

THE Ancible

Your portal to Sci-Fi and Fantasy Gaming



It's war
Jim, but
not as we
know it

We check out War for Edadh



INSIDE | Brutal

Conan Adventure
Part 2

Spherewars
Play Guide

Space Vixens
from Mars
FREE Mini Game Inside

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View from the Command Deck

If producing a magazine was easy, then everyone would be doing it. I now know why everyone is not doing it. The last couple of months have been challenging in many ways. If it was not the weather causing slight delays in printing it was the wonderful mail service who offered us a particularly frustrating situation. I would just like to take a few seconds to thank you all for your patience while I bemoan the random nature of business.

Right, enough of the wallowing and on with the show. Word is obviously getting out there because we have had more input from manufacturers both new and established. The number of new games that are coming out is astounding. In this issue we have decided to be true to our motto and introduce a few new games. We will await some feedback as to the ones you would like us to feature moving forward into the next issues but I would say in new games alone we have lots of content for the future. I should also mention that we are not going to ignore the more established games and the team are currently playing more games than they have ever played before. It is a bit strange that people actually complain about playing too many games. We have also started to seek out the battle hardened experts out there to give deeper insight into particular games. With Salute, arguably the UK's largest wargames show, coming up we are all getting very excited and we have been lucky enough to get a sneak peek at what's being announced there. Hopefully the people in question will not mind if we mention Faction Wars and Governance of Technology being two of these (Both of which we have teasers for in this Issue) and the guys from Spherewars are coming over and have very kindly given us an 8-page quick play guide to include with this issue so you can all be familiar with the game before you go challenge them at Salute.

I also need to mention that a couple of us went to Crusade last month and while playing The Space Vixens game I managed to persuade Gary Mitchell (at the point of a rather wicked laser pistol) to let me give away a really fun mini game set in the SV universe, so you will also find that in the magazine with the supporting downloads on the web site – yes, I know; we're just too kind.

We continue to be busy and every day brings new discoveries and new contacts which we can hopefully develop into interesting things for you all to enjoy.

So, turn the page and dive into Issue 3. As always we are keen to hear what you think.

Our aim is to introduce YOU to the games you don't yet know

Kenny R

6 FWC Martian Army List

10 Joel Part 3

15 War for Edadh

22 Spherewars Quick Play Guide

31 Interview with Jordi Canellas

33 Brutal

39 Worldworks

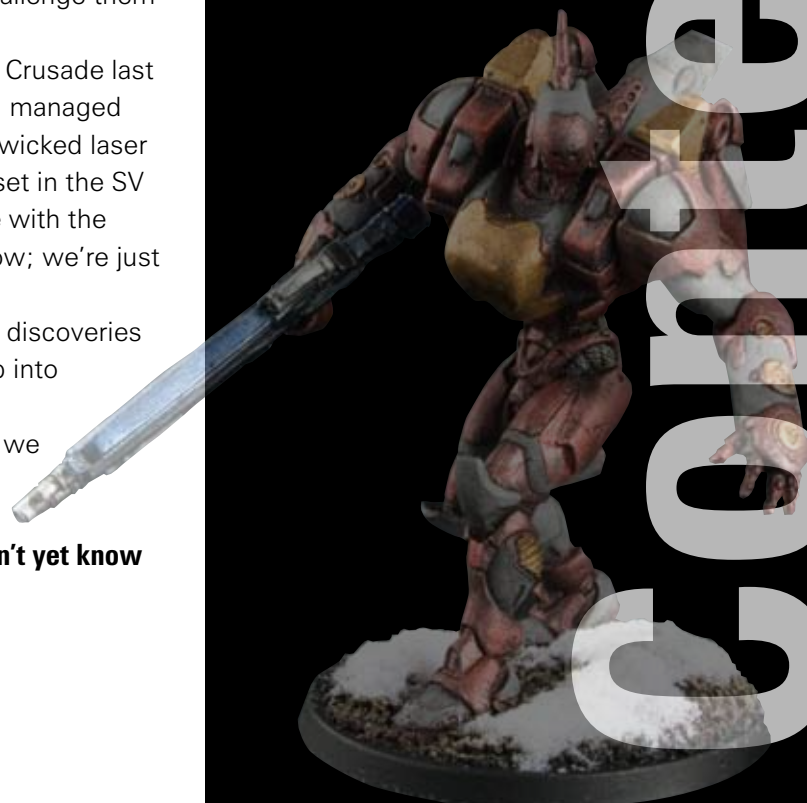
46 Space Vixens from Mars

51 Bar Fight

57 Conan Part 2

69 G.O.T.

73 Brutal Painting Guide





Miniatures kindly provided by Brigade Models and painted by Simon Parkinson

THE Ancible

AKR Productions Limited
PO Box 3591
Swindon SN2 9EW

Magazine Team

Managing Director – Kenny Robb
Kenny@the-ancible.com

Production Editor – Ian Barstow
ianb@the-ancible.com

Subscriptions and Merchandising – Simon Parkinson
simon@the-ancible.com

Snr Review Writer – Jez Fairclough
jez@theancible.com

Snr Staff Writer – Ian Cook
ianc@the-ancible.com

Graphic Design

Phil Cunningham is the
creative-magazine-designer.co.uk

Contributors

Rune Kappel, Gary Mitchell, Ted Chang, Chris Duncan, Klaus Teschner, Jordi Cañellas, Jed Norton, Eric K. Rodriguez and Vincent N. Darlage
Illustrations by Gary Cutbush, Sarah Millman and Ted Chang using the Campaign Cartographer suite by ProFantasy Software

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Artwork Submissions

Are you a budding artist or are you already established? You should contact Ian Barstow (ianb@the-ancible.com). We will take every care with any work you send us but unfortunately we cannot be held responsible for any loss or damage that may occur.

Reviews

Manufacturers and publishers are invited to send in samples of their products for our team to review in the magazine.

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PULL UP A SANDBAG WITH UNCLE BOMBER

Laziness

Do you know what is wrong with society today? Well, I will tell you. Laziness, that's what. Yes, I know it's a controversial view, and please feel free to disagree with me – you would be wrong, but you can disagree.

What form does this laziness take? [How about never getting round to painting any miniatures? – Ed.] Well, let's start with phones. Not content with having a telephone in the bar, or your home, you now have to carry one on your person. Laziness, I tell you. Music is the same; we have a man who is good with a piano in our club, and the bar has one of those new-fangled jukeboxes. What more could anyone want, but the lazy people have to have a pod for their eyes, whatever that is, on their phone as well. Has the world gone mad?

What has this to do with gaming? Allow me to enlighten you. It's the new games and figure ranges coming onto the market over the last few years. I have noticed a gradual but insidious shift away from armies to the new and seemingly fashionable skirmish game. What's the matter with companies today? I have to say it can only be down to laziness.

Now don't get me wrong; the likes of Infinity and Malifaux are fine game systems, with a rich background and a very impressive range of figures being produced to support them, but where are the companies bringing out new systems that support armies? I do enjoy games like Infinity and I really enjoy games of Confrontation (version 3.0 not that new 3.5 version though), but I want to have a battle with someone and have more than 12 figures on the board – and that's not 12 each, that's 12 between the pair of us!

I can only assume its laziness; I suppose it's easier to come up with a set of rules for a skirmish game, and it would take less imagination to come up with a range of figures for skirmish level games. I can't just cast all the blame onto the developers out there though – I blame the younger generations coming into gaming; you know the ones, the ones who think that soft drinks and crisps are two of your five a day, yes the under 50s, those young whippersnappers who wouldn't know a good army if it jumped into their figure case [real old-timers use blue metal toolboxes, you charlatan – Ed].

Why do I place some of the blame on them? Well it's easy; it takes more effort to paint an army, more effort to read a set of rules for a true army, I think a few hundred figures and a few grav-tanks should do it, or hordes of swordsmen and archers with catapults should be considered the minimum to be classed as an army. But that's just my very humble opinion anyway. Oh, how I miss the days of players turning up to a tournament with a Sherpa to carry their figure cases; now it's one little case and a backpack to hold a few dice and a tape measure, plus sandwiches, or more likely an unhealthy concoction of sweets and dodgy-looking fizzy drinks – just who is Dr Pepper?

What happened to the games that would last an evening? Now you can have a game in 30 minutes and although people say that you can get more games in, and that you can now play multiple opponents in one gaming session, I say its laziness.

Of course as always you are free to disagree with me; we live in a democracy after all, but, and I can't express this enough: you would be wrong!

If you have any comments you would like to make or if you have a subject that you feel Uncle Bomber should tackle then please send your emails to unclebomber@the-ancible.com

Your Letters

Dear Editor,

I just wanted to drop you guys a line or two (some good, some not so good) about my thoughts about how things are going so far. First off, I really like the magazine. I'm mostly a tabletop gamer, so I'm not so interested in the RPG stuff, but everything else has been well produced and relevant, unlike a lot of the stuff coming out of late.

The problem for me is getting the magazine. It's thin on the ground over here (Ohio) and none of the FLGS seem to be aware of it. What's going on with US distribution guys? I know I can get the magazine from your web site but do I really need to get a copy sent from over the pond? Either your US distributor isn't up to the job or you guys need to spread the word more effectively. I don't mean to be critical but I want this magazine to succeed and for me that means getting it in the FLGS where the vast majority of gamers still buy their treats.

Live long and prosper.

Wayne Saturday, Ohio, USA.

Dear Kenny, Ian and the Ancible Crew, Congratulations on producing a stunning first couple of issues. I have to say I am very impressed. The balance of the magazine is pretty good and you seem to be attracting support from many of the games manufacturers that I am interested in, so well done for that. I do have to say that the big Conan adventure takes up a helluva lot of the magazine though. The subtitle says 'Your Portal to Sci-Fi and Fantasy Wargaming' which for me suggests tabletop gaming and not RPG stuff. Still, it's not too bad as the mag comes in at a whopping 80+ pages which is bigger than most these days. My advice is lose the RPG stuff and stick with proper wargaming. I think there's more demand for that. I also hope your distributor gets his finger out. Living in London I don't really expect to have to buy online. We have plenty of gaming stores and I'd like to be able to find a copy of the magazine, ideally in my local WH Smiths. I don't do subscriptions and I like my life made as easy as possible.

Hopefully you'll take this criticism in the spirit it is meant and keep up the good work.

Pete Spence, London, UK.

Dear Sir,

I would just start by saying that I very much congratulate you for your work with The Ancible. We have not had a high quality print magazine dedicated to fantasy and S-F for a long time and long may you continue. I would like to make a small plea if I may, and that is to encourage you to look at board and card games as well. These are very big here in Germany and we do not treat them as separate creatures.

Other than that I would like to see some more articles guiding us on modelling and painting. These are very interesting and provide lots of new ideas. Thank you for printing my letter (if you do!)

Matthias Wexler, Saarbrücken, Germany

Dear Ancible,

Having read two issues now I have to say that I'm more impressed than I thought I would be. After the fiasco that was the end of Harbinger, I was very cautious about trusting any new efforts that came out. I was quite pleased that you had Ian Barstow on board [ooh, I'm blushing - ED] as I have known him from when he was at Mongoose and I always found him to be a solid chap to deal with. As a result I decided to try out issue #1 and was pleasantly surprised. It felt a bit like the early days of the old Signs & Portents magazine before Mongoose bottled it and went to PDF - lots of enthusiasm and energy from the contributors. Okay, I admit I don't like fan fiction in magazines, but other than that it was far better than I dared to hope. On the back of that I decided to invest in #2 as well, and I was delighted to see a Conan RPG adventure begin! As a gamer who is into both wargaming and role-playing it's nice to see you support a broad spectrum of the gaming industry. The best bit is that not only is it Conan (which Mongoose have, in my opinion, sadly let slip of late) but it is co-written by Vincent Darlage, who is like the modern day Conan guru! Brilliant stuff and I can't wait for part 2. I just hope that all the Conan gamers bitching about no more support on the Mongoose forums pick up a copy and support this, as it's clearly being done with the support of the Conan Properties people which in my mind makes it 'official'. Thanks and keep up the great work!

David Kenworthy, Norwich, UK.

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The Massacre of Mankind

“ No one would have believed, in the last years of the nineteenth century, that human affairs were being watched from the timeless worlds of space. No one could have dreamed we were being scrutinized, as someone with a microscope studies creatures that swarm and multiply in a drop of water. Few men even considered the possibility of life on other planets and yet, across the gulf of space, minds immeasurably superior to ours regarded this Earth with envious eyes, and slowly and surely, they drew their plans against us. ”

(The Eve of War, Jeff Wayne, 1975)

Martians for
Future War Commander

by Marijn Bierhof

I am a big fan of both War of the Worlds and the game Future War Commander (FWC). So when I finally saw Jeff Wayne's musical in Amsterdam last July, I knew I had to make a 6mm Martian force for FWC. In this article I will look into building a new FWC faction with all kinds of miniatures and materials. Hopefully it shows how easy it is to make a custom force with a wide variety of miniatures.

The Cylinder Opens

When I started this project I first browsed the internet and searched through all kinds of websites until I found what I needed. In the end I settled for Ground Zero Games (GZG), Steel Crown Productions (SCP) and Privateer Press' Monsterpocalypse.

It's bows and arrows against the lightning. They haven't seen the heat ray yet.



GZG has a small range of 6mm Tripods with nice retro looks. I ordered four small Tripods (item V6-01) and two of the large ones (item V6-02). When I received the Tripods I quickly saw the moulds weren't the best ones as the miniatures had lots of flash. Fortunately, the metal is quite soft and the excess metal was easily removed with my hobby knife. I pinned the legs to the Tripod's body for maximum strength. The metal tentacle was glued in the underside of the body. The small walkers were glued to wooden 20x40 mm bases and the large ones on 40x40

mm bases. I bought these from Fenris Games. The Tripods were now finished, but they were missing a finishing touch. I took a dive in my bits box and took a bunch of Battlefleet Gothic turrets. I drilled small holes in the turrets and glued the metal tentacle inside the turret. Now we have tripods with fitting heat rays. The models were ready for some paint!

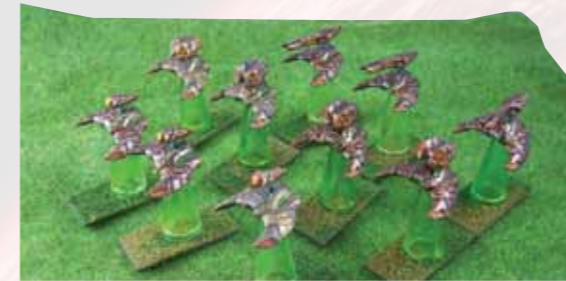
The Heat Ray

The Monsterpocalypse range offers a variety of interesting Martian vehicles. This gives a lot of variety to your force and the models aren't very expensive. I found several eBay stores that sell singles for good prices without charging horrendous shipping fees. In the end I bought every Martian Menace model available, except for the power pods.



Monstrous tripods, higher than the tallest steeple, striding over pine trees and smashing them.

The first thing you want to do with Monsterpocalypse is to get rid of the big plastic bases. I tossed the miniatures in the freezer for an hour. I then took them out and carefully snapped them off the base. By first freezing the models, the glue bond becomes much more brittle and you can easily snap them off. Of course there are always some models which really don't want to part with their base. You can carefully cut them off with a hobby knife.



They certainly did use a flying apparatus for several days, but only for brief flights of a score or so of miles, in order to reconnoitre and spread their black powder...

In contrast to the GZG models I first painted the base and added fine turf. After finishing the bases, I glued the smaller models to the 20x40 mm bases. I glued the monsters on 40x40 mm bases. The flying monsters will act as CO units and the big walkers as Massive units.

The most important thing with Monsterpocalypse models is that you really want to add a layer of varnish before painting. The plastic doesn't hold paint well and the paint tends to contract on the surface, making painting a real pain. I sprayed all the models with a clear gloss varnish first. I applied this in a thin coat so it wouldn't clog up the detail or fog the clear green plastic. The Monsterpocalypse models were ready for some artistic creativity.

The Earth under the Martians

Finally, we have the SCP miniatures. Although it doesn't fit the Martian invaders very well, I wanted some infantry for the game. Seeing that Martians use a lot of machinery, I opted for droid infantry. Exodus Wars has some excellent droids. I used the Khazari Kamikazi Droid Swarm as light infantry (flying drones with small heat rays) and the Khazari War Droid Swarm as heavy infantry (larger drones with twin heat rays). In contrast to the GZG and Monsterpocalypse miniatures, I used plastic bases from Kallistra Games for the drones. I first used my Dremel Stylus to drill small holes in the plastic and then used a hobby knife to get a bigger hole. The integral bases of the droids fit snugly in the base. This gives a strong base, without giving a plateau underneath each tiny miniature. The last miniature I ordered was the Khazari Droid Controller. This would be an ideal HQ unit. I glued a clear green Monsterpocalypse monster flying stand to a 40x40 mm base and glued a small rare earth magnet on top. I then drilled out the underside of the Controller and glued a magnet inside the hole. Now I can put the Controller on top of the stand and take it off for transport.



SCP Miniatures.

The Work of Fifteen Days

I am a big fan of metallic Martian machines. Although the artwork for Jeff Wayne's musical is gorgeous, I prefer the look of the Martians in the 1950s War of the Worlds movie: coppery and shiny. One of the nice things about painting 6mm miniatures is you don't have to worry a lot about the details. The stuff is tiny and it's the overall look that really matters. After rummaging through my paints I came up with a painting scheme of copper metallic colours with silver details and bright red for the heat rays. I tried to leave as much of the translucent green unpainted on the Monsterpocalypse miniatures. It's a nice gimmick that looks great on the miniatures and also gives a good tertiary colour. I added some green effects to the metal miniatures to tie them in with the Monsterpocalypse miniatures.



Their armoured bodies glittered in the sun as they swept swiftly forward upon the guns, growing rapidly larger as they drew nearer.

I painted all the brass with Vallejo Game Colour Brassy Brass. I shaded this with Citadel Badab Black Wash and then drybrushed it with Citadel Shining Gold. The silver parts were base-coated with Citadel Chainmail, washed with Badab Black and then highlighted with Citadel Mithril Silver. The red parts of the heat rays and exhausts were base-coated with Citadel Mecharite Red, highlighted with P3 Khador Red Base and highlighted up to Citadel Sunburst Yellow. Done!

I painted the wooden bases with a dark green colour. I then applied a layer of PVA glue and sprinkled green and brown turf on the bases. The turf is excellent as grass and undergrowth for this scale.



A mighty space it was, with gigantic machines here and there within it, huge mounds of material and strange shelter places.

The Eve of War

Okay, now I have six types of tanks (Monsterpocalypse: Vanguard, Hunters, Marauders, Reapers and Despoilers; GZG: V6-01) and one type of APC (Monsterpocalypse: Saucers). I had five HQ units and four Massive units. The infantry completes the force with six stands of light infantry and six stands of heavy infantry. The next step was to make an army. I downloaded the FWC Unit Cost Calculator which you can download from Specialist Military Publishing's website for free. After discussing the units on their forum I came up with the following list:

Special Rules

- Flexible Tactical Doctrine
- Advanced Tech Level
- Air Superiority: +1 modifier to die roll

Assets

- 1 x Preliminary Bombardment (20 points each)
- 6 x Light Orbital Strikes, 4 Attacks (40 points each)
- 3 x Heavy Orbital Strikes, 8 Attacks (80 points each)

This list should give me lots of options and variety for many games to come.



Quickly, one after the other, one, two, three, four of the armoured Martians appeared, far away over the little trees, across the flat meadows that stretched towards Chertsey

The Fighting Begins

So there you have it: the creation of an FWC army from start to finish. I have to finish some final units, but the main force is ready for a game. I can really recommend this sort of project to people who like creating their own custom force. It's a great journey and gives you the possibility to use your creativity on all aspects of the hobby. Now it's time to blast mankind from the face of my table with some heat rays. Uhla!



The massacre of mankind!

Martian Invaders

Unit Name	Armour	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
Fleet Commander	CO_CV10	30 G	3/30	-	6	6	160	-1	
Mothership	HQ_CV9	30 G	2/30	-	4	6	100	-3	
Assault Drones	Infantry	15 G	3/30	5	3	5	60	2/-	Stubborn
Support Drones	Infantry	10 F	4/40	4	3	4	60	-/-	
Vanguard	Armour	30 G	4/30	1	3	5	95	-/-	S1/Power Shield/Flamethrower
Hunter	Armour	30 G	5/60	1	3	5	130	-6	Power Shield S1/Power Shield/Smart Missiles/ Plasma
Marauder	Armour	30 G	3/50	1	3	5	110	-6	
Saucer	Armour	35 G	2/30	4	4	4	115	-/-	Power Shield
Reaper	Walker	20 F	4/30	5	3	4	105	-/-	S1/Power Shield/Flamethrower
Despoiler	Walker	15 F	4/50	3	3	5	90	-/-	Power Shield
GZG V6-01	Walker	20 F	5/30	2	4	4	135	-4	S1/Power Shield/Flamethrower
GZG V6-02	Massive Walker	30 F	5/40+5/40	3	5	3	285	-2	S1/Power Shield/Massive
Deimos Invader	Massive Walker	30 F	6/50+6/50	4	6	3	380	-1	S1/Power Shield/Massive

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Part 3

Written by **Chris Duncan**Art by **Sarah Millman**

Joel glanced again across the clearing where wisps of ghostly fog masked and revealed the threat from the patrol. He was confident that in his present position he was not in danger, and indeed he could slip by before the pitiful light of day groped through the wilting canopy of the woods.

However, he could not ignore the fact that the canister could hold within it the salvation of his people. Therefore the four-man team was now between him and his objective. Carefully he took stock, and training took over as he studied the area around him. Next he did an equipment check. Rifle and four clips, pistol with three clips, four grenades, a pound of explosive, four detonators and one TD545 (Tactical Device) better known to the troops as LDOSW (Last Ditch One Shot Wonder). While he checked his equipment, he continued to observe the scene unfolding before him. Joel had already made the decision to allow them to extract the canister from the grip of the tree before dropping them. As he watched one of the men knelt down and offered his hands to a hovering foot; with a heave and a grunt the foot and its owner were launched into the tree, climbing higher into the decaying folds of the twisted trunk. Joel's keen senses had picked up the fact that the climber's weapon was

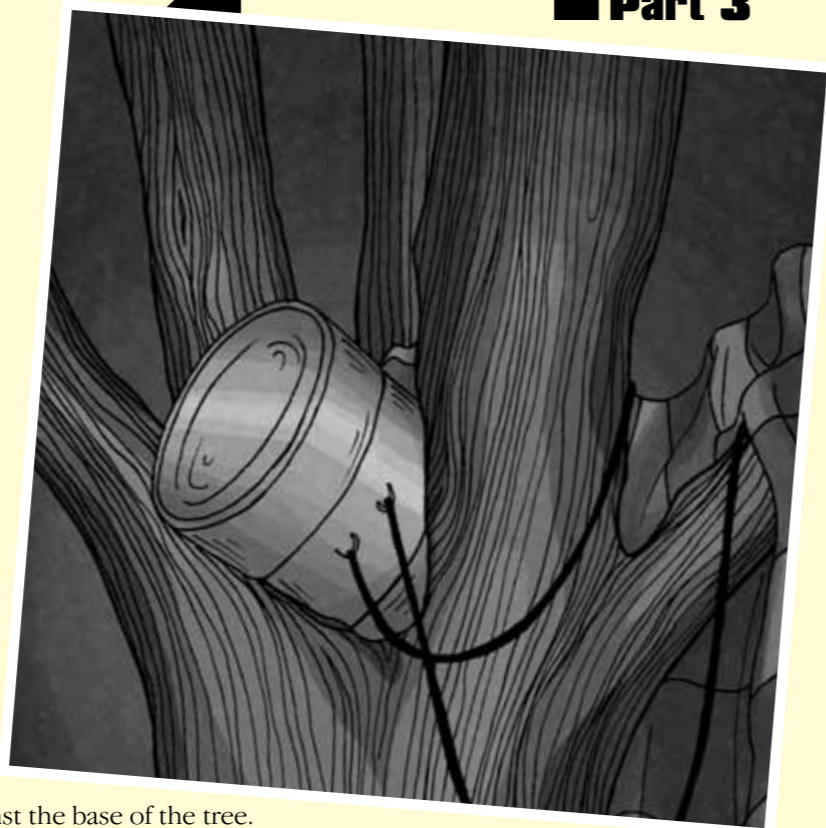
leaning against the base of the tree.

Only three immediate threats now presented themselves. Beyond the little scene Joel could not make much out, the drifting fog and gloom of night withheld any further nuggets of information. He would have to gamble that no other enemies lurked out of sight.

