

MONGOOSE PUBLISHING PRESENTS

Signs & Portents

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Bandits at Six O'Clock!

Expanded Aircraft Stats for Victory at Sea

Iron Thunder, part 3

More Ships for the American Civil War!

The Icthus of Life

Not so monastic goings on in this Hawkmoon scenario

Plus. . . The Babylon 5 Thieves Guild, More army cards for the USAF, Shapeshifting RuneQuest Magic, Extinction Protocol and much, much more!

Signs & Portents 54

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Welcome to the latest issue of Signs and Portents, crammed full of gaming material as usual, although this month both the Roleplayer and Wargamer issues have been combined into a single mighty magazine! Never having written an editorial before I was left wondering what to write, so I looked at my predecessors last few efforts. Big pictures. Ramblings about nicknames. Potatoes. I see I am going to have a lot to live up to.



So, with the recent reorganisation at Mongoose, I was handed Signs and Portents this month with the words 'Don't worry, almost all the editing work has already been done already.' Frankly I would have preferred to have been allowed to continue to spend my time smelling bottoms, but there you go.

Much, much later and I still have a shed load more work to do. Not to mention this editorial.

As I appear to have an awful lot of space to fill and not a lot of time left I will follow tradition and include a spiffy picture of a warrior from the forthcoming RuneQuest campaign and sourcebook *Dara Happa Stirs*.

Now I have finished this off I can go find my favourite possession, which some four-eyed git keeps trying to throw away. No matter how often he tries this I will always find and return it, as a matter of principle!

Arf, arf.

Milo

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Convention and Events Diary

K2 2008. Killarney Country Club, Killarney, Ireland.
Friday 7th - Monday 10th March 2008.
lir@lspace.org

TravCon 08. Redwings Lodge, Sawtry, UK.
Friday 14th - Sunday 16th March 2008.
<http://www.bits.org.uk>

Salute 08. ExCel Centre, London, UK.
Saturday 19th April 2008.
<http://www.salute.co.uk>

Mongoose Hall 08. Croft Sports Centre,
Swindon, UK.
Sunday 11th May 2008.
<http://www.mongoosepublishing.com>

Tentacles 2008. Castle Stahleck, Bacharach, Germany.
Friday 9th - Monday 12th May 2008.
<http://www.tentacles-convention.de/>

UK Games Expo 2008. The Clarendon Suites, Stirling Road,
Edgbaston, Birmingham, UK.
Saturday 31st May - Sunday 1st June 2008.
<http://www.ukgamesexpo.co.uk>

Q-Con XV. Queen's University Belfast Students' Union
Friday 27th - Sunday 29th June 2008
www.q-con.org.uk

Continuum 2008. John Foster Hall [also known as New Hall],
Leicester University, UK.
Friday 1st - Monday 4th August 2008.
<http://www.continuum.uk.net>

Gen Con UK 2008. University of Reading, Berkshire, UK.
Thursday 28th - Sunday 31st August 2008.
<http://www.horsemenevents.com/>

Game '08. New Century House, Manchester, UK.
Saturday 1st - Sunday 2nd November 2008.
<http://www.game08.eu/>

ConQuest VEGAS

On April 18th-20th 2008 (the weekend before the GAMA Trade Show), ConQuest VEGAS will play host to what could potentially be the largest A Call to Arms Tournament in the US.

Check out <http://www.conquestvegas.com> for more details on this event, or call 805 218-9590

THE BATTLEFIELD IS EVOLVING

A Look at the Battlefield Evolution System by Matthew Sprange

A little while ago, I posted a few ideas on how we thought Battlefield Evolution should progress as a system. Those ideas have been mulled over, discussed and your own thoughts on the game have been carefully weighed and considered. We can now reveal a little more of our plans...

The Rules

Almost everyone who has played Battlefield Evolution has been hooked by it. The rules are very easy to learn, are instinctive, and allow anyone to pick them up very quickly. They play fast, and yet give a good feeling for up close and personal battles, whether they involve a few small squads fighting over an important objective, or a full scale clash featuring infantry, armour, support units and gunships!

Well, we have not been idle. For the past few months, the core rules have been revised and rewritten (with the help of members from our demo teams, the Mongoose Infantry) for Starship Troopers.

Starship Troopers

The original Starship Troopers miniatures game was the first true incarnation of the Battlefield Evolution rules (though they were not called that at the time, and they had heavy roots in Gangs of Mega-City One, which is perhaps the true birth of the game). Gamers got to grips with the rules immediately, though many commented there was a lot of page flicking needed to access all the special rules.

This is something we fixed in the advanced rulebook for Battlefield Evolution (after condensing the entire core rules to a single double-sided sheet for the box sets!). When we came to rewrite Starship Troopers, we took the lessons we had learned from this book, and the new rules have become a blend – the breadth and depth of the original Starship Troopers, combined with the clarity of Battlefield Evolution.

So, expect traits back in a big way, along with detailed army lists, unit options, tunnel markers and all the rest. Along the way, we have also revised the rules in areas that had become sticking points in the past, such as terrain, cover and close combat (the latter now moving much swifter in play).

This manuscript was to form the basis of the new Battlefield Evolution – fitter, leaner and meaner than ever before!

Battlefield Evolution: World at War

Those of you who regularly frequent our forums will have heard we have also been working on a World War II miniatures game. It had originally been written using the original Battlefield Evolution rules (advanced rulebook version). It was therefore simplicity itself to update it to the new rules set, plus a few additions here and there that aid the transition to the 1940's.

This set the scene and the method for us. The core rules were remaining the same whether we were fighting in France or on Klendathu. What made the difference were the 'advanced rules' chapters, which included the 'scene setting' rules such as suppression or tunnelling, and the army lists.

This was something we had noted before when working on Starship Troopers Evolution (and A Call to Arms, for that matter, with our purely unofficial Star Wars modifications). Core rules could remain identical, and yet the entire feel for a game could be altered by just a few key changes and the units used.

With playtesting for the World at War army lists well under way by the German contingent of our own MI, it was time to return to the present. . .

Battlefield Evolution: Modern Combat

So, we have a solid set of heavily playtested core rules, plus a whole bunch of gamers wanting a replacement to the original Battlefield Evolution. Add

to that, my own desire to go crazy with Revell and Airfix kits, and the scene was set for us to come back to a Modern Combat game. Only this time, it would be bigger.

We approached this game in the same way as World at War. The core rules were more or less immutable (having been used for modern combat already, that is little surprise), and so we only need tweak with the advanced rules, and start on the army lists.

With Starship Troopers, we worked hard to make the army lists easier to understand, include more options, and yet take less space on each page (no more constant flipping while picking an army). This format was easily ported to other Battlefield Evolution games, and we have used it for modern combat. This meant we could progress with the writing of the rulebook extremely quickly and as I type, in fact, it is complete – all that remains is the playtesting. So, while we have set no firm release date for modern combat, you are likely to see it a great deal sooner than you might have thought. Another advantage of the Battlefield Evolution system.

Army Lists

Next month you will see the prototype British Army list, in pre-playtest form. Not all the units we intend to include are in there yet, and you can pretty much ignore the points costs! Also, there will be several items buried here and there that will be quite unclear to most – remember, this army list uses the latest generation of Battlefield Evolution rules, which we have not made public yet (sorry).

However, I know dedicated gamers like pouring over such lists while trying to figure them out, so let me give you a few pointers to watch out for.

First, you will see the new army list format (though not how it will finally be laid out in the book). It owes far more to the original Starship Troopers than the Battlefield Evolution cards, but we have got rid of wasted text and used a common format for unit composition and options – we used to use two separate entries for what models a unit contained and what weapons they carried. Now there is just one. Simple stuff, but it all adds up to make a difference.

If you take a look at the basic infantry section (squad to you American types), you will see an option for a Warrior to be purchased with the unit, removing the need for a ‘Transport Asset’ while giving the option to take a mechanised platoon. There is also an option, long wished for in the previous game, for anti-tank weapons. Before, we used a new unit card for this upgrade – now, it is just one short sentence within the options.

You will see we have made tweaks to the power of anti-tank weaponry and the points values of armoured vehicles. My one regret with the previous version of this game was that the armour of tanks was way too thick compared how they fare in the real world (yes, we have all heard stories of Abrams surviving hits from three thousand RPGs – start throwing decent warheads around, however, and the statistics soon change). This time round, you will have to use your tanks with caution, sending infantry to fan out ahead of them to clear buildings of anti-tank weaponry.

If you drifted to the Armoury section, you will see weapon types from the original Starship Troopers are now gone, but that traits are firmly back. Again, there are a lot of changes here.

Accurate, for example no longer adds a target’s Size to your Damage Dice, but allows a re-roll – much more suitable for sniper rifles and guided missiles. The Slow trait stops a weapon from firing more than once a turn (mimicking the Pack type of old), but the old favourites such as Lethal Zone and Piercing are still there.

Sharp eyes will spot there are now levels of cover in the game, and that FIST is good at circumventing it. And Land Rovers are in the game. Which can only be a good thing.

Ready to Evolve?

So, as I said on Planet Mongoose, by the end of this year, there will be three Battlefield Evolution games to get to grips with, ranging from the war torn nations of World War II, through today’s world, up to battles among the stars. Best of all, if you know one game, you will automatically know them all, with just a quick revision of advanced rules and army lists to get you up to speed. You will also have a chance to add your own units, armies and settings, but more on that at a later date.



**BATTLEFIELD EVOLUTION:
WORLD AT WAR
28MM WORLD WAR II WARGAMING RULES**

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Design Workshop

A Semi-Regular Column Looking at Game Design Decisions by Matthew Sprange

This month, I want to take a look at Carriers in A Call to Arms, sparked off, as usual, by a debate on our forums (and I must thank our forum visitors, you really do provide a great deal of material for articles like this!).

The question, posed by Phoenixhawk (an old Battletech player, perhaps?), was regarding the new Vree Xeel-class war carrier. How can the Vree have a carrier when it does not have the Carrier trait? Surely some mistake?

The first reply was close to the mark – it is a carrier, just not a very good one. However, there is a bit more thinking behind the design than just this.

By the same token, there is more to being a bona fide carrier than just throwing fighters out of the nearest airlock. You need complex mechanisms to disgorge them safely, and to do so while under fire. You need to get them returning to the flight deck just as quickly. And, once outside, you need a highly effective command and control system so they can work their way clear of the ship and into battle.

