose names and/or addresses were misspelled. Send us the corrections, and we'll print them in the update list in about 3-4 months. Some of you forgot to give your address, so we couldn't include you. **DO NOT INCLUDE ANY OTHER CORRESPONDENCE WITH YOUR NAME FOR THE LIST!** If your name got left off, this is probably why — it got lost in the shuffle.

A special note to those whose names are on the list: It is quite possible that you will begin receiving mail from many different companies, because there is no way to prevent them from adding these names to their mailing lists. If for any reason you wish to be taken off a company's mailing list, contact your postmaster; he can inform you of the proper procedure.

The following games appear in the list MAPPING THE DUNGEONS: which follows

Arduin Grimoire, David Hargrave
Boot Hill (BH), TSR Hobbies, Inc.
Bunnies & Burrows (B&B), Fantasy Games Unlimited
Chivalry & Sorcery (C&S), Fantasy Games Unlimited
Dungeons & Dragons® (D&D), TSR Hobbies, Inc.
En Garde, Game Designers Workshop
Empire of the Petal Throne (EPT), TSR Hobbies, Inc.
Fantasy Trip, Metagaming
Gamma World (GW), TSR Hobbies, Inc.
Metamorphosis Alpha (MA), TSR Hobbies, Inc.
Monsters! Monsters!, Metagaming
Runequest, Chaosium
Space Quest, unknown *
Star Empires, TSR Hobbies, Inc.
Star Trek, Heritage
Starships & Spacemen, Fantasy Games Unlimited
Superhero 2044, Lou Zocchi
Swords & Sorcery, SPI
Traveller, Game Designers Workshop
Tunnels & Trolls (T&T), Flying Buffalo
White Bear, Red Moon (Dragon Pass), Chaosium

** We will be happy to print the name of the publisher of Space Quest if he will identify himself.*

As a general rule, specific board games were not listed (some people sent a large number of titles of such). That is beyond the intended scope of this list.

We tried to include club addresses whenever possible. Groups which seemed to be more like associations than clubs were not included. An outstanding example of this is the group calling itself "Hobbitronics, Ltd." It is composed of the following people: Greg Pugh & Richard Thorton (APO), Lana Briggs (CA), Donald Stark (GA), Mack Murray (LA), Dann Bellah (OR), William Johnson (TN), Shawn Cribbs (VA), and Mike Brown & Eve Fritz (WA). Similarly, nicknames and epithets were avoided, and there simply wasn't room to print the names of all the dungeons! Some of the best of these were: "The Listerine Brothers" — Dave Bennet & Freeman Williams of Texas ("millions killed upon contact") and "Arrgh! the Insane" — Shane Sadler of Florida, and the dungeons (the names sound interesting, that doesn't say anything positive or negative about the dungeons, as I've never played in any of them): "Unicorn Mountain" (Stephen Cole, TX), "The Un-Dungeon" (Allen Eldridge, TX), "The Quest of the Million Spheres" (Tom Lee, IL), "Adventure in the Spiral City" (Christopher David Peters, CA) and "Have you ever been in a Polish Dungeon?" (Robert Paskowski, CA).

THE INTERNATIONAL DM SEARCH IS ON! AGAIN!

THE DRAGON is compiling a list of DM's to be published sometime in the late fall.

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cont. pg. 22

THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms . . . to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfilade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the ***TRIBES OF CRANE****. . . .*

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As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

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The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a hugh bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The games objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The **Tribes of Crane** may be entered for $10.00 which includes the first six turns, a rule booklet, and all necessary material (except return postage). Thereafter, turns are $1.50 each. If dissatisfied after the first turn, you may return the materials for a full refund. A rule booklet may be purchased separately for $3.50.

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Over $500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's GenCon, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over $500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular.* Micro Scale is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts,* Valiant Fighting Sail, Superior, Waterline, etc. i.e., any scale smaller than 1/200, inclusive) and airplanes. The Micro Scale class is further divided into two categories: *Unit* and *diorama. Unit* is defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

Dioramas are limited only in base size-15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The Historical category is further divided into two sub-classes- *Unit* and *Diorama.* The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit, Diorama* and *Monster. Unit* is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both Unit and Monster, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a $1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in your packing. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: Micro-Scale Unit; Micro-Scale Diorama, Historical Unit, Historical Diorama, Fantasy & SF Unit, Fantasy & SF Diorama and Fantasy Monster. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award. Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with $250 in gift certificates. *Best of Show* will receive a $150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes* Award merits a $100 G.C. from The Dungeon. The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

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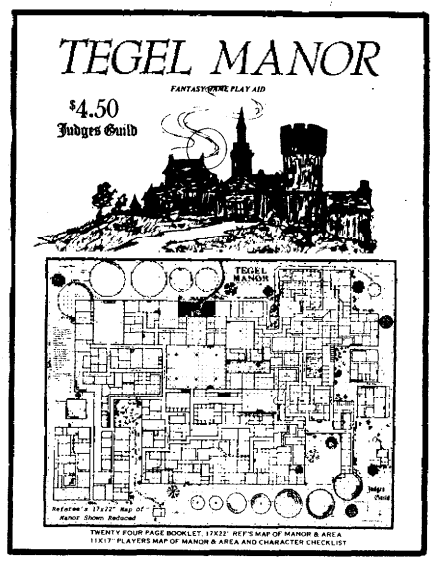

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DUNGEONS & DRAGONS®
WHAT IT IS AND WHERE IT IS GOING

by Gary Gygax

DUNGEONS & DRAGONS® pioneered role playing in the gaming hobby. It brought fantasy before hobbyists, and it set before them a game-form most had never heard of. Perhaps 150,000 persons now play *D&D*®, but it was by no means an instant success. 1,000 boxed sets, hand assembled and labled, took eleven months to sell, another 1,000 of the same took only five or six months to sell (and Tactical Studies Rules was thrilled). Finally a third printing of 2,000 sold in five months. So from January, 1974, to December, 1975, only 4,000 sets of the original version of the game were in circulation. (Of course, I have no way of knowing how many pirated copies of *D&D* were in existence, but some estimates place the figure at about 20% of the total sales, some as high as 50%. In any case 5,000 or 6,000 sets was certainly nothing to set the gaming world on fire, or was it?) Today the "Basic Set" sells 4,000 copies per month, and the sales graph is upwards.

A month has not gone by in the last two years when I haven't been interviewed by one or more newspaper writers or independent journalists who want to know all about *D&D.* I have likewise been interviewed by radio and TV news media, generally for the same reason. At the risk of claiming too much for the game, I have lately taken to likening the whole to Aristotle's POETICS, carrying the analogy to even more ridiculous heights by stating that each Dungeon Master uses the rules to become a playwrite (hopefully of Shakespearean stature), scripting only plot outlines however, and the players become the Thespians. Before incredulity slackens so as to allow the interviewer to become hostile, I hasten to add that the analogy applies only to the basic parts of the whole pastime, not to the actual merits of *D&D,* its DMs, or players. If you consider the game, the analogy is actually quite apt. *DUNGEONS & DRAGONS* is like none other in that it requires the game master to create part or all of a fantasy world. Players must then become *personae* in this place and interact with the other populace. This is, of course a tall order for all concerned — rules, DM, and players alike.

Relating a basic adventure, an episodic game session in the campaign, to a trip in an underground labyrinth does help the uninitiated to understand the simplest *D&D* fundamentals — discover an unknown area, move around in it by means of descriptive narration from the Dungeon Master, overcome whatever obstacles are there (traps, problems, monsters), and return with whatever has been gained during the course of the whole. The DM takes the part of everything in this fantasy world which is not operated by a player. While this should not mean it is then a game of DM versus the players, it does mean that *DUNGEONS & DRAGONS* is a co-operative game where players must interact successfully amongst themselves first, and non-hostile portions of the campaign milieu thereafter, in order to be successful. The Dungeon Master is incidentally against the players when he or she is operating that part of the "world" which is hostile, or potentially so, but in general the referee must be disinterested.

At about this point I am always asked: "Well, then, how do you win? who wins?!" The answer is, EVERYBODY — providing that the game is well run. The DM gets the satisfaction of testing his abilities against those of the players, the fun of taking the non-player parts, and the accolades of participants when a particularly well-done adventure or series has been completed. Players enjoy the challenges of each situation and have the prospect of continuing adventures and puzzles to confront them, each with his or her game *persona.* Thus all taking part in the campaign get something besides a momentary diversion. Winning no more applies to *D&D* than it does to real life. The successful DMs and players gain renown via their campaigns or their superior characters. To enthusiasts of the game it is far more satisfying than triumphing in a single game or whole series of games.

Simply stated, *D&D* is a multi-player game of fantasy role playing, where the rules give systems of resolution for common game occurrences, lists and explanations of things which are not actual (monsters, spells, magic items, etc.), systems for interaction, and suggestions as to how to put this into the campaign, i.e. create the milieu. Once begun, the campaign continues until the DM and/or all of the players decide it should end. As with any exercise in fantasy it requires suspension of disbelief. Those who find the game interesting will soon enough thereafter create their own sort of involvement and belief. But why is such a game (and similar fantasy role playing games, for that matter) so popular? What is its appeal!?

Our modern world has few, if any, frontiers. We can no longer escape to the frontier of the West, explore Darkest Africa, sail to the South Seas. Even Alaska and the Amazon Jungles will soon be lost as wild frontier areas. Furthermore, adventures are not generally possible anymore. The frontiers are receding into memories, modern communications make all of the world available to casual travellers, and the most backward places are becoming more and more civilized. Certainly it is still possible to go scuba diving, mountain climbing, auto racing, sky diving, and so on. These are expensive and risky for no real purpose in most cases. One can also have adventures as a criminal, or possibly as an agent of the government (if one is sufficiently qualified), but the former is distasteful to say the least, and the latter is most unlikely. Americans, with more leisure today than ever, crave entertainment. Some desire adventure and excitement. Obviously, various entertainment media are doing big business — TV, motion pictures, spectator sports, recreational vehicles, sporting goods, book publishers, and game manufacturers are all growing. "Escape fiction" sells better today than ever, and witness the success of the recent science fiction and fantasy films.

Looking towards space and the future for new frontiers and adventure is logical. The universe has fascinated mankind since recorded history, and today it seems quite probable that within a few decades numbers of us will live off of the earth, and in a century or so we will travel to the stars. Perhaps there will be frontiers and adventure enough then for all who care to test their mettle. But it is no less surprising for us to look into the realms of fantasy for imagined adventure. Most literate people grow up on a diet of fairy tales, Walt Disney, and comic book superheroes. We somehow relate to stories of young princes going out into the world to seek their fortune, of knights rescuing maidens in distress and slaying dragons, of dealings with wicked magicians and evil witches. The myth of all peoples contain great stocks of such fantasy lore. If nothing else, the desire to believe in such seems to be innate in humanity. Whether or not there are parallel worlds or places where fantastic creatures actually live and magic works is not germane, for most of us are familiar with the concepts as if they were actual, and we have a desire to become involved, if only vicariously, amongst such heroic epics of magic and monsters. It is therefore scarcely surprising that a game which directly involves participants in a make-believe world of just such nature should prove popular; and had I reasoned out the enthusiasm it roused amongst the first few who played it, it would have been evident that *D&D* was destined to become a very popular game indeed. (Naturally, hindsight is usually a 20/20 proposition, and the fact is I wrote the game for a small audience of devoted miniatures players . . .)

If millions take to the fantasy world of J.R.R. Tolkien, and nearly as many follow the heroic feats of Conan, the market potential of a

game system which provides participants with a pastime which creates play resembling these adventuresome worlds and their inhabitants is bounded only by its accessibility. Access has two prominent aspects; availability is the first; that is, are potential players informed of the fact that the game exists, and are they able to physically obtain it; and difficulty is the second, for if once obtained the game is so abstruse as to be able to be played only by persons with intelligence far above the norm, or if the game demands a volume of preliminary work which is prohibitive for the normal individual, this will be recognized and the offering shunned even if it is available. *D&D* failed on both counts, and still its following grew. Today we are putting *D&D* onto the track where it is envisioned it will have both maximum availability and minimum difficulty. This is best illustrated in the "Basic Set."

Well over two years ago we recognized that there was a need for an introductory form of the game. In 1977 the colorfully boxed "Basic Set" was published. It contained simplified, more clearly written rules, dungeon geomorphs, selections of monsters and treasures to place in these dungeons, and a set of polyhedra dice — in short all that a group of beginning players need to start play with relative ease. Later editions have cleaned up most of the flaws in the first, and the newest will do away with the geomorphs and list of monsters and treasures in favor of a complete basic module, so that difficulty will be reduced even further. This should broaden the game's appeal to a base in the millions, and then the major factor becomes availability. Popular demand always increases availability, and *D&D* has been blessed by its enthusiasts most generously in this regard. Coupled with the work being done by TSR to publicize and promote the game, the availability factor will also be maximized over the next few years. Finally, to maintain interest, a series of new and interesting modular dungeon and outdoor scenarios, as well as more playing aids, will be made available periodically. The number of *D&D* players should certainly continue to mushroom for several years.

Fanatical game hobbyists often express the opinion that *DUNGEONS & DRAGONS* will continue as an ever-expanding, always improving game system. TSR and I see it a bit differently. Currently *D&D* is moving in two directions. There is the "Original" game system and the new *ADVANCED D&D*® system. New participants can move from the "Basic Set" into either form without undue difficulty — especially as playing aid offerings become more numerous, and that is in process now. Americans have somehow come to equate change with improvement. Somehow the school of continuing evolution has conceived that *D&D* can go on in a state of flux, each new version "new and improved!" From a standpoint of sales, I beam broadly at the very thought of an unending string of new, improved, super, energized, versions of *D&D* being hyped to the loyal followers of the gaming hobby in general and role playing fantasy games in particular. As a game designer I do not agree, particularly as a gamer who began with chess. The original could benefit from a careful reorganization and expansion to clarify things, and this might be done at some future time. As all of the *ADVANCED D&D* system is not written yet, it is a bit early for prognostication, but I envision only minor expansions and some rules amending on a gradual, edition to edition, basis. When you have a fine product, it is time to let well enough alone. I do not believe that hobbyists and casual players should be continually barraged with new rules, new systems, and new drains on their purses. Certainly there will be changes, for the game is not perfect; but I do not believe the game is so imperfect as to require constant improvement.