All of these thoughts took milliseconds for Joel to register and decide upon. Reaching into one of his kidney pouches he withdrew a slim box the size of a rifle magazine. This was the TD454. On one end Joel detached a small, slim, remote device; next with a near silent click he withdrew two spikes to the rear of the device. Twisting each end gave the unit support as he eased the spikes into the ground. The unit was now sitting at 45 degrees ranged at the men to Joel's front. In the top were 10 small round pads. Each

one concealed a rocket self-guided munition. It was instant death for up to a platoon of 10 and a very rare device indeed. Used sparingly within his forces, Joel knew that regulars only carried two between a full platoon. Special Forces units were known to carry up to two per man. Its expense meant that it was reluctantly used and only in the most desperate times, and sometimes as an assassination device.

Joel turned on the remote and used it to focus on the team in front, marking each on the screen and locking their heat signature against a single round. The remaining six shots would launch if opportune targets presented themselves. Each member of Joel's forces was tagged with a discrete IFF chip that sent signals to activated TD545's, eliminating possible friendly fire.



Sliding the remote into his breast pocket Joel made ready his rifle, checked it twice, and slithered to the right of the trunk, intending to circle his prey, with his direction of escape closest to himself. As he crawled closer he could hear their voices, although not being any kind of linguist their tones and inflections were lost to Joel, but their body language was universal. The tree climber had reached the straps of the chute snagged in the tree, and while holding onto the tree with one hand he reached across his body and pulled out a combat knife, using it to sever the bonds keeping the container in the embrace of the tree. One by one he cut the straps with exaggerated sawing motions. As the last few straps were cut through, the end of the canister slammed to the ground and then toppled along its full length in a cloud of dust and rotten spores.

Now was Joel's chance as the remaining three men gathered around the canister, their attention fully on how to access it. Hoping to save the use of the TD545 Joel raised his rifle, steadied himself, took a pausing breath and squeezed the trigger; in three quick motions he re-sighted as the rifle discharged death at each man. Before the first had hit the ground the third was sprawling back in a fountain of red mist as the rounds spent their excessive energy ending the life each man. A yell drew Joel's attention to the tree and as his eyes traversed the short distance, his rifle followed tracking to the source of the sound, resting upon the face of the surprised tree climber who was wrestling with a side arm. Without a pause Joel tightened his grip on the trigger a fourth time, and the tree climber was no more, slipping from the embrace of the tree to land on the ground below, lifeless and still.

Only moments had passed, but to Joel it had seemed like hours as each action played out before his eyes. Quickly he

withdrew the remote and set all rounds to opportunity targets while he moved towards his prize. The canister was smooth and curved with hardly a crease showing. It would have taken the fallen around him some time to gain entry to its contents, but for a member of his forces all it took was to pass his IFF across the top. As with all of his forces it was under the skin in the right wrist. A metallic click deep inside the unit gave an indication that access was granted. With a hiss of escaping air the top half raised, basking Joel in a green glow, revealing the canister's contents.

To his disappointment the canister contained nothing more than food rations, not the cargo he had hoped, but it was also welcome as his own supplies were becoming alarmingly low. Checking his rear, Joel returned his attention to the ration packs. Self preservation told him to only take what was needed; to linger here with daylight approaching was a dangerous prospect. Gathering what he could comfortably carry he stuffed them into his pack while removing a small amount of explosive and a detonator. With practiced hands Joel placed the explosive and detonator inside the canister and closed the lid so it just gave a green glowing hint of treasures inside.

Having set the booby-trap, Joel began to retrace his steps to the trunk he had been laying beside. He squatted down and shuffled towards the TD545 when suddenly with a tubular thump rounds fired up from it, then ignited before roaring across the clearing. Swinging around, Joel was just in time to see a ghostly figure that had emerged from the clinging fog thrown back into its misty embrace. To his right two more figures dropped to the ground. Gunfire showered Joel with rotten splinters as returning fire erupted against the trunk which was giving him slender cover. Three more rounds Thumped into

the air before leaving a vapour trail as they streaked across the ground. This gave Joel the opportunity to move to a firing position and quickly sighting along his weapon Joel sent several figures sprawling to the ground. The situation had dropped from precarious to downright lethal in seconds. He was compromised and needed to evade to safety. Multiple targets had emerged from the mist and dropped into firing positions of their own, unfortunately for some they had decided to use the canister as a piece of cover. Joel wasted no time in pressing his trigger for the explosives, achieving several things at once. Firstly it reduced the valuable technology of the canister to slag, secondly it had drastically reduced the numbers ranged against him and therefore the odds. Lastly it had produced a diversion for him to slip away in the ensuing chaos.

Leaping to his feet in a run, Joel made for the deeper woods and the all-encompassing swirling mists. All caution had been discarded; he had to put as much distance as he could between himself and the clearing. As he reached what he thought was a good 150 yards he heard the familiar thump of the last rounds firing from the One Shot Wonder. Racing through the woods he crashed through bushes and long grasses, oblivious to the whipping and slashing of numerous tentacles of thorns creasing his arms, legs and face. 300 yards and Joel swung round while dropping to the sodden earth, weapon at the ready. A check of the surrounding areas was carried out in short order. Seeing nothing through the gloom Joel then took the time to restore a measure of calm from within and surrendered his other senses to the ghostly night. His hearing picked up the movement of troops as they closed and spread out along a line, hushed chatter and the odd noise of passage confirmed to Joel that the chase was on.

Dragging himself up, Joel turned and moved off again, his heart pounding in his chest. This time he moved more efficiently and stopped every twenty paces to check his rear. Twice in as many minutes he exchanged fire with emerging figures in the gloom. The first embryonic rays of daylight had started to pierce the warped, thick canopy of the woods. The situation was becoming more desperate; the rest of the advancing enemy forces would now be alerted to a presence in their ranks and would already be swinging round to counter the threat to their safety and their surprise. Stopping by the remains of a long lost tank, Joel again targeted the whispering sprites which showed themselves to be determined enemy troops and in the ensuing exchange of fire metallic debris ricocheted off the tank and shredded Joel down his left side, white-hot fire searing his nerve endings as they bit deep.

Ducking and cursing, Joel took off again at a sprint, his wounds forgotten while self-preservation drove him onwards. Bullets whined passed him and the air sizzled with the release of energy as lasers crisscrossed the area lancing trees and burning the long grass. Each projectile was a lottery with Joel as the winning ticket. He knew that even if they didn't finish him themselves that it was only a matter of time before he came upon resistance in the direction of his travel; they were herding him into a neat killing square.

Joel Ran on, oblivious to the impending death surrounding him. With no adrenalin pumping Joel would have felt immense pain from the several lacerations down his left side, yet in his current situation they were given hardly a thought – the pain would come later, if he was lucky. Tree branches shattered

and sizzled from the onslaught, but Joel's saving grace was that none of his pursuers were stopping to take slow and careful aim. As he ran the dim remnants of night perceptibly lightened, the edge of the day was clearly approaching his location and his ally the gloom was riding away over the horizon as quickly as his mortal enemy the day galloped behind him. On the last stop and drop Joel hit his second magazine home – two left – and even with all his training it took a Herculean effort to not spray the woods with

bone-shattering rounds. Two calming breaths, steady position, sighting along the rifle, and double tap at a target's centre mass. Pause for sounds, then up and running. He felt the sting of an angry hornet pull at his right upper arm and in a split second his brain registered an injury, that it was not serious, and as the second complete its turn on the clock Joel was already angling to his left, dodging behind a tree of some substance.

Leaping through a thicket Joel came crashing down on a surprised trooper, taking him in the midriff as both went sprawling to the ground, Joel landing on top, crushing the breath from the trooper's body. In one fluid movement Joel had swept his rifle butt across the head of the trooper and watched his face whip across from left to right before lulling to the centre again. The encounter was only seconds old but already Joel was up again, scanning to the front as much as behind, for the trooper would not be alone. Joel judged that he was not far from the edge of the wooded park now, and it would not take long for his options to be reduced down to death. If he wanted to survive Joel knew he would have to find an alternative darkness to lose himself in. This meant below ground, an area of this war torn city that was not trodden lightly.

Still, his first duty was to live until he reached that haven, which meant running and dropping. In his current state of health he could only realistically continue at this pace for a few hundred feet more before his body betrayed him. If he had not guessed the distances right, the woods would provide a picturesque resting place for his corpse. His right arm was wet with what seemed like sweat, but looking down he saw it was blood – and blood left a trail. Time to expend any last reserves of energy before he was hunted down like the dogs he had so casually killed but a few hours before. The irony wasn't lost on him.

Far behind him he heard shouts of alarm – they had found the fallen trooper and now knew which path through the tangled trees Joel had taken. Ahead he could see the unmistakable rigid shapes of man-made structures; he had reached the edge of the park and a roadway was between him and the ruins that called sanctuary to him. He stopped on the edge of the wood and

checked his surroundings; he really had no choice at all. With a sigh he broke cover, hunkering down as he ran while trying to make as low a profile as possible. Zigzagging he leapt over debris and rubble. Every second he felt sure he would be picked up and thrown ragged and useless to the floor in a bloody mess. In his mind he died a thousand deaths across that broken tarmac. Fatigue and stress was building within to a dangerous level, and with perhaps only 20 feet until salvation he heard shouts from behind, deaths kiss can only be moments away.

Then he was in the ruins between two buildings, launching himself over a ragged excuse for a wall, groaning in agony as his battered body hit the rubble. Turning and scrambling, he quickly checked his rear once more. Peering over the wall's edge, Joel could clearly see the entire horizon of the park; its trees creating a pallid green tidal wave eternally awaiting the chance to crash down upon the tarmac beyond. The park stretched a mile in both directions, but what stunned Joel was what was emerging from the woods along its entire length. The enemy, the whole assault force concealed in the shelter of the wood was truly revealed to him. Two miles of enemy forces eased their way out of the shadows, cautiously searching for any signs of him. What had emerged constituted a battalion, more than 800 men, and this was just the men revealed to him.

His need to warn his own army suddenly overtook all thoughts of personal safety. Easing back from his spot, Joel turned and picked a way through the ruins which would take him away and also block his movements from those that followed. Creeping forwards Joel made his way across piles of rubble and the innards of buildings. Here and there remaining portions of buildings protruded up like giant ribs, with a reinforced latticework of iron jutting

out entombed in lumps of concrete, looking like muscle tissue between the buildings' remaining ribs. The way was treacherous with mountains of bricks and timber, shell holes, some full of putrid liquid and bloated bodies. He was a good way into the ruins when he heard the first movements behind him traversing the buildings. He knew the slipping of rubble underfoot, the hushed curses and stumbles, all too well. Joel stopped to allow his senses to spread out before him; silhouetted against the growing light he could see figures making their way forwards cautiously, and he estimated that no more than two platoons had broken cover to seek him out amid the ruins.

Joel had two choices: fire, drop one or two and make them reconsider their search which, while it might delay them, would give his position away; or slip away and find a path under the city. Joel allowed the rounds from his rifle to speak his mind as he sighted a black figure against the warm colour of the low clouds and pressing the trigger he sent two rounds screaming across the debris, satisfied to see the shape slump to the ground. Easing his way back he turned and scrambled across the remains of the city.

Fatigue was now in serious danger of overcoming him. There were plenty of possible lower chambers he found in building ruins, but they were mainly cellars or collapsed tunnel sections. Then Joel came across a large mound of rubble, staggering up and over he found himself looking into a pit of perpetual darkness where a tubular tunnel had been breached and rubble lead down into it. With only a slight pause Joel scrambled down the slope of loose stones and rocks and he dropped into a pitch black wilderness as deadly as anything above. A shuffling sound up ahead reached his ears and Joel shuddered.



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Huaos-Dzaa 8 - 1 (r1)

Psy : 12
Spd : 5

3 +1

Cavalry

hd.cv3001

By Jez Fairclough

WAR FOR EDADH

One of the great things about being a reviewer is a lot of the time I get access to games that I might have passed by or thought 'maybe not this pay cheque'. Which really can be a shame and that's half the battle The Ancible is trying to win – introducing people to games they may have missed or thought 'no, it's not for me'.

It has to be said that War for Edadh isn't your normal wargame. For starters there aren't any miniatures at all – it's all card-based and at first I thought I'm never going to be able to play this or give an honest review. Many in the office will remember our days of demoing at a small store in Bristol and how much agro and shouts of

'snap!' we gave those folks playing Collectible Card Games. However, War for Edadh isn't a CCG, so it's not a game where the money in your pocket can buy you a better deck. You buy a starter set or an add-on set and someone else can spend the same money as you and get the same cards and have the same chance to beat you. Okay, so it still doesn't have any miniatures, but I'm getting less worried about what I think is a normal style of game these days so ideas change and War for Edadh has all the things needed to play a tactical game.

So what about the game background then? Edadh is a world under the rule Huaos-Dzaa Empire which has swept down from one of Edadh's moons with 'flintloque' technology and



has taken control of the whole planet. Naturally, as in any story you need another side and these for the moment are the Angueth.

The starter set comes with two decks of cards, one set for each army. These have troops, standards and various other cards to expand the game. You also get cards to reflect the scenery you can fight on, cards for stratagems and those used for Mastery. You get cards and markers which track how well your army is doing as well, plus two A5-sized books – Art of the Apprentice and Art of the Warrior. The guys at WarriorElite were also kind enough to send us the first expansion, The Art

of Conflict, which comes with 55 more Troop, Stratagem and Terrain cards for each side in the conflict. So everything you need and because of the size and style of the game you can pretty much play it anywhere you have a flat surface.

The Art of the Apprentice is well written with plenty of examples. If you struggle with the one in the game box go to the website (<http://www.warriorelite.com/index.php>) and download the latest version of the book which has even more examples in it and you shouldn't want for anything.

Like many sets of rules Art of the Apprentice breaks you in slowly, explaining elements like

setting up the first few games, going through the cards and explaining what all those new symbols mean. Because the game eases you in slowly it is very easy to learn – in fact my eldest son, Rowan, who is only seven, managed to grasp enough of the game to be able to play to a reasonable standard and also beat me more than a few times. That's not to say the game is for kids or that it's easy either, but rather that it builds its complexity as you learn more about the game.

The first unique element about War for Edadh is the conflict resolution. Normally in most games who goes first is decided by a dice roll plus a stat or some combination like that. In War for Edadh they use a card-based system with a bit of a difference. The Conflict cards are numbered 1-12 and most people will be thinking 'great I'll just pick 12 each time'. The thing is the use of a card costs Mastery Points (MPs) and you only have 50 of them and you can lose them in so many ways. So you get to thinking that if your opponent does the same we both suffer. Interestingly, lower cards can be boosted by your opponent playing certain higher cards.

For example: in the first turn my opponent decides to play a 12 Combat resolution card. I, on the other hand, play a 1. According to the text on the card the value of 1 changes to 13 if my opponent plays a card worth 8-12. So in this example I win. My opponent would normally have spent 10 MP but because I played a low card it only costs him 1 MP; I spend 1 MP as well. A lot of the cards can also add extra damage, give cards the chance to guard against damage and so on. So you're already having to think about what to do from the very first draw of the cards and a lot of poker facing goes on whilst you try and work out what your opponent is planning.

The only way to get MP back is after the Conflict Resolution phase – you can pick one of your face-up cards and regain its MP Bonus, although you can never go over the starting value.

The winner of the Conflict picks a card from his army, the loser picks one and you compare Attack Value against Defence Value. If the attacker beats the defender then the card will explain how much damage you do. If the defender wins he's still going to take damage but far less. Depending on what conflict card

was used you could be doing additional damage as well. Damage tracks on the same chart as the MPs, except they start at opposite ends and if your MP total falls below the level of your current wounds then it's game over. Each card also has a discard value and if you suffer more damage than the discard value of a troop it's removed from play, which is basically the other way you wear down your opponent's army.

You then do the same steps again for the other cards in the front rank – normally three cards across, unless you lose any. Once this is done you start looking at the End of Duration information. If your MP is lower than your wounds or your wounds are higher than your MP (It's the same I know) then the battle ends in defeat. If you have had to auto discard troops you can use their discard value to reduce your



wounds or you can decide to retire a card to do the same. Assuming that you have not triggered a defeat then troops in a rank behind can now move up and then you'll go at it again.

If during the End of Duration phase you have lost more cards than your opponent then you are shaken, if it happens again consecutively then your army routs and you lose. Later on as you add elements to the game you have the

likes of the Standard which can stop you from being shaken, very handy but only one use, so make sure you use it well.

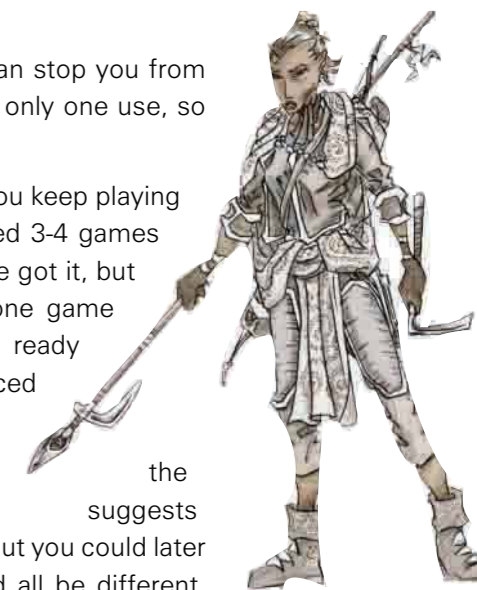
So that's the basic version – you keep playing until one of you loses. I played 3-4 games at that level with my son so he got it, but with the guys in the office one game was enough and we were ready to move on to more advanced elements of the game.

The next idea brought into the game is Terrain. The game suggests starting with one terrain card but you could later on have three and they could all be different. You also start playing the game at beyond melee range which is as far as you get in the basic game. In the advanced version you play two turns at ranged level, one turn at charge and then you are back into the guts of melee again. The rules explain with pictured examples how to swap troops about and what's allowed and what isn't. So no need for those soft and easily killed ranged troops to be the guys meeting the charge whilst the big heavy guys sit at the back waiting for the queue to go down.

Terrain cards also bring additional features into play, like giving you a Guard value against damage or a modifier to damage, be it good or bad. So you do feel that it has some sort of effect and no doubt as they add more elements to the game we'll see more strategies in the terrain used.

The next features added are Standards and Combat Masters. As I mentioned earlier standards can save your bacon when it's all going wrong for you in the End Duration phase. Combat Masters are unit champions and they can lend one of their abilities to any single round of combat. You could be using his additional attack value or defence, damage and so on. Combat Masters aren't invincible though, and if you lose more wounds than the Discard Value of your Combat Master you have to discard him instead of losing a troop card.

It's clear that the game is very modular, so you can just bolt on the next element of rules you want to use and play at a level until you are happy with how it all runs. As games can take 30-40 minutes you can get in quite a few games in a single session as well.



The last elements you get to bolt on in the Apprentice book are Battle Masters and Stratagems. To use the Stratagem cards you have to use a Battle Master as he's the army leader. Stratagems really add to the game as they boost some feature of your army, be it the capability to defend against the enemy or to cause a lot more damage when they attack. These have to be considered and thought about so that you're using what's best for the army you're playing with.

The Art of the Warrior book is where you take the elements you have learned in the previous book and really start expanding them. The Art of the Warrior explains how the points system works and how you can build armies as well. The start set is 167 points worth of troops which more than covers either a best of three or a skirmish battle with enough to spare. If you're looking at a full-scale battle you're going to need to buy an additional add-on pack as you need about 200 points.

The Art of the Warrior explains how you can play the different styles of battles as well as any rules that pertain to them. WarriorElite have really thought about this sort of thing from the off and you have to praise a company who thinks about how multi-player and solo battles will work. There aren't many games on the market where elements like this are added at the start and most I know are bolted on afterwards due to popular demand from the players, or not at all.

Art of Warrior really takes the basic game beyond and gives you lots of depth to try ideas out like combining Terrain so you can have wooded hills for instance.

So what about how it all looks? The artwork has a wispy feel to it and this theme is carried off in everything that's been produced; using a limited colour palette really pulls things together and though this style might not be to everyone's taste, it works well in the game.

The cards are a standard playing card size, meaning that even with an expansion deck or two added in you are not going to take up a lot of space in your bag and you could easily fit in your lunch as well without having to worry about space. I'd suggest putting the terrain cards maybe in clear holders or even the troop cards if you're playing a lot more to protect the primary element of the game from general wear and tear.

So what else is coming for the game? We know more expansion packs will be added which will see naval and aerial elements featured, plus rules for sieges are already being mooted. War Unleashed is available for pre-order on the WarriorElite website and no doubt many others who currently carry War for Edadh as well.

As a further little snippet Nigel at WarriorElite has informed us of the following with regards to the War Unleashed rules:

Counters are used on this map to represent the units – these can just be dice. Players then move their units around on the terrain map. The movement rules in 'The Art of the Warrior' are used for moving about the terrain map – compare the speed of the unit to the move of the terrain cards. Each rectangle on the terrain map is an actual terrain card so you can dispense with the terrain map altogether and set up the battlefield using terrain cards. If not you can have the terrain cards to one

Meoqai Wyemniche : 12 12 DV

MARSH RIDERS		att	def	cb
1	23 (12) Spear	19 (5)	1	1
1	29 (12)	19 (5)	5	
1	17 (6) Axes	17 (5)	2	
1	8 (6) Bow	11 (5)	2	
	* (5)			
		Hd. Leather		1

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Combat Tactics 3

Assign to:
1 Unit

C.

- Each round you decide whether a Terrain Modifier and/or Guard Value is applied or not by either Player
- On Combined Terrain you pick which Terrain Modifiers or Guard Values, if any, are applied by either Player.

S X
Sc.td0101 **Terrain Dominance**

Illustration of a warrior in full plate armor on a battlefield map with terrain features and movement arrows.

side of the terrain map to refer to for their stats at ballistic, charge and melee. With this game, when you're firing at an opponent, the range of your weapon is how many terrain cards you can shoot over. So a range of 2 means you can shoot at an enemy that is 2 terrain cards away.

So you can see this gives the full tabletop battlefield experience. Plus with terrain maps we can produce a limitless number of set ups and scenarios. Each terrain map fits onto a single side of A4. You can put 2 or more terrain maps together to create an even larger battlefield. We are going to make loads – I means loads – of these available free to download from our website. As they fit on A4 you can just print them out and play on them.



Also, we are going to produce terrain maps for tunnels and caverns, underwater, up in the air and also in the canopy of trees. In the same battle you can then have these terrain maps side by side and can have some of your units underground, in the air, underwater, in the trees as well as on the ground. There will be cave entrances so you can move from the underground to the land. Underwater will follow rivers so troops that can move underwater can use this to sneak behind the enemy. There will also be underground rivers that come up where there's a pool or maybe even in a marsh.

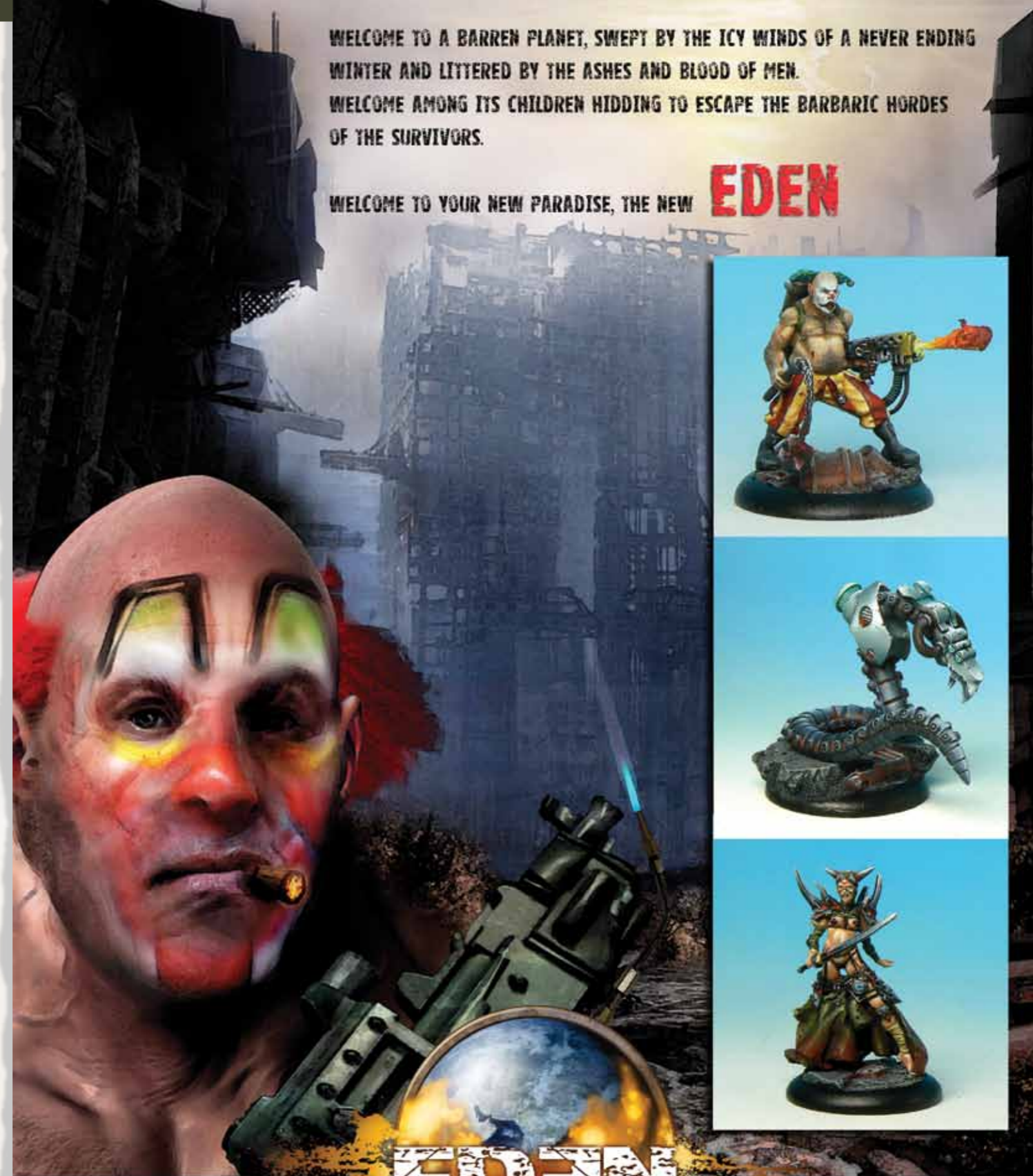
Conclusion

The style of the game is not going to be to everyone's taste, and as a rule card-based games tend to garner a beer and pretzels reputation, although War for Edadh deserves better than this. It has far more depth to it than most card games I have played and there is plenty to challenge players and keep them thinking. The only thing that may put a lot of traditionalists off it is the fact it has no miniatures. This could be a deal breaker for many and although WarriorElite have mentioned that in time they may produce a miniature range I'm not convinced these will be any more than collector's items. Only time will tell.



