

ISSUE
8

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REALMS

- Stafford Interview
- Warhammer 40,000
Roleplay
- AD&D Scenario
- Runequest
- Battletech
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TOSTRAWS 1991

ISSN 1031-5241

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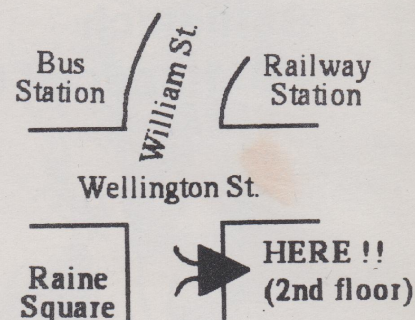
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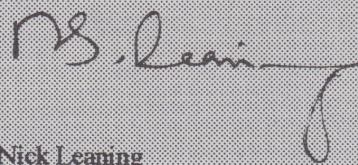
With our circulation growing by leaps and bounds, once again *Australian Realms* is the widest read RPG publication in this country. Heartfelt thanks go out to every one of our readers, your enthusiastic support has vindicated our faith in the concept of a home grown magazine.

We are also gaining recognition and support from game companies around the globe which enables us to deliver a better product and give exposure to Australian talent.

A great development in store for next issue is the transformation of the *Adventures of the A-Team* into a comic strip - see the news page for more details.

Finally, it is that time of year again, or at least it shortly will be... Christmas! Time to drag your relatives down to the local hobby shop and explain to them why you must have the latest edition, reprint, supplement, module, related novel, computer game tie-in, poster, calender, swap card, reboxed set of your favourite RPG game!

From all the Staff here, we wish all of you a Merry Christmas and a Happy New Year. Oh, and one last piece of advice... *don't swallow the D6 in the Pudding.*



Nick Leaning

EDITOR: Nick Leaning
 ASSISTANT EDITORS: Karen Leaning & Colin Taber
 ART EDITOR: Vince Pask
 LRP/PBM EDITOR: Glenn Oakes
 CONTRIBUTING WRITERS: Colin Taber, Adam Whitt, Malcolm Adler, Andrew Daniels, Doug King, Mark Morrison, Michael O'Brien, Alan Ogden and Mechwarrior Brewer
 CONTRIBUTING ARTISTS: ESP, Vince Pask, Gary Morton, David Cornish, Karen Ogden, Scott Edgar, Clifford, and Martin McKenna (whose work is copyright Games Workshop)
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Reviews

WARHAMMER FANTASY BATTLE

Boxed Set by Games Workshop

RRP \$99.95

Reviewed by Adam Whitt



Warhammer Fantasy Battle moves into yet another edition, but now comes as a complete boxed set which feels quite heavy when you pick it up. The cover art is an extremely colourful battle scene done by Geoff Taylor. Once the box is opened you see why it is so bulky and why it cost you \$99.00, 'cos its jam packed with goodies. Apart from the rules themselves which come in two 96 page soft bound books there's 102 plastic models (40 High Elves and 62 Gobbies), 5 card cut out models, 2 card cut out buildings, 12 magic item cards, 6 movement trays, card templates for spell effects, a scenario, 2 summary sheets, a full colour painting guide, a bucket of dice (12) and a special issue of White Dwarf. Phew! All items are up to the usual Games Workshop production standards, ie glossy, colourful, slick and spikey!

But what about the rules? Well they rules haven't really changed all that

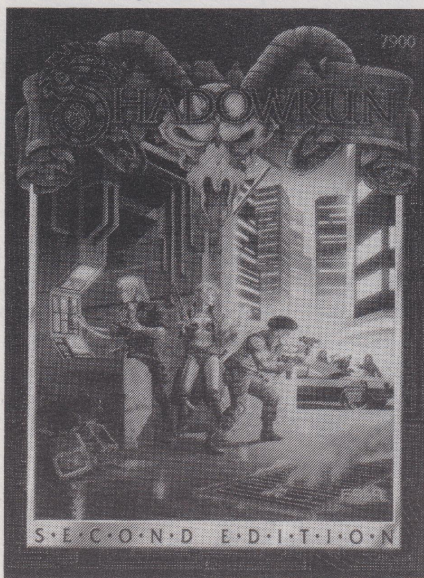
significantly from the previous edition rules but have been streamlined in a number of places so that the game now plays much quicker (not unlike Epic, but still in 26mm). The points system has been cleared up a bit so that if all goes well with the promised Warhammer Army releases, there should be less imbalances on the tabletop ('Down with Chaos!')

Although the initial outlay seems expensive, the boxed set does represent value for money in that everything you need to play the game is included, even the miniatures. This makes Warhammer Fantasy Battle the ideal game for beginners who can be daunted by the prospect of building an army from scratch. Warhammer Fantasy Battle looks set to retain its position as the most popular fantasy wargame rules and with a wealth of miniatures and supplements in the pipeline will be a winner for some time to come.

SHADOWRUN

Second Edition Rules by FASA

Reviewed by Malcolm Adler



Over the past few years many systems have gone through revamps, some have even *needed* them. Many next editions of games are just part of marketing campaigns to resell old rules. Shadowrun, considering the problems amongst the mechanics of the first edition, is one of the few systems that did need to be reworked and reading through the 300 page hardback (softback soon) it is obvious FASA has done a thorough job.

This was a surprising RPG, selling incredibly well when released in '89 and maintaining strong sales to make it one of the most popular games on the market. The book is packaged well, it 'feels' like Shadowrun and that is perhaps the best result FASA could have wanted.

Players and referees of the first edition game will be familiar with old trouble spots; magic and general clarity. All of you will be relieved to hear magic has been reworked (taking the basis of the new magic system from 'The Grimoire') and all other facets, especially combat and character creation have been streamlined and explained with examples throughout.

The new edition puts an emphasis on role playing and character building. This adds to a feel throughout the book of the game leaving the 'Disney' look behind. The world just got deadlier and certainly a tad darker. The most obvious place this shows is the combat section. Now, if you are not careful you will be going down quicker than before and the chances are not getting back up.

The new book also has an index and is heavily cross referenced within the body of the text itself (showing that they've taken their time). The book has an invaluable section which updates *all* of the previously published sourcebooks apart from 'The Grimoire' (the only book made redundant by the second edition).

FASA has done the impossible it seems and produced a second edition game that looks like it is going to be a hell of a long time before a third edition is ever needed. Strongly recommended to any Shadowrunners. Anyone else who is looking for a change in system, I suggest you give this a very good look over. Man meets magic and machine, well worth it.

VAMPIRE

RPG by White Wolf Publications

Reviewed by Ian Potter

After seeing the excitement of several serious gamers over *Vampire* I thought it warranted further investigation. The base rules come in a 260 plus page, soft cover tome call "The Masquerade" (RRP \$45). As with many RPGs, this is really all you need to play the game, but to save GMs

and players a lot of time and effort there are heaps of supplements and accessories already available, and more modules on the drawing board. Follow-up games for this system are also planned with the first, *Werewolf* in games shops now. *Magus*, *Faerie* and *Ghost* are to follow.

Vampire is exactly what you play. The player assumes the character of a recently created vampire, someone who has 'become' a member of the undead. The game is very atmospheric and resists

hack and slash play. Becoming a vampire is a very painful and traumatic experience, surviving as one is worse.

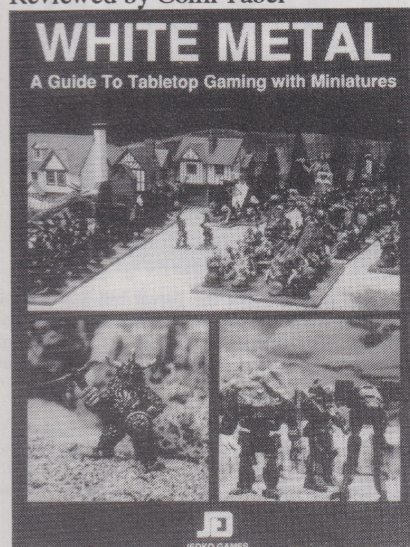
The rule book is divided into three parts; 'The Becoming', 'The Hunger' and 'The Riddle' which cover how you become a vampire, what drives you and where you play. The setting is a contemporary, punk city which of course could be the very town where you live!

Vampire is well worth a look for people who enjoy real role-playing.

WHITE METAL

A Guide to Table Top Gaming
by Jedko Games RRP \$9.95

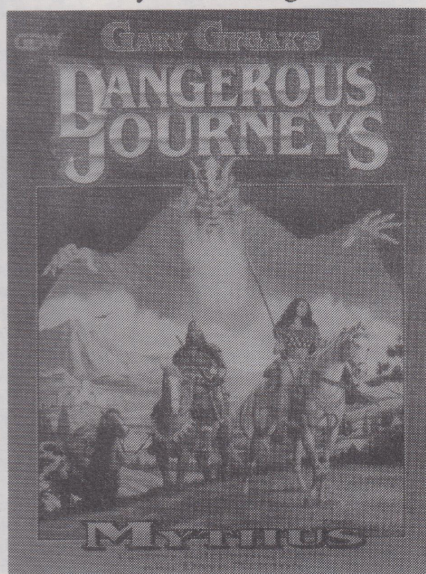
Reviewed by Colin Taber



MYTHUS

Gary Gygax's Fantasy Role
Playing Game
by GDW RRP \$39.95

Reviewed by Ron Fielding



It is good to see any **Australian** product released into the marketplace. While *White Metal* is not a 'game', or a supplement it is still a welcomed product which should find the shelf space it deserves.

White Metal is basically a 160 page catalogue of miniature ranges which also includes reviews of some of the most popular table-top rules, and a painting guide. The book starts out with an interesting introduction explaining the joys of 3-D gaming. The text is informative and friendly showing the editor's (Peter Stone) love of miniature war gaming.

The bulk of the book (over 130 pages) is given to black and white photos of miniatures available. These photos vary in quality, but are overall quite good and show clearly what you might be buying before your cash crosses the counter. This is of course the main use for the book. The miniature ranges covered include Ral Partha, Grenadier, RAFM,

The appearance of a new fantasy role playing game is not an every day event, and when that game has Gary Gygax's monica all over it, you tend to stand up and take notice. So what is *Dangerous Journeys* - *Mythus* all about?

Firstly it has to be said that the authorship of *Mythus* still seems a bit problematical to me... did Gary Gygax write it as seems to be implied, or did Dave Newton do all the work? Hard to tell, certainly the naming conventions within the game smack of Gary's style. My conjecture is that the campaign world is Gygax's creation, and possibly the basic principles behind the overall *Dangerous Journeys* rules system whilst Dave has fleshed out the system for *Mythus*. *Realms* will try to get an answer on this when we interview Gary Gygax soon.

Meanwhile, back to the game. Yes it is new, although the bones of the fantasy rpg genre have remained unchanged - we're still talking about a quasi-mediaeval world here with magic, elves and wierd gods strapped on - the flesh has been changed a bit to give the whole *Mythus* game a unique flavour (I'm not suggesting you eat the rule book).

There does seem to be quite a bit of dark, mysterious atmosphere about *Mythus* which evolves from the campaign background hinted at in the rule book, and some of the evocative interior artwork, and which will no doubt be expanded on in future accessories. The world setting provided looks very much like an alternative earth with places like Atlanti harking back to our legendary past. The rules, however, do state that is not necessary for the game to be run in this setting, in fact any existing campaign

Mithril, Alternative Armies, Fantasy Forge, Kryomek and Resin Scenery (reviewed in Issue #6). So you can find Gandalf, Kryomek aliens, siege engines, Shadowrunners, Ravenloft npcs, orcs, undead, mechs, dragons, scenery, dungeon accessories and grav tanks all in one easy reference guide. The one notable exception is the absence of Citadel ranges, one assumes this is because GW already produces their own range of expensive similar format catalogues.

A couple of added bonus are Peter's own Battletech Mass Combat rules which adapt FASA's top selling game for use with Ral Partha metal miniatures 3-D scenery and terrain, and some additional rules for Fantasy Warriors from Nick Lund. There is also a Fantasy Warriors battle scenario.

Considering the size and varied content of *White Metal* it is great value - essential to table-toppers, whilst role players can use it to find the best model to represent their favourite PC.

could be adapted to play with *Mythus*.

The rules themselves rely on a skill based system derived from a 3 by 3 tiered characteristics matrix and not the restrictive character class specialisation of classic Dungeons & Dragons. Like D&D though, the game does come in two forms, basic *Mythus Prime* and *Advanced*. The inclusion of *Mythus Prime* allows first timers learn how to create a Heroic Persona (character) and then run through the introductory scenario included in the rule book before embarking on the much more complex version of the game. *Advanced Mythus* is a very detailed and flexible game system indeed, bound to appeal to the more experienced gamer who enjoys simulated realism; there is even a flow chart to work out what happens when Heroic Personae try to operate a magic item they have never encountered before!

The rulebook is quite hefty, over 400 pages with a few colour plates and plenty of black and white artwork of varying quality. It is packed with useful 'how to' advice which you would expect from the 'grand master' of role playing, Mr Gygax. One drawback is the truncated magic system - the rules are there, a points (Hekla) based system with scope for all HPs to wield it - but only a few of the many promised spell are listed in this book. *Mythus Magick* which I have not seen, redresses the balance here.

Overall, *Mythus* is a welcome entry into the market place and I look forward to seeing GDW's future *Dangerous Journeys* releases. I'm sure the game will sell well with Gary Gygax's name on it, but before long, people will start to realise that the game warrants attention on its own merit. Welcom back, Gary!

The Forest

An Unae Adventure
by
Malcolm Adler

Beneath a thick canopy of twisted branches many tormented truths and tragic ends lie in wait, it is here we journey for this issues' Realms scenario.

The Forest..

With the passing of time, the seasons and such things as nations one thing always gives way; the natural land. Mountains and hills are mined, rivers are tamed and forests are flattened, being harvested for their timber, leaving fresh fields as waste. This pattern is constant across the world of Unae, but not in Burvoy.

In Burvoy there is the Caspas Forest. The wood gave way to the coming of man centuries ago, but not now. Now, for every tree felled three more sprout. Once travellers crossed the woods with only natural harassments, but things have changed, listen to my tale...

The Caspas Forest, Dark Wood and Le Coarn's End are all names given to the same thick wild Oak forest at the heart of Burvoy. This eerie wood was slowly being cut back, giving way to the coming of man like all natural forests until a few hundred years ago. The honest men and women of the area have suffered mysterious raids and the foulest pestilence as they have tried to tame the land. For every mile taken by man the forest takes back two somewhere else on its edge, leaving behind deserted villages destroyed by plagues or haunted by the 'spirits' of the wood. These areas are quickly brought back into the forest's area, fields go quickly wild and oak and elm seedlings grow speedily in the streets and pastures of these unfortunate, doomed hamlets.

The Duke of Pont de Faselle wants to put a road through the forest. He needs to create a safer, more direct trade route to the capital, Tyon. He is a man of faith, but also science! Childrens tales of ungodly inhabitants, evil sprites and strange storms of plague are not believed or even heard by him. He is also a man of business, and knows that a more direct route to the capital will boost his coffers. Currently traders circle the forest, suffering from orcs, ogres and bandits, so an offer has gone out;

BEHOLD

Good Duke Jean Pierre of Pont de Faselle seeks the service of fit, daring fighting men who are godly and willing to chart a road through the dark Caspas Forest.

Any man willing to work on such a task should announce himself at the gates of Boureux Castle, by the eve of All Saints Day.



Most people shiver at the thought of walking more than a hundred yards into the wood, the suggestion that one might try to traverse it is unheard of. To the general populace the oaks of the forest are thought to be enchanted by evil magics, the truth is not known. What is common knowledge is that none have tried to traverse the forest since the Templar Marc-Marie Le Coarn set off as penance for breaking an oath to the Bishop of Boureux, he was never seen alive again. That was one hundred and twenty years ago.

Many locals believe that the forest has been overrun with evil nature spirits. Some ignorant peasants offer animal sacrifices to these spirits at various pagan festivals, hoping to keep at bay the mysterious happenings that befall other villagers.

THE HISTORY OF THE CASPAS

The reason why the Caspas is in such a state all comes down to a magical battle that was fought within the forest some four hundred years ago. This battle was between Vaic the Scorchers, a powerful Elementalist/Evocationist and the Grand Druid of the Caspas of that time.

Vaic the Scorchers had fled the more populated areas of Burvoy as his penchant for experimenting with large spells such as his near perfected "Fire Storm" had caused too much damage to the goodwill any local populace could be expected to show.

Seeking seclusion to study and perfect his magics he settled in the Caspas. He used his elemental magics to create his home and then prepared to start his testing programme again. Unfortunately, when he restarted his test programme he soon caught the attention of the Grand Druid who was warden of the wood.

Vaic's short time in the forest was remembered for naked columns of flame lighting the night sky as well as firestorms and other pyrotechnical displays.

The wizard would have been in residence less than four months when the Grand Druid of Caspas paid him a visit. Vaic was demented and took the Druids visit as a challenge, instead of conversation their was an exchange of spells, the magical combat devastated large areas of the central woods. The druid originally defending himself eventually decided he had had enough. The druid summoned many of the forest inhabitants to help in his battle, slowly it became obvious to the two spellcasters that they were each others equal. Weakened by their efforts the two were overwhelmed by each others minions, the druids last and most powerful spell still being formed as he breathed his last. So it was when many of the Oaks of the forest were given true life the spell went awry, with no one to control them or the Caspas, they assumed the mantle of guardians themselves.

It has taken the wood centuries to regenerate the wounds suffered during the fiery battle. The site of the battle can be found easily as the largest tree in the forest lies among Vaic's ruins, it is a Golden Oak, grown from the body of the fallen druid.

The druid died to save the forest but has instead given it to something more sinister than Vaic the Scorchers. The details of the aims and goals of these dark oaks (the Quirius) follows later in the article.

What is important to remember here is that the party's main aim must be to get through and survive while mapping a road. They do not have to encounter everything detailed, the more they come up against the longer the play time.

THE PLOT LINE

1. The players find out about/see the notice for employment by the Duke. They make their way to his castle.
2. They make their way to the forest, the Duke accepting their employment as no others have applied.
3. They stop at the 'Bishops Barrel' and can gather information.
4. They set out to traverse the wood. You should choose which encounter areas you will have them run into.
5. They (hopefully) survive and then head back to the Duke with the map for payment.

In the Forest are Gypsies...

I shall never forget my time in the Woods my friends. It was a stormy night, the winds ripping at the thick oaks and the rain filtering through the canopy to drench me to the marrow. Things had just started going badly, my horse Isabel had gutted herself on some broken trunks and I had set out on foot with near to nothing. As I travelled, looking for respite I heard song, searching with tired eyes I soon spotted a fire through the thick bar-like trunks of the mighty trees. Making my way to the camp, I hoped they were travellers so that I may have bought some of their food, and taken some warmth from their fire, I drew closer.

Stumbling into the clearing, I was fatigued, but not without my senses. They were Gypsies and greeted me well, relieving me of my pack, they lead me to the gods-blessed fire. As I warmed my hands I looked into the fire to see its fuel, no wood fed this unholy fire. Never before have I seen the souls of men writhing in eternal torment, never again do I want to.

My escape from the camp cost me the use of my arm and most of my possessions, but worst of all it claimed my sanity. The nightmares will chase me to the grave, and I fear beyond...

A JOB ON OFFER

Almost regardless of how the Dukes interview with the PC's proceeds they will get the job as no others have applied. The Duke is under pressure to deliver a safe route through the forest and he will be quite expedient in his dealings with the party. He will initially offer them 6ggs a day, if they push he will go up to 10gp. As soon as a deal is struck he will tell them to get moving, as he has

not the time or coin to waste. The party will be allowed a day to equip themselves, but not at the Duke's expense.

Should the party set out in the morning they will arrive at the "Bishop's Barrel" half an hour before dusk. This pleasant looking roadhouse is a day away from the forest's edge. You should encourage the party to stay the night here, or at least stop in for a drink as they will be able to pick up a lot of local knowledge.

THE BISHOP'S BARREL

This well worn inn has two floors, the first being the kitchens, tavern and stores, while the top holds six guest rooms and a dormitory. To take a room will cost 30 silver per night or 3sp for a bed in the dormitory. The bar of the inn promises a great deal of warm chatter from the locals, a mostly rustic bunch of farmers.

The major use for the inn is to give the PC's a chance to find out what they have let themselves in for. This is your chance to scare them. When they set out in the morning they should be so panicked that they'll be considering leaving the area, the way to stop them doing this is when you recount the farmers tales make it plain that they are exaggerating (like a big fish story), this is easily done by the farmers trying to out do each other in their storytelling. This is not to say you should make the wood sound a joke, because its not. Just leave room for doubts in the PC's minds.

Tale 1: Jean tells of what befell Gadspo when they went playing in the woods as children, Gadspo never to return. Jean is convinced he saw the corrupted form of Marc Marie Le Coarn, and it was this abomination that killed Gadspo "The Caspas soiled even his as bright as Rosemaigne soul, if that is so, what hope have we?"

Tale 2: "I was coming home late one night, after dusk from the further fields. As I made my way I could hear something bashing trees in the wood, then I heard a mighty shrieking sound that would make your blood turn black. As I fled I could see orcs howling death, charging across our very fields. It was only luck that got me safe at home before them to me".

Tale 3: "I remember my father telling of the wood, speaking of that what was passed to him by his father and to him by his. It was of great columns of flame and of balls of fire that ravaged the forest for a whole summer. The evil magic was drowned by the spirits of water and then never seen again".

WHAT'S TO BE EXPECTED

By the time the party arrive at the wood, they will probably be all for getting this over with as quickly as possible. Once they enter they are leaving the sanctuary of civilisation behind, they are now fair game. The crossing, without delays will take at least four days (this is not including the two days travel to get to the forest).

As guide for when to use each encounter, for the first day perhaps use the encounter table. On day two let them meet the orcs, and later come across the ruins of Vaic the Scorchers. Here, they can find the "Wooden Hand" and the tracks, enticing them to follow them to Gladavor is your job. It is on day three they would arrive at Gladavor and encounter the Quirius, day four would consist of them fleeing the wood. This is an opportune time to let them meet the Gypsies.

I have not mentioned Le Coarn as yet either, he should be used to constantly harass the party. Perhaps stalking them and attacking them at night as they sleep. During all of this you should be keeping an eye on the encounter table at the end of this scenario to see whose territory they are in, they should have their hands quite full.