Does this mean that *D&D* will be at a dead end when the last of *AD&D*® is published? Hardly! Modules and similar material will continue to be released so as to make the DM's task easier and his or her campaign better. Quite frankly, the appeal of *D&D* rests principally upon the broad shoulders of the hard-working Dungeon Masters. The rules never need improvement if the DM is doing a proper job, but of course he or she can do so only if the rules are sufficient to allow this. With refined rules and modular additions, all aspects of a long lived and exciting campaign will unquestionably be there for the DM to employ. Will *D&D* dead end when its novelty dies? That is impossible to answer. It is my personal opinion that the game form is a classic which is of the same stamp as chess and *MONOPOLY*® ; time will be the judge. No doubt that there is a limit to the appeal of the game in any of its current forms. If tens of millions play a relatively simple, social sort of a game such as *MONOPOLY*, it is a sure thing that a far more difficult game such as *D&D* will have a much more limited audience. As the game cannot be simplified beyond a certain point, we look to another means of popularizing it.

DUNGEONS & DRAGONS can be played on a computer. Computers are most certainly a big aspect of the near future, particularly the home computer. Non-programmable computer games are already making big inroads into the toy and hobby market. They will grow still more, and soon programmable games will join this trend. *D&D* program cassettes plugged into a home computer would obviate the need for a DM or other players. Thus the labor of setting up a campaign or the necessity of having a fairly large group to play in it would be removed. The graphic display would be exciting, and the computer would slave away doing all of the record work and mechanics necessary to the game, giving nearly instantaneous results to the player or players. Computerization of *D&D* has many other benefits also, and such games would not destroy the human-run campaign but supplement game participation. This is the direction we hope to make available to *D&D*. Let's see if my foresight is as keen as my hindsight.

All that being so, what is the purpose of this column, the reader may justifiably inquire? Well, as I make no claim to perfection, no such claim can be made for *ADVANCED D&D* or *D&D* for that matter. This column will cover controversial rules or systems, problem and so-called problem areas of *D&D/AD&D*, and consider new material as well. If the games are not to be continually changing and "evolving," neither is it envisioned that they have reached such a state of perfection so as to become immutable. What appears herein is discussion which will sometimes lead to alteration, amendment, or expansion of one or the other system. Initially, what you read here will be direct from me, but all DMs — and players also — are invited to submit article material of high calibre. A glance at the introductory sections of all of the works comprising the *D&D/AD&D* systems will show that many individuals contributed to the designs. The list in the forthcoming *DUNGEON MASTERS GUIDE* is longer still. All of these individuals, and the audience at large, are cordially invited to submit their thoughts and opinions on pertinent matters. If I am not to be "the great god gygax," a claim I have never made nor supported, there must be input which presents argumentation and systems which are meaningful alternatives to *replace* or *augment* existing rules and systems. This is not to say that anyone's favorite variant, even if well-designed, is likely to become *D&D/AD&D*, but at worst reasons for why it is unacceptable will be given, and the possible results could be a major change in the game.

So here is your forum. Let us hope it becomes a useful and meaningful exchange!

...SO THEN I LAUGHS, AN' SEZ TO HIM "GEE, HALF THE PARTY WIPED OUT, AN' THE ONLY LOOT A SINGLE +1 ARROW. THAT'S PRETTY FUNNY! WHATCHA GONNA DO WITH IT ?"

THE FIRST OFFICIAL INVITATIONAL ADVANCED DUNGEONS & DRAGONS® MASTERS TOURNAMENT

As of this writing (December 21), the First ever **D&D Masters Tourney** *is finally prepared. The tourney will be ("was" by the time you* read this) held at TSR's **WINTER FANTASY** convention on January 6th and 7th, for some of the most outstanding D&D players in the country. The purpose of the tournament is to provide top level competition for some of the outstanding players and DM's in the hobby, and is sponsored by TSR. The following people were invited and about 20 are expected to participate in the tournament.

Gary Gygax (D&D author, AD&D author, etc.)
Dave Arneson (D&D author)
Rob Knutz (Greyhawk, GD&H)
Jim Ward (GD&H)
J. Eric Holmes (D&D eidtor, novelist)
Bob Blake (D&D GEN CON tournament co-ordinator)
Bob Bledsaw (Judges Guild)
Bill Owen (former Judges Guild designer)
Tim Kask (THE DRAGON editor)
John Harshman (GDW)
Loren Wiseman (GDW)
Gary Jaquet (IL)
Peter Aronson (MA)
Wesley Ives (NC)
Allen Hammack (TSR)
Jerome Arkenburg (IL)
Lee Gold (A&E)
Paul Jaquays (MI)
Alan Lucien (D&D contributor)
Eric Goldberg (SPI)
Greg Costikyan (SPI)
Donald Rosenberger
Thomas Towns (TX)
Dave Griggs
Bill Hartley (Canada)
Brad Stock (MO)
Steven Tihor (NY)
Mark Hendricks
Carol Rode (CA)
Bill Hoyer (WI)
Bob Stiegel (WI)
Paul Schwab (WI)
Mark Mulkins (WI)
Scott Slingsby (PA)
Will Niebling (MI)
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Russell Stambaugh (MI)
Larry SMith (CA)
J.D. Webster (AL)
John Van De Graaf (MI)
Laurie Van De Graaf (MI)
Ian Livingston (Games Workshop, JU.K.)
Steve Jackson (Games Workshop, U.K.)

TOURNAMENT RESULTS

The first ever TSR sponsored invitational D&D tourney was held at WINTER FANTASY on January 6 and 7. About 45 top D&D players and DMs were invited to attend and participate; 18 actually played in the event. The tournament was designed by TSR's Brian Blume and was DMed by Brian and Tom Wham (also of TSR). The event was done in six sessions of three hours each with three players per session. Each player was permitted to choose one of 14 available characters and equip them with their own choice of spells, equipment, and some magic items. The scenario was called "THE QUEST FOR THE HOLY GRRALE" and will be published by TSR in the near future. One interesting feature was that the scenario included items and elements submitted by the players themselves; the idea being that more top level ideas could be incorporated and would reward players who had submitted good material. The winner made off with a beautiful trophy cup (the HOLY GRRALE?) and the second and third place finishers received trophy plaques. The winner, and all future winners, will have their name inscribed on a plaque which will be on display at TSR. The contestants, and their order of standing at the end were:

1) Bob Blake, Winner (Bob is the co-ordinator of the annual D&D tourney at Gen Con)
2) Len Lakofka (Len is frequently a consultant and contributor of D&D ideas)
3) John Harshman (John is one of *GAME DESIGNERS WORKSHOP* boys and a long time player of *D&D)*
4) Loren Wiseman (also from *GDW)*
5) Mark Mulkins *(P.A.W.* member)
6) Jeff Leason (TSR employee)
7) Tim Kask (Editor of *THE DRAGON)*
8) All Hammack (TSR employee)
8) Bob Stiegel (longtime Wisc. *D&D'er)*
10) Gary Gygax *(AD&D* creator)
11) Skip Williams (former TSR employee)
12) Will Niebling (MDG)
13) Jim Ward *(D&D* contributor, co-author of *Gods, Demi-Gods & Heros* and *Gamma World)*
14) Timothy Jones (TSR employee & D&D "question-man")
15) Gary Jaquet (co-author of *Gamma World)*
16) Bill Hoyer (Head play-tester for TSR)
17) Frank Krohn (longtime Gen Con pilgrim) — *KIA*
18) Joe Orlowski (Editor of LITTLE WARS) — *KIA*

HOW WOULD YOU LIKE TO COMPETE WITH A GROUP OF PLAYERS LIKE THIS?

The Second Official Invitational Advanced Dungeons & Dragons Masters Tournament will be held at **GEN CON** XII, in Wisconsin during the weekend of **August 16-19.** There will be several openings available to the public, and you might qualify for an invitation. If you are interested, what you have to do is submit the following to the judges at TSR:

1) A complete room description, including descriptions of room furnishings, traps, treasures, monsters and/or whatever you think you need to make a challenging and interesting encounter. It can be of any level of difficulty.

2) An original MONSTER, with information about it similar to that used in the MONSTER MANUAL.

3) An Original TREASURE, complete with full description of its abilities and limitations.

4) An original TRAP, with full description.

5) An original TRICK, as outlined in the *PLAYERS HANDBOOK.*

Send your submissions to:

INVITATIONAL
C/O TSR
POB 756
Lake Geneva, WI 53147

All submissions must be in by May 1, 1979, in order to be considered for an invitation, and as submissions of persons qualifying for invitations may be used in the scenario for the event, which may be published at a later date by TSR in the form of a module, or in *THE DRAGON* as an article, you must send a full release assigning all rights in all media to TSR, in the event that you are selected. So, if you want to participate in the second invitational, get to work right away and get your submissions in. The decisions of the judges will be final, and no submission can be returned, as all submissions become the property of TSR.

4TH DIMENSION

A NEW RELEASE FROM TSR

Allan Hammack

The game of 4th DIMENSION has as its immediate ancestor the venerable game of chess, but the resemblance ends quickly. Both games feature "armies" of variously valued pieces, maneuvering for position to strike at the opposing leader-piece. 4D, however, is played on a circular board with spaces of differing size; the division of the board into areas controlled by the two players is not as immediately obvious. In addition, only the lowest valued piece in the hierarchy can capture the opposing leader, the Time-Lord (as in STRATEGO).

The really unique feature of the game, however, is the innovation of the Time-Warp. Each turn one piece may be removed from the field of play and is placed off the board into a "Time-Warp circle." The "Beam-Down" (return to the board) of the piece may be the following turn, the second turn, or the third turn. The Time-Warped piece may return on any of these turns, and it may be placed on the square it left from *or any square within a radius of two normal moves! A Time- Warp followed by a* Beam-Down next turn, then, provides a rapid method of travel across the board; keeping a piece in Time-Warp, however, forces the opponent to plan his move with the possibility that any turn a piece could come swooping down to foul up the plan — and this is where the real strategy comes in.

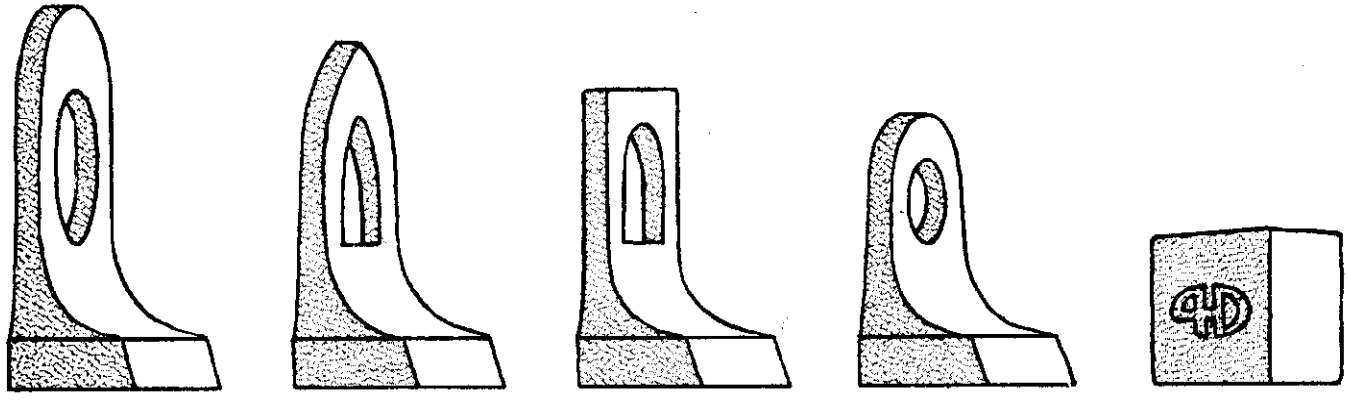
Speaking of the moves, one appeal of 4D is the ease with which the game can be learned. Each piece moves in the same way (one space horizontally or vertically), and this makes 4D easier to learn than chess. A quick perusal of the rules folder (3 pages) takes about fifteen minutes, and the reader is ready to play. The rules are concise and fully illustrated with examples of play; one with no gaming experience whatsoever could pick 4D up and have no problems with the rules. Another great appeal of the game is the short playing time — 10 to 45 minutes, depending on the style of the players (cautious or aggressive).

4th DIMENSION is already an established hit in Great Britain, where the game was originated. 4D societies were quickly formed, and currently there are several conventions a year for the sole purpose of playing in 4D tournaments. A note in the rules points out that TSR will be sponsoring 4D tournaments starting with GenCon this summer. For those readers who like to get in on something at the beginning, this might be your cup of tea if 4D takes off in America like it did in Britain!

Physically, 4D stacks up well against other games. It comes boxed, with a fascinating cover by Dave Sutherland and Dave Trampier. The pieces are of sturdy blue and white plastic, artistically formed into futuristic arches. TSR's version overcomes one of the main problems of the British game, which was that the pieces were too similar. In this American edition, the capturing hierarchy is reflected in the size of the pieces: the largest captures the smaller sizes, the next largest captures everything smaller than it, and so on.

Perhaps the most important thing about a new game, however, is THE question: Is it *fun?* It is with great pleasure that I can report an unqualified "Yes!" Easier to learn than chess, yet with more permutations than current abstract strategy games (more than 10^{100} as opposed to 10^{40} for OTHELLO), 4th DIMENSION is a fast-moving, exciting game that really tests strategic abilities. We may be witnessing the birth of a future classic.

4th Dimension, published by TSR Hobbies, Inc., $9.95



SNEAK PREVIEW
AD&D DUNGEON MASTERS GUIDE

ADVANCED DUNGEONS & DRAGONS®, ©1979, TSR GAMES

Work on the third volume of the ADVANCED DUNGEONS & DRAGONS® series, the DUNGEON MASTERS GUIDE, is now in progress. As much as we deal with and in fantasy, the real-world limitations of time and space place limitations on the speed of our endeavors. Thus, it now appears that the DUNGEON MASTERS GUIDE will be released at GenCon XII (August 16 19,1979, at the University of Wisconsin-Parkside, Kenosha, Wisconsin). The extra time is necessary if you, the gamers, wish a product that is comparable in quality to the PLAYERS HANDBOOK.

We do realize, however, the plight of the many gamers attempting to find a happy medium between old rules (as in **Original D&D** and **Basic D&D)** and the newer rules of ADVANCED D&D (as in the PLAYERS HANDBOOK) without the benefit of the full AD&D system being in print. We therefore present this "sneak preview" of the DUNGEON MASTERS GUIDE. Included are all combat and saving throw matrices and certain "newly discovered" magic items which have already appeared in print in one of the Dungeon Modules **(G1, Steading of the Hill Giant Chief, G2, Glacial Rift of the Frost Giant Jarl, G3, Hall of the Fire Giant King, D1, Descent into the Depths of the Earth, D2, Shrine of the Kuo-Toa,** and **D3, Vault of the Drow).** Magic items which are explained in the text of the modules are not repeated here.

It should be noted that one will not always find all magic items on the tables. New magic items can be created by simply assigning the magical properties of one magic item to a different type of ordinary item. Thus, the fire elemental gem is not and never will be on one of the tables of magic items, but its powers may be deduced from those of a ring of elemental command— fire. Similarly, no law requires invisibility be granted only by rings; there is nothing wrong with *bracers of invisibility* or *sandals of invisibility* or even *earrings of invisibility*. Use a little imaginative thinking to keep your players on their toes!

