



FANTASY  
SPECIAL

Editor Leonard Lakofka, 644 West Briar Place, Chicago, Ill. 60657  
312-929-7057 No calls from Midnight to 7AM

Games are open in LD for novice players only.  
Game fee is \$7 and this includes a subscription for North American Players.  
Rebates: If your country is eliminated in 1901 or 02 \$4

03 \$3  
04 \$2  
05 \$1

There are no rebates for resignations or for dropouts and the rebate only applies to the player of record in winter 1900.

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ORIGINS II & The 9th Annual Diplomacy Convention

Date: July 23, 24 & 25 1976 Johns Hopkins University, Baltimore Md.  
Friday 4PM to 2AM Saturday 9AM to 2AM Sunday 9AM to 6PM  
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# LIAISONS DANGEREUSES

#71 2ND HALF OF OUR ANNIVERSARY  
JUNE 18 1969

JUNE 1, 1976

ROGUES' GALLERY magazine poll #2

Twentythree ballots were received from ballots in the following magazines (Turnabout 2, LD 10, Janus 6, Paroxysm 4 and Fallovla 1). This seems to be an unfortunate turnout considering that the MAD POLICY 4th zine poll received 69 ballots. The readership of MP (about 4-500) produced some 13.8% turnout. The readership of the five zines listed (I'd say circulation--non-overlap--of 250) produced only 9.2%. It should also be noted that the RG poll did not get reproduced in places where it should have appeared such as DIPLOMACY WORLD, EHREWON (even though HE promised), IMPASSABLE, et. al. I will be doing this poll twice a year, once in February and once in August. I hope for a better turnout next time. Below are listed all zines that received 5 or more votes. Zines with 3 or 4 votes are listed but I have not combined them with the former group.

A beginning of an evaluation might occur with 8-10 votes. r.g.=range vts=votes, pts=points

ZINE	editor	PHYSICAL QUALITY				DETAIL				FEATURES				OVERALL			
		rg.	vts.	pts.	sum.	rg.	vts.	pts.	sum.	rg.	vts.	pts.	sum.	rg.	vts.	pts.	sum.
ARRAKIS	HEAD	5-8	5	36	7.2	5-8	5	33	6.6	3-5	5	19	3.8	4-7	5	20	4.0
BUSHWACKER	Davis	7-0	5	44	8.8	8-0	5	45	9	7-8	5	38	7.6	8-9	5	42	8.4
CENTURION	FOX	2-8	7	33	5.4	3-9	7	39	5.6	4-0	7	48	6.9	3-8	7	48	6.0
CLAW&FRANC	Horton	8-0	8	71	8.9	7-0	8	69	8.6	3-0	8	62	7.8	5-9	8	61	7.0
DIP. WORLD	BUCHANAN	8-0	11	104	9.5	7-0	11	101	9.2	4-0	11	94	8.5	7-0	11	100	9.0
EHREWON	Walker	6-9	6	45	7.5	8-0	6	53	8.8	8-9	6	52	8.7	7-9	6	50	8.3
E'PONENT	Bremner	4-0	5	34	6.8	5-0	5	39	6.6	2-7	5	27	5.4	4-9	5	39	6.6
Fel Si Fie	Smyth	6-9	6	43	7.2	7-9	5	39	7.8	5-8	6	39	6.5	6-8	6	42	7.0
IMPASSABLE	Boyer	8-0	12	109	9.1	7-0	12	103	9	6-0	12	97	8.1	7-0	12	104	8.7
GASSED	Truman	8-0	5	48	9.6	7-9	5	41	8.2					6-9	5	34	6.8
JANUS	White	6-0	13	97	7.5	5-0	13	90	6.9	4-9	13	87	6.7	5-9	13	92	7.0
LIAL, DAN.	Lakofka	5-9	12	82	6.8	4-9	12	85	7.1	5-9	12	90	7.5	6-9	12	90	7.0
NAST, MACH.	Horrior	7-8	7	51	7.3	7-8	7	53	7.6	7-9	7	56	8	7-8	7	53	7.6
KIX, Gaz	Lipton	6-9	8	53	7.9	6-9	8	63	7.9	8-0	8	75	9.4	6-0	8	68	8.6
PAROXYSM	Correll	6-0	13	107	8.2	6-9	12	94	7.8	6-9	13	103	7.9	7-0	13	108	8.3
Poettesse	Schlick.	7-9	8	67	8.4	7-9	7	60	8.6	6-0	8	64	8	7-9	8	65	8.0
RUNESTONE	Loeder	7-0	12	105	8.8	8-0	12	108	9	7-9	12	92	7.7	6-0	12	91	7.0
Speculum	Kadlock	4-8	8	51	6.4	5-8	7	50	7.1	3-8	8	53	6.6	4-8	8	56	7.0
TURNABOUT	Borbbren	8-0	7	63	9	5-9	6	46	7.7	4-9	7	45	6.4	4-9	7	50	7.1
Valiner	Machnik	7-0	7	58	8.3	7-0	6	47	7.8	5-8	6	37	6.2	6-9	7	50	7.1
ZEPPELIN	Gillespie	4-8	9	51	5.7	3-7	9	46	5.1	4-8	9	55	6.1	6-7	9	56	6.2

note; In some cases there are multiple editors of zines but space forbids inclusion.