In the Forest are Orcs...

*I fled with a madman's energy,
eventually losing the pursuit of the gypsies.
I fell to the ground and in the loam decided
with a fogged head due to blood loss that
fate could take me.*

*When I next opened my eyes to
investigate what sounds had disturbed me I
beheld a gathering tribe of Orcs.*

*The gathered stood before me, the
closest gesturing at my pulped and smashed
arm. As I had not the strength to resist I let
them come closer and touch me. They
went straight for my arm, gouging the
wound and ripping at my ruined shirt. I
thought I was to be feasted upon alive.
Eventually I realised that they were
hooking some-thing out of the wounds, then
they bathed them and covered them in a
balm. Binding my wound they looked at me
with sorrow in their eyes, one of them spat
out a few words of that strange local
Human tongue, Burvois "Arm near
severed. Bound and sorcery."*

*The rest of the conversation was cut
off as the tribe scattered, the orc talking to
me fell, spurring blood, his guts falling in
front of me as something huge ripped him
open with its bare knotted hands. In the
darkness I cannot be sure what it was, but I
was quickly covered in fresh corpses, thus
I hid until all was still. My 'friends' having
been cut down before me by a foe I could
not see. Such a loss, orcs of mercy...*

FINALLY, THE CASPAS

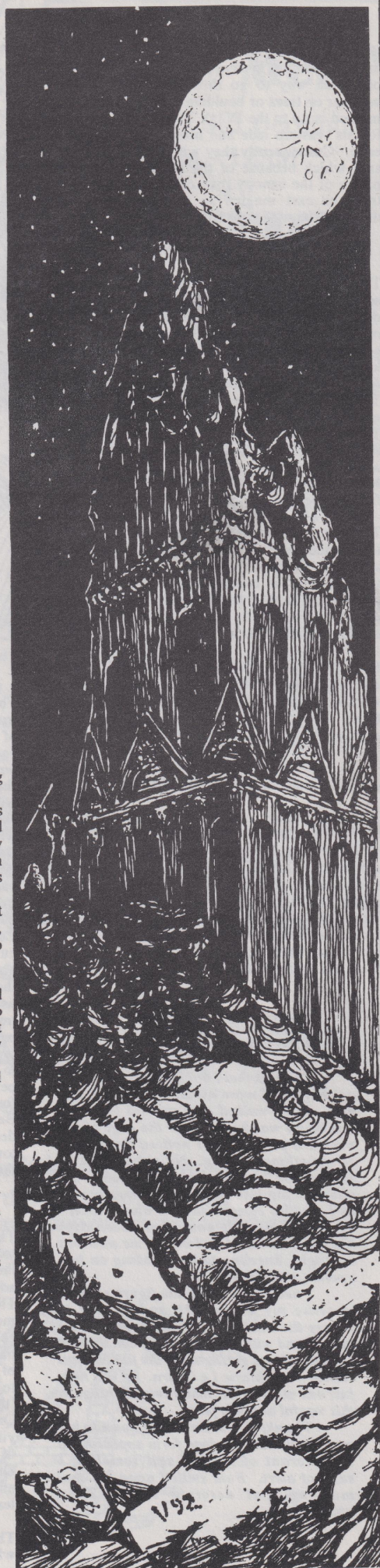
The road is little more than a bad trail, passing the last hamlet the forest stands like a black wall across the horizon less than two hundred metres in front of the party. The farmers' cleared land gives way to a dozen metres of already regenerating wood as oak and elm saplings reach for the sky, beyond these the Caspas stands ominously. If the PC's have horses they should be acting nervously, the steeds will actually just be reacting to the size of the wood and its scents, not anything overly mysterious (but this will help put the party on edge).

There are a great deal of things to be encountered in the wood, the most common are the orcs who inhabit the forest's edge. These orcs will not attack the PC's outright, they are far more likely to run as they know stealth is the only way to survive the Caspas, but they will defend themselves if attacked.

THE ORCS OF CASPAS

I would hope you would feel sorry for the orc tribes of the forest, their numbers have been dwindling for decades, but they are slowly adapting to the awakening of the Quirius. The orcs have adopted a very stealthy life style, almost no combat occurs in the woods, they raid only out of it and tribes never battle as the sounds of such conflict almost always bring Quirius. The orcs live in a number of rocky outcrops within the forest that are well caved. Some smaller tribes are also able to eke out an existence in the forest at large, these are very well organised, defended and patrolled. The orcs will never be caught unaware due to these precautions. It should be made clear to the party that these are not average greyskins (see Realms #7 for details on the "Orcs of Unae").

The PC's can be shown the orcs generally peaceful intent by allowing the players to first find a wounded orc and 'chat for a while' or perhaps have them stumble across the scene of orcan children grieving over father slain by the Quirius. The twist in the forest is that the orcs are a potential source of aid to the party.



THE ROAD

By 'charting' a road the Duke means for the PC's to mark one out by mapping it and leaving signs of which way to go through the forest itself, whether on trees or boulders or by sign posts (the method is up to the PC's). The players are on the forests' eastern side and must get to its western edge. Consequently they will need to follow the sun, which because of the thick and obscuring nature of the canopy may call for them to climb trees or cast magics so they can see which direction the sun is travelling.

VAIC'S RUINS

The ruins of Vaic the Scorchers' towers may be something you wish the players to stumble upon, doing so will not be hard. The site is at the middle of the Caspas, the ruins themselves are at the centre of a mainly barren clearing nearly one kilometre across. Much of the bare grounds resembles baked pottery, glass or volcanic rock. The ruins themselves are a collection of semi melted buildings and slag heaps that once were. These 'melted' towers give the area an eerie feel, the wind whistles through the various formations and rips angrily at the only tree in the whole barren area. This is a huge golden oak, grown from the body of the grand druid, where he fell.

The ruins consist of bare and well worn empty towers and rooms. Three towers are still standing to various degrees, two have not a second floor to stand on but the twisted melted walls stand like pinnacles. The third tower has a pile of rubble that can be climbed up inside the ground floor chamber to reach the still intact floor above.

Should the party search the area they will find that an untouched skeleton with a dry and brittle wooden hand stuck in its torso is sprawled before them. This is Vaic, the hand is over a foot wide across the palm and is that of a Quirius (see map).

THE WOODEN HAND

If the PC's check out the area well enough (or if they have a Ranger or Druid amongst them) they will find a set of tracks heading south. The tracks are from a Quirius and lead to Gladavor, many Quirius pass this way as they make efforts to regenerate the woods in the barren ruins area. You should describe the tracks as strange, looking like something was perhaps dragged or limping, something very big. hopeful the party will follow them, taking six hours until they find Gladavor.

In the Forest is Le Coarn...

So it was that I thought that fate could not have had more awaiting me. But, she had. I had walked and crawled for days, thinking I was heading for the edge of the wretched place when I noticed the sounds of something feeding. No noble beast of nature had ever made such a sound, the abomination was gorging itself noisily and as I crawled closer I saw on what, Isabel - my dead horse. It would have been days since she had died and before me now was a Knight, kneeling to her, feeding on her swollen, pus-ridden neck.

I nearly wretched, the figure seemed to sense my discomfort, and he rose to survey the area about him. It was as he turned and with dry and empty eye sockets I realised I was gazing upon the famous, but ruined Jean-Marie Le Coarn. he was now just one more of the many twisted things in this woeful ungodly place.

Thankfully he hunkered down to his meal again. His undead form appearing to be ignorant of me but still somehow I suspect alert. Fate smiled upon me that morning, but deserted me as noon approached.



MARC MARIE LE COARN

The cursed ruins of this once great and saintly man still roams the Caspas; in life he was a hero of the Church of Rosemaigne, a paladin. if he is encountered by the PC's he will attack, but not pursue (he is quite tough, the PC's fleeing may be their only hope). There is little intelligence within the tormented husk that is still armoured, skeletal and greatly skilled in the arts of combat with his rusted two handed sword. Le Coarn wanders the forest at will, combating any he does not know. he is quite likely to come upon the party, being a very good hunter. he should be treated as a twelfth level warrior, with AC 2, Hp 100 and THAC0 12. While Marc-Marie LE Coarn has little intelligence left he retains the cunning for which he was famous. The abomination will most likely follow and terrorise the party for at least several nights. Le Coarn's usual tactic is to kill the watchman of any travellers, slowly reducing the number s of the party over several nights. Le Coarn will try to prevent the party leaving the forest, he will fight to the 'death' if necessary. Considering this, it is perhaps appropriate that the PC's have some foreknowledge of this. Two possible sources are Baruna, the gypsy maiden, or by having defeated the gypsies and freeing Le Coarn's tormented soul from imprisonment by breaking the cursed talisman held by the gypsy matriach.

THE GYPSIES

The gypsies aren't just sightseers, they are locals. Should the party come across the gypsies, they will seem friendly enough but will take advantage of the party at the first opportunity. The gypsies are safe from Le Coarn, because, the most evil truth of the Caspas is that the gypsies control him. They have his soul captured in his once holy symbol, the Cup of Rosemaigne, in one of their small wagons and use the 'dumb' corpse to guard their campsite and keep others out of 'their' wood. They have an agreement with the Quirius, providing the magics of plague that kills villagers in the closest of hamlets and the spells of fast growth for the new trees on retaken lands. One day the Quirius will have no need for them, and it is for this day that they are preparing to leave.

The leader of the gypsies is a wizened old lady who has a croaking voice and seems to be

inhumanly old. She is a very powerful mage, and has many skills in necromancy. She, it could be said, is as old as Marc Marie Le Coarn. On her wagon is a table that she sits at for most of her time, staring into entrails and her crystal ball. Also in this caravan wagon is the talisman, a cup shaped medalion, that contains Le Coarns soul. He came upon her when he was passing through the forest as penance when she was crafting evil spells, he saw to kill the witch but instead has suffered eternal torment..

The gypsies number twelve in all, seven men (Lvl 4 Warriors, HP 37, AC 5, THAC0 17), four women and one girl. Of all the gypsies only one has regrets and fears for what her fellows do, this is the gypsy maiden Baruna. While she will go along with whatever her fellow gypsies do, she will, if the opportunity arises, help the party discretely and pass on knowledge of Le Coarn's true nature (although she does not know his soul is trapped in the 'holy symbol', but suspects his prison is hidden in Margarita's wagon).

The Quirius are The Forest...

I know not what angles shepherded me, but they certainly fled when I neared a large clearing somewhere deep in the wood. At the centre of this clearing was a low hill which was so thickly wooded that it could have been mistaken for a timber wall. The greenery of this thicket showed it was alive, all too alive I was soon to discover.

Shambling amongst the huge oaks were other, twisted, moving oaks. They were moving upon their own roots which they used as crippled legs. Looking into their canopies I gazed upon the darkest and most disturbing eyes I have ever seen. These were creatures of foul magic. When night came I fled after several encounters, my angels seemed returned, once again to guide me away from the place and thankfully, finally towards safety.

THE AWAKENING OF THE FOREST

The twisted oaks, or as they call themselves the "Quirius" are the product of unshaped, uncontrolled druidic magic. These trees have been 'blessed' with life and unfortunately for the locals have decided that expanding their living space is something not just for humans to do. They will protect the forest brutally, all locals have heard the tales...

The Quirius patrol the forest in its entirety. They will find, follow and eventually attack any who enter too deeply into the forest. The race has spent the past few centuries evolving as a culture and now feel ready to expand their realm. The Caspas currently has dimensions of four hundred by one hundred and fifty kilometres, the river Kalais runs through its centre.

GLADAVOR

There is nothing for the PC's but death in Gladavor. It is an alien and dangerous place full of Quirius. The PC's are here more to look and behold than do anything about the 'city', the chances are the party is far too weak to do anything in any case.

Gladavor is a steep mound with a cleared ring about its base. The earth here is overturned and boggish, this is due to the traffic of the huge and heavy Quirius. The steep hill is so thickly wooded that it looks like a living wooden wall, the mighty trunks of ancient trees hiding the hill top. This is a meeting place for the trees, a place where they discuss their strange plans of reclamation and where their unfathomable politics are played out. Many of the Quirius call this place home, it is the centre of their society. At any one time over forty Quirius will be within Gladavor, and they will attack on site any non-vegetable intruders.

What Else is in the Forest?

I was near death when I awoke in a newly cleared field on the forest's edge. My arm pained me and as I rolled off of it to rub life into it I found it was gone, ripped from my shoulder, the wound exuding puss. I could see a hamlet on the horizon, with my back to the wood I finally left it behind. Eventually I found help from the godly men of Palmais, as they tended my wounds and I told them my tale they recounted their own.

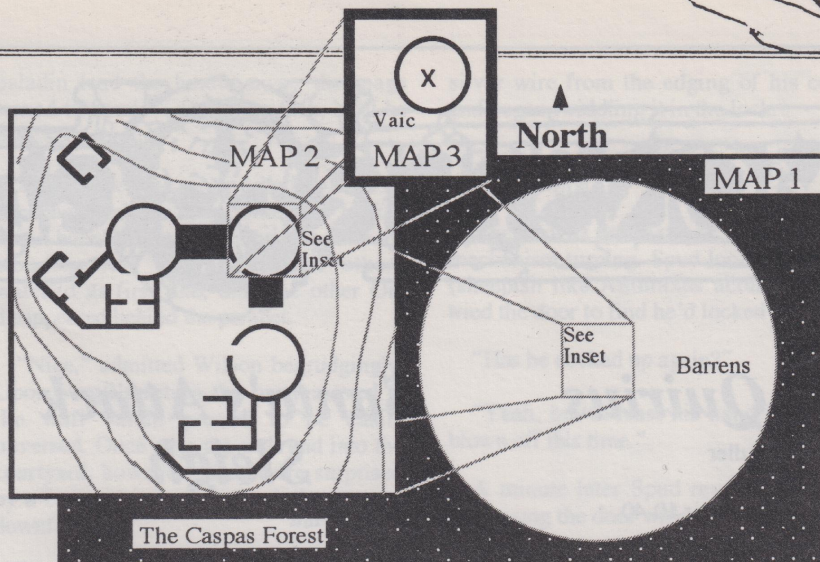
This is a place of evil, a twisted place. I shall never return to the Caspas, but memories of souls burning in gypsies fires, evil oaks and wretched but kindly orcs will haunt me. I shall also remember the freshly bloodied maw of Le Coarn. All of these will be with me until the day I die, I can only pray that they shan't find me beyond death.

*-Rimai Kadero of Lixus,
"Tales of a Tortured Soul" - Kramer Press.*

INHABITANTS OF THE CASPAS

Many different creatures call the forest home, these various 'things' are quite likely to be aware of the party and their movements. You should roll on the table below to see what they are nearest whenever they have travelled a kilometre or so. The inhabitant may not be inclined to attack the party but its alignment and temperament (and intelligence) should be considered.

Roll	Inhabitant	Likely Reaction
01-10	Boar	Timid
11-15	Spider, Large	Defensive
16-20	Troll	Offensive
21-30	Bear	Defensive
31-40	Orc	Defensive
41-43	Orc/Wounded	Timid
44-50	Orc/Dead	-
51-60	Wolf Pack	Offensive
61-65	Green Hag	Offensive
66-70	Dryad	Timid
71-85	Quirius	Offensive
86-95	Undead Le Coarn	Offensive
96-99	Tasloi	Defensive
00	Treant	Defensive



BURVOY

This small but independant nationis populated by a peculiar race of humans who have, according to legend, crossed the dividing sea to arrive just south of the Heletian lands. The tribes had to war with Ogres to free up land in Burvoy for them to settle. The biggest physical features of the nation are the Kalais River, the Heletian Spine (mountain range), the Caspas Forest and the Gulf of Burvoy. The people speak their own language known as Burvois and worship their founding warrior-king, Rosemaigne, as a god. (see 'Pure at Heart' in this issue for more on the religion).

Not too much is known of their past as the Burvois people are secretive and tend to keep to themselves. They are not members of the Heletian League and apparently have no aspirations to be nominated. They have constant problems with Ogre raids on their borders and recent bloody confrontations have led to speculation that a war lord has forged an alliance between several tribes and is preparing for battle. Adventurers and freebooters throughout the Heletian League have drifted into Burvoy in search of employment in the armies raised to stave off Ogre attacks. This is perhaps one way of working your party into the region.



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MONSTER GALLERY

The Quirius

by Malcolm Adler

Number: 1-6, in lair 10-40

Armour Class: 2

Move: 14"

HD: 10

% in Lair: 5%

Treasure: nil

Attacks: 2-8 (number of main branches)

Dmg: 3-18 per attack

Special Attacks: nil

Special Defenses: immune to druid spells

MR: standard

INT: average

AL: neutral, tends to evil

Size: L

XP: 2000

These tree based life forms are rare in the extreme as they are the product of powerful but miscast druidic spells. They are animated trees given full control over their destiny by the elemental magic of the wayward casting. Quirius are bitter towards the caster due to the very painful and traumatic morphing process and will not willingly obey commands. As a by-product of this bitterness, the Quirius become mean and aggressive towards all but their own kind. Most Quirius are oaks, seemingly it is easier for druidic magic to fail on this tree. In most cases the awakened Quirius establish some semblance of social order. These alien societies are inimical to higher order animals (humans etc) and strive to protect their woodland domains from farmers and other would-be invaders.

Quirius are surprisingly quiet in their movements and can be alarmingly swift too. It is unlikely that a Quirius will ever completely surprise an opponent due to their great size, but they often get very close to their intended victim in the dark of night or through dense thickets in gloomy woods. They attack with enormous strength with their main branches (usually 2d4 of them). Quirius hate people who carry axes and will go berserk if they witness someone cutting down trees of the same species. They are not overly vulnerable to normal fires, but fear magical flames. Their origins makes them 100% immune to all druidic magic effects.

Santa's Attack Sleigh

by Adam Whitt

Number: Are you kidding? Unique!

Armour Class: -10 (indestructible)

Move: 18"/48" (faster on Christmas Eve)

MC: A (can loop the loop)

HD: unknown, never been hit

% in Lair: 100% for 364 days of year

Treasure: see below

Attacks: lots, see below

Dmg: you betcha! see below

Special Attacks: hurt hip pocket (no save)

Special Defenses: "Ho! Ho! Ho!"

MR: 200%

INT: questionable

AL: the ski runners need one badly!

Size: depends on the chimney

XP: f*#@# off!

Led by Rudolph with a Dancing Lights spell permanently twinkling in his nose, the Attack Sleigh is drawn by 6 huge Rabid Reindeer: **AC 7 HD 5 Att 2 Dmg 1d12 Sp Att** bite causes instant lockjaw disabling spellcasters. The sleigh bells dangling from their necks are powerful *Chimes of Opening* enabling Santa to pass any locked/trapped door or magically barred portal. The Attack Sleigh is aptly named as it is equipped with twin ski runners which perform as *Swords of Sharpness*.

These can readily be deployed against foes due to the great manoeuvrability of the Sleigh. The Sleigh is made of a cherry red painted wood that reflects all spells and deflects all missiles. The Sleigh is driven by a vastly inebriated Santa Claus (statistics irrelevant as he is indestructible as long as somebody, somewhere believes in him) armed with a

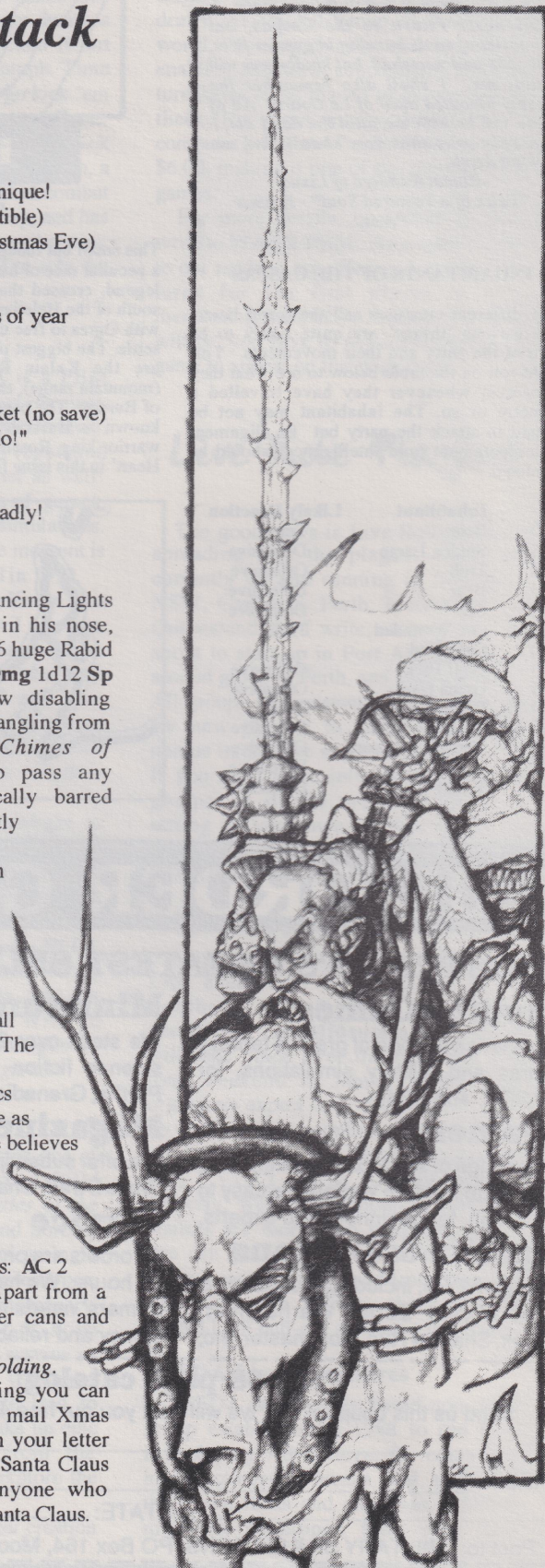
Frost Brand Lance,

and accompanied by twelve Evil Elven Helpers

armed with repeating crossbows: **AC 2**

HD 3 Att 2 Dmg 1d4/1d4. Apart from a jumble of empty bottles, beer cans and cracked nut shells, the Attack Sleigh's treasure is a *Sack of Holding*.

This contains one of everything you can find in all those glossy junk mail Xmas Sale catalogues that appear in your letter box at this time of year. The Santa Claus Attack Sleigh will attack anyone who claims they do *not* believe in Santa Claus.