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Welcome to the world of Saphir! We hope that you gain many victories and many Spheres!

START PLAYING HERE!

SOIMI

Residents of the northern part of Golothar continent, they hold the so-called Kurgan Peaks in honor of their revered God. The Soimi are a primitive but structured race that are fed with Salssa'el vital energy, the Life's God, offering to every Saphir habitant. Their need for food and its powerful set of features make them greedy and insatiable predators.



URUEH'S HERDS

Kazag, the Lord of Incineration, created its progeny of little people with diabolical mind and appearance to conquer all Saphir. The Valley of the lava is the place where the massive and relentless species procreate, which is spread across the area, through tunnels running through the bowels of Saphir, with the only purpose of incinerating everything in its way.



ALLIANCE

The Hundred Hearts Legion is a faction of human, military well-organized, that Darlime has governed for centuries. The Mercenaries of Isha have offered their warrior services to all Darlime citizens in exchange for wealth, property, or their daughters.

The defeated Hundred Hearts Legion and dispossessed of all their wealth Isha mercenaries after the war between the Big Four, have formed the Alliance to regain his place.



MALESUR ADEPTS

Malesur chose this faction of loyal fans to defend their cause. However, purely peaceful and religious mentality, made that godhead turn them into wild animals by changing their pacifism into a unusual wild longing. The Malesur Adepts, live in the Lilean forests, but have returned to Darlime to impose the justice of their God.



The aim of this manual is to introduce you to the basic concepts of the game that will enable you to enrol into the **Great Encounter** mission (see detailed rules on the back cover). Only 15 minutes of reading will guide you through **numerous hours of fun!**

Game specifications

You need:

- A table
- SW dices
- SphereWars figures
- Power gems
- Measuring tape
- Life dices
- And don't forget this manual!

Skills Profile

All combatants have a 'Skills Profile' in which their abilities are summarised.

MOV	Movements (3)
COM	Commands (3)
DEX-PRE	Dexterity-Precision (3-0)
STR	Strength (3)
CON	Constitution (6-4)
FUR	Fury (2)
POW	Power (2)



Types of throws

In order to know how successful your combatant is, you will be required to use **SW dices** in certain scenes including combats, shootings or enchantments.

Face to face throw: simultaneously each player throws a pre-set number of dices, which will be specified on his miniature's profile. Each player picks the highest score of only one of the dices. The higher number wins. In case of a tie the second highest wins, and so on.

Player **A** gets a and Player **B** gets a in a combat situation. - The winner is player **B**.

Player **A** gets an and Player **B** gets an . - The winner is Player **A**.

Targeted-number throw: the player will throw the amount of SW dices that is indicated in his miniature's profile. The throwing will be valid only if the result is equal or higher than the number of the event that will be charted on the 'Start Playing' section. The score is not the result of the addition of both dices. Rather, each dice is counted individually.

Player **A** gets a and will need a to injure his or her enemy. - Player **A** is not successful.

Player **A** gets a and will need a to shoot properly. - Player **A** is successful.

Types of weapons

Carry-on weapon

Light	One modifier is added.
Regular	One SW dice can be used on the 'Dexterity Throw'.
Heavy	Minus one point from the enemy's Constitution.

Non Carry-on weapon

Pressure	Maximum shooting distance 8" and same strength as the carrier.
Light Mechanic	Maximum shooting distance 10" and strength 2.

Wounds

All combatants in SphereWars have 5 wounds, except for the 'easy to kill' that have 4 and the 'hard to kill' that have 6 wounds. In order to eliminate a combatant, they must go down to 0 or less wounds. Each miniature carries different life points. They will be specified on the figure's dices at the beginning of the game.

Mission: The Great Encounter!

In this mission your band runs into an opponent band. The fight is inevitable but so is the fun and the laughter!

Bands: begin with any of the starter packs that are detailed on the back cover.

Target and winner: killing the enemy is the whole point.

Turns: no limit.

Take off: the players make a Strategic Throw (see section 'Sequence of Turns'). Whoever

loses will place all of his miniatures in his take-off zone as shown in the picture. Likewise, the winner will place his figures on his own zone. The distance between the miniatures of both teams must be 12".
Game zone: any table

Damage

Depending on the type of attack and the type of armours that are carried, hurting one opponent can sometimes be harder than others. If you attack by creating an enchantment, the Constitution (CON) of the miniature that you are targeting will coincide with the second value of your Skills Profile. If the attack is perpetrated with a carry-on weapon, a shooting weapon or a heroic deed, the Constitution (CON) of your target will be the first value of such Skill. If the CON only includes one number, it means the CON is used invariably.



This is the SPHEREWARS DICE. It has 6 sides and the number 6 is replaced by the logo. This side is called 'Sphere' (When a player gets an S instead of a 6)! In this case, the number 1 is called failure!

Start Playing

Sequence of turns

The game is divided into different turns. Depending on the mission the limit of turns will vary. One whole turn is broken down into one of each of the following: Strategic Throw, Friendly or first-Activation Round, Enemy or second-Activation Round and Update.



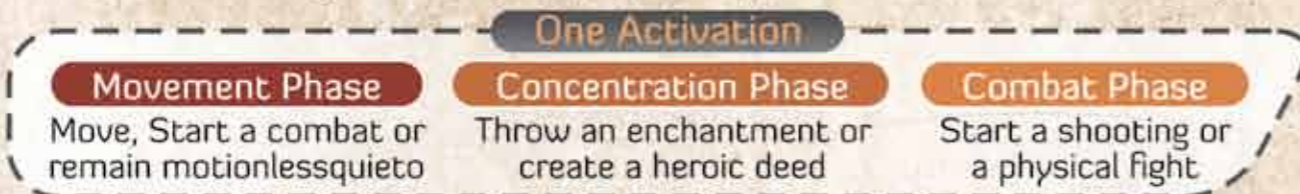
1 Strategic Throw: this will determine who starts the Activation Rounds in each turn (see the following section). Each team starts a **Face to face Throw** by each using as many dices as **Commands (COM)** its leader has. The winner decides who will begin the Activation Round this time around.

2 Activation Rounds: this is the most dynamic part of the game. The player that sets off the activation of miniatures is considered to be on the Friendly Round and is required to activate the rest of the figures. Lastly, the opponent ends the turn by going through the enemy's round.

3 Updates: in this part of the turn, all the power gems used during the two rounds will be won back (see 'enchantments') and a new turn will begin afterwards.

Sequence of activation

This is a short explanation of what a miniature can do during its activation. They cannot be activated twice in one round, therefore each figure will have to stop any activity or movement until the next turn begins.



1 Move: move your miniature to any direction up to a maximum of two times the Movement (MOV) measured in inches from your combatant. Although capable of surpassing any obstacle, miniatures can only be moved up to what their MOV states. This applies in case you want to throw an enchantment, shoot down, or if there is an adversary 5 inches away or less before the moving occurs.

Start a combat: move your miniature up to a maximum of twice the MOV until both your miniature's base and your opponent's are touching each other. Once the combat is started, warriors cannot be separated.

Remain motionless: do not move your miniature.

2 Enchantment: Power Gems are required in order to cast enchantments. The amount of Power Gems will be the same as all of your combatants power (POW). During enchantments, one Power Gem equals one SW dice.

The first thing to do when creating an enchantment is to clarify the exact type of spell that you are going to cast. Secondly, each player will specify, in secret, the amount of Power Gems that they are going to use. Then, both players will throw simultaneously the dices on the board.

It is not possible to cast enchantments without getting a hold of Power Gems first. In case of owning Power Gems, each of them will become one SW dice. They can be completely used until the Turn Update section. All SW dices are thrown except for number 1s and number 2s that are taken off the board. The ones that are left are compared against each other as it is done in the Face to face Throw; The highest number is considered a successful achievement. The total number of successful achievements will determine if it's possible to create the enchantment, as it is exactly described on the description. Enchantments cannot be repeated in one round.

Example: Sull Brainripper is wishing to throw the enchantment called "The Deathly Glance". Nirlern, the paladin, is thinking of shooting Sull dead. The Soimi have 5 power gems whereas The Alliance has only 2. Secretly,



Sull uses 4 gems. Nirlern uses 2. All the gems become SW dices and are thrown at the same time. Sull gets a 5, a 4, a 3 and a 2. Nirlern gets an 5 and a 3. According to the rules, all number 2s (Sull's in this case) are removed. The rest of the results are compared; 5, 4, 3 against 5 and 3. Sull, then, wins 2 successful achievements. Therefore, according to the Deathly Glance spell, it receives an Arcadian Blow of power 2.

Heroic Deeds: Combatants who have a value on their Fury (FUR) are capable of doing one or several Heroic Deeds, at the moment of their activation. He will not, however, be able to repeat the same deed until he is activated again. In order to do so, he will be required to throw a Targeted-number Throw for each Deed. In the general requirements it will be clarified for each Deed if the resulting score has to exceed or equal the dices.

Example: Shaogi, the boar-man has FUR 4 and wished to create a Deed called 'Regeneration Present' which has a level of difficulty 4. Each successful achievement will cure one wound and he's only allowed to cure one wound per activation. He uses three SW dices and gets an 5, a 5 and a 4. This means he has been awarded with three successful achievements. But because the Deed stated that the maximum of wounds to be cured is 1, Shaogi gains back one of the wounds that he was expected to have lost. This is because the final number of wounds cannot be greater than the initial number of wounds.

3 Shooting: The player's Precision (PRE) will determine the dices that will be used in a Targeted-number Throw. The Movement (MOV) of the target will determine the challenge to be equalled out or exceeded. If any of the results evens out or exceeds the challenge, it means that the shooting has hit the target. Only one SW dice is needed to succeed and it doesn't matter if the other dices have also gotten the same results. Therefore, the other results will be ignored and only one of them will be counted as a successful achievement.

In case of success at hitting the target, the player will determine the type of wound by doing a Targeted-number Throw. In this case, the SW dices that are needed will be determined by the Strength (STR). The challenge itself will be determined by the enemy's CON. Each result that is equal or greater will be considered a wound.

Example: Snooper has a PRE 2 and wants to shoot down Holer who has MOV 3. The player controlling Snooper throws the SW dices and gets a 5 and a 3. The shooting has indeed hit the victim, as the dices are equal or greater than Holer's MOV 3. Then, the player controlling Snooper throws two dices, following the POT of the light mechanic weapon. The result is a 5 and a 1. That means that he has caused only one wound, for number 5 is the only number that equals or exceeds Holer's CON 5.

Physical Fight: In order to determine the amount of SW dices that each player will need both players will use their Dexterity (DEX) numbers to make a Dexterity Throw while doing a Face to face Throw. Then the winner will determine the wounds through a Targeted-number Throw. To figure out how many SW dices are needed, he'll use his own STR. He will also use his enemy's CON to get to know which challenge must be evened out or exceeded with each of the SW dices. The successful result will be counted as a wound.

Example: Nirlern, the paladin (DEX 3) and Sull Brainripper (DEX 4) are fighting. Nirlern's player throws 3 dices, according to his skills plus one more because he's carrying a regular weapon. Sull's player throws four dices because he's carrying a light weapon. Both players throw the dices at the same time, resulting in Nirlern's 5, 4, 3, 3 and Sull's 5, 4, 3 and 2. Nirlern is, therefore, the winner of their the swords fight against the 5, 4 and 3. The remaining 3 of Nirlern hits Sull as he has 2. Finally, Nirlern's player throws three dices, as required in his STR. He also has to even out or exceed Sull's CON 4. He gets a 5 and 4. He has caused two wounds.

Decide Your Own Destiny



	MOV	COM	DEX	STR	CON	FUR	POW	EQUIPMENT	SKILLS
SULL Brain Ripper	5	3	4	3	4	3	4	Light Weapon	Stings Deathly Glance Hard to Kill
BELIZE	5	-	2	3	4	2	-	Regular Weapon	Stings Hard to Kill
DOWSER	5	-	2	2	3	2	1	Light Weapon	Stings Deathly Radiation

Stings (HEROIC DEED 5) For each successful achievement obtained the player will throw one SW dice. In order to cause one wound, the result will have to be equal or bigger than the enemy's Constitution. If an S comes out, one of Soimi's wounds will be healed.

Deathly Glance (ENCHANTMENT) It's an arcane projectile only available in case that the enchanter and his target aren't entwined in a combat. It reaches out a maximum of 15". For each successful achievement obtained, the player will throw one SW dice. In order to cause one wound, the result will have to be equal or bigger than the enemy's Constitution.

Deathly Radiation (ENCHANTMENT) It's an arcane projectile available only if the enchanter and his target are not entwined in a combat. It reaches out a maximum of 10". For each successful achievement obtained the player will throw one SW dice. In order to cause one wound, the result will have to be equal or bigger than the enemy's Constitution.

	MOV	COM	DEX	STR	CON	FUR	POW	EQUIPMENT	SKILLS
NIRLEM THE PALADIN	3	3	3	3	6-4	2	2	Regular Weapon	
SNOOPER	4	-	2-2	2	2	-	-	Light Weapon Light Mechanic	Easy to Kill
CLOSE HEART	3	-	2	3	5-3	-	-	Regular Weapon	



	MOV	COM	DEX	STR	CON	FUR	POW	EQUIPMENT	SKILLS
IGNIIS THE FLAME	4	2	2-3	3	3	3	-	Regular Weapon Flaming Bow	Volcanic Break Volcanic Dart
IGNEO	4	-	2-1	1	2	-	-	Light Weapon Flaming Bow	Easy to Kill
HOLER	3	-	3	3	5	-	-	Heavy Weapon	Hard to Kill

Volcanic Break (HEROIC DEED 5) The player is required to have two successful achievements. In such case, his enemy will lose one Dexterity point and one wound. That Dexterity point can be won back after fighting against Ignis. If the target has Dexterity 1, he will only lose one wound and will be able to keep his Dexterity point.

Volcanic Bart (HEROIC DEED 5) The player is required to have one successful achievement. He will be allowed to shoot once if Ignis and the target are not entwined in a fight. The maximum distance between them will be 10". With one successful achievement he will cause one wound. Only one wound is allowed to be caused regardless of the number of successful achievements. Shooting with a Flaming Bow is also allowed.

Flaming Bow (UNIQUE EQUIPMENT) It's considered a long-distance pressure weapon although it reaches out to 10".

	MOV	COM	DEX	STR	CON	FUR	POW	EQUIPMENT	SKILLS
SHAOGI THE BOAR	4	3	3	3	5	4	-	Heavy Weapon	Regeneration Present Hard to Kill
SNAKE MAN	3	-	2	2	3	1	-	Light Weapon	Regeneration Present
LYNX MAN	6	-	2	2	3	1	-	Regular Weapon	Regeneration Present

Regeneration Present (HEROIC DEED 4) You need to get one successful achievement to win one wound back. Only one is required, regardless of the additional successes. The starting amount of wounds cannot be incremented either.



This quick guide book shows you what SphereWars is all about. A different world, indeed! Improve your knowledge and strategy. Visit the website to know more about Saphir.

www.spherewars.com

The Development of SphereWars

SPHEREWARS

Jordi Cañellas in conversation with Kenny Robb



KR: How did you get introduced to wargaming?

JC: When I was 13 a small hobby shop was opened in my neighbourhood. The games played there were really new because in Spain these kind of games weren't known. I liked the new game style more and more, and that allowed me to get to know a lot of people that shared a lot of fun afternoons with me. The years passed, the number of fans grew and new games to test appeared. This was when I got the urge to create a wargame.

KR: What were you doing before you started creating SphereWars?

JC: I have always been keen to start up new businesses. When I was 22 I set up a real state agency, which today is still working. Five years ago, with one of my friends, we set up a hobby shop in the same neighbourhood where I'd started to play wargames, taking the relay of the one where I started to play which, unfortunately had closed. At present we don't have the shop, because we are dedicated to SphereWars exclusively.

KR: Where did the idea for the game come from?

JC: As I explained before, since I was 13 I have dreamt of creating a completely new world inspired by the desire to create a new wargame. That idea began to become a reality four years ago and since last year it has been a real project which is quickly expanding around the world.

KR: What would you say were the key skills to creating a new game?

JC: As we say in the SphereWars Zone, you have to be a little crazy to work here. Apart from that it's necessary to have a positive, open, enthusiastic, innovative, fun, creative spirit. Actually, you need to get a very relaxed working environment, pleasant and united.
KR: When you decide to bring a new model into the game how do you go about doing it?

JC: Although it may seem easy from the outside, the process of creating a miniature, as

a rule, is very complicated if you want to make it innovative, attractive and consistent. The process is long and passes through many minds, from the first idea of the creative team, game testing and work around the artistic team; it certainly is a process with many steps.

KR: How do you make sure that the new models fit in and aren't too powerful?

JC: Our philosophy is to create constant races and entirely new rules. We want to turn SphereWars into a game that people know as being innovative in all aspects. It's something that in Spain we have achieved very quickly and have already begun to achieve in other countries. Every time we create something, we follow this idea and due to that, everything that comes out is well received by collectors and players.

KR: How do you see the game evolving?

JC: It has taken us four years of hard work to get to the point where we are today, to get the final rules, the wargame style, the intention and the races. SphereWars has evolved considerably and this has given us a path to follow in the future. Today it is a skirmish wargame with a basic play system, so agile that it lets us introduce new races. Moreover, being an entirely new world means that, in the not too distant future, it could turn into a role-playing game, card game, board game, all this being very original.

KR: What is the oddest request you have had from a fan of the game?

JC: There are many tips, suggestions and criticisms that make us go. All are received and studied from a constructive standpoint and honestly none of them seemed strange to us. Indeed, we think that all that seems strange thing could be creative.

KR: What other games do you play?

JC: Nowadays, I barely have time to enjoy other games, because of my total dedication



to SphereWars. That's in the way that for me SphereWars is a pleasure, apart from a job. Earlier, I had played the typical PC RTS and RPGs and a bunch of board games and wargames.

KR: Other than your home, what is the most expensive thing you have ever bought?

JC: The car that brings me from home to my desk, and from my desk to home.

KR: Do you have any models on your desk at work?

JC: Some of them, of course!

KR: If someone wanted to write a game, what advice would you give them?

JC: I would recommend that he let his imagination go, to write down everything that is in his mind although it seems too far-fetched, that he dedicate a lot of time but taking it as a hobby, that he should enjoy each rule that... definitely that he should enjoy being original.

KR: What do you think of the state of the games industry today?

JC: In Spain the wargaming industry is growing steadily, more and more brands are doing great work and that's very good for everyone. Without doubt, the gaming industry is very creative and it means that there may be space for companies with few resources, and a good idea can reach to the top.

KR: Any new games in the pipeline?

JC: Yes, a lot, of course. But at the moment they will remain in my mind. In the future they could appear.

KR: What was the last book you read?

JC: Belgarath Croniques. I still have about 100 pages to go but it makes me sad to finish it, so I haven't read any pages for a month.

KR: What's on your iPod?

JC: All kinds of music. I don't pigeonhole myself in a particular one; I like everything from classical to disco music. Every kind of music has its own moment.

KR: What's your favourite movie of all time?

JC: Dracula from Bram Stoker, The Lord of Rings, Seven Brides for Seven Brothers... same as music. I like different kinds of movies.

KR: What other games designers do you admire?

JC: It would be unfair to highlight one above the rest. There are a lot of good game designers around the world and that's very good for the gaming industry.

KR: Do you have a gaming room at home?

JC: Not currently. When we set up the SphereWars Zone I decided to have it all there to enjoy my free time at home with my wife and sons.

KR: Thanks for your time, and good luck with SphereWars.

JC: Thank you. I hope your readers enjoy the quick play guide.



An Introduction to

BRUTAL

Klaus Teschner in conversation with Jez Fairclough

“Oh, this is just marvellous entertainment from this as yet un-named In-Capacitator from the Ludi Ancibulus. He's really making the Veteran work for it tonight. And, oh my word, he's stunned him and moves in close asking the crowd for their favour. Well, any crowd will tell you it loves the underdog and it's not like Dwarvis has many friends after his recent battles so no surprise that the crowd has given him the thumbs down. Wow, that was a quick stroke and he's gone! It's not often you see such an upset but when you do it's Brutal.”

Okay, so not every game we play has to have a huge plot line going on in the background. Neither does it have to be polished to perfection. In fact, I don't know any game currently on the market that doesn't have at least one list of errata or an FAQ trying to explain how something works.

Brutal is still in the Beta stage so it's not quite finished yet but that doesn't mean people shouldn't give it a look. The creation of Klaus Teschner of Dark Art Miniatures (www.darkartminiatures.com), Brutal takes place in the dark and hopefully distant future where mankind's need for entertainment has certainly become a lot more bloody than we see on today's television. When I spoke to Klaus about doing a review of the game he was more than happy to send us a copy of the Brutal Game Pack as well as a couple of miniatures to get us started. The rules can be downloaded for free from the website as can all the items in the Game Pack. He was also more than willing to answer a few questions about the game.

JF: So what made you create your own game?

KT: Well, creating games is something I have always done but on a hobbyist level, so I guess it was always going to be a natural progression that I would end up doing it for a living. I remember as a kid making up systems for those pink muscles (they were cartoon type wrestlers) and for Warhammer and historical miniatures before I knew there were actual systems for them. I'm really showing my age now aren't I? I also used to be mad for the Fighting Fantasy



books by Ian Livingstone and Steve Jackson and thrived to create my own dungeons using their 'how to book' - can't remember the name of it, sorry. With Brutal I wanted to create a game that had a highly mobile combat system that offered gamers a deeper tactical game-play experience.

JF: Where did the inspiration for Brutal come from?

KT: As someone who is interested in martial arts the game concept initially came from mixed martial arts programmes. In fact, the very first draft of Brutal was about martial artists from different disciplines but this quickly moved on to more of a sci-fi genre which is another love of mine. I've always been a sucker for sci-fi and fantasy and I think my subconscious pulled elements from everywhere. Thinking about it now I would say that movies have had a great part to play with moulding my imagination from old black and white dinosaur movies to today's box office hits.

DETAIL

The game is made up of two books; the Core rules or Training Ground being full colour and 56 pages and the Events book, Theatre of Pain also in full colour and 34 pages.

In Brutal you take control of a troupe of Gladiators all with their own unique abilities and, of course, different ways to play as well. The troupe is run by a Lanista (That's you, the player) who runs his Ludi or Gladiator School. At the moment Klaus hasn't released any rules for Campaign or League play but there are more than a few hints about it in the main book. A Lanista can hire out his troupe for a variety of different reasons. The background information in the book gives direct reference to wars and other civil disputes being resolved in the arena. This is by no means a unique idea but is particularly fitting to the genre in which this game firmly places itself.

To play you'll need the components printed off and a few dice (d10/d8) plus some pens and paper for any notes you want to make. As already mentioned you can find all the stuff you need apart from the dice and some models on the Brutal website.

Okay, so the main book is called the Training Ground and like any book of its style the whole purpose of this is to get you acquainted with the rules so you can get on with bashing your friends about a bit. It starts by explaining about the playing area and the various elements that make it up without actually going into the rules. No need to fill our heads with stuff yet that we are not going to fully appreciate or even understand.

