

The Strategic Review

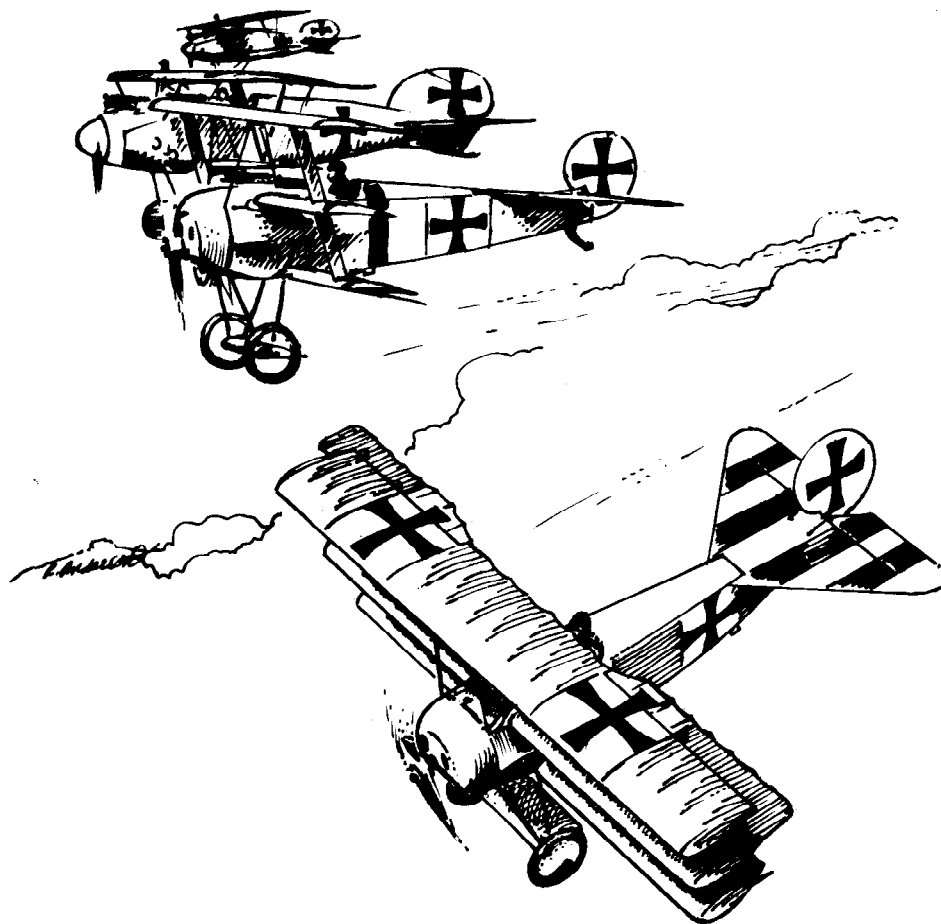
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- ANCIENT CONQUEST Strategy
- The "Bard" Character Class
and more...



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WAR of WIZARDS UPDATE

by John W. Berry

When an explorer returns, his maps are often found to be crude and full of errors. Of Professor Barker, who has added the equivalent of a continent to the territory of adult gaming with **WAR of WIZARDS** alone, this cannot be said. However, a few changes to the above mentioned game are necessary and/or desirable. I have discussed the following changes with Professor Barker and have his enthusiastic endorsement of them

In the area of **CREATURES**, some fairly major changes are necessary. As given, beasts and warriors are identical in every respect, and insects and crawling creatures are worse in movement, but otherwise identical. Therefore if anyone ever uses spell (29) he has made a mistake, and either spell (27) or (28) might as well not be there. We need to distinguish between them somehow, in addition to movement. The following method has the endorsement of Prof. Barker, and should be written into the book. Rather than list the changes by spell, they will be listed by type of creature and class.

BEASTS of any class are not reinforceable. However, Class I beasts get +2 on their saving throw roll on Energy Bolt and Missiles (but normal damage), Class II beasts get -1 damage on Missiles (but normal saving throws), and Class III get -2 damage on Missiles (normal saving throws).

WARRIORS are as before.

INSECTS AND CRAWLING CREATURES in Class I get 1-4 creatures of 1-3 points each with 1 six-sided hit die; Class II gets 1-3 crawlers of 4-6 points with 2 six-sided hit dice; and Class III gets 1-2 what-ers of 7-9 points with 3 six-sided hit dice. Movement and reinforceability are not changed.

As for **FLYING CREATURES**, they must have saving throws of +2 higher against Missiles, Energy Bolts, and Doomkill, but they are able to fly over all walls/creatures except (42) Demon, (46) Swords, (49) Wind, and (69) Infernal Barrier. This includes (51) Control Terrain, in either attack or defense. (NOTE: this is the way Flying Creatures have always been, and also applies to creatures/players flying by spell 52 (Fly).

UNDEAD are as before.

Note that any creature, if equipped with poison, may kill the opponent with a single hit if he is unable to cast a (65) Neutralize Poison on himself next turn. Also, hit points are used only against opposing creatures/players, any other damage is taken off the spell points invested in the creatures. (These are not changes either.)