MAGIC ITEMS

Amulet of the Planes: The **Amulet of the Planes** is a device which enables the individual possessing it to transport himself or herself instantly to any one of the upper levels of the **Outer Planes.** This travel is absolutely safe, but until the individual learns the device, transport will be random. Roll d6, 1-3= do not add 12,4-6= add 12, to a roll of d12, for 1-24 random results:

1-2	**Seven Heavens**	13	**Tarterus**
3	**Twin Paradises**	14	**Hades**
4	**Elysium**	15	**Gehenna**
5	**Happy Hunting Grounds**	16-17	**Nine Hells**
6-7	**Olympus**	18	**Acheron**
8	**Gladsheim**	19	**Nirvana**
9	**Limbo**	**20**	**Arcadia**
10	**Pandemonium**	**21-24**	**Prime Material Plane**
11-12	**Abyss**		

You may alternately have the following results:

22	**Ethereal Plane**
23	**Astral Plane**
24	**Prime,** but alternate earth

Hammer of Thunderbolts appears to be a regular hammer of largish size and extra weight. It will be too imbalanced, somehow, to wield properly in combat, unless the character has 18/01 or better strength and a height of over 6'. The **hammer** then functions as +3 and gains double damage dice on any hit. If the wielder wears any **girdle of giant strength** and **gauntlets** of **ogre power** in addition, he or she may properly wield the weapon if the **hammer's** true name is known. When swung or hurled it gains a +5, double damage dice, all **girdle** and **gauntlets** bonuses, and strikes dead any giant* upon which it scores a hit. When hurled and successfully hitting, a great noise as if a clap of thunder broke overhead will resound, **stunning** all creatures within 3" for 1 round. Throwing range is 1" + ½"/point of strength bonus for the **gauntlet** and **girdle,** i.e. 6 + 7 to 12 = 13 to 18 X ½" = 6½", 7", 7½", 8", 8½", 9". (Thor would throw the hammer about double the above ranges . . .). The **hammer of thunderbolts** is very difficult to hurl, so only 1 throw every other round can be made, and after 5 throws within the space of any 2 turn period, the wielder **must** rest for 1 turn.

- Depending on your campaign, you might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.

Helm of Underwater Action: When this **helm** is viewed it is indistinguishable from a normal helmet, but detection will reveal it as magical, and the possessor will be able to both see and breathe under water. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side of the helmet. They allow the wearer to see 5 times farther than normal water and light conditions allow I for normal human vision. (Note weeds, obstructions will block vision in the usual manner.) If the command word is spoken, the **helm of underwater action** creates a globe of air around the wearer's head, and maintains it, until the command word is again spoken. Thus, the wearer can breathe freely.

Nolzur's Marvelous Pigments: These magical emulsions enable their possessor to create actual objects simply by depicting their form in 2 dimensions. The varigated **pigments** are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the applicator to form the desired object as the wielder concentrates on the desired image. One pot of **Nolzur's Marvelous Pigments** is sufficient to create a, 1,000 cubic foot object by depicting it 2 dimensionally over a 100 square foot surface. Thus, a 10' X 10' X 10' pit, or a 10' X 10 X 10 room, or a large door with a passage behind it, etc. can be created by application of the **pigments.** Note that only normal, inanimate things can be so created — doors, pits, flowers, trees, cells, etc.; not monsters, people, golems, and the like. The pigments must be applied to a surface, i.e. a floor, wall, ceiling, door, etc. From 1-4 containers of **pigments** will be found, usually with a single instrument about 1' long with which to apply them. It takes 1 turn to depict an object with **pigments.** Objects of value depicted by **pigments** — precious metals, gems, jewelry, ivory, etc. — will **appear** valuable but will be tin, lead, paste gems, brass, bone, etc. Normal (non-magical) armor or weapons can, of course, be created.

Pearl of Wisdom: Although it appears to be a normal pearl, a **pearl of wisdom** will cause a cleric to increase 1 point in wisdom if he or she retains the pearl for a 1 month period. The increase happens at the expiration of 30 days, but thereafter the pearl must be retained by the cleric and kept on his or her person, or the 1 point gain will be lost. Note that 1 in 20 of these magical pearls are cursed to work in reverse, but once the 1 point of wisdom is lost, the pearl turns to powder, and the loss is permanent barring some magical restoration means such as a wish or Tome of Understanding.

Periapt of Proof Against Poison: The **periapt of proof against poison** is **indistinguishable** from any of the other **periapts.** The character who has one of these magical gems is allowed a 10% saving throw against poisons which normally disallow any such opportunity, a normal score for poisons which usually are at penalty, and a plus on all other saves:

Die Roll	Plus of Periapt
1-8	+ 1
9-14	+ 2
15-18	+ 3
19-20	+ 4

Roll once on this chart; when the **periapt** is found. Record the result as it is the permanent plus of the item.

Philter of love: This potion is such as to cause the invididual drinking it to become charmed (cf. charm spells) with the first creature seen after consuming the draught, or actually become enamoured and charmed if the creature is of similar race and of the opposite sex. Charming effects wear off in 4 + 1-4 turns, but the enamouring effects last until a dispel magic spell is cast upon the individual.

Philter of Persuasiveness: When this potion is imbibed the individual becomes more charismatic. Thus, he or she gains a bonus of 25% on reaction dice rolls. The individual is also able to suggest (cf. the magic-user suggestion spell) once per turn to as many creatures as are within a range of 3" of him or her.

SNIT'S REVENGE!

Every once in a while, every normal person wants to play a game that's more than a little bit different — a departure from the regular routine of cold logic, hardboiled strategy, and plodding action.

SNIT'S REVENGE is a game to answer that need — a totally wacky, imaginative, and off-the-wall game that's nothing more than pure fun for everyone, no matter how young or old they are. Two or more players match wits in this unusual game — one taking the role of the blob-shaped Bolotomus, with the opposition portraying a horde of arch-enemy Snits. While the Snits try to invade the body of the Bolotomus in an attempt to eliminate it (often by locating the hidden and elusive "spark of life"), the Bolotomus counters the invasion of its bodily organs by fighting back with its own assortment of methods, including the ever-dangerous "Runnungitms", whose sole purpose and desire in life is devouring invading Snits. It all adds up to a fast moving game that's totally unlike anything else you've ever played.

If this all sounds crazy, it is — and delightfully so, in a game that will be amusing and enjoyable for kids as well as adults. Since each game usually runs only 30 minutes or less, there's time for numerous playings, or a single quick game when you're looking for something to pass a few minutes of extra time.

SNIT'S REVENGE is a complete game which includes everything you'll need to play: rules folder (complete with cartoons explaining exactly how all this craziness came about), die-cut counters, folding playing board, and a set of dice.

$6.95

THE DUNGEON HOBBY SHOP
772 Main St.
Lake Geneva, WI 53147

Please add $1.00 to all orders regardless of size for postage and handling.

ADVANCED DUNGEONS & DRAGONS®, ©1979, TSR GAMES

Potion of Water Breathing: It is 75% likely that a **water breathing** potion will contain two doses, 25% probable that there will be four in the container. The elixir allows the character drinking it to breathe normally in liquids which contain oxygen suspended within them. This ability lasts for one full hour per dose of potion quaffed, with an additional 1-10 rounds (minutes) variable. Thus, a character who has consumed a **water breathing** potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

Ring of Elemental Command: The 4 types of **elemental command** rings are very powerful. Each appears to be nothing more than a lesser ring (detailed below), but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned cannot approach within 5' of or attack the wearer; or, if the wearer desires, he or she may forego this protection and instead attempt to charm the elemental (saving throw applicable at -2 on the die). If the latter fails, however, total protection from that elemental is lost and no further attempt at charming it can be made, but the secondary properties given below will then function with respect to the elemental.

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack at -1 on their "to hit" dice, the ring wearer takes damage at -1 on each hit die, makes applicable saving throws from the creature's attacks at +2, all attacks are made by the wearer of the ring at +4 "to hit" (or -4 on the elemental creature's saving throw), and the wearer does +6 damage (total, not per die) adjusted by any other applicable bonuses and/or penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures of the plane to which the ring is attuned even if it is not magical.

3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned, and they will recognize that he or she wears the ring, so they are at least going to show a healthy respect to the wearer. If alignment is opposed, this respect will be *fear* if the wearer is strong, *hatred* and a desire to *slay* if the wearer is weak.

—Air: The wearer can at will produce the following magical effects:

gust of wind (once per round)
fly
wall of force (once per day)
control winds (once per week)
invisibility

The ring will appear to be nothing other than an **invisibility ring** until a certain condition is met (such as having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

—Earth: The wearer can at will produce the following magical effects:

stone tell (once per day)
passwall (twice per day)
wall of stone (once per day)
stone to flesh (twice per week)
move earth (once per week)
feather fall

The ring will appear to be nothing other than a **ring of feather falling** until the condition you establish is met.

—Fire: The wearer can at will produce the following magical effects:

burning hands (once per turn)
pyrotechnics (twice per day)
wall of fire (once per day)
flame strike (twice per week)
fire resistance

The ring will appear to be nothing other than a **ring of fire resistance** until the condition you establish is met.

—Water: The wearer can at will produce the following magical effects:

purify water
create water (once per day)
water breathing (5' radius)
wall of ice (once per day)
airy water
lower water (twice per week)
part water (twice per week)
water walking

The ring will appear to be nothing other than a **ring of water walking** until the condition you establish is met.

Rings operate at 10th level of experience, or the minimum level needed to perform the equivalent magic spell, if greater, with respect to range, duration, or area of effect determinations which might apply. The additional powers take only 5 segments to bring forth.

In addition, the possessor of a ring of elemental command will suffer a saving throw penalty, as follows:

—Air: *-2 vs. electrical/lightning attacks*
—Earth: *-2 vs. petrifaction*
—Fire: *-2 vs. cold attacks*
—Water: *-2 vs. fire attacks*

Scrolls of Protection: Protection scrolls can be read by **any** class or race of character without using a *read magic* spell.

Protection from Demons: This scroll requires 1 full round to read if it is to protect against demon lords and princes **only,** 7 segments to protect against Types IV-VI and Succubi **only,** and 3 segments to protect against Types I-III and Manes **only.** The reading must be continuous until the desired effect is achieved, and any 1 segment pause in reading destroys the scroll. Each of the three levels of effect is exclusive of the others. The circle of protection generated springs outwards from the scroll reader in a 10' radius. No demon protected against con penetrate the circle physically or magically in any way, though they may launch (non-magical) missile attacks, and the person(s) within can launch attacks, if otherwise possible, upon the demons. The protection moves with the reader of the scroll. Its effect lasts for 5-20 rounds.

Protection from Devils: This scroll is nearly identical to the **protection from demons** scroll. It requires 1 round to read if it is to protect against arch-devils **only,** 7 segments to protect against greater devils **only,** and 3 segments to protect against lesser devils and Lemures **only.**

Protection from Elementals: Reading time: 6 segments. There are 5 varieties of this scroll:

01-15	Protection from Air Elementals
16-30	Protection from Earth Elementals
31-45	Protection from Fire Elementals
46-60	Protection from Water Elementals
61-00	Protection from All Elementals

The magic protects the reader and all within 10' of him or her from the kind of elemental noted, as well as elemental creatures of the same, or all, planes. The circle of protection is effective against a maximum of 24 hit dice of elemental creatures if the scroll is of a **specific** elemental type, 16 hit dice if it is against **all** sorts of elementals. The spell lasts for 5-40 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more hit dice than are protected against or by several elemental creatures — those in excess of the protected number of hit dice being able to enter and attack.

Protection from Lycanthropes: Reading time: 4 segments. There ore 7 types of this scroll:

01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-00	Protection from Shape-Changers

The magic circle from the reading of the scroll extends in a 10' radius. It moves with the person who read the scroll. Each scroll protects against 49 hit dice of lycanthropes, rounding all hit point plusses downwards unless they exceed +2. The protection is otherwise similar to that against elementals. The **protection from shape-changers** scroll protects against, monsters able to change their form to that of man; i.e. dopplegangers and jackolwere as well as actual lycanthropes. The magic lasts for 5-30 rounds.

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Protection from Magic: Reading time: 8 segments. This scroll invokes a very powerful and invisible globe of anti-magic in a 5' radius from the reader. It prevents any form of magic from passing into or out of its confines, but normal things are not restricted by it. As with other protections, the globe of anti-magic moves with its invoker. Any magical item which touches the globe must be saved for with a 50% likelihood of the object being drained of all magic from the power of the globe, i.e. save equals 11 or better with d20. If the item is drained, the spell is cancelled and the protection ceases. The item still functions as a normal (non-magical) item (i.e., a sword is still a sword, even if it loses its +1). Items which are not drained are merely negated so long as they are within the globe of protection. **Note; Artifacts and relics do not suffer from the relatively weak magic of this spell.** The protection lasts for 5-30 rounds.

Protection from Petrifaction: Reading time: 5 segments. A 10' radius circle of protection extends from, and moves with, the reader of this scroll. All within its confines are absolutely immune to any attack forms, magical or otherwise, which cause flesh to turn to stone. The protection lasts for 5-20 rounds.

Protection from Possession: Reading time: 1 round. This scroll generates a magic circle of 10' radius which extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as **magic jar;** attack forms aimed at possession or mental control or psychic energy drain which are psionically based or magically based; or demon, devil, night hag, or similar creature possession (obsession). This protects even dead bodies if they are within the magic circle. The protection lasts for from 10 to 60 rounds in 90% of these scrolls; 10% have power which lasts 10 to 60 turns, but the protection is **stationary.**

Protection from Undead: Reading time: 4 segments. When this scroll is read a 5' radius circle of protection extends from, and moves with, the reader. It protects all within its circumference from all physical attacks from undead (ghasts, ghosts, ghouls, liches, shadows, skeletons, spectres, wights, wraiths, vampires, zombies) but not magic spells or other attack forms. If a creature leaves the protected area it is then subject to physical attack as well. The protection will restrain up to 35 hit dice/levels of undead; excess hit dice/levels can pass through the circle. It remains in effect for 10-80 rounds.

Special Note:

All **protection** scrolls are cumulative in effect but not in duration.

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender Is	Attacker Must Have The Following		
Hit By Weapon	Hit Only By	OR	Hit Dice Of*
+ 1 or better	+ 1 or better		4 + 1 or more
+ 2 or better	+ 2 or better		6 + 2 or more
+ 3 or better	+ 3 or better		8 + 3 or more
+ 4 or better	+ 4 or better		10 + 4 or more

***This does not apply to characters of any sort.**

This provides for magical properties and size of the attacking monster. Thus, massive hill giants can effectively attack most creatures, and all other types of giants can affect everything save a few gods.