Following this is a section detailing the character of the fighters in the game. All the stats are explained as well as when they will be used and what modifiers you will come across. This is one of the many times that hint to a League book coming later (LANISTA BOOK: The bloodied, bruised & broken). So, by the end of these pages you'll know what the stats on the character sheet are for, although you might not fully understand what they are about or when you're going to use them yet, unless you've been jumping about in the rulebook - and who would do such a thing? The actual information about what each fighter can do is covered later on in the book. Though I'd say the only thing lacking from their descriptions are the stats themselves. I'd like to see them in the book as an easy reference. It also describes any additional rules that a type of fighter might have.

The core of the gaming rules follow and Klaus does a good job of explaining each element and how it works. The movement system works well, based not only on the amount of distance you can move but the fact that certain Combat or Defence options listed on your Brutal card can slow you down. I like the fact that it means when playing you do have to think - you can't just run a mile and then hit someone. You might be forced to do one or the other and bad planning could leave you out of movement points to protect yourself when your opponent decides he wants a piece of you in return. The arena itself

is separated into squares which determine ranges and movement.

The game is played in an arena which has many elements to it, from walls and pits to the likes of teleporters, which are a random element of fun and mayhem and I'm yet to end up where I wanted to be when we tried them out. Pretty much anything and everything, as you'll find out, in Brutal at some stage or another can be hazardous to your fighter's health and, as I'll explain later, the arena is just one of those factors.

Each turn a number of things happen; for me it's a case of wondering how my dice can be rolling so bad and swapping them for some new ones in the vain hope that the new ones will be better. So first off each player picks two of his allotted Brutal cards; these are a mix between attacks and defence capabilities as well as the med-unit that will cure some of the damage you most certainly are going to take. If you don't take something to defend an attack then you have to hope your opponent gets a bad dice roll or it's nothing but a flesh wound. So it's a clever balancing act - do you go for all out attack and hope to keep the fight in a frenzy taking down the other player nice and quick, or do you mix it up a bit and hope to survive the long game. You can change one of these cards later but it comes at a cost and in playing the game I suggest pick wisely first off. With everything against you making your dice rolls, the penalty that changing a card brings means you're just asking for a harder life than normal. A lot of the cards will add a bonus to your dice roll when attacking or defending as well.

Next comes the arena phase; at the moment Klaus has a print-out sheet and the idea being you number the cards from 1-50 and draw the next one to see what happens. Personally I'd see the cards done away with, but keep with the random chart and make it D100, that way you get more violence and less costs. I know from information from Klaus that I'm not the only person to suggest this, but the cards also have a secondary use as turn counters as well. It also makes it a lot easier to expand the game. Area Events can be anything from a pit trap opening to the

walls becoming more dangerous than they currently are. One of my favourite elements is the activation of a Sentinel, a whirling dervish of metal and mayhem that will wander around the board and attack anyone who crosses its path or whose path it wanders over.

With all this bad stuff about is there anything good to help you out? Well, there are a few things to help you out but don't expect for one moment that they are always good for you, this is Brutal after all. The inclusion of Chaos pads is a nice idea; these can sometimes be limited use power-ups for the stats of the Fighter or a simple trap. Much like the Sentinel these can range from a simple spike, to heated steam and a nice bolt of electricity. So yes, they can be a boon, but until you flip it over you have no idea if it's being naughty or nice.

After we discover what parts of the arena wants you dead, players work out who goes first. Like most games it's very simple you'll both roll a dice which is modified by a stat. In Brutal's case it's Agility so whoever gets the highest roll will go first. If you win the roll you can decide to slow



your move down and let other slower players act first, which is a nice option if you have a devious fighting plan in mind.

Once all this is worked out you get into the thick of it with a player working out if he's going to move to meet his enemy or try and stay away. This really is down to what weapons he's armed with, which are listed as having ranges from 0-8 squares (throwing weapons having a minimum range of 3 and a max of 8). Zero being base-to-base so no real chance to get a good swing, though it could just as well be a fighter's head or elbow. Unlike any other game I've played, stats at this range are lowered as is the damage to reflect that you're not going to hit and hurt someone with a fist as you would with a sword or axe.

To consider a normal fighter, the Bruiser, with his 5 movement – as the cost of most cards is between 1 and 3 you are going to have to manage him/her/it very carefully. If you use all your movement up in your turn you'll have none to activate any defence cards when your opponent comes steaming in. It's simple tactics like this that can make the game so much more fun. It also means a simple mistake can suddenly cost you dearly. The last thing you want is to not be able to defend against a Power Strike which is going to add extra damage.

The turn keeps on going in this manner with fighters trying to dodge the various nasty surprises the arena has waiting for them as well as trying to do more damage to their opponent than you are getting back until one of them runs out of stamina. Losing is not quite the end, however; the victor can ask the crowd what they think or finish the job yourself. Taking the matter into your own hands might get you the kill but it also means the crowd could become upset with you and this can affect a fighter's Respect and Fame. Whilst these have no effect in the casual game, in League play this is going to affect how the crowd treat you when you find yourself in

the same position. If you decide to throw the mercy to the crowd and they decide the other guy's time has come then with the right finish you could gain more Fame which means more fans, more money and glory for your Ludi.

The second book, Events, Theatre of Pain, covers the various ideas and scenarios that you can play. In total 6 main events and 6 side events. It tells you how your arena should be laid out, any special rules and, in some cases, a random chart for what fighter your Lanista will use, which really can set up some challenging and unexpected matches. Not all have great armour and players will quickly understand that each type of fighter has certain specialisations and ways to accomplish the job

One of my favourite matches is Slaughter the Supporter. The idea that a Brutal supporter wants to get in the ring with his favourite team and hope they can keep him alive just keeps me smiling. You also have the normal fun of the likes of Tag team, but in this case you're using the teleporters to get your fighters in and out of the arena.

MINIATURES

Klaus is also selling miniatures for the game. Those I have seen so far are very well done and there's not much flash or mould lines to speak of. The forum has some images of new miniatures being added soon as well. There's also a Brutal miniature painting guide in this issue which should tell you all you need to know about the quality to be expected.

CONCLUSION

On the whole I think this is a good game. The book needs a little bit of a tidy up as do some of the downloads, but it's nothing major. There are also a few grammar elements that need sorting but that just takes people spotting them and letting Klaus know [or a good editor! – Ed]. The only other thing is the League or Campaign system, as without it I feel the game lacks potential to really keep going as your fighters can't develop. That appears to be coming though, and I would encourage this to happen as soon as possible.

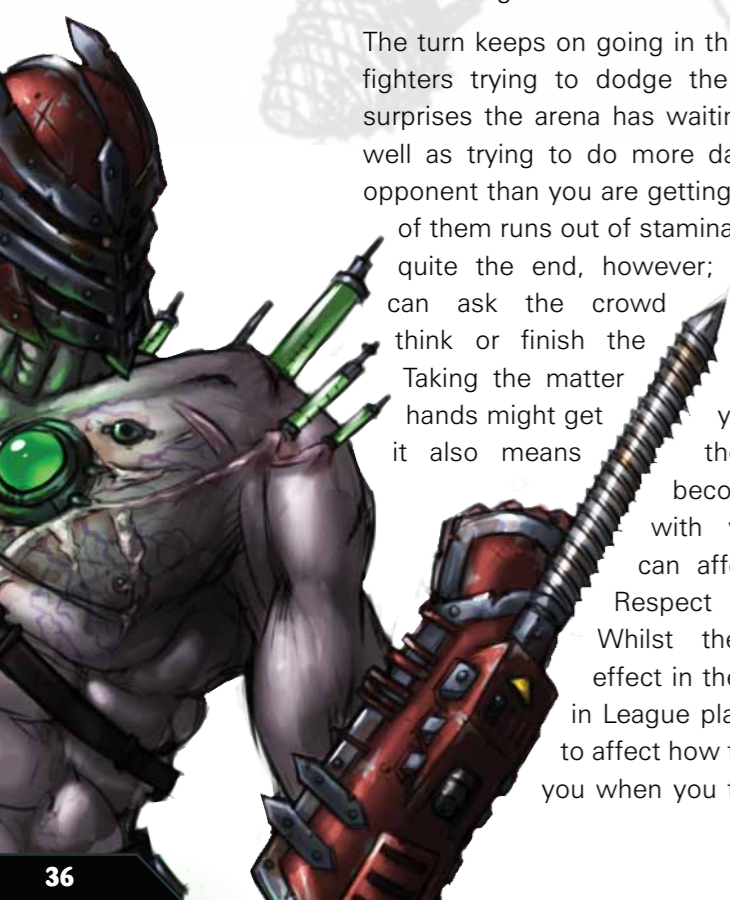
The Artwork in it is very good and reminds me a lot of some of the early Rackham stuff which I asked Klaus about.

JF: I've notice that a lot of the art style has a look reminiscent of Rackham. Would you say they have inspired some of the artwork?

KT: Well, I think that Alexandre Marks' first four sculpts have instilled that notion more so than the artwork due to him being one of the creators of the Rackham sculpting style. I carefully select artists that I believe will push forward styles that will eventually create our own mark in the industry. Again, for me, I think inspiration should be a subconscious procedure that has been absorbed from your surroundings. Taking things directly from another source is something I do not wish to do and if I catch myself doing this I quickly give myself a slap on the wrist and start again.

JF: When do hope this to go from Beta to live?

KT: This is going to be a vague answer I'm afraid. It's going to be a busy year for me. I'm currently in the process of proofreading the rules, working out final designs of the game components and the actual playing arena. We shall also be attending game demos this year to promote the game and answer any questions gamers might have about Brutal. Once all these things have been achieved I can then look into a boxed game. So I would like to say at some point this year. I would like to point out that the actual rules and mechanics of the game are good to go and I cannot see any major changes needed in the future apart from the standard of the game component designs.



So if you fancy trying something different why not give Brutal a go you – won't be disappointed. It's also a game that we think is going places.

FUTURE

JF: What's next for Brutal?

KT: Well besides bringing out more miniatures I'm working on the first supplement called The Bloodied, Bruised & Broken. This contains all the rules for playing leagues and free-flowing campaigns set in the world of Bright Gem. You will be able to travel the game-world attending different venues, hire staff members, manage your troupe and buy fighters from the slave markets. Development rules cover teaching troupe members skills and you will be able to give gifts such as special weapons, armour and augmentations to the worthy. The book also covers information on seven playable races and the veteran Pit Ronin.

Once I establish a larger fan base for the game I shall be looking into organising tournaments which Brutal is greatly geared towards. Past that I suppose I could let you know that I have rules for creatures, mounts and

vehicles, as well as more classes. I'm holding these back for now through as my priority is to release miniatures for the current classes and races that will be mentioned in the BBB (Bloodied, Bruised & Broken)

Okay, is that all? I need to get back to the pits to whip some slaves into shape! Thanks for having me.

JF: No worries, Klaus. Thanks for the exciting insight into the development of a new game. We look forward to following its development in The Ancible.



Adventures in Cardstock

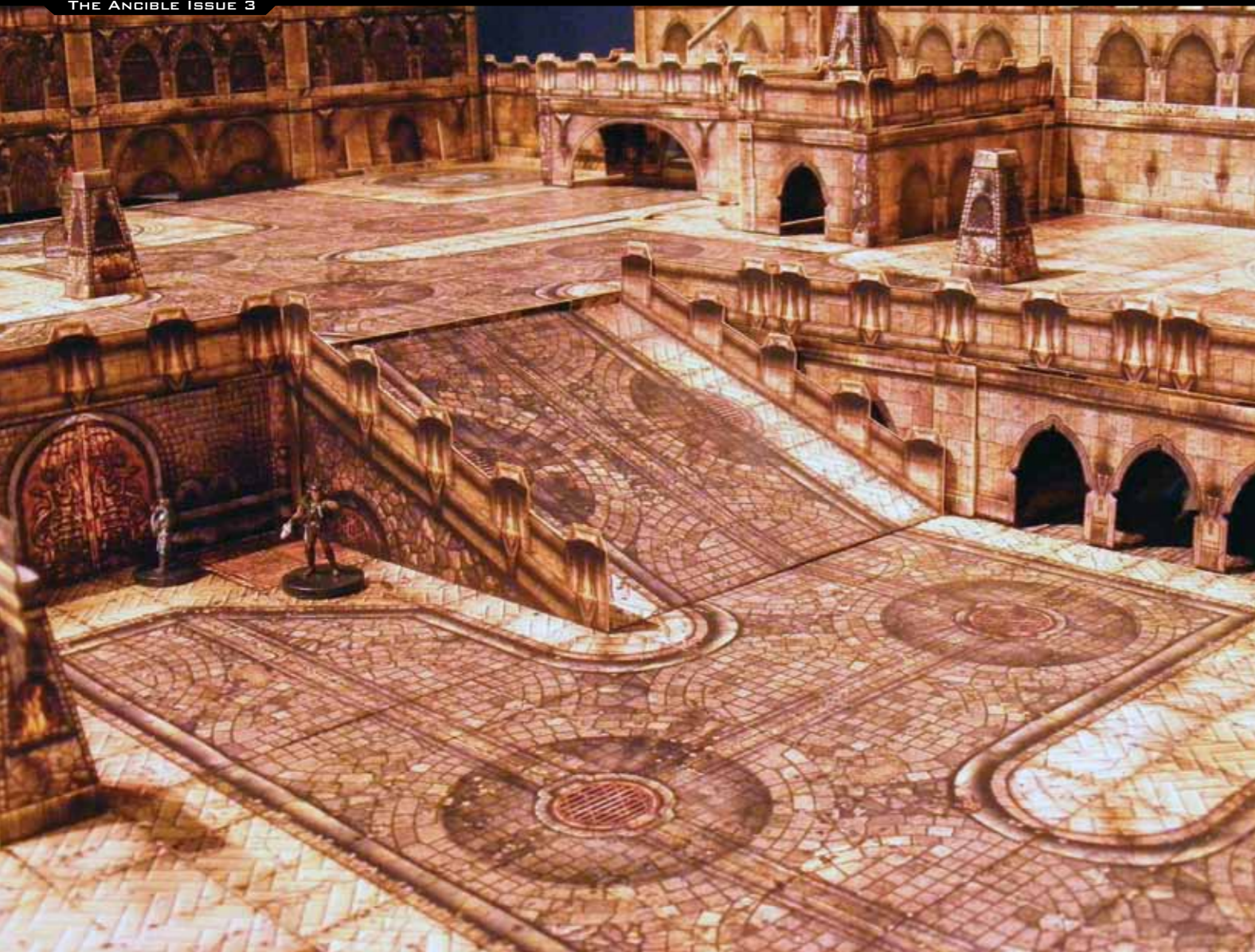
For some time around the office we have been looking at scenery. It's always the same, you start a new game and 9 times out 10 you never have the right scenery to play that game. In this instance it was for Wyrd's *Malifaux* and also a *Zombie* style game that Ian B had been looking at [*All Things Zombie from Two Hour Wargames – Ed*]. As a team we sort of decided or mentioned or hinted depending on the person that sewers would be good. If it was set up in a suitably gothic way it would have all the elements to keep us happy.

Initially we planned a small project based on a 3ft by 3ft board to start with, but in true gamer style the plan rapidly expanded to 8ft by 6 ft. After some cajoling and threats we brought it down to 4ft x 4ft as a compromise, with the idea that it would be modular in some way so we could expand it or change it around. Like most gamers we hate playing the same board time and time again as people work out good places to set up camp or shut you down and then it gets a bit boring. So we had to be able to change it round or add new elements to it so that this didn't happen too often.

With that the hunt was on and looking about we searched for a custom build system, but making it modular was the issue as was the ability to swap it around. We looked at Hirst Blocks but after we worked out the time it was going to take to make up the plaster, wait for

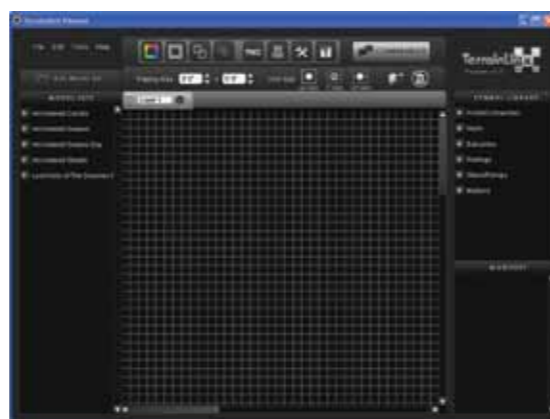
the moulds to dry and the amount needed to do what we wanted we thought that maybe it would be a project to end all projects. So we kept looking and then thankfully we came across WorldWorks (<http://www.worldworksgames.com>). Okay some may say its paper terrain and all that and it'll never last. But if you do it right it will last. In fact, looking around an old hard drive we realised we already had a few of these sets from ages ago and we have some of them printed out for various bits of scenery in some of the games we play. Look, nobody said we were either bright or observant. We're just gamers.





Having selected our victim we got in touch with Denny Unger at WorldWorks and we explained what we were planning and indeed who we were. After an exchange of emails Denny was more than happy to help us out and get us started with some of the sets. A quick phone call to the stationers and two days later Jez had rather a lot of 220 gram paper on his desk, bemoaning that this was meant to be a team effort. He also sourced a good supply of Foamcore for the base boards as although you can make the whole thing very rigid you do need a solid base to build on. We also looked at MDF but as you need to be cutting into it, without the right tools it would make it very hard to do; though it is something to consider when we look at the next project.

One of the great things about the new stuff coming out of WorldWorks is it uses a system called TerrainLinX or TLX. In simple terms it



means that they have created a system that makes it easier for everything to link together and keep together. So you shouldn't need to worry about it all jumping over the table. This makes it pretty secure and very robust, so you can build multiple layers of a set of sewers or streets and then still be able to take it all

apart and store it easily. This means unlike the other stuff they have brought out in the past TLX is designed to be easier to construct and more robust because of the innovative way they have designed it. You really can't complain about the quality of the print outs as well because the artwork on everything is



amazingly well done. From simple stuff like bloody pools on the ground to the fact that lights and windows can bring great shadows in all the right places. If you don't have access to a good printer we would recommend finding somewhere that can print them off for you as well.

Currently WorldWorks have about half-a-dozen sets that use this system, most of which cover the city of Himmelveil, and they cover two layers of the city so far, namely sewers/canals and streets. They have also done a great set called *Halls of the Dwarven Kings* for those who love a good dungeon bash. The main element for us was going to be using the Himmelveil Sewers, with its booster pack set along with the Himmelveil Canals. Long term we'll build the streets on top and maybe even add buildings when they are available in the TLX system, but that's for the future.

Looking around the WorldWorks forum I'd already got a feel for the system and could easily see the potential. The forum is full of really dedicated users who were only too happy to point me at sets they had built or offer advice and tell me what I needed to watch out for. I've also found that a lot of stuff that goes into these sets and the boosters comes from

customer suggestions. Hooray for a company that listens to people's input and acts on it. For us though the big thing missing was an easy way to plan what it all had to look like and how much was needed. The forum was awash with talk of a planner system but it wasn't available so we had to really go a different route. Credit to Jez here who did almost all of the donkey work on this project while the rest of the crew mostly ate cakes.

For many you would think the planning route would have some sense to it; you'd look at all the stuff and go 'okay were going to do *this*'. But as gamers we really don't always do planning that well. We all know that some great ideas come along when you go 'oh that wasn't supposed to happen but I like it'. With that in mind Jez opted for the 'Big Valley' approach and quickly had about 40 PDFs in his print queue!

All in all it took nearly a day to print off everything but at the end of it we had a huge pile of stuff that we needed to do something with. This was where Jez got the chance to even out the work-to-cake ratio with the rest of the team. With Christmas coming up everyone would be enjoying some relaxing time at home so we all got a holiday project. Plenty of cutting and gluing to go around and after showing some of the less inclined [*that would be me – Ed*] how easy it was they were all overjoyed to take some stuff away to do.



January saw WorldWorks release their TerrainLinX planner. This is a great little Java application which is pretty amazing and very simple to use. It works on the premise that you can bring in a tile from any of the current TerrainLinX sets and then move it to where you want it, rotate it and so on. You can also decide what walls are going where and build up the entire project as you go. Then to cap it all off it can tell you what you need to print



and how much as well. You really can't ask for much else except for it to do the cutting for you [which frankly would have been nice – Ed]. Though you can even find cutting printers out there now as well that will do that and WorldWorks, not missing a trick, even supply the TerrainLinX sets with the information needed as well. This was something Jez decided would be bad for the rest of us as he was enjoying setting regular homework.

Before people get put off by the way TLX works you don't have to be bound fully by the TLX system; a lot of people on the forum have printed out the sheets they need for the base level and then mounted these on MDF/plywood or similar. You could then add in the post elements as required to build what you need. You'd still have the ability to change it about walls-wise and that alone can give a unique feel, plus you could gain some more stability as well.



Putting the stuff together is pretty easy; you're down to needing the basics as listed below:

Cutting Board

Sharp Knife

Glue (Don't use PVA as it has too much water in it so can warp). We found the Power Pritt extra strong to be the best