Any ship whose primary purpose is to carry fighters into combat can be called a carrier. But that does not mean it automatically earns the Carrier trait.

So, to answer the original question, the Xeel may carrier four flights of fighters, but it does not have the facilities to service them as quickly and efficiently as other, similar, vessels.

The Psi Corps Fighter Carrier was another ship quickly cited as having this problem. After all, the Black Omegas are all but hanging from the bottom of the ship, surely they would be able to drop all at once? Well, maybe. Remember, however, that the Fighter Carrier is a glorified freighter, with far more effort put into making it invisible than making sure the (highly skilled) pilots have every possible convenience.

All that said, the Fighter Carrier can drop both flights at once, by using the Scramble, Scramble! Special Action. Basically, you just need the crew of the Fighter Carrier to be awake and alert to do the full drop. Surely that is not too much to ask (it is not as if the Fighter Carrier will be lining up for a Concentrate All Firepower!)?

The Big 'Uns

Beyond the wannabe carriers and 'proper' Carriers lie the Fleet Carriers. These are something else again, with facilities to make other ship captains weep.

The idea of a Fleet Carrier is that, like today's carrier task forces, it forms the centre of a fleet, in much the same way a dreadnought or heavy battleship might. It will have the highest ranking commanders on board, with a powerful suite of command and control systems designed to master not just its own fighters, but the entire fleet, from the smallest shuttle upwards. This is why you will rarely see a Fleet Carrier that does not also have the Command trait.

As for the fighters themselves, well, they are spoiled if a Fleet Carrier is present.

Those same command systems grant a bonus to dogfighters, as a whole bank full of fighter controllers vector them onto appropriate targets and warn them of potential ambushes – you have to figure that a full blown space battle, with ranges as short as they are in Babylon 5, is a pretty confusing place. Check out the fighter scenes in View From the Gallery in season five, and try to figure out how long you would last in that battle!

Fleet Carriers are also large enough to have not only a huge swarm of flights on board, but to launch, land and turn them around with lightning speed. The recovery rule for Fleet Carriers represents damaged flights returning, battered and bruised, before being quickly patched up or (more likely) having lost fighters replaced. It also represents fighters being refuelled and rearmed for another attack, though the actual mechanics of this are out of scope for a fleet-based game.

The basis for all of this, at least as far as Carriers and Fleet Carriers are concerned, is partly based on what you see on screen with Babylon 5 and its Starfuries launched from the Cobra Bays. It is the Cobra Bay design and effective traffic control that gives the Babylon 5 station its Carrier trait – however, we have seen nothing in the series to suggest that its command and sensor capabilities are anything particularly special (check out Sheridan's conversation with Ivanova about this in Point of Departure, season two), so it does not get Fleet Carrier.

The other inspiration, of course, is the new Battlestar Galactica. If you fancy a look at science fiction carriers (plus plotlines worthy of Babylon 5), check this series out. You'll thank me.



Bandits at Six O'Clock!

Expanded Aircraft Stats for Victory at Sea

by David Manley

This is the latest in my series of articles that documents the various stats that were generated for the “Order of Battle” supplement but which did not make it into print. This time we soar above the waves and concentrate on aircraft.

The tables below cover over nearly 300 different types and variants of aircraft. Within it you’ll find the familiar, the less familiar and some downright obscure types. Those of you who have seen my variant pieces on the worlds “minor” navies will recognize many of the types in the latter category! However, if experience of naval wargaming over the decades (gosh, yes I do count it I decades now) has taught me anything it is that WW2 era naval gamers just love to use weird and wonderful aircraft types whenever possible! Despite this there are many types still not covered in the tables. The stating system is, however, quite highly automated provided I have access to the required aircraft data. If there is a type missing for which you’d like to have the stats drop me a line or PM via the MGP forum and I’ll see what I can do to generate them.

Additional Rules

Another couple of bits that didn’t make it into OOB were some alternative attack types for bombers. These are included here.

Level Bombing

Aircraft Attack Dice are calculated based on individual bomb mass and the total bomb mass carried by a flight of aircraft. This leads to very high AD values for some aircraft, principally level bombers. However, the record of level bombing against mobile shipping was truly awful during WW2. Using the AD values as they are gives unrealistic results. Instead, level bombing becomes a 2 stage process when used against a mobile ship any ship with a

current speed of 1 or more).

Stage 1 – Roll 1d6 per AD. Each roll of 6 means that AD’s bombs have landed close to the ship. Only these bombs have a chance of damaging the ship.

Stage 2 – For each AD that has landed close to the ship roll to attack as normal.

Example: A flight of B-17s is attacking a convoy of Japanese transports (Target number 5+) off Midway. The bombers have an AD of 15. One ship is selected as the target. The attacking player rolls 15d6 and scores 3 sixes. Three AD land close. He then rolls 3d6 scoring 1, 4 and 5. The B-17s score one hit on the target.

AA Fire at Level Bombers

Whilst level bombers are at a disadvantage when attacking ships they do have one defensive advantage in that they generally attack from medium to high altitude, above the effective engagement envelope for small calibre guns. Ships may only use half their AAA AD against level bombers. Fractions are rounded down.

Skip Bombing

Skip bombing was attack practiced by specialist air formations. It was pioneered by RAF and Italian aircraft in the Mediterranean and was later used by some US formations in the Pacific. Skip bombing involved flying low over the target and shared many characteristics with a torpedo attack. Effective against transports and lightly armed warships, it was virtual suicide against a well defended warship.

Skip bombing attacks may be carried out by:

- RAF Blenheim (1941+)
- Regia Aeronautica Ju87 (1941+)
- USAAF A-20 Havoc(1943+)
- USAAF B25 (1943+)
- USN PBV Catalina (1943+)

RAF and Regia Aeronautica flights may only use skip bombing in scenarios set in the Mediterranean. USAAF and USN flights may only use skip bombing in scenarios set in the Pacific.

Squadrons had to be specially trained to perform skip bombing attacks. As a result the PL “cost” in allocation points of a flight trained in skip bombing is doubled.

Skip bombing attacks are made in the same way as a torpedo attack, but use the aircraft’s bomb AD and DD. Attack range is 2” not 4”. The bombing aircraft has a +2 modifier to its attack. AAA fire against skip bombing aircraft also receives a +2 modifier, plus the target aircraft may not attempt to dodge if hit. Successful skip bombing attacks use the torpedo critical hit rule.

Guided Missiles

Guided missiles are often thought of as being a post-war invention. In fact the first weapon of this type was developed by the Royal Navy in the late 1920s, with a propeller-driven radio controlled aircraft “drone” carrying an explosive warhead (although this was not developed into service). The first effective guided anto ship missile was the Hs-293, and its first victim was

HMS Egret, sunk off the French coast in 1943 (ironically she was carrying scientists attempting to detect the radio control signals for the missile!)

The most common guided missiles used against naval targets were the Ruhrstahl SD 1400 X (also called the Fritz X) and the Hs 293. Weapons of this type sank or severely damaged nearly 30 Allied warships. A single hit from an Fx-1400 sank the Italian battleship Roma. Hs293 may be carried by the He111, He-177, Do-217 and Fw200. Fritz X may be carried by the He111 and Do217. The Allies also developed guided weapons, with the US designed “BAT” being used by US Navy Privateer squadrons late in the war.

Each aircraft flight will carry enough weapons to make just one guided missile attack (making it a One-Shot weapon) which replaces its normal bomb or torpedo load, and may not use it in Night Battles or Bad Weather. The aircraft may not use its Dodge in the turn it launches the guided missile. The missile must be launched within 8” of its target if it is an Hs293 or Fritz X, or 12” if a BAT. All missiles have 1 AD. If the missile attack strikes its target, it will roll 10 Damage Dice, and has the AP trait (Hs-293, BAT) or Super AP trait (Fritz X). One critical hit is automatically caused in addition to any other damage rolled (including criticals).

BAT was a radar guided missile and could sometimes home on the wrong target. If the missile misses and there is another target within 4” roll to see whether this additional target has been hit instead. Apply a -1 modifier to the die roll. If there are more than 1 additional target the weapon goes for the largest (lowest target number). If there is more than 1 eligible target choose the closest to the original target. If there is still a tie determine which one is attacked by a die roll.

	Type	Speed	Basic Characteristics			Dogfight	AD	Bomb		AD	Torpedo		Priority Level/Flights
			Target	Dodge	Save			DD	Trait		DD	Trait	
Great Britain													
Bristol Beaufighter TFX	Attack	21	5+	3+	5+	2	3	4	AP	3	4	AP	P 2
Bristol Beaufort	Attack	15	5+	3+	5+	1	3	4	AP	3	4	AP	S 3
Bristol Blenheim IVL	Attack	18	4+	4+	6+	1	3	2					P 2
deHavilland Mosquito FB IV	Attack	27	5+	3+	5+	3	6	2					S 3
dehavilland Mosquito FB VI	Attack	27	5+	3+	5+	2	6	2					S 3
Fairey Albacore	Attack	11	5+	2+	N	0	9	2		3	4	AP	P 2
Fairey Battle I	Attack	17	4+	4+	6+	0	6	2					P 3
Fairey Swordfish	Attack	10	5+	2+	N	0	6	2		3	4	AP	P 3
Grumman TBF-1 Avenger	Attack	18	4+	4+	6+	1	3	4	AP	3	4	AP	S 3
Westland Wyvern	Attack	25	4+	4+	5+	2				3	4	AP	S 3
Blackburn Skua	D/Bomb	15	4+	4+	6+	1	1	3	AP				P 2

