

# The Strategic Preview

## Subtitled After Jobbies

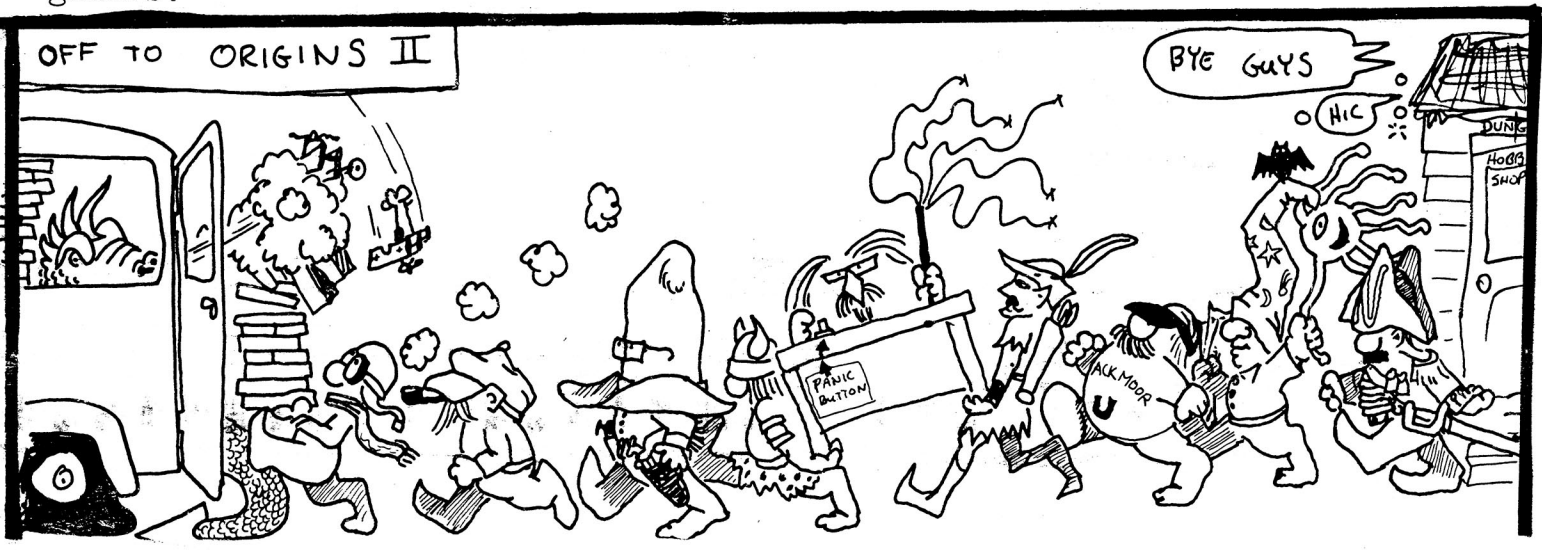
No. 5

HOT OFF THE PRESSES: GODS, DEMI-GODS & HEROES and WILLIAM THE CONQUEROR: 1066

There's no end in sight to the games and rules filed away in the games department of TSR Hobbies (although some are less acceptable than others--see page 2). Eventually, after months of sweat and toil, some of these designs actually see print. Two new games are just off the presses and are sure to be popular: GODS, DEMI-GODS & HEROES and WILLIAM THE CONQUEROR: 1066.

GODS, DEMI GODS & HEROES is actually not a game in itself but the latest of the supplements for the highly popular DUNGEONS & DRAGONS. The booklet is the combined effort of Rob Kuntz (author of GREYHAWK) and Jim Ward--both D & D gamesmen of the the first order. GODS, DEMI-GODS & HEROES covers a broad and fascinating area which can now be fully explored: the use of the numerous characters of mythology and their inclusion in the D & D system. All sorts of interesting possibilities are thus conceivable, and it is certain that the newest supplement will meet with the same overwhelming response that greeted the introduction of ELDRITCH WIZARDRY. As with the other supplements for DUNGEONS & DRAGONS, GODS, DEMI-GODS & HEROES is available for the price of \$5 from TSR.

A boardgame of unusual interest is another of our latest offerings. Entitled WILLIAM THE CONQUEROR: 1066, the game covers the epic battles of that year--notably, Stamford Bridge and Senlac Hill (Hastings). The game itself is actually two games in a single box, and the mapboard is printed on two sides (in full color) to allow players to fight the battle of their choice (or a campaign version tying both together). The design is very tactical in its emphasis, and movement/positional factors play a large part in the determination of success in combat. And, quite interestingly, the combat is handled in a unique manner which makes dice unnecessary. All in all, it is a game which can be thoroughly challenging and eminently enjoyable to play. Because of its interesting innovations and the fact that it depicts one of the greatest battles of history, we expect it to be a popular design with gamers.





GAMES FROM FILE 13



The following list of games, in various stages of development was recently found in file 13 at TSR. They had been submitted by various employees, who shall remain nameless.

