

**Game Review: KING ARTHUR'S KNIGHTS**

**KING ARTHUR'S KNIGHTS**

Designed by Greg Stafford  
The Chaosium  
Box 6302  
Albany, Cal 94706  
\$9.95

This is a game of questing and adventure set in Arthur's Britain, with two scenarios. The introductory scenario puts each player in the position of questing for the Holy Grail. The standard scenario allows the players to quest (for a variety of objects) or not at their choice; victory is achieved by gaining enough Chivalry Points and treasure to be considered worthy of joining the Knights of the Round Table.

Play of the game is in many ways reminiscent of TSR's DUNGEON. Players may choose to be Knights Errant, Knights at Arms, or Great Knights, or both increasing power and obligations as to who they must deal with, and stiffer victory conditions. The player characters are moved on a board from province to province and encounter people and/or creatures by means of decks of encounter cards. Encounters may be Passive or Active, the latter being Combat, Romantic or Magical. In all cases, the active encounters are resolved by adding the character's basic strength and additions/subtractions due to magic items, blessings, curses and the like to the roll of one die. From this is subtracted the opponent's basic strength and the final sum referenced on the appropriate encounter table.

The physical components range from beautiful to poor. The map is unmounted but gorgeously colored and illustrated. It covers all of England and Wales, southern Scotland, and parts of France and Ireland. It is divided into five areas which are color coded, plus the sea: North Britain, Logres, South Britain (Scotland north of Hadrian's Wall, Ireland and Calais). The areas are subdivided into provinces and Magic Places,

and some roads are shown to allow faster travel.

The rules book is sixteen pages plus covers, printed in typewriter face and illustrated with line drawings. The rest of the components include eleven decks of small cards of various colors, representing people and creatures to be encountered, treasures to be found, and adventures to be experienced. The cards come in die cut sheets, from which they must be carefully separated to avoid fuzzy corners. The final components are the playing pieces, for want of a better term. This is a single sheet of card stock printed black on white with the figures of five knights, plus instructions to color them, cut them out, fold and mount them on a weighted base such as a penny. The rules also include a suggestion that miniature figures be acquired, as they would make the game more attractive. The game itself is packed in a plastic zip-lock bag.

The game is started by placing a magical treasure and a magical guardian card face down on each of the magic places on the board. The rest of the cards are kept in decks. All pieces start in Camelot and move in turn. When a piece enters a province with no encounter card present, one is drawn from the deck for that area and the player resolves the encounter. Depending on the results, the card may be discarded or left face down in the province for the next player along to encounter. The player characters may gain Chivalry Points, gain or lose treasures, lose some turns due to wounds, be sent on an Adventure or Quest, or even be killed depending on the type of encounter and its outcome. The winner is the first to return to Camelot with the requisite treasures and Chivalry Points.

Play is not very complicated and moves quickly. However, gathering of points and treasure proceeds more slowly and could cause an individual game to last quite a while. In addition, players may encounter each other, so it is possible for one or more to attempt to stop someone who is close to winning. However, encounters of that sort need not take place and the game played without such cut-throat intensity. It is not

a complex game, but it is fun and one which can easily be played solitaire or with the wife and kids.

S. List

*Olympica from page 13*

compel units attempting to drop within two hexes of the generator to land up to three hexes from the original target. This tends to force the UN to drop away from the zone of uncertainty and gives the Web player a chance to organize a defense against the initial drops. Also, during the compulsion phase of any turn, the Webb player can arbitrarily move any signed UN piece three hexes (usually into disadvantageous terrain). Laser tanks are often a prime target to keep them at bay and hope for the one in six chance of avalanche when compelled into a cliff or incline.

The Webbie also have another important advantage. He may bring in up to four previously eliminated infantry units as reinforcements every odd numbered turn. Thus, Web infantry is plentiful and not really a worthwhile target for the UN, unless a counter holds a particularly valuable position. The risk of exchange is high and exchanges are disastrous for the UN player; his force is meager and every loss is felt.

In general, OLYMPICA is a fine addition to the MicroGame line, though not as distinctive as games such as OGRE and WARP/WAR. The system is workable and easy and the game is certainly tense as the UN strive to seek out and capture the generator. Perhaps the only criticism that could be levied is on the point of the Web generator. The concept behind it is so tantalizing that one wishes the generator would have played a little more active of a role in the game.

OLYMPICA is available for \$2.95 from Meta-gaming, Box 15346 Austin Texas 78761 or from your local game store.

T. Watson

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