	Type	Speed	Basic Characteristics					Dogfight	AD	Bomb		Torpedo		Priority	
			Target	Dodge	Save	DD	Trait			AD	DD	Trait	Level/Flights		
Fairey Barracuda V	D/Bomb	17	4+	4+	6+	1	4	3	SAP	3	4	AP	P	2	
Blackburn Roc	Fighter	15	4+	4+	N	0	12	1					P	4	
Boulton Paul Defiant	Fighter	20	5+	3+	N	1							P	4	
Bristol Blenheim IF	Fighter	18	4+	4+	6+	1							P	4	
Chance Vought F-4 Corsair II	Fighter	26	5+	3+	6+	3	3	4	AP				P	2	
deHavilland Vampire MkI	Fighter	35	4+	4+	N	2	3	4	AP				P	3	
Fairey Firefly V	Fighter	26	5+	3+	6+	4	3	4	AP				S	3	
Fairey Fulmar	Fighter	19	4+	4+	N	2	3	2					P	4	
Gloster Gladiator	Fighter	17	6+	2+	N	1							P	3	
Gloster Meteor F3	Fighter	34	4+	4+	6+	2							P	2	
Grumman Martlet II	Fighter	21	5+	3+	N	2	3	2					P	2	
Hawker Fury	Fighter	30	5+	3+	6+	4	3	4	AP				S	3	
Hawker Hurricane I	Fighter	21	5+	3+	N	2	3	2					P	3	
Hawker Hurricane IIB	Fighter	23	5+	3+	N	2	3	2					P	3	
Hawker Hurricane IIC	Fighter	22	5+	3+	N	3	3	2					P	2	
Hawker Hurricane IID	Fighter	22	5+	3+	N	3							P	2	
Hawker Sea Fury	Fighter	30	5+	3+	6+	4	3	4	AP				S	3	
Hawker Tempest V	Fighter	29	5+	3+	6+	4	3	4	AP				S	3	
Hawker Typhoon	Fighter	27	5+	3+	6+	4	3	4	AP				S	3	
P 40E Kittyhawk I	Fighter	24	5+	3+	N	3	4	3	AP				P	2	
P 51 Mustang 1A	Fighter	26	5+	3+	N	3	3	3	AP				P	2	
Supermarine Seafire LF Mk III	Fighter	25	5+	3+	N	4	1	3	AP				S	3	
Supermarine Seafire Mk47	Fighter	25	5+	3+	N	4	3	2					P	2	
Supermarine Spitfire 1	Fighter	25	5+	3+	N	2	3	2					P	3	
Supermarine Spitfire IX	Fighter	25	6+	2+	N	4	6	2					P	2	
Supermarine Spitfire Vb	Fighter	25	6+	2+	N	3	3	3	AP				P	2	
Westland Whirlwind	Fighter	24	5+	3+	N	3	3	3	AP				P	2	
Armstrong Whitworth Whitley	L/Bomb	15	3+	5+	5+	0	15	3	AP				S	2	
Avro Lancaster	L/Bomb	19	3+	5+	4+	1	18	4	AP				S	2	
Avro Lancaster (Tallboy)	L/Bomb	19	3+	5+	4+	1	3	8	SAP				S	2	
Avro Manchester	L/Bomb	17	3+	5+	4+	1	18	3	AP				S	2	
Douglas A-20 Boston	L/Bomb	20	3+	5+	6+	0	6	3	AP				S	3	
Douglas A-20 Havoc NF	L/Bomb	20	3+	5+	6+	0							S	2	
Handley Page Halifax	L/Bomb	18	3+	5+	4+	1	18	3	AP				S	2	
Handley Page Hampden	L/Bomb	16	3+	5+	6+	0	12	3	AP	3	4	AP	S	2	
Lockheed Hudson L/Bomb	L/Bomb	16	3+	5+	6+	0	4	2					S	4	
Martin A-30 Baltimore I	L/Bomb	20	3+	5+	4+	0	6	3	AP				S	3	
Martin A-30 Baltimore IIIA	L/Bomb	20	3+	5+	4+	1	6	3	AP				S	3	
Short Stirling	L/Bomb	18	3+	5+	4+	1	12	4	AP				S	2	

	Type	Speed	Basic Characteristics				Dogfight AD	Bomb DD	Trait	AD	Torpedo		Priority Level/Flights
			Target	Dodge	Save						DD	Trait	
Nakajima C6N1 "Myrt"	Patrol	25	5+	3+	N	1						P 3	
Nakajima J1N1 "Irving"	Patrol	21	5+	3+	6+	1						P 3	
United States of America													
AD-1 Skyraider	Attack	21	5+	3+	6+	2	9	3	AP				S 3
Douglas 8-A-2	Attack	14	5+	3+	N	1	7	2					P 3
(Northrop A-17)													
Douglas TBD Devastator	Attack	14	4+	4+	N	0	1	4	AP	3	4	AP	P 2
Grumman TBM3 Avenger	Attack	18	4+	4+	6+	1	3	4	AP	3	4	AP	S 3
Northrop 8-A-1	Attack	11	4+	4+	N	0	2	4	AP				P 2
P 61 Black Widow	Attack	21	3+	5+	5+	1	1	4	AP				P 2
P 82 Twin Mustang	Attack	30	3+	5+	5+	1	1	4	AP				P 2
Vought V-142 (SBU-2)	Attack	13	5+	3+	N	0	1	3					P 2
SB2C Helldiver	D/Bomb	19	4+	4+	6+	1	2	4	SAP	3	4	AP	S 3
SBD5 Dauntless	D/Bomb	17	4+	4+	N	1	2	4	SAP				S 3
Vought SB2U Vindicator	D/Bomb	17	4+	4+	N	0	1	4	SAP				P 2
Vultee Vengeance	D/Bomb	18	4+	4+	6+	1	4	3	SAP				P 2
Brewster F2A Buffalo	Fighter	21	5+	3+	N	2							P 3
Curtiss Hawk 75	Fighter	21	6+	2+	N	2							P 3
Curtiss Hawk III	Fighter	15	6+	2+	N	1	3	2					P 4
F 2H Banshee	Fighter	39	3+	4+	6+	2							P 2
F 3D Skyknight	Fighter	37	3+	4+	5+	2							P 2
F 80C Shooting Star	Fighter	39	4+	4+	6+	2	3	4	AP				P 2
F 84 Thunderjet	Fighter	41	3+	4+	6+	2	6	3	AP				P 2
F 86A Sabre	Fighter	45	5+	3+	N	3	3	4	AP				S 4
F 86D Sabre	Fighter	47	4+	4+	N	3	3	4	AP				S 4
F 86E Sabre	Fighter	47	4+	4+	N	3	3	4	AP				S 4
F 94 Starfire	Fighter	42	3+	4+	6+	2							P 2
F 9F Panther	Fighter	38	3+	4+	6+	2	3	4	AP				P 2
F4U-1A Corsair	Fighter	26	5+	3+	6+	3	3	4	AP				P 2
F4U-1C Corsair	Fighter	28	5+	3+	6+	4	3	4	AP				P 2
Grumman F3F-3	Fighter	17	5+	3+	N	1	3	1					P 4
Grumman F4F Wildcat	Fighter	21	5+	3+	N	3	3	2					P 2
Grumman F6F Hellcat	Fighter	25	6+	2+	6+	4	4	4	AP				S 3
Grumman F8F Bearcat	Fighter	28	6+	2+	N	3	1	4	AP				S 3
P 36A Mohawk	Fighter	21	5+	3+	N	2							P 3
P 38F Lightning	Fighter	26	3+	4+	6+	2	3	4	AP				P 2
P 38J Lightning	Fighter	27	3+	4+	6+	2	3	4	AP				P 2
P 39 Airacobra	Fighter	26	5+	3+	N	2	3	3	AP				P 2
P 40E Warhawk	Fighter	24	5+	3+	N	3	4	3	AP				P 2
P 40N Warhawk	Fighter	25	5+	3+	N	3	4	3	AP				P 2
P 47D Thunderbolt	Fighter	29	4+	4+	6+	3	3	4	AP				P 2
P 51B Mustang	Fighter	26	5+	3+	N	3	3	4	AP				P 2

	Type	Speed	Basic Characteristics					Dogfight	AD	Bomb			Torpedo		Priority Level/Flights
			Target	Dodge	Save	Bomb DD	Trait			AD	Torpedo DD	Trait			
P 51D Mustang	Fighter	29	6+	2+	N	4	3	4	AP					P	2
P 63 Kingcobra	Fighter	27	5+	3+	N	3	4	3	AP					P	2
Republic P-43 Lancer	Fighter	24	5+	3+	N	2								P	3
B 25 A Mitchell	L/Bomb	21	3+	5+	5+	5		3	AP					S	3
B 25 H Mitchell	L/Bomb	18	3+	5+	5+	6		3	AP	3	4	AP		S	3
B 26 Marauder	L/Bomb	19	3+	5+	4+	6		3	AP	3	4	AP		S	3
B 29 Super Fortress	L/Bomb	24	3+	5+	4+	1	30	4	AP					S	S
B 50	L/Bomb	24	3+	5+	4+	1	30	4	AP					2	2
B-17B Flying Fortress	L/Bomb	18	3+	5+	N	1	15	3	AP					S	2
B-17D Flying Fortress	L/Bomb	19	3+	5+	4+	2	15	3	AP					S	2
B-17G Flying Fortress	L/Bomb	19	3+	5+	4+	3	15	3	AP					S	2
B-24D Liberator	L/Bomb	19	3+	5+	4+	4	24	3	AP					S	2
B-24H Liberator	L/Bomb	19	3+	5+	4+	4	24	3	AP					S	2
A-20 Havoc	L/Bomb	20	3+	5+	6+	0	6	3	AP					S	3
Lockheed Hudson	L/Bomb	16	3+	5+	6+	0	4	2						S	4
Martin B-10	L/Bomb	12	3+	5+	5+	0	15	2						S	2
Grumman Widgeon/ Gosling/Goose	Patrol	16	5+	2+	N	0								P	3
Harvard / Texan	Patrol	14	5+	2+	N	0								P	3
Kingfisher	Patrol	11	6+	2+	N	0	1	2						P	3
PB4Y-2 Privateer	Patrol	16	3+	5+	4+	4	3	4	AP	1	4	AP		P	2
PBY5 Catalina	Patrol	12	3+	5+	5+	1	1	3	AP	1	4	AP		P	3
RB 29B	Patrol	24	3+	5+	4+	1								P	3

Soviet Union

Beriev MBR 2	Attack	8	6+	2+	N	1	9	1						P	2
Illuyshin Il 10	Attack	22	5+	3+	5+	2	3	3	AP					S	3
Ilyshuin Il 2 Sturmovik	Attack	17	5+	3+	5+	2	9	2						S	3
Pe 2	Attack	24	5+	3+	6+	2	6	3	AP					S	3
Sukhoi Su-2 "Ivanov"	Attack	17	5+	3+	N	2	3	3	AP	3	3	AP		P	2
La 11	Fighter	28	4+	4+	N	2								P	3
La 5	Fighter	27	5+	3+	N	2	3	1						P	3
La 7	Fighter	27	5+	3+	N	2	3	2						P	3
La 9	Fighter	28	5+	3+	N	3								P	2
Lagg3	Fighter	23	5+	3+	N	2								P	3
Mig 15	Fighter	44	4+	4+	N	3	3	2						S	4
Mig 15bis	Fighter	44	4+	4+	N	3	3	2						S	4
Mig 3	Fighter	26	5+	3+	N	2	3	2						P	3
Mig 5	Fighter	26	5+	3+	N	2	3	2						P	3
Mig 7	Fighter	26	5+	3+	N	2								P	3
Polikarpov I-15	Fighter	15	6+	2+	N	1								P	4
Polikarpov I-15bis	Fighter	15	6+	2+	N	1	3	1						P	4
Polikarpov I-16	Fighter	19	6+	2+	N	2	3	1						P	2

