

Travel & threads for DragonQuest

by Paul Montgomery Crabaugh

It is very easy to work up enthusiasm for SPI's *DragonQuest*. Although by no means the most complete fantasy role-playing game available, it is probably the best in its \$10 price range. Combined with the usual SPI-quality rules, it is excellent, and promises to become more so as supplements become available.

However, until the supplements are actually written, players and referees will find a need to fill in some of the gaps — like overhand movement. The other aspects of an adventuring life are covered, including the chance of encounters, the effects of exhaustion, and the need for supplies. The speed the characters can travel at is left open, which, as you may have guessed, is the subject of this article.

First, the assumptions. Scale is assumed to be 10 miles to the hex. Movement is defined in terms of number of hours required to cross a hex. The players have the choice of moving at a given rate of exercise (See Case 82.9 in the rules), and are either on mounted on horses. If on horses, the players suffer fatigue loss at one level less than they are moving at a given horses suffer full effects); for example, if a party pushes forward at a Hard pace, the characters become fatigued at the Medium rate, while their mounts suffer the Hard rate. Sea movement is not covered —that's another subject.

Two types of terrain exist: features which fill a hex completely, and those which follow the hexsides. Hex-filling features are: Clear Terrain (including Field and Plain), Woods, Hazardous Terrain (Cavern, Crypt, Rough, Ruin and Waste), Mountain, Volcano, and Marsh.

Movement Table

Terrain	Light	Med.	Hard	Stren.	Lost**
Clear	4/2	3/1½	2/1	1/½	10
Woods	5/4	4/3	3/2	2/1	8
Hazardous	6/4	5/3	4/2	3/1	9
Mountain (1)	10+1/p	8+1/p	6+1/p	4+1/10+1	5
Volcano (2)	12+1/p	10+1/p	8+1/p	6+1/14+1	6
Marsh	5/5	4/4	3/3	2/2	7
Stream (3)	+½/+1	+½/+1	+½/+1	+½/+1	na
River (3)	+1/+2	+1/+2	+1/+2	+1/+2	na
Slope* (3)	+2/+2	+2/+2	+2/+2	+2/+2	na

Explanations

(1)— Visible in adjacent hex (normally, to map a hex, a party must actually move into it).

(2) — Visible 2 hexes away.

(3) — Hex-side feature; all others are hex-filling.

* — Cast is for movement up the slope only, and is in hours, not dice; an exception to the usual rule for hex-side features.

**— In each hex, roll this number or greater to become lost; subtract one for each level of Ranger skill for that terrain type (but an unmodified 10 is always lost). When a party is lost, throw a 6-sided die to determine which adjacent hex it will move into, paying double the usual entry cost.

p— Prohibited

na— Not applicable.

f/m— Hours to cross, foot/mounted

f+x/m+y — Foot crosses in f+(x dice) hours, mounted in m+(y dice) hours.

+x/+y— Additional penalty to cross hex-side: x dice hours for foot, y dice for mounted; however, see * above.

'Minimum clothing'

One of the reasons for my fascination with *DragonQuest* is that the combat system provides encouragement for swords and sorcery heroes in the classic style. In most systems,

armor is almost exclusively a benefit, so that characters walk (or trundle) into battle surrounded by their very own Sherman tank. This can be lethal in *DQ*, where armor cuts agility down twice: once for being armor and once for being encumbering. You may end up *almost* invulnerable — but with your action points reduced to where you can only get in one blow to your opponent's three or more.

Going without armor carries its own hazards, but at least it is plausible to follow the lead of underclothed heroes such as Conan, John Carter, Red Sonya and Rifkind.

However, some shopping for the latest styles quickly reveals that the *DQ* shopping list caters to fairly ordinary street clothes — not tuxedos and formal gowns, but moderately heavy clothing that can, under the proper circumstances, cost an action point or two that might be needed someday.

Therefore, herewith is provided a list of "minimum clothing": items of apparel sufficient to avoid violations of any indecent-exposure laws, but much lighter than regular clothing (and, incidentally, more in line with most of the 25mm miniature figures available).

Harness: made of leather, worn by either sex, weighs 2 pounds, costs 8 SP; equivalent to a weapon belt. Favored by John Carter and (in a metallic version) Red Sonya.

Ribbons: female option only; a collection of barely adequate silk ribbons and such; weighs 1 pound, costs 1 SP. Worn by Elinore of Montagor.

Body Stocking: either sex, one pound, 4 SP. Worn by Rifkind of the Asheera, Oscar Gordon and the Empress of Twenty Universes.

Loincloth: male option only, one pound 1 CF. Worn by Tarzan of the Apes, Conan of Cimmeria and others.

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