



Talk about freezing ... temperatures of ... will continue with the ... than the one ... suggest February or early March ...

The mini-con was great ... Hall (which was nice and warm). I saw two ... and three ... but only got to play in one ...

Since there was some controversy over one of our miniature rulings I will bring it up here. The side of Evil had had three figures: A Pale-White Dragon (which had some breath properties of both of its parents) ... a Giant and a Vampire. Good had many more figures but all were weaker. The best Good cleric was a Laman ...

MU (4th level) used an invisible spell to come up near the Vampire who was about to attack a surprised elf ... The MU said that he would ... move behind the Vampire and attack him! ... so everyone had a shake and nervous. I said that the odds of this happening were as follows: 1. Guts enough (I used ... to give a ... 2. Surprise (I used ... and took into account the fact the Vampire was busy and the MU could be invisible up to about 30 feet away from the Vampire) This came out 2 to 3. 3. Actual Hit Probability (I assumed this ... was a Good MU versus a Vampire - ... a better break - there came out to 25% chance to hit, and 4. Actual hit ... (I had to ... here) I said 1 to 3. That the combined probability was

$$\frac{16}{64} \times \frac{1}{3} = \frac{1}{12}$$

The final Evil player (the Giant - the Dragon had been killed) ... making a grab at Knights to kill the Laman. The Dragon was ... its ability to fly and subsequently killed - it did kill the ... decided the dice (roll judge) was against him and he quit. I would be interested to hear how other judges would handle the MU/Vampire situation.

The second miniature game was much better. It was rather bloody and I got ... everyone (shriek). That evening I got to play METAMORPHOSIS ALPHA with ... I was a funny little element (my character that is) who had a mental block ... over 25 feet ... encountered a huge ... later I was ... by the game ... the only problem we had with the game ... that we ... and were given ... descriptions of things like a 'strange man' which turned out to be a ... no one tried to use it as a ...

The next day (after we cleaned up the bottles of pop that exploded in the back seat from the cold) I ran my first campaign. I took 6 D&D characters into a strange pyramid. The pyramid transported them to my ... It was quite easy to convert the METAMORPHOSIS ALPHA combat system to D&D. I used the D&D combat table but the MA kill system. The players figured out where they were fairly quickly when a deformed man in front of them gave them a lightning bolt from his eye and then changed into a hovering giant bee. Everyone seemed to enjoy the MA expedition but I only got to kill one of them (far below my normal). A review and comments on MA follow.

We also began a discussion of combat systems in D&D. We agreed that an 8th level fighter should be ... but that the odds should be very great. ... I do not think too many ... I have put together a special change table ...

**SPECIAL DAMAGE TO PERSONS TABLE**

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1. On every attempt to hit roll a 20 sided die. Subtract 10 only if there is a hit.

Magia Users of all types receive Special Damage on a 20 only

Clerics of 4 hit or fewer hit dice score SD on a 20

Clerics of 5 or more hit dice score SD on a 19 or a 20

Thieves of 6 or fewer hit dice score SD on a 19 or 20

Thieves of 7 or more hit dice score SD on an 18, 19 or 20

Fighters of 3 or fewer hit dice score SD on an 19 or 20

Fighters of 4 to 8 hit dice score SD on an 18, 19 or 20

Fighters of 9 or more hit dice score SD on a 17, 18, 19 or 20

Treat monsters as fighters.

Treat special figures at your own option.