	Type	Speed	Basic Characteristics					Dogfight	AD	Bomb		Torpedo		Priority	Level/Flights
			Target	Dodge	Save	Dogfight	AD			DD	Trait	AD	DD		
Polikarpov PO 2	Fighter	6	6+	2+	N	0	3	2						P	4
Yak 1	Fighter	22	5+	3+	N	2	3	2						P	3
Yak 15	Fighter	29	5+	3+	N	2								P	3
Yak 3	Fighter	27	5+	3+	N	2								P	3
Yak 9	Fighter	24	4+	4+	N	3								P	3
Ilyshuin Il 4	L/Bomb	17	3+	5+	6+	0	22	2			3	3	AP	S	2
Pe 8	L/Bomb	18	3+	5+	4+	1	12	4	AP					S	2
Tupolev SB 2	L/Bomb	17	3+	5+	6+	0	9	2						S	2
Tupolev Tu 2	L/Bomb	23	3+	5+	5+	1	12	3	AP					S	2
Tupolev Tu 4	L/Bomb	24	3+	5+	4+	1	9	4	AP					S	2

Italy

Breda Ba.201	Attack	14	5+	3+	N	1	3	3	AP					P	2
Reggiane Re 2001 CB	Attack	22	5+	3+	N	1	3	4	AP					S	3
Reggiane Re 2001 G	Attack	22	5+	3+	N	1	3	4	AP	3	3	AP		S	3
Fiat CR.32	Fighter	15	6+	2+	N	1								P	4
Fiat CR.42 Falco	Fighter	18	6+	2+	N	2	3	2						P	3
Fiat G50 Freccia	Fighter	19	5+	3+	N	2								P	3
Fiat G55 Centauro	Fighter	26	5+	3+	N	2								P	3
Macchi MC 200 Sietta	Fighter	21	5+	3+	N	2	3	3						P	3
Macchi MC 202 Folgore	Fighter	24	5+	3+	N	2	3	3						P	3
Macchi MC205 Veltro	Fighter	26	5+	3+	N	3	3	3						P	2
Reggiane Re 2000 Falco	Fighter	22	5+	3+	N	2	1	3						P	2
Reggiane Re 2001	Fighter	22	5+	3+	N	3								P	2
Cant Z1007	L/Bomb	19	3+	5+	5+	0	6	4	AP	6	3	AP		S	2
Caproni Ca 133	L/Bomb	11	3+	5+	6+	0	6	3	AP					S	3
Caproni Ca 135	L/Bomb	18	3+	5+	6+	0	9	3	AP					S	2
Fiat BR20	L/Bomb	17	3+	5+	5+	0	9	3	AP					S	2
SM 79	L/Bomb	18	3+	5+	5+	0	6	3	AP	6	3	AP		S	3
SM 81	L/Bomb	14	3+	5+	6+	0	6	3	AP					S	3

France

Latécoère 298	Attack	11	5+	3+	N	1	4	3	AP	3	3	AP		P	3
Potez 630	Attack	17	4+	4+	N	1								P	2
Potez 633	Attack	17	4+	4+	N	0	3	2						P	2
Loire Nieuport LN.401	D/Bomb	16	5+	3+	N	1	1	4	SAP					P	2
Bloch 152	Fighter	21	5+	3+	N	2								P	3
Bloch 174	Fighter	22	4+	4+	6+	1	12	1						P	4
Dewotine D520	Fighter	22	5+	3+	N	2								P	3
Grumman G-36A	Fighter	21	5+	3+	N	2	3	2						P	2
MS406	Fighter	20	5+	3+	N	2								P	3
Farman F222	L/Bomb	15	3+	5+	5+	0	7	4	AP					S	2
Leo 451	L/Bomb	20	3+	5+	5+	0	6	4	AP					S	2

Australia	Type	Speed	Basic Characteristics					Dogfight	AD	Bomb		Torpedo		Priority Level/Flights
			Target	Dodge	Save	Dogfight	AD			DD	Trait	AD	DD	
Commonwealth CA-1 Wirraway	Attack	15	4+	4+	N	0	4	3		AP			S	3
Commonwealth Boomerang	Fighter	20	5+	3+	N	3							P	2
Netherlands														
Fokker C.X	Attack	14	5+	3+	N	0	6	2					S	3
Brewster B-339 Buffalo	Fighter	21	5+	3+	N	2							P	3
Fokker D.XXI	Fighter	19	5+	3+	N	1							P	4
Fokker G.1A	Fighter	20	5+	3+	N	2	6	2					P	3
Poland														
PZL 23 Karas	Attack	13	5+	3+	N	1	4	3		AP			S	3
PZL P.23	Attack	13	5+	3+	N	1	4	3		AP			S	3
PZL P.11	Fighter	16	5+	3+	N	1	3	1					P	4
PZL P.11	Fighter	15	5+	3+	N	1	3	1					P	4
PZL P.24A, E, F	Fighter	18	5+	3+	N	1	6	1					P	4
PZL P.24B, C, G	Fighter	18	5+	3+	N	1	3	1					P	4
PZL P.7	Fighter	13	5+	3+	N	1							P	4
PZL 37 Los	L/Bomb	17	3+	5+	6+	0	15	3		AP			S	2
Czechoslovakia														
Avia S.99	Fighter	24	4+	4+	N	2	1	3		AP			P	3
Avia S.199	Fighter	24	4+	4+	N	2	1	3		AP			P	3
Sweden														
Saab 17	Attack	18	5+	3+	N	2	3	3		AP			S	3
Saab 18	Attack	19	5+	3+	6+	2	9	3		AP			S	3
FFVS J22	Fighter	24	5+	3+	N	3							P	2
Gloster J8 Gladiator	Fighter	17	6+	2+	N	1							P	3
Finland														
Brewster B-239 Buffalo	Fighter	21	5+	3+	N	2							P	3

Type Abbreviations

D/Bomb - Dive Bomber

L/Bomb - Level Bomber

Obs - Observer



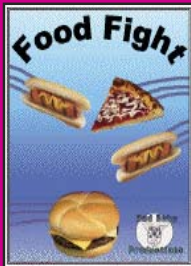
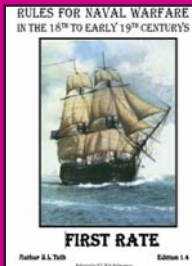
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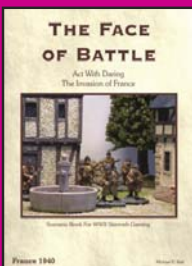
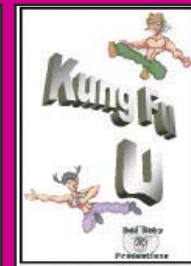
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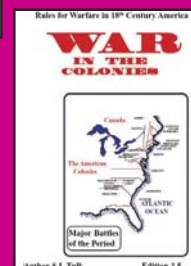
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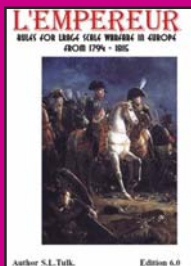


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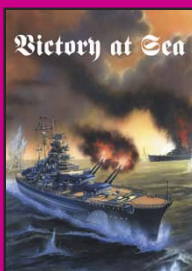
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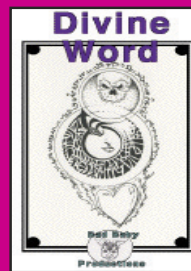


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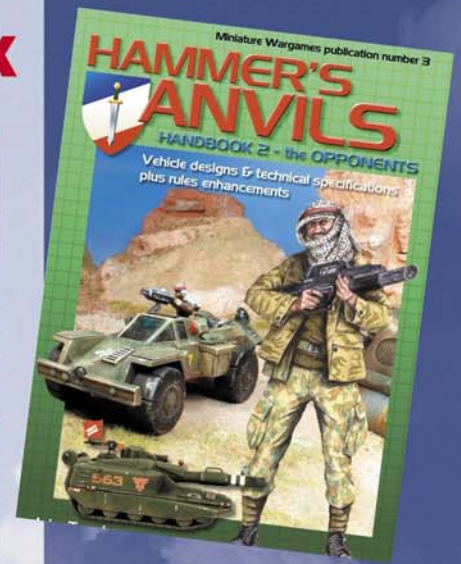
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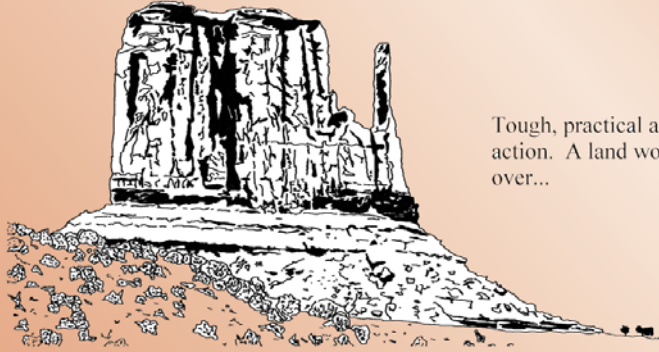


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AMERICAN CIVIL WAR NAVAL ACTIONS USING VICTORY AT SEA PART THREE - FLEET LISTS CONTINUED

by Ray Garbee

The fleet lists introduce some of the ships of both the Union and Confederate navies used during the war. More ships will follow next issue.