In the area of **WALLS**, Prof. Barker would like to make one change: (46) Swords fights and is fought by (43) Fire and (44) Ice, and blocks and is blocked by (45) Stone. I prefer the following **OPTIONAL NON-CHANGE**: The rules as written say (46) Swords is blocked by (43) Fire, (44) Ice, and (45) Stone, yet when you look at (43), (44), (45), you find each of the Fire, Ice and Stone Walls combat (46) Swords! Fine, play it like it's written: the wall with the most points determines which type of interaction occurs. Also a number of rule interpretations are needed in this area. Unless noted, these are Prof. Barker's interpretations. (49) Wind com-



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bats (21) Halo exactly like Missiles, but dispells (3) Telekinesis with no effect on (49), (44) Ice and (45) Stone block spells (3) Telekinesis, (8) Shadows, (16) Vapor of Death, and (21) Silver Halo. The walls are also blocked by the spells. [OPTIONAL: this blockage, unlike wall vs. wall blockage, does not prevent hostile walls or creatures from entering the square, nor friendly walls or creatures from passing through (if without stopping in) the square if they have enough movement and the blocking spell is not relevant to them.]

As written, the Priest-only CURE spells are on the average a waste of points. This was not intended, so a change is necessary here. For 56 (Cure Minor Wounds): CHANGE the amount of damage cured to TWO 6-sided dice, scoring all 1's rolled as 2's. Cost remains 5 points if unsuccessful. For 57 (Cure Major Wounds): CHANGE the damage cured to FOUR 6-sided dice (not adjusted), with cost if unsuccessful now 6. These changes make the Cure spells on the average a break-even proposition within .7%

This article is an extract from the most urgent material in a much longer and more complete compilation of play aids, interpretations, changes and additions to War of Wizards, produced as a result of lengthy conference with Prof. Barker. I suspect he thinks of me as the Elephant's Child, as I have asked him all the questions which have occurred to me or any of my opponents. He has graciously given me detailed answers to them all, indicating to me why the rules turned out as they did. In addition, we have discussed the possibility of adding spells to the game. If you would be interested in seeing this, make a noise about it, and it may shortly be published in its entirety, including, perhaps, several new spells of an entirely different nature.

MAPPING THE DUNGEONS

This time around, this column will be devoted solely to our DM list. This list represents all of the names received to date. From now until next year, we will only print new listings or changes of address. Each year, we will publish a complete list, but the size prevents our printing it any more often than that. After all, the space can be better used with more articles. We urge any persons not on this list to send us the data. We will not furnish phone numbers, as anyone that wants it badly enough can obtain it from Directory Assistance, and this prevents just anyone from getting your numbers, and hopefully will limit crank calls.

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WAR OF WIZARDS SOLITAIRE

by Richard L. Mataka

Even though War of Wizards is only a two player game even this at times can be a drag when an opponent can't be found. So here is a little something that I have created for playing this game solitaire. The main thing that you have to keep in mind is while this system of mine is by no means perfect, if any problems do arise always solve them in favor of the non-players side and in this way it is harder for you to win.

The first thing that you have to do is to determine what color units you, the player side, want to be and then the other color will be the non-player. Now take all of the non-players units and place them into the three spell categories, flip them face down and mix each of the three piles in front of you so that you do not know what is what in them. (Keep a mental track of what category is in what pile.) Then after you have done all of this, you should roll your dice to determine what the strengths are going to be for each side in the game. After rolling the dice for both sides, if the players side is higher in two out of three categories you should do the following to the non-players side: Add all of the categories of the players side together, then take 10% of this total and add it to each of the non-players side categories. This should then somewhat even out the game.

The movement of the spells for the player's side is done in the conventional manner. The movement of spells for the non-players side is handled in the following manner: All of the non-players side spells move one box per turn with all attack spells starting on box 10. The defensive spells of the non-player's side start on box 1 and also move one box per turn. All of these spells are moved face down and are picked randomly from one of three piles, one pile being the attacker spells, another the defense spells and lastly the attack defense spells.

Whenever spells clash in a box you flip over the non-players side spells to see what it is. After you have determined the type spell and if your defensive spell has nothing to do with it the non-players side spell keeps moving at the normal one box per turn until it reaches the player's side Wizard. All combat between the non-player's side spells and the player side's spells are done in the normal manner with the points being subtracted from the non-player's side as soon as the type spell is discovered. The non-player's side spells are always to be considered the strongest spell that could be thrown.

The non-player's side may transfer strength from category to category with no restrictions. The player's side may never transfer strength at any time. If there are any problems that arise while playing, just use your common sense and have the outcome favor the non-player's side.

The non-player's side has no restrictions as to the type of spells that he could use during the course of the game. But the player's side must stick within the confines of the normal rules when picking spells of Priests or Sorcerers. The idea behind this situation is that you know where your opponent is but you do not know what type of spells he is throwing at you from turn to turn. This is where the random pick of the face down spell counters come into play and all that it takes is a little while and you will have a challenging but fun solitaire game to play.

One other item that could make the game even more challenging to the player's side is to have all of the evading throws for the non-players side halved. This will give him more of a chance to evade your spells should they break through his defenses. The players side may never roll to evade any of the non-player's side spells and must stand there and take his punishment.

Well, I think that this should cover all of the possibilities that you may come across playing this game solitaire. However, as I said before, if any problems do arise just use your common sense and have the outcome in favor of the non-players side and you should have yourself a challenging solitaire game because the player's side may not always win.