2. If there is SPECIAL DAMAGE roll two twenty sided dice (one as 1-10 one as 1-20)

Type of Damage	LOCATION OF HIT (1-10)									
	1 Top-side Head	2 Face	3 Neck	4 Chest	5	6 Abdomen	7	8 L. Arm	9 R. ARM	10 Leg
1	+1	+1	+1	+1		+2*		+1		+2
2	+1 @	+1 *	+1 *	+1		+2 @		+1		+2 *
3	+1 *	+1 @	+2 @	+1 *		+2 \$		+1 *		+2 @
4	+2	+2 *	+2 *	+1 @		+2 @		+1 @		+3 *
5	+2 @	+2 @	+2 @	+2 *		+3 @*		+2 *		+3 @
6	+2*	+3*	+2 \$	+2 @		+4 @		+2 @		+4 *
7	+3 *	+3 @	+3 @	+3*		+4 @*		+3 *		+4 @*
8	+3 @	+3 #	+3 @*	+3 @		+5 **		+3 @		+5 @
9	+4 @	+4 @	+4 @	+4 @		+5 @*		+3 #		+5 @*
10	+4 \$	+4 @*	+4 @*	+4 @*		+5 @*		+4 @		+7 @*
11	+5 @	+4 #	+4 @*	+4 @*		+7 @		+7 @		+7 #
12	+5 X	+5 #	+5 @	+5 @*		+7 @*		+7 @*		+10 @*
13	+7 @	+7 @*	+7 \$	+7 \$		+7 @*		+7 @*		+10 @*
14	+7 @	+7 @*	+7 X	+10 @*		+7 X		+7 @*		+10 #
15	DBL @	DBL #	+7 X\$	DBL @		DBL \$		+10 @		+10 #*
16	DBL #	DBL @	DBL \$	DBL @*		DBL \$		+10 @*		+10 #*
17	DBL \$	DBL X	DBL \$	DBL X		DBL X\$		+10 @*		+10 @*
18	DBL X	+10 X	DBL X	DBL @		DBL X\$		+10 @*		+10 #
19	+10 X	+10X\$	DBLX\$	DBLX\$		DBL X		+10 @**		+10 #
20	DEAD	DEAD	DEAD	DEAD		TPL X\$		+10 @**		+10 #

**Legend:**

DBL = Double damage (minimum is 7)

TPL = Triple damage (minimum is 12)

\* No counter attack next melee round (stunned)

@ No counter attack for two melee rounds (dazed)

\$ Additional bleeding--1 damage point every melee round until treated

X Unconscious, falls

# Loss of body part (roll 10 sided die)

- 1-6 Ear
- 7-10 EAR\$
- 1 Nose
- 2 Nose\$
- 3-4 Eye @
- 5 Eye @\*
- 5-7 blind @\*
- 8 Mouth @
- 9-10 Mouth @\*

- 1-2 Finger
- 3-4 2 fingers
- 5 Thumb
- 6-7 Hand @\*
- 8-9 ELBOW@\*
- 10 ARM X\$
- 1-4 (1-4 loss)
- 5-6 Foot
- 7-9 at knee
- 10 leg

**METAMORPHOSIS ALPHA** Game TSE NUMBER 304 75¢ Extra Game Material \$3.99 or \$5.00  
 by James H. Katz

METAMORPHOSIS ALPHA IS A world apart--it is an adventure on a new away Star Ship that was exposed to radiation so that the majority of humans and animals were killed. Those that did survive were mostly on "colony" levels and were not specialists. Many others mutated and now strange types of humans and animals inhabit the ship's many levels. It is up to the player (game-master) to design the many levels of the vessel, populate it and then run the players through it. Basic equipment is outlined as well as a complete list of mutated animals and humans. You may, of course alter the mutants and/or equipment. The basic size of the vessel is 25 miles by 15 miles by 9 miles--it carried over 1,000,000 colonists and personnel.

The basic difference between D&D & MA is in the combat system. Yet the combat system can be made easily comparable. The concept of level (for advancement and for skills) is not used in MA but can be used with no difficulty. In fact many players may well use MA as supplement #5 of D&D.

The game is highly playable the only problem is making sure that players do not find out what a piece of equipment is automatically. After all the players are considered to have had their memory of the past wiped clean (or they are D&D characters teleported to the Starship). Even language is a problem. I have created a chart to handle this problem and I will give a sample of it for a few pieces of equipment.