UNION NAVY

USS OSSIPEE

Ships in the class include: Ossipee, Adirondack, Housatonic, Juniata

Speed:	18'''	In Service:	November, 1862
Turning:	1/45	Command:	
Target:	4+	Damage:	12/3
Armour:	2+	Flotation:	3
Crew:	16/5	Flooding:	

Special Traits:

Weapon	Range	Arc	AD	Special
Medium Rifle	40"	P/S	1	AP, Double Damage
Heavy SB	33"	P/S	2	AP, Double Damage
Light SB	33"	P	3	
Light SB	33"	S	3	
Light Rifle	40"	P/F/S	2	



USS SACRAMENTO

Ships in the class include: Sacramento

Speed:	18'''	In Service:	January, 1863
Turning:	1/45	Command:	
Target:	4+	Damage:	14/3
Armour:	2+	Flotation:	3
Crew:	16/5	Flooding:	

Special Traits:

Weapon	Range	Arc	AD	Special
Medium Rifle	40"	P/S	2	AP, Double Damage
Medium SB	20"	P/S	6	
Light Rifle	40"	P/S	1	



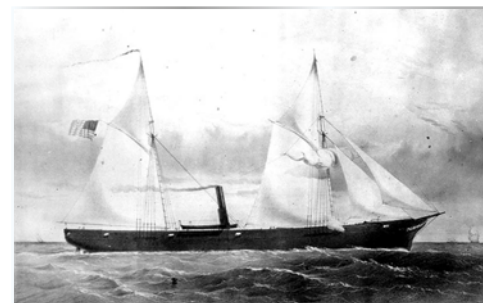
USS MIAMI**Ships in the class include: Miami**

Speed:	12"	In Service:	November, 1859	
Turning:	1/45	Command:		
Target:	4+	Damage:	11/2	
Armour:	2+	Flotation:	3	
Crew:	13/4	Flooding:		
Special Traits:	Double Ender, Shallow Draft, Agile			
Weapon	Range	Arc	AD	Special
Medium SB	20"	P/S	1	
Medium Rifle	20"	P/S	1	AP, Double Damage
Light SB*	33"	P	2	
Light SB*	33"	P	2	

Notes: *Armament as of 1861

**USS ITASCA****Ships in the class include: Unadilla, Aroostook, Cayuga, Chippewa, Huron, Itasca, Katahdin, Kenebec, Marblehead, Ottawa.****23 units total.**

Speed:	15"	In Service:	October, 1861	
Turning:	1/45	Command:		
Target:	5+	Damage:	7/2	
Armour:	2+	Flotation:	4	
Crew:	11/3	Flooding:		
Special Traits:	Agile			
Weapon	Range	Arc	AD	Special
Heavy SB	40"	S/P	2	
Light SB	20"	P	1	Weak
Light SB	20"	P	1	Weak
Light Rifle	40"	P/F/S	1	Weak



USS KANSAS

Ships in the class include: Kansas, Maumee, Nipsic, Nyack

Speed:	16'''	In Service:	October, 1861
Turning:	1/45	Command:	
Target:	5+	Damage:	8/2
Armour:	2+	Flotation:	4
Crew:	15/5	Flooding:	
Special Traits:	Shallow draft		

Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	S/P	1	Super AP, Double Damage, Slow Loading
Medium SB	20"	S	1	
Medium SB	20"	S	1	
Light Rifle	40"	S	1	
Light Rifle	40"	P	1	
Light Rifle	40"	P/F/S	1	



USS VANDERBUILT

Ships in the class include: Vanderbilt

Speed:	21'''	In Service:	September, 1862
Turning:	2/45	Command:	
Target:	4+	Damage:	26/6
Armour:	2+	Flotation:	6
Crew:	20/6	Flooding:	
Special Traits:	Deep draft		

Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	P/F/S	1	Super AP, Double Damage, Slow Loading
Heavy Rifle	40"	P/A/S	1	Super AP, Double Damage, Slow Loading
Medium SB	20"	S	6	
Medium SB	20"	S	6	
Light Rifle	40"	P/F/S	1	

USS MONITOR

Speed:	14"	In Service:	March, 1862
Turning:	1/45	Command:	
Target:	5+	Damage:	15/5
Armour:	5+	Flotation:	3
Crew:	5/1	Flooding:	
Special Traits:	Monitor, Armored, Agile		

Weapon	Range	Arc	AD	Special
Heavy SB	20"	T	2	AP, Slow-loading, Double Damage



CONFEDERATE STATES NAVY

GENERAL BEAUREGARD

Ships in class: M. Jeff Thompson, Beauregard

Speed:	15"	In Service:	March, 1862	
Turning:	2/45	Command:		
Target:	5+	Damage:	9/2	
Armour:	3+	Flotation:	2	
Crew:	7/1	Flooding:		
Special Traits:	Ram, Agile, High Pressure Engines			
Weapon	Range	Arc	AD	Special
Medium SB	33"	F/P/S	2	
Medium SB	33"	A/P/S	2	
Light Rifle	40"	F/P/S	1	

DAVID TORPEDO BOAT

Ships in class: David, Torch, Midge, Hornet, Wasp, Squib, Scorpion

Speed:	18"	In Service:	1863	
Turning:	SM	Command:		
Target:	6+	Damage:	1/0	
Armour:	2+	Flotation:	4	
Crew:	2/1	Flooding:		
Special Traits:	Agile, Dodge 3, Shallow Draft, Monitor, Spar Torpedo			
Weapon	Range	Arc	AD	Special
Medium Spar Torpedo	1"	F	3	Double Damage



MAURY CLASS GUNBOAT

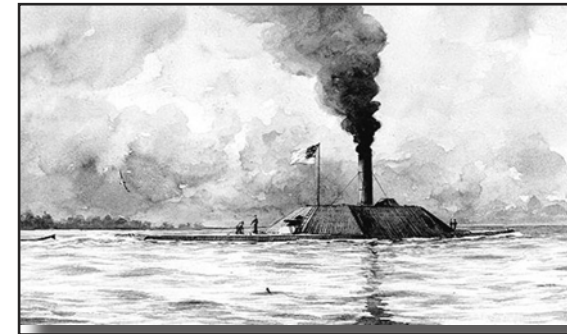
Ships in class: Hampton, Nansemond, Norfolk, Portsmouth, (100 planned units)

Speed:	18"	In Service:	1862	
Turning:	2/45	Command:		
Target:	5+	Damage:	4/1	
Armour:	2+	Flotation:	1	
Crew:	8/2	Flooding:		
Special Traits:	Agile, Dodge 5, Shallow Draft			
Weapon	Range	Arc	AD	Special
Medium Smoothbore	40"	P/F/S	1	
Light Smoothbore	33"	P/A/S	1	Weak

CSS ALBERMARLE**Ships in class: Albemarle, Neuse**

Speed:	6"	In Service:	April, 1864
Turning:	2/45	Command:	
Target:	5+	Damage:	8/2
Armour:	6+	Flotation:	2
Crew:	64/21	Flooding:	
Special Traits:	Ram, Heavy Armor, Armored Hull, Agile		

Weapon	Range	Arc	AD	Special
Medium Rifle	40"	F/P/S	1	AP, Double Damage
Medium Rifle	40"	F/P/S	1	AP, Double Damage

**CSS GAINES****Ships in class: Gaines, Morgan**

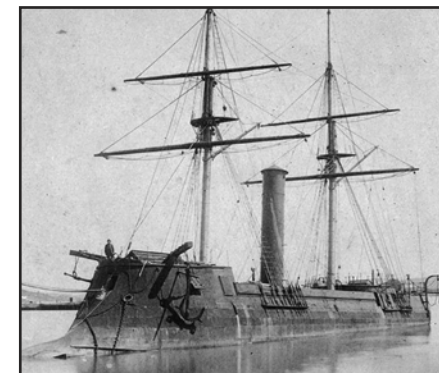
Speed:	18"	In Service:	1862
Turning:	2/45	Command:	
Target:	4+	Damage:	12/3
Armour:	3+	Flotation:	3
Crew:	14/4	Flooding:	
Special Traits:	Tinclad		

Weapon	Range	Arc	AD	Special
Heavy Rifle	40"		2	Super AP, Double Damage, Slow Firing
Medium Rifle	40"		1	AP, Double Damage
Light Rifle	40"		1	
Light Rifle	40"		1	
Light Smoothbore	33"	P	1	Weak
Light Smoothbore	33"	S	1	Weak

CSS STONEWALL**Ships in class: Stonewall**

Speed:	16"	In Service:	January, 1865
Turning:	2/45	Command:	
Target:	4+	Damage:	8/2
Armour:	3+	Flotation:	3
Crew:	13/4	Flooding:	
Special Traits:	Agile, Armored, Armored Hull		

Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	Sp	1	Super AP, Double Damage, Slow Firing
Medium Rifle	40"	Sp	1	AP, Double Damage



CSS MISSISSIPPI

Ships in class: Mississippi

Speed:	21"	In Service:	June, 1862	
Turning:	2/45	Command:		
Target:	3+	Damage:	25/6	
Armour:	5+	Flotation:	6	
Crew:	27/9	Flooding:		
Special Traits:	Lumbering, Armored, Unarmored Hull			
Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	F/P	1	Super AP, Double Damage, Slow Firing
Heavy Rifle	40"	F/S	1	Super AP, Double Damage, Slow Firing
Medium SB	20"	A/P	1	
Medium SB	20"	A/S	1	
Light SB	20"	P	8	Weak
Light SB	20"	S	8	Weak

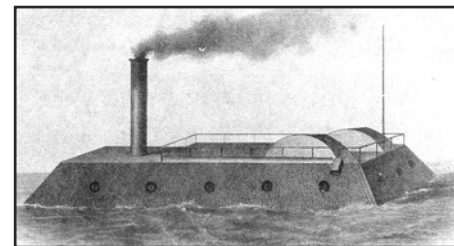
Notes: Constructed at New Orleans. Burned to prevent capture in April, 1862

CSS LOUISIANA

Ships in class: Louisiana

Speed:	7"	In Service:	November, 1862	
Turning:	1/45	Command:		
Target:	4+	Damage:	26/6	
Armour:	5+	Flotation:	6	
Crew:	25/8	Flooding:		
Special Traits:	Lumbering, Armored, Unarmored Hull			
Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	P	1	Super AP, Double Damage, Slow Firing
Heavy Rifle	40"	S	1	Super AP, Double Damage, Slow Firing
Medium SB	20"	F	3	
Medium SB	20"	S	2	
Medium SB	20"	P	2	
Light Rifle	20"	A	3	
Light Rifle	20"	S	2	
Light Rifle	20"	P	2	

Notes: Constructed at New Orleans. Towed to Fort Jackson and used as a floating battery, Burned to prevent capture in April, 1862