GRENADE-LIKE MISSILES: CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

Size: Acid — ½ pint (8 oz.)
Holy/Unholy Water — ¼ pint (4 oz.)
Oil — 1 pint (16oz.)
Poison — ¼ pint (4 oz.)

Effect:

LIQUID CONTENTS	AREA OF EFFECT	DAMAGE FROM A SPLASH	DIRECT HIT
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	special	special

* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

** Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

Range: The range of all such container missiles is 3". Beyond 1" is medium, and beyond 2" is long (-2 and -5 "to hit" respectively).

Hits: When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX — unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. **Poison special** is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion must be brought into contact with the oil.

Splash Hits: All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

Boulders are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL** for giants' abilities.)

Misses: If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the **distance in feet** the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the **direction** in which the distance in feet of the miss is measured:

1 = long right
2 = right
3 = short right
4 = short (before)
5 = short left
6 = left
7 = long left
8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

lighting Oil: If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 2' diameter flaming oil area.

Crossing Flaming Oil: Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly in flammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

Holy/Unholy Water: All forms of **undead,** as well as creatures from the lower planes (demons, devils, night hags, night mares, nycadaemons, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by UNHOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

ATTACK MATRICES FOR MISSILE AND MELEE COMBAT, CLERICS AFFECTING UNDEAD, PSIONIC COMBAT

I. Attack Matrices for Dwarves, Elves, Gnomes, Half-Elves, Halflings, Half-Orcs, and Humans

- A. Clerics and Druids
- B. Fighters, Paladins, Rangers, Bards, and 0 Level Halflings and Humans
- C. Magic-Users and Illusionists
- D. 1. Thieves, Assassins, and Monks
  2. Assassins' Table for Assassinations

II. Attack Matrix for Monsters

III. Matrix for Clerics Affecting Undead

IV. Matrices for Psionic Combat

- A. Psionic vs. Psionic in Mental Combat
- B. Psionic Attack upon Defenseless Psionic
- C. Psionic Blast Attack upon Non-Psionic Creature
- D. Psionic Attack Ranges and Damage Adjustment

Opponent Armor Class Description (If Armor is Worn)

Armor Class	Type of Armor
2	Plate mail + shield
3	Splint or banded mail + shield/plate mail
4	Chain mail + shield/splint or banded mail
5	Scale mail + shield/chain mail
6	Studded leather or ring mail + shield/scale mail
7	Leather or padded armor + shield/studded leather or ring mail
8	Leather or padded armor
9	Shield only
10	None

Armor class below 10 is not possible. Armor class above 2 is easily possible due to magical bonuses and dexterity bonuses. To determine a "to hit" number not on the charts, project upwards by I's (5% increments), repeating 20 six times before continuing with 21 (cf. Matrix I.A.).

I.A. ATTACK MATRIX FOR CLERICS AND DRUIDS

Opponent Armor Class	20-sided Die Score to Hit by level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

Missiles: -5 at **long** range, -2 at **medium** range.

I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS

Opponent Armor Class	20-sided Die Score to Hit by level of Attacker									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
-10	26	25	23	21	20	20	20	18	16	14
-9	25	24	22	20	20	20	19	17	15	13
-8	24	23	21	20	20	20	18	16	14	12
-7	23	22	20	20	20	19	17	15	13	11
-6	22	21	20	20	20	18	16	14	12	10
-5	21	20	20	20	19	17	15	13	11	9
-4	20	20	20	20	18	16	14	12	10	8
-3	20	20	20	19	17	15	13	11	9	7
-2	20	20	20	18	16	14	12	10	8	6
-1	20	20	19	17	15	13	11	9	7	5
0	20	20	18	16	14	12	10	8	6	4
1	20	19	17	15	13	11	9	7	5	3
2	19	18	16	14	12	10	8	6	4	2
3	18	17	15	13	11	9	7	5	3	1
4	17	16	14	12	10	8	6	4	2	0
5	16	15	13	11	9	7	5	3	1	-1
6	15	14	12	10	8	6	4	2	0	-2
7	14	13	11	9	7	5	3	1	-1	-3
8	13	12	10	8	6	4	2	0	-2	-4
9	12	11	9	7	5	3	1	-1	-3	-5
10	11	10	8	6	4	2	0	-2	-4	-6

Missiles: -5 at **long** range, -2 at **medium** range.

I.C. ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Opponent Armor Class	20-sided Die Score to Hit by level of Attacker				
	1-5	6-10	11-15	16-20	21+
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8
4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

Missiles:* -5 at **long** range, -2 at **medium** range.
*Normal, **not** magical.

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I.D.1. ATTACK MATRIX FOR THIEVES, ASSASSINS, AND MONKS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4[a]	5-8[b]	9-12[c]	13-16[d]	17-20[d]	21+[d]
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	19	17	15	13
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11
0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

Missiles: -5 at **long** range, -2 at **medium** range.

[a] Thieves and assassins double damage from a surprise **back stab.**

[b] Thieves and assassins triple damage from surprise **back stab.**

[c] Thieves and assassins quadruple damage from a surprise **back stab.**

[d] Thieves and assassins quintuple damage from surprise **back stab.**

I.D.2. ASSASSINS TABLE FOR ASSASSINATIONS*

level of the Assassin	Level of the intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	—	—	—	—
2	55%	50%	40%	30%	15%	2%	—	—	—	—
3	60%	55%	45%	35%	20%	5%	—	—	—	—
4	65%	60%	50%	40%	25%	10%	1%	—	—	—
5	70%	65%	55%	45%	30%	15%	5%	—	—	—
6	75%	70%	60%	50%	35%	20%	10%	1%	—	—
7	80%	75%	65%	55%	40%	25%	15%	5%	—	—
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	—
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	—
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%

The percentage shown is that for success under near optimum conditions. You may adjust slightly upwards for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

*Or attacks on helpless opponents by any character class (see **COMBAT** section).

II. ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

Opponent Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number											
	up to 1-1	1-1	1	1+	2-3+	4-5+	6-7+	8-9+	10-11+	12-13+	14-15+	16+
-10	26	25	24	23	21	20	20	20	20	19	18	17
-9	25	24	23	22	20	20	20	20	19	18	17	16
-8	24	23	22	21	20	20	20	20	18	17	16	15
-7	23	22	21	20	20	20	20	19	17	16	15	14
-6	22	21	20	20	20	20	19	18	16	15	14	13
-5	21	20	20	20	20	20	18	17	15	14	13	12
-4	20	20	20	20	20	19	17	16	14	13	12	11
-3	20	20	20	20	19	18	16	15	13	12	11	10
-2	20	20	20	20	18	17	15	14	12	11	10	9
-1	20	20	20	19	17	16	14	13	11	10	9	8
0	20	20	19	18	16	15	13	12	10	9	8	7
1	20	19	18	17	15	14	12	11	9	8	7	6
2	19	18	17	16	14	13	11	10	8	7	6	5
3	18	17	16	15	13	12	10	9	7	6	5	4
4	17	16	15	14	12	11	9	8	6	5	4	3
5	16	15	14	13	11	10	8	7	5	4	3	2
6	15	14	13	12	10	9	7	6	4	3	2	1
7	14	13	12	11	9	8	6	5	3	2	1	0
8	13	12	11	10	8	7	5	4	2	1	0	-1
9	12	11	10	9	7	6	4	3	1	0	-1	-2
10	11	10	9	8	6	5	3	2	0	-1	-2	-3

Note: Any plus above +3 equals another hit die, i.e. 6+6 equals 7 hit dice.

Missiles: -5 at **long** range, -2 at **medium** range.

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III. MATRIX FOR CLERICS AFFECTING UNDEAD *ETAL.*

Type of Undead	Level of Cleric Attempting to Turn									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	—	20	19	13	10	7	4	T	T	D
Wraith	—	—	20	16	13	10	7	4	T	D
Mummy[a]	—	—	—	20	16	13	10	7	4	T
Spectre[b]	—	—	—	—	20	16	13	10	7	T
Vampire[c]	—	—	—	—	—	20	16	13	10	4
Ghost[d]	—	—	—	—	—	—	20	16	13	7
Lich[e]	—	—	—	—	—	—	—	19	16	10
Special**[f]	—	—	—	—	—	—	—	20	19	13

* Number affected is 7-12 rather than 1-12.

** Evil creatures from lower planes such as **barghests,** minor demons, lesser devils, **mezzodaemons,** night hags, from 1-2 in number. (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

[a] A paladin of 1st or 2nd level can be turned by an **evil** cleric.
[b] A paladin of 3rd or 4th level can be turned by an **evil** cleric.
[c] A paladin of 5th or 6th level can be turned by an **evil** cleric.
[d] A paladin of 7th or 8th level can be turned by an **evil** cleric.
[e] A paladin of 9th or 10th level can be turned by an **evil** cleric.
[f] A paladin of 11th or higher level can be turned by an **evil** cleric.

Procedure: A d20 is rolled, and if the **number** shown is matched or exceeded by the die roll the undead are turned. From 1-12 (or 7-12 or 1-2) undead (or evil creatures from lower planes) are affected:

1. **Evil clerics** cause the creatures to take neutral or friendly attitude according to a reaction dice score. Neutral undead will ignore the cleric and his or her party; friendly ones will follow the cleric and join the adventure.

2. **Good clerics** cause the creature to move directly away from his or her person, and stay as far away as possible for not less than 3 nor more than 12 rounds, moving at full speed for the duration if at all possible. The turned undead will be able to come back again, but they are subject to further turning by the cleric.

Failure to score the number shown, or greater, means the turning was unsuccessful. No further attempt by the cleric can be made with respect to the particular undead, and they may proceed to attack or otherwise operate unconstrained.

T: This symbol indicates automatic turning — whether to influence by an evil cleric or actual driving away by a good cleric.

D: This symbol indicates the cleric has automatically brought the undead into friendly status (evil cleric) or destroyed or damned them (good cleric).

—: No effect upon the undead is possible where a dash is shown.

IV.A. PSIONIC VS. PSIONIC IN MENTAL COMBAT

Total Psionic Strength	Attack Mode	Defense Mode: Mind Blank$_1$	Thought Shield$_2$	Mental Barrier$_3$	Intellect Fortress$_8$	Tower of Iron Will$_{10}$
01 to 25	Psionic Blast$_{20}$	3	7	4	1	0
	Mind Thrust$_4$	12	4	0	0	1
	Ego Whip$_7$	8	3	0	0	0
	id Insinuation$_{10}$	1	6	8	1	1
	Psychic Crush$_{14}$	2%	—	—	—	—
26 to 50	Psionic Blast$_{20}$	6	9	6	2	0
	Mind Thrust$_4$	15	6	1	0	2
	Ego Whip$_7$	12	4	0	0	0
	Id Insinuation$_{10}$	2	8	10	3	3
	Psychic Crush$_{14}$	5%	2%	1%	—	—
51 to 75	Psionic Blast$_{20}$	10	12	9	4	1
	Mind Thrust$_4$	18	9	2	2	3
	Ego Whip$_7$	17	6	1	1	1
	Id Insinuation$_{10}$	4	11	13	7	6
	Psychic Crush$_{14}$	9%	4%	2%	1%	—
76 to 100	Psionic Blast$_{20}$	15	16	13	7	2
	Mind Thrust$_4$	22	13	5	4	5
	Ego Whip$_7$	23	9	3	2	3
	Id Insinuation$_{10}$	7	15	17	12	10
	Psychic Crush$_{14}$	14%	7%	5%	3%	2%
101 to 125	Psionic Blast$_{20}$	21	21	18	11	4
	Mind Thrust$_4$	26	18	9	7	8
	Ego Whip$_7$	30	13	6	4	6
	Id Insinuation$_{10}$	11	20	22	18	15
	Psychic Crush$_{14}$	20%	11%	9%	6%	4%
126 & up	Psionic Blast$_{20}$	28	27	24	16	7
	Mind Thrust$_4$	30	24	16	11	12
	Ego Whip$_7$	38	18	10	7	10
	Id Insinuation$_{10}$	16	26	28	25	21
	Psychic Crush$_{14}$	27%	16%	14%	10%	7%

Total Psionic Strength is the **attackers** attack and defense point strength total **prior** to the subtraction of attack points for the current attack segment and defense points for the current defense mode for that same segment. (These points, along with losses, if any, are taken only at the end of the segment.) ALL ATTACKS AND DEFENSES ARE SIMULTANEOUS.

The **Attack Mode** is compared to the **Defense Mode,** reading across, and a result is obtained.

Numbers indicate the number of **points of defense strength** lost by the defender.

Psychic Crush shows the percentage chance of instantly killing the opponent. Any score above that shown for the defensive mode used indicates **no** effect. A dash indicates no possible chance of causing instant death.

Notes Continued on Next Page.

When both sides have attacked once and defended once the psionic combat segment is over. All points of strength expended in attacking and defending are totaled separately, points lost due to attack are added, and a new **Total Psionic Strength** is determined for each side. EXCEPTION: If a **psychic crush** succeeds, the defender is dead, and adjustments are made only for the victor's strength.

Note: The subscripted numbers following the names of the attack and defense modes (as in **Psionic Blast$_{20}$**) are the costs, in attack or defense points respectively, of using the modes.

IV.B. PSIONIC ATTACK UPON DEFENSELESS PSIONIC

Current Attack Strength & Attack Mode	Defender's Psionic Strength Total						
	10-59	60-109	110-159	160-209	210-269	260-309	310+
01-25							
Psionic Blast	D	C	C	15	10	5	5
Mind Thrust	W	W	40	35	30	25	20
Ego Whip	30	25	20	15	10	5	5
Id Insinuation	40	35	30	25	20	15	10
Psychic Crush	72%	60%	50%	40%	30%	20%	10%
26-50							
Psionic Blast	S	D	C	C	15	10	5
Mind Thrust	W	W	W	40	35	30	25
Ego Whip	35	30	25	20	15	10	5
Id Insinuation	R	40	35	30	25	20	15
Psychic Crush	75%	62%	52%	42%	32%	22%	12%
51-75							
Psionic Blast	W	S	D	C	C	15	10
Mind Thrust	P	W	W	W	40	35	30
Ego Whip	40	35	30	25	20	15	10
Id Insinuation	R	R	40	35	30	25	20
Psychic Crush	79%	65%	55%	45%	35%	25%	15%
76-100							
Psionic Blast	P	W	S	D	C	C	15
Mind Thrust	P	P	W	W	W	40	35
Ego Whip	P	40	35	30	25	20	15
Id Insinuation	R	R	R	40	35	30	25
Psychic Crush	84%	69%	59%	49%	39%	29%	19%
101-125							
Psionic Blast	K	P	W	S	D	C	C
Mind Thrust	P	P	P	W	W	W	40
Ego Whip	I	P	40	35	30	25	20
Id Insinuation	R	R	R	R	40	35	30
Psychic Crush	90%	74%	64%	54%	44%	34%	24%
126 & up							
Psionic Blast	K	K	P	W	S	D	C
Mind Thrust	P	P	P	P	W	W	W
Ego Whip	I	I	P	40	35	30	25
Id Insinuation	R	R	R	R	50%	40	35
Psychic Crush	97%	80%	70%	60%		40%	30%

Defender's Psionic Strength Total is the score prior to any reductions, even though the current total for the individual could be as low as 0.