Herefollows the zines with 3 or 4 votes. Only Summation is given.

BLACK HOLE	Rgif	6.3	7	6.3	5.7
Boast	B rents	2.7	4	4	3
Dip Journal	Oliver	7.7	7	---	4
Dip Review	Rosenberg	7	7.7	6.7	7.7
Diman	Hessel	7.3	7	7.7	8
Fallovla	Heuer	6.3	5	5	5.3
Buzan	Hase	8.5	7.5	8	8
Libertorrean	Buapas	7.7	7	---	7
StGeroge	Sargent	8.7	9.3	7.7	7
Slobinpolit	Z. APA Slobhovia	7.3	7	10	9.7
TPA	Rosenberg	8	7.5	6.5	7.3
Veritas	Vincit Pablan	7.3	3.3	7	6.3
Viking	Prattol Pg ??	6.1	0.8	1.5	9.3

Mentioned, with 1 or 2 votes are;

ATLANTIS\*, BALTIC GAFFER\*, BOOK OF STAB, DYNASTY, DIPPY, EVEREST, EN PASSANT, GRAUSTARK, GREATEST HITS, BELLICUS, CHIMERA, LEMINGS S&P, THE LOWER, LORD OF HOSTS, MAD POLICY, MONOMIAL GAZETTE, 1901, QJO VALIS, NOVOCORP\*, PEA & SWORD, REDUS SIC STANTIBUS, PEX, PLENIPOPTENTIAN\*, PODWIK NEWS, POUXON\*, PRANCI, STAN\*, YOGRASIL CHRON, RURIPIA

NOTE

These totals give us these for "best" ones,

1	DIPLMACY WORKD	Buchanan
2	IMPASSABLE	Boyer
3	BUSHWACKER	Davis
4-6	EHREWON	Walker
	PAROZYSM	Ronson/Correll/Dyous
7	POITESME	Schlickbernd
8-10	CLAW & FANG	Horton
	MASTER MACH.	Howrier
	RUNESTONE	Leeder

I come in 11th, sob.....

There's there is GAMESMASTERSHIP.....no I didn't forget. Votes for this category were very few but it does show that people are following instructions about this category and that is very good.

Gamesmaster	Range	Votes	Points	Submission	Rank (top 5)
David Head	3-5	5	19	3.8	
Russel Pfox	1-9	4	24	6.0	
Don Horton	6-9	3	22	7.3	
Rod Walker	8-9	3	25	8.3	
Fred Brenner	7-10	4	33	8.3	
Randolph Smyth	7-9	5	41	8.2	
Raymond Heuer	7-8	3	22	7.3	
John Boyer	6-10	5	42	8.4	4-5
Truman	8-9	3	26	8.7	3
Cal White	7-8	8	61	7.6	
Len Lakofka	8-10	8	75	9.4	1
H. Howrier	7-9	4	33	8.3	
Brian Lipton	4-8	27	4	6.8	
Ronson/Correll	5-10	6	47	7.8	
Bruce Schlickbernd	8-9	5	42	8.4	4-5
John Leeder	8-10	9	83	9.2	2
Dave Kadlecak	5-8	3	21	7.0	
Larry Gillespie	7-8	3	22	7.3	

Well at least I ranked well on something!!

The next ballot will be printed in late August. All sines that will include the ballot please let me know now. I will mail ballot to interested sines before I include it in LD.

#### THE CALHAMER POINT COUNT RATING LIST & CORRECTED CALHAMER POINT COUNT RATING LIST updated for EVERYTHING #26

Changes and/or persons now having 1 full point on both lists.

T. Berendt 4.03/1.48	Langs S 2/2	Smith R. 1.67/1.42
D. Bingle 1.33/1.33	Lipton R 1.58/1.58	Stafford B 1/1
E. Birsan 15.64/12.77	Locais R 1.5/1.29	Stevens J. 3.58/3.08
J. Boyer 5.33/5.00	McIlvaine 1/1	Verheiden E. 7.04/5.84
A. Calhamer 1.33/1.33	McKeon J. 1.5/1.5	White L. 1.08/1.05
R. Correll 1.83/1.65	Meyer R. 1/1	
J.H. Fleming 4.58/4.40	Minton B 1/1	
R. Kelly 15.22/11.92	Phillips A 13.67/8.25	
Kendter L. 1/1	Pitsch D 4.75/4.67	
J. Klein 4.72/4.33	Reynolds D 1/1	
T. Knoles 1.7/1.54		
Lakofka L. 7.27/7.02	Socanora M. 8.24/7.86	

more.....