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THE UNITED STATES AIR FORCE



Part two of a New Army List for use with Battlefield Evolution



Jason Bracich

		USAF F-22 RAPTOR		350													
																	
<p>Originally designed to penetrate Soviet air defenses undetected, the F-22 Raptor is the world's premier air-to-air fighter aircraft</p>																	
<p>Material</p> <p>Raptor w/6 AMRAAM and 2 ASRAAM</p>																	
<p>Options</p> <p>None</p>																	
<p>Statistics</p> <table border="1"> <thead> <tr> <th>Size</th> <th>Move</th> <th>Close Combat</th> <th>Target</th> <th>Armour</th> <th>Kill</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>Cruise Burn</td> <td>4xD10</td> <td>6+</td> <td>5+</td> <td>8+</td> </tr> </tbody> </table>						Size	Move	Close Combat	Target	Armour	Kill	6	Cruise Burn	4xD10	6+	5+	8+
Size	Move	Close Combat	Target	Armour	Kill												
6	Cruise Burn	4xD10	6+	5+	8+												
<p>Air</p>																	
<p>Weapons</p> <p>M61A2 20mm Cannon Range: 30" Damage: 3xD6+1</p> <p>AIM-120C AMRAAM Range: 84" Damage: D10+3</p> <p>AIM-9X Sidewinder Range: 60" Damage: D10+2</p>																	
<p>M61A2: This weapon causes a -2 penalty to Armour rolls.</p> <p>AMRAAM: The Raptor carries 6 AIM-120C AMRAAMs. These are AA missiles and cause a -3 penalty to Armour rolls. They may only be used against Air Units and up to four may be fired in a single Shoot action. The AMRAAM suffers a -1 to hit if the target is within 24" of the firing unit.</p> <p>Sidewinder: The Raptor carries 2 AIM-9X Sidewinders. These are AA missiles and cause a -3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot (Dogfight) action. These may not be fired in the same Shoot action as any other weapon.</p> <p>Advanced Targeting Systems: The Raptor may target up to four enemy Air Units in a single Shoot (Dogfight) Action with no penalty.</p> <p>Thrust Vectoring: The Raptor may turn up to a 90° while at Cruise Speed.</p> <p>Advanced Stealth: Ground units may only react to the Raptor if it completes an action within 20" of them.</p> <p>Air Unit: The Raptor is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).</p> <p>Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.</p> <p>Countermeasures: If attacked by an AA missile, roll one D6. On a 2 or more, the countermeasures successfully decoy the missile, avoiding any damage.</p>																	
<p>Special Rules</p>																	



**USAF DESERT HAWK
UAV**

30



The Desert Hawk provides critical visual information to Security Forces, allowing them to quickly react to any threats posed to incoming aircraft.

Material

Team Lead w/M-4, Operator w/M-4,
Desert Hawk

Options

None

Statistics

	Size	Move	Close Combat	Target	Armour	Kill
Soldiers	1	4"	D6	4+	6+	6+
Desert Hawk	1	Loiter	1xD6	4+	6+	6+

Special Rules

Weapons

M-4 Assault Carbine
Range: 24" Damage: D6

Air Unit: The Desert Hawk is an Air Unit and uses the rules provided in the Battlefield Evolution main rulebook. It forms a separate unit to the Team Lead and Operator. It will also ignore the effects of smoke (see main rulebook).

UAV: The Team Lead and Operator must perform two Ready actions every turn in order to effectively control the Desert Hawk. If they do not, the Desert Hawk will do nothing but fly straight and level in the next Air Phases with a single Move (Fly) action.

Small Airframe: When performing a Move (Take Off) Action, the Desert Hawk only moves half the minimum distance needed for its Flight Speed to become an Air Unit

Improved Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment. In addition, every turn one friendly unit with the Intelligence Feeds special rule may make an extra reaction so long as the Team Lead and Operator perform the two Ready actions necessary to control the Desert Hawk.

Support

RESERVE



TACTICAL AIR CONTROL PARTY

50



The Tactical Air Control Party (TACP) is a two-man team imbedded with infantry forces to guide aircraft in the battlespace.

Material

Air Liaison Officer w/ M16A4, Enlisted Terminal Attack Controller w/M16A4

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	6+	6+

Support

Weapons

TM16A4 Assault Rifle

Range: 84"

Special Rules



Priority Mission: So long as a model from the TACP unit remains on the table, Air Units that leave the table may re-enter the battlefield on a roll of 2 or more on a D6.


Bombs on Target! For each Ready Action the TACP takes during a turn, one Air Unit in the following Air Phase may add +2 to any attack rolls it makes against ground units. These effects are not cumulative. In addition, if the Air Unit fires any ordnance munitions, their Fire Zones will not be moved after they have been declared. The TACP must have line of sight to the target zone for these effects to take place.

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Close Air Support: The TACP may be chosen as a Support Unit for USMC and USAF armies.

Army List: Up to two TACPs may be purchased for each Support slot.

 USAF CLOSE PRECISION ENGAGEMENT TEAM		40												
														
<p>The CPE Team receives extensive training in taking out enemy snipers.</p>														
Material	Rifleman w/ M-4, Sniper w/ M-24A2													
Options	None													
Statistics	<table border="1"> <thead> <tr> <th>Size</th> <th>Move</th> <th>Close Combat</th> <th>Target</th> <th>Armour</th> <th>Kill</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>5"</td> <td>2xD6</td> <td>4+</td> <td>6+</td> <td>7+</td> </tr> </tbody> </table>	Size	Move	Close Combat	Target	Armour	Kill	1	5"	2xD6	4+	6+	7+	
Size	Move	Close Combat	Target	Armour	Kill									
1	5"	2xD6	4+	6+	7+									
<p>Support</p>														
<p>M-4 Assault Carbine Range: 24" Damage: D6</p>														
<p>M-24A2 Sniper Rifle Range: 55" Damage: D6</p>														
<p>Barrett M109 Sniper Rifle Range: 60" Damage: D6</p>														
<p>Stealthy: If this unit is within Cover and did not make any shooting attacks with the M109 or M-4 in the last turn, units beyond 20" may not draw Line of Sight to it. The unit retains this bonus even if the M-24A2 is fired.</p>														
<p>Infiltrate: So long as your army sets up second and this unit starts the game out of Line of Sight to the enemy, it may be deployed up to 12" further away from the table edge.</p>														
<p>Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.</p>														
<p>M-24A2: The M-24A2 gains a +2 bonus to its Damage Dice, against Size 1 targets only. It may only fire once each turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against the model in the centre of the Fire Zone, rather than allocate normally.</p>														
<p>Countersniper: This unit ignores the Stealthy trait of any other unit. Models will also ignore the effects of smoke (see main rulebook).</p>														
<p>M109: The M109 gains a +3 bonus to its Damage Dice against all models of Size 2 or smaller. It may only fire once each turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against the model in the centre of the Fire Zone, rather than allocate normally.</p>														
<p>Army List: Up to two CPE Teams may be purchased for each Support slot.</p>														
<p>Options: Any Sniper may replace his M-24A2 with an M109 for no extra cost.</p>														



**USAF A-10C THUNDERBOLT
II**

360



Continuous modernization programs have ensured this close air support platform lasts well into the 21st Century.

Material

A-10 w/GAU-8, 2 JDAM, 2 CBU-87 and 2 AIM-9X

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Loiter Cruise Burn	6xD10	7+	3+	10+

Air

Weapons

GAU-8 30mm Gatling Gun
Range: 48" Damage D10+2

AIM-9X Sidewinder
Range: 60" Damage: D10+2

1,000 lb. JDAM
Range: - Damage: D10+4

CBU-87 CEM
Range: - Damage: D10

Special Rules

Gatling Gun: This weapon causes a -3 penalty to Armour rolls. It may only be fired during a Shoot (Strafe) action, and only if the A-10C is using the Loiter flight speed.

Sidewinder: The A-10C carries 2 AIM-9X Sidewinders. These are AA missiles and cause a -3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot (Dogfight) action.

JDAM: The A-10C carries two 1,000 lb. JDAM bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook, but may only be used if the A-10C is using the Cruise or Burn flight speeds. Up to two may be used in each Shoot (Bomb) action, and they may create separate Fire Zones. These Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll extra Damage Dice (but only D10) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon causes a -3 penalty to Armour rolls.

CEM: The A-10C carries two CBU-87 CEM bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook, but may only be used if the A-10C is using the Cruise or Burn flight speeds. Up to two may be used in each Shoot (Bomb) action, and they may create separate Fire Zones. This weapon deals its damage dice against ALL models located within its Fire Zone.

Air Unit: The A-10C is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Countermeasures: If attacked by an AA missile, roll one D6. On a 4 or more, the countermeasures successfully decoy the missile, avoiding any damage.

FORCE RESERVE COM

More units next issue!

EXTINCTION PROTOCOL: 20



HURRGN...



YOU...



GRAGHH!

HRRR...

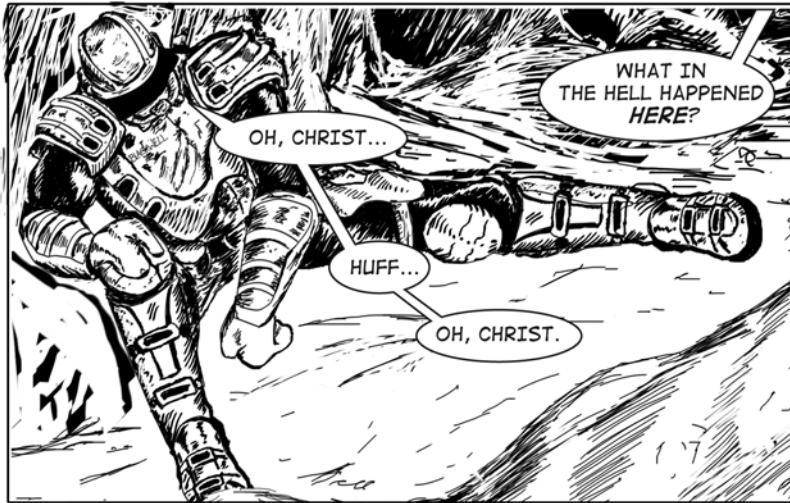


HNGAH!

NNG...



HH...



OH, CHRIST...

WHAT IN THE HELL HAPPENED HERE?

HUFF...

OH, CHRIST.



NAKAGAWA - IT WAS BEIN. WENT CRAZY...

KILLED TOZIER...

CRAZY...

THOUGHT WE'D LOST YOU IN THE CAVE.