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Greg Stafford Interview

American game designer Greg Stafford, author of such roleplaying classics as *Runequest* and *Pendragon*, visited Australia in early October. He attended *Necronimicon IV* in Sydney, and spent time with roleplayers in Sydney, Canberra and Melbourne. Nick Leaning caught up with Greg in Canberra...

Nick: *How have you enjoyed your trip to Australia so far?*

Greg: Wonderful. I love to travel, especially to new and exotic places, and to meet the people who play my games. Australia is quite exotic in its flora and fauna, and there has been no shortage of fans. And I certainly never thought that I could get so close to a kangaroo as I did yesterday.

Nick: *You came to Australia as Guest of Honour at Necronomicon. How did you enjoy the Con?*

Greg: Great, the people here have been very good to me. I played in several games including *Short Sharp Shocks*, *Jorune* and *Stormbringer*. In fact I've had more role playing this last weekend than in the past four months.

Nick: *Australians have developed new types of gaming, including freeforms and multiforms. Have you played any, and what did you think?*

Greg: I would agree that you've got something new here, and I think it is wonderful. I played in a couple of multiform (systemless) games at *Necronomicon*, and in an eighty-five person freeform in England a few months ago. I think it is great. The games-without-rules type of interaction is a great format for story telling, which is the type of roleplaying game I am exploring. It allows for a very wide range of interaction which is not addressed in any of the rules-driven games.

Nick: *What is it that makes Australian gaming different from US gaming?*

Greg: In the States Conventions are dominated by commercial interests. Australian gaming is run by fans for fans. It is a very positive over here, exciting.

Nick: *In running your company, Chaosium, how do you apportion your time between business and creativity?*

Greg: From week to week it is about 50/50.

Nick: *And what is next for Chaosium?*

Greg: We will continue to do what we have been doing, and will release a number of modules and scenarios for *Call of Cthulhu*, *Pendragon*, and for the *Stormbringer* universe. We plan to release a new edition of the *Stormbringer* rules, too. We feel the old edition is very poorly written and many of the concepts a bit outdated now. Parts of the character generation are, ummm, difficult. It is full of *Runequest* artifacts which are really not necessary. So in December or January we will release *Elric, The Roleplaying Game*, which will fix all those problems.

We are also going to publish some books. The first will be *Kings of Sartar*, five *Glorantha* documents that I have been using as my source material for *Runequest* and my new game. It contains almost everything that I have compiled about the kingdom of *Sartar* and other *Dragon Pass* lands and peoples. If it sells well, we will follow it with material on the *Lunar Empire*, and then others.

We are also going to release a card game called *CREDO*. It is not roleplaying, and I am not sure if it will even appeal to the usual roleplaying market. Its subject is the early Christian church's compilation of dogma to create the modern Christian faith. It is historically accurate, which is to say, spiritually cynical, and so provides great entertainment for the players.

Nick: *You mentioned your new game. Can you tell us more about it?*

Greg: Sure. It starts with *King of Sartar*, which is the "historical imperative" of *Dragon Pass*. This means that it relates the campaign events and history, providing that the players do not do anything major to change events. To compare it with *Pendragon*, *The Boy King* is the historical imperative for *King Arthur's* reign.

Next, we hope to publish a new game system called *The Epic System*. At the moment the candidate for this looks to be the submission by a man named *Greg Maples*, who has been working on it for about eight years. It is a Macro-system, unlike anything which has come before.

It allows the players to quantify and therefore recognise their relationship with their society, gods and cosmos. It is not concerned with the minute details of an individual, like *Runequest* is. Test-players have commented that it could be used with *Call of Cthulhu* or even *AD&D*. It will certainly be compatible with *Runequest*, with some adjustments.

Then I would like to publish *Glorantha: The Game*. This will use the appropriate parts of *The Epic System* to allow players to engage in mythical interactions with the world of *Glorantha* in a way which I have been envisioning for years, but which has been unobtainable due to lack of a proper game system for it. I wish it to be primarily a storytelling game, with a strong game system hidden behind it to support play, and be brought forward when necessary to resolve some conflict. With those components, players should be able to engage in the full glory and massive destruction of the *Hero Wars*, and create their own version of *Glorantha* history to suit themselves and their players. And, of course, we will support it with scenarios and backgrounds.

Nick: *Is Call of Cthulhu still Chaosium's biggest selling game?*

Greg: Yes.

Nick: *What about Runequest?*

Greg: I am pleased to say that *Runequest* is back on track. *Avalon Hill* and I have worked out a new relationship which satisfies both of us, and they have hired *Ken Rolston* to edit the line. *Ken* is an old *Runequest* and *Glorantha* fan, and even contributed to *RQ3*. He has been a successful scenario writer; he has published scenarios for *Paranoia*, *Ghostbusters*, and *AD&D*, plus maybe some others. He is a professional, with drive. He has already gotten *Melbourne* designer *Michael O'Brien's Sun County* out, and has prepared *River of Cradles* for release soon. *Avalon Hill* plans to release four supplements per year, and I am confident that they will follow that schedule.

Nick: *What is your part in this?*

Greg: We are responsible for approving or disapproving the submitted material. We will also release a fair amount of RQ material which has been written, but not published, such as the many cult write ups which we have had sitting around for years.

Nick: *If someone has RQ material to submit, should they send it to you?*

Greg: No, send it to Ken.

Nick: *What if they have any questions concerning Glorantha? Should they ask you?*

Greg: No. I am afraid that I can not spend my time answering individual questions. I did it in the past and I never got any work done. If someone has Glorantha material and ideas, write it up and send it Ken. If he likes it, he will pass it on to me. I regret the distancing that this makes between me and RQ writers, but I cannot find a reasonable alternative which allows me to get my work done.

Nick: *Have you seen Michael O'Brien's Runequest supplement, Sun County?*

Greg: I have seen it, but haven't studied it. It looks quite good; all my hard-core Glorantha mates think its great. I am very pleased with the way Runequest is going now.

Nick: *What do you think of Gary Gygax's new rpg, Mythus?*

Greg: I think it is the most exciting game of the year for 1978.

(Laughter)

Nick: *I read in (another source) that you practice "neo-shamanism." Can you explain this?*

Greg: Sure. It has nothing to do with gaming. Neo-shamanism is a religious practice which is commonly found around the world in primitive cultures, generally to provide interaction with an animist universe. Animism is the belief that everything is alive, and that much can be communicated with. It is very much a "green religion", an ancient Gaia-theory without science trying to rationalise it.

I have spent much of my life trying to figure out what is going on around me, and discovered some time ago that not everyone saw things the same way that I do. I have been searching for meaning for this, and discovered that shamanic practices fulfil my needs. As a result, I have dedicated a part of my life to this practice, and to teaching it to others who ask. So I lead sweat-lodge ceremonies, which are an ancient form of prayer-meeting, which is sort of like

a sacred sauna, and pilgrimages to sacred sites, and so on. I also am on the board of Shamans Drum magazine, which is a professional journal which looks at the shamanic practices which still go on around the world.

Nick: *Does this affect your outlook on gaming?*

Greg: Yes. It has provided me with the key to mythological understanding which gives my Gloranthan material the flavour which it has. However, the shamanic system in RQ is not really reflective of my practice, though. That is a game system.

Nick: *If you could design a game on any subject, and were guaranteed a market, what game would you like to do?*

Greg: A very theoretical question. I guess it would be the Universal Transformation Game, which would immediately provide the players with the insights to bring some peace, contentment and joy to the players and inspire them to game master it with others. It would educate people to their responsibilities in the world. It would appeal to conservatives and Republicans and promote values that would end the shameful and horrifying outlook of the American right-wing which believes that greed, war, racism, and imperialism are acceptable ways of life in the modern world.

Nick: *Can you be less theoretical?*

Greg: Well, I'll tell you what, guarantee me the market and I will make the game. But until then, I will continue to create fun and enjoyable games that provoke such idealistic thoughts in those of us already in the field, and which will allow me to feed and clothe my children.

Nick: *Is there some subject or genre which you would like to write?*

Greg: OK, I'll stop fooling around for a second. I think I'd really like to do a Middle Earth storytelling game.

Nick: *Your games have a reputation for being 'serious roleplaying'. What makes roleplaying worth getting serious about it?*

Greg: I see roleplaying as the new peoples art form, it is everything television entertainment is not, that is, a social activity that provides an important outlet for people's creativity. Roleplaying presents a way for modern man to stay in touch with our deep rooted mythological needs and have fun doing it. I believe roleplaying games can contribute significantly to the betterment of those people who play them.

Nick: *What else have you got planned for your stay in Australia?*

Greg: I'm having a short vacation in Canberra, I did some sight seeing today. Canberra is a very new and clean city, a little bit American in some ways. It has a very young soul.

Next I visit Melbourne to do a game shop interview and meet vast hordes of writers. I may also get another tattoo while I'm in Melbourne.

Nick: *How important are tattoos.*

Greg: They are not as important to me as a tend to make people believe.

Nick: *Is there any question which you would like to be asked but never are?*

Greg: Yes. "How much would you like this cheque to be for?"

Nick: *I mean in a gaming interview?*

Greg: No. You have already addressed some interesting issues which no one else has.

Nick: *Thank you, Mr. Stafford.*

Greg: You are welcome.

Greg Stafford is the President of Chaosium Inc and the creator of several landmark roleplaying games along with a wealth of supplemental material. Stafford games currently in print are:

Runequest III
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Call of Cthulhu (4th Ed)
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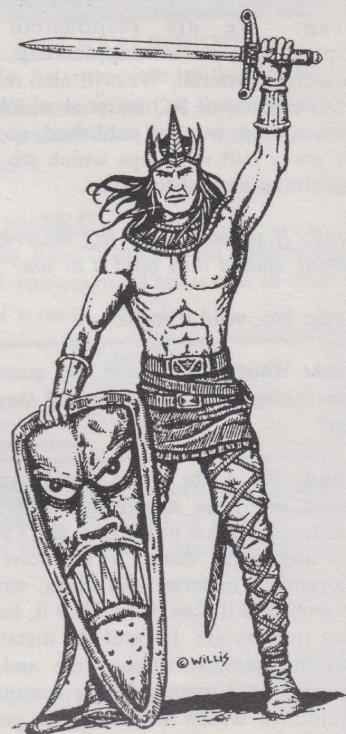
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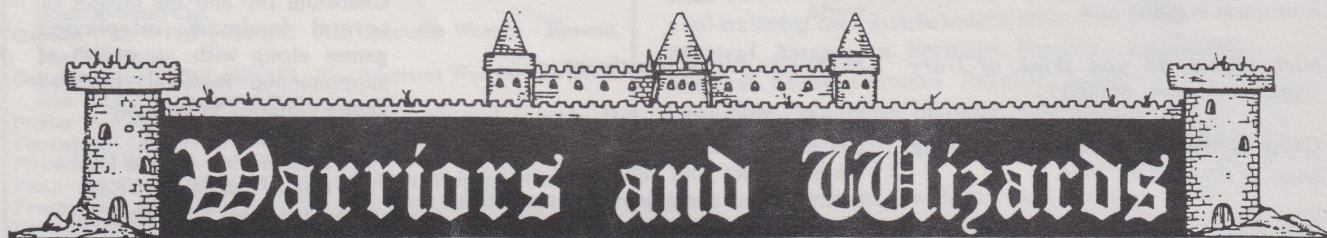
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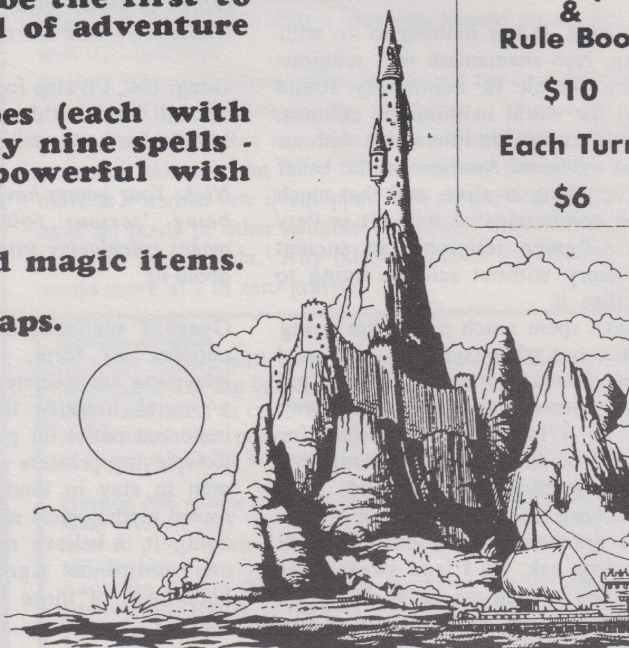
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The Art of Staying Alive

by

Mark Morrison and Michael O'Brien

Useful RuneQuest Tips from Two Australian Experts!

Mark Morrison works fulltime as Chaosium Inc.'s *Stormbringer* editor.

Michael O'Brien is a freelance *RuneQuest* writer whose scenario pack "Sun County" has been recently released by The Avalon Hill Game Company.

Both writers are Australian talents.

Combat

RuneQuest's realistic combat system has always been one of its strengths, as has its magic system, where even beginning characters have access to a number of interesting spells which, if used effectively, can effect the outcome of a melee. The *RuneQuest* combat system also has a reputation for being somewhat lethal: however, the point of such a realistic approach to violence is to teach the players to either avoid combat (instead of as a first resort), or only to enter a fight with planning or forethought. Most casualties are caused when characters charge into battle without first preparing appropriate magical defense. Unlike the *Dungeons and Dragons* games, where there are defined tactical roles for characters - fighters fight, magic users offer spell support, thieves backstab, clerics heal - the distinctions are less clear for *RuneQuest* characters, because everyone has access to weapons, armour and magic - the adversaries included. Thus, the best way to ensure survival is to act as a coordinated team whenever possible, and the key to this is through intelligent use of magic.

Magic

This article will focus on spirit magic, probably the most common of the four magic systems and the easiest for beginning characters to obtain. There are a number of stages of range through which an average combat will pass, and casting spells in a certain order will often reduce a strong charge against you into a confused and routed rabble.

Long Range

The first stage is obviously long-range,

missile range - anything over 50 meters away. Obvious magic here is anything affecting missile weapons: Multimissile is spectacular but fairly ineffective, as your spectral sling-stones fail to dent troll armour. Firearrow is pretty, but expensive in magic points to cast - especially if it misses. A much safer bet is Speedart, both more likely to hit and cripple.

Spell Range

Once the enemy passes within the 50 meters (spell range) threshold, it's time to get serious, with those spells which are strictly offensive. By now you should have determined the leader, so if he is Demoralized or Befuddled at this stage, the battle is all but won. If you suspect Countermagic, be sure to back up your spells with sufficient Magic Points. Useful against mounted charges at this stage are Ignite and Slow, both of which will confuse the beast sufficiently to disrupt both mount and rider.

Thrown Weapon Range

If you have not yet dissuaded them, prepare personal spells whilst waiting for them to close to thrown weapon range. The important thing to remember at this stage is to act as a team: not much point casting Protection-3 on your plate-armoured self and Bladesharp-4 on your greatsword if the guy next to you is preparing to defend with dagger and leather armour! Protection, Shimmer, Countermagic, Bladesharp, Bludgeon, Fireblade, Ironhand, Fanaticism, Coordination, Strength and Vigor are the best spells to be using here. Choose Strength over other characteristic-enhancing spells: not only does it possibly raise your damage modifier, it also increases all your STR-based skills [including Attack and Parry] and gives you additional fatigue! As a more coherent party defense the spells Lightwall, Darkwall and Mobility should be deployed. At 20 meters you'll have just enough time to look at the whites of their eyes before hurling a Speedarted javelin.

Melee Range

Once the dust of battle begins to rise bloody confusion starts to cloud the set responses. However, keep an eye on the fortunes of your fellows, and be prepared to parry for a round in order to help out

with a much-needed Dispel Magic or Heal spell. If your attack has been properly coordinated up until now, you should just be mopping up the survivors at this stage. Lastly come the recuperative spells: Heal, Repair, and Extinguish.

Tricky Begger Tactics

If the party can organize itself along this defensive framework, instead of scattering into isolated pockets of resistance, then additional tricky-begger tactics can be employed with great effect. Obvious lurks include juicing up a friend with your best spells and staying clear of the fight yourself; making sure the person with Dispel Magic has Countermagic cast on them (vital when half the party is Befuddled); or the awesome spectacle of all Disrupting a single target. Combine spells for better effect: chase the broo you've just Demoralized into the ogre you've just Befuddled! Use spells psychologically: douse a trollkin in oil, point your finger at him and say, "Now, I may or may not know the Ignite spell... feeling lucky punk?" Fanaticism is an excellent offensive spell, particularly on foes with excellent shield parries. Just make sure someone well-protected cops the brunt when the fanatic foe goes into chainsaw mode - given that he is now fairly defenseless, you should be able to take him out fairly quickly. Using spells with imagination will usually give you the upper hand.

So, utilizing some of the concepts presented here, there is no need to be wiped out by the next trollkin gang that attacks you. Far too much ransom money has been paid for parties scattered and splattered due to poor organization and lack of coordination.

A final thought - remember, if the combat is going badly, best to regroup, beat a hasty retreat - preferably with Mobility - heal, recover those lost magic points... and try again! Good luck!

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SHADOWRUN[®]

IN AUSTRALIA

Part III in our continuing series.
**Urban Australia is under seige, how are the
citizens coping with life after the Awakening?**
by Colin Taber

This issue we examine the society of the Australian nation and its various levels in 2050AD.

Australia and the World

Australia has taken on a more local role in its interaction with the world and consequently has slipped further into the shadows on the global stage. Main friends of the nation are its ASEAN fellow members and states such as Korea and UCAS. Almost all of Australia's trade and cultural exchanges are now between the ASEAN members, Korea and Imperial Japan. Cultural ties with Japan are particularly close due to the amount of refugees who settled in Australia after the economic and political collapse of their home country in 1996.

Australia and Its Neighbours

Australia enjoys good relations with many of its neighbours, the three exceptions are outlined briefly below;

Tir Miallae - Relations with the elven nation are strained, the problem being that Canberra believes that there is an elven conspiracy to take over areas of the continent that may one day be recovered. On the other hand, Tir Miallae believes that Canberra is working to engineer their collapse. Both are true.

Te Ika a Maui - This Maori nation covers most of the North Island of New Zealand. Relations are tense due to the large Kiwi community now in Australia. Suspicion and anger clouds any contact due to the sensationalisation by the media of the non-Maori's expulsion from New Zealand.

Antarctic Free Corporate State - While currently ensuring Australia has one of the world's better economies, relations between the two nations are always poor (see next issue).

The Federal Government

The federal government has the near impossible task of controlling the sundered nation. 2050AD Australia supposedly includes the following states; New South Wales, Victoria, Barton (the ACT), Queensland, South Australia, North Australia, Tasmania, the AFCS, the Cairns Protectorate and Western Australia. But in reality unity does not exist. The AFCS has complete independence, while SA, NA and WA all have varying degrees of autonomy. This watering down of Canberra's power is the result of the dislocation caused by the Awakening.

The President

Australia has had a President since the declaration of the republic on the 26th of January 2001. The current person holding the office is Karen Hall, for the Australian Conservative Coalition.

The States

Australia is not quite the nation it was. This is due mainly to isolation and in some cases a feeling of betrayal. The nucleus of the Australian nation, the states that have common laws and vote in federal elections are NSW, Victoria, Barton, Queensland, Tasmania and some zones of SA. For details see below.

My father fought at Canberra, so did my mother. I visit their memorial now, it still has the claw marks in it. On weekends me and some other war-orphans go out into the EZ and hunt vermin, I know my father's unit got three Bunyips before he went, I've added four more to the tally. Mum and Dad, sleep well - Canberra still stands.

- "What I Never Said To My War Dead" AustPress 2028.

Barton

This new state is made up of what was left of the ACT after 2011, it was given state status in 2020 and named Barton in honour of Australia's first Prime Minister. Barton is linked by the VFT rail corridor to Victoria and New South Wales. Canberra now has significant displays and information sources concerning the battles that were fought to hold the capital from the Dreamtime. Over 7,000 Armed Forces personnel and 11,000 civilians perished in that bloody conflict. Barton's feature is the Canberra-Queanbeyan sprawl which houses 1.5 million people.

New South Wales

NSW is still the centre of Australian business and excitement. It has lost most of its rural territory to the Dreamtime, but is a state of vitality and cycles. It is home to one large sprawl site, that is the Sydney-Newcastle-Wollongong urban zone in which 9 million people live. According to popular rumour, NSW is the most corrupt state in Australia, elbowing the relatively independent state of Western Australia out of the contest. Organised crime is a massive problem, having taken root deep within the government.

North Australia

The capital of this new state established in 2020 is Darwin, the state itself is limited to the small Darwin sprawl and various stretches of cleared agri-land. This state has very close ties with economically powerful Indonesia and Tir Timor, the elven nation of the Timor Sea. It is the most ASEAN influenced of the states, the Indonesian government contributes 'foreign aid'. NA is a bilingual state, English and Indonesian are both official languages, it is in the teaching of Indonesian that the 'aid' is mostly used.

Queensland

This state continues to grow, regardless of what the rest of Australia is doing. The main industries are tourism and various crops. Some very good research centres are operated by corps in the Brisbane-Gold Coast sprawl due to state government incentives. The population of the state is over 8 million, 5 million of whom live in the Brisbane-Gold Coast sprawl. Queensland does have problems with food supply, this is a year round dilemma that sees it importing grain from ASEAN nations.

South Australia

South Australia is partially under the control of Imperial Japan. As the Dreamtime became active, Imperial troops were airlifted to the Multi-Function-Polis (techno city) situated outside Adelaide to

help defend Japanese investment. The troops have stayed on since the Perimeter fence was built and now patrol (instead of Australian troops) the greater part of the SA capital. The areas outside of Japanese protection are still under Australian military control. Once the confusion of the Exclusion was replaced by calm discussions were started about their withdrawal. Imperial Japan offered the troops to Australia, to stay free of charge and protect the Adelaide zone, this was accepted by Canberra as it was stretched for resources. Adelaide's sovereignty was sold to Japan in the form of a fifty year lease which will expire on March the 13th 2062. Until the withdrawal, only residents in the Australian controlled zone are eligible to vote in federal elections. The Japanese occupation force is not disliked in Adelaide as it provides much wealth for the area.