Item	Intelligence of figure (use normal resistance)									
	with Percent chance of knowing item use if a number of turns appears below									
	1-8	9-8	9-10	11-12	13	14	15	16	17	18
	50%	75%	60%	65%	70%	75%	80%	85%	90%	95%
<b>Ecology hand unit</b>										
sterilize	a	b	b	25	22	18	14	10	7	4
x-ray	x	n	m	16	16	14	12	9	6	3
lower steril.	x	x	b	a	30	26	22	18	13	7
detect life	x	x	b	a	24	22	20	18	15	12
Sonic Torch	B	14	12	10	8	6	4	2	1	0
Space Suit	20	18	16	14	12	9	6	3	1	0
Infrared Goggles	12	10	8	5	2	1	0	0	0	0
Energy Lamps	16	14	12	10	8	6	4	2	1	0
Energy Cell	x	x	b	24	20	16	12	8	4	1
<b>Security hand unit</b>										
deactivation	x	x	x	b	a	40	32	24	18	12
life detect	x	x	b	m	32	28	24	19	13	6
android det.	x	a	b	m	36	32	28	23	17	10
captive field	x	x	a	b	n	18	15	12	9	5
shield	x	a	10	16	14	12	10	7	4	1

If a number appears in the number of minutes it will take to find out what an item does and to correct in that judgement.

B= break the item (or last portion of the item)

X= Do not understand

M= Misuse--this could be added in some cases

If the Percentage for Intelligence is not noted then go to this chart;

Result	Turns it would have taken to understand the item									
	6-8	9-8	6-8	9-12	13-17	18-23	24-29	30-36	37-50	x, b
Breaks item	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%
Does not understand	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%
Misuses	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%
Kills Investigator	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%

Note: The judge may wish to use the percentages for finding the item actually used etc.

It should also be observed that some functions of items can not be defined unless certain conditions exist. Thus a radio means nothing if no one is actually listening on a second radio. An Android detector will only function if an android is present etc. The SpaceMaster must remember that he is dealing with D&D-like characters who might very easily point a laser at a friend or themselves when they pull the trigger. They might break off a knob or even be confused by the use of a button since they have never seen such things. Once they do understand a gun-like object, or a dial or a button you might wish to subtract a few minutes from those given by the chart to learn how to use the object correctly.

A CHICAGOLAND GAME CLUB!

THE DRAGON SEEKERS

for all Chicago area Fantasy Game Players, Metamorphosis Alpha players, Empire of the Petal Throne Players, and lots more....

The club will begin with fantasy but who knows where it will end?  
There will be scheduled events and open gaming too--bring whatever you like.

Meetings every First and Third Saturday of the Month beginning February 19, 1977

At the Francis W. Parker School, 330 Webster Ave. (Clark Street between Fullerton and Armitage--2200 North) in the school cafeteria (basement).

Admission; Only one dollar ( to cover the room rent)

Evening sessions now being planned.

The regular meeting will open at NOON with scheduled event(s) beginning shortly thereafter. The meeting will remain open till 10:30PM with other scheduled events beginning about 6PM.

For more information phone 312-472-0373 Mr. Jordan Weissman 5PM to 9PM daily.

(I'll be running an MA campaign for the first few meetings beginning at 6PM come and meet the mutant with the 6 foot tenticle on his head--no it isn't me!)

1974 HW the Spring of 1910--KEY MISS BY TURKEY dooms potential draw if Allies stay together  
England, Vagts/14/A WAR(S) A ber-SIL, A MOS+A PRU(S)A WAR, A STP(S) A MOS, F ECH G a lon-BEL, A BURG(S) FRE A MUN, F BAL(C) a kiel-LVN, f wes-TYRR, f nao-SPASC, f bre-MAO, a ruhr-KIEL

France, Horton/6/F LYON(S) a war-RIED, A TUS(S) f tyrr-ROM, F TUN(S) ENG f wes-TYRR, A MUN(S)ENG a ber-SIL

Italy Rowland /2/ a pied(s) fre a nar/nso/d...../, a ron-tus/d...../

Tur key, Pitsch/12/NMR, NSO F NAP, F ION, A BOH, A VIE, A TYO, A SEV, A UKR, F AEG, A TRI, A GAL, A RUM, A BUL

The Deadline for the Fall of 1910 will be by 4PM on Tuesday MARCH 1 1977

1975 S the Spring of 1909---The fall could end it all!

Austria, Allen/14/ A BUD(S) A GAL, A SIL(S) A GAL(S)A UKR-war, A MUN(S) a vie-BCH, A RUM-ukr, A SEV mos, a kiel-DEM, a ber-PRU, A ARM-sev, A BUL, F ANK, atri-TYO

England, Treaco/2/NMR, NSO F LOW, F NTH

France, Mathias/1/NMR, NSO A HCL

Italy, Foster/11/ A BEL(S) fr A HCL, a nap-ROM, A BRE MS A PIC, f iri-WAL, f nao-NAO, f lvp-GLY, f rca-TYRR, f tyrr-WES, f wes-MAO, f spenc-GAS

Russia, Weeks/6/ A MOS(S)+A LVN(S)A WAR, A WAR(S) a boh-sil/dta/, a stpx-NWY MARCH 1

The deadline for the Fall of fall 1909 will be by 4PM on Tuesday 1977.