The attacker's **Current Attack Strength** & **Attack Mode** are compared with the **Defender's Psionic Strength Total,** reading across, and a result is obtained.

Numbers indicate the number of the defender's **psionic attack points** lost.

letters:

C = Confused for 2-8 rounds, no psionic activity possible

D = **Dazed** for 1-4 turns, no psionic or other activity

I = **Idiocy,** psionic ability lost forever, though idiocy is curable by a **heal** spell

K = **Killed,** raising/resurrection is possible, but psionic ability is lost

P = **Permanent loss** of one attack or defense mode or psionic discipline*, and **dazed** as above

S = Sleeping in a coma for 1-4 weeks (catatonic state 99% likely to be mistaken for death)

R = **Robot** — mind under control of victor until released or 2-8 weeks have elapsed and a saving throw versus magic is made

W = **Wounded psionically,** one attack or defense mode or psionic discipline* unusable for 2-8 weeks

*Choose randomly from among all attack and defense modes and psionic disciplines.

Note: Psionic creatures with **mind bar** ability will take damage only after **all** psionic strength is lost, so treat **letter** results as -40 points until 0 is reached.

Damage accruing beyond the point where 0 psionic attack points was reached results in physical damage (hit points) being taken by the defender on a point for point basis.

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IV.C. PSIONIC BLAST ATTACK UPON NON-PSIONIC CREATURE

Attacked Creature's Total Intelligence & Wisdom**	Saving Throw at Attack Range Short	Medium	long	Result if Saving Throw is not Successful
0-5	20	19	18	death
6-9	18	17	16	coma, 2-12 days
10-13	16	15	14	sleep, 5-20 turns
14-17	14	13	12	stun, 2-8 turns
18-21	12	11	10	confuse, 1-4 turns
22-25	10	9	8	enrage, 2-8 rounds
26-29	8	7	6	panic, 2-8 rounds
30-33	6	5	4	feeblemind
34-35	4	3	2	permanent insanity
36-37	2	1	0	Insanity, 2-12 weeks
38 & up	0	-1	-2	Insanity, 1-4 weeks

Saving Throw Dice Adjustments

Additions		Subtractions	
magic-user	+1	panicked	-1
cleric	+2	enraged	-1
elf	+2	confused	-2
Intellect fortress in 10'	+2	hopeless	-3
mind blank spell	+2	stunned	-3
dwarf	+4	using psionic related power*	-4
halfling	+4	using **ESP** device	-5
helm of telepathy†	+4	feebleminded	**
tower of iron will in 3'	+6	insane	***
mind bar	+6		

†**The helm of telepathy** will cause the attacker to be **stunned** for 1-4 rounds if the defender's saving throw is successful

* These powers or spells are:

astral projection/spell	feign death
augury	geas
charm monster	Invisibility (any sort)
charm person	know alignment
clairaudience	levitation
clairvoyance	locate object
confusion	magic jar
detect evil/good	plane shift
detect magic	polymorph self
dimension door	quest
divination	shape change
empathy	suggestion
enlarge	symbol
ESP	telekinesis
etherealness	telempathy
feeblemind	teleportation
	true seeing

** A feebleminded person has a combined intelligence and wisdom score of 0-5.

*** Insane creatures cannot be psionically attacked

IV.D. PSIONIC ATTACK RANGES AND DAMAGE ADJUSTMENT

Attack Mode	Attack Range Short	Medium	long
A. Psionic Blast	2"	4"	6"
B. Mind Thrust	3"	6"	9"
C. Ego Whip	4"	8"	12"
D. Id Insinuation	6"	12"	18"
E. Psychic Crush	5"	—	—

Attacks in series add 50% to range for **each** psionic linked, i.e. 2=200% of range, 3=250% of range, etc. Expenditure of double or treble points by an individual will double or treble range of attack modes B, C, or D.

Attack Mode	Area of Effect
A. Psionic Blast	½" base, 6" length, 2" terminus cone
B. Mind Thrust	1 creature
C. Ego Whip	1 creature
D. Id Insinuation	2" x 2" area within range
E. Psychic Crush*	1 creature

* User may use only defense mode G, Thought Shield.

Medium range attacks reduce damage by 20%, fractions rounded up.

Long range attacks reduce the attacker's effective total psionic strength by one category (25 points) and reduce damage by 20%, fractions rounded up. If the attacker is already in the 01-25 strength range, damage is reduced 50%, fractions being dropped.

I. SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Character Class and Experience Level		Attack to be Saved Against: Poison or Death Magic	Petrification or Polymorph*	Rod, Staff or Wand	Breath Weapon**	Spell***
Clerics[a]	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Fighters[b]	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Magic-Users[c]	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thieves[d]	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

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SAVING THROW MATRICES

I. Saving Throw Matrix for Characters and Human Types

II. Saving Throw Matrix for Monsters

III. Saving Throw Matrix for Magical and Non-Magical Items

* Excluding **polymorph wand** attacks.

**Excluding those which cause petrifaction or polymorph.

***Excluding those for which another saving throw type is specified, such as death, petrifaction, polymorph, etc.

[a] Includes Druids.

[b] Includes Paladins, Rangers, and 0 level types.

[c] Includes Illusionists.

[d] Includes Assassins and Monks.

N.B.: A roll of 1 is **always** failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the **most favorable** result for the type of attack being defended against.

II. SAVING THROW MATRIX FOR MONSTERS

A. All monsters use the matrix for characters.

B. Hit dice equate to Experience Level, with any plus in hit points moving the creature upwards by one hit die, so 1 + 1 becomes 2, 2 + 1 becomes 3, etc. **(Exception:** See D. below.)

C. Most monsters save as fighters, except:

1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.

2. Those with no real offensive fighting capabilities save according to their area of ability-cleric, magic-user, thief, etc.

D. Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upwards, except with regard to **poison or death magic.**

III. SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Attack Form & Number

Item Description	1 acid	2 cr ball	3 nor ball	4 dwos	5 fsl	6 fire	7 fire	8 mag fire	9 nor fire	10 fir st	11 elec
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1[a]	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

*Potions, magical oils, poisons, acids while container remains intact.

** Includes pearls of any sort.

***Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard."

[a] If exposed to extreme cold then struck against a very hard surface with farce, saving throw is -10 an die!

Magical items: Gain +2 on all rolls plus +1 for each plus they hove above +1, i.e. +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in its own mode, i.e. blow vs. shield, **fire ball** vs. **ring of fire resistance** or **fire ball wand.**

Non-Magical Items: Those items which do not exactly conform to item descriptions above can be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. As with magical items, non-magical items gain +5 versus attacks in their own mode.

Attack Forms

1. Acid
2. Blow, Crushing
3. Blow, Normal
4. Disintegration
5. Fall
6. Fireball (or breath)
7. Fire, Magical
8. Fire, Normal (oil)
9. Frost, Magical
10. Lightning Bolt
11. Electrical Discharge/Current

1. **Acid:** This assumes a considerable volume of strong acid (black dragon or giant slug spittle) or immersion for a period which would affect the item.

2. **Blow, Crushing:** This assumes that the item is struck by a weighty falling object or a blow from an ogre's or giant's weapon, for example. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.

3. **Blow, Normal:** This assumes an attack by a normal-strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a tough, but slightly yielding, surface.

4. **Disintegration:** This is the magical effect.

5. **Fall:** This assumes the item falls about 5' and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy-soft surface gives +5. For each 5' over the first 5' the item falls, subtract -1 from the die roll to save.

6. **Fireball:** This is the magical **fireball, meteor swarm,** (red) dragon breath, etc.

7. **Fire, Magical:** This is the magical **wall of fire, fire storm, flame strike,** etc.

8. **Fire, Normal:** This assumes a hot fire such as produced by a blazing wood fire, flaming oil, and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.

9. **Frost, Magical:** This is the magical frost or cold such as a white dragon breathes or spells such as **cone of cold** or **ice storm.**

10. **Lightning Bolt:** This is magical attack from lightning called from the sky, blue dragon breath, etc.

11. **Electrical Discharge/Current:** The "shock" of an electric eel, magical items, traps, etc.

Review Review

SPI on AD&D®

Gary Gygax

A recent review of *ADVANCED DUNGEONS & DRAGONS® PLAYERS HANDBOOK* in SPI's house organ, *STRATEGY & TACTICS* demonstrated that the reviewer, Richard Berg, does not play *DUNGEONS & DRAGONS®*. This handicap prevented him from intelligently contrasting and comparing the old game-form with the new, and it proved to be a fatal drawback in terms of the value of the statements Mr. Berg made. Pontificating from his lofty height, the reviewer boldly asserted that *PLAYERS HANDBOOK* was not a game design but merely a simple rewriting of what had already been given in the original *DUNGEONS & DRAGONS*. Claiming that the majority of the work was "pig's lips" or some such, Mr. Berg went on to point out that he felt sure that dedicated *D&D* players would find the work useful and valuable anyway.

Of course, an antique set of ivory chessmen will be appreciated only by the chess *aficionado.* Dabblers will be satisfied with a lesser offering, and those who are not devotees of the game will find the cost outrageous, unless they also happen to appreciate works of art. The analogy could be better, but when one considers the success of *AD&D* in general, and *PLAYERS HANDBOOK* in particular, there are obviously quite a number of those dedicated players who disagree with the learned Mr. Berg's assessment. Reaction from players has been uniformly favorable. Workmanship in *AD&D* is far superior to that of its predecessor. The analogy is poor only when cost is considered. *AD&D*, when it is complete in its projected form, will by no means be as costly as an antique ivory chess set . . . Under the circumstances, one can only wonder why Mr. Berg took the time to write on a subject of which he obviously knew so little. Perhaps it is personal or professional jealousy, as the success of *D&D* and now *AD&D* has certainly set the rest of the gaming hobby industry on its collective ear, but that is speculation.

What is worthy of comment, however, is the source of the critical commentary on *AD&D* being nothing more than a rewrite of *D&D*. Coming from an officer of SPI, the past masters of the rehash, artisans of the warmed-over WWII battle game, purveyors of the umpteenth version of the same, tired scenario, it is indeed a wonder that Mr. Berg would bring up such a spectre! In my view, however, this is not a case of the pot calling the kettle black, but rather a case of the pot complaining because its besooted vision causes it to imagine it detects a spot of tarnish on the silver salver above it. Then again, perhaps it stems from the fact that SPI's best fantasy adventure game to date, despite extensive advertising and hype, despite riding the coattails of J.R.R. Tolkien, comes nowhere near the sales record of *PLAYERS HANDBOOK*, and Mr. Berg has never himself authored or designed a game half so popular as *D&D/AD&D*. Draw your own conclusions, dear reader. And, Richard, the ball is back in your court.

Gary Gygax

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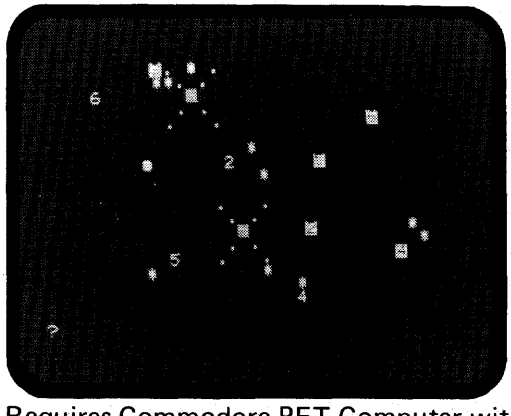

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STALEMATE AT KASSALA

John Gosling

The wargame described here was carried out with a rather ramshackle collection of borrowed figures from various periods: The Crusades, the Zulu War, Renaissance, and ancient Egyptian eras. It was based on an historical occurrence of 1541, when Portugal sent 400 infantry with 1000 stand of firearms and some cannon to aid the Ethiopian empire of Claudius (Galawedos) in its defense against the conquering Turkish Emirate of Egypt and its Nubian satellite states. The game had four participants, three players and one umpire. A great deal of time was spent codifying the rules for this rather unusual battlegame. There was no strategic game as a prelude; terrain is, for the most part, fictional.

Kassala at Dusk

The invading army of Emir Sulieman Mohamed El-Rashid Alabahr came to Kassala at sunset, bearing the grim trophies of their victory at Goz Regeb over the Christian infidel army of the Wadj, a tributary state of the Ethiopian Empire. The Moslem cavalry who rode over the plain along the river bore glassy-eyed human heads impaled on their lances. The jet-black nubian infantry who marched over the sunbaked stones of the ridge decorated themselves with bones through their noses and dried fingers or toes strung like beads on their necklaces. Vultures circled over the army, eagerly awaiting the feast that would follow the battle at dawn.

The town of Kassala, with its unpaved streets, rats, and stench of excrement stood on the banks of the river Ghash, a stagnant sewer of brown, nearly motionless water. The Ghash never flows to the sea — twenty miles downstream from Kassala the river dies an ugly death in the putrid marshes and ever-thirsty sands of the Sahara. It was at this lonely desert town that the Emperor Claudius chose to make his stand.

In the market square of Kassala stood the gilded tribal standard of the Galla, the warrior Ethiopians who had pledged their javelins and their lives to the tribal gods and the cross of Jesus. Four hundred of them, armed with Portuguese firearms and bearing their pay of single Portuguese gold pieces on leather cords about their necks, were intrenched in and around the mud and stucco buildings of Kassala, or on its crumbling medieval walls. Two more cohorts, each of 400 sword, spear, or bowmen, defended lines of abatis — shrubs cut down and laid with branches facing the enemy — which would (it was hoped) break up the lightning charge of the moslem cavalry like primative barbed wire.

A third of a mile up from the river, across the parched grass of the brown plain, the white and crimson banner of Portugal fluttered over the drab village of Udaka in the oven-hot breeze of a savannah evening. Four hundred Europeans in Renaissance clothing sat sweating in whatever shade the village or their shallow trenches to the south offered, looking as out of place in the sun-baked African twilight as if they had fallen from the moon. Three thousand miles from their homeland, penned in with the river Ghash at their backs, a steep-sided wadi on one flank, and twenty-six hundred enemies to their front, the infantrymen gambled, swore, and wasted time as best they could. They were a tough crowd, professional soldiers and amateur brigands, led by an exiled Venetian called "Lago the Cruel," who bore the scars of the horrible tortures that sixteenth century Venice reserved for traitors to the state.