When the Japanese had landed, fighting against the Dreamtime vermin and preventing the fall of Adelaide and the MFP they were praised. When they didn't go home afterwards they were despised. But slowly, they made their stay worthwhile to the locals. They doubled worker's wages, improved the public infrastructure, and guaranteed a security the Australian government could not match. The MFP is the one place you don't want to be found with a gun.

Tasmania

Tasmania's main products are food, most of which is sent to the mainland markets, and electricity. There is a fear in Tasmania that elves will annex territory for a new elven nation, most suspect it will be in the north western rain forests. This fear has seen routine aerial patrols conducted by the federal armed forces, it has recently seen action with the carpet bombing of an elven village. Tasmania's biggest problem is with ghost tribes of aboriginals that terrorise EZ wokers and wreak havoc with hydro plants.

Victoria

Victoria lost a lot of rural land in the Exclusion, it has concentrated on making its remaining rural centres more productive and also more populous. The rural area has boomed due to this attention. Various regeneration projects, particularly the VFT high speed rail link helped save the area from depopulation. 2039 saw Brisbane connected via Sydney and Canberra to Melbourne by the VFT. The Melbourne/Geelong sprawl is the second biggest in the country with 7 million people in its confines. The city has hung on to its tag as the cultural capital, the claim bolstered by a growing simsense recording industry and corresponding illegal BLT (Better Than Life) addictive chip industry.

Western Australia

Perth-Mandurah-Bunbury is a huge sprawl containing most of the state's 5 million population. The whole state goes through endless and epic cycles of boom and bust (currently bottoming out). The booms see spectacular growth while the bust sees mass unemployment and civil problems. The state is far removed from Canberra and is planning to make a declaration of independence when things improve. The general feeling is that since the Pilbara ore mines were lost to the Exclusion Zone, WA has not got what was owed to them by an uncaring Canberra.

The Territories

The only major territory that Australia still controls is the Cairns Protectorate, a small coastal strip surrounded by the elven nation of Tir Millae. It has been sustained by the Australian Government for its tourist industry and also because of the military bases in the area. The zone has over 1 million people crowded into it and most of the working public is involved in the tourist economy. Much of Australia's organised crime uses Cairns as a neutral meeting ground.

The Economy

Australia's economy is tied in closely to that of Imperial Japan, UCAS and the other ASEAN members. Australia trades almost exclusively with Pacific and Asian nations, this led to the region setting the foundations for the global Nuyen currency network. This currency is used by many nations as a standard to measure against, but all ASEAN members have updated their treasuries so that the Nuyen is now the trading blocks only currency, the last batch of

Australian notes to be printed was over a decade ago. The corps are quite supportive of the Canberra government as they are against the breakup of Australia in to smaller city based nations. The corp owned media gives no publicity to separatist politicians and most corporations are trying to hold the nation together (AFCS is a special case as they don't consider it Australian - they own it).

Technology

Australian technology industries are very competitive. They are based in several areas such as the Gold Coast, Sydney, Adelaide (at the Multi Function Polis), Perth and at Matthews in Antarctica.

Mining

Mining is conducted in many areas of Australia though no mines are maintained any longer in the EZ.

Agriculture

High intensity agriculture is used on every available acre, currently this produces half the food needed to feed the population. Most produce is grown in the VFT rail corridor reserve.

The Society

The society of Australia in 2050 is not very similar to that of Australia in the 1990s, it is more crowded, insecure and dangerous.

The Matrix

The Australian matrix should be treated the same as matrixes described in the Shadowrun rule book, Its zones are the following; WA Code Green-3, NA Code Green-3, SA Orange-4, Cairns Code Orange-3 and the rest of Australia Green-4.

Organised Crime

Australia like other nations has a big problem with organised crime, particularly amidst government.

The Mafia exists in many areas of Australia though it has had to give considerable ground to many of the Asian organisations. It is the dominant group in Melbourne and has substantial holdings in both Adelaide (surprisingly), Sydney and Perth.

The Seoulpa rings of Korean gangs are mainly based in the Sunshine Coast and Sydney. They concentrate on the street level but are engaged in a very violent campaign against the Gold Coast and Sydney Yakuza as they try to expand their operations.

Triads have only two substantial holdings, these are in Darwin and Canberra. They have also infiltrated the federal government at several levels, making Canberra a powerful underworld centre.

The Yakuza are present in all cities but most powerful in Brisbane, Adelaide and Sydney. Their callous organisation ensures that the group will at least retain market shares in most cities. The only serious competition that the Yakuza is fighting is the Korean moves into the Sydney sprawl. The Yakuza prides itself on honour and professionalism, gang wars are quick and violent affairs.

Corporate Crime

This is as common as anywhere, the only exceptions to this are in Adelaide and the Brisbane/Gold Coast areas where a great deal of data theft occurs.

Corporate Wars

A large amount of violence has been seen on the streets in the past two decades due to corporate warring. This situation is caused in many cases by the 'dupology' that exists in the Australian market.

The Dupology

Many industries are now down to two large competitors, this has occurred in most of the large markets in Australia. This is partially due to the small size of the population and also to bad decisions by successive governments. The original idea was to provide 'healthy' competition but unfortunately it has led to many confrontations and deaths. It is thought that of the Australians killed every year that one quarter are due to corps. This estimation is hard to demonstrate as organised crime is involved with most large corps in Australia and these groups illegally use Dreamtime creatures to defend their compounds. With this blur of Crime/Corp/Dreamtime it is impossible to define the root cause of many homicides. ■

THINKING MAN'S MONSTER

by Alan Ogden

An essay on how to referee monsters... but not stupidly!

Screaming bold war cries, the heroes charged into the orcish village, shattering the peace of the morning. Orcs scrambled and fell over themselves, falling into neat lines. Each Orc had a neat target painted over its heart and the runic inscription XPV-15 tattooed on its forehead. At the rear of each line stood a slightly larger orc. These orcs had a different runic inscription, XPV-35.

At the head of each line, facing it, stood (breathless pause) a hero!! (cheers and applause). To the thunderous rattle of gladly dice the heroes began to dispatch their respective foes. A few of the orcs at the back yawned. One pared his fingernails while he waited for his turn to come. When it did, his negligent swing bounced off his opponent's armour (as expected). The hero, with a subtle flip of the wrist, eviscerated and then decapitated the orc (as expected). Looking around the hero noted that no other orcs remained standing. Great, time for the treasure.

If this unfolding scenario sounds silly, it is. Yet in almost every campaign a scenario like this one has been played out. While places and names change, the end result is usually a band of screaming adventurers hacking and slashing their way through a lair of kamikaze monsters. This suicidal rush on the monsters' part seldom makes sense unless they are all part lemming or too stupid to breathe.

Monsters. They come in all shapes and sizes, as hordes, gangs or individuals. They have only one thing in common. They are the protagonists in whatever game world your characters inhabit. These are the guys who, with fiendish cunning and total lack of morality, use elaborate strategies to raid well defended villages, build heavily fortified strongholds, boldly raid merchant trains and easily outwit the best minds the local constabulary have to offer. These are the same guys who "forget" to guard the "secret" entrance to their stronghold, whose minds suddenly shrivel into nothing when confronted by the PC's intellect and resort to mindless suicide charges when face to face with the dreaded PC.

Come on, get real.

The ease with which PC's overcome various foes can quickly lead to boredom. Players fall into the rut of dismissing opponents as too easy, forcing a desperate GM into throwing either a wider variety of monsters, or a succession of "super-monsters", at the PC's. Pretty soon you end up with a pile of 95th level orc assassin/mage/warriors and players claiming "we've killed everything in the Monstrous Compendium TM etc. etc...". In either case the challenge in the game has gone and role-playing has become an exercise in dice rolling.



Monsters are underplayed. They do not fight to their full potential. They do not use their intellect to it's fullest extent. They do not use their environment as best they could. Why? Often it is because the GM controlling them does not identify with them. The monsters become just so much grist for the PC mill and there is an endless supply of grist.

Most of the planning that takes place, the careful thought and consideration, is on what the PC's are to encounter. Far less thought goes into what the monsters will do once encountered. This is a fact of role-playing life that a good GM should be aware of and seek to counter.

By putting himself into the monster's shoes and walking in them, thinking in them and planning in them the GM should begin to identify with his monsters and their problems. Once a GM can answer the questions "Why am I doing this?", "What do I hope to gain from this?" and "How can I best achieve this?" (from the monster's point of view) then he is a long way towards identifying with the monster and can begin to play it effectively.

The next step is to throw away the suicide mentality. No-one wants to die (except maybe the occasional priest who knows he's better off dead). Creatures will go to extraordinary lengths to stay alive and so should the monsters in your game world. The only thing that is going to make a monster hurl himself at an opponent is either lack of choice or a belief in his own superiority (which he won't have if he's just seen you slaughter 39 of his cohorts in as many seconds). If neither of these cases is applicable then the monster may try to run and/or hide. This may not be possible but there is only one way for it to find out.

Lairs and encampments should always be guarded and seldom used approaches should nearly always be trapped and/or guarded. Monster races in most gaming systems exist in harsh environments in fierce competition with other races. Add the "good Guy" races such as humans, dwarves, elves etc. to this mess and it rapidly degenerates into a question of survival of the fittest. Any lair is likely to have to withstand attack from foes at any time. The lairs of individual monsters such as vampires and liches will, if anything, be more difficult to enter. Even animals allow multiple exits from their lairs, and monsters should do the same.

Monsters with even a modicum of intelligence will learn from their mistakes (if they survive). Given sufficient time, the players will not be able to use the same methods and strategies against the same foe more than once or twice.

Another factor to consider is the way in which monsters attack and the weapons they use. Monsters can and should use the best weapons they can find, including magic items and should always attempt to divide and conquer. They should be able to select their opponents (and their attacks against such) intelligently. Where possible monsters should try to identify and neutralise spellcasters and the most effective combatants first. How well a monster is able to do this is determined by it's native intelligence and experience, but armour (or lack thereof) is often a good indicator. It should be

noted that eliminating an opponent does not necessarily mean killing them, simply removing them from contention.

Entangling weapons (eg net, lasso, bolas) are often an effective way of achieving this since these weapons do not have to penetrate armour and will prevent further attacks. Once an opponent has been entangled they are usually fairly easy to deal with. Player character parties can be separated in any number of ways and will often do it themselves. Individual PC's make excellent targets whose mysterious disappearance can disturb other players deeply.

The concept of equal division may be "fair", but is kind of stupid if the monsters significantly outnumber the PC's. Given four PC's and twelve monsters in an open area, many GM's will assign three monsters to each PC. If the monsters have had a chance to observe the group then they should be able to plan their attack a little better than this. Monsters should "gang-up" on single PC's and quickly overpower them. This reduces the number of opponents, the number of attacks etc. and frees more and more of the monsters to attack the other PC's. It also reduces the effectiveness of shields and allows them to attack from the opponent's rear.

Leadership is another area that can provide significant improvement for monsters. Stupid monsters with highly intelligent leaders can be deceptively dangerous for PC's. The leader is the one who provides the monsters with superior tactics and strategies. This is one way in which dumb monsters can become much tougher opponents without destroying game credibility. These leaders may be intelligent monsters, cross breeds or strong NPC's.

Individual monsters are a different problem entirely. Many of these are highly intelligent but tend to be vulnerable as individuals. This vulnerability can be overcome by planning and subterfuge. These monsters should be able to establish lairs which are either well concealed, difficult to access or well defended by hired troops. The employment of spies in nearby towns should enable the monster to prepare a suitable reception well in advance for uninvited visitors. Who is to say that the helpful grocer selling the PC's a bushel of garlic isn't in the employ of the resident vampire?

If they have it available monsters will use their magic to defend themselves and their lairs. Liches can be particularly tough opponents when encountered on well prepared home turf. Vampires and demons can be even worse. While these

are tough hand to hand monsters, their high intelligence and magical abilities can mean that much of the PC's fire power is expended before reaching them. Some humanoid monsters may be able to pass themselves off as respectable citizens as long as they keep their nefarious activities secret. It may be difficult to destroy a lich lord who is respected (or even liked) as a businessman or local noble. This has the added advantage of placing the PC's on the wrong side of the law- never an enviable position to be in.

Individual monsters may also have plans of their own (apart from the usual world domination theme) that may require that they hire some help. Can you imagine the look on that paladin's face when informed that, after a gruelling quest, he has just handed the Sceptre of Justice to a major demon? And that this demon intends to use the said Sceptre to annihilate the known cosmos, paladin included.

The advantage of playing your monsters intelligently are numerous. First your campaign will be spiced up and every adventure becomes a challenge. Even when it's not the players will stay on their toes - just in case. If your monsters defeat the PC's occasionally then they will have added reason to continue adventuring. Spin off and follow on adventures almost generate themselves (our paladin is just going to have to save the known cosmos, isn't he?).

Surviving monsters become major NPC bugbears for the players and a delight for you, the GM, to play. Best of all, the amount of work you have to do will actually diminish! A final note of warning though. While it may be

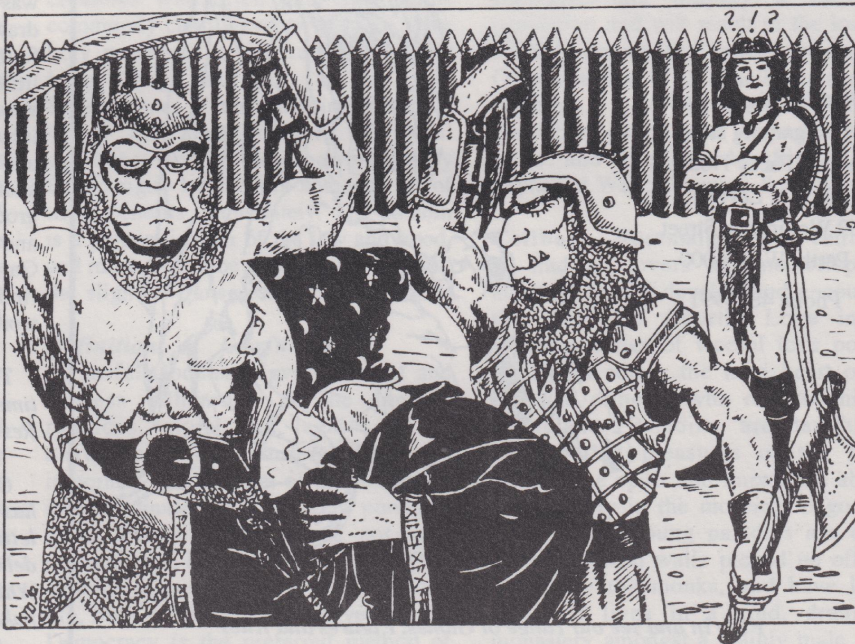
tempting to play every monster with the intellect of Einstein or the military genius of Julius Caesar, it is important to maintain game balance. As a general rule let your players be successful - just don't make it easy!

They had come across from distant lands, lured by tales of wealth. Wealth raped from Ungria when it was too weak to hold it, now horded by the Great Orkhan's orcs dwelling in crude horsehide tents on windblown grasslands. The taking back of wealth from barbaric orcs would be easy. Were they not heroes in their own land? And did not heroes slaughter orcs in their hundreds? Were they to listen to dire warnings from townfolk cowering behind stone walls? Nay, they were heroes. They need not fear the greyskin!

The heroes gazed across the steppes at the simple village, taking in the lowing herds and unhitched wagons. This would be easy. No guards. No defences. Walk in and lay waste to the village. Walk away with whatever booty there was. Just like all the other times. Easy.

As the heroes advanced, a thunder of hooves erupted from the plains behind them. Boiling up from a hidden fold in the tundra came horsemen. Top knots streaming in the air they charged toward the dumbstruck heroes with blood curdling war cries. Orcs? On horses?

As the heroes prepared to meet the charge it broke. Excellent. Even orcs on horses feared heroes. The line of mounted warriors circled the heroes. Arrows began to fall as the Unae Orcs circled out of melee range. Faster and faster the arrows rained. Oh shit.



Letters

Phil Gallagher
Games Workshop
Nottingham, England

Dear Nick,

A copy of issue 7 has just landed on my desk so I thought I would take the opportunity to follow up my earlier letter. I thought the article about characters in Warhammer Fantasy Roleplay was first class. I was less enamoured of Psykers II but that is more due to the fact that the magic system of Fantasy Battle and the Psychic Rules in Warhammer 40,000 are both undergoing developments here, which means that the original system now strikes me as a little tired.

Very Best wishes.

Alan Lee
South Yarra, VIC

Dear Nick,

I've been searching for an Australian magazine devoted to role playing for a long time and was very excited when I discovered issue 7 of Australian Realms at a local bookstore.

Though there are many imported magazines of this genre, many do not have much concerning the scene in Australia. Australian Realms fills this gap, and I appreciate the service you

provide, an appreciation, which, I'm sure, many other gamers share with me.

I really didn't expect to find a high quality Australian-based magazine, such as yours, which included material on my beloved AD&D. Adventures of the A-Team was fantastic! It gave some great, not to mention humorous, ideas to try out, next time I DM. I also enjoyed reading the articles *Shadowrun II - Dreamtime Magic*, and *Orcs of Unae*.

I hope Realms continues to grow and posters made available soon as well. Meanwhile I'm off to play *Spot the Plot Device* with my PCs.

PS. How may I get back issues of Australian Realms?

More good feedback. Thanks Alan. See the News Page for details on how you can obtain back issues.

AGO
Prospect, SA

Greetings,

Its great to see an Australian based role playing magazine of such high quality. the cover art gets better and the inside is good too. The articles are interesting and (to me) relevant. I can't wait to see the next issue.

Only one complaint. If Andrew Daniels

wants more room for the "Adventures of the A-Team" then you should give it to him. It's excellent. Keep up the good work.

AGO? Is that you Andrew? Yeah, the A-Team is growing in size in tune with its popularity. We are, however, thinking of converting it into a cartoon strip. We'd be interested to know what I readers think of this idea. PS. We haven't told Andrew yet!

Danny Willis
Bendigo, VIC

Dear Nick,

I was very impressed with issue #7. Vince's cover art was brilliant - absolutely fantastic. The tonings are perfect, his light effects are superb - you can add my vote to the need to produce this one as a poster. If you do it, I'll have two. Its world class quality.

Inside - 'Reviews' looks great, the Shadowrun article continues as a great read (even though I don't play the game). Some interesting ideas in 'Orcs of Unae', coming along nicely. I'm very interested to see how it all develops. One thing though - put in lots of maps. Maps bring it all together. Gary Morton's pencil art on page 34 was a nice touch too.

Overall, a very nice job. There are obvious improvements over issue 6, maturing into a magazine you can all be proud of. My one complaint or criticism is the need for more - more of everything. Easier said than done and the extra 4 pages is a move in the right direction.

John Hughes
Downer, ACT

I really enjoyed the September issue. It was good to see you'd stopped using those drawings of semi-naked women as filler. I found their presence in the previous issue a little disturbing. Just one niggledy point: when referring to the indigenous inhabitants of Australia it is customary to use a capital 'A' - Aboriginal not aboriginal. They are a proper noun cultural group, just like Anglo Saxons, Americans and Sandgropers Western Australians. Garr, nitpicking! The mag seems to be finding its feet again - keep up the good work!

Thanks John. We'll take more care next time. To Avoid Errors We Could Always Resort To Doing This! Only kidding.

Overall, response to Australian Realms has been very positive. Thanks for all your letters, next time we hope to see some debate opening up on the Letters Page. What do other people you think about semi-naked women fillers...?

...Only kidding again!

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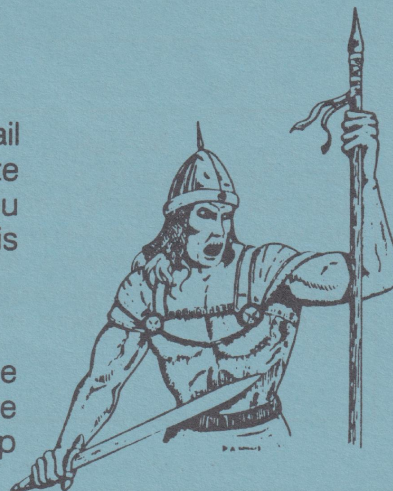
Kanahooka. 2530.

Ph (042) 61-7148. (9am to midnight AEST).

We will enter your instructions into Phred the Computer and then mail back a printout giving details of your opening position, a complete rulebook detailing the full range of orders and a new Turn Card. You then work out your next set of orders and mail it back to us. This process is repeated for as long as you wish to continue playing.

How much will it cost?

Each turn costs \$4.00 BUT your first three turns are FREE with the compliments of Australian Realms. There is no obligation to continue after your free trial has finished, and if you do continue, you may stop at any time.



HUMANS

Humans make up the majority of the population of civilised Kharne and have the widest range of abilities. They are also the most adaptable of the adventuring races and although they have no great advantages in any field, nor do they have any special weaknesses.

ELVES

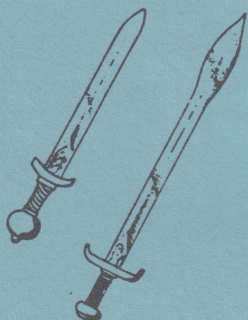
These tall graceful beings are by far the most intelligent of the adventuring races. Their keen eyes and steady nerves make them very accurate with missile weapons but they are less hardy than other races and this can put them at a disadvantage in melee combat.

DWARVES

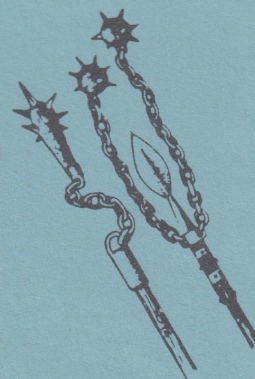
Short and stocky, but immensely strong dwarves are tough as old boots and always ready for a good fight. Their short stature makes it difficult for them to use certain weapons, such as great-swords and long bows.

HALFBLOODS

These are the mongrels of Kharne, usually the offspring of human and Orc, or human and goblin matings. They are ugly, mean and have definite evil tendencies. Halfbloods have excellent reflexes and awareness. Watching your back is a necessity for survival in halfblood company.