Please vote on a two way Austrian-Italian draw. The draw must be 30 or more supply center votes (as of Winter 1909) in favor to pass. Failure to vote is a NO.

1975 W Spring 1975  
 Austria, Karan /4/ NBR, EBR A TIC A ENI A ELI  
 England, Sypher /6/ F EBF(S) a FAL-BOH, a FAL-TUR, a FAL-ADR, a FAL-ION, a FAL-H  
 France, Gora /3/ FBR NBR a GAS a EMBG, a FAL  
 Germany, Comper /2/ NBR NBR a FAL-BOH, a FAL  
 Italy, Silke /6/ F WBS(S) a FAL-BOH, a FAL-TUR, a FAL-ADR, a FAL-ION, a VEN-tyo  
 Russia, Foster /8/ A JAR(S) A ULR-GAL, A VEN(S) F FAL-ION, a FAL-BOH, a FAL-ADR, a FAL-ION, a FAL-BOH, a FAL-ADR, a FAL-ION  
 Turkey, Michal /5/ a FAL-BOH, a FAL-ADR, a FAL-ION, a FAL-BOH, a FAL-ADR, a FAL-ION

The deadline for the Fall of 1975 is by 4PM on Tue March 1, 1977

1975 CF the Fall of 1975

	82	83	84	85	86	87	88
Austria Kador, John	4	5	5	4	3	5	6
England, Brennan dr	4	4	4	4	3	3	Harry Kahn
France, Alan Rowland	5	6	7	9	13	17	20
Germany, Weitz, John	3	7	7	6	3	-	
Italy, Barden, Karl	3	4	3	3	2	1	
Russia, Christenson	3.6	2	2	2	2	3	4
Turkey, Jon Michal	4	5	6	6	8	7	6

1975 CG The Spring of 1975

Austria Adams /5/ A TYO(S) TUR A BOH, A TRI(S) A TIC, A ARI(S) TUR F ION-BOH A GAL, a UKR H  
 England, Serenat /11/ A SER(S) A NOS, A EBU(S) A LYR-BOH, F NTH(C) a FAL-BOH, F DAL H,  
 F BOTH H, A WAR-GAL, A NOS H, F NIG H, F BAR H  
 France, Rittle /10/ A RHR(S) A EMBG-BOH, F NAP(S) A TUS-BOH, A SIL(S) A MUN-BOH F TUN-ION  
 F LYON H, A PIBD-tyo, A TUS-BOH, F TYRR(S) F NAP  
 Italy, Baillie /2/ A VEN(S) A ROM, A ROM (S) A VEN  
 Turkey, Nix /6/ F ADR(S) ITA A VEN, F AEG(S) F EMD-ION, A BOH(S) A GAL, A SER(S) A A UKR,  
 F ION-BOH

The deadline for the fall of 1975 is by 4PM on Tuesday March 1, 1977  
 Also there is a call for a 4 way A-E-F-I draw. To pass there must be 30 supply center votes in favor of the proposal. Failure to vote is a NO.