The Moslem host halted its march, and camped within sight of their enemy. The one thousand Nubian footmen, who had been marching barefoot over the sun-blasted rocks throughout the day, wandered down into the shade of the wadi to swallow handfulls of water from the stream at its bottom. On the left, the Moslem cavalry led their horses down the steep bank of the river to drink as the sun's last red light reflected on its surface. Six hundred were brightly clad Mamalukes, white slaves raised from childhood to be warriors and moslem fanatics, who had come to rule Egypt before being overthrown by the Turks twenty-five years earlier, and who now rented their services with lance and bow to their Turkish overlords. There were 200 Turkish heavy cavalry of the Emir's bodyguard, clad in a black iron chainmail and flying the silver moon and star emblem that Turkish armies had borne from Bhagdad to Vienna. Four hundred more were silent, tatoo faced Arab mercenaries of the desert, armed with cane spears and round shields, who fought for plunder and the joy of killing.

Darkness came over the field, and both sides made camp. They lit no fires, but rested in the blessed cool of the tropical night.

Night before the Battle

A half mile apart, the commanders made their plans. Emperor Claudius had taken up a defensive position between the river Ghash and the wadi at Udaka. His primary concern was for the enemy's overwhelming advantage in cavalry, and so he entrenched his flanks, recessed his center, stiffened the line with abatis, and took whatever precautions he could to make the plain unsuitable for cavalry. The recessed line, however, took up so many men that only his 160 light cavalry were left as a reserve to stop any enemy breakthrough. With his left flank in the air and an enemy 30% stronger in numbers, this was a dangerous risk. All units were simply ordered to hold their ground in a passive defense that took no account for what actions their enemy might take. At least one matter was simple: With a ruthless enemy and the river at their backs there was no need for the Ethiopians to worry about a route of retreat if they were defeated.

The Sultan Sulieman rested in his silk pavilion and planned the attack he would make at dawn. While the Arab light cavalry skirmished along the line as a diversion, the Nubian infantry would be sent down the wadi to turn the Christian army's left flank and cut off Udaka. The Egyptian and Turkish infantry in the center, each unit 200 strong, would storm the village from the north, then press southward with the Nubians along the Portugese trenches. At this point the bulk of the Moselem cavalry would be sent through Udaka, curving around to attack the Ethiopian infantry on the plain from behind. Whatever enemies survived could then be herded into Kassala and finished off.

The Battle

Dawn comes swiftly in Ethiopia. The eastern sky paled, then filled with bars of fiery red, then turned to deep blue as the first dazzling silver of the sun's face appeared above the eastern hilltops. The Muezzins of Sulieman's army sent up their wailing cry of "There is no God but Allah, and Mohamed is his prophet!" as they summoned the faithful to prayer. The Ethiopians greeted the new day with their deep-throated chant begging the strength of lions from the sun and Jesus, pounding their spears on their large cowhide shields. The Portuguese heard morning Mass, and prayed for the souls of those soon to die. As the sun's full circle cleared the horizon the Moslem army began the assault.

The Turkish guns across from Udaka bellowed out, hurling their immense stone shot against the frail buildings of Udaka. The Arabian light cavalry dashed forward, riding along the outside of the Ethiopian lines of abatis, exchanging arrows with the defenders and filling the air with raucous cries. A hetman named Beshrabi broke through with a handfull of men and stormed the Portuguese gun nearest to the river,

but the Ethiopian spearmen pulled them down and slaughtered them before the breakthrough could be expanded.

The Nubian infantry also set off, trotting down the wadi, and soon began to pass below the village. The crowd of Nubians wheeled to the left and began bounding up the rocky slope, expecting to catch their enemy be surprise. With the newly risen sun in their eyes it was only at the last moment that they became aware of their danger.

When Don Iago first saw the Nubian flank attack he had long expected, he reacted startlingly. Leaving a hundred Portuguese in Udaka and his 120 armed black slaves to hold the trenches, he had the rest of his command, 300 strong, about face and march back to face their attackers. One hundred musketeers, those nearest to Udaka, beat the Nubians to the rim of the wadi and took up position there. They fired one volley before the enemy's charge struck home, then held their line with sword and musket-butt. A few Nubians broke into Udaka, but were driven out by the defenders. Further south the remainder of the Portuguese infantry drew up on the plain as the Nubian right wing came over the wadi's edge. The Africans came on at the dead run, but were stunned as the first Portuguese volley blasted their front ranks. They hesitated, screaming with rage and waving their spears as the Portuguese reloaded and fired again. Two hundred 1½ ounce musket balls — fifteen-pounds of red hot lead-shrieked into the Moslems' packed ranks. The Nubians fell back, rallied, and charged once more. Only twenty yards from the Portuguese line they were stunned by a third volley that piled corpses two deep on the dried grass. The entire Nubian force turned and fled, leaping frantically down the wadi's steep side as though pursued by every demon geni of the Sahara.

When he saw the rout of his Nubian infantry, the Emir Sulieman dispatched every man of his army, except the powerful Mamalukes and the Turkish heavy cavalry, against the Portuguese wing. The Arab light cavalry swung across to the lightly-held Portuguese trenches and attempted unsuccessfully to take the other cannon. Some of them, however, dismounted and crawled through the abatis to overrun a small portion of the trench, killing a few of the Portuguese detachment's armed slaves. This breakthrough was quickly snuffed by the Ethiopian light cavalry, who came screeching down on the dismounted Arabs, hurled their javelins at the gallop, and butchered every Arab that had crossed.

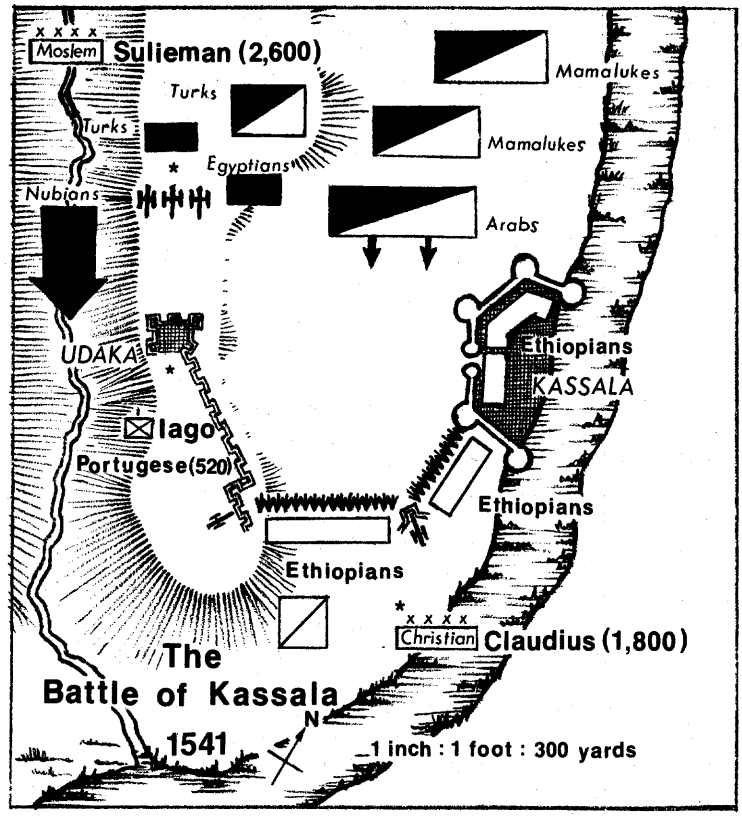
There was heavier fighting to the north. The ragged 200 Egyptian/Sundanese infantry passed Udaka on the east and began to rush the trench just south of the village, but they found it already bristling with Portuguese muskets, and so backed away, sniping ineffectively. The Turkish Janissaries hit Udaka head on, overrunning the northern huts and fighting their way to the central flagpole with swords, gunbutts and hand-grenades, but they were checked by the arrival of Portuguese reinforcements. slightly outnumbered, and with no infantry reserves to back them up, the Turks abandoned their half of the village and withdrew in good order.

This left Iago's detachment, bloodied but unbroken, still flying the crimson and white of Portugal over Udaka. The Ethiopian lines were intact, and Emir Sulieman, baffled, withdrew back down the Atbara river to the Nile and spent the rainy season in Khartoum.

Tactical Study

Many interesting tactical problems arise when forces differing in cavalry/infantry composition meet. The commanders must seek out different terrain and take different postures. The cavalry commander is often forced to try and work around his opponent's flanks and exploit gaps of passable ground, or alternatively push the enemy into more open fields with his own infantry or artillery. It was this difference in role that made Kassala an indecisive action. Had Claudius's infantry army been significantly stronger in numbers than the Moslem horde, they might have been tempted out to do battle on the plains. As it was, however, for Claudius to leave his defensive position was out of the question, and Sulieman thus had to face the problem of prying him out of it. To this end he used every gun and infantryman in his army, and wasted a strong force of excellent Arabian light cavalry. Sulieman was correct in his overall evaluation and plan of action — he merely failed to execute it properly.

Where did the attack go wrong? It was adequately supported by artillery, had an excellent cavalry diversion keeping the enemy's strength pinned in other areas, succeeded in turning the opposing flank, and had a local superiority of infantry numbers amounting to 1,400 to 520 — nearly three to one. The only flaw was a crucial one: Sulieman failed to coordinate the Nubian attack with that of the Turks and Egyptians. The unexpected mobility of the Portuguese firepower allowed Don Iago to break both attacks separately. Had the two assaults been launched simultaneously, Iago's maneuver would have been impossible and a Moslem victory would probably have resulted.



So the basic fact illustrated by this wargame was the difficulty faced by both sides in trying to gain a decisive victory over an opponent whose different troop composition compels him to seek battle on different terms. The attack cannot use his strongest arm to best advantage if he takes the struggle to his opponent, and the defender cannot follow up the repulse of his enemy without risking defeat by leaving the position that brought him success in the first place. The result is usually a stalemate.

Editors Tactical Notes

Although stalemates are frustrating for single battle games, they are often just the thing to halt an invasion in a miniature campaign. Stalemates favor the defender strategically, especially when the attacker is operating far from his sources of supply. In such cases the attacker must decisively defeat the defending forces either to capture a new supply base or at least deal with his supply problems without harassment. Given the type of check that the Moslem forces suffered, their only alternative to withdrawal would have been a protracted siege with the defender having a secure store of supplies in Kassala and having the prospect of more supplies and reinforcements arriving from the outside.

Given the terrain of the battlefield I can not fault the Christian dispositions. Their elite unit (Portuguese) was stationed on their exposed left flank. The Christians improved their positions to negate the Moslem cavalry advantage. Their reserve was small but consisted of their most mobile force (cavalry). Breaks in their lines could be dealt with quickly, when the attacker was most disorganized.

If this was a campaign game however I would severely chastise the Christian Army for its selection of the battlefield. Ethiopia is a big place with plenty of passes to defend and plenty of positions that cavalry is out

of its element. Unless trying to make an unreliable army fight better by making sure there is no retreat, there is no justification in fighting the first battle of a campaign, outnumbered with no retreat, and only a small desert town for refuge if all goes awry. In any event a few skirmishes on the road leading to Kassala would be in order.

Given the battlefield terrain I think the Moslems made a significant strategic error. I believe that the weak point in the Christian lines was the WALLED TOWN OF KASSALA. Unless the town was incrediblly fortified (especially for an Ethiopian desert town) the walls should have not withstood a prolonged bombardment by the Turkish artillery. By mid afternoon a charge by the Nubian hordes should have penetrated the breached walls of Kassala. The Christian cavalry reserve would be unable to deal with any breakthroughs inside the city, while to weaken the already extended line of infantry would only invite an attack by the uncommited Moslem cavalry and the Turkish and Egyptian infantry.

Using artillery to batter down town walls is much preferrable to knocking down peasant huts. If the town was taken the Moslem Cavalry could sweep the Ethiopians into the Portuguese held village giving the Turkish artillery a new target. Even if nightfall called an end to the bloody affair, the morrow would either see the Portuguese and Ethiopians trying to make a vain stand on their hilltop position or else would see the Moslem cavalry chasing the disorganized retreating columns across the desert. If the Nubian attack failed (an unlikely event given the Ethiopians historical inability to withstand artillery fire) the Emir could rally his men for a second charge or withdraw consoling himself that he could always get new Nubians, and that with the proper expenditure of bribes, he could perhaps convince the Portuguese that they had other pressing matters in their far flung Empire that required the services of Iago's forces.

Now I admit these are all suppositions, but study the alternatives. Even if the Moslem attack was successful against the Portuguese it would have been costly. The Ethiopians could conceivably retreat into the town. Barring a *coup de main* at the city's gates the Moslems would have been forced to reduce the walls with artillery anyway, then attack with their depleted infantry. All this time the Moslem cavalry will be unable to affect the course of the battle. If the Moslem infantry is unable to take the town, (due to heavy casualties in taking on the Portuguese) that ends the campaign right there until one side or the other starves, or the Emir decides that fighting in the rainy season is strictly for savages. On the other hand the village of Udaka is not so strongly prepared that cavalry could not give a helping hand to the lowly infantry.

Usually the destruction of the "strongest" position on the enemy lines will result in more decisive results than tackling the "weaker" portions of the line first. If nothing else the effects on the opposing side's generals will be so severe that they might be willing to throw in the towel then and there. It is an option that should always be considered when attacking prepared positions.

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The Nomenclature of Pole Arms

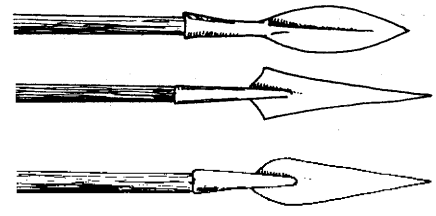
Gary Gygax

An astonishing number of different types of weapons was employed during the medieval period. What is nearly as surprising is the lack of uniformity of names by which these weapons are called. Seemingly, authors who should be authorities in this regard carelessly brand one sort of weapon under an entirely mistaken classification, thus confusing the uninformed reader and generally making identification difficult and uncertain. An outstanding example of this misnaming of weapons appears in WARRIORS AND WEAPONS OF EARLY TIMES by Niels M. Saxtorph, where an obvious morning star is identified as a mace. While the general use of both weapon types is the same, they differed sufficiently to make it rather important to distinguish between the two, viz. a mace is usually a short-hafted weapon with a flanged head, the whole cast in one piece; a morning star is a longer weapon, typically employed by infantry, with a wooden shaft and head, the latter set with radiating spikes. If, aside from swords, there are numbers of such errors in terminology to be found in works which deal with such easily identifiable and classifiable weapons as maces and morning stars and similar hand weapons, readers are cast into a veritable morass of disagreement — possibly out-and-out error — when it comes to studies which treat the scores of pole arms common during the Middle Ages.