Metal Ruler

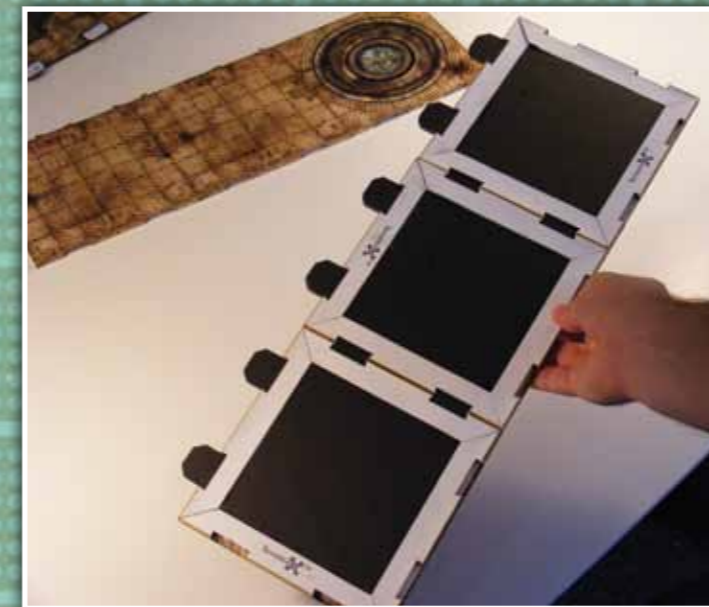
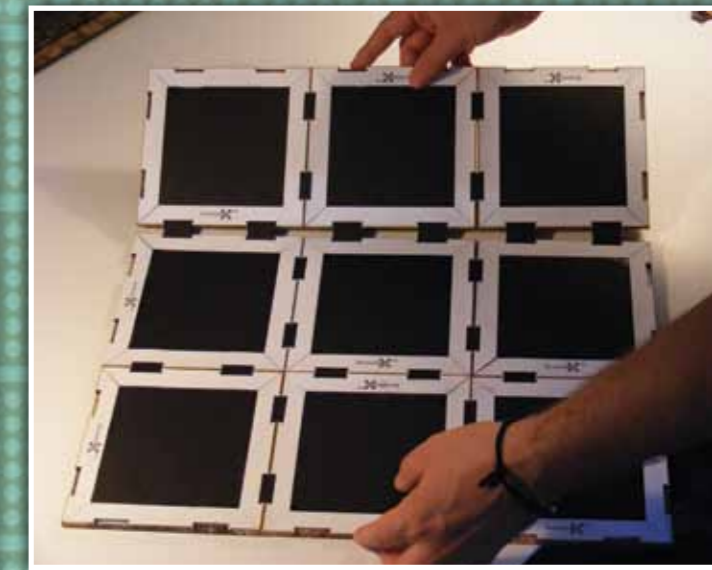
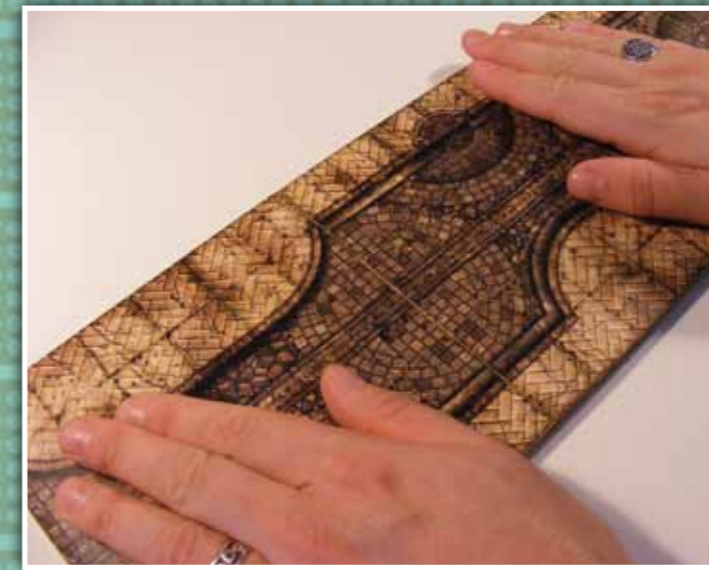
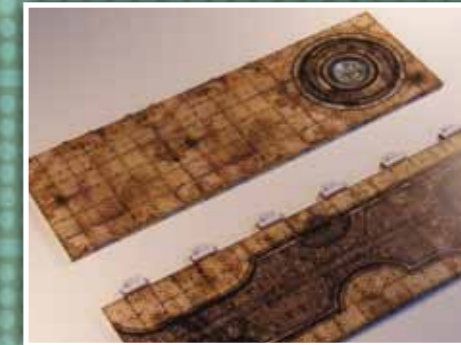
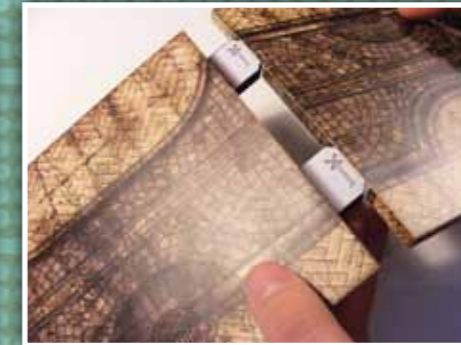
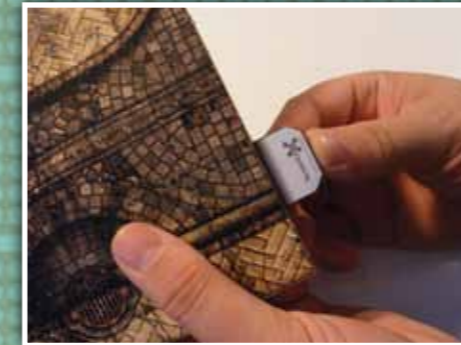
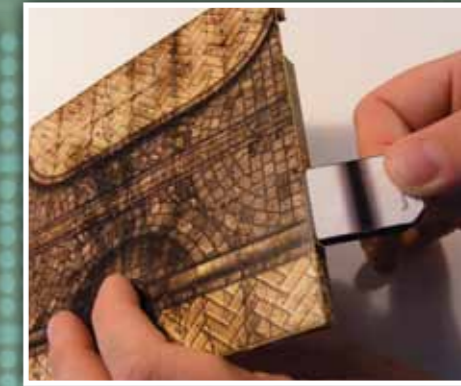
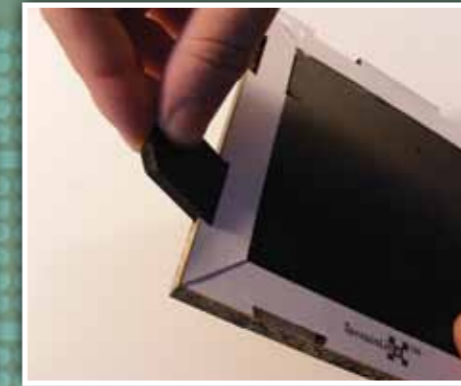
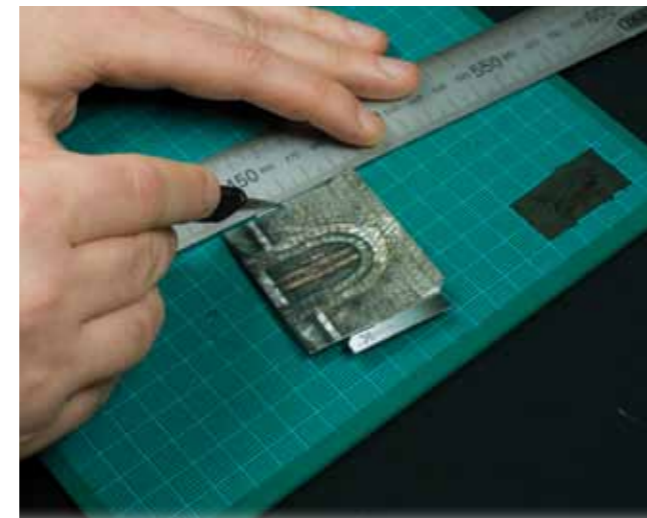
Patience (You either have it or don't, it can't be bought in any store)

Cake (Which can be bought in specialist retail outlets)

The sets themselves are very well priced and because you can print off as much as you need it's a one-off cost. The main Himmelveil Sewer pack is \$11.95 which is, we think, thoroughly reasonable. The Himmelveil Canals are the same price and the Sewer booster is only \$5.95. Now I know your going to have to print them off and there are other costs involved but your still starting with an amazingly low cost system that should give you hundreds, if not thousands, of options. If you plan to do a lot of stuff with the TLX system it might be a good idea to buy the TerrainLinX planner software which retails at \$7.99 which is a decent price for something that is so handy.

The website also has plenty of videos and tutorials on how to use the WorldWorks terrain so don't miss it out when you're thinking of what to do.

In the next issue we'll be looking at what we planned on it looking like and showing you some of the construction methods and things we learnt to do (or not do) along the way.





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(artwork Frank Cutbush; photos Dawn Johnson)

Space Vixens

From Mars

By Gary Mitchell

– Episode 24.1- 'Tribunal'



The Game

The 'mission' in 'Tribunal' was for the Coalition team to arrest Radish and extract him from the table area. For the USE it was to likewise snatch him. Radish's objective – once discovered – was to escape and remain in hiding – so he was played by the umpire to strict activation rules!

We favour a lot of randomness in our participation games. This enables players to 'try them' several times and get different results. To this end we built a mechanism into 'Tribunal' that ensured random board edge and time arrival. Radish's identity was decided by a D10 roll. For every civilian interrogated a '0' meant he (or indeed she) was the wanted 'war criminal'; modified roles preventing him/her being discovered in the first few turns. As it happens the Coalition team of the Vixens and Sir Tristan start off with an advantage in having more 'initiative points' (see below), so to counter this if the interrogation roll came up as a '1' or '2' the villager was deemed to be a Tamajin; an armed terrorist sympathetic to the USE who would then come under that player's control.

Another thing we try and do when playtesting our show games is to ensure they're swift – no one at a show wants their shopping interrupted by play. Well, not too much. With each game giving a different result we also find players – particularly the younger ones – decide their priority is not the 'mission' but first eliminating the opposition. We change our scenarios regularly, usually taking three or four games around the shows each year. As they say, 'see website for details...'

Artwork – the Space Vixens rush an enemy held-corridor.



Back Story

(Try to imagine this bit scrolling on the cinema screen beneath dramatic orchestral music...)

It is the year 2536 – a dark time for the benign Great Galactic Coalition as its war against 'killer plants' – the evil Leylandii – continues, seemingly without end.

Yet there is hope. Despite the survival of the old United States of Earth in its Leylandii-backed holdfast on Anistan Prime, the years following the Great War have seen both the Kingdom of Earth and the Republic of Mars reformed as Coalition democracies...

'criminal', Dr. Caravan Radish, conducted horrific experiments on sentient aliens in his Martian laboratory. Now he has been discovered, living in hiding in the quiet English village of Gresley St. Kylie, near Newbury, disguised as a school computer technician.

Mars wants him for trial and extradition, so have sent the famed Space Vixens to arrest him. With them – since the KOE has jurisdiction over England – is Knight of Gaia, Sir Tristan du Lac and 'Exxy', his trusty EX51 unit.

If this sounds simple... it's not! Sir Tristan and Space Vixen Sita Desai enjoy a fiery relationship based on over-zealous planetary rivalry. Worse still – and unknown to our heroes – evil USE 'Protector' Mavis Plumber, a resurrected 20th century regicidal maniac, has sent 'Dark Vixen' Maria Cortes and her elite Protectoral Guard to snatch Radish and take him back to Anistan Prime to re-commence his evil work.

Whether he wants to go or not...

Introduction

The above was the scenario at one of our 'Colours' participation games, 'Episode 24.1 – Tribunal'. Each Vixens episode is numbered to fit into the overall back-story, and in this case the sci-fi setting is England, Jim, but not as we know it. A quaint 'olde worlde' village to be sure, but one with an air of danger and menace; a potential terrorist behind every twitching net curtain; factory droids parked in the council gritting yard. 'The Archers' meets 'Blade Runner'.

For those unfamiliar with our game, 'Space Vixens From Mars' is a continuing set of light-hearted 'girls own' adventure novels, also a fully integrated miniatures gaming system for

model ships and 28mm-ish scale figures, freely referencing the clichés and metaphors of fifty years of sci-fi. The saga begins in Y2K with the abduction from Earth of seven young women by a mysterious alien race known as 'The Greys'. Waking in the 26th century they are recruited by Mars to protect a humanity reforming in the aftermath of a lost war of aggression against the peaceful Galactic Coalition by the evil USE.

The Space Vixens From Mars universe is conceived and written by me, Gary Mitchell. The original artwork is mainly by Frank Cutbush. Steve Purbrick makes a special contribution to everything and Dawn Johnson is contributing raw material for new adventures. Our 'first team' is complemented by 'Black Cat Bases' who cast our miniatures, mainly sculpted by Martin Baker.

At conventions the 'roadshow' team is mainly myself and Steve. One of us always helps new participants until they get the hang of the simple rules (we have regulars who come back each show to try new scenarios), and the other acts as neutral umpire – a 'dungeon master' to keep the game flowing. That said I must say Steve's zeal for assisting the totalitarian USE is becoming a bit of a concern, as is his prolethysing their speciest propaganda. We make sure every winner goes away with a small 'prize', and provide flyers to promote our merchandise.

The Space Vixens disembark from their customised scout ship, MSDF 'Amazon'.



MEANWHILE, HIGH ABOVE THE PLANET...

Cover artwork for 'Anthology' novel/ rules selection.



(At this point the scrolling ends and the camera pans down to show the Space Vixens' briefing room in the Martina capital, Port Merrion)

This is not to say there are not 'loose ends' to be tied up. During the Great War USE



The Rules

We obviously use and promote our own 'Space Vixens From Mars – The Adventure Game'; a set designed to be simple and fast-play, ideally suited (we think) for 'adventure' skirmishes in that 'grey area' where wargame and RPG roleplaying games overlap. The 'main points' and stats for play fit onto a double-sided A4 photocopy, with character details provided on a separate sheet.

Basically, each character has a certain number of 'Strength Points' that are reduced by combat and at zero they are incapacitated or killed. In the case of 'Heroes' and 'Main Characters', this means they return next episode (possibly played by a different actress who asked for less money). In the case of 'grunts' they are simply eliminated – removed from play as deader than Debbie Gibson's career.

We also give each character a set number of Actions, the number of things a character may do each turn. Heroes get '3', all others '2' because – as in all good adventures – heroes are better, aren't they? Some characters also have Special Skills which enable them to modify their die score and function as if a Hero at that particular task. For example, an ordinary grunt could be a Marksman so should shoot more accurately than a fellow grognard. Likewise heroes can also have special skills – how many times does Major Blunte ever miss?

As with many games rolls can be made against Skills and Abilities. In 'Tribunal', for example, by rolling equal to or under her Intelligence, NPC Tamajin villager Kitty Bennet might actually think to kick a marauding Sir Tristan in the avant derriere rather than just scream at him for being a 'species traitor'.

We also favour and use an 'Enable Test' system whereby characters make a simple weighted dice rolls to achieve unusual actions; Heroes and those with Special Skills at particular tasks adding 'one' to their score (it saves pages of rules and hours of argument). Main Characters differ from 'ordinary' ones in that – like Heroes – they always re-appear next episode – which is why I've said 'incapacitated' rather than 'dead'. One thing we prize is lack of complication and arguing. 'Space Vixens' is first and foremost a fun game – not a maths test or an exercise in judicial procedure!



USE Protectoral Guard advance while the confused District Nurse looks on

As suggested above, the rules utilise an 'Initiative Point' system (IP's) to control various phases of each game turn. Each side receives one IP per 'Hero' - plus five if you have at least five characters of any type in play (four IP's if four characters, etc.). IP's are then allocated by players to phases of a turn (Movement, Firing, Hand-To-Hand, Any Other Business). Whoever wins the allocation by bidding the most points chooses who takes their phase first. Put simply, if you win you usually get your opponent to move first so you see what they do, then you move; by winning 'Firing' you shoot first to eliminate them before they can shoot you. It's a game of bluff and guile, rather than pure numbers. Lose a Hero – lose an IP. Fall below five characters on the table and you lose an IP. It works well. A few Heroes can leave loads of grunts flat-footed, just like the movies – but superior firepower will out if you're not sneaky and able to think ahead. If there is a tie of IP's simply make a straight die roll for holding initiative.

The events of each turn are taken in the below sequence, so take care. If you lose the initiative and get shot before you can fire – c'est la guerre.

1) ALLOCATE IP's AND ADJUDICATE INITIATIVES

2) ADJUDICATE MOVEMENT PHASE

3) ADJUDICATE FIRING PHASE

4) ADJUDICATE HAND-TO-HAND COMBAT PHASE

5) ADJUDICATE ANY OTHER EVENTS

e.g. Enable Tests.

Our guiding principle with the rules is that the proverbial eight year old child should be able to pick up the basics and play within a few minutes, and we think we've achieved this! We've also made un-illustrated editions of the 'starter' rules, for both space combat and tactical games, available in our published novel 'Anthology One', which also contains the 'best' adventures so far.

The Miniatures

We obviously use and promote our own Space Vixens range, but to fill in the gaps (as it were) we use a variety of manufacturers for civilians and extra military – in particular the Ground Zero Games range is very compatible. The rules have been specifically written to explain the drafting of 'character descriptions' that allow players to use, basically, whatever they want. We're a very broad church!

Forthcoming Developments

Everyone who has played the game seems to enjoy themselves and to be impressed with the game and mechanisms. Least, I've heard nothing negative or seen it posted on the Net. We are constantly expanding our range of Space Vixens From Mars ships and figures to complement existing vessels, rules, novels and miniatures – and we are hoping to soon develop a kit version of the Vixens' popular spaceship 'Amazon'. Product details can be found on our website, as can a list of shows we will be attending and a price list.

'Book Seven' is currently being developed, and will continue the adventure four years in the future. As suggested above the main story arc will be the 'romance' between Sita and Sir Tristan, and it will include new scenarios and rules updates – including the Vixens being sent into parallel universes by St Kylie to 'fix holes where the rain gets in' for The Supreme Being. The book will also launch the 'spin-off career' of 'rogue trader' and human hybrid Ste VanMooRe, his droid Ann and associates, the very human Dawn and telepathic arachnids Flippy and Flappy. 'Fantasy' and 'historical' rule supplements are also currently being play-tested, and we're looking for a commercial publisher/backer to convert the project from cottage industry into major brand.

As it says in Starship Troopers – 'would you like to know more?' Visit website <http://homepages.tesco.net/mitchellsmith/> or come and try our game at one of our forthcoming shows.

Notes

At this stage in the universe narrative no one knows they've contracted 'Austen's Syndrome' – 'disease' which means they'll end up married to each other by the end of the novel.

Gary hands dice to a player whilst explaining the game. Steve and Dave Tolliday of STaB look on while doing their action analysis.



Caught in a melee the village Goth wishes she'd stayed in her room listening to 'Slipknot', texting her friends, and pretending to do her astrogeography homework.

Earth civilians in Gresley St. Kylie are stunned to discover an ex-war criminal living in the midst. What will the neighbours say?

Street-fighting Space Vixens rush the USE position while Sir Tristan sneaks around the back, illegally smoking a cigar in a public place.

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Keith 06

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MINIATURES SCULPTED BY GAEL GOUMON, SETH NASH & DAN PACEY • MINIATURES PAINTED BY ALDEN MIRANDA
GAME DEVELOPED BY JOHN BAILEY, AGIS NEUGEBAUER & TOM WEISS

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GRINDHOUSE
games

(figures mainly painted by Nick Whittock)

Space Vixens

From Mars

By Gary Mitchell

- Episode 25.1 - 'Bar Fight'

2537 - and out on the lawless Rim of the galaxy even going for a quiet drink with a few friends can be decidedly problematical.

One such bar is 'The Ragged Staff' on Luan VI - famed for its championship of new live music and as a place where - according to the 'Hitchhiker's Guide' - 'the average sentient has a better than average chance of survival'.

So, check your weapons at the door, relax, and hopefully live long enough to see The New Forest Pit Ponies perform their prophetic new concept album, 'Last Being Standing'...



Bar Fight differs from our previous show participation games in that it is a semi-board game. Basically, we devised it as a fun game players could purchase after playing - complete with a selection of miniatures to paint up. It also differs from our norm in that our central characters - the famed Space Vixens From Mars - don't feature at all. Except for Hannah they'd all be too good in brawl.

All that's needed to play is the photocopied board, the cut out chairs, tables, bars and band provided - and some 28mm figures to choose. And, yes, it does resemble the cantina in Mos Eisley because - as we discovered from discussions with players at shows - bars like 'The Ragged Staff' are pretty much the same the galaxy over.

WHAT YOU NEED

'Bar Fight' needs an Umpire to run, as players battle against a pack of random cards (detailed below). Each player picks a character - or couple of characters - to represent them. Two gives you numbers - someone to watch your back - but doubles your chance of being 'arrested'.

The umpire sets out the tables, chairs, bar, and band (you'll notice the board has been cunningly designed to allow these locations can be varied, to change the game). The umpire should also randomly place up to ten NPC characters, shuffle the pack of cards and place a Leylandii behind the bar. Since they're plants and don't 'drink' - as such - Leylandii make great bar-staff.

Place the player characters outside, waiting to come in, and you're ready. Yes - their name's are on the list - they've got a pulse! As they enter the bar the music is loud, there's a fug of (technically illegal) tobacco and weed, and there is an air of tension in the air as the band play the ancient Animals' hit 'We Gotta Get Out of This Place'.

GAME OBJECTIVE

The player characters must come in via the entrance and move towards the bar to buy a drink. Easy? Well, no, to win they must both buy a drink, be conscious and remain unarrested when the law enforcement officers arrive. And they will. Often. Luan VI is that kind of place. Only players that have actually been to the bar and bought a drink can win. We've had everything from water, milk, prune juice to beer and all stations inbetween suggested. Remember 'Alien Nation' where they get wasted on sour milk...

RULES

We've tried to keep these simple. Movement is two squares per turn unless instructed by cards, when its instantaneous. Only adjacent players can fight each other, or buy a drink from the bar. Decide on an order for players to 'move' - the youngest first then the player on his/her left.

Each turn takes the following sequence:-

Each player (by rotation) takes an event card for the turn and it is actioned.

All players move their characters

Any combats are resolved (existing or new - each and every turn until one passes our.)

AOB

When a fight starts the law enforcement are automatically silently summoned by the bar staff - when they will eventually arrive in variable. It could be a busy night out there - maybe a human 'hen' party or a pack of rodent-like Volesians out getting ratted.

Only bar staff are allowed behind the bar. They will serve anyone asking UNLESS that character rolls a 6 on a D6 - in which case a fight starts with the bartender. Any KO'd barman is instantly replaced by a relief staff.

Combat in 'Bar Fight' has been simplified. As no weapons are allowed it's - quite literally - hand-to-hand. Take the strength points of the character and add to a D5 score to cause a net loss of points to the lesser's score - the 'winner' of the round losing one strength point. Strength at zero = unconscious and out of the game until passing an 'Enable Test' on a subsequent turn, to wake up at a statutory one strength point for the rest of the game.



Add the below modifiers to each combat:

<p>+1 all player characters UNLESS</p> <p>+2 all Heroes / appropriate special skills</p> <p>+1 If using a chair as a weapon (Character and/or NPC's pick up an adjacent chair only by passing an Enable Test).</p> <p>+1 If Bartender</p> <p>Characters wishing to or obliged to join fights are shared equally between combatants, the strongest joining the current weakest (if not an associate). Umpires can resolve any NPC conflicts - or get players to do so by surrogate</p> <p>Oh, I'd best explain here the 'Enable Test' we use in 'Space Vixens' games. Basically a roll of '4' or above on a D6 'enables' the action - 'Hero' characters add one to their score.</p> <p>If named characters aren't conscious or pry you wish to use the character in other games:-</p> <p>+ Leylandii Bartender Strength: 2. Intelligence: 2. Actions: 2. Move: Slow. Equipment/Special Skills (in capitals): Com tag, PAD personal record device. UNARMED</p>	<p>COMBAT. 6pts.</p> <p>* Leylandii customer St: 2. Int: 2. Act: 2. Mv: S. Equip/Spec Skl: Com tag, PAD. 6pts.</p> <p>* Golandan (fat, antennad alien) St: 2. Int: 2. Act: 2. Mv: S. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* Cepholod alien St: 2. Int: 3. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* Male Volesian St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* Female Volesian St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* Male pointy-eared Rim Alien St: 3. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* Female pointy-eared Rim Alien St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p>	<p>* Male ridged Rim Alien St: 4. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* Female ridged Rim Alien St: 3. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. 6pts</p> <p>* The thoroughly evil Maria Cortes of the USE St: 3. Int: 3. Act: 3. Mv: M. Equip/Spec Skl: Com tag, PAD. HERO. 10pts</p> <p>* Colonel Steve 'Mad Steve' Purbrick of the USE St: 3. Int: 3. Act: 3. Mv: M. Equip/Spec Skl: Com tag, PAD. COVERT OPERATIONS, COMPUTERS. HERO. 10pts</p> <p>+ Ann (the) Droid, Ste's Companion St: 4. Int: 3. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. DOMESTIC AMBITIONS. MAIN CHARACTER. 5pts</p>	<p>+ 'Free Trader' Captain Dawn Kimberley Johnson St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. BLUFF & DISGUISE. SEDUCTION IF PASSES ENABLE TEST. MAIN CHARACTER. 4pts</p> <p>+ 'Free Trader' One-Eyed Gordon St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. COOKERY. MAIN CHARACTER pts</p> <p>+ 'Free Trader' Fat Dave St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. TRADING. MAIN CHARACTER 5pts</p> <p>+ 'Free Trader' Dawn's Annoying Sister Tracy St: 2. Int: 2. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. BAD AT EVERYTHING. MAIN CHARACTER 6pts</p> <p>* Customise Your Own Customer! St: 2 to 3. Int: 2 to 3. Act: 2. Mv: M. Equip/Spec Skl: Com tag, PAD. TO CHOICE. 5pts</p>
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No event - band plays on

No event - band plays on.

'You looking at my bird?' The nearest customer takes exception to you viewing their pet avian and comes towards you. 1-3 situation defused; 4-6 fight starts.

'You spilled my .68 of a litre!' The nearest customer at the bar believes you have violated their personal beverage. 1-3 situation defused; 4-6 fight starts.

'My mother's a what!?' Due to a Babelfish malfunction two customers near the band begin a fight.

The character nearest the bar moves to join in an existing fight.

Enraged by jealousy the intoxicated Maria Cortes attacks the female nearest to her for deliberately having a smaller butt than her.

The entity Ste VanMooRe is trying to barter with draws a sharpened protractor - and a fight begins.

The being next to One-Eyed Gordon accuses him of once indulging in unprotected quantitative easing - and a fight ensues.

The two nearest beings join in an existing fight.

'No politics or religion in this bar!' The two customers nearest the door begin a fight over whether Pope Georgius' policy of peace and brotherhood to all believers and non-believers would be more 'holy' if transformed into a ruthless crusade of total annihilation against all dissent.

'No politics or religion in this bar!' The two customers nearest the bar begin a fight over whether, in a liberal democracy, only beings who agree with the government should be allowed to vote.

The bartender silently summons the local law enforcement operatives.

Local law enforcement operatives arrive (PLAY CARD ONLY IF ALREADY SUMMONED - OTHERWISE BLANK). Each character must pass an Enable Test to avoid fulfilling their random arrest quota - if failed removed from play.

The bartender silently summons the local law enforcement operatives.

Local law enforcement operatives arrive (PLAY CARD ONLY IF ALREADY SUMMONED - OTHERWISE BLANK). 'You're nicked, Sunshine!' Anyone in a fight is removed from play as arrested.

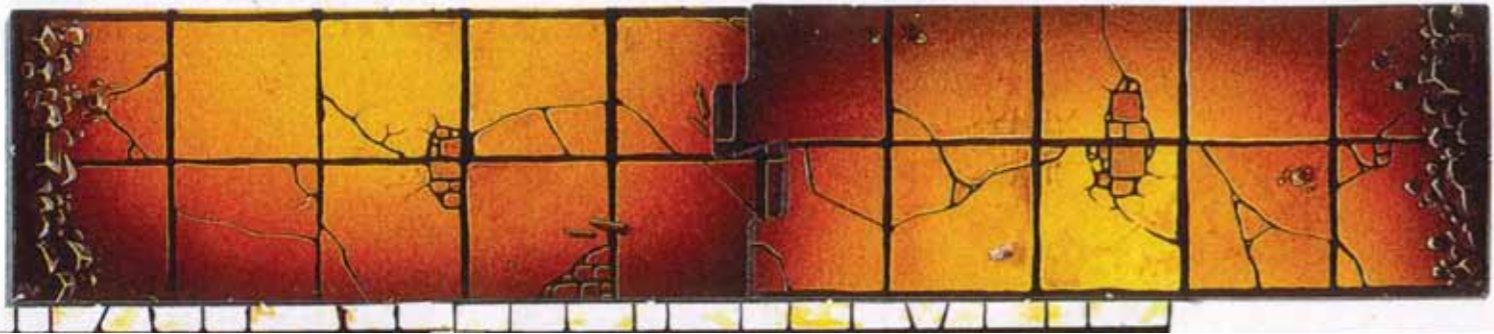
'Proof of age required'. The female nearest the band takes grave offense at NOT being asked to prove she is over the legal drinking age and picks a fight with the bartender.