1975 HS the Fall of 1975

Austria, Baillie /6/ owns; tri, vie, bud, ser, bro, nap, VEN, TUN, ROM 9-6+3  
 A TYO(S) a tri-VEN, A ROM(S) a tri-VEN, A SER-TRI, A BUD-TRI, F ION-TUN  
 England, Dutchack /6/ owns; lon, lyp, edi, may, stp, mas 6-6 even  
 F ECH(S) F ION-BOH, A UKR(S) GER a WAR-GAL, F NTH-hol, F nos-LYON, F nos-WES  
 France, Jan /5/ owns; par, bre, may, spa, port 5-5 even  
 A WAR(S) A PAR-burg, F PORT(S) F gas-SPANG, a bre-PIC  
 Germany, Aneling /8/ owns; ber, mun, kiel, hol, den, owa, war, bel 8-3 even  
 A PIC(S) A EUR-BOH, A MUN(S) A RHR-burg, A HOL-ruhr, F DEN-nth,  
 F BOTH H, a sal-BOH, a WAR-GAL  
 Italy, Thompson /4/ owns; 0-5-3 out NHR F AEG, F EMD, F ADR, a ven/D+A/  
 Turkey, Anderson /4-1/ owns; bul, con, ank, rum SER, SEV 6-4+2 NHR 1st miss  
 A SEV, F RUM, a CON, A SMY

The deadline for the winter of 1975 is by 4PM on Tuesday March 1, 1977

1975 IM The spring of 1975--deadline for Fall 1975 Tue Mar 1, 1977 by 4PM

Austria, Wan /5/ A SER(S) A BUD, A VIC(S) A tyo, a tyo(s) ita A VEN.d.../A BUD(S) A SER, F alb-ADR  
 England, Crockett /11/ F NIG-BOH(C) aedi-SER, F NTH(C) a lon-HCL, a lvn-NOS, a nos-UKR,  
 a prn-ADR, a bol-BOH, a bol-BOH, F bol-BOH  
 France, Trewoy /10/ A SER(S) A tyo, a bol-BOH, A MAN U, F rom-TYRR, F ION a A TUN H,  
 F nap ARI, a gal-BOH, a nos-ADR  
 Italy, Mathias /1/ ARI A VEN  
 Turkey, Foster /6/ A SER(S) A BUD, A VIC(S) A tyo, a tyo(s) ita A VEN.d.../A BUD(S) A SER, F alb-ADR

1976 BQ, the fall of 1903

- Austria, Karan, Paul Brittain Hall Ex 134, McDonald College, Quebec, HQA-100 NMR  
A VIE, A TRI owns; tri, vie 2=2 even
- England, Adams Apt 1703, 100 Spadina Rd., Toronto, Ont. M5R-2P-7 owns; lvp, lon, nwy, bre,  
edi, spa, MAR, PORT 8=6+2 A GAS(S) a spa-MAR, F HWY H, F PORT H, f ech-BRE, fmac-WES
- France, Decker/1-1/nmar, Stephen, 4016 Schoolhouse Ln., Plymouth Meeting, Pa 19462  
A PAR Owns; par, ~~hbt, hbt~~ 1=1 even
- Germany, Hance, David, 1103 Radcliffe Dr., Davis, Calif. 95616 owns; bel, kiel, den, mun, ber  
hol 6=6 even A BURG-mun, A PIC-par, A PRU-war, A BON-gal, A KIEL-ber, F DEN-swe
- Italy, ~~Bill Frank~~ Bill Frank, 732 Kiloah Dr., Racine, Wisc. 53402 (sub position free)  
owns; tun, nap, ven, rom 4=2+2 F ion/d+a/, A APU, F ADR
- Russia, Sypher, Ed, Sanger College Rm. 110A, SUNY @ STONYBROOK NY 11794 owns; war, mos  
swe, rum, stp, sev, bud, ser 8=8 even A GAL(S) A BUD-vie, F SWE(S) F BOTH-bel  
a SIL-mun, a SER-tri, A BUD-vie, A LVN-war, f sev-RUM
- Turkey, Ameling William, 1414 E. 59th St. Rm 747, Chicago, Il. 60637 owns; say, bul, con,  
ank, gre 5=5 even F BUD-F AEG(S) f gre-ION, a bul-CRE, a con-BUL  
note: SOJ Germany A PIC-par