YOU TRIED

YOU'RE NOT LOOKING TOO HEALTHY YOURSELF THERE, SERGEANT. WHAT HAPPENED TO YOU?



I THINK...

HAFF!

I THINK TOZIER SHOT ME.

REALLY?

NOW, WHY IN THE WORLD WOULD HE WANT TO DO A THING LIKE THAT?



HE DIDN'T...

IT WASN'T...

ESPECIALLY AFTER BEIN SO SPECIFICALLY ORDERED ME TO DO IT.

SOME KIND OF BACK-UP PLAN IN CASE YOU DIDN'T FLY STRAIGHT. CAN YOU BELIEVE THAT?





PRITCHARD'S DEATH WASN'T YOUR *FAULT*. I WANT YOU TO KNOW THAT, AND I WANT YOU TO *KNOW* THAT I KNOW IT.



IT WASN'T YOUR *FAULT*, AND I'M KILLING YOU *ANYWAY*.



IF YOU KNEW HALF THE STUFF THAT WAS IN YOUR BRAIN RIGHT NOW, I SWEAR YOU'D PULL THE TRIGGER *YOURSELF*.

YOU'RE A DANGEROUS MAN, SERGEANT BLACKWELL.

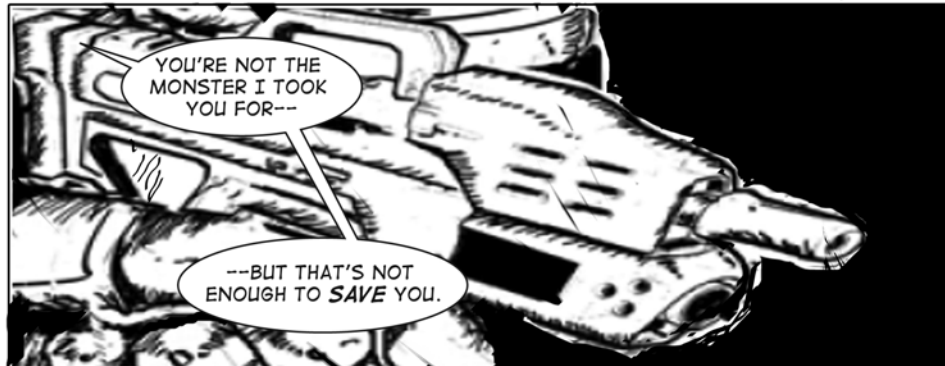


SON OF A BITCH TOLD YOU WHAT...

WHAT HE DID TO ME?

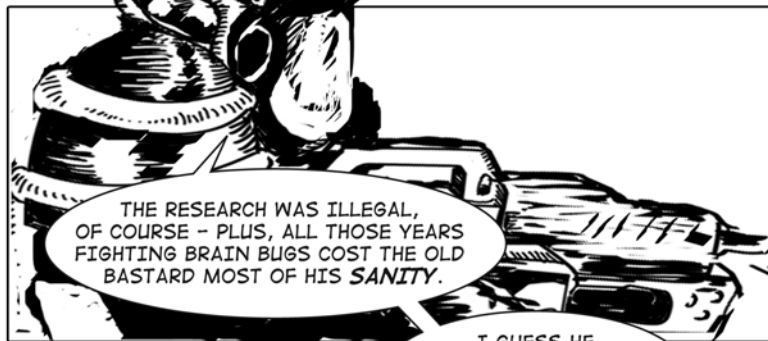
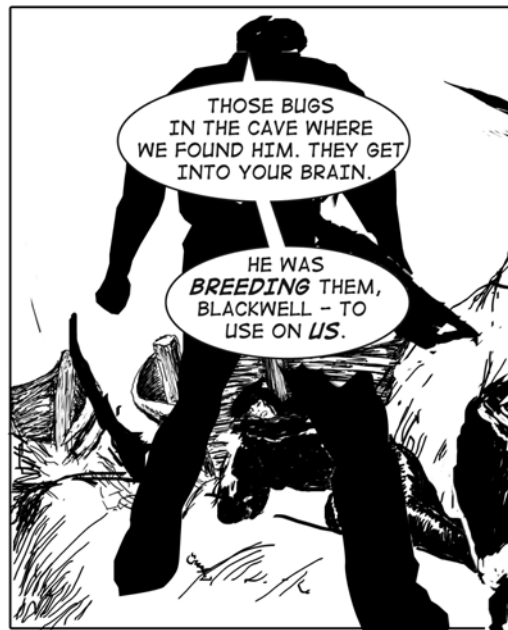
I GUESS HE THOUGHT I'D UNDERSTAND, OR THAT I HATED YOU ENOUGH NOT TO CARE.

HE MIGHT HAVE HAD A POINT THERE. IN ANY CASE, THERE'S NO WAY I'M LETTING THAT BASTARD'S WORK REACH CIVILISATION...



YOU'RE NOT THE MONSTER I TOOK YOU FOR--

--BUT THAT'S NOT ENOUGH TO *SAVE* YOU.





HRAAAH!



HLK...
HLK...

GLK...



STOP...

STOP ME
IF YOU'VE HEARD
THIS ONE.



WAIT, WHAT?

YOU HEAR
SOMETHING, LT?

NOT A THING, JEFF.



I HEARD
SOMETHING.

YOU HOPING FOR SOME
KIND OF RESCUE, SON?

I HOPE...

I HOPE
IT'S A BUG.



WITH MY
LUCK, THEY'D
PROBABLY GIVE
ME A MEDAL
FOR THIS.

/EXTINCTION PROTOCOL.

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THE ICHTHUS OF LIFE

Part three of a scenario for Hawkmoon the Roleplaying Game, by Richard Ford.

The horses were spattered with mud and panting heavily, their breath a visible mist in the chill of morning. It was doubtful they had ever been ridden so hard, or ever would be again.

Nezzether dismounted and walked towards the solid wall in front of them. Alcardy looked on, a frown of frustration spreading across his troubled brow. The old Necromancer glanced from left to right like a crow scanning for worms. Everyone, even Nezzether's black clad minions, seemed uneasy, afraid that the old man was losing his wits.

One of the horses suddenly reared and whinnied, unnerved by the Necromancer's strange behaviour. Nezzether turned and stared at the startled mare as though it had insulted him in some way. The horse calmed itself and shied away, conceding to his unspoken power.

Turning his attention back to the rock wall, Nezzether recommenced his intense scrutiny. Within seconds he stopped dead and let out a long rasping breath. The Granbretanians eyed each other warily; then went back to observing the old man and his curious behaviour.

Nezzether was at the wall now, his hands held out at full stretch, his fingers mere centimetres from the rocky surface. He closed his eyes and concentrated. Within seconds he heard a sudden gasp from behind and allowed himself a smile. Opening his eyes he saw the solid oak door materialising from the rock.

Alcardy leapt from his horse, his face a picture of glee. He rushed toward the door, reaching for the steel ring to pull it open but stopped dead as Nezzether held up a long, wrinkled hand.

The old man scanned the steel fox-masks of the Granbretanians as they sat nervously atop their steeds. When he had found a suitable subject he smiled and gestured for the soldier to dismount.

'Come, I need a volunteer,' said the Necromancer. The man gingerly swung his leg over his horse and stepped to the ground. 'Open the door and tell us what lies beyond,' he continued.

The Granbretanian quickly looked from Nezzether to Alcardy, somehow hoping that the noble would intervene. Alcardy looked on blankly, offering no form of amnesty.

Powerless to argue the young soldier approached the wooden door. It seemed perfectly normal and if he had not seen it materialise from solid rock he would have had no apprehensions. Slowly he reached for the solid steel ring and grasped it firmly in one hand. He tugged, but the door would not budge. Turning to Nezzether he shrugged as though he were powerless to move the door. Nezzether gestured for him to try again.

Realising there could be no pretence he grasped the handle with both hands and wrenched the door open. There was a grinding squeak as the hinges protested at being woken, but the door swung wide nonetheless. Stale air blew in the Granbretanian's face from deep within the dark corridor but that was all, no foul creatures or insane monks were hidden within to attack the unwary intruder.

The young warrior sighed with relief as he felt a huge weight lift from his shoulders. He smiled and began to turn but before he could move two dull blows struck his chest in quick succession. The last thing he saw as he looked down were two quarrel shafts poking out of his mail shirt, blood beginning to seep from where they lay imbedded in his armour.

As the Granbretanian fell, Nezzether walked forward. The old man looked at Alcardy.

'Still eager to lead the way my friend?' he croaked, his face bereft of mirth. Alcardy turned to his men. 'You, you and you,' he barked, pointing at three of his now terrified soldiers. 'Lead the way. The rest of you behind me!'

Pursuit

The party must follow the trail left by Alcardy and Nezzether in the hope that they may catch them before they have a chance to put their diabolical plans into action.

Background & NPC Motives

The trail will lead the party through a small hamlet, close to the Monks of Septimus' hidden monastery. Few know of the monastery but some

of the locals deal with the monks, offering them what little food and supplies they can spare in return for medical aid and 'religious favours'.

What Happens

Alcardy and Nezzether's trail should be easy enough to pick up, as there are over twenty men on horseback, which will inevitably leave a visible trail. The fact that they are mounted and the party are not should give them a substantial head start.

Once the party have found the trail it will be simple to follow as it heads northeast with no deviation and they will encounter no problems for the first day's travel. On the second day the party will find the trail leads to the small hamlet of 'Sticklebone'. The residents here seem a little wary of travellers but if asked they will inform the party that the Order of the Fox rode through the settlement yesterday without stopping. Any more than that they cannot say.

The hamlet contains the standard fare of stalls and suppliers. Other than this, the village appears fairly nondescript.

Whilst they are in the village the party will be closely watched by Gledholme. He will be very discreet and the party will be hard pressed to notice him observing them. Gledholme has many dealings with the Monks of Septimus (see below) and after seeing the Granbretanians riding towards their monastery he has begun to worry. Being naturally suspicious of the Dark Empire (who wouldn't?) he is more inclined to trust the party and as they leave the village he will engage them in conversation.

You leave the quiet hamlet hoping to pick up Alcardy's trail just to the south when you hear a questioning voice from behind you.

'Ho strangers! It's not often that Sticklebone receives visitors and you're the second group to pass by here in as many days. Tell me, what's so interesting around here all of a sudden?'