Character Number Table	FIGHTER	MAGE	THIEF	PRIEST
HUMAN	17	18	19	20
ELF	21	22	23	24
DWARF	25	26	27	28
HALFBLOOD	29	30	31	32



PRIEST

Priests are the servants of the Gods and their services are rewarded with the ability to perform miracles. The nature of these miracles will be determined by the god, or gods that the priest serves.

FIGHTER

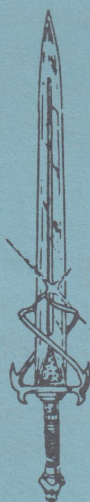
Fighters are skilled in combat and handle all kinds of weapons without difficulty. Toughness is an important attribute for a fighter but awareness can also be useful, especially when using missile weapons.

MAGE

Mages begin knowing just a few simple spells but as the game progresses they can learn many more, through research, experiment and experience. All weapons are difficult to master although there are no restrictions on armour or weapons used.

THIEF

No surprises here. The thief is the cat-burglar, pickpocket and locksmith all rolled into one. Good awareness is a vital attribute for characters of this class. Thieves tend to be good with missile weapons.



OK!! Let me play!

You think you would like to give QUEST a try? Right, the first thing to do is to choose a natty name for your party. Try to think of a name which is both original and pertinent, such as Iron Maidens or Waylanders. Your party name can be up to 20 characters long, so "Bimbos with Chainsaws" is out since it is longer than 20 character and not in the spirit of the game. Enter your party name on the Turn Card. May as well put your real name and address there too!

Next choose **six characters** to form your new group. Look at the previous page; there are four different races and four professions. You can choose any combination of the races and professions and we recommend at least one from each profession, but each combination must be different, i.e. Elf Fighter, Human Mage, Dwarf Priest (but not two Dwarf Priests). Give each character a name (up to 20 characters).

The order you pick your characters determines their eventual character number. To choose a Human Mage called "Merlin" who's to be your group leader enter :-

[**X 18 Merlin**] in order 1 of your Turn Card.

For your second character you could enter :-

[**X 23 Nik Fings**] which would give you an Elven Thief.



I've still got 9 orders left!

Each character arrives with enough rations for several turns and 250 gold pieces. The remaining 9 orders remaining on your Turncard can be used to purchase some weapons and armour for your characters. They will automatically equip themselves with it. Look at the Armoury Table to see what is on sale (much more will become available as the game progresses) and decide how you wish to equip your characters. To choose your equipment, write the order in the following way:-

(**B**) (**Char # or 99**) (**Zero**) (**Item No**). For example Merlin, (our first character) wants to buy leather armour as Mages are weak defensively, so write :- [**B 1 0 151**].

If you wish everybody in the party to buy the same item, use 99 for the character number.

You may like to buy the town news sheet, item no 620 from the local shop at a cost of 1 gold piece. To have character 2 (Nik Fings) buy it write :- [**B 2 0 620**].



Once you have completed the Turn Card, drop it in the post and we will send you your own personalised results sheet by return. This will give you a complete list of items available from the Armoury and the shops in your starting town and a view of the surrounding countryside.

It will also give a full list of your characters' individual statistics and description of the spells that your priests and mages can cast.

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Enrolment and Turn Card

Party Name

	Order Type	Char No	Character Name
Order No 1	X		
Order No 2	X		
Order No 3	X		
Order No 4	X		
Order No 5	X		
Order No 6	X		
Order No 7	B	0	Item No
Order No 8	B	0	
Order No 9	B	0	
Order No 10	B	0	
Order No 11	B	0	
Order No 12	B	0	
Order No 13	B	0	
Order No 14	B	0	
Order No 15	B	0	

Armoury - Price List

Item	Item No	Gold
Cloth Armour	150	80
Leather Armour	151	160
Helmet	159	10
Small Shield	160	25
Dagger	102	20
Short Sword	103	50
Mace	110	50
Axe	119	40
Short Box	111	20
Light Crossbow	113	40
Sling	118	5

Due to the limited space in this advert this set up is very basic. There is a lot more to Quest than is shown here. The easy to use rule book contains about 30 pages and will give you a better insight into Quest and the world of Kharne. A lot you will have to learn by experience and experimentation.

Name

Address

..... P/C

Ph (. . .) Age

PURE AT HEART

by Adam Whitt

In Issue 6 we explored the warrior ways of the barbarian, in this issue we travel to the opposite end of the cultural spectrum to investigate the Unae Paladin.

Author's Note: I have written this essay on paladinhood in Unae with AD&D 2nd Edition Rules in mind because it is assumed that the majority of people playing our Unae Campaign will be using that rules set. It is not, however, mandatory that all players exploring the Realms campaign world of Unae play AD&D. Any fantasy rpg rules system will do the job. Unae is not meant to be system specific. If there are no such things as paladins in the system you play, then please consider the Unae Knights Paladin for what they are - a holy order of knights grinding their swords for their own selfish ends in the guise of something more elevated ie the Common Good.

The Tenets of Unae Paladinhood

Although initially the Knights Paladin were drawn from the titled lords of Burvoy where Rosemaigne the first paladin hero arose, over the centuries the eligible numbers has dwindled so that it became necessary for the monks to accept others into the order. In these latter, less heroic days of Unae the Burvoy nation has degenerated from its lawful good purity, and nowadays folk from all human races may be accepted as an initiate as long as they display the following talents - a pure and lawful spirit, a deep respect for the law, a keen intelligence, a bright and wholesome personality and the ability to beat the living daylight out of any evil creature that refuses to mend its wicked ways.

Essentially, a paladin must be a paragon of virtue, his own behaviour in all situations must be immaculate, and he must always strive to further the cause of a good and lawful society in a just and brave fashion. Only by such behaviour can he hope to attract the attention of his patron god and thereby gain the divine benefits of true paladinhood.

The hopeful applicant to paladinhood is instructed and indoctrinated by the monkish priests of the sect; they teach him (it is a chauvinistic order but women can be accepted under exceptional circumstances) to follow a strict daily regimen of prayer, devotions and abstinence from earthly appetites. A paladin must learn to thrive on a

balanced diet of simple pleasures - rescuing maidens without deflowering them, relieving dragons of their treasure hoards without spending the booty, overthrowing despots without taking their place and such like. He becomes a religious fanatic devoted to the upholding of good and the destruction of evil.

As the reputation of the initiate grows he attracts his god's attention and may be granted certain Holy Powers to assist him in his herohood. These powers include the ability to detect evil in all its despicable forms so that a paladin can root out the low-lives of Unae and give them the opportunity to 'Convert or Die'. As a paladin's job is often a dirty one, evil preferring to dwell in sewers and swamps for inexplicable reasons, he gains the ability to resist the effects of poisons and to cure diseases. Paladins are also equipped with an aura of faith that acts as an evil beastie repellent; this is particularly useful to the paladin as the bite of a demon can raise a very nasty lump. If their faith and armour fails them, paladin's are also granted the boon of being able to miraculously heal grievous bodily harms by touching themselves. 'Nuff said.

One final Holy Power that proves especially useful at church fetes is the ability to turn away the many undead creatures who often gate-crash these community charity events. Each of these holy powers is a gift from the warrior king they worship as a god, Rosemaigne; if the paladin ever falls below the high standard of moral excellence and reckless bravery set by Rosemaigne he forfeits some or all of these benefits immediately. The paladin is a personification of the law and good, and must always be on his guard to avoid the slightest transgression or lose all.

Definition of Lawful Good

Lawful Goodness involves strict and selfless adherence to the laws - religious, moral and legal - of an altruistic social order. Although important, the freedom of the individual is subordinated to the higher common good. Personal sacrifice is not only praiseworthy, but expected to ensure the benefits of peace, health, security, long life, truth and justice are enjoyed by all. Democracy is the preferred method of

electing a government in such societies, but the pragmatic element of paladinhood allows of the possibility of a wise and gentle monarchy, or a lawful good theocracy if these methods of government serve to secure and promote the common weal.

Oaths of Paladinhood

The fact that evil tends to be bloody-minded about fighting for its own rights for space within the Unae campaign, it has always been necessary for the paladin sect to be a martial order. In Burvoy, where the Order first arose in emulation of the mighty deeds of the heroic king, Rosemaigne, it evolved in parallel to chivalry. In line with their chivalric code, Knights Paladin tend to go in for swearing lots of oaths to the Ideals of the Lawful Good Cause and must never willingly, knowingly break these oaths. Even unintentional transgressions must be atoned by a period of penitence and penance - a week of fasting, prayer and light self-flagellation with a barbed whip usually proves sufficient to appease the monks, the spiritual guides of the Knights. Any wilful misdemeanour has to be rectified by greater sacrifices, and the acceptance of a Holy Quest, usually to reverse any evil effects that resulted from the paladin's transgression. Repeated transgressions display a lack of conviction and will result in the loss of all Holy Powers and expulsion from the Order with loss of all benefits (ie accrued furlough, sick leave, Brotherhood contributions to the Superheroation Fund and life membership of the Orphaned Waif's Reunion Society).

Celibacy. Rosemaigne was celibate, he had no lovers and no offspring although he did develop and encourage the ideals of Courtly Love in an overlong series of woeful love poems written to soften the hard heart of an Heletian princess who rejected him - Wildelana. Paladins are taught to believe that pleasures of the flesh weaken the spirit and impair the ability to rise early in the morning to go orc-bashing. As young paladins are quite often orphaned waifs picked up off the streets by the monks, and have lived sheltered lives in a cold, draughty monastery amongst a mainly male sect,

they generally have very little experience of the wiles of women. Consequently they are inept in the ways of love-making and do not find it overly difficult to maintain their oaths of celibacy.

Abstinence. Gluttony and drunkenness are considered signs of an impure soul. Besides, a wide girth fits poorly into off the rack plate mail, and a hangover can drastically slow the sword arm. Another important consideration is the fact that paladins are forced to survive on a meagre stipend and therefore cannot afford the more luxurious wares on offer in Unae's many hostelrys. Not surprisingly, revelry and debauchery in others is frowned upon by the self-righteous Knights Paladin; licentious behaviour smacks of chaos. This paladin attitude explains why they are rarely invited to parties, particularly as neither do they display any sense of humour - setting fire to hayricks and ravishing the village maidens will rarely raise a smile to a paladin's poker face. Paladins do take wine, but only in moderation, at mass or a sip to celebrate the defeat of a Greater Vampire. Nor do they overindulge in food; they are olden day equivalents to today's real world health fanatics, preferring to avoid all poisons in food: colourings, additives, flavourings, fats and salts. Many paladins are vegetarian, after all the body is a temple.

Poverty. Unae paladins cannot accumulate wealth beyond what they require to modestly maintain themselves, their weapons, armour and horse. All other treasures they come by must be yielded up to the church.

Honesty. A paladin must not knowingly or willingly tell an untruth or hide the truth by omission, even if the end is to do good.

Service. Knights Paladin swear to Protect and Serve the Weak, the Meek, the Downtrodden and the Enslaved as long as these folk profess a good alignment. Paladins of Unae are honour bound to fight for the protection of all Good Aligned Folk regardless of race, at the expense of their own personal safety or comfort, even unto their own death (martyrdom). In any given situation of peril to the innocent and helpless folk of Unae, it is the highest sworn duty of the paladin to intervene with all the power at his disposal in order to deliver poor unfortunates from evil, preferably doing so in the most heroically spectacular way possible. This latter requirement is often called the Paladin Idiom and features chandelier swinging, long and boring speeches to browbeat evil-doers, letting a baddy retrieve dropped weapons and so forth. With his Holy Powers to aid him, the paladin is expected to act like a hero and trust that god will reward his heroism.

The Paladin Religion

Effectively, paladins are warriors on a mission from god. In Burvoy that god is Rosemaigne, an ancient hero of the realm who established a great and noble court in the early days of settlement in the region, who won his spurs in battle against the indigeneous population of ogres and whose deeds and lifetime are legendary. Paladins actively spread Rosemaigne's word of Burvois goodness and promote the health of the commonweal by knocking the stuffing out of all evil doers who refuse to see the light. The paladin is a role model for the less holy people of Unae. Furthermore, the fighting paladin is expected to fulfil a role as healer as well as protector, the laying on of hands can only be used on himself if there are no other deserving recipients within easy reach.

The Order has several churches in Burvoy where it is the state religion, and a few chapters in the Heletian League. These churches are monasteries that double as places of worship and training grounds for the apprentice paladin. Usually the monastery will consist of an impressive shrine and adjoining facilities; a gymnasium, parade ground, stable for the horses, a forge, the orphanage, an infirmary, refectory and dormitories. All of the above buildings tend to be inadequately insulated against extremes of heat and cold and generally are drab and dreary in appearance.

Paladin religious ceremonies are austere but impressive, characterised by lengthy sonorous chanting in huge, draughty chapels featuring Gothic arches, gloomy sepulchres and unforgiving stone pews. The monks who lead the mass are heavily into atmospheric effects, preferring to perform the ceremonies early in the morning when chill mists can writhe around steel clad knees, or else they'll burn smoky candles and incense to fill their chapels with thick clouds of smoke through which they shine multi-coloured light spells to manufacture suitably Speilbergian effects.

The Talisman and the Cup, two of the three symbols of the faith, appear on all the accoutrements of their ritual, on altar cloths, tattered battle-pennons that hang from ceilings, and on battered shields that adorn the walls. The third symbol, the Sword is represented by the weapons brought to the place of worship by the paladins themselves.

Although large ceremonial gatherings punctuate paladin life, the preferred method of communion with their god is a lone night-long vigil spent kneeling on bare stone in ice-cold chapels. Traditionally, these vigils take place at each milestone in the paladin's life as he seeks to gain divine wisdom before embarking on the next leg of the journey to perfection (ie at each level advancement, before each quest,



whenever atonement is required, or when seeking divine guidance). Often these private ceremonies end in the arrival of a monk attendant just before dawn to administer a sprinkling of holy water on the shield, weapons and armour of the paladin before reviving him from his swoon with a stiff brandy.

The Warhorse

The paladin has few friends, even amongst his own kind. His closest relationship is invariably with his warhorse. When a paladin achieves a certain notoriety (ie 4th level in AD&D terms), he may call upon the service of one of the specially trained magical progeny of Polethar, Rosemaigne's steed. The stallions are bred and trained for combat by the monks of Derwent and released into the world when deemed ready. Usually the meeting between paladin and his warhorse involves a dangerous mission of some kind, a short adventure that seals the bond of comradeship between the paladin and horse. The steed will serve faithfully for a period of ten years or until the paladin dies or falls from holiness, before returning to its home monastery to take its turn at stud to ensure the continuity of Polethar's line.

The Role of the Knight's Paladin in Unae

In Unae there are two main roles taken up by roving paladins although there are areas of crossover between the two. Each role is suitable as adventurer. The more common form is that of Holy

Protector, this is the holy hero type who actively searches out the world's trouble spots where he can best deploy his holy powers to serve and protect the downtrodden. These guys are the fantasy versions of Superman, looking out for Lois Lane, her family and friends and anyone else of pure heart that is getting a raw deal. Protectors are the rescuers all over, the despot undoers and champions of lost causes.

The more eccentric and usually shorter-lived type is the Holy Harrower. The Harrower is a one person machine of divine retribution seeking out evil in all its foul forms wherever it may hide and grovel in the multiverse, even if it is minding its own business. The one aim of the Harrower is to wipe evil clean off the face of Unae. He acts out the role of judge, jury and executioner, the fantasy version of Judge Dredd. Whereas the Protector seeks to allay evil, to capture and re-educate miscreants, the Harrower simply slays 'em. The Protector reforms, the Harrower purges. Targets for the Harrower's special attention are all those inherently evil beings who by time-honoured tradition will never turn to good; undead, demons, daemons, devils and other monstrosities of the Outer Planes who plague the Prime Material world of Unae. The Harrower believes the only recourse with such beasts is a swift, sharp sword plunge to the belly. A Protector prefers to preach and indoctrinate a tribe of misled gargoyles whereas a Holy Harrower lives to find vampires in their coffins

and drive the sharpened wooden stake through their black hearts.

Refereeing Paladins

The Unae paladin gains many benefits through his devotion to the lawful good cause, but these do not over-balance the game in his favour because the strict codes of conduct which he must follow to maintain his powers make it difficult for him to survive. The paladin is constantly risking his neck to save others. The referee should always seek a way to properly reward the player who takes up this challenge. When your player is running his paladin in a classically heroic idiom give the sucker a better than even break. If a paladin fearlessly and selflessly tries to beat impossible odds, the referee should help by handing the poor beggar a lifeline... sometimes literally! In my opinion, it always helps the colour and excitement of the game, always remembering that the whole reason for roleplaying is to have fun. You will find that if the chandelier is perfectly positioned for the paladin to swing to safety over the heads of the orc after snatching the maiden from the cruel clutches of the evil wizard it will make everyone look and feel good. If players come to the party and submerge themselves into your carefully worked plot and acquit themselves with verve, then sometimes it's up to you to help them save their skins. This principle is trebly important to the paladin player.

End of Sermon.

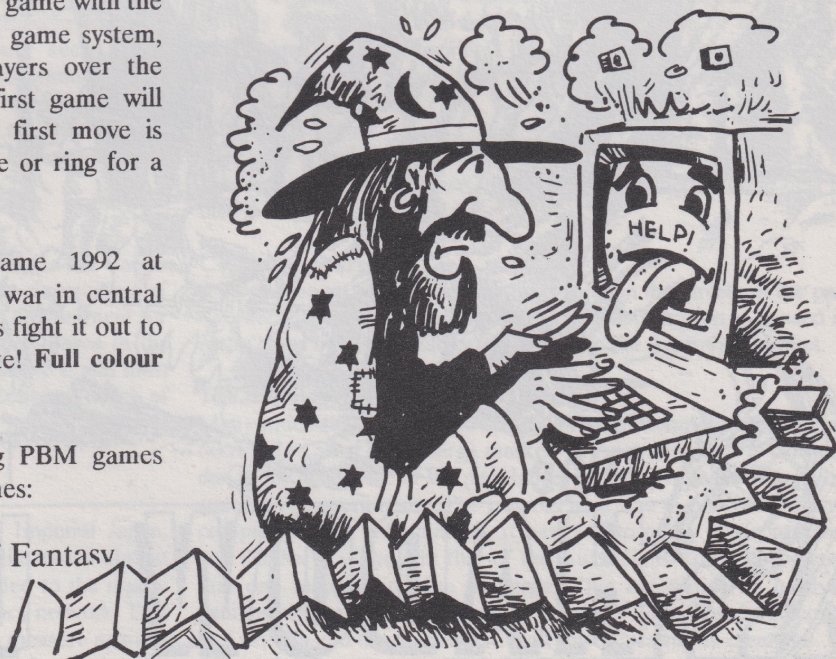
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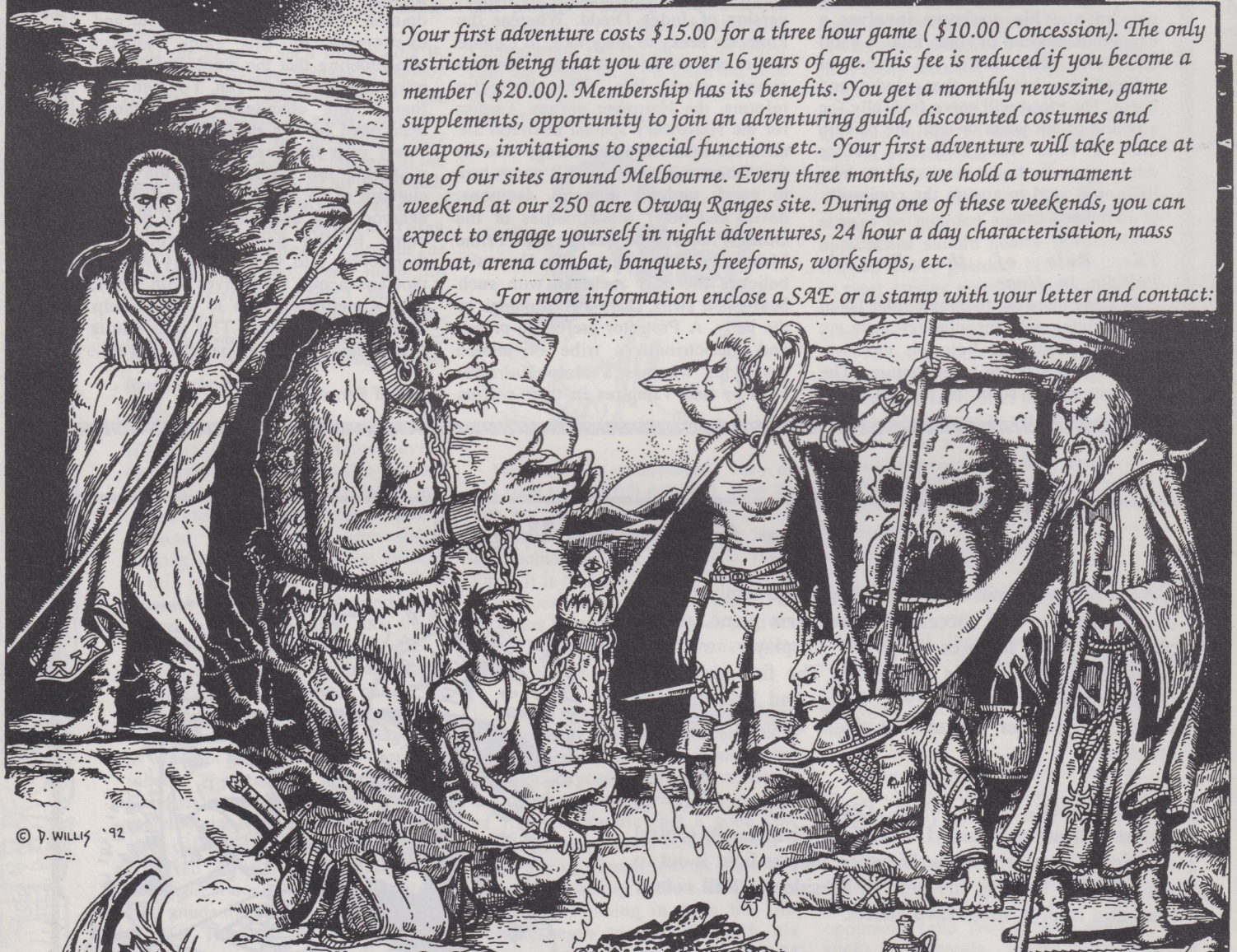
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WARHAMMER 40,000 ROLE PLAY

Unofficial Rules for the 41st Millenium by Colin Taber

SECTION 1: THE PLAYERS' SECTION

USING THIS ARTICLE

This and next issue we will give you the basic information you need to turn Warhammer Fantasy Role Play into Warhammer 40,000 Role Play (40KRP). Here we will deal with generating characters, next issue we will detail rule variations for the GM, Combat and Psionics. If a ruling in WFRP is not commented upon here, use the rule as per the WFRP rule book. To use this article you will need a copy of the WFRP and WH40K rule books.