'Drug dealer'! The being furthest from the band is accused by the next furthest of selling him worthless cannabis resin instead of street value chocolate - and a fight begins.

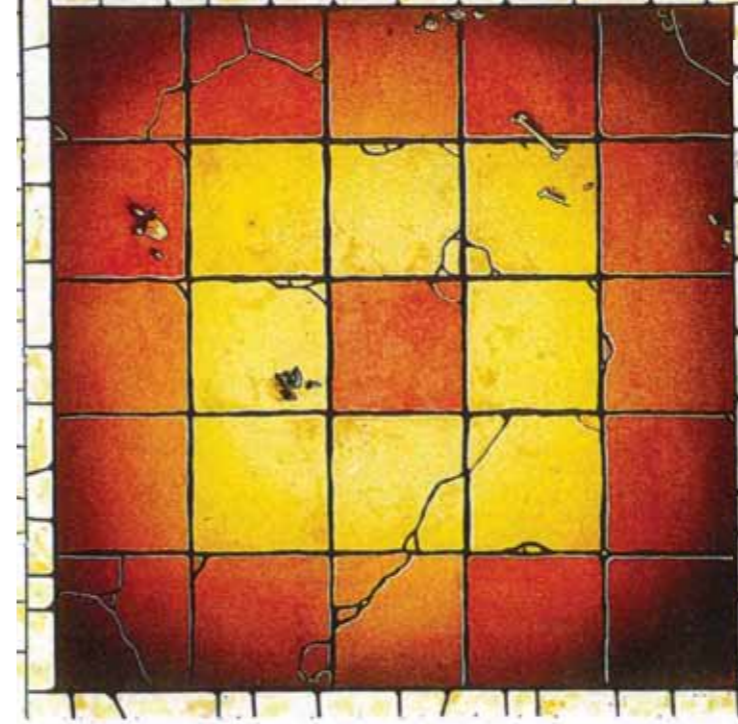
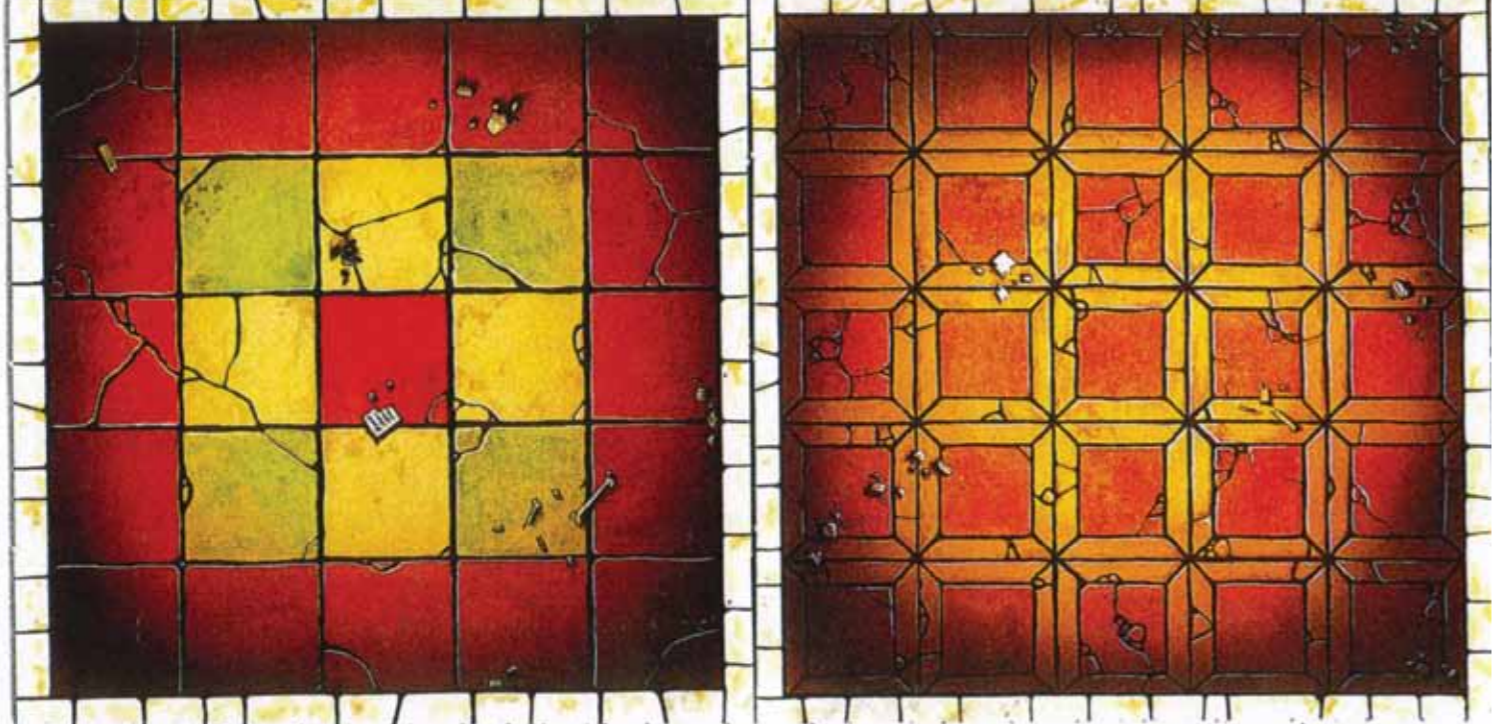
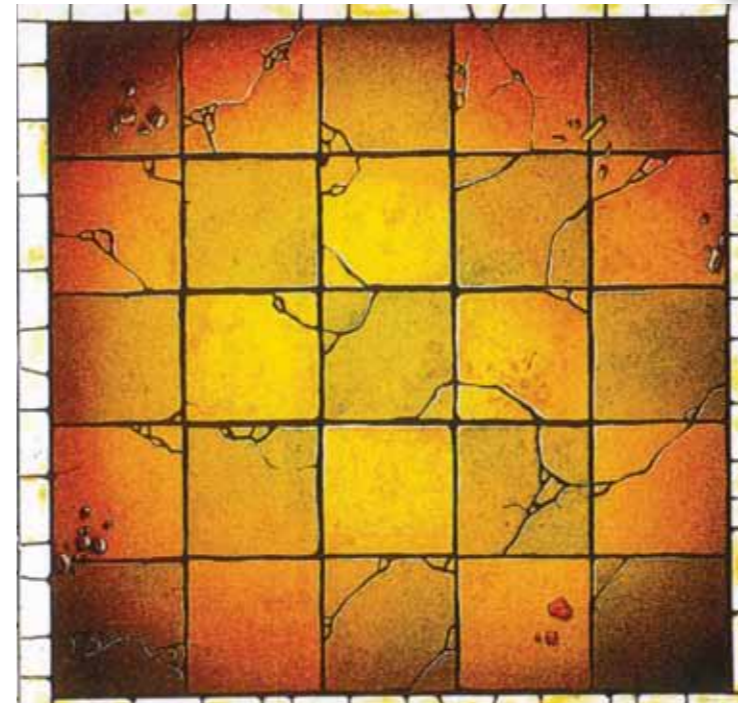
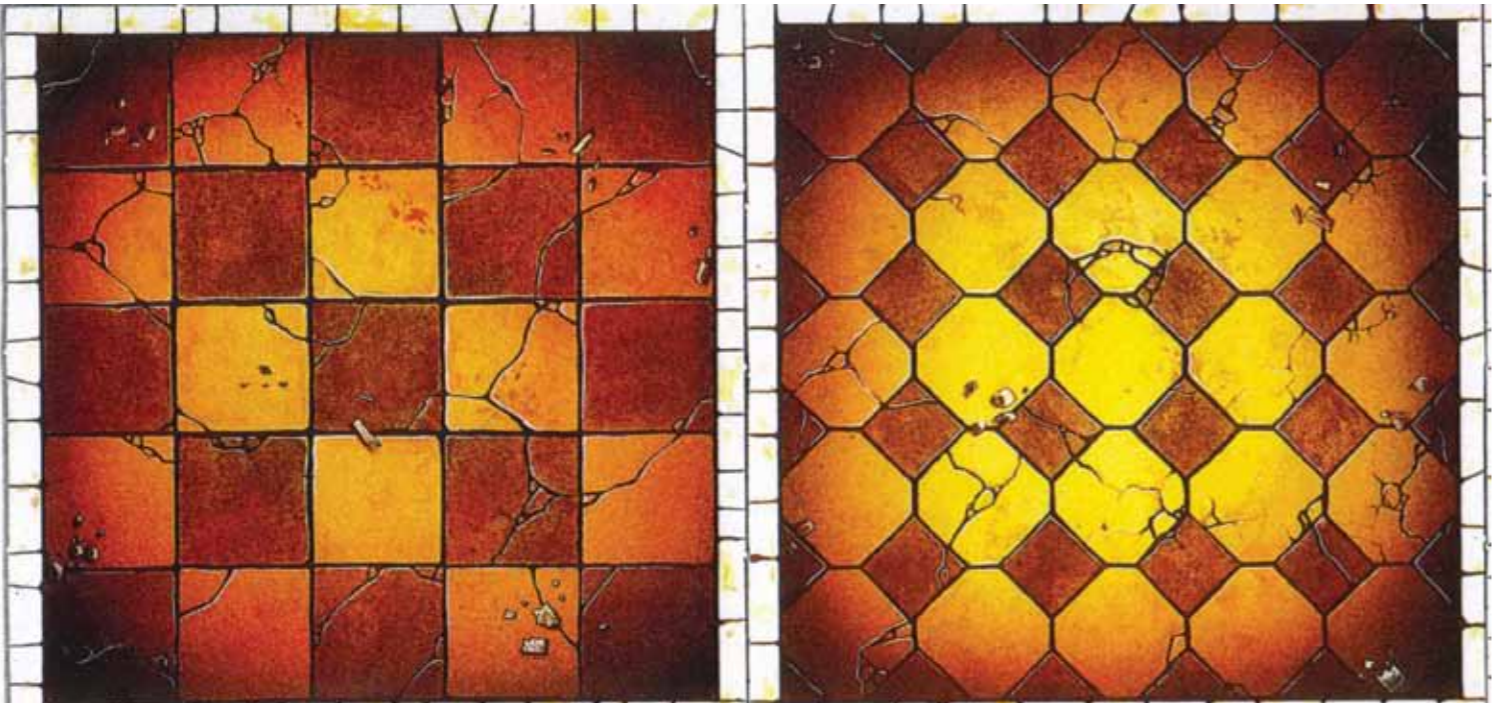
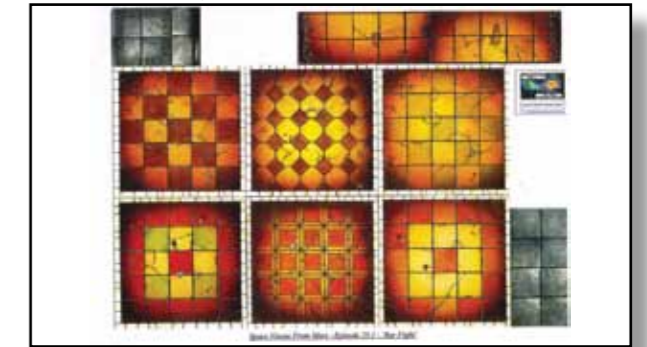
'Cult of celebrity'. The being nearest the centre of the bar turns out to be the runner-up in 'Big Brother 78889'. Move the two nearest players to get their autograph.

'Drunk!' A random being at the bar takes a swipe at the bartender after being told it has 'had enough' - and a fight begins.

Please feel free to photocopy this spread and arrange the pieces and the board layout opposite.



Finished board Layout





Please feel free to photocopy this page, cut up the pieces and arrange them in the bar area.

CONAN

THRESHOLD OF DARKNESS

By Eric K. Rodriguez and Vincent N. Darlage
Screen shots by kind permission of Paradox Entertainment

Part 2

CHAPTER 4 THE NGIL MASTER

At some point a masked man, obviously from the Black Kingdoms, offers the characters an ancient fetish staff. He is clumsy but menacing, and an utter fanatic; he is a Ngil Master. He is both wise and helpful and will tell the characters of the Darfari witch who was once his rival, and the reason for his own life in exile. He tells them that the witch brings people to her with dark dreams and once she has them in thrall she sacrifices them for more power, after being impregnated by the chosen one. He does know where she lives and is willing to guide the characters to her.

He offers the characters his fetish staff (see boxed text) to fight his enemy and offers to accompany them, leading them into Darfar. If asked why he does not do it himself, he tells them truthfully that he is too old to do such a thing on his own.

Ngil Fetish Staff: This uncanny staff is a hardwood staff with a grotesque, unnerving head carved on one end and a sharp point on the other. The staff cannot be broken and can be used as a war club or as a staff. The staff can strike incorporeal opponents as though they are corporeal and acts as a silver weapon against demons (although it is not silver). The pointed end of the staff can be used as a spear. If the spear end critically hits a supernatural foe, it pins that foe to the spot (even if the foe is technically immune to critical hits, incorporeal and/or gaseous) and enables anyone to strike and damage that foe as though it lacked immunities or DR so long as the staff holder holds the creature in the pin (the creature may attempt to escape as if pinned in a grapple, using the critical attack roll as the wielder's grapple roll).

The staff and whoever is touching it is protected by a permanent greater warding spell. The staff has a +2 magic attack bonus – add this bonus to the character's magic attack bonus for a combined score. Additional characters add their bonus to this combined score. Use this score to roll the opposed magic attack roll as described in the greater warding spell description. This staff also replaces the Focus needed to cast a Summon Elemental spell if the staff is held during the casting. Once per week, the staff can be used to cast a bind demon or banish outsider spell.

If the Player Characters want to return to Ma'ay Kheru's estate to wreak their vengeance, then continue forward; otherwise move to Chapter 5. If they do not want to take care of Ma'ay Kheru, she may continue to send troops after them or she will send her demon after them.

If her estate is attacked, Ma'ay Kheru will usually hide in area 11; she will probably summon up her demonic master and he will also defend the house, but he will not go outdoors to do so. The estate is protected by twelve Kushite guards.



MA'AY KHERU'S KUSHITE ESTATE GUARDS

Medium Humanoid (Kushite barbarian 3);
Hit Dice: 3d10+3 (19 hp);
Initiative: +4 (+1 Dex, +3 Reflex save);
Speed: 30 ft. (x5 run feat);
Dodge Defence: 13 (+2 level, +1 Dex);
Parry Defence: 17 (+1 level, +2 Str, +4 shield bonus);
 DR: 0; Base
Attack Bonus/Grapple: +3/+5;
Attack: Hunting Spear +5 melee;
Full Attack: Hunting Spear +5 melee;
Damage: Hunting Spear 1d8+3/ x2 / AP 3; Special
Attacks: Crimson Mist, Versatility (-2 penalty); Special
Qualities: Kushite qualities, Illiterate, Fearless, Bite Sword, Trap Sense +1;
Space/Reach: 5 ft. (1)/5 ft. (1);
Saves: Fort +4, Ref +4, Will +0 ;
Abilities: Str 14, Dex 12, Con 12, Int 10, Wis 8, Cha 9;
Skills: Hide +8, Intimidate +1, Listen +7, Move Silently +8, Spot +7, Survival +7 (Note: skills presume a hot climate, taking advantage of all racial benefits);
Feats: Cleave, Endurance bonus, Fighting-Madness, Power Attack, Track bonus; Reputation: 2 (Brave);
Leadership: -; Code of Honour: None; Allegiances:
Jomo, Ma'ay-Kheru; Possessions: headdresses with ear guards made of monkey-skin, hunting spear, large black shield.

Two are usually stationed in area 1, but she may place more there if she feels she is in danger. If word can be gotten to the temple, the temple may send additional soldiers to the estate, but whether they get there before or after the Player Characters is left to the Games Master's decision.

These poorly trained warriors serve Ma'ay-Kheru's needs nicely. They are tough enough to take a few charges without breaking, die quickly enough to be useful sacrifices, and obey without question. They usually fight with Fighting Madness and full Power Attack.

Modified statistics are offered below:

Hit Points under Fighting Madness: 3d10+9 (25 hit points)

Parry Defence under Fighting Madness: 15

Attack with Full Power Attack & Fighting Madness: Hunting Spear +5 melee

Damage with Full Power Attack & Fighting Madness: Hunting Spear 1d8+8/ x2 / AP 5

JOMO MA'AY KHERU'S GATEKEEPER

Medium Humanoid (Atlaian Barbarian 5);
Hit Dice: 5d10+10 (37 hp);
Initiative: +5 (+1 Dex, +4 Reflex save);
Speed: 30 ft.;
Dodge Defence: 15 (+3 level, +1 Dex, +1 Dodge);
Parry Defence: 15 (+1 level, +4 Str); DR: -;
Base Attack Bonus/Grapple: +5/+9;
Attack: Tulwar +9 melee;
Damage: Tulwar 2d8+6/ 18-20 x2/ AP 7;
Special Qualities: Southern black kingdom tribesman traits, illiterate, track, fearless, versatility (-2 penalty), bite sword, crimson mist, trap sense +1, endurance;
Space/Reach: 5 ft. (1)/5 ft. (1); Saves: Fort +6, Ref +5, Will +1 (-1 vs. Terror); Abilities: Str 18, Dex 13, Con 14, Int 12, Wis 10, Cha 6;
Skills: Handle Animal +6, Hide +6, Intimidate +8, Jump +6, Listen +2, Move Silently +6, Perform (dance) +6, Spot +2, Survival +8;
Feats: Cleave, Exotic Weapon Proficiency (Tulwar), Fighting Madness, Power Attack ;
Reputation: 5 (Cruel);
Leadership: -; Code of Honour: None;
Allegiances: Ma'ay-Kheru;
Possessions: Stygian kilt, sandals, hunting spear

Jomo is Ma'ay-Kheru's gatekeeper. He is an Atlaian from the Jubar clan. He stands about 6'8" and is heavily muscled. Jomo is typically reserved and cautious around strangers unless called upon to battle them. He is utterly ferocious in combat. He has concentric dots tattooed in circles around his eyes, giving him an almost racoon-like appearance. Typically he is stationed in area 2, but he may be anywhere the Games Master feels is appropriate. He is the commander of the household guard. He will almost always go into a fighting madness and use his full Power Attack when in combat. His modified attacks and damage are listed below:

Hit Points under Fighting Madness: 5d10+20 (47 hit points)

Dodge and Parry Defence under Fighting Madness: 13

Attack with Full Power Attack & Fighting Madness: Tulwar +6 melee

Damage with Full Power Attack & Fighting Madness: Tulwar 2d8+19/ 18-20 x2/ AP 9

MAATI-FEM-DES

Large Outsider (demon)/Scholar 4th
Hit Dice: 9d8+1d6+3+50 (96 hp)
Initiative: +9 (+2 Dex, +7 Reflex)
Speed: 30 ft.
Dodge Defence: 19 (+2 Dex, +1 Dodge, +6 natural, +1 class, -1 size)
 DR: 2 (demon)
Base Attack/Grapple: +12/+23
Attack: Gore +18 melee finesse (2d6+7) or Massive Tulwar +18 (2d10+10/18-20 x2/AP 10)
Full Attack: Gore +18/+13 melee finesse (2d6+7) or Massive Tulwar +18/+13 (2d10+10/18-20 x2/AP 10)
Power Attack: Gore +6/+1 melee finesse (2d6+19) or Massive Tulwar +6/+1 (2d10+34/18-20 x2/AP 10)
Space/Reach: 5 ft. (1)/10 ft. (1)
Special Attacks: Eyes like knives, sorcery
Special Qualities: Immunities, manifest, sorcery style x3, advanced spell x2, bonus spell, scholar, knowledge is power, +1 power point
Power Points: 15 (base 10, +4 Wis, +1 bonus; 30 maximum)
Magic Attack Bonus: +11 (+4 natural, +2 class, +5 Charisma)
Saves: Fort +12, Ref +9, Will +14
Abilities: Str 24, Dex 14, Con 21, Int 14, Wis 19, Cha 21
 Skills: Craft (herbalism) +18, Hide +11, Intimidate +29, Knowledge (arcana) +18, Knowledge (geography) +6, Knowledge (history) +10, Knowledge (nature) +10, Move Silently +11, Sense Motive +12
 Feats: Cleave, Dodge, Menacing Aura, Power Attack, Steely Gaze
Climate/Terrain: Any land and underground
Organization: Solitary
Advancement: By character class

Maati-fem-des appears as a hairy, black, rhinoceros-headed giant with four yellow eyes. He wears a dark red kilt and dark red sandals.

This demon, in return for sacrifices, is helping Ma'ay-Kheru make political and sorcerous choices. This demon has selected the dreaming Player Character to be the next sacrifice because of a feud with the demon afflicting the Player Character. However, unbeknownst to the demon, he cannot actually harm the dreaming character – his sword blows will be deflected or dodged and his spells have no effect. This will anger the demon greatly. Indeed, the dreaming character may discover that the strange word he has heard in his dreams, 'ehrich hod,' is actually the true name of this demon and can be used to command the demon. The demon can be forced to give up what it knows, which is that the dreams come from a demon of crimson mists who serves a sorcerer of Darfar. It also knows that the sorcerer depends on a golden haired Aquilonian woman for his strength, and has her captured. The demon suggests rescuing the girl. If forced to accompany the Player Characters, he will try to kill all the companions of the dreaming Player Character whenever possible along the way – or hold one hostage in exchange for his release.

Maati-fem-des can be summoned with a *Summon Demon* spell. He makes a good subject for a *Demonic Pact* spell. Maati-fem-des has knowledge of (though not the ability to cast) the Hypnotism, Summoning and Divination sorcery styles as well as the styles he knows.

Combat

Maati-fem-des usually begins combat with his menacing aura. He fights with a massive two-handed, blood-red tulwar – a weapon he can only wield in two hands and a mortal likely would not be able to swing effectively due to its size. He often attacks with Power Attack: Gore +6/+1 melee finesse (2d6+19) or Massive Tulwar +6/+1 (2d10+34/18-20 x2/AP 10). He may not hit often this way, but when he does, he usually kills his opponent.

Eyes Like Knives (Su): Maati-fem-des can cast a modified form of *Agonising Doom* through his eyes (range of evil eye; no components other than his will to do it). Instead of black tendrils of power, the power makes the subject feel as though they are being slashed by dozens of

knives at once. This power uses 4 power points per target, takes a full round action to use, and affects creatures of less than 13th level or HD. It otherwise behaves as an *Agonising Doom* spell in regards to saving throws and damage.

Immunities (Su): Maati-fem-des is immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver benches, candlesticks, mugs etc. could be used.

Manifest (Su): As a standard action, Maati-fem-des can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action.

Sorcery Styles: Nature Magic, Necromancy, Curses.

Sorcery Spells Known: *Agonising doom, black plague, death touch, lesser ill-fortune, raise corpse, summon beast.*

Skills: Maati-fem-des's black, horrific body and inhuman head give it a +8 bonus on Intimidate checks.

CHAPTER 5 INTO DARFAR

At some point, perhaps after additional dreams where everyone around them end up dead, the characters will want to go to Darfar to find this witch and end the curse upon them. The Darfari Ngil Master will want to skirt Stygia and follow the path indicated in the map. He tells the Player Characters more about the home of the witch – that she makes her home in an ancient ruin near the swamp border. She can command animals to do her bidding and is nearly as powerful commanding demons as he himself is.

Mdahoma takes with him a small pouch of snacks he is willing to share for the journey. The snacks are small monkey heads that have been fried. He pops them into his mouth and swirls them around while he sucks off what little flesh there is to be had, including the tongue. After a bit, the characters can hear him bite through the top of the skull so he can suck out the brains. He spits out the skull and any bits of bone from cracking open the top.

He only has about twenty of these, but should anyone catch a small monkey or rodent, he will typically do this to the head after the animal has been cooked.



The Upper Grasslands

Once the characters cross into the upper grasslands of Darfar, they will be able to see the line of hills in the distance. Mdahoma will smile a toothy grin filled with filed teeth. He is home. He will tell the characters the witch they seek lives in the forests on the other side of the hills. He tells them of the great swamp that lies on the other side of the forest and to not go there.