- FIREFLY & FERDINAND- WWII tank battles in Puerto Rico.
- SCRAMBLE- The kitchen-corps battle game of the Air Force.
- FOCKE-WULFE & WEREWOLF- The game of fantastic aerial combat in all periods.
- INVASION ARMENIA- 3000 scenerios of the various incursions of the Armenian border. Over 9 units.
- BISHOP, ABBOT, SEXTON & PRIEST- The tactical level game of WWII clergy.
- ELEPHANT, RHINOCEROUS & CROCK- ADILE- The WWII game of battle in the zoos.
- FLAMING BUFFALOS- The WWII game of air combat over the Pacific.
- DUNGEONS & DRAGOONS- The fantastic game of wizards and old guard.
- WOODEN HEADS & IRON SOLES- The game of the SS Stormtrooper.
- A DAY LATE...A DOLLAR SHORT- The Battle of New Orleans.
- BASILISKS & BIPLANES- The WWI game of Fantasy aerial combat.
- FOXCRAP & BANTAM- The game of combat in the barnyard.
- HANG IN THERE- The game of mob lynching in the old west.

- HOLDOUT- The sports game where you need no players.
  - LAFAYETTE, WE ARE HERE- The game of the Martian landings in Indiana.
  - OLD SOLDIERS NEVER DIE- The game of the Stalin purges.
  - CLASSIC WELFARE- The game where you try to avoid work.
  - I SHALL RETURN- The game of campfollowers.
  - HIGHWAY ROBBERY- A 10 page rule-book for only \$15... And they call it HIGHWAY ROBBERY.
  - FLY ME- The Women's Lib game of combat in the skies.
- And no list of games is complete without a complete list of tactical WWII games.
- 3rd RETCH
  - PANSEYBLITZ
  - SITZKRIEG
  - PANZERKRIEG
  - PANZERSPIEL
  - KRIEGBLITZ
  - KRIEGPANZER
  - SITZSPIEL
  - BLITZSPIEL
  - LUDICROUSSPIEL
  - DUMMKRIEG
  - PANZERSITZ
  - KRIEGSITZ
  - PANZERKAMPF
  - KAMPFBLITZ
  - KRIEGKAMPF
  - SNIPE HUNT- The live game of the search for the snipe.
  - BREW UP- The WWII tactical game of tea making in N. Africa.

DAVID MEGARRY - DAVID MEGARRY ~ JUST ANOTHER DAY AT THE DUNGEON



# STRATEGIK REVIEW CREATURE FEATURE

YEENOGHU, Demon Lord of Orcs

Height: 12'  
 Armor Class: -4  
 Move: 18"  
 Hit Dice: 10 (12 sided)  
 Intelligence: high  
 Magic Resistance: 80%  
 Hit by: Magical Weapons only  
 Has Infravision  
 Regeneration: 1 point/melee rnd.

Description: Yeenoghu resembles a human in general form, except that his head is a hyena's, his chest canine in form, his hands paw-like, and his feet are pawed. He is thin to the point of being skeletal, and his only body hair is a mangy crest from head down his back. His skin is dead gray in color and smooth. His eyes are glowing yellow and large.

Yeenoghu speaks all of the "giant class" languages, as well as the tongue common to all humans and near humans (elves, dwarves, and hobbits amongst others). He can project his speech telepathically to any single creature, but he cannot thereby influence them other than through words. He has the following magical powers usable once per melee round:

Darkness, 10'r.; magic missile (3/day, 6 missiles/cast, 2-8 points of damage/missile with +2 to hit); detect magic; read magic; read languages; detect invisible objects; invisibility; fly; hold person; dispel magic; suggestion; polymorph self; fear (as wand); teleport; telekinese 10,000 g.p. wt.; transmute rock to mud; mass charm; gate in Type I demon (80% chance for 2-5). As he receives homage from the King of Ghouls, he can also summon 4-16 ghouls with a 1 turn delay. Yeenoghu has a flail of three heads: hits by each have the following effect: 1st-- 3-18 points damage; 2nd-- save vs. wand or paralyzed; 3rd-- save vs. magic or confused.



## TSR RUMBLINGS:

Hot off the presses at TSR are two mini-projects: BIO ONE and FIELD REGULATIONS. BIO ONE is a popular playing aid for gun-powder era man-to-man games, detailing exact hit location for wounds (price \$2.00). FIELD REGULATIONS is a simple and highly playable set rules for miniatures of the late 18th Century--short and concise at a price everyone can afford (\$2.50)... Book Two of the STAR PROBE series will be STAR EMPIRES, due for publication Sept. 15th. The long-awaited volume is chock full of more goodies for the space gamers who have so graciously received STAR PROBE. Look for more on this upcoming release in the months to come (but no advance orders, please)... GEN CON IX: 20, 21, 22 August is almost here..

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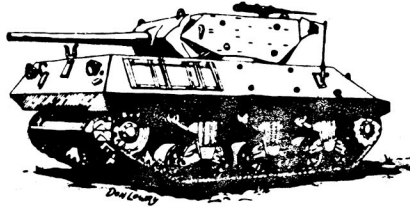
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## TRACTICS

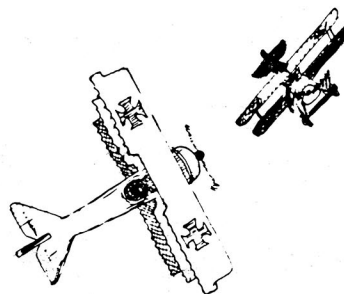
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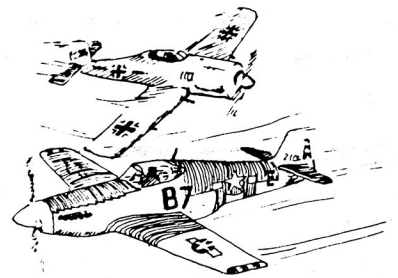


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