SETTING

This article has been written for campaigns set on industrialised worlds. This can include the Hive worlds of the Imperium. It is important to remember that the average citizen is still somewhat of a peasant, and just because they live in a city of technology doesn't mean they understand it. Imperium policy is easily summed up in one word "Ignorance", it is easier to keep people under control when they are kept in this state. Technology is a dark art, its workings among the darkest of magic to average citizen.

RACES AVAILABLE

The races available for PC's are the same as for WFRP, Dwarves are Squats, Elves are Eldar, Halflings are Ratlings and Humans remain the same, see WFRP p14 for rules to roll your statistics.

RACIAL ABILITIES

Remain the same with the exception of; only the Eldar have natural night vision.

RACIAL TRAPPINGS

Some races will have specific trappings in 40KRP, these are; Eldar will have 'Spirit Stones' so as to save their souls from damnation (Slaanesh), while Squats will have an identification medallion, identifying them and if applicable their stronghold and their position within their homeworld.

AGE, ALIGNMENT & FATE

Remain the same as per the WFRP rules.

CAREER CLASSES

Remain the same, you will notice that there are many new careers, while many others will have been changed and updated. See "BASIC CAREERS" and the "TRAPPINGS" sections.

SKILLS

Use the "Class Skill Charts on page 17 of the WFRP rules, new 40KRP skills can be bought for 100 XP if they are part

of your career (200XP if not). The only exception to this is; 'Drive Cart' should be treated as 'Drive 4 Wheeled/Tracked Vehicle'. Other new skills are listed at the end of "SECTION 1"

TRAPPINGS

Treat as the same with the following alterations;

Warriors: Tinder box will be replaced by a fire starter eg. lighter or matches. Warriors have a hand weapon (melee) and a chance of having a fire arm, see the below table.

Rangers: Tinder box will be replaced by a fire starter. Rangers will also have a hand weapon and a chance of a fire arm, see the table below.

Rogues: Remain the same, rogues also have a chance of starting with a fire arm, consult the below table.

Academics: Characters of this class have a small chance of starting with a firearm (consult the below table), some careers may include such weaponry in its trappings.

Pistols and the like are relatively common in most industrialised 40K worlds, but not necessarily as common as dirt. The table below shows what chance each class of adventurer has of *starting* with one of these weapons and what sort. Roll percentiles and consult under your characters' class.

Weapon	Warrior	Ranger	Rogue	Academic
Auto Pistol	01-05	01-05	01-05	-
Bolt Pistol	06-08	06-08	-	-
Las Pistol	09-15	09-15	06-10	01-05
Lasgun	16-20	16-20	11-15	-
Shotgun	21-25	21-25	16-20	-
Stub Gun	26-40	26-30	21-30	06-10
None	41-00	31-00	31-00	11-00

A supply of ammunition is going to be the characters biggest problem.

DETERMINING CAREER

To choose a career for 40KRP pick from the careers in the WFRP rules (but reference the 'BASIC CAREER' section following in this article).

BASIC CAREERS

The following pages list new basic careers and also the changes that need to be made to current careers from the WFRP rules. Only a few careers are not applicable to 40KRP as the games setting allows for a real mish-mash of eras and technologies. This article has been written on the basis that you are setting your game in a hive or at least heavily industrialised world.

NEW BASIC CAREERS

New basic careers will have an "Enter From;" listing, this shows the standard way into the new career for 100 XP. Other than this listing all other titles and the format remains similar to what appears in the WFRP rules. Following are the new basic careers.

BASIC CAREERS

SQUAT BIKER

This career is open only to Squats and covers the highly respected military career of 'attack Bikers and Trikers'. Squat Bikers are very good at handling their equipment, many squat travellers who grow home sick will emulate these legendary warriors of their strongholds. Consequently most bikers are good, but not true Bikers. This career is of the Warrior Class.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10	+10				+1			+10				+10	

Skills: Consume Alcohol, Ride Bike, Specialist Weapon-Firearm, Street Fight, 15% chance of Trick Riding.

Trappings: Riding Boots, Bike (2 or 3 wheeled, old but reliable, top speed M20 - see next issue for a more complete reference) and Flak Armour.

Enter From: Gambler, Mercenary, Soldier, Outrider.

Career Exits: Ambull Slayer, Bounty Hunter, Engineer, Outlaw, Outrider.

GANG MEMBER

Members of gangs are very clannish and loyal to their friends. Many different types of gangs exist, the greatest variety inhabit Hive and industrial worlds. These technotribes use colours and markings (tattoos, haircuts, etc) for a sense of identity. Gangers are, in some opinions the most effective urban warrior. Any ganger will have many friends (and enemies) that he can count on. The class is a Warrior.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1	+2	+20	+1						+10	

Skills: Concealment Urban, Dodge Blow, Frenzied Attack, Pick Lock, Silent Move Urban, Street Fight.

Trappings: Flak Armour.

Enter From: Labourer, Student, Thief.

Career Exits: Bawd, Bodyguard, Mercenary, Soldier.

GUILDSMAN

Often viewed as a Squat Engineer the guildsman is more a trader and representative, commanding great respect from his people. The Engineers Guild is very powerful in the Squat strongholds, well respected and well looked after. The organisations structure is not as rigid as other facets of Squat life, but it is still demanding of its members, as they must renounce all ties to clan and kin, and behave in a suitable manner. If a Guildsman does not live up to expectations the Guild may expel him, in which case the squat may be treated as a normal Engineer or perhaps, if his crime is great enough become an Ambull Slayer. The Guildsman is an Academic.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10	+20		+1							+10	+10		

Trappings: Amulet of membership, Communicator, assortment of measuring tools.

Skills: Blather, Drive Vehicle or Ride Bike, Haggle, Read Write, Secret Signs (Guild).

Enter From: Biker, Student, Trader.

Career Exits: Engineer, Ambull Slayer, Pirate, Smuggler, Trader.

"No" is the word of happiness,

"Choice" is too many,

"Yes" is wrong!

- Indoctrination chant, Administratum



IMPERIAL SERVANT

The sprawling Imperium has numerous departments and organisations devoted to governing the Emperors people. An Imperial Servant is just one of billions of others in a sea of clerical humanity. The clerks life is a safe and dull one, but coming with such a position are many academic class skills. Such a character is most likely to be part of the local Administratum, see WH40K p140 for two references.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+10							+20	+10		+10	

Skills: Bribery, Read/Write, Secret Language - Classical, 50% Speak Additional Language,

Trappings: Robes of office, Las Pistol.

Enter From: Exciseman, Initiate, Noble, Scribe, Student.

Career Exits: Merchant, Racketeer, Spy, Administrator.

JUDGES' SQUIRE

The Adeptus Arbites or 'Judges' as they are known on the streets are the soldiers of the priesthood. The 'Judges' often attract unofficial 'squires', this arrangement can be made official by the Judge employing the 'squire' as a retainer, but in most cases is not. Should the squire please the Judge and also become skilled to a necessary degree the Judge will often send the squire to Earth, to the Adeptus Arbites proper. This sponsorship will result in some character testing and eventually (should the officials of the Adeptus Arbites accept and award him) the squire will become a fully qualified Judge.

Advance Schemes

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10	+20		+1	+2	+10	+1			+20		+10		

Skills: Dodge Blow, Etiquette, Strike Mighty Blow.

Trappings: Mesh Shirt, Bolt Pistol, Communicator.

Enter From: Initiate, Pedlar, Servant, Soldier, Student.

Career Exits: Adeptus Arbites, Initiate, Outlaw, Soldier.

The Judges' Squire is a Warrior Class Career, it is separate to the Squire.

MINER

Any race has miners, they are skilled individuals who work for themselves as often as someone else. Miners have a favourite mineral source, treating this 'Mother Lode' as a sacred place, but have little respect for the law, turning to the life of the Outlaw when times are tough. Most miners are from the various 'mine worlds' where blood flows as quickly as ore, working either for the Imperium or one of the many noble houses that are involved in mining. These are brutal places, promising great wealth. Warrior Class.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10 +10 +1 +2

Skills: Bribery, Dodge Blow, Gamble, Mining, Orientation.
Trappings: Hardy Sack of Mining Equipment, Deck of Cards, Bag of gold Nuggets (worth 45 Imperial Crowns).

Enter From: Labourer, Servant.

Career Exits: Outlaw, Prospector, Tunnel Fighter.

PIRATE

While the Outlaw is the scourge of the rural landscape and the Footpad the vermin of city streets, the Pirate is the parasitic criminal of space. As space travel is no simple feat, ships are huge, expensive and crewed by scores if not hundreds of individuals, a pirate is part of a large group. This crew has to work well together, the motivation provided for good team work is generated by a Pirate Captain or Pirate Lord (Advanced Careers). Should a pirate act questionably towards his crew and captain his time with them will be at an end. Pirates need loyalty (although many battles will be waged for leadership of a band) an individual may never endanger the group as a whole and expect to get away with it. This is a Warrior Class career.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10 +20 +1 +1 +10 +1 +10

Skills: Consume Alcohol, Dodge Blow, Frenzied Attack, Gamble, Marksmanship, Secret Language-Battle Tongue, Zero-G.

Trappings: Flak Jerkin, Las Pistol, Rope 10metres, Zero-G Boots.

Enter From: Gang Member, Outlaw, Ship Man, Smuggler.

Career Exits: Bounty Hunter, Mercenary, Pirate Captain, Soldier.

TEST BED SLAVE

One of the more horrific creations of the Adeptus Mechanicus are the refuse from their operating tables, the Test Bed Slaves. These poor souls were vagrants and squatters before 'surgery' now they are abominations. Many die from shock after the 'test' surgery, those lucky enough to survive and be granted something useful by the Adeptus Mechanicus have become a small but new underclass of sufferers. Most test bed slaves are forced into the life of the outlaw, using their 'additions' to survive. This is a Warrior Class career.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10 +2 +10 +10

Skills: Begging, Dodge Blow, Concealment Urban, Flee!

Trappings: None.

Enter From: Beggar, Labourer, Outlaw, Servant.

Career Exits: Bodyguard, Bounty Hunter, Outlaw, Pit Fighter.

Test Bed Slaves get a chance of having the following skills, bracketed after the skill is the 'addition' from the Adeptus Mechanicus that makes it possible. Test Bed Slaves get to roll once on the table, 'additions' are eventually likely to fail, this is caused by 'wear and tear' such as combat. No disadvantages are listed as this is compensated for by the 'additions' having a short life. Should a player be using an addition and roll '00' it will burn out permanently.

Roll	Skill	Implant Type	Quality
01-05	Acute Hearing	(Bionics)	2
06-15	Excellent Vision	(Bionics)	4
16-20	Fleet Footed	(Bionics)	4
21-35	Frenzied Attack	(Artificial Adrenalin Rush)	2
36-45	Disease Immunity	(Bio-Chem)	10
46-55	Poison Immunity	(Bio-Chem)	10
56-60	Lightning Reflexes	(Bionics)	1
61-65	Orientation	(Artificial Boosters)	5
66-75	Strike Might Blow	(Clawed Forearm/Arm)	8
76-80	Very Resilient	(Bio-Carapace)	12
81-85	Very Strong	(Bionics)	6
86-00	Roll Again Twice.		

Quality indicates likely life span (in years), a life of abuse such as combat etc. will shorten this dramatically. When an implant fails the PC will be back to the base ability or worse. No additions are cosmetically hidden and therefore quite hideous (scarring and bare metal, -10 Fel per addition). Rogue Class.

ELDAR WANDERER

The 'Wanderer' is an exile. Often from a craft-world colony, rarely from the mother ship. Exiles see the plans and hopes of the Eldar race to be either too narrow or for some too 'boring'. Thus, some young, particularly from agri-worlds seek the excitement that travel and adventure can offer. Some dream of one day being Harlequins (wardancers), others dream of riches. Most are attracted to the wealth and vitality that the Imperium offers those of wit and cunning. Exiles are no longer welcome on their home worlds and governing craft-worlds. They are despised, being seen to have turned their back on their race. This is of the Ranger Class.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10 +1 +2 +10 +10 +20

Skills: Specialist Weapon-Firearm, Read/Write, Speak Additional Language, Luck, Wit.

Trappings: Las Pistol, Mesh Shirt, Power Sword.

Enter from: Labourer, Soldier, Trader.

Career Exits: Bounty Hunter, Mercenary, Outlaw, Harlequin.

UNREVEALED PSYKER

The races of man (human, squat and ratling) are currently coming of age psychically, the chance of being a psyker is 5%, 3% and 1% respectively. Characters don't choose to be psykers. Referees roll whenever a *starting* character is brought in to a game, or when a PC gains an insanity. If the percentage required is rolled (secretly) the character will notice in moments of great anguish or danger being able to do unexplainable things (treat as petty magic). An Eldar's chance is 75%, thus Eldar will be expecting this change and should be told when a roll is made. The other races should be left guessing, if they ever question the ref "How did I do that?" they should be told and take a compulsory career change. On human and ratling worlds psionics is viewed as witchcraft, and as the works of evil. Squats have a better understanding of it, and after a first use of a 'power' a squat player should also be told (as per Eldar). It is official Imperium policy you may recall to contain, control and if necessary kill new psykers (see WH40K rules p146). See "Section 4" for full details (in next issue) on how to use and progress from this 'psuedo-career'.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+1 +10 +10 +10

Skills: Channel Psi-Petty, Sixth Sense, and a 30% chance of Psychic Awareness.

Trappings: As per previous career. Starting - none.

Enter From: As above.

Career Exits: Adeptus Astra Telepathica - Astropath, Charlatan, Entertainer, Gambler, Psyker - level 1.

WFRP RULE BOOK CAREERS & ALTERATIONS

Careers listed below have been altered slightly to what they appear as in the WFRP rules. Let these guides here supersede any contradictions that may occur. These changes are mainly in the areas of skills and trappings.

Agitator - see WFRP rules p21.
Ambull Slayer - see WFRP rules p42.
Alchemist's Apprentice - see WFRP rules p21. This will be viewed in a more scientific light, particularly by Squats and Eldar. To Humans this will be closely associated with the dark mystery of technology.
Artisan's Apprentice - see WFRP rules p21.
Beggar - see WFRP rules p22.
Bodyguard - see WFRP rules p23. Plus Advance Scheme has +10 on BS, Plus Specialist Weapon - Firearms.
Body Snatcher - see 'Grave Robber' WFRP rules p27.
Bounty Hunter - see WFRP rules p23. Plus Specialist Weapon - Firearms, a *starting* Bounty Hunter has a bolt pistol.
Driver - see WFRP rules p23 (look under Coachman). Plus Specialist Weapon - Firearms, Plus a Flak Shirt, 50% of las pistol.
Engineer - see WFRP rules p24.
Entertainer - see WFRP rules p25.
Gambler - see WFRP rules p27.
Gladiator - see 'Pit Fighter' WFRP rules p34. Plus Specialist Weapon - Firearms, Plus Las pistol.
Herder - see 'Herdsman' WFRP rules p28. Change Specialist Weapon - Sling to Firearms, Change sling to Auto-gun.
Hunter - see WFRP rules p28. Plus Specialist Weapon - Firearms, Change bow to Auto-gun.
Hypnotist - see WFRP rules p29.
Jailer - see WFRP rules p29. Plus +10 to BS on Advance Scheme, Plus Specialist Weapon - Firearms, Plus las pistol.
Labourer - see WFRP rules p30.
Mercenary - see WFRP rules p30. Plus Specialist Weapon - Firearms, Change bow to Lasgun.
Militiaman - see WFRP rules p31. Plus Specialist Weapon - Firearms, Change bow to Lasgun.
Minstrel - see WFRP rules p31.
Mugger - see 'Footpad' WFRP rules p26. Plus Specialist Weapon - Firearm, Plus 25% chance of las pistol.
Naturopath - see 'Herbalist' WFRP rules p28.
Noble - see WFRP p32. Plus Specialist Weapon - Firearms, Change Horse to Small Car.
Outlaw - see WFRP rules p32. Plus Specialist Weapon - Firearm, Plus Flak Jerkin.
Outrider - see WFRP rules p32. Plus Specialist Weapon - Firearms, Ride Bike, Plus motorised bike.
Pedlar - see WFRP rules p33.
Pharmacist - see WFRP rules p33.
Physician's Student - see WFRP rules p34.
Pimp - see 'Bawd' WFRP p22. Plus Specialist Weapon - Firearms.
Prospector - see WFRP rules p35.
Protagonist - see WFRP rules p35.
Raconteur - see WFRP rules p35.
Scribe - see WFRP rules p37. Plus Career Exit of Imperial Servant.
Seer - see WFRP rules p38.
Servant - see WFRP rules p38.
Shipman - see WFRP rules p37 (see Seaman). Total skills are Dodge Blow, Scale Sheer Surface, Speak Additional Language, Street Fighting, Strike Mighty Blow, Zero G, 75% chance of Consume Alcohol. Career Exits- Pilot, Raconteur, Captain, Slaver, Smuggler.
Smuggler - see WFRP rules p38. Skills do not include row. Trappings; an old truck (M15), Bolter. Exits; Pirate, Shipman.
Soldier - see WFRP rules p39. Ignore Animal Care and Ride Horse. Trappings are a Flak shirt and a Lasgun.
Student - see WFRP rules p39.
Tax Collector - see 'Exciseman' WFRP rules p26. Not open to Eldar.
Thief - see WFRP rules p40.
Toll Keeper - see WFRP rules p41. Trappings are Flak Shirt and Lasgun. Plus Specialist Weapon - Firearms.
Trader - see WFRP rules p41.
Tunnel Fighter - see WFRP rules p42. Plus Specialist Weapon - Firearms. Plus Lasgun. Exits; Smuggler, Pit Fighter, Mercenary.
Tyro - see 'Initiate' WFRP rules p29.
Vermis Catcher - see WFRP rules p36 (Rat Catcher).
Watchman - see WFRP rules p43. Plus Specialist Weapon - Firearms. Trappings; Las Pistol, Light (torch), Club, 25% chance of Mesh Shirt (or Flak if fails roll for mesh).

What is knowledge? - *An Obstruction!*
 What is Devotion? - *To Serve!*
 What am I? - *A Tool!*
 Of Whom? - *My Emperor!*

From Administratum Departmental Prose "To Work!"

WHERE IS THE MARINE AND HARLEQUIN?

Okay, 40KRP just wouldn't be complete without these listings. Unfortunately you will have to wait as they are both Advanced Careers and will be printed next issue with several others new 40K Advanced Careers.

THE CAREERS THAT DIDN'T MAKE IT

Following is a brief list of the Basic Careers that cannot be played in an 'industrial world' campaign. This is due to such professions being too much of a rarity.

Boatman	Druid	Fisherman
Gamekeeper	Marine	Muleskinner
Pilot	Road Warden	Runner
Rustler	Tomb Robber	Trapper
Woodsman	Wizard's Apprentice.	

There are still a fair smattering of 'rural' careers available to keep the variety that WFRP allows, but many of these can be viewed with an urban point of view if that is desirable to your campaign style.

NEW SKILLS

Listed below are the necessary new skills and also some amendments to existing skills. The skills section can be found in WFRP rules p45.

Arcane Language see p47 WFRP rules, the following changes apply; there are five known arcane languages. These are *Arcane Imperial*, *Arcane Squat*, *Arcane Slann*, *Arcane Eldar* and *Daemonic*.

Cast Spells becomes **Channel Psi**, there is a skill branch for every level and type of mastery (as per Cast Spells).

Drive Cart becomes **Drive 4 Wheeled/Tracked Vehicle**.

Ride Horse will remain as a separate skill but if it is listed as a skill in a starting career it can be treated as **Ride Bike/Trike**.

Magical Awareness becomes **Psychic Awareness**.

Magical Sense becomes **Psychic Sense**.

Specialist Weapons includes individual areas covering; *Heavy Ballistic Weapons*, *Grenade/Missile Launchers*, *Vehicle Weapons* and *Artillery*.

Tech Lore Characters with this skill are able to deduce the basic functions of machines and other 'things' of technology. This skill does not allow a character to pilot a space craft, but will give them a good idea how to use a data base, entry key pad and even recognise some circuitry. It is important to remember human attitudes to 'technomancers' will be one of suspicion. To use this skill a character should do an **Int** test with +20 modifier.

Zero G This skill allows characters to not become disoriented when working in Zero-gravity in space. Most craft have gravity stabilisers, but in combat, the event of an accident or inter-ship docking the Zero-G skill allows the character to move at a normal rate if equipped with magnetic boots, if they have no boots or other suitable equipment they will move at half their normal rate. Any other character without this skill would move at 1 in zero-gravity.

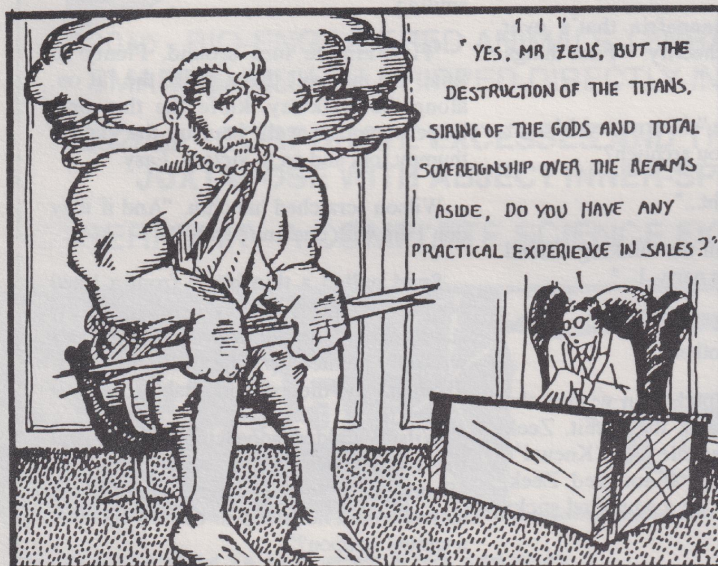
NEXT ISSUE

In issue #9 we will be printing suggested rules to cover Sections 2-6 of the WFRP rules for 40KRP. Should you want more info, such as careers, races and scenarios write and **let us know!** This project has been derived from thirty pages of notes by Colin Taber and thus has been heavily edited.