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## Top 5 boards GMSB

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rank	name	points	rank	name	points
1	E. Barsan	15.64	1	E. Barsan	12.77
2	R. Kelly	15.22	2	R. Kelly	11.92
3	A. Phillips	13.33	3	D. Meyerheim	10.66
4	D. Boyerlein	13.15	4	J. Saythe	9.46
5	J. Saythe	8.83	5	A. Phillips	8.25
6	M. Rocasora	8.24	6	H. Rocasora	7.86
7-8	B. Verploeg	7.50	7	B. Verploeg	7.50
	W. Buchanan	7.50	8	E. Prosnitz	7.40
9	E. Prosnitz	7.45	9	W. Buchanan	7.05
10	L. Lakofka	7.27	10	L. Lakofka	7.02
11	L. Pulsipher	7.20	11	L. Pulsipher	5.92
13	T. Eller	6.70	13	R. Bytwerk	5.50
12	E. Verheiden	7.04	12	E. Verheiden	5.84
14	H. Maus	6.16	14	B. Tretick	5.33
15	S. Brooks	6.07	15	J. Kuning	5.25
16	R. Bytwerk	5.50	16	S. Brooks	5.19
17-18	B. Tretick	5.33	17	T. Eller	5.08
	J. Boyer	5.33	18	E. C. White	5.00
19	J. Kuning	5.25	19	J. Boyer	5.00
20	G. Turner	5.06	20	D. Fitzach	4.67
21-22	C. Wells	5.00	21	T. Tilson	4.51
	J. Fournelle	5.00	22	Fleming J.H.	4.40
23	T. Tilson	4.28	23	J. Power	4.33
24	D. Fitzach	4.25	24	G. Turner	4.24
25	J. Klein	4.22	25	J. Klein	4.33
26	J.H. Fleming	4.18	26	Goldstein H	4.17
27	J. Power	4.17	27	J. Rosanz	4.01
28	H. Goldstein	4.17	28	J. Fournelle	3.77
29	Bernardt T.	4.03	29-30	Reinsel C.	3.33
30	Johnson D.	4.00		H. Bullock	3.33
31	C. VonMetzke	3.95	31	H. Maus	3.29
32	Rocamilla P.	3.70	32	T. Ball	3.29
33	Stevens J.	3.58	33	D. Johnson	3.20
34-36	C. Reinsel	3.33	34	L. Childs	3.16
	L. Childs	3.33	35	C. McCaigdon	3.14
	H. Bullock	3.33			

cops -I forgot John Rosanz- and how can we forget him! 6.2 should be #14 and then all go one rank lower. Sorry about that.

.....  
A very short personal note.....

I will include a short excerpt from a letter without mentioning who sent it--for obvious reasons. It is this sort of tripe that really pisses me off! A person who can not separate the game from anything else.

"Your stab attempt was a little belated.....What I think disturbs me most about the stab attempt is the efforts at camouflage. Your request for an article for LD came at a very difficult time (finals et al.). I really did not have the time but made time as you requested it. It bothers me to think that this was a mere ruse to flatter me and cover your game intentions. That kind of manipulation of my time and energies is strongly resented..... If you don't plan to use the article please return it as I forgot to make a copy and I'm sure someone else can use it."

Needless to say I returned his previous article and told him that if he didn't know where to put it I could suggest a place! I've run into claptrap like this before and it has always galled the hell out of me. A game is one thing--publishing, organizations, disputes, etc. are ALL TOTALLY SEPARATE. You had this \_\_\_\_ can't think like that!

FANTASY RULE ADDITIONS... these rules will be used in addition to the rules printed in the DRAGON #1.

Class of figures SYNPATH Fights as Cleric but has these mind abilities

SPILL TITLE	INSANITY	LOSS OF CONTROL	SUCCESS
Healing Transfer	SYNPATH must touch wounded/diseased/poisoned/enchanted figure. Damage then transfers to SYNPATH and SYNPATH cures himself.		
	Cast a 20 sided die, add SYN Strength(hereinafter ST) subtract Damaged figure's ST		
	1-3	4-6	7-9 no effect
Death of damaged figure	Synpath received damage but no effect on figure. SYN can not cure himself	10-13 Damage transfers to SYN. SYN cured next turn. Damaged figure cured at once. SYN next turn	14-17 Both healed at the same time. If SYN missed while the transferred damage is upon him the damage remains uncured and he takes one kill

DISEASE TRANSFER	(May be used by neutral or evil figures only)		
	Damaged figure must be touched by SYN and damage passes through SYN to another figure also being touched by SYN. (other figure may be damaged or well) (Evil may transfer damage to one of his own figures) (Use on wounds, disease, poison, enchantments--not on 'kills')		
	Cast 20 sided die, add twice SYN ST, subtract Damaged Figure ST		
	1-4	5-7	11-14
Damaged figure and SYN die	no effect	damage transfers to SYN who can't cure himself	Damage to SYN & damaged figure cured 1 turn limbo only SYN damaged next turn damage to other figure 15-18 damage to SYN & other figure cured next turn damage to other figure 19+ Entire process takes place in one turn
	8-10	no effect	

CONTROL (one target figure at a time)	Used on humanoids only--a direct mental assault. cast 20 sided die, add SYN ST subtract target ST.		
	1-3	4-5	9-12
	take 3 hits @ SYN ST	6-8	13-16 17+
	no effect	Range 12" Can make figure move at will but not attack 18" Can make figure move and attack 24" " " " " " "	

ATTACK (one target figure at a time)	Use on humanoids only cast a 20 sided die, add SYN ST subtract target ST		
	1-4	5-7	11-14
	take 5 hits @ SYN ST	15-18	19+
	no effect	range 12" target takes (1-6)hits @SYN ST 18" " " 3+(1-6) hits @ SYN ST 24" " " 5+(1-6) hits @ Syn at If target is another SYN or a SPELL CASTER convert to COMBAT SPELL below if target in mutual range.	