Such confusion must be anathema to the serious student of the medieval period, be he historian or historical game enthusiast. Having spent some time doing research on the subject for various reasons, I arrived at a system of classification and nomenclature which seems both reasonable and easy to use. Before going into the details of this nomenclature, let us consider just what medieval weapons were. Most weapons employed during the Middle Ages were either developments of hunting weapons or adaptations of agricultural implements. Arms developed from simple, basic forms into more sophisticated ones as the art of warfare developed during the centuries. Weapons from the late medieval period were either far more specialized than the models from which they sprang or else were combination weapons trying to combine the strengths of the more specialized arms into a single weapon. In fact, it is the classification of the highly specialized weapons and the multi-formed ones which cause so much confusion amongst writers. The differences are important, and they must be made clear in order for the serious student to understand the warfare of the period.

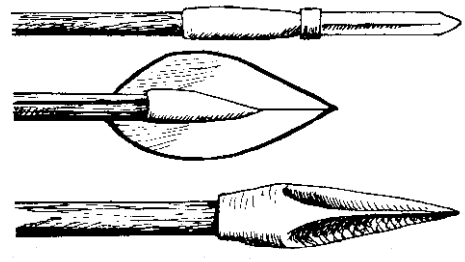
To begin with, a definition of a pole arm should be set. A pole arm is, in simplest terms, a weapon on the end of a stick. Pole arms are infantry weapons. The additional reach the pole gives affords the wielder of the weapon the advantage of striking the enemy — or holding the enemy at a distance — before he himself can be struck. The ultimate pole arm was the 18-21 foot pike, but an axe blade attached to a 5 foot long haft is just as much a pole arm, so it is already evident to the reader just how wide a number of weapons is encompassed by the term. The system presupposes that any weapon considered has a haft or shaft length of not less than 5 feet. The simple and combination forms of each pole arm will be discussed in order, with special forms noted.

Spear



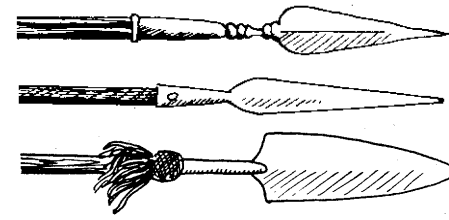
The spear is a dagger set atop a pole. It is so ancient a pole arm that it is not generally mentioned in the class, but the spear is such a weapon. It is principally a thrusting weapon, but if a broad blade is used (such as that often referred to as an ox tongue) it can also have a secondary cutting function, especially when the blade is lengthened considerably. Spears of 12 feet or so are often referred to as *ash spears* in English writings, and when they reach such length, they are often confused with pikes (q.v.).

Lance



A lance is a long spear carried by a mounted man. Norman lances were about 12 foot in length, some less, but later in the Middle Ages the weapon grew to an average length of about 14' — thus effectively giving the horseman about 10' of reach beyond the horse's head when charging. Just as with the spear and pike, all sorts of different heads were attached to the end of the lance shaft in order to meet the requirements of varying opponent armor. Austrian knights and men-at-arms used these weapons to considerable effect against the Swiss, when the Austrians dismounted and fought a Swiss force which did not have the high percentage of pikes which was common to Swiss armies in later years (cf. Battle of Sempach, 1386). For this reason, the lance should be mentioned in a description of pole arms. Generally it was a horseman's weapon and not a true footman's.

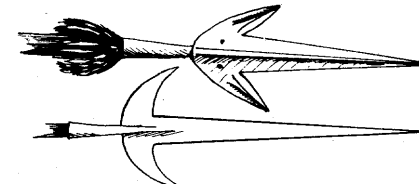
Pike



Although there is no set rule, any spear with a shaft of 15' or longer is considered to be a pike. The pike is designed to deliver a thrusting attack at an opponent at long range, and its great length was used to keep him there, as the weapon was always used in mass. One of the most common form of pike is the *awl pike*, a strictly piercing weapon, although there are many other forms of blades which were used. Swiss and German pikes were fashioned so that metal protected the wooden shaft up to 2 feet from the head, so that enemies could not easily lop the blade off and make the weapons useless.

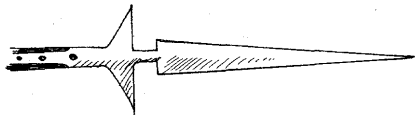
We now come to the many specialized and combination forms of the dagger on a stick. This is not to say that all pole arms equipped with a spear head (dagger) should be considered as spears or variations thereof. To the contrary, this is an error all too common amongst writers treating pole arms, identifying the weapon by a secondary rather than a primary function, and losing all sense of what the weapon was for as will be demonstrated later. The primary function of a spear is thrusting, thus the specialized and combination pole arms belonging in the spear family should be primarily used as thrusting weapons.

Spetum

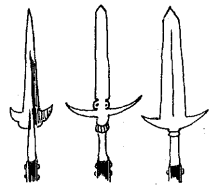


The spetum was probably designed to increase both the offensive and defensive capabilities of a normal spear. To a sharp, tapering point two blades which point forwards at about 45° are added to provide secondary attack modes, deflect opponent weapons, and catch and hold opponents at a distance if penetration with one of the blades is not achieved. Weapons in this same class are the various *corseques* or *korsekes.*

Ranseur



At first glance, a ranseur appears to be a form of spetum, or vice versa, but the purpose of the design of the former weapon is more complex than the latter. A ranseur's secondary blades are backward hooking projection set well below the large central blade. The spearing function of the weapon is apparent, and the deflection includes the trapping of opponent weapons in the space below the main blade, where a twist of the shaft would apply pressure from it or the secondary projections to either break the caught weapon or disarm its wielder. Additionally, the side projections provide both a means of holding an opponent at long range or pulling mounted opponents off their horse. Similar weapons (or synonymous names) are *chauves souris, ransom, rhonca, roncie,* and *runka.*

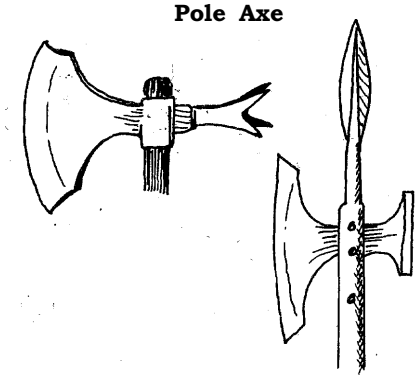


This form of pole arm is basically a spear — often with an ox tongue blade — to which a pair of small axe heads were added below the dagger blade. To the thrusting stab of the spear was added the defensive use of the side axe blades and their cutting/penetrating potential. Later versions of the partisan brought a gradual change in the axe blades so as to become almost unrecognizable as such. Typical of this is the *Bohemian ear spoon,* a form of partisan where the axes have been changed to function as piercing spikes [primarily to be used against plate armor) with a ranseur-like function. It is very common to see confusion between spetums, ranseurs, and partisans. This especially holds true of late period partisans where there are additions to the side blades of spetum-like projections and ranseur-like gaps for trapping opponent weapons.

Thus, the spear family is composed of the spear proper, the long spear, or pike, the spetum, ranseur, and partisan. All weapons in this class are basically daggers atop a sturdy pole, with trimmings added to make the weapon more efficient in one way or another.

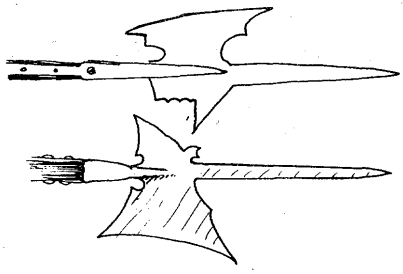
The axe took many forms and was combined with many other basic forms of weapon to make a prolific family, but some of the pole arms bearing the name do not really belong to the genre. The axe has two basic head forms, broad and narrow, the latter form usually being thicker in order to give it the necessary weight. A related form of the axe is the cleaver, a butchering tool which was adapted for military use also. Many polearms in the axe and cleaver families also had spear points to provide some secondary thrusting capability, but again the primary use of the weapons of these families was chopping at one's opponent rather than thrusting toward him.

Pole Axe



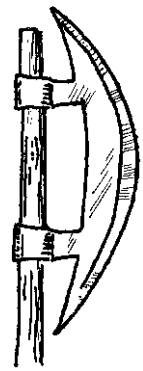
Strictly speaking a pole axe is nothing more than an axe head of any sort set upon a long haft in order to deliver an earlier and more forceful blow. It can be double bitted, backed by a spike, and/or topped off with a dagger (spear) point, but it is still recognizable as an axe.

Halberd



This form of a pole axe is seen as a convex headed broad axe in early examples, but the head is set at a convenient angle considering the point it is most likely to impact upon an enemy, so this alone makes it quite distinct from an ordinary long-hafted axe. The whole weapon often reached 8 feet in length. It was also always topped with a fairly long spear point and backed by a spike — often angled or hooked slightly downward. The spear point is, of course, designed to keep opponents at bay and deliver a thrusting attack. This proved quite useless when opposing mounted knights armed with lances (cf. Battle of Arbedo, 1422); the opposing spike for penetration of heavy plate armor, with the secondary function of a hook for dismounting opponents. The halberd was used extensively — particularly by the Swiss and Germans — and considerably modified and developed over the course of two centuries. Concave blades, some very pronounced, were not uncommon, and some halberd heads were made smaller (as the *piercing axe)* in order to better penetrate armor. Many of these weapons pictured in texts on arms are not battle arms but rather fanciful parade arms. There are examples of *bills* and *voulges* which are called halberds, but the discerning reader will easily note the differences in form, especially when keeping in mind the weapon's possible use. According to C.W.C. Oman, the English *brown bill* was a halberd in all respects save the back spike.

Bardiche

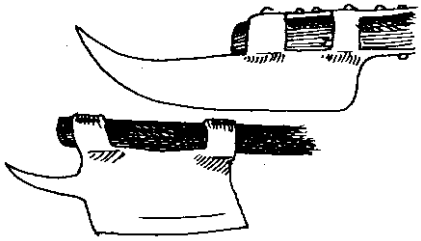


This very broad and heavy axe links the pole axes to the pole cleavers as a sort of transitional step between the two forms, although its only obvious use is as a military arm. A bardiche head ranged from about 2 feet to over 3 feet in length, and it was attached to its haft with two rings or a single one in those examples where the blade is shorter and backed with a hammer head or spike. The bardiche in all of its forms was very heavy and cumbersome — more so by far than a halberd — and was used principally in Eastern Europe.

As stated, the family of axes set on poles for use in war overlaps into many other weapon forms, but its only true members are the pole axe, halberd, (possibly the brown bill) and bardiche. The related cleaver-type weapons are so similar in function, however, that they can almost be treated as pole axes.

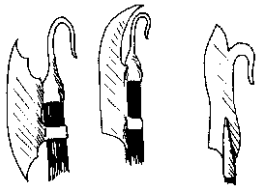
It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form which was to be widely used in both Europe and the British Isles for several centuries. The same holds true for the majority of the other pole arms which will be discussed; they are simple agricultural tools converted to a war-like use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, however, if the reader is well versed in the basic forms of each basic peasant tool cum weapon.

Voulge



Place a hefty cleaver at the end of a long, stout shaft, and the leverage which the pole gives the wielder will enable him to cleave through armor. The voulge has no provision to keep the enemy at a distance in its simple form, but if the top front or back edge is ground down so as to provide a pointed or dagger-like tip, the weapon assumes a more complete form. The voulge was sometimes backed with a spike or hooked spike to make a crude guisarme-voulge, a combination form weapon which will be depicted later.

Lochaber axe



In an earlier article I once mistakenly recommended that readers consider this type of weapon as a halberd. It is quite obviously a voulge-type weapon. In its early crude forms it is exactly the same as a voulge. Development of the lochaber axe added a hook to the weapon — as a tip or blade backing, and in this form it is nearly identical to the guisarme-voulge. To all intents and purposes the two forms are so nearly the same as the types of voulges they resemble that there can be no real differentiation between them as far as function and form are concerned.

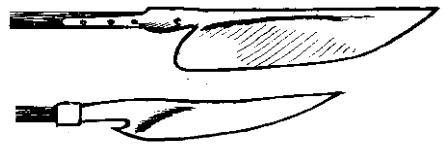
Continental Europe developed the pole cleaver as the voulge, while the Scotts in the British Isles developed the same thing and called it the Lochaber axe. Both types of pole arm were developed to deliver a powerful cleaving blow, just as the pole axe family were designed to do. Both forms had secondary functions which were aimed at keeping the enemy at a distance and/or dismounting them.

Fauchard

This weapon is a development of the scythe or sickle. Set upon a long pole, the curving blade of a fauchard could be used for both cut and thrust, although it is to be strongly suspected that it did neither too well. Furthermore, the weapon offered little in the way of parrying or catching-holding and had no provision for dismounting opponents in its early and more common form. Later models include a back hook to dismount horsemen, but the weapon was still not efficient, and it passed out rather quickly, although its combination form, the fauchard-fork remained.

Having employed just about everything else, there was no reason not to add the single edged knife at the end of a stave also. This family of arms is as small as the fauchards and about as efficient.

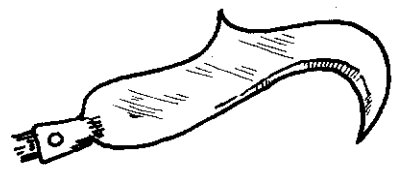
Glaive



The glaive is a knife-bladed spear. It has the thrusting function of the spear and the secondary cutting function of the convex blade of the knife. The weapon was rapidly enlarged in the blade in order to give it a greater cutting function as well as a cleaving attack. As with a spear or fauchard, however, it was not overly effective at holding opponents back, nor did it have any piercing or dismounting capabilities, so modifications produced the glaive-guisarme which is discussed in the combination-arms section. The increase in the size of the blade of these weapons brought some to a point where they nearly merged with cleaver-type weapons.

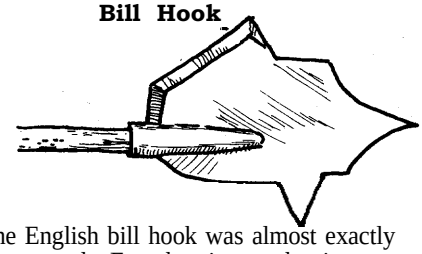
Rather than mankind beating their spears into pruning hooks, medieval peasants discovered that their pruning hooks made reasonably effective pole arms. The provocation which necessitated such development was undoubtedly considerable, but the upshot was likely to have been as unsatisfactory as having no weapons. Pole arms of this sort were soon modified into highly efficient combination weapons. This class includes most *couteaux de breche,* although some identified as such are glaive-guisarmes (q.v.).