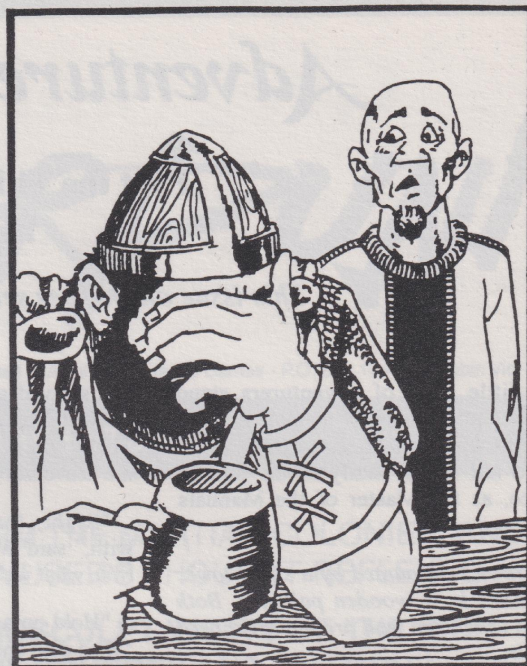
Previous 40K articles published in Realms include; Issue #3 p24 'The Final Measure', p27 'Space Rats'; Issue #4 p11 'The Inquisition'; Issue #5 p19 'Psykers I'; Issue #6 p24 'Buckets of Blood'; Issue #7 p33 'Psykers II'.
 Australian Realms thanks Games Workshop for the use of the artwork (by Martin McKenna) which is copyright to Games Workshop Ltd.(used with their kind permission).

DIRE BOLLOCKAL

Presented by
Edgar & Clifford



"YES, MR ZEUS, BUT THE
DESTRUCTION OF THE TITANS,
SIAING OF THE GODS AND TOTAL
SOVEREIGNSHIP OVER THE REALMS
ASIDE, DO YOU HAVE ANY
PRACTICAL EXPERIENCE IN SALES?"



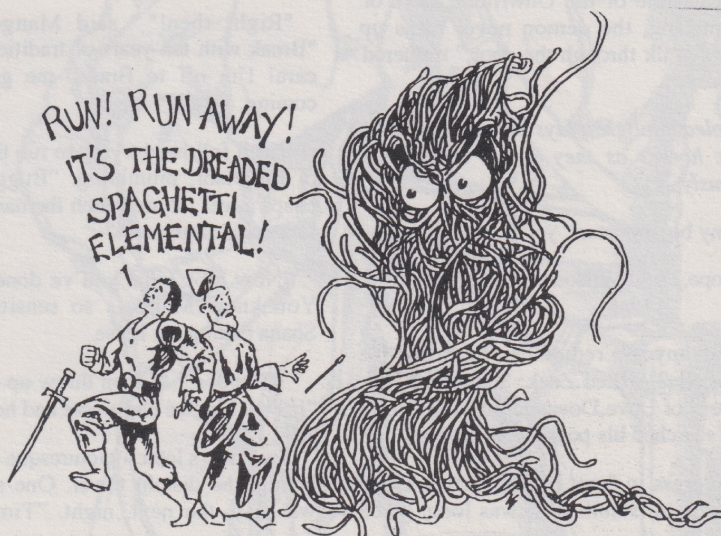
"NOW, RALPH, DON'T BE LIKE THIS. I'M
SURE THERE ARE PLENTY OF GOOD
THINGS ABOUT BEING A WERE-OYSTER."



MORRIS SUSPECTS HE GOT UP ON THE
WRONG SIDE OF THE BED THIS MORNING.

I KNOW!
LET'S PLAY 'MURDER
IN THE LIGHT'!

DROW PARTY GAMES



Adventures of the A-Team

Part the Third - The Leadership Crisis

by Andrew Daniels

This issue our heroes set about getting the job done... well almost!

Our little band of adventurers stand suspended at the edge of a small wooded vale. They watch disinterestedly as a scrub covered hill forms hazily in the middle distance, as the Master of the Manuals droned on...

...it's crown surmounted by a squat tower surrounded by a wooden palisade. Both ivy clad tower and wall are in urgent need of repair...

"This it then?" Spud the gruesome halfling thief asked.

"Must be, he only ever describes the dangerous bits," Mango replied.

"Yep, pretty obvious. Walled palisade. Ruined tower. Dungeon riddled hill. Looks like all your standard ingredients," said Wilson rooting through his spell components.

... a babbling brook hurries across the lower reaches of the scree...

"Why do we dally? The young maiden, Rowena, is in grave danger." Virgil the paladin chaffed.

"She is now we're here!" said Spud.

...a brace of marsh hen take flight from the weedy scrub covering the lower slope.

"She'll be al'right, pretty boy," said Shana stringing her bow, "the scene with the girl, the cleaver and the cooking pot won't start rolling until we're there to see it happen."

"Yeah, one of the Unwritten Laws of Adventuring, the demon never turns up until we walk through the door," muttered Wilson.

Dappled sunlight plays across the backs of the horses as they nuzzle each other nervously..

"Any big monsters, yet?" asked Spud.

"Nope," said Wilson.

"Did anyone remember to bring the bread rolls?" asked Zeek. Shannafria, the Goddess of Love, Doves and Things' lone priest searched his pockets for edibles.

The grass in front of the party was the last thing to stabilise. It was long, green

and swayed gently in the breeze. Nobody noticed. The omnipresent droning stopped. There was a brief sound like a sigh from the heavens. Nobody cares.

"Right, thank Shannafria that's over with," said Wilson cheerily. "First things first, what we'll do is..."

"Hold on a minute," interrupted Mango, "Who died and left you archlich?"

"Well, I just thought..."

"Well don't, I do all the thinking around here. As leader of this party, I..."

"Leader! Elected by whom?" asked Wilson scanning the others.

Shana looked at Spud, then wished she hadn't, she gulped back the vomit. Zeek buried his head in a saddle bag. "Knew I'd put this somewhere," announced Zeek, triumphantly holding up a squashed sticky bun. "Tea anyone?"

"Adventurer's Code, bucko!" continued Mango ignoring the interruption. "Highest ranking warrior always calls the shots." He tousled his long yellow locks. "Always has done."

"Adventurer's what?" scoffed Wilson. "Just 'cos you're best at thuggery."

Virgil lifted his goo covered face from the bun. "Buggery! Who speaks of buggery. Shana?"

"How about Shana for leader. I'd rather follow her anytime," said Spud leering.

"Right then!" said Mango miffed, "Break with ten years of tradition, see if I care! I'm off to Brasso me gorget. Ya coming, Virgil?"

Virgil followed trying to rub the crumbs of his visor, mumbling. "Buggery? You chaps never let me watch the naughty bits. I hate this alignment!"

"Now look what you've done, Wilson. You know Mango's so sensitive," said Shana patting her horse.

"Blondes!" Wilson threw up his hands. "I'll tell him we had a vote and he won."

Two hours later a picturesque sunset hid behind the distant tower. One moment it was day, the next, night. "Time to go,"

Mango growled above his sparkling gorget. Along the stockade palisade, a pair of Orc guards swung in a slow lumbered gait. Spud turned to the mighty A-Team smiling.

"Five minute turn around. Plenty of time. Up the wall there, knife the fat on, along the walkway, knife the thin one. Rope down the wall, haul up the clanky thumpy folk and on to victory. Easy."

Wilson scratched his chin. "And if they don't die with one knife stab?"

Spud pulled a thin blade from a lined pocket in his boot. A sticky yellow substance dripped slowly from it's wickedly pointed tip. The thief sniggered. "They *always* die from one stab!"

Wilson nodded approvingly, but Virgil the paladin shuddered with revulsion. "Surely Ugly Spudling, even one as lowly as you would not stoop to battle with such a tainted weapon?"

"Battle? No. Murder, yes!"

"This is not the honourable way to conduct a rescue. We should call out their leader and offer them terms," said Virgil.

"Terms! Talk to Orcs. That's a new one," said Mango. "When was the last time we did that?"

"Scrofula's Deep, back in '79," said Wilson, "You remember."

"Oh, yeah. That time we got a whole sentence out before getting bored and fireballing the lot of 'em."

"I remember. They looked like scorched marshmallows afterwards. I wonder if there's a kitchen in this one?" Zeek's tummy rumbled.

Virgil glared at Spud and Spud glared back. Spud was always going to win with his ugly mug. Virgil blanched.

"Er, just one other thing before we go," Shana the ranger asked, "What are we going to do about the horses?"

"Same as always," explained Wilson, "hobble them and leave 'em here."

"Will they be safe?" she asked.

"Who give's a rats arse," Mango butted

in, "Never in all my adventuring days have I known a group return for the horses. Always come out of the dungeon leagues from your starting point. Must be hundreds of starving tethered horses scattered across the multiverse waiting for adventurers who've bugged off!"

Shana looked horrified.

"Damn the horses!" Spud lovingly turned over the knife in his hand. "This stuff cost more than all of them. It won't stay fresh forever."

"I still cannot condone the use of illicit substances," Virgil announced. "I will not allow it."

"Horses have feelings you know," Shana simpered.

Wilson devious mind found the perfect solution. "Shana has a point, the horse's left alone might get eaten by something," he said cagily.

"What a waste," mumbled Abel Zeek.

"Someone clever and brave should lead them to a safe corral somewhere in the woods back there. Any volunteers?"

Right on cue the paladin raised his hand. "I shall be proud to take on this perilous task."

"Great," said Wilson. As he watched the

paladin lead the horses away the mage turned to Spud. "Off you go then, he'll be back soon enough."

Spud silently scampered off. His backpack tied down, the little thief looked like a hunchbacked spider as he scaled the wooden wall with ease. The others watched as first one, then the other Orc disappeared behind the parapet.

"Nice," admitted Wilson begrudgingly. Upon Virgil's return the party moved to the wall which proved to be easily traversed. Once over the wall and into the courtyard, however, they were surprised by a beast whose poor description was its downfall.

"What Ho! Die you fiend from Hell!" shouted Virgil as he spitted the stockade's resident porker. The pig grunted then lay still. It was a one stab creature.

"You steaming great twit!" Wilson spat. The others looked down at Virgil's kill in disgust. Zeek paused to cut a leg roast off the fiend from hell.

"For later," he explained.

Surprisingly the ruckus in the courtyard did not rouse any attention. The bold band made a beeline for the heavy door at the foot of the tower. Spud pushed a furred ear against the door.

"Nothing," he whispered. He retracted a

silver wire from the edging of his collar and began twiddling it in the lock.

"Erm," coughed Wilson. "Did you try the handle first?"

There was a distinct click of the mechanism turning. Spud looked sheepish (sheepish like Anthraxus actually) as he tried the door to find he'd locked it.

"Has he cocked up again?"

"Yeah, but at least his hand didn't get blown off this time."

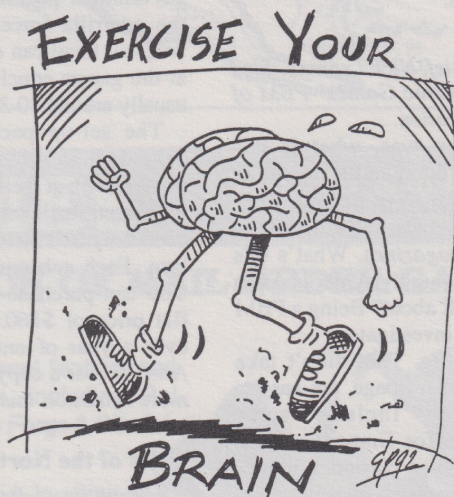
A minute later Spud reversed the lock and swung the door wide...

...saliva dribbled like green syrup from the corner of the huge drooling beast's mouth. The creature swayed rhythmically from foot to foot, huge rust edged axe swinging easily between gauntleted fists. Piggy bloodshot eyes squinted emotionlessly at the adventurous crowd ogling it through the wide open door. A slow grin broke across its face as it lurched forward...

Spud sprang away with surprising agility for one so deformed, calling over his shoulder. "Er, Mango, its for you!"

* * *

Cheap trick, huh? You'll have to join us in issue 9 to find out 'What Happened Next'.



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Dice Are Dead

*Play-By-Mail, Live Role
Playing & Interactive
Gaming Column*
compiled by Glenn Oakes

Hello again. Welcome to the only place in Australia where you can read about LRP and PBM in the same nationally distributed magazine! If you want this phenomenon to continue, please forward submissions about your game or club to the address at the end of the column.

Play-By-Mail

Isle of Crowns

Our Editor in Chief, Nick Leaning, filed this report on Dynamic Games' PBM of conquest and exploration.

My first reaction was, what is this funny yellow insert doing in the middle of my mag? (*Issues 6 & 7 included a Free Set Up to Isle Of Crowns as a lift-out in the centre of the magazine*). What's this map covered with squiggly symbols doing in here? What's it all about? Being a PBM novice I decided to investigate.

So I read the rules. That didn't take long, they fit on one A4 page, are easy to follow and even include some encouraging advice for first-timers like me. The map did look a bit odd, but once I read the key, everything became clear. Most of all, the game sounded like fun. So I sent off my \$10.00 and waited for my first turn.

After a slight delay waiting for the game to fill I received my position. I was surrounded by mountains, that made me feel safe and cozy, insulated from the predations of more experienced PBMs that might be lurking out there waiting to burn my farms and snatch my fortresses. I busily set about building farms, claiming land, and scouting my neighbours to see what they were up to. With only a handful of orders to choose from, the whole game plays very fast.



I was doing great, then I found this dirty great fortress full of orcs or dwarves or something (I haven't checked it out yet) sitting in my territory. Humph. Time to mobilise a bigger army and go kick 'em out. I'll let you know how I get on. Better still, why don't you join me? It's a quick and easy game with a bit of exploration, a bit of money management, a bit of combat and dash of diplomacy, it's cheap, and has a definite end goal to determine who wins - claim 95 sectors and you get to rule the *Isle of Crowns*. Try it.

El Mythico

The **Australian Wizard** is a PBM company which has been around for many years. AustWiz GM (Game Moderator), Kevin Flynn has an excellent reputation and is a brilliant game designer as well! AustWiz run a wide variety of games, ranging from Sci-Fi to sports simulations. Their most praised game at the moment is *El Mythico* which was released in 1990.

El Mythico is described by Kevin as a company level wargame of civil war in a mythical Central American country. Each game caters for 18 players, 6 who play government positions, and 12 who play the guerrilla forces. Everyone wants to win, but there can only be one Presidente at the games conclusion. Game length is usually around 30-35 turns.

The set-up package is a delight to behold. It is professionally printed and comes with a beautifully rendered full colour strategic map. The start-up pack costs only \$10.00 - and includes your first turn. Each subsequent turn costs \$7.00. You can purchase a whole game for the flat price of \$160.00. For this, you get over a year of entertainment! Write to AustWiz for a copy of their catalogue for more details on this *and other games*.

Tales of the North

The writer of this column runs one of Australia's few hand-moderated PBM games. The game is called *Tales of the North* and is of the Swords and Sorcery genre. In the game you control a single persona selected from 23 character types, ranging from elementalists to mercenary. Your character has a number of skills which you choose to help him survive in the cold environment. Once you have designed a character, you are free to wander the gaming world, to take up epic quests, lead armies, steal from the wealthy, travel the wastes or explore the dark forests.

For \$20.00, you get a character creation

book, a sourcebook and a professionally drawn A1 (HUGE) map of the gaming world. The sourcebook comes in a binder, enabling additions, supplements and your turn sheets to be placed in as you receive them. No more messy draws full of computer printouts! Future turns cost only \$6.00, making it one of the cheaper PBM games.

For more details, or a start-up pack, write to **Wraith PBM**. As a special offer to our reader I am offering 3 months free turns for the first player to enrol mentioning *Australian Realms*. The catch will be, you have to write a review of the game to appear on this page soon!

Live Role Playing

The good news is Live Roleplaying is spreading like the plague! Clubs are currently up and running in Newcastle NSW, Canberra, Perth, Melbourne and Queensland. As I write, more groups are about to start-up in Port Augusta SA, a second group in Perth, and one in Sydney. All groups are constantly on the look out for new players to participate in the unique interactive experiences they offer. If you need more info on any of these groups, or if you are considering on setting up your own, contact me at the submissions address. Be sure to enclose a SSAE if you want a reply.

Midsummer Festival

I am pleased to announce the biggest LRP event ever to be staged in the Southern Hemisphere has been confirmed. The **Midsummer Festival** will take place over the Australia Day long weekend in January 1993. The organisers expect over 400 people to turn up (half of them people new to LRP) and set up camp at *The Shadows League's* very, VERY large Otway Ranges property, west of Melbourne. Interstate visitors are more than welcome, and if you can get to Melbourne, The Shadow League can get you to and from the event site. For more details, check out the special LRP pull-out section in this issue.

YSEDA Live Adventures

YSEDA is a Sydney based non-profit group established in 1988 to run Live Roleplaying Adventures. By contacting manufacturers overseas and exploring their own ideas and expertise, YSEDA members developed their own LRP

system and props, costumes and equipment that was necessary to supplement it; to make the experience "real".

Recently the group decided to give other designers the opportunity to run an LRP game without the large set-up costs. Using YSEDA's basic equipment stock designers need only be responsible for providing special props and people to act as monsters and non-player characters. YSEDA offer assistance in these areas, "produce" the game, and arrange advertising and organise player groups.

YSEDA fantasy LRP games are usually for four or five people, at a cost of \$20 per person, and last between two and three hours. Players choose from four basic class of adventurer: warrior, rogue, mage or shaman. Each class has its own specific skills and abilities, but players can also customise their character over time by developing additional proficiencies. Players who take part in a YSEDA adventure are rated on their role playing performance, and assigned character development points that they can use to "buy" skills for the next game. During an adventure, the players are accompanied by a referee, usually in the role of some aiding character, who keeps tab on how 'injured' the party is, and also moderates the magic system. YSEDA games attempt to cut non-game interferences to an absolute minimum, emphasising role playing between players and other characters over rules and laws.

The Scribe's Guild

In the world of LRP, many sub-groups exist within larger organisations. One such group is The Scribes Guild, a body which records many forms of information, ranging from weapon construction tomes to geographic works. Currently, the guild is working on producing a collection of illustrated guidebooks to the many worlds on which the guild has agents and explorers. The guild is always looking for new members, so if you want to see your work published, contact them. There are a number of other guilds (eg. The Weaponmakers Guild, The Chaos Guild etc.) which anybody can join if you can meet their entrance requirements. Anyway, that's it from me this issue. Until next time - Roll in Peace.

Address Submissions To:

The Editor
Dice are Dead
2/85 Union Rd
Surrey Hills Victoria 3127

Companies Mentioned in this Issue Were:
Dynamic Games 4 Tarana Ave, Kanahooka
2530 Ph (042) 617148
The Scribe's Guild (and other guilds and societies) PO Box 489 Blackburn VIC 3130
The Australian Wizard, PO Box 1171, Stafford, QLD 4053.
Wraith PBM, 32 Howe Ave, North Dandenong, Victoria 3175.
YSEDA Live Adventures 63 Beecroft Rd, Beecroft, NSW 2119 Tel (02) 4844314 (a/h).

SWAP MEET

Saturday 5th December
9AM - 12AM

at

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Take this great opportunity to bring in all those unwanted games, modules, miniatures, unruly dice and **swap** them with somebody else. Get in early to set up for **FREE**.

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Canberra 2001 -- GANG CITY

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☛ But I've never played by mail before, and I don't know how it works!

✓Join the club. Canberra 2001 was released this year, so there isn't anyone who's an expert. This game is like backgammon. It's easier to learn than many others, but that doesn't make it easy to win.

☛ Isn't play-by-mail expensive?

✗ No more than roleplaying. At two dollars a week, it's actually *cheaper* to run a small gang in Canberra 2001 than it is to buy a decent adventure every two months. If you write to us, you won't even need stamps!



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Dream Park, an interactive theme park where your greatest dreams become a reality, where you can become the hero in the ultimate adventure playing a secret agent behind enemy lines, an archeologist researching the tomb of a newly discovered ancient civilisation, a gladiator in the Roman Arena battling for your life, and a valiant knight fighting off a fire breathing dragon with a thirty foot wing span all in one day. Any number of wondrous adventures will be reality in the realm of Dream Park.

Sounds like a great flight of fantasy right? But in fact is fast becoming a reality (and virtual reality!)

The 'dream' began with authors Larry Niven and Steven Barnes in their 1981 novel Dream Park. After its publication many people saw the potential for such a park to really be built and in 1985 a group of members from the International Fantasy Gaming Society -- itself an offshoot from the novels and producers of live-role-playing games in the US- lead by Mark Matthews-Simmons began a series of 'think-tanks' dealing with the subject of making the Dream Park novel concepts into a fully functional theme park.

In 1989 a presentation of concepts was made to Larry and Steve in a meeting in Los Angeles. It was after an enthusiastic session that it was agreed by all to formally embark on the project of building an interactive theme park, and Dream Park Corporation was born. Since then specialists in a number of fields have been brought on to the project in either consulting roles or staff. And the rest is the future!

The park, as currently conceptualised, is made up of seven distinctly different 'lands', each designed so that guests can easily blend in and become part of the surroundings, in essence to interact with their environment. This interaction can take place on a number of different levels including street theatre, virtual reality, simulators, and social gaming. The simplest level of interactivity is certainly the street theatre where guests will be able to interplay with mimes, musicians, belly dancers (as long as your wife is not around) and so on.

Virtual reality, a new technology that allows users to become completely immersed into a computer generated universe, will be used extensively throughout the park to give guests experiences that they have never had before and could never have anywhere else. Computer graphic worlds are created and guests will don special

equipment which will allow them to interact and become involved with their surroundings. In one 'cyberspace' (as the computer generated universe is called) already in development, guests will be able to fly around our own solar system, exploring each of the planets as they chose, and then zoom out to Larry Niven's famous Ringworld, where they can explore the land and interact with the inhabitants. With virtual reality anything really is possible!