COMBAT vs. another SYN OR a SPELL CASTER only. Not versus Cleric

Treat this as an attack (above) is other SYN or SC out of range Range is a function of ST ST 1-2 12", 3-4 16", 5-6 20", 7-8 24", 9-10 28" 11-12 32". Attacker must have target in this range to attack in the first place.

	ST of defender					
	1-2	3-4	5-6	7-8	9-10	11-12
1-2	13	10	8	6	5	4
3-4	15	13	11	9	7	6
5-6	17	15	14	12	10	8
7-8	18	17	16	14	12	10
9-10	19	18	17	16	15	13
11-12	20	19	19	18	17	16

Sympathic Combat continued  
If the target is casting a spell... for his counter attack. Also, subtract the die being rolled from the table when casting a die for the spell to as casting both dice.

Results of rolls:  
If the number cast is less than the number on the table there is no effect  
If the number cast equals or is greater than the number on the table there is:  
" " " " two or three " " " " " " " " 2 rolls  
" " " " four or five " " " " " " " " 3 rolls  
" " " " six or more " " " " " " " " 4 rolls

SYMPATHIC COMBAT IS ALWAYS TO THE DEATH OF THE OF THE HIGHERS. If one is selected that figure dies at once

TITLE	Insanity	Loss of Control	Success:
Mind shield	This spell may be used against any spell cast at the mind. This includes telepathy, sympathetic magic, control, or any other spell of insanity (not charming & enchanting spells). Duration is immediate upon the casting of a spell being cast at the mind. If the spell fails there can be no counter attack (Sympathic combat). If another spell is being cast it may be abandoned with no loss. Cast 20 sided die. SY of SYN - SY of att. for 1-3		
	4-6	no effect	
	Intermittent spell	not added from advance spell being cast at mind. May be voluntarily maintained. If maintained (judge will rule) no other spells may be cast	

Body shield

	This spell may used against the body of a figure. The elements that are cast is the SYNPATH. It is a defense spell. May not be used against conventional warrior, monster or undead attack. Cast 20 sided die and SY of SYN subtract SY of attacking force. 1-4		
	5-7	3-10 no effect	
	take 3 extra hours	11-16 add 3 to armor class or subtract 3 from ST of attacking force	
	0 ST or attacking force	17-18 add 4 to armor class or subtract 4 from ST of attacking force	
		19+ add 5 to armor class or subtract 5 from ST of attacking force	

THINKING Cast 20 sided die plus SY of SYN

	Used to lift and move other figures or objects--not SYN himself		
1-5	6-8	11-16	1 raised for 6+(165)" range 12"
	3 or 4 hrs	17-18	1-2 " " 8+(1-8)" " 16"
	2 hrs @	19-23	1-4 " " 12+(1-12)" " 24"
	one ST	24+	3+(1-4) " 16+(1-20)" " 36"
	9-10		Figure rises 1" and is carried. Elevation may increase 1" for every figure not raised.
	no effect		a figure is considered to weigh 350 pounds in armor

TELEPATHY Use on humanoid only. This is not a control spell it is communication and/or mind reading only. Add SYN ST to 20 sided die subtract target ST (even if a friendly figure)

		1-12	no effect
		13+	When probing enemy figure ask the judge any three questions you wish the answers to. Telepathic contact is for one minute of real time. Only the information that can be asked and answered is 1 minute of real time will be allowed. Continued telepathy must be done by another die roll--add 3 for contact already made hours

In playtesting the fantasy rules we have found that allowing  $\frac{1}{2}$  of a turn to pass before a "physical spell" (or an illusion of a physical spell, i.e. fire and elemental spells) and  $\frac{3}{4}$  of a turn to pass before a charming, and enchanting or an illusion spell takes effect is quite playable and accurate. However, if a Spell caster is attacked from close range he often has NO defense at all. Therefore we now allow a SC to preselect a personal defense spell from the following list. He can abandon another spell not yet if force with no damage. SC are allowed to use all 8 of the spells listed but the 7 not selected as his personal defense spell are cast at a marked disadvantage. Also there is a 1% chance of insanity if one of these 7 is begun while another spell is abandoned.

The nature of these defense spells is that they can be cast quickly and the SC will not go insane if the spell fails. He pays for these two advantages by losing close control of the spell. Often he can not change the spell once cast and must ride out its full duration. In many cases long duration may be more disadvantageous than short duration.

The single spell selected as the personal defense spell is cast at the SC SF. If the spell is in his area of speciality there is a bonus of +2.

If any of the other 7 are tried they are cast at SC SF-3 on a 12 sided die instead of a 20 sided. There is a bonus of +1 for a spell in his own area however.

The personal defense spell can gain bonuses for repeated success up to +3. The other 7 defensive spells may gain up to +2. To use a defensive spell the SC must be under direct attack by a spell, a monster, a figure etc. If a spell is a defense against a SYMPATHIC attack it will be noted.