The deadline for the Winter of 1903 is by 4PM on Tuesday March 1, 1977

1976 DV the spring of 1902

- Austria, Kahn/5/F GRE(S) a ser-BUL, f tri-ADR, a bud-TRI, A VIE-tyo
- England, Smith/4/F LON(S) f wal-SCR, F NTH(S) a nwy d...
- France, Nyderek/5/A PAR + A BEL H, F BRE-ech, a port-SPA, f mac-IRI
- Germany, Baillie/5/f kiel-HELGO, a ber-KIELD, A MUN-ruhr, A HOL-ruhr, f den-NTH
- Italy, Brockman/4/ f nap-ION, f tun-TYR, A PIED-tyo, A TYO-mun
- Russia, Palmy/6/ FBAL(S) a sev-ARM, A MUN(S) AUG a ser-BUL, F SWE(S) f stpsc-NWY, mkr-MOS
- Turkey, Hinton/4/nmar, con/F CON(S) a bul/d+a/, A ANK-arn, f say-AEG

the deadline for the Fall of 1903 is by 4PM on Tuesday March 1, 1977

1976 DY the spring of 1902

- Austria Holt F AEB(S) a bul-CRE, A SER(S) a bud-HUM, F TRI H
- England, Ehaier A DEN(S) BUS F BAL-kiel, f ion-NTH, f edin-NWY, f nwy-SWE, f nth-SKAG
- France, Crockett a par-MUNG, f mar-SPASC, f bre-PIC, a spa-GAS, a bel-MUHR, f port-MAO
- Germany, Dorchack A MUN(S) a kiel-BER, A HOL-kiel, f swe-fin/d..../
- Italy, Sypher F NAP U, F ION(G) A TUN-gre, a ven-APU
- Russia, Rizzo F SEV(S) f rum-ELA, A PIN(S) ENG f nwy-SWE, a ber(S) FBAL-kiel, f stpsc-BOTH,
- Turkey, Casper/3/f ank-ARM, a con-ANK, f aeg-CON

the deadline for the fall of 1902 is by 4PM on Tuesday March 1, 1977

1976 EJ the Winter of 1901

- Austria, Conn. A VIE, A BUD/5/A TRI, A SER, F GRE
- England, Rizzo F LON/4/ F NTH, A EDI, F HWY
- France, Decker A PAR, F BRE/5/ A BURG, A BEL, F PORT
- Germany, Weeks A BER, A KIEL/5/ F DEN, A HOL, A MUN
- Italy, Lukna F NAP/4/A TYO, F TUN, A VEN
- Russia, Thompson A MOS(5/F BOTH, A SIL, A GAL, F HUM
- Turkey, Mohrman A CON/4/F ELA, A ARM, A BUL

The deadline for the Spring of 1902 is by 4PM on Tuesday March 1, 1977

Yes, I know it's late again! The late fall and January are always the worst months for me. It is our heavy season at work with 48 hour weeks being common--also. I am planing to publish only moves during these rough months in 1977 while maintaining the full magazine through the rest of the year. This does not mean that there will be no LD during these months, it is just that I want the OPTION to print only moves so that the games will stay on full schedule. Again I am sorry for the delay and I should have made this decision earlier.

1976 BK the Spring 1977

- Austria, Talsen/3/ Tom W. A. ...
- England, Dirsar/3/ ...
- France, Valles/3/ ...
- Germany, Pitsch/3/ ...
- Italy, Bayer/4/ ...
- Russia, Boyer/6/ ...
- Turkey, Vayta/3/ ...

The deadline for the Fall of 1977 is by 4pm on Tuesday March 1, 1977. I will ask, but I can not confirm until next issue, Fred Davis and Bill ... to become 1st and 2nd sub for this game. If either or both will do this please submit moves for ALL 7 countries by next deadline.

WOULD YOU BELIEVE 1975 BY?

Some time ago I opened this game and asked Richard Strata to be a guest ... to the opening of his own magazine. Alas Richard has given little or no ... effort and has let the game lapse. I have been haunting Richard for ... game going and FINALLY I got the last moves from him. I have some records ... 1904 but the response even at that point was horrid. I think at best to ... and see who is still with this game. As of Spring 1904 these are the ...

- Austria, Clapper ...
- England, Delewonnetts ...
- France, Stephann ...
- Germany, Meyers ...
- Italy, ...
- Russia, ...
- Turkey, ...

PLEASE SUBMIT MOVES FOR FIBEL 1904 by 4PM on Tuesday March 1, 1977. I have incomplete records from Swiss so submit moves even if you did so before!