

WARRIORS GALORE !

Five Alternate Warrior Classes for MAZES & MINOTAURS

by Andrew Dixon © 1979

ARCHER

Profile : Military-trained bowmen.

Prime Requisite : Skill

Gender Restriction : Male only

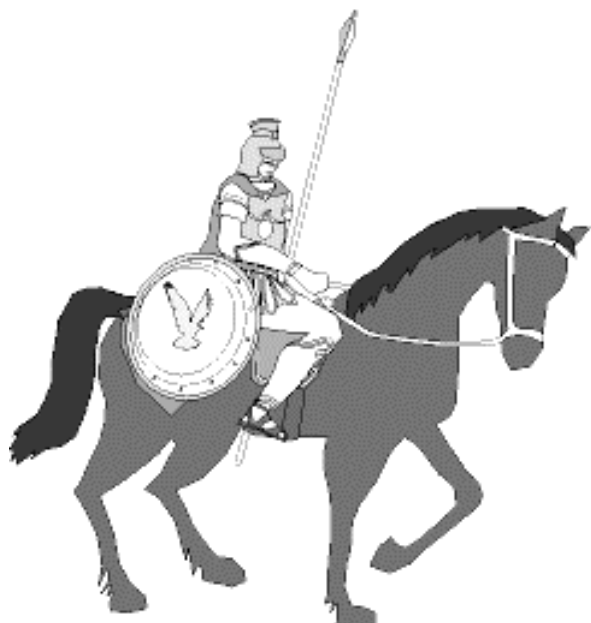
Basic Hits : 12

Marksman : Archers add their Skill bonus to their damage rolls when using bows.

Level Advancement : Every level after the first, an Archer gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Bow, 12 arrows, sword and dagger.

Starting Wealth : 3d6 x 5 silver pieces



CAVALRYMAN

Profile : Equestrian warriors, with expert training in horsemanship and mounted combat.

Prime Requisite : Skill

Gender Restriction : Male only

Basic Hits : 12

Expert Horsemanship : Cavalrymen add their level to all their Danger Evasion rolls while on horseback, as well as to their mount's own Danger Evasion rolls.

Mounted Combat : Cavalrymen add their Skill bonus to their EDC when fighting on horseback.

Level Advancement : Every level after the first, a Cavalryman gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Sword, dagger, three javelins, shield, helmet, breastplate, cloak and horse.

Starting Wealth : 3d6 x 10 silver pieces

DUELLIST

Profile : Master swordsmen, skilled in the finer techniques of swordplay.

Prime Requisite : Skill

Gender Restriction : None, although most Duellists are male.

Basic Hits : 12

Swordplay : When using a sword in combat, a Duellist must choose between the *offensive* and the *defensive* mode. A Duellist on the offensive mode adds his Skill bonus to his damage rolls, while a Duellist on the defensive mode adds his Skill bonus to his EDC. These bonuses only apply against human opponents (or medium-sized humanoids).

Level Advancement : Every level after the first, a Duellist gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Sword, shield and dagger.

Starting Wealth : 3d6 x 5 silver pieces



Announcement

Hey, Maze Master !

Yes, you ! Are you tired of smartalec players ruining your fiendishly planned scenarios with their clever ideas and oh-so-brilliant strategies ? Are you fed up with sessions that invariably end with cheap sarcastic comments about how easily they wiped out your toughest monsters – almost always followed by sordid complaints about the lack of interesting mythic items or outrageously cheap Glory awards, not to mention cold pizza or bad breath ?

If the answer is yes (and you don't want to quit gaming anyway), then WE CAN HELP YOU ! For more information, contact :

MAZE MASTERS ANONYMOUS

555-666-777

PANKRATOR

Profile : Pankrators are experts of unarmed combat in all its forms.

Prime Requisite : Might

Gender Restriction : Male only

Basic Hits : 12

Mighty Punch : Pankrators add their Might bonus to their subdual damage rolls when using pugilism.

Wrestling Technique : Pankrators add their level when trying to break free from an opponent's grapple (see Wrestling rules).

Level Advancement : Every level after the first, a Pankrator gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : None.

Starting Wealth : 3d6 x 5 silver pieces

WARLORD

Profile : Military commanders and tacticians, skilled in strategy and leadership.

Prime Requisites : Might and Wits (both attributes must have a score of 13+)

Gender Restriction : Male only

Basic Hits : 12

Battlefield Leadership : A Warlord adds his prime requisite bonus (Might or Wits) to the Loyalty ratings of all his henchmen (including mercenaries). He also doubles his maximum number of followers.

Military Tactics : Troops (and characters) fighting under a Warlord's direct command can make a single Initiative roll for the entire group, using the Warlord's own Initiative modifier plus a special bonus equal to his level.

Level Advancement : Every level after the first, a Warlord gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Sword, dagger, shield, helmet, breastplate.

Starting Wealth : 3d6 x 50 silver pieces



A Note to 2006 Readers

This article from Griffin magazine perfectly illustrates the infamous "new class fever" of the late 70s. One of the oddest things about new classes is that they were almost invariably shot down in flames by infuriated or sarcastic readers in the Letters page – yet magazines such as Griffin and Labyrinth kept on publishing dozens of them, as if their editors were driven by some mysterious compulsion...

Here is a short selection of excerpts from the Letters page that followed *Warriors Galore* :

"New class ??? Come on ! The Archer is just a male Amazon !"

"How could a cavalryman ever venture into an underground maze, I ask you ?"

"The Duellist is a walking anachronism (...) as well as an insult to the supremacy of Spearmen !"

"And then you have the Pankrator. Aside from its utterly silly name, he is another superb example of a completely useless class..."

"I thought Nobles were the real Warlords !!!"

"What's next ??? Samurais ? Musketeers ? Boomerang Masters ?"

"Please don't do stuff like this anymore."

"How can you publish such rubbish when you reject outstanding contributions like the fourteen new classes I sent you last October ? I'm sure many *Griffin* readers would be more than curious to read about the Maze Builder, the Bounty Hunter or the Mountain Brigand !"