**ILLUSIONS;** Invisibility no defense against SYN attack  
Triple Image defense against SYN attack if wrong image selected

**FIRE SPELLS;** Burn n touch no defense against SYN attack  
Burn Weapon no defense against SYN attack

**ENCHANTMENTS;** Escape defense against some SYN attacks  
Transfer partial defense against some SYN attacks

**ELEMENTS;** Iron man no defense against SYN attack  
Cast on the wind Defense against SYN attack

**note;** SYMPATHIC spells of CONTROL, ATTACK, COMBAT, TELEKINESIS AND TELEPATHY touch the mind of the target  $\frac{1}{2}$  of a turn after they begin and take full effect at  $\frac{1}{2}$  of the turn. Thus A SC can sense the attack and move to avoid it. Invisibility, burning spells and iron man afford no defense. Triple image might cause the SYN to attack the wrong image. Escape might allow speed to let the SC flee before full damage/contact is made. Transfer puts off the attack until rematerialization. If the SC is out of sight of SYN when he reappears he is safe. When cast upon the wind the SC has NO FORM whatsoever and therefore can not have his mind attacked. Body Shield requires  $\frac{1}{2}$  of a turn to be completed.

title	loss of control	success
Iron Man	SC turns to solid iron if successful. Has no attack value while he is iron and may <u>not</u> return to flesh until the time limit is up	
Elemental spell	1-6 subtract 2 from SC armor for 3 turns If armor saving would exceed 10 then for each value over 10 subtract 2 from attacker's die roll.	7-10 no effect 11-14 armor up 4 for 3 turns 15-18 armor up 6 for 4 turns 19+ armor up 8 for 5 turns May not cast again for 1 full turn
CAST ON THE WIND	SC appears to disappear but he spreads himself on the wind and is carried by the wind for n full turns. He has no control over the wind--the judge will cast a die to determine his direction and the force of the wind. He then reappears when the duration of the spell is over. He has no abilities while on the wind but he can not be damaged either by ANYTHING	
ELEMENTAL SPELL	1-4 stability for	5-8 no effect

CAST OF THE WIND continued

- 9-12 2 turns on the wind
- 13-16 3 turns on the wind
- 17-20 4 turns on the wind
- 21-24 5 turns on the wind
- 25+ 6 turns on the wind

May not repeat this spell for one full turn after it is over.

Judge will cast 1 8 sided die and 1 12 sided die for first turn on the wind.

8 sided gives direction N, NW, W, SW, S, SE, E, NE second gives distance in inches.

For EACH subsequent turn cast 1 4 sided and 1 12 sided.

4 sided gives new direction, if any. 1 45° left, 2 45° right 2 or 3 same direction.

12 sided gives distance traveled.

Title	Loss of Control	Success
Escape	1-5 can not move for 3 turns (may fight)	6-10 no effect
Charm & Enchant Spell	Spell Caster MUST run at the new full speed further full two turns in as close to a straight line as possible. If off board may come back but only after one extra turn off board for every 12" run off the board. Will not be held by a storm but can receive hits from all in range. May not repeat for 1 full turn.	11-15 1/2 normal speed for 2 turns 16-19 double normal for 2 turns 20-24 3/4 normal for 2 turns
Transfer	SC appears to vanish. Instead he moves 2' of a turn in invisible. The direction is determined by an 8 sided die as in "cast on the wind". May use this spell twice in a row but then must wait one turn.	
Charm & Enchant Spell	1-5 can not move for 3 turns, may fight	6-10 no effect 11-15 moves 10" 16-20 moves 16" 21+ moves 24"
Burn Touch	SC appears to be on fire. Any who see him will receive hits. The SC may not move while aflame and may not attack on his own. May not repeat for 1 full turn.	
Fire Spell	1-7 Actually burns. Takes 5 hits at own ST+2. Burns 1 turn. 8-12 no effect	13-16 Any and all who see take 2 hits at SC+1 for two turns. Only if killed is duration 1 turn. 17-20 as above 3 hits at ST+2 for 2 turns. 21+ as above 4 hits at ST+3 for 2 turns. SC MUST burn for both turns
Burn Weapon	SC appears to be on fire. Any who register a "kill" on him will take hits. Note that melee alone will not harm attacker(s). SC may not move nor attack on his own while aflame. May not repeat for 1 full turn.	
Fire Spell	1-6 Actually burns takes 3 hits at own ST for 1 turn. 7-8 no effect	9-12 Attacker takes 2 hits for every kill at SC ST For 2 turns unless killed in one. 13-16 2 hits at SC ST +1 17-20 3 hits @ SC ST +2 21+ 3 hits @ SC ST +3
PHANTOM IMAGE	Appears for two full turns	
Illusionary	SC breaks up into three images--only one is really him (die roll to determine which). False image will be sustained for 3/4 of a turn then vaporize. All 3 images are immobile and have no attack value. Kills on real SC will not dispell the 2 false images. May be repeated only once then wait a turn. Images fully repeat in 1/4 of a turn.	
Spell	1-5 can not move for 3 turns, may fight	6-10 no effect



INVISABILITY							
Illusionist spell	Figure may not move nor cast spells nor attack but voice will not make his visible even if kills are registered. Attackers may not know that they have hit him. May repeat once then must wait a turn.						
1-3	Can not move for three turns	7-10	70%	of detection	if a kill registered		
		11-14	40%	"	"	"	"
		15-19	10%	"	"	"	"
		20+	0%	"	"	"	"

Defense spells that may be repeated must be begun again before they come to a conclusion. SC may recast (another die roll +3) this same spell and no other spell,  $\frac{1}{4}$  of a turn before its conclusion.