Another form of interactive gaming within the park is through the use of simulator technology. Dream Park plans to put you the guests in charge of your own fate, whether you are navigating a futuristic tank, riding the reins of a dinosaur, or flying your craft into deep space, you will be in total control and interacting with other humans instead of with computers. This is certainly one of

mentally keep track of your strength points, experience, treasure, etc. the Dream Park engineering group has developed- and is currently patenting- the Interactive Gaming System™, an electronic computer moderated weapon system allowing for total interactivity in gaming. The system keeps track of every player's vital statistics throughout the game-play and allows for traps, treasure and combat!

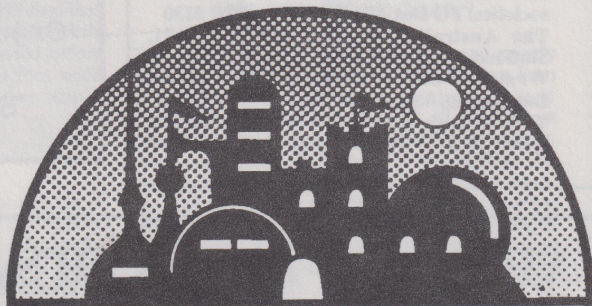
Each of these forms of interactivity will be represented within the different lands of the park. Some of the lands guests will be able to visit include Pleasant Valley, Dream Park's haunted village where things seem normal but never really are. The Lost Coast & The Secret Agent Training Course, where guests can play the role of the secret agent on any number of covert missions that Dream Park has created. The Middle

Eastern Bazaar, the location of the Mysterious Places of the World attraction which will take guests on a wondrous journey to lost and mythological places from around the world- some sites included in the ride will be Machu Picchu, Angkor Wat, Atlantis, and the Hanging Gardens of Babylon. Haven, the futuristic portion of the park where guests can enjoy the clean, (relatively) peaceful part of the future as well as the underbelly of the future in Cybercity - a dark, seedy, multi-sensory experiential, environment that has become a mecca for cyberpunks, street samurai, and hackers. In Valedium and the Norman Keep guests can relive the mediaeval past. Guests can take part in cunning adventures or feast in the grand hall with the king. Finally, in the Greco-Roman portion of the park guests can enjoy the sweet, decadent pleasures of Greece or take part in the man-to-man combat in the Roman Arena. All in all the park allows for a vast number of adventures to take place at any given moment on any day.

Included with all of the gaming and interactive attractions will be the usual niceties that people have come to expect from modern theme parks, fine dining, plenty of shopping opportunities, and quiet peaceful rest spots where guests can hide away by themselves to recuperate from their day of adventure. Dream Park is similar to other theme parks in that way and yet like no other theme park in so many other ways.

One of the most extreme examples of the differences between other theme parks and Dream Park is the Gaming Areas. Adjacent to the park and utilising the natural landscape, the Gaming Areas are the location for the most

The Ultimate



Dream Park

by Douglas King

From California, USA comes interesting news of role playing entering the realm of mainstream entertainment, interactive gaming in a sophisticated theme park.

Is it dream or reality?

One of Dream Park's design team explains.

the newest forms of entertainment and Dream Park is pushing the envelope to bring its guests the best experience in this world.

Finally, there is the social, or external gaming, which plays a very important role within the theme park. Most readers are familiar with role-playing games where a group of friends sit around swilling colas and taking part in adventures through the use of paper, pencils, and lead figures. In Dream Park, they have done away with the paper and pencils and have created full scale, completely themed environments in which to play out interactive games! And so that you will no longer need to

comprehensive and intense interactive gaming -- anywhere! In the Gaming Areas special preregistered guests, called Gamers, will be set into any genre imaginable and set free to roam and game at their will, all the while being constantly monitored and lightly lead by the engineers and GameMasters in Game Central™ located on the back edge of the theme park.

In the Gaming Areas are the full-scale complete environment games that Dream Park is dedicated to making a reality. The games may last for only a couple of hours or may stretch out for as long as an entire weekend! It is within the Gaming Areas that Dream Park will allow guests to fully realise their own dreams!

"Dream Park's goal is nothing less than human growth," says Dream Park's President and CEO Mark Matthews-Simmons. This will be achieved through the gaming that takes place in the Gaming Areas and throughout the park itself. Mark continues, "One common denominator I like to think is embedded in every style of interactive gaming is that the participants themselves grow as a result of their experience."

"They are shown, or even adopt, viewpoints different from their own, and thereby see more sides of the real world. What a great thing, to be able to play and learn at the same time."

It is this philosophy that Dream Park is based on and this philosophy that carries over into all of the design work carried on for the park and each of the games, attractions, and products that Dream Park Corporation produces. Dream Park is dedicated to creating the most highly interactive park in the world through the use interactive gaming, simulator technology, virtual and artificial reality and more, all for the benefit of the human spirit and mankind as a whole.

Currently Dream Park Corporation is developing products for interactive gaming such as weapons and props; developing unique set construction methods; licensing the Dream Park name and concepts for graphic novels, computer games, multi-media software, collector cards, and much much more. Dream Park Corporation produces a semi-annual catalogue of its products and a quarterly magazine titled the NEXT LEVEL focusing on the project and the interactive gaming sport and medium.

Dream Park is also currently seeking funding for its interim projects that showcase the Interactive Gaming System. One of these projects is the Test Centre, a multi-million dollar facility that is a miniature version of the Gaming Areas in the parks but also includes dining, simulator attractions, the Virtual Gallery (a Dream Park virtual reality attraction), an arcade, and merchandising.

Dream Park is a grand and ambitious project, but through the efforts of enthusiastic designers, engineers, marketers, craftsmen, and more the project is well on its way to becoming reality. In the years to follow Dream Park will continue to make advances in interactive gaming and virtual reality technology, and it will be these advances that allow you, the future guests to Dream Park, to experience your wildest fantasies come true!

For more information regarding Dream Park, or to obtain a catalogue send \$3 US, to:

**Dream Park Corporation,
5575D Arapahoe Rd, Boulder,
CO 80303, USA.**



Paper Tiger Games Presents **Gang City** by Peter Mackay

Friday May 27th 1996 -- 7:00 pm. The Bourke St Mall was packed with shoppers as Johnny's small patrol elbowed their way toward Swanston St. Four green recruits, two regulars, Johnny and Mojo, his second in command. Not much, really, if there were trouble.

Up ahead a scuffle erupted out of Bevilas as a group of emaciated-looking youths wearing black singlets and white bandannas burst from the store. As they took off across the mall shouts of *Stop! Thief!* rang out into the night air.

"Shit!!" said Johnny, "Skulls!!!"

"And on our turf!" rejoined Mojo.

Johnny whipped the switchblade from the pocket of his leather jacket and snapped it open.

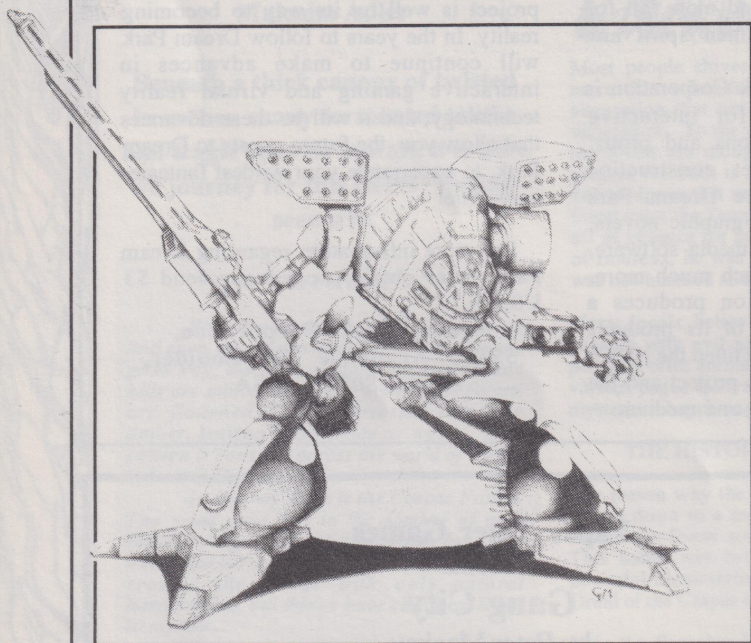
"O.K. boys," he said, "let's waste 'em."

Gang City is a play-by-mail game of street gang rivalry in near-future Australian cities. The game postulates a breakdown of law and order and the onset of urban chaos. Youth gangs roam the cities, fighting and dying over possession of "turf". Decent citizens are afraid to walk the streets at night and strong men band together for protection. What little law enforcement remains is provided by small groups of ex-soldiers and policemen who band together to form their own "law gangs" in an attempt to make the streets safe.

- Play in either Sydney or Melbourne.
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- Wide range of orders affecting gangs, units and city areas. Move units, fight battles, commit crimes and much more.
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- For more information write to:

Paper Tiger Games, P.O. Box 2196, St Kilda West, Victoria 3182, Australia

MECHWARRIOR BREWER



The following Mechs are all built on a basic Timberwolf Chassis (Madcat to all you inner-sphere types). The Timberwolf chassis for Clan Wolf, and there are more examples of this 'Mech seen in operation with the Clan than any other type.

BEOWULF

(Pilot: Mechwarrior Brewer)

Weapon/ Component	Tons (Each)	Crits (Each)	Locat	Tons (Total)
2x LRM 15 Launchers	3.5	1	RT/LT	7
2x ton LRM (Ammo-8shot/ton)	1	1	RT/LT	9
2x Artemis Fire Control System	1	1	RT/LT	11
1x ER Particle Projection Cannon	6	2	RA	17
2x Medium Pulse Lasers	2	1	LA	21
1x Target Computer	3	3	RT/CT	24
2x Anti-missile System	0.5	1	LT	25
1x ton Anti-Missile (24 shots)	1	1	LA	26
2x Double Heat-Sinks	1	2	RL/LL	28

Variants: The Double heat-sinks can be removed, and Beagle, ECM, or another Medium Pulse Laser can be fitted instead. I usually liaise with the other Start- members to see which modification would be most useful for the battle, and the tactics we are planning.

Design notes: LRM-15's give an amazing boost in performance-for-weight-and-size over LRM-20's. The drop in missile firepower is compensated for by more free space and tonnage. The missiles give good long range punch, and the ER PPC and Medium Pulse Lasers punch large holes in

Armour. The TC helps control the spread of damage, enabling the pilot to concentrate against weaker areas of his opponent. The heat balance on this variant is good, and you can ease off on one of the Medium Pulse Lasers for a turn or two if you do start getting warm. I don't go anywhere these days without an Anti-missile System, and in this 'Mech design, both AMS's feed from 1 ton of ammo. I have seldom used it all. This design is especially effective if used as Primary in a Strike Team (see the Mechwarrior Brewer article in Australian Realms issue 6). I like it - but I'm biased.

BLOODRAVEN

(Pilot: Star Commander Endon)

Weapon/Component	Tons (Each)	Crits (Each)	Locat	Tons (Total)
4x SRM Streak 6 Launchers	3	1	RT/LT	12
2x SRM Streak 6 Launchers	3	1	RA/LA	18
2x ton SRM Streak(ammo-15 shot)	1	1	RT/LT	20
6x ER Medium Lasers	1	1	RA/LA	26
2x Double Heat-Sink	1	2	RL/LL	28

Design Notes: This variant is a brilliant example of a Secondary 'Mech for a strike Team. The Medium lasers can finish breaching Armour, and the volume of SRMs give numerous chances for criticals. But don't get me wrong - this 'Mech design is a killer on its own too! (As I seem to regularly find out during training). The Streaks pour out a massive volume of accurate firepower per turn, and the Medium Lasers follow up. The heat balance on the 'Mech is sensibly conservative, it is easily able to manage the load. Another frequently seen variant of this design is shown below.

BLOODRAVEN BETA

(Pilot: Star Commander Endon)

Weapon/component	Tons (Each)	Crits (Each)	Locat	Tons (Total)
4x SRM Streak 6 Launches	3	1	RT/LT	12
2x ton SRM streak(Ammo-15)	1	1	RT/LT	14
2x ER Large Lasers	4	1	RA/LA	22
4x ER Medium Lasers	1	1	RA/LA	26
2x Double Heat-sinks	1	2	RL/LL	28

Feel free to use these Timberwolf variants and see if you like them. Drop me a line if you have any comments or suggestions for improvements, or if you have a variant you would like to send in. We are also desperate for good artwork, even Inner-sphere. See your nearest Comstar Hyperpulse centre, and my address is:-

MECHWARRIOR BREWER
c/o Australian Realms
PO BOX 220
Morley WA 6062

Permission to photocopy this page so that you can use the tables to keep a close-at-hand record of your 'Mech's firepower and to quickly calculate the "To-Hit" for your different weapons during combat.

This will save you from having to look up the full weapons charts every time you want weapons information, and from scribbled calculations on scattered pieces of paper as you work out your modifiers to hit. (Our games are dominated by cries of "Who's got my Tech Readout 3050?" and look like an explosion at a paper mill).

Weapon	Heat	Dam.	Short	Medium	Long	Notes
			—	—	—	
			—	—	—	
			—	—	—	
			—	—	—	
			—	—	—	

To Hit Quick Calculation Table												
Weapon												
Rng Base												
Terrain												
Att'r Movmnt												
Ttgt Movmnt												
Skill Mod												
T/Computer												
Other												
Other												
TOTAL												

SAGA

SOUTHERN AREA GAMING ASSOCIATION

Meets every Saturday 2.00 pm 'til late
at Bullcreek Primary School (Building on oval).

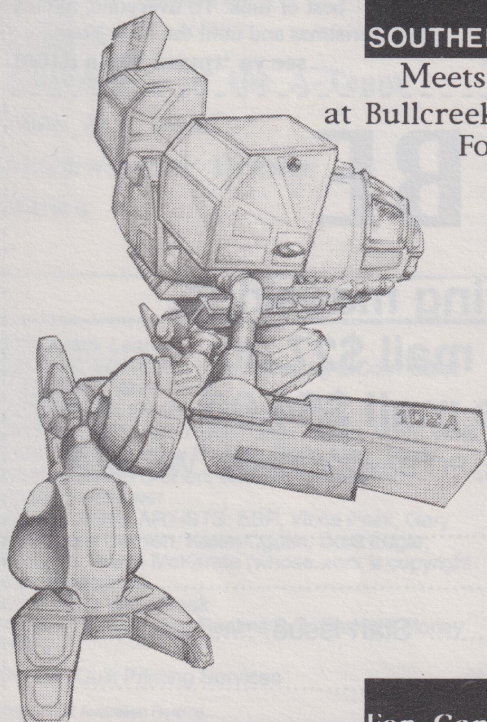
For more information phone;

Justin on (09)332 3248

Wayne on (09)497 2948

James on (09)417 1366

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Star Wars, Judge Dredd RPG



For Gamers in the Perth Metro Area

News

Unae Module

Reaction to *Orcs of Unae* in issue 7 was very positive. It seems our readers are very interested in our independantly developed campaign world. This issue we gave you an Unae scenario, *The Forest* plus details on the paladins of Burvoy (*Pure at Heart*). Further Unae articles will appear in the future and there is a 70+ page module planned for release in Autumn next year.

You Make The Difference

Your support in buying this issue of *Australian Realms* has been invaluable and we thank you for it. Why not take one step further by filling out the form at the bottom of this page and sending in for a Subscription. Not only will you gain the benefit of seeing the magazine arrive at your doorstep, you'll find a free 'fanzine' quality periodical slipped inside some future issues. This bonus Subscriber's Only Insert will contain additional Unae material, short stories, scenarios, original A-Team scripts and other bits that we cannot cram into the normal *Realms* format. So why not subscribe now; with your commitment and support *Realms* will continue to grow.

Clubs

Let us know you exist and we'll tell everyone else! *Realms* is keen to set up a club directory in the magazine so contact us ASAP. Remember to include all contact details necessary plus a short run down on the club's activities, joining fees, venues and meeting times.

The Top Ten

Thanks go to the following shops for their assistance in compiling this list of top selling items:

Mind Games, Melbourne
Simulations, Perth
Tactics, Adelaide
Valahalla Games & Hobbies, Perth

Vampire, White Wolf Games
Warhammer Fantasy Battle Box Set, GW
Menzoberranzan, TSR
Shadowrun 2nd Ed, FASA
Cyberpunk, R.Talsorian Games
AD&D 2nd Ed. Players Handbook, TSR
Legacy, TSR
Sky Realms of Jorune 3rd Ed,
Ars Magica, White Wolf Games
Mythus, GDW

Andrew Daniels

Fans of our star writer and creator of *The Adventures of the A-Team* will be pleased to know Andrew is currently working on an adventure scenario to appear in issue 9. Entitled *Death in Thvatta*, it will be a serious one-to-one role playing adventure designed for for an assassin character.

Australian Releases

Under the Australian license, Jedko Games of Victoria are about to release the soft cover 2nd Edition *Shadowrun* rules. Jedko tell us they also have revamped their popular war game, *War At Sea* - due to appear over Christmas, and the 3rd Edition *Battletech* rules are due out about the same time. This edition will include 14 moulded plastic playing pieces!

Competition

Another recent Australian release was Tony Shillitoe's debut fantasy novel, *Guardians*. *Pan Australia* has kindly given us 10 copies of the paperback to give away to 10 lucky readers. All you have to do to win this good read is name the 6 members of the A-Team as they

appear in this magazine. Competition results and review of *Guardians* in issue 9.

TSR

TSR's latest AD&D 2nd Edition effort is a boxed set called *Menzoberranzan* and is selling quite well according to our Top Ten. Next to appear will be *Valley of Dust* a 96 page Dark Sun sourcebook, *From the Shadows* a Ravenloft screamfest, *Grey Space* a Spelljammer accessory and *Mighty Fortress*, a campaign sourcebook where the AD&D game meets the age of gunpowder and cavaliers. The most interesting release due to appear is *The Complete Book of Elves* which promises to tell you everything you wanted to know and more about these pointy eared shortlings.

A-Team Comic

Realms has commissioned a promising young Melbourne artist, Scott Edgar, to turn the popular *Adentures of the A-Team* into a comic strip. First impressions of the comic are very good - see issue 9 for the first episode in this format.

Next Issue

Vampire RPG
How to Win at World in Flames
Death in Thvatta
Warhammer 40K Roleplay (unofficial)
Dark Sun
Shadowrun Part IV
A-Team Comic
Blood Bowl
...and heaps more!

Final Words

To all those involved in exams at this time of year - best of luck. To everyone, have a jolly Christmas and until the New Year...

...see ya 'round like a d100!

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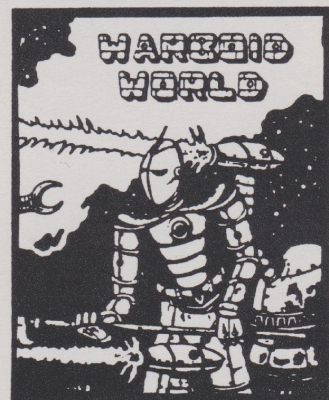
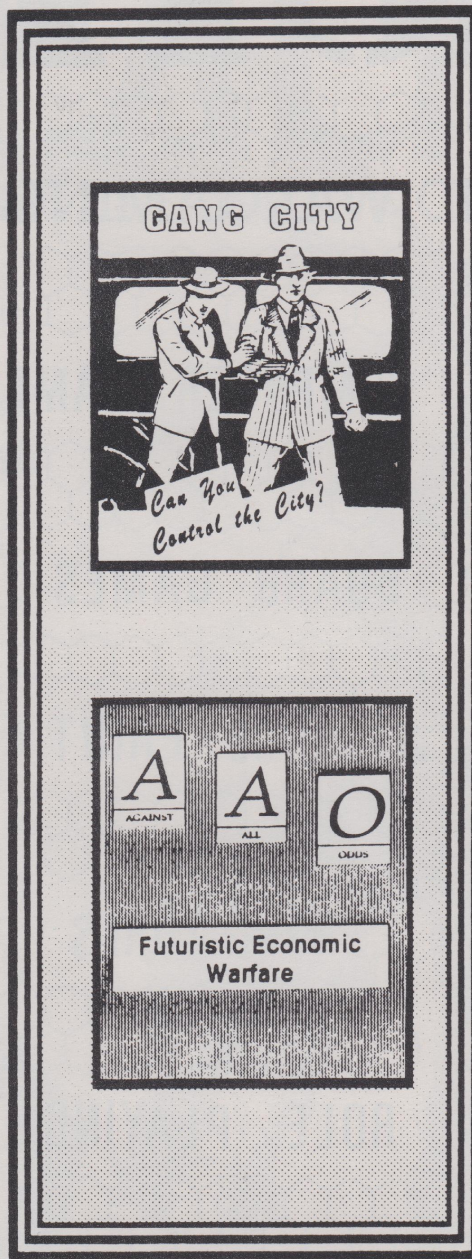
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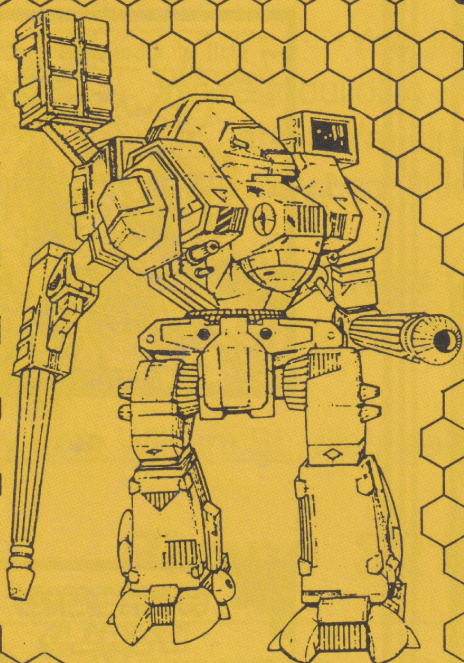
COMPUTER GAMES

BOARD GAMES

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ROLE PLAYING



FASA
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AVAILABLE FROM BOTH TACTICS STORES:

PERTH
First Floor
Centerway Arcade
797 Hay St
Perth.

Ph: (09) 3214860

ADELAIDE
Basement
Southern Cross Arcade
54 King William St
Adelaide.

Ph: (09) 2125977