“Ahhhh...home of grass, home of earth. I have much missed the lands of my fathers and peoples. If not for the cursed witch and her demon followers I would have come home long ago. The great forest that stretches on the other side of those hills is the home of the she-demon that haunts your dreams. She will much regret the day she defied me and cursed your dreams.”

Mdahoma turns to you suddenly, a ripple of fear crossing his face. “You must be wary of the great swamp that lies beyond the forest.” The obvious tremor in his voice becomes a whisper, “You must never go to that swamp, it is full of a darkness that does not die.”

When they start moving through the hills, a group of Darfari hunters finds them. They

are led by Mchungwa, a scout for the witch. They have orders to capture the dreaming Player Character(s). If they cannot figure out which one is the one they want, they will try to capture them all. They have been ordered to kill Mdahoma if possible. They are afraid of Ngil Masters, so they may or may not attempt to do this.

At first glance the tall grass seems to move rhythmically with ebb and flow of the wind. However it soon becomes apparent that the grass is moving back and forth contrary to the wind. All at once several nightmarish figures emerge from the tall grass. At first it appears they are demons from the deepest pits of Arallu, however as the shadowed figures step into the light their true nature becomes clear; they are Darfari hunters. They are Cannibals who thrive on the misery of others and use their flesh to sustain their barbaric lives.

Covered in thick, matted hair along with their slouching gait, lend them an aspect of the apes of the jungle. Their gleaming white teeth shine bright white from the shadows; their front teeth filed to fine points. They move with a rocking motion, swinging side to side. Their heads looked covered in black demon-like horns until they move closer and bones and wooden twigs can be seen matted in their mud caked hair.

Several of the savages sport tattoos in reds and blue covering their chests, faces, arms and legs. Suddenly one of the hunters stands erect and screams a blood curdling battle cry, the rest of the shadows burst forth from the tall grass and charge, howling madly toward the characters

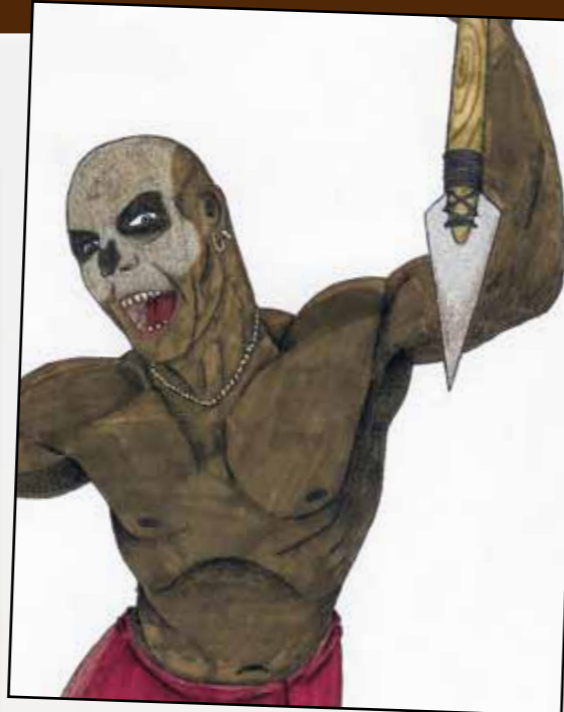


Send enough Darfari cannibals to cause the Player Characters difficulties. A set amount is not determined here because party sizes and levels vary. Games Masters should use their judgement. It is okay to kill Mchungwa off at this point, but the point of this encounter is not to actually capture the Player Characters. This should be a difficult encounter, but the Player Characters should succeed at evading capture.

If the Player Characters should get captured, they take them southward. Follow the adventure as normal, just include the Darfari and consider the Player Characters are now at a distinct disadvantage. The Player Characters will be disarmed and most (if not all) of their gear will be left behind, arranged on erected stick-figures as a warning to future intruders. They will bring the eldritch staff with them, as they like cudgels.

Medium Humanoid
(Darfari Barbarian 3);
Hit Dice: 3d10+6 (23 hp);
Initiative: +4 (+1 Dex, +3 Reflex save);
Speed: 40 ft.;
Dodge Defence: 14 (+2 level, +1 Dex, +1 Dodge);
Parry Defence: 14 (+1 level, +3 Str);
DR: - ; **Base Attack Bonus/Grapple:** +3/+6;
Attack: Club +7 melee;
Full Attack: Club +7 melee;
Damage: Club 1d8+3;
Special Attacks: Bite attack;
Special Qualities: Darfari traits, illiterate, fearless, versatility (-2 penalty), bite sword, crimson mist, trap sense +1;
Space/Reach: 5 ft. (1)/5 ft. (1);
Saves: Fort +5, Ref +4, Will +1 (-1 vs. Terror);
Abilities: Str 17, Dex 13, Con 14, Int 12, Wis 10, Cha 6;
Skills: Bluff +2, Hide +7, Intimidate +4, Listen +1, Move Silently +7, Perform (drums) +1, Perform (ritual) +2, Spot +1, Survival +6;
Feats: Endurance, Fighting Madness, Fleet-footed, Improved Unarmed Strike, Track ;
Reputation: 3 (Cruel);
Leadership: - ;
Code of Honour: None;
Allegiances: Games Master's Discretion;
Possessions: Loin-cloth, sandals, cudgel

Medium Humanoid
(Darfari Barbarian 5);
Hit Dice: 5d10+10 (38 hp);
Initiative: +5 (+1 Dex, +4 Reflex save);
Speed: 40 ft.;
Dodge Defence: 15 (+3 level, +1 Dex, +1 Dodge);
Parry Defence: 15 (+1 level, +4 Str);
DR: - ;
Base Attack Bonus/Grapple: +5/+9;
Attack: Club +10 melee;
Full Attack: Club +10 melee;
Damage: Club 1d8+4;
Special Attacks: Bite attack;
Special Qualities: Darfari traits, illiterate, fearless, versatility (-2 penalty), bite sword, crimson mist, trap sense +1, uncanny dodge, mobility;
Space/Reach: 5 ft. (1)/5 ft. (1);
Saves: Fort +6, Ref +5, Will +1 (-1 vs. Terror);
Abilities: Str 18, Dex 13, Con 14, Int 12, Wis 10, Cha 6;
Skills: Bluff +2, Hide +8, Intimidate +4, Listen +3, Move Silently +8, Perform (chant) +1, Perform (drums) +1, Perform (ritual) +2, Spot +3, Survival +7;
Feats: Endurance, Fighting Madness, Fleet-footed, Improved Unarmed Strike, Power Attack, Track ;
Reputation: 5 (Cruel);
Leadership: - ;
Code of Honour: None;
Allegiances: Games Master's Discretion;
Possessions: Loin-cloth, sandals, cudgel



MCHUNGWA SCOUT

Medium Humanoid
(Darfari Barbarian 3/Borderer 3);
Hit Dice: 6d10+12 (45 hp);
Initiative: +8 (+2 Dex, +6 Reflex save);
Speed: 40 ft.;
Dodge Defence: 16 (+3 level, +2 Dex, +1 Dodge);
Parry Defence: 16 (+2 level, +4 Str); DR: - ;
 Base Attack Bonus/Grapple: +6/+10;
Attack: Club +11 melee;
Full Attack: Club +11/+6 melee;
Damage: Club 1d8+4;
Special Attacks: Bite attack, Darfari subdual combat style (no attack penalty for non-lethal attacks);
Special Qualities: Darfari traits, illiterate, fearless, versatility (-2 penalty), bite sword, crimson mist, trap sense +1, favoured terrain +1 (swamp or forest);
Space/Reach: 5 ft. (1)/5 ft. (1); **Saves:** Fort +8, Ref +8, Will +2 (+0 vs. Terror);
Abilities: Str 18, Dex 14, Con 15, Int 13, Wis 11, Cha 7;
Skills: Bluff +2, Hide +13*, Intimidate +4, Listen +4*, Move Silently +13, Perform (chant) +1, Perform (drums) +1, Perform (ritual) +2, Spot +4*, Survival +9* (* character gains +1 bonus to these skills when in his favoured terrain);
Feats: Diehard, Endurance, Fighting Madness, Fleet-footed, Power Attack, Skill Focus (survival), Stealthy, Track ;
Reputation: 6 (Cruel);
Leadership: - ; **Code of Honour:** None;
Allegiances: Games Master's Discretion;
Possessions: Loin-cloth, sandals, cudgel

Note on Mchungwa's attacks: If Mchungwa uses Power Attack and Fighting Madness, he typically will swing his club two-handed. At full power attack, this changes his attack and damage to Club +7/+2 melee 1d8+21 damage. His hit points are 12 points higher but his Dodge Defence is 2 points lower.

Darfari Nature: The Darfari are quick to take offence and are fiery in temperament. They are utterly indifferent to human life, which makes the Darfari dreaded by neighbouring tribes. Ferocious, the Darfari treat prisoners badly, often allowing them to starve if they are not eaten. The Darfari are also rather indolent, preferring to avoid work if possible. The men would much rather sit in the main hut of their village (the palaver house) and make thatch or fishing lines so they can talk to any visitors and hear the news. They will laugh at even the slightest hint of humour despite their warlike, vengeful nature. The savage Darfari are regarded as thieves and murderers, without a hint of basic trustworthiness. Still, they are considered valuable as slaves.

Into the Forests

In this section, the Player Characters cross through the forest and have an encounter with a dragon, the Red Mist Demon and they will receive some further insight into their situation. If their guide (the Ngil Master) is lost by this point, the characters may get lost (Survival DC 15 to avoid getting lost).

Optional Rules: The Overnight in the Wilderness section of Conan: Hyboria's Fiercest has some optional rules that may be used in this part of the adventure.

The characters should be made aware that the terrain they are crossing is some of the most dangerous in the southern kingdoms. The hills are steep and rock strewn. Several large animal holes, bordering on small caves dot the hill sides. Games Masters can insert several small encounters throughout these hills without difficulty if the characters need the challenge or experience.

The forest swells with plant life that is both harmless and deadly. Several varieties of killer plants line the shadowed forest trails of this land. It is even rumoured that a dark and foreboding tree inhabits these woods that gives forth the 'Apples of Derketa'. Many brave warriors have sought out this tree, but none have ever returned to tell of its location. Several deadfalls, pit-traps and quicksand pits can be found scattered about the woods.

The witch has moved ahead of the Player Characters and done two things. She has summoned up dragons and driven them into their path, and she has awakened an ancient evil from a nearby tomb. She is arranging events in hopes of the death of the Player Characters and, if he is still alive, her old rival, Mdahoma.

At some point, the characters encounter one to three dragons. The Games Master should send enough dragons to make the characters want to run to the next scene – the Mastaba.

Optional Through the thicket was thrust a head of nightmare and lunacy. Grinning jaws bared rows of dripping yellow tusks above the yawning mouth wrinkled a saurian-like snout. Huge eyes, like those of a python a thousand times magnified, stared unwinkingly at the petrified humans clinging to the rock above it. Blood smeared the scaly, flabby lips and dripped from the huge mouth.

The head, bigger than that of a crocodile, was further extended on a long scaled neck on which stood up rows of serrated spikes, and after it, crushing down the briars and saplings, waddled the body of a titan, a gigantic, barrel-bellied torso on absurdly short legs. The whitish belly almost raked the ground, while the serrated back-bone rose higher than Conan could have reached on tiptoe. A long spiked tail, like that of a gargantuan scorpion, trailed out behind.

~Robert E. Howard, Red Nails

DRAGON

Huge Animal

Hit Dice: 16d8+112 (184 hp)

Initiative: +8 (-2 Dex, +10 Reflex save)

Speed: 40 ft. (8 squares)

Dodge Defence: 18 (-2 size, -2 Dex, +12 natural)

Damage Reduction: 9 (thick skin)

Base Attack/Grapple: +12/+32

Attack: Gore +22 melee (3d6+12)

Full Attack: Gore +22 melee (3d6+12), 2 slams +17 melee (2d8+12), sting +17 melee (2d6+6 + poison)

Space/Reach: 15 ft. (3)/10 ft. (2)

Special Attacks: Powerful charge, trample 2d8+18, poison, swallow whole

Special Qualities: Low-light vision, scent

Saves: Fort +19, Ref +8, Will +6

Abilities: Str 35, Dex 7, Con 25, Int 1, Wis 12, Cha 7

Skills: Listen +13, Spot +12

Feats: Endurance, Alertness, Power Attack, Improved Bull Rush, Awesome Blow, Titanic Blow

Environment: Warm and temperate jungle and plains

Organisation: Solitary, pair, or herd (3-18)

Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)

Dragons are enormous reptiles, covered in tough rusty-red scales and adorned with spikes. A dragon's huge jaws are surmounted by great tusks which can be used both in its great goring charge, and to clamp together and pull its victims into its gaping maw. A dragon has a body around 30 feet long and weighs about 30,000 pounds.

Dragons are legendary to the people of Kush, who recall tales their ancestors told of these great beasts that once roamed the land in an elder age. They were extinct, but were returned to life by the sorcerers of old Xuchotl to act as guardians around their city. Conan is believed to have slain the very last one during the events in *Red Nails*, though it is likely that the secrets of their resurrection can be found in ghost-haunted Xuchotl, and in any case a sufficiently powerful sorcerer could undoubtedly research the spells once more (see the *bones of life* spell in *Conan: The Scrolls of Skelos*).

Dragons eat fresh meat of any kind, and have voracious appetites. They never seem satisfied and will gorge themselves for as long as food is available. Horses and humans are particularly favoured as delectable dishes.

Combat

Dragons have a simple combat method: they prefer to charge into battle and swallow their

enemies' whole. A foe that is too large to be eaten in one great gulp will be attacked furiously until it is in bite-sized pieces. Facing a large number of small foes, the dragon will trample over them and devour the remains.

Improved Grab (Ex): To use this ability, a dragon must hit an opponent of up to one size smaller with its gore attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Poison (Ex): The dragon's stinging tail injects an injury poison. The save DC is 25, dealing initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Powerful Charge (Ex): When a dragon charges, its gore attack deals 6d8+24 points of damage.

Swallow Whole (Ex): A dragon can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 3d6+8 points of bludgeoning damage and 10 points of acid damage per round from the dragon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (Damage Reduction 6). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dragon's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Trample (Ex): As a full-round action, a dragon may move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The dragon merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if

there is a legal position that is closer. A trample attack deals bludgeoning damage (2d8+18). Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (DC 30; Strength-based save DC). A trampling dragon may only deal trampling damage to each target once per round; no matter how many times its movement takes it over a target creature.

THE MASTABA

As they pass through the dense tropical forest, still chased by the dragons, the Player Characters come to a strange clearing among the giant trees. Nothing grows in this clearing in which the trees ring around it symmetrically. The earth has not moss, fungus or lichen, but seems to have suffered a terrible blight. In the midst of this glade stands a mastaba, offering shelter from the dragons. However, this mastaba feels pregnant with ancient evil, a brooding mass of stone that seems to contain the breathing of something inhuman. The dragons continue the chase, but will not enter the clearing. Within the clearing, the characters will feel fear, an unnatural fear apart from mere mortal fear, but a fear like a cold wind blowing from the Outer Darkness. The stench of unbearable evil and ancient decay wraps around the characters – and the characters can sense they share this space with something unutterably *wrong*.

All characters in the presence of this black mastaba must make a *Terror of the Unknown* check, DC 18. The Ngil Master, if he is still with the party, will insist it is better to die a cleaner death from the dragon than to disturb whatever is trapped within that mastaba. If any Darfari Non-Player Characters are with the Player Characters (perhaps as captors), they automatically fail the *Terror of the Unknown* check. The dragons will not enter into the clearing because of the mastaba.

The stone door to the mastaba is sealed, yet one can hear the sound of footfalls within. As the characters wait, the door to the tomb starts to move as if pounded upon by something monstrous on the other side. Dust flies from the edges of the stone door and cracks appear in the centre of the door. The pounding continues

and the door bursts outward in an explosion of dust and stone – and the gaping doorway gushes blood, gallons upon gallons, coalescing into a crimson mist with blood red tendrils and elephantine hooves. (Once the demon appears, the dragons will scream and flee the area.)

CRIMSON MIST DEMON

Large Outsider (demon)

Hit Dice: 8d8+8 (44 hp)

Initiative: +11 (+5 Dex, +6 Reflex)

Speed: 40 ft.

Dodge Defence: 20 (+5 Dex, +6 natural, -1 size)

DR: 8 (billowing resilience)

Base Attack/Grapple: +8/+17

Attack: Crushing coils +17 melee (grapple)

Full Attack: Crushing coils +17/+12 melee (grapple)

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Fearful stench, crushing grapple 1d6 + 1d4 unnameable essence, soundless screaming

Special Qualities: Darkvision, billowing resilience, semi-intangible, manifest

Saves: Fort +7, Ref +11, Will +6

Abilities: Str 20, Dex 20, Con 13, Int 8, Wis 10, Cha 18

Skills: Climb +16, Intimidate +15, Jump +16, Listen +11, Spot +11, Survival +1

Feats: Crushing Grip, Improved Grapple, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Advancement: 9-12 HD (Large)

The crimson mist treads with soul-shaking and elephantine movements. It billows forth with a fearful stench in almost tangible waves, rushing headlong in a blood-like gush. It is nearly intangible and laps its enemies with coils of death and destruction. It is a pulsing red thing with neither shape nor earthly substance, yet it can trample foes underneath with stamping hooves that crack bones. As the thick cloud of blood-coloured tendrils moves, it constantly changes its shape and form.

Combat

The crimson mist usually attacks with its crushing grapple, which works as a standard grapple attack except that the unnameable essence of the creature inflicts an additional +1d4 damage.

Billowing resilience (Ex): A crimson mist demon is formed from a resilient, cobwebby stuff that springs back into place when struck, as unyielding and unharmable as air. This makes it very difficult to harm with bludgeoning weapons, which tend to simply deform it for

a moment rather than actually damage it. Piercing and slashing weapons can cut or stab right through the cobwebby stuff, separating it or poking through into vital organs. A crimson mist demon's Damage Reduction is doubled (to 16) against bludgeoning attacks of any kind.

Darkvision (Ex): The crimson mist demon has darkvision out to 30 feet.

Fearful stench (Ex): The vapours of a crimson mist demon are nauseating. Living creatures within 30 feet of the crimson mist become nauseated. This condition lasts as long as the creature is in the area of the creature and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on the crimson mist's turn.

Manifest (Su): As a standard action, the crimson mist demon can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action.

Semi-Intangible (Su): The crimson mist demon is immune to critical hits, as it has no true form beyond a collection of ichorous strands.

Soundless Screaming (Su): When a crimson mist dies, it creates a soundless scream that touches the dim vistas of the soul's consciousness and re-echoes unbearably a hideous, formless cataclysm that is the death scream of the demon. This is treated as a Demoralise Opponent effect which lasts for an hour if successful on all creatures within 10 feet.

Inside the Mastaba

The Ngil Master will know the staff will help defeat the demon more than mundane swords will. Inside the mastaba the characters will find, should they look inside the monument, an artefact that may aid them, especially if a scholar is among the Player Characters. Although Mdahoma does not mind a look around, he will not be in favour of actually looting the mastaba tomb of its treasures.

Area A: Beyond the shattered door is a twelve foot long hallway, about three feet wide and five feet tall. The dust has been disturbed by both inhuman and human feet. Painted on the walls are Stygian-style hieroglyphs and designs depicting the judgement of the dead.

Area B: This is the viewing hall of the mastaba. There are two windows in the eastern face of the hallway. There are more Stygian-style hieroglyphs and uncanny, vaguely disturbing figures in here. Light shafts in areas C and D allow characters to see the statues at the ends of those areas via the window openings. The viewing hall is four feet wide and six feet high.

Near the window to area C the Player Characters find a sacrifice. A male Darfari corpse cut open, lies on the ground (if Mdahoma is dead at this point, the sacrifice is not quite dead – he can be healed and used as a guide to the witch's ruin). Also, they find a small cylindrical single-membrane drum that sets on four carven feet. Mdahoma or any character familiar with Atlaian cults can identify the drum as an Atlaian *igbin* drum. Surrounding the drum are a large quantity of fresh human intestines and a grisly human skull with the spine still attached hangs from a thread above the whole gruesome mess. The thread is actually a strand of the witch's hair – a potential Magical Link if the Player Characters or Mdahoma care to take advantage of it. It was here the witch summoned the demon from its trap in area C.

Area B is separated from areas C and D by a one foot high, one foot wide, six foot long window shaft. At the other terminal end of the shaft, it has widened to two feet high, but retains its width. Above each window a curse is proclaimed should the tombs be disturbed. If the Games Master has access to *Conan: Stygia – Serpent of the South*, he can decide if a permanent *death comes on swift wings* spell remains in effect for tomb D.

Area C: At one end of this twenty foot long hall is a statue of a pregnant woman. At her feet is a sepulchral tablet detailing her genealogy; it reveals her name to be Neter-duau. A hundred broken and smashed ushabtiu figures litter the floor, crushed by the passage of the demon when the witch summoned it forward.

Burial Chamber Beneath Area C: A hundred feet beneath area C is the tomb of Neter-duau, the unfortunate would-be mother of a god. Around the sarcophagus are sixteen sepulchral boxes containing the clothing and personal effects of Neter-duau. The four canopic jars, made of jade, are in four of the sepulchral boxes. A cat mummy and two small crocodile mummies are nestled against the sarcophagus. Inside the sarcophagus of the woman buried pregnant (and alive), is a linen scroll. The scroll has the secrets for the *Implant Demonic Essence* spell written upon it (see sidebar). The scroll provides a +4 bonus to Knowledge (arcana) to research and learn the spell if a sorcerer is eligible for a new Advanced Spell. At a time long ago, a Stygian priest tried to create a son for the Crimson Mist demon, but was caught. He was killed and so was his subject. The Crimson Mist demon was imprisoned in the mastaba by the Stygians.

IMPLANT DEMONIC ESSENCE

Summonings

PP Cost: 4/HD of pregnant woman

Components: V, S, F, magical link

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Mortal, Permanent

Saving Throw: Will negates; see text

Magic Attack Roll: Sets DC for target's saving throw

Prerequisites: *Raise Corpse*, Magical Attack Bonus 6+, Permanent Sorcery

By casting *implant demonic essence*, you place a demon's dark essence in a nearby embryo within a pregnant woman, forcing the child to be born with the Spawn of Dagoth Hill template. The demon can choose the sex of the resulting child. The pregnant woman will die from the eventual birth of the demon-child. This spell is blocked by *warding* or a similar protective spells. If the pregnant woman intends to resist, she must succeed on a Will save.

If you are successful, the part of a demon's life force occupies the embryonic human. The child will gain the demon's Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, defence, and mental abilities. The body will form its own Strength, Dexterity, Constitution, hit points, racial characteristics, natural abilities, and automatic abilities.

Focus: A pregnant woman

The Mastaba of the Crimson Mist



Area D: At one end of this twenty foot long hall is a statue of a Stygian priest. At his feet is a sepulchral tablet detailing his genealogy; it reveals his name to be Neheb-ka and that he went rogue and broke the laws of the Temple of Set. A small army of hundreds of ushabtiu figures stand aligned in the hallway.

Burial Chamber Beneath Area D: A hundred feet beneath area D is a tomb. A large sarcophagus containing the mummy of Neheb-ka, an ancient lector priest of Stygia, is the focal point of this tomb. Around the sarcophagus are sixteen sepulchral boxes containing the clothing and personal effects of Neheb-ka. The four canopic jars, made of jade, are in four of the sepulchral boxes. A cat mummy and two small crocodile mummies are nestled against the sarcophagus. Surrounding the sarcophagus of the rebel priest is a tiny library of ancient Stygian texts (linen scrolls and dried-mud tablets) referencing the Giant Kings and their interaction with the Greater Gods and many myths regarding this curious race (statistics for this library follow this entry). A pedestal at the head of the large sarcophagus holds the broken head of an ancient statue of one of these Giant-Kings with a strange diadem around his head. Relief's carved into the wall display pictographs of their gems and jewels, each of a type unknown to man today, worn and used by the monsters. A set of gold-plated statues of grotesque monsters and strangely cut jewels and jewellery completes the sparse displays in this chamber.

Topic: Knowledge (Giant-Kings).

Ranks: 3.

Duration: 1 day (it takes one day of research to gain the temporary, virtual ranks).

Languages: The library is written in the Stygian tongue. Those who do not read Stygian (and must rely on Decipher Script for one or the other) suffer a -6 penalty to all Knowledge (Giant-King) checks made using this library. Those fluent in Stygian (but are not themselves Stygian) suffer only a -3 penalty. Priests or scribes native to Stygia do not suffer this penalty at all.

Size: Tiny (20 clay tablets and 8 scrolls).

Special Quality: One of the scrolls is actually written in the curious script of the Giant-Kings (Decipher Script DC 35) and tells about the love-affair between one of the Giant-Kings and a human woman. The scroll is 13 feet long and is broken in five places. It is extremely brittle to the touch (sleight-of-hand DC 22 to open or handle it without pieces of it crumbling off).