SYNPATHS may cast EITHER of the two Illusions Personal Defense Spell's @ their ST with no bonus or subtraction. Cast two 3 sided and 1 4 sided die.

CLERICS (occasionally elves) may "cast themselves on the wind" @ ST on a 20 sided die. Clerics may select a general direction of movement. Judge will cast a 4 sided die for exact direction.

SYNPATHS & CLERICS must abide by all other Personal Defense Spell Rules.

#### Optional rules:

**Prisoners:** When any living figure (humanoid or monster) receives  $\frac{1}{3}$  or more of its allotted kills (cumulative kill figures with three or more kills only) the next kill has a 25% chance in resulting in unconsciousness (while still subtracting the kill). The next kill has a 50% chance and all subsequent a 75% chance.

Unconscious figures may be:

- 1 executed the next turn by any single figure of equal strength or in two turns by any single figure of 1 or 2 st levels lower or in three turns by any single figure 3 or more st levels lower
- 2 Taken prisoner (humanoid only)

Consciousness is regained in (1-4) turns

GOOD figures may not execute prisoners, they must guard them.

If the guard is of greater strength there can be no escape

If the guard is of equal ST there is a  $12\frac{1}{2}\%$  chance of escape (1 on an 8 sided die)

If the guard is 1-2 ST levels lower there is a  $16\frac{2}{3}\%$  chance of escape (1 on a 6 sided)

If the guard is 3+ ST levels lower there is a 25% chance of escape

Prisoners may test escape each turn. SC, SYNPATHS and CLERICS may try to spell their way free @ -5 from whatever their normal capacity is.

Evil & Neutral figures may execute prisoners. They may openly torture them which causes a morale check of all friends of the prisoner of equal or lower strength within direct sight and 20".

Evil Synpaths may also use the disease transfer on prisoners.

**Monster Morale:** All monsters are cumulative kill figures.

For every 2 kills add one to the monster's morale and force a morale check for every 3 kills.

To add to spell probability of success a SC, SYNPATH or CLERIC may increase the casting time in quarter turns up to 1 full turn. Each quarter turn adds 1 to the die roll.

Fests of magic and surprise attacks may cause warriors and monsters of strength 4 and lower to cower. If a morale check is not specifically called for cast 1-6 sided die for a spell or surprise. A 1 or 2 will mean the warrior/monster will stop movement for  $\frac{1}{4}$  of a turn before proceeding.

I have completed the games for GEN CON IX's fantasy battles on Friday August 20, 1976 in Lake Geneva. The first round will be composed of two separate 16 sided games for 16 players. eight of these 32 will go to round two and four to the finals. I think you will enjoy the games!

1974 PE the Winter of 1975

ONE: F OG (see) a TORONTO (S) from TORONTO, F LIP, F ...  
A Lagerson EVEN/5/A HUD, A ...  
S McLendon F KIEL/14/A WAR, A ... F ... A ... A ... A ...

Italy Dorchack -1/10/F ADR, A AIB, A VEN, F ... A ... F ... F ... F ...  
A BRE, A MAR, ~~1/11~~

Turkey, Weeks EVEN /5/F BUL DG, A SEV, F ... F ... F ...

The deadline for the Spring of 1977 is by 8PM on Tuesday June 22, 1976

1974 HW the Fall of 1907

Austria Verheiden/2/owns; vic, bud 2=2 even A VIE-tra, A GAL(S) GER A WAR  
England, Yagts/11/owns; bel, nwy, edi, lvp, lon, bel, ow, c, stp, nos, don, kiel 11=11 even  
A LYN ~~1/11~~ (S) GER A WAR, A STP(S) A NOS, A NOS(S) GER A WAR, A PRU(S) GA SIL,  
A RUHR(S) A KIEL, A KIEL(S) GER A HUD, F NYH(C) a lon-BEL, f nro-WES, f och-MAO  
France, Horton/5/a tyo/r/pied owns; maz, lre, post, apr, tun, PAR 6=5+1  
F TYRR(S) I A MAP /ota/, F TUR-F LYON(S) F TYRR, A PIED-tyo, A PAR H  
Germany, Mason /4/moves late/owns; man, mer, det, ~~1/11~~ 3=4-1  
A MUM, F BEN, A WAR, A SIL

Italy, Birasn/3/owns; von, man, von 3=3 even A VEN(S) F rum-EUS, a map-EOM

Turkey, Pitsch/9/owns; ser, gre, rum, con, bel, nwy, tri, sev 9=9 even  
F AEG(S) F JOE, F ION(S) IIA F rom-ger/mo/, A BOK(S) A TYC-man, A UKR-war,  
f adr-APU, A TRI-tyo, a ser-RUN, A SEV-ows,