Guisarme



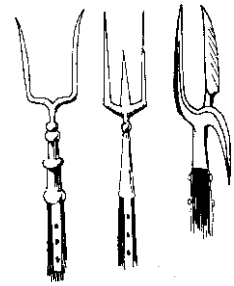
This wide-bladed instrument was furnished with a sharp cutting edge along its convex side, probably from reverse spike to hook. The spike, of course, could be used to penetrate armor when the weapon was swung, and the curved hook provided an ample means of pulling horsemen to the ground. Deficiencies in this form of pole arm are apparent — no spear point for thrusting and only one penetrating projection. The guisarme was soon combined with other forms of peasant weapons to make a second generation of highly effective, all-purpose pole arms.

Bill Hook



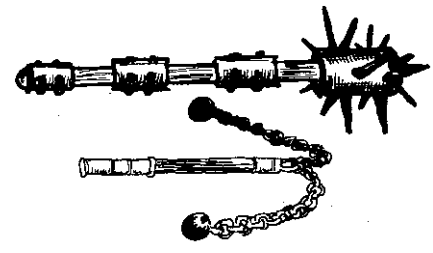
The English bill hook was almost exactly the same as the French guisarme, but its concave (hook) edge was the sharp one, and rather than a straight back spike it typically had an L-shaped tine projecting foreward. This arrangement was slightly more effective than the European guisarme for obvious reasons.

Military Fork



The lowly hay fork was straightened and strengthened to provide a very potent weapon, the military fork. This pole arm had two efficient piercing points, means of holding off an enemy, and sometimes a shorter third tine in the crotch of the fork, so that opponents were channeled into a third attack. The major drawback to this pole arm was its lack of effective penetrating power with respect to heavily armored targets. The fork principle was soon combined with other pole arms to form very efficient tools of war.

In summation, the basic forms of pole arms of the medieval period were dagger (spear/lance/pike/spetum/ranseur/partisan), axe (pole axe/halberd/bardiche), cleaver (voulge/Lochaber axe), scythe (fauchard), heavy knife (glaive), pruning hook (guisarme/bill hook), and hay fork (military fork). A few special cases can also be mentioned here, more or less in passing, as they pertain to weapons which are not true pole arms, but their size is such that they are sometimes considered in the general class. The threshing flail — a wooden handle with another billet of wood attached to it by a swivel or several links of chain was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short handled flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a

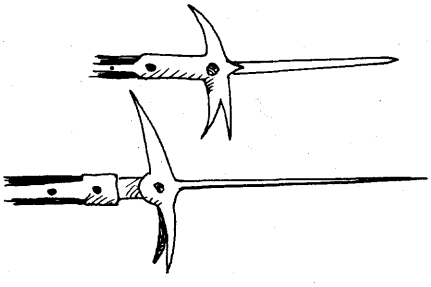


far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole being over 5 feet long and having tremendous penetration and crushing power.

The other weapon which is a borderline case is the morning star. This club adaptation was typically a heavy wooden haft from 3' to 5' or more in length; atop which was set a cylinder, barrel, or truncated cone, also of wood, metal bound, and set with vicious metal spikes. Also called the holy water sprinkler (or *godentag* in the Low countries), it was a favorite of the peasants, for it was easy to make and could lay low the best armored opponent at a blow. For some time it was used extensively by the Swiss, although the halberd eventually replaced it. The weapon was often tipped with a spear point in its longer form, so that some models were long enough to be pole arms. Some military picks were also pole mounted, having shafts of 5 feet or greater length.

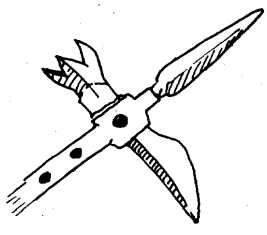
There are also two pole arms which were certainly developed purely as weapons. There is a resemblance between the two, but they are separate and distinct.

Lucern Hammer



This weapon is very similar to the halberd, but the spike on its end was generally longer than that of a halberd, and instead of an axe head the Lucern hammer featured a smaller, hammer-like head with three prongs. Evidently this function was not as efficient against armor as the axe blade, for it was replaced by the halberd amongst the ranks of the Swiss after the 14th Century.

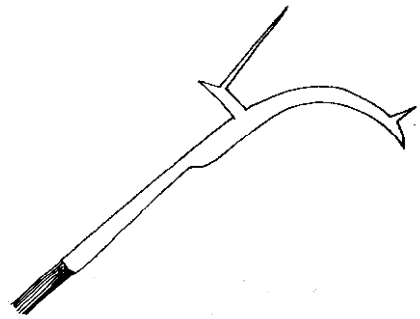
Bec de Corbin



At first glance a bec de corbin might be mistaken for a Lucern hammer, but important functional differences can be noted. The bec de corbin was used late in the Middle Ages and into the Renaissance by knights and nobles, NOT commoners. Its heavy, crow beak was designed to puncture the heavy plate armor common to the upper class warriors. In this weapon the beak is the major feature. This is backed by a flat hammer bead, or by a clawed head somewhat similar to a Lucern hammer's, and the end spike is more blade like and far shorter than the awl spike of the Lucern hammer; for the latter weapon was not so specialized. There are engravings and paintings of men in plate armor fighting at the lists with the bec de corbin.

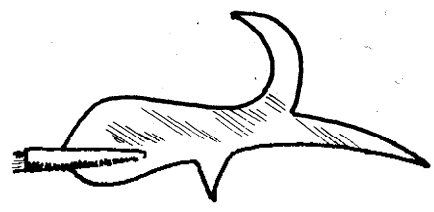
Combination weapons were soon developed to compensate for weakness of simpler weapons or enhance an already powerful one. Technically all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However this was done so often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying polearms. By the same token a partisan could be considered a combination weapon but since it was primarily used as a thrusting weapon I believe it should be classified as part of the spear family.

Fauchard-Fork



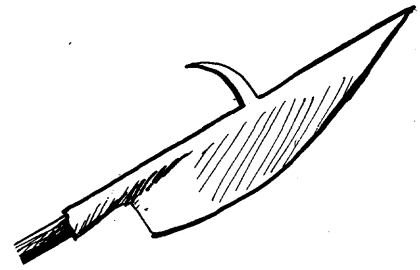
There were two general forms of this combination weapon. The first followed the typical fauchard form, with a single spike set to project from the back of scythe blade. The second reversed the scythe blade so as to have its concave cutting edge face towards the opponent, the blade being more curved and sickle-like, and a spike tipping the pole end (or projecting from the scythe blade).

Fauchard-Guisarme



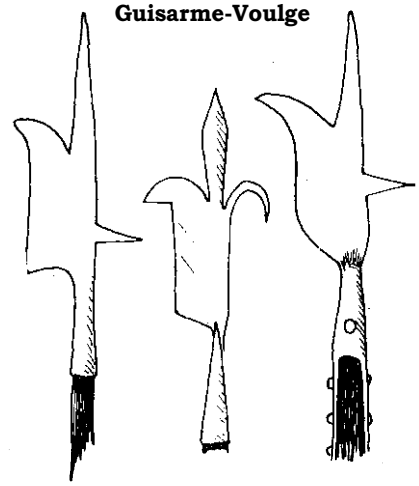
This weapon is nothing more than a scythe blade backed by a heavy hook for dismounting opponents.

Glaive-Guisarme



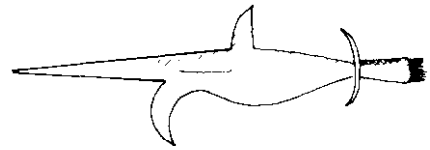
To the heavier and longer glaive heads was added a guisarme hook so as to enable the wielder to jerk horsemen from their seats.

Guisarme-Voulge



This pole arm is similar to the Lochaber axe, but the hook is formed from the blade of the voulge itself, not added separately. Guisarme-voulges featured the pointed tip or spike so as to make the weapon as all-purpose as possible.

Bill-Guisarme



There are quite a number of designs of the bill-guisarme. Each type has the following features: 1) a sharp spear or awl point, 2) a large hook formed from the body of the weapon, 3) a back spike for armor penetration, and 4) several sharpened edges. Some forms of the bill-guisarme have a sufficiently heavy blade and-cutting edges placed so that they are actually voulge-like. This form of pole arm persisted the longest of all save the pike and the halberd, for it was certainly efficient in all functions — piercing, holding off, cutting, penetrating, dismounting, and cleaving. The *scorpion* is a typical form of bill-guisarme.

One final thing needs comment. Sometimes a weapon with an added feature is identified as the added arm rather than as the major weapon. For example, an axe head attached to the end of what is basically a spear, i.e., the partisan, is not called a pole axe, for the length of the shaft and the predominate employment of the point make it rather obviously a thrusting weapon with added secondary functions. A glaring example of misidentification is found in Stone's A GLOSSARY OF THE CONSTRUCTION DECORATION AND USE OF ARMS AND ARMOR. Therein, the author shows a halberd with a fork tip rather than the usual dagger/spear point and identifies it as a military fork. Now, were the shaft of the weapon 8 feet or more in length, this might be proper, but it is a halberd-sized pole, and the weapon is a halberd with an incidental fork atop of it. Confusion regarding certain combination weapons of the fauchard-glaive voulge-guisarme-bill type is certainly understandable, and care must be taken in identifying such weapons. Careful examination of the length of the shaft and the shape of the head will give clues as to its primary uses in combat and hence its identity.

The pole arm was developed in order to put infantry on even terms with cavalry. This it did admirably in the hands of well-trained, disciplined formations such as the Swiss (who mixed pike, halberd/Lucern hammer/morningstar, and crossbow/arquebus in almost equal proportions — 40-40-20 as an average) who could hold the best of European cavalry at bay with laughable ease in pike square. The Germans emulated the Swiss with close to the same success, and most other European armies fielded large bodies of pole armed infantry (with something less than great success in most cases). The reason for the proliferation of the pike was that it proved the most useful for keeping horsemen at a distance. (Swiss pikemen did NOT ground pike butt to accept a cavalry charge, but rather held the rear part of the shaft higher than the front, so the points which glanced off armor would not go uselessly into the air but be forced downward into rider or mount — or at worst into the ground to form a barrier.) Other pole arms gave way to pike and halberd for one or two reasons. Those with massive heads were not as efficient as the pike, and when their shafts were lengthened past a certain point they were too cumbersome to wield. (Spear-type pole arms were lengthened to pikes and were then called just that — there are ox tongued and spetum-like heads, but the pike shaft is too long for useful employment of ranseur or partisan heads.) Those which were shortened for use as cleaving weapons were not as efficient as the halberd — or were changed so that they eventually became almost indistinguishable from the halberd (typically guisarme-voulge forms).

The evolution of the pole arm is of great interest as it reflects the trends in armor and tactics in medieval warfare. It also is of great help in understanding why battles were fought as they were and can help to explain the outcome. My system of nomenclature is derived from early reading of the ENCYCLOPEDIA BRITAINNACA and Ffoulks book on armor. Further study and careful observation of weapons has brought it to its current state — by no means positively final, complete or unimpeachable, but nonetheless useful and logical for accurate identification and naming of medieval pole arms.

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Cont'd from page 4

The next TD will contain another tale of Niall of the Far Travels, by Gardner Fox, created especially for this magazine. I think it is the best one yet.

Letters To The Editor

Starting with the next issue *(really)* will be our letters page(s), *Out on a Limb*. Before it begins, though, I want to lay down some ground rules. Commentary on anything published in our magazine is welcome, with the following qualifications: 1) It must be typed; 2) It must be of a non-personal nature, i.e., no character assassinations. It must be well founded — no wild and unfounded criticisms will be considered. Any well-argued point of view will be considered, as will be rebuttals and refutations. The operative word is knowledgeable. You don't have to have a degree in Northern European Mythology, for example, to take issue with an article dealing with some aspect of that. You do, however, have to back up your arguments with conflicting sources, etc. By the same token, you don't have to be a game designer to rebut someone's review or analysis of a given game, but you must put forth a well thought out objection, and at least give the impression that you know what it is you're talking about. We also welcome criticisms of ourselves, as well as nice comments. The letters page will not become the scene of longplaying, longwinded bickering back and forth, beating on dead horses. We reserve the right to select and edit all letters submitted, and when we feel a given topic has been exhausted, we will go on to new ground . . . ED.

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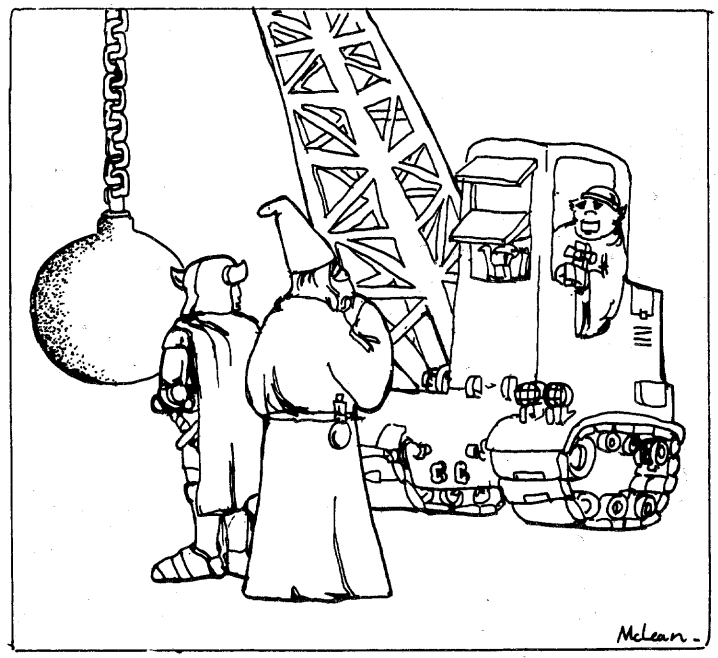
Fantasy & SF Monster

Stay posted in *TD* or *LW* for further developments. As the schedule is locked into place, we'll update you. — ED.



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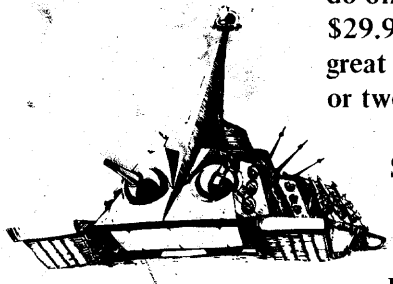

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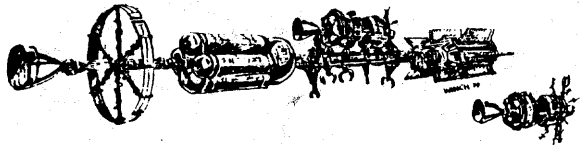

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