Once the characters decide to leave the mastaba, they will travel south to the ruin where the witch is said to live. The dragons have left the area because of the demon.

Threshold of Darkness, the Adventure Continues

Having published parts 1 & 2 of the Conan adventure, by popular demand we

are going to publish the remaining parts and offer the whole adventure as a downloadable PDF from The Ancible Store.

This will mean that all you people out there who can't wait for the next issue of The Ancible will be able to get their hands on the entire adventure in one easy to download PDF.



The Origins of

GOT

Jed Norton talks to Ted Chang

We here at The Ancible have known Jed Norton of Antenociti's Workshop for a number of years and on many occasions he has mentioned that one day he would produce his own line of figures and vehicles. Well, finally it has happened. Having seen the quality of all the other stuff Jed does we were all quite keen to get the low down on what he has been up to and to find out a bit more about his latest project.

We caught up with him in between running around moving domain names, populating web sites and generally having a bit of a mad time of it. So to add to his stress we decided to ask him some silly questions and take pictures of his new range.

TC: Where did the idea for GOT come from and what is it about?

JN: Governance Of Technology was one of two game concepts that I wrote in 1998 when I was working in the computer online gaming industry. When we decided to produce our own range of figures it seemed natural to use the universe that I had written all those years ago.

TC: Tell us a bit more about Governance of Technology

JN: To understand GOT you need to know a bit about the Technological Singularity and what Technology does for a society:

Technological Singularity

"The term 'singularity' applied to intelligent machines refers to the idea that when intelligent machines can design intelligent machines smarter than themselves, it will cause an exponential growth in machine intelligence leading to a singularity of infinite (or at least extremely large) intelligence."

Technology:

"...the sum of the ways in which social groups provide themselves with the material objects of their civilization."

Essentially our society has its foundation set in technology: from the first use of tools through to today's Internet, our society advances through the advancement of our Technology. This is obvious to us today by looking at the groups using the Internet, be they working groups, socials groups or gaming groups, without the technology they simply could not exist. At some point (if not already) our technological advancement will rest upon the capabilities of machines to do a lot of the 'thinking' for us: without them our social advancement will slow or even stagnate.





In GOT we created a future where humanity is 'regulated' by Machine Intelligences (MIs) limiting what technology individual societies, or habitats, are allowed access to. Those that stick to the rules and show an enlightened approach to society and Sentient Rites are allowed access to higher technologies. Those that have restrictive laws, breaks Governance Laws or breach Sentient Rites, are restricted in what technology they have access to. Humans still govern humans and there are many different types of governments, however they are all monitored, regulated and policed by the Governance of Technology Agency (GOTA).

GOTA is an independent organisation created by the MI's from old-earth national forces; its job is to police the Governance Laws and peace enforcement. As such it has both military and police departments, as well as huge administrative and technology departments. In some respects it is the most powerful organisation in human history, yet it governs no habitat and has no worlds of its own.

The GOT system has worked well but has itself created many problems – most notably the regulation of the different levels of technology. 'Hi-Low' crime is the most prevalent where high-technology-level criminals take advantage of lower-tech societies. This is represented in kidnapping, extortion, tech-smuggling, industrial espionage and all other manner of crimes where a higher level of technology grants an 'unfair' advantage. In all such case the Agency will become involved to help the local government resolve the problem (and ensure that the locals don't steal the higher technologies!). This creates a network of vastly differing environments in which to game: from a WWII level of technology through to post-human man-machine interface and beyond.



TC: Can you tell us a bit about the setting of GOT?

JN: When we decided to produce GOT we wanted to make a complete universe and give the gamer the opportunity to make a distinct and complete gaming environment. As such we are making more than combat figures and have civilians, non-military robots and plenty of scenery and vehicles to fit a distinctly non-dystopic future.

We didn't want to go the way of most sci-fi games which seem to exist almost entirely in neo-gothic ruins and rubble: we wanted to give the gamer a chance to build a setting that was truly futuristic and looked it: so we have everything from tiny maintenance bots to the human sized I-Bot, cryo-chambers, futuristic wheelie bins, sleek civilian cars (even a lorry!), lampposts, luggage, shipping crates, parking meters and 'phone' booths. Plus, of course, various military units from the near-future to the far-future.

TC: How are you designing the GOT Range?

JN: We are combining elements of both traditional model-making and computer-assisted design, 3D printing and such like, to produce sci-fi scenery with exquisite detail down to 0.3mm accuracy and utilising laser-etching, OHP-printed and photo-print screens, along with designs produced specifically to allow some elements to be lit by LED or fibre optics.

TC: What is the all important scale of GOT Range?

JN: Our figures and scenery are based on a figure height of 30-32mm to the eye: That puts them the same size as Heresy, Hasslefree and Infinity figures. Yeah, I know, most of which are termed as '28mm' figures... but please let me dodge the arguments over figure scale and just say they look right put next to them.

TC: OK so you have us all hooked. When can we get our hands on the shiny stuff?

JN: We are aiming at a release for SALUTE 2010 (Late April), with the initial run consisting of 12-18 Agency troops/staff, four Terminus Police, six Civilians, four robots, four security figures, 30+ pieces of new scenery and three new vehicles.

Whilst the initial release is quite substantial we intend to keep expanding the range slowly but steadily, with the initial emphasis on scenery and vehicles over the next six months. We will be distributing most of the range down the line and will be looking for overseas distributors in the later half of this year. Some models will be exceptions and only sold directly – mostly large items such as the bigger vehicles that just work out too expensive to sell any other way. In the meantime everything will available directly from Antenociti's Workshop.

TC: How do you see gamers using the range?

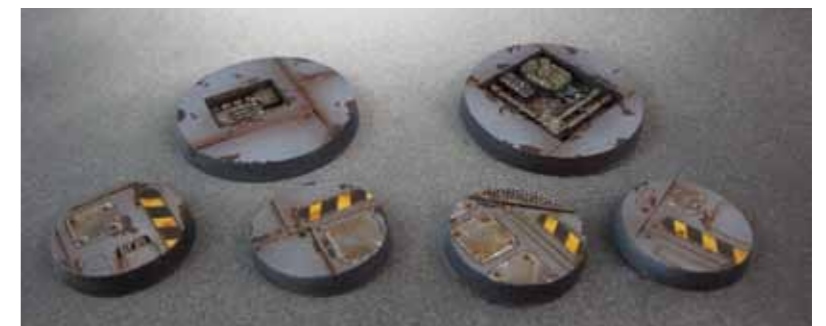
JN: The figures and vehicles can be used in any sci-fi game to add depth. At the moment we have no plans to create a set of rules although we have a set of modified rules using the Infinity ruleset, which we have found to work very well.

TC: Where can we get more information?

JN: We have a supporting website for the GOT universe which will include a lot of back-story as well as plans and tutorials for building scenery and tables to fit the GOT universe or other non-dystopic sci-fi settings.

TC: Thanks for your time Jed, and good luck with GOT.

JN: It was a pleasure, Ted. I hope everybody out there likes what we are doing.





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TC: Thanks for your time Jed, and good luck with GOT.

JN: It was a pleasure, Ted. I hope everybody out there likes what we are doing.



True Human Bruiser

Master Class Painting Guide by Rune Kappel

Welcome to a tutorial describing how to paint one of the new *Dark Art Miniatures Brutal* models. It is a *True Human* fighter from the *Bruiser* class.

This tutorial covers the painting of the miniature from A-Z with extra attention to a couple of key areas on the miniature.

Please notice that the miniature has been photographed in sunlight. This gives a very realistic light dispersion and contrast, but the light can change the way the camera balances the colours. Therefore there are slight changes in the colour balance from picture to picture – depending on how the weather in Denmark was at the time of photographing!

To obtain the optimal result of this tutorial you should be familiar with blending and glazing techniques and also know what object source lighting (OSL) means.



1) The Miniature has been assembled and primed. The priming was done by spraying the whole miniature black and making sure (with a brush and normal paint) that all uneven and difficult to reach places are covered. Following this I airbrushed the miniature from above with a light brown colour to map out where the highlights should fall. This technique is useful when highlighting after the 'zenith-light' method, where we imagine that light is coming from above the miniature. If you don't have an airbrush, don't despair. You can simply use a white spray and create a similar effect.

2) The skin has now been painted. I based with *Vallejo Model Colour Brown Rose* and then shaded it down. The shading colour was mixed by adding *Citadel Chaos Black* and *Liche Purple* to the base colour, and then blended in. I shaded the skin almost all the way down to pure black. The skin was then highlighted by mixing white into the base colour and blending it smoothly over the base colour.

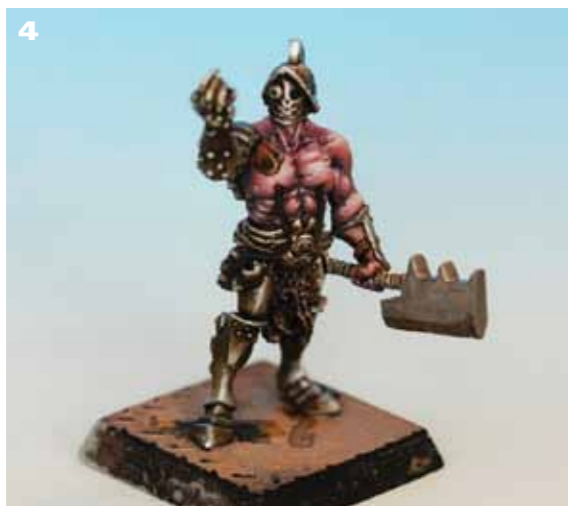


Lastly, three glazes were applied. The first one consisted of very thin *Citadel Bestial Brown* to give the skin a more brownish nuance. Secondly, a dark grey glaze was applied, to create a more realistic shadow and, as a final point, I applied a very thin glaze of *Chaos Black* in the darkest areas.

3) A large portion of the miniature consists of armored plates, and these were painted a metallic colour. I used *Citadel Boltgun Metal* as the base colour and shaded with a very thin mix of *Chaos Black* and



Citadel Snakebite Leather. This gives a nice, oily look, without the metal looking rusty, because that is not the look I am going for. What kind of futuristic gladiator lets his armor rust anyway? The metal was then shaded with pure and very thin *Chaos Black*. The highlights were simply done by blending *Citadel Mithril Silver* over the metal colour. For a final, very shiny, highlight I painted the metal pure white, and then went over the white yet again with *Mithril Silver*. The white colour will shine through the metal colour, and make it even lighter.

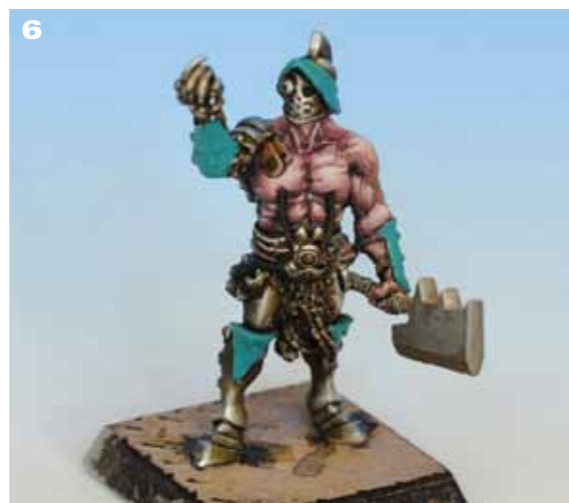


4) Some details have now been painted, primarily the leather parts on the miniature. I base with *Citadel Vermin Brown*, shaded with *Vermin Brown* and *Chaos Black* and highlighted with *Vermin Brown* and *Citadel Bleached Bone*.



5) The next detail I will take you through step by step, because it's a bit special. It is a technique for creating scratches with liquid latex. I use

Vallejo Liquid Latex, which is a flowing, rubber-like substance that dries up when exposed to air. It is difficult to see, but on the close-up you can see 'snot'-like dots on the metal. That is the latex. I chose to apply it on the kneepads, the arm greaves, and the rim on the helmet. I applied it with a sculpting tool and took care not to simply create round dots, but uneven shapes. Don't use your brushes, they will get utterly ruined.



6) The colour I chose to cover the armor in is applied over the metal colour and the latex. I based with *Vallejo Model Colour Green Sky*.



7) The turquoise colour is shaded by mixing *Snakebite Leather* and *Chaos Black* into the base colour which I then blended into the base colour. The highlights are created by mixing white into the turquoise colour, which I then blended into the base colour.

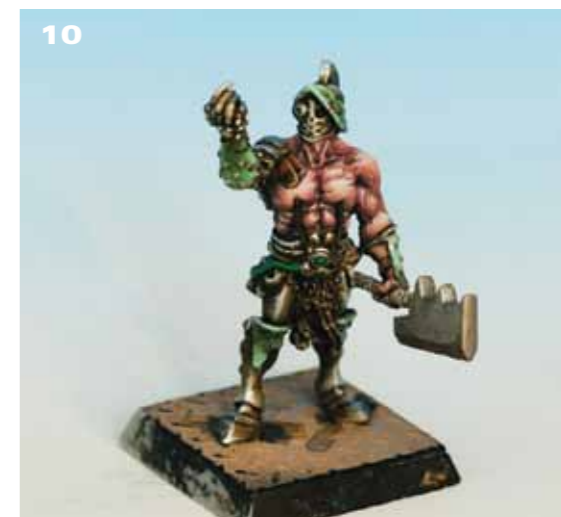


8) The latex is now removed by carefully rubbing over the surfaces with a *Colour Shaper*. If you don't have a similar tool, you can use something similar, like a rubber/eraser. The difficult part is actually to remember where you put the latex dots...

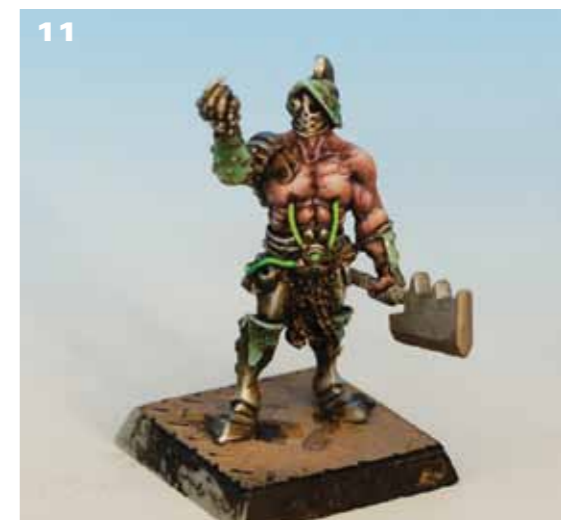
What will happen is that the latex will peel off and take the turquoise colour with it, creating the very convincing effect that paint has been chipped off the armor.



9) The finished result with all the latex peeled off.



10) The next thing I will focus on is the button at his stomach. This is a button that releases combat-drugs from a canister on the back of our badass fighter and into his chest. I wanted this to look potent, so I chose a green colour, both for the wiring and the button. *Citadel Snot Green* is applied as base colour.



11) At this stage I had highlighted the wire and the button by mixing *Citadel Sunburst Yellow* and white into the green. The two top wires are based with this lighter colour, to make them lighter than other wiring. This is to signify that the drug has been released and is pumping into the chest.

12



12) A final highlight is blended in with pure white.

13



13) The first highlight colour; that was a mix of the green, the yellow and the white, is then thinned down, and carefully glazed over the surrounding areas (chest and metal parts), to create the effect that the wire and the button is glowing. This is called source lighting. I only used the one colour, and blend/glaze it to

14

become more transparent, as the colour gets further away from the fictive light source.

14) The finished miniature.

Some details have been added, primarily the missing metal areas have been shaded and highlighted and blood has been applied. The blood effect is very simply created by mixing *Citadel Blood Red*, *Chaos Black* and a shiny varnish, and applying it with a sponge to create a spattered effect.

Additional Extras

I also painted a barcode onto the fighter's shoulder. This is the fighter's identification number as all fighters start with an I.D rather than a name. Names have to be earned in the Brutal arena. You must have a steady hand for this and a very thin brush with a perfect tip.

I hope this little insight into how I painted this miniature helps you develop different skills.

Rune



Faction Wars

Preview

On our recent visit to the Crusade show in Penarth, one of the participation games we stopped and had a look at was Faction Wars.

Faction Wars is a science fiction skirmish game with each player fielding around a dozen miniatures. The premise of the game is similar to other skirmish games in that it is fast-paced and pits two opposing forces against each other in a scenario.

The players who were having a go at Crusade seemed to pick up the rules quickly enough and were having fun. The scenario featured a corporation security squad defending an industrial facility against an incursion by the Ideologian clerics. The clerics had some interesting tactics, infiltrating suicide bombers into the corporation player's lines. The terrain was all custom made for the show and featured some interesting details like a telephone booth and advertising hoardings!

We spoke to Darryl Morton from Fire and Forget Games, the publishers of the game and asked him how the game came about. "We wanted to create a sci-fi game that would appeal to a wide range of players. The rules are very easy to pick up. It only takes a couple of short games to familiarise yourself and from then on the game play flows smoothly. However, there is enough detail for players who want to get into the minutia of the stats and combining different skills to create their squads."

He continued, "Unlike some other gaming companies, we also wanted to encourage players to use whatever models they already own. There are some fantastic miniatures on the market, so why not use them? We do have plans to bring out a range of our own miniatures as well, which should be available later in 2010."

Faction Wars is due for publication in April. We will be featuring a full review of the rulebook in a future edition.



Infinity Miniatures Review

by Jez Fairclough

New releases



Moderators from Bakunin (Combi Rifle, Combi Rifle+Marker)

Moderators (Combi Rifle, Combi Rifle + Marker). This Nomad light infantry troopers, dressed up with a strong manga style, are the core of the Jurisdictional Command of Bakunin where they can take profit of the Infinity Fireteams: Link Troops rule. Moreover, the Marker weapon option, which can increase the Hackers' area of effect, becomes this release in a "must have" for any Nomad player.



Hassassin Bahram (Haqqislam Sectorial Starter Pack)

Hassassin Bahram Sectorial Starter Pack. New release! A new miniature box containing a compilation of previously released figures. The best choice to start the Hassassin Bahram, the first Haqqislamite Sectorial army released. In this box you'll find 2 Daylami Infantry troopers (one with Rifle + Light Shotgun and the other with a Panzerfaust); 1 Muyib with Rifle + Light Shotgun, the multipurpose soldiers of the Hassassin; 1 Lasiq with Viral Sniper Rifle, a specialized and lethal sharpshooter; 1 Ragik with Rifle + Light Shotgun, the Hassassin airborne troopers; and 1 Fiday, the killer elite of the Hassassin Society. Enlist to the Hassassin to perform the darkest operations in defense of Haqqislam!

Kempeitai (Combi Rifle)

Kempeitai (Combi Rifle). The versatile Combi Rifle is a very interesting weapon option for this second-in-command figure to defend the Zone of Deployment of the Yu Jing forces and the Japanese Sectorial Army, but even more interesting if it is used as Mercenary Impersonator against any Yu Jing army. This sinister and subversive female warrior is ready to fight for the independence of the Japanese people.



Devas Functionaries (Combi Rifle)

Devas. (Combi Rifle). The Deva Functionaries are the backbone of the ALEPH'S humanoid forces. They protect the interest of the one and only legal A.I. of the Human Sphere, but also can be transferred to Panoceanian Neoterra Sectorial Army to act as liaisons, field advisors and, if necessary, a combat support force. Now, all PanOceanian players can get this figure without have to buy the ALEPH Starter Pack!

Nagas (Sniper)

Nagas (MULTI Sniper). The jungle infiltrators of ALEPH can be fielded too in the Panoceanian Acontecimiento Sectorial Army to help the humanity to fight the alien menace of the E.I.'s Combined Army in the Paradiso theater of operations. This gorgeous female sniper has been modelled with all the curves and lethality that a designed biosynthetical body can have!



Kill 5 Minutes Online... ...and Learn Something New

Okay once again it's my chance to broaden your surfing habits with sites to gaze at when you should be working.

Thanks again to everyone who has sent stuff in and it's always great to see the same sites listed as well as a few that I'd never heard of as well.

So without further a do let's look at this issues bag of fun.

By Jez Fairclough



Thanks to Marijn Bierhof for this one: Massive Voodoo

(<http://massivevoodoo.blogspot.com/>).

I have to agree with him it's a great site, lots of stuff on there and the tutorials are good as they have loads of depth and information. Certainly a site I will keep my eye on and as Marijn suggest read over whilst drinking my coffee or tea in my case.



Tabletop Gaming News

(<http://www.tabletopgamingnews.com/>)

is certainly a site that many people have suggested so far and it's a site I check maybe 2-3 times a day. It's a great site for all the latest news and whilst they don't find out about everything they certainly get to know about a lot of things. The comments at times can get people fired up about certain subjects but Zak always seems to run the site with a fair and level head. Ian and Ted prefer The Miniatures Page, though, and a Google search of TMP will hit it in the top four. Either of these sites will keep you well informed about the goings on in wargaming and TMP has literally dozens of forums to poke your nose into.

The last site, and by no means the least, is the Oz painters' forum (<http://www.mainlymedieval.com/ozpainters/index.php>). This community site has some great painters on it that are more than willing to divulge their secrets. A very friendly bunch as well who seem to really go the extra mile to explain stuff to those of us that have our brains in neutral.

So that's my lot for this month. I look forward to some more suggestions for the next issue. As before, if you want to send in some suggestions you can find me at jez@the-ancible.com.



In the next issue...

ISSUE 4

THE Ancible

Your portal to Sci-Fi and Fantasy Gaming

**Incurstion
Aeroneuf**

**More Fun
With
Cardstock**

Full Exillis review

...Available May 2010

MAELSTROM GAMES

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With the same discounts available in-store as online at www.maelstromgames.co.uk - from 10-15% off RRP - and **free postage** worldwide, there's absolutely no reason why you shouldn't visit the **Eye of the Storm** for your own version of wargaming heaven!

January through to **June** pushes **Phase II** of our exciting project into the stratosphere, with tournaments, hobby days and other events being held in just a part of the **Eye of the Storm's** huge gaming hall. With us open to the public during the day and on two week nights, **Tuesdays** and **Thursdays**, until **11pm**, we really are the place to go for wargaming in the United Kingdom!

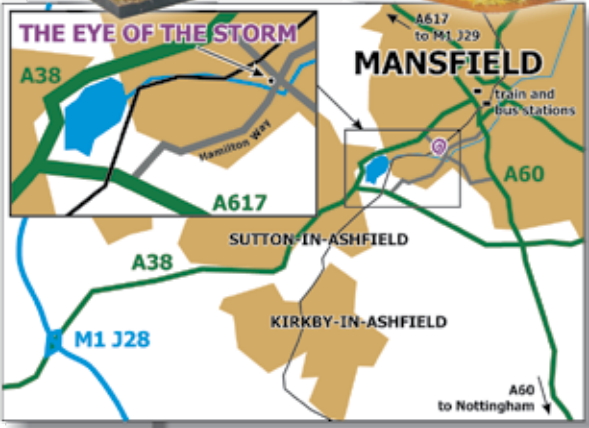
Weekends are mostly reserved for events but the **store**, with two gaming tables and a painting area, is more than capable of serving your wargaming needs!



EVENTS AT THE EYE OF THE STORM

for more information visit events.maelstromgames.co.uk

- Sat 27th - Sun 28th Mar
Maelstrom Mid War Eastern Front Flames of War tournament - TICKET ONLY
Sturm über dem Osten
FLAMES OF WAR
- Sat 3rd - Sun 4th Apr
Maelstrom Hordes & Warmachine Blood & Iron tournament - TICKET ONLY
Savage Skies II
WARLORD GAMES
- Sat 10th Apr
Maelstrom Infinity open day - get into Infinity with our demo team!
Sphere of Ouroboros
INFINITY
- Sat 17th - Sun 18th Apr
The Dragon Slayers are holding two one-day tournaments, Saturday for Warhammer and Sunday for Hordes and Warmachine!
Dragon Slayers Bash
WARLORD GAMES
- Sat 1st - Sun 2nd May
Maelstrom Warhammer 40,000 tournament - TICKET ONLY
Warp Storm II
WARHAMMER 40,000
- Sat 8th - Sun 9th May
Maelstrom Blood Bowl tournament - TICKET ONLY
The Maelstrom Cup
BLOOD BOWL
- Sat 15th - Sun 16th May
Maelstrom The Uncharted Seas tournament - TICKET ONLY
Seas of Rage
THE UNCHARTED SEAS



EVERY TUESDAY AND THURSDAY NIGHT is wargames night, from 6pm to 11pm!
all wargaming systems are welcome!

we are open on all other days from 10am to 6pm, including Sunday!

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Matlock Mill, Hamilton Way, Mansfield, Nottinghamshire. NG18 5BU
call us on 01623 629 425 or e-mail us at contact@maelstromgames.co.uk