The deadline for the Winter of 1907 is by 8PM on Tuesday June 22, 1976 If everyone submits Spring 1908 dependant on French & German adjust ments I'll print 808

1975 S the Winter of 1906

Austria, Allen A VIE, A BUD/11/A SMY, A COB, A MUR, A LOH, A RUM, A GAL, AKIEL,  
F AEG, A RUHR

England, Treas -1/1/1/ ~~1/11~~ F BLA, F DESH, A EDIN, F JOE

F Mathias/1/ A BEL

Italy Foster F ROM, F MAP/9/A BURG, F BOH, A BRE, A PAR, F WES, F TYRR, F MAC

Russia Weeks f bel, r/hol

~~1/9/11~~ A SIL, A BER, A PRU, F ADM, A ANK, F NNY, A SWE, F NHH, A MOS  
The deadline for the Spring of 1907 is by 4PM Tuesday June 22, 1976

1975 W the Winter of 1902

Austria, Kanan f gre/r/CTE EVEN/3/A VIE, A SBR, A BUD

England Sypher 115 Holland Ave, Floral Pl: N.Y. 11001 EVEN/4/F NTH, F NWG, A NNY, F SK AG

France Dillman NEM 1 short/5/A WIC, F BOH, A BEL, A WAR, F MAC

Germany, Linchett f bel/r/otb, no retreat received

1 short/4/F HOL, ABER, A BURG, A DEN

Italy, Bliss EVEN/5/A TRI, A VEN, A PIED, F LYON, F WES

RUSSIA, Foster A SEV/7/F SWE, A STP, A GAL, A LYN, F BLA, A BUL

Turkey, Michal F ANK/4/F JOE, F GRE, A COB

the deadline for the spring of 1903 is by 8PM on Tuesday June 22, 1976

1975IM Hinter 1902

A Han A BUD/6/A SBR, F BULSC, A RUM A GAL, A WAR

B Crockett A LVP, A LON, F SWIN/8/F NYH, A DEN, F KIEL, A NNY, F STP NO

F Treawgy F MAR/7/A BURG, A MUE, F LYON, F WES, F HAF, A PIED

C Groves S Detroit Ringer Sta. Star Route Box 320, Mill City Ore. 97360

a man/2/otb EVEN/2/ F NYH, A BER

I Mathias F MAP, F ROM/6/A VEN, A TRI, F ION, F GRE

H Edwards -4/3/1/ ~~1/11~~ ~~1/11~~ ~~1/11~~ ~~1/11~~

T Foster F ANK, F SWI/5/A COB, A NOS A ADM

the deadline for the Spring of 1903 will be by 8PM on Tuesday June 22, 1976

1975CF the Spring of 1906

Austria, Kador/3/A BUD(S) a bul-SER, A VIE(S) ITA a ven-TRI

England, Brenner/3/f nwy-SKAG, F SWE-nwy, f ber-ZAL

France Rowland/11/F NTH(S) RUS a stp-NWY, F TYRR(S) f nap-ROM, F LYON(C) a spa-TUS,

F nar-SPASC, apar-BURG, a bel-RUHR, F TUN-ion, A EDIN H, A PIED /U/,

a ven(s) a spa-tus not a french unit

Germany, Weitz/5/NMR, A GAL, A UKR, A MUN, A KIEL, A DEN

Italy, Hance /2/ a rom-VEN, a ven-TRI

Russia, Meyers/2/A MOS H, a stp-NWY

Turkey, Michal/8/ A SEV(S) F HUM, F ADR(S) f apu-ION, f tri(s) ita a ven/nso/d.../

F RUM(S) A SEV, a con-BUL, f say-COM, a ser/u/D+A/

I have a call for a three way draw FGT. I oppose this result at the 'minor' countries total more than the 'major' powers. Also note the NMR. A draw vote must be unanimous. Failure to vote is a NO.

1975CG Fall 1905

Austria, Adams/4-1 short/owns; vie, ser, tri, bud, gre 5=4+1 unless fion/r/Gre then 4=4 even

A VIE(S) A TRI-tyo, A BUD-tri, a gre-ALB

England, Sergeant/8/owns; den, hol, swe, lon, lvp, edi, nwy, STP, BER 9=2+1

F BAR(S) F STPNC, F STPNC(S)+F SWE(S)+A FIN(S)+F NTH(C) a york-NWY, F BAL (S) FRE A

KIEL, a pru-BER,

France, Rittle/7/owns; par, bre, nar, port, spa, berl, tunKIEL 8=7+1

A PIED(S) ITA A VEN, F TUN(S)+F TYRR(S) f alb-ION, A KIEL(S) ENG a pru-BER,

a burg-RUHR, a gas-BURG,

Germany, Stephens/1/ out 0=1-1 a bcr (s) fre a burg-mun/nso/d.../

Italy, Ballie, 17A Northvies Ave., Montreal West Quebec H#X-108

A VEN(S) A TYO-tri, A MUN H, f spu-NAP

Russia, Spiegel/mr/owns; nar, mos, sev 3=2+1 a stp r oth

A SEV, A SIL, a nwy/D+A/

Turkey, Mix/5/owns; con, ank, rum, say, bul 5=5 even

F AEG(S) F ION, F ION(s) aus a GRE-alb/ion d.../, a gal-BOH, A BUI rus A SEV-r um/nso/,

F ADR(S) aus a gre-ALB

1975GR 8 04 ga Richard Swies, 4829 S. Leanington, Chicago, IL. 60638

Russia, Tillison/6/F BLA(S) F ARM-ank, A MOS(S) A STP H, F NTH(C) ger a hol-YORK,

a rum-GAL,

Turkey, Gilmer/4/F AEG(s) F BULEC, A CON(S) A ANK H

Austria, Clapper/5/A SER(S) a bud-RUM, f tri-ADR, F GRE-aeg, apied-nar/d...

England DeLeWhonette/4/NMR F BAR, A LVN, F HWG, F LON

France, Stephens /5-1short/f bel-ECH, f ech-MAO, a pic-PAR, f mao-NAP, A SPA-nar,

a nar-pied/no such unit/

Germany, Meyers/5/F DEN(S) RUS F NTH, A RUHR(S) a burg-BEL, f helgo-HOL, a hol-YORK

Italy, Matous, 7017 Williams Dr. Galveston Texas 77551

a rom-VEN, a ven-PIED, F WES-spac, F LYON(S) a ven-PIED

The deadline for the Fall of 1904 is by 4PM on Tuesday June 22, 1976

1975 HS the Spring of 1903

Austria, Campbell NMR/5/A BUD, A GAL, A SER, F AGR, A TRI

England Dorchack/6/F IRI(s) F ION-ech, f lvp-WAL, f ger-NWY, a stp-MOS, F bel-nt h/D+A/

France NMR/5/ A PIC(S) a burg-BEL, F MAO-iri, F ECH-uth, A GAS-burg

Germany, Ameling/6/F BAL(S) a ber-PRU, A HOL(s) A KIEL-ruhr, f swe-DEN, A MUE-burg

Italy, Baumwald/5/ f nap-ION, F END-say, f ion-AEG, F SMI-con, A VEN H

Russia, Thompson/4/NMR F SEV, A UKR, A SIL, a ser/u/D+A/

Turkey, Anderson/3/ a con-BUL, a rum, a say

The deadline for the Spring of 1903 is by 4PM on Tuesday June 22, 1976

1976BQ the Spring of 1901. Frankly I don't get it! Austria and France are NKR. Paul Karan did submit moves for 1975H and Jad Ditmar wrote (after the deadline) concerning the game he's playing in. Yet there are no moves received for this game. Please note that I do NOT make phone calls for NNIs nor do I promise to be home to receive moves. This is POSTAL Diplomacy. At any rate I make neutral moves for countries in 1901 so the pieces do move. If Jad and/or Paul do not make Fall 1901 moves they will be dropped.

- Austria, Karan/3/NMR Neutral moves made, f tri-ALB, a bud-SER, A ven-BUD
- England, Adams/3/ a lvp-WAL, f lon-ECH, f edi-NTH
- France, Ditmar/3/NMAR Neutral moves made, f bre-MAO, a mar-BURG, a par-GAS
- Germany, Hance/3/ a mun-RUHR, a ber-KIEL, f kiel-HOL
- Italy, Sannwald/3/ a VEN H, f nap-ION, a rom-NAP
- Russia, Sypher/4/ f sp sc-BOTH, f sev-BLA, a war-GAL, a mos-UKR
- Turkey, Ameling/3/ sip 60637, a con-BUL, f ank-COH, a smy-ANK

the DEADLINE for the Fall of 1901 will be by 4PM on Tuesday June 22, 1976

notes; Whenever ST is used in a spell it read on the WARRIOR table for combat purposes. In simul movement if x= target speed in inches/turn, y= arrow speed in inches/turn s= flight factor in inches/turn, q= range in inches then;

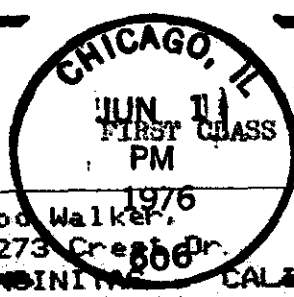
Inches arrow will travel if target coming at archer is  $\frac{qy}{x+y}$   
 Inches arrow will travel if target away from archer is  $\frac{qy}{x-y}$

(from solving  $\frac{1}{x} \frac{1}{y} \frac{1}{z}$  or  $\frac{1}{x} \frac{1}{y} \frac{1}{z}$  and  $\frac{q}{x} =$  inches arrow will travel)

- Speeds of "men" Walk @ 4MPH or 7"/turn      1" = 50' 1 turn = 60 seconds
- Evade/Forced March @ 8MPH or 14"/turn
- Sustained run @ 12MPH 21"/turn
- Burst of speed 16MPH 28"/turn

- No limit to walk or Forced March for intact figures
- Figure may evade forward for 8 turns before stop or revert to walk for 1 turn for every 4 evaded (or fraction)
- Figure may run at sustained speed for 4 turns before stop or revert to walk for 1 turn for every 2 ran (or fraction)
- Figure may burst for only 1 turn then must stop or walk for 2 turns.

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see page  
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Do you plan to do anything about PDRC next?