Since Gledholme is the first person in Sticklebone to show any interest in the party he should be able to make them open up quite easily. If Gledholme manages to glean the truth out of the party he will look gravely concerned. And explain that he may know what the Granbretanians are searching for.

There is a monastery close by here, a secret, hidden place. Not many of us know of its whereabouts for the monks have sworn us to secrecy. They hold a very terrible artefact, although I've never seen it. I reckon that's what your quarry is after.

If the party ask Gledholme to show them where the monastery is he will agree, but first he offers some information.

So terrible is this thing the Monks guard they have encased themselves in an underground labyrinth. All manner of tricks and traps stand in between them and the outside world but old Gledholme knows a special way in, a secret way that'll take you past all that.

So proud is Gledholme of his secret knowledge that he doesn't even hear the throwing knife hissing through the air before burying itself in his back. Five Guardians of the Black Light have been left behind at Nezzether's behest, to take care of any would be pursuers. The party must face them before they can proceed any further.

When the battle is done, Gledholme will be on his last legs and unable to speak. Before he dies he will press a small silver key into their hands and breathe his last.

Alcardy's trail can be picked up just north of Sticklebone and will lead the party directly to the monastery's entrance...

Alternatives

When the party leave Alcardy's keep they may decide to head back to Castle Brass, instead of pursuing Alcardy immediately. They should be discouraged from doing this as it will waste valuable time. If Isabella accompanies the party she will advocate the need for a swift pursuit. If nothing can deter the party from returning to

Count Brass then they will still be able to pursue the Granbretanians only much later.

As the party pursues Alcardy and Nezzether you may wish to spice things up with further encounters. Alcardy may leave a patrol of Granbretanians to guard their route as well as the Guardians. This should be done only if the party are doing particularly well.

If the party decide not to talk to Gledholme he will not press them for information. He will eventually leave the party alone and consequently survive his fatal encounter. The result of this will mean the party do not gain their silver key and will have no advanced warning of the Guardian's ambush.

NPCs

Gledholme

Old Gledholme has lived in Sticklebone all his life and gets by on trading to nearby settlements. He is a shrewd businessman but harbours little ambition. Several years ago he stumbled across a group of Septimus' Monks and engaged them in conversation. Over a number of weeks he gained their trust and began to trade with them. The Monks have allowed Gledholme more access to their secrets than they would most outsiders. The silver key he possesses allows him access to the outer level of the monastery.

For Gledholme's statistics use the Peasant on page 139 of Hawkmoon the Roleplaying Game.

The Outer Level

The party must traverse the outer defences of the Monks of Septimus' monastery without succumbing to its traps.

Background and NPC

Motives

Alcardy and Nezzether have already passed this way, sacrificing their men to overcome the Outer Level's lethal traps. The party might find this useful as the bodies they encounter may offer some clue as to how they might safely traverse the traps.

What Happens

The party will follow the trail of horse's hooves through increasingly hilly country. Eventually they will be led down a thin gully that ends at a seemingly impassable rock face. The horses of the Granbretanians are tethered here but there is no one guarding them. See Map XX.

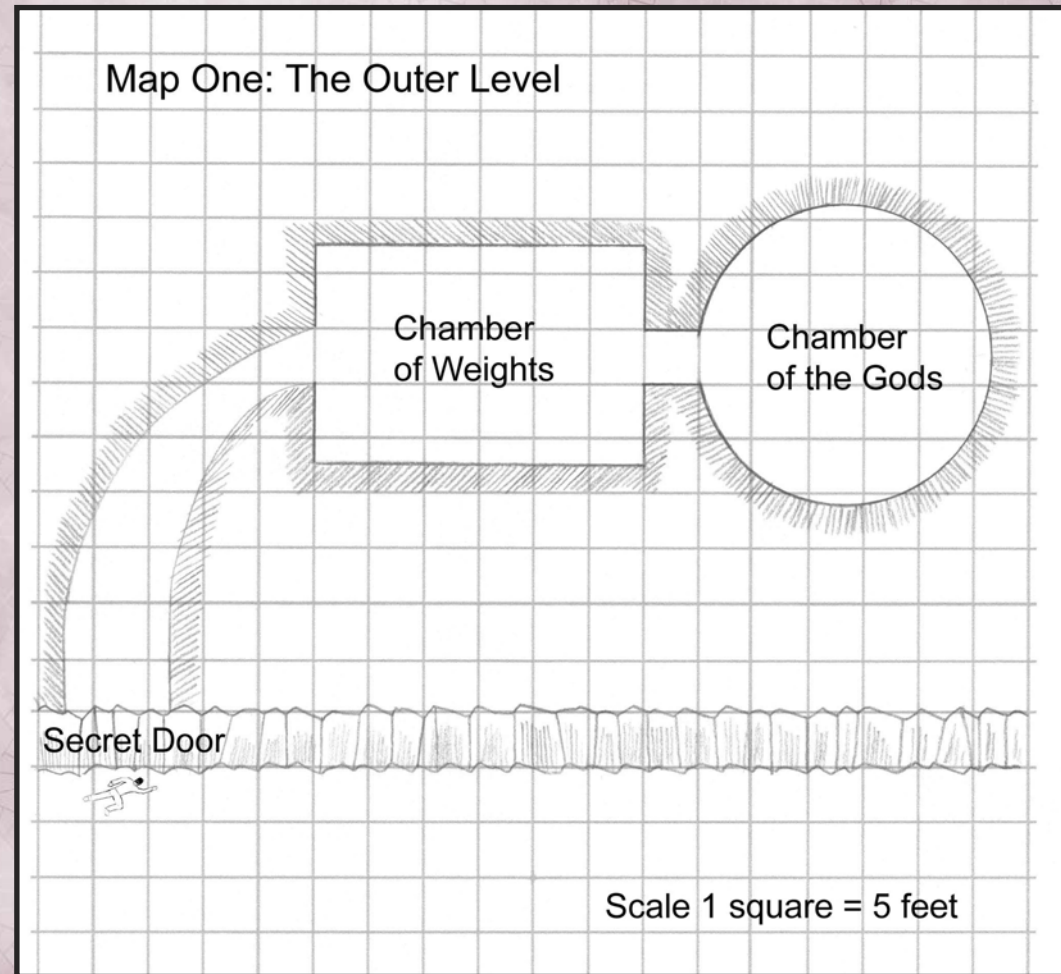
The Rock Face

Lying on the ground in front of the rock face is a dead Granbretanian soldier. He lies face up with two crossbow bolts protruding from his chest. Upon further investigation (and a successful Perception check) the party will discover he lies in front of a closed door made up to blend in with the surrounding rock face. The door to the Outer Level works on a simple mechanism. If the door is opened without first being unlocked, two crossbow bolts are fired from a secret compartment in the frame. This mechanism is set to reload itself every time the door is closed. The unfortunate

Granbretanian corpse was made to open the door by Alcardy and received the fatal greeting. Alcardy then ushered Nezzether and the rest of his men through in safety.

The party now has to enter. If they use Gledholme's key they will pass through in safety. Otherwise the

person who opens the door must make a difficult (-20%) Dodge check or be hit by the crossbow bolts (3D6 damage to a random location). When the door is opened the entire party may pass through in safety as long as the door does not close at any point.



Entryway

The door opens into a corridor, which gently turns to the right. Hanging from the ceiling is a bell attached to a length of rope. This is used by any visitors who have access to the monastery to call the monks, who will then arrive and escort them safely through the sequence of traps. On this occasion if the party ring the bell it will not attract the attention of the monks but Alcardy and Nezzether, who are currently ransacking the monastery in search of the Cross of Septimus. Upon hearing the bell Alcardy will beat the monks until they tell him what it means. Suspecting whoever has entered the Outer Level is not an ally, he will send four Granbretanian soldiers to intercept the intruders and stop them at all costs. You may choose where the Granbretanians will meet up with the party, depending on how quickly they make their way through the following chambers.

The Chamber of Weights

The entrance to this chamber is very narrow forcing the party to walk in single file to enter. A plethora of weights and counterweights hang from the ceiling of this unremarkable room and lead to an unseen system of levers and pulleys beyond. The room itself is around twenty feet by thirty and surrounded on three sides by a metal grille punched with holes six inches in diameter. Opposite the entryway is an equally narrow exit. A dead Granbretanian soldier lies on the metal grille in one corner of the room. He is punctured full of large holes and the blood has long since run from his body.

Upon entering the room nothing remarkable seems to happen until the combined weight of the party reaches 700lbs. When that happens the

metal grille surrounding the room will drop to the ground ten feet below. Anyone standing on it at the time must make a successful Athletics check or be impaled on the spikes waiting below (3D6 damage to ALL locations). A gate will smash down over the entrance preventing anyone else from entering the chamber. The gap to the exit will be twelve feet away and anyone wishing to jump it will be required to make a difficult (-20%) Athletics check. At this point the party may wish to tamper with the weights hanging from the roof in the hope it might make the grille raise up. This will have an adverse effect as the gate and the grille are on a simple timer system. Tampering with the pulleys will only delay the timer for as long as they are messed around with. Thirty seconds after the grille and gate drop they will slowly raise again, allowing the party to exit at will (so as long as they are not standing on the grille and do not panic they will suffer no adverse effects). However, if after five seconds the weight in the room is still in excess of 700lbs the grille and gate will drop once more.

Chamber of the Gods

The players will now enter a circular chamber that slopes down towards its centre. In the middle of the room is a circular plinth that resembles a bird table. Laying some feet away from the globe are a dead Granbretanian and a Guardian, their hands black and charred. Upon closer examination the party will see that the plinth has four dials within its centre, and the outer edge has the manes of the gods known as the Fearsome Four at its cardinal points: Jhone, Jhorg, Phowl and Runga. Each of the dials in the centre of the plinth has a different symbol. One is a drum, one is a four stringed lute and two seem to be lyres of some kind.

By turning the dials so they point to the correct god, then pulling the lever, the party will progress to the next area, the Chamber of Elements. By pointing the lyres at Jhone and Jhorg (either will do), the lute at Phowl and the drum at Runga, the party will correctly progress.

Pulling the lever without correctly positioning the dials will send an electric charge through the lever and into the whoever is touching it at the time (2D6 damage to arm location).

As they correctly pull the lever, and strange song, the likes of which they have never heard before, will ring out throughout the circular chamber, and the floor will open up, dropping them down to the Chamber of Elements (see below). With the strange song (something about blackbirds) ringing in their ears, the party can progress deeper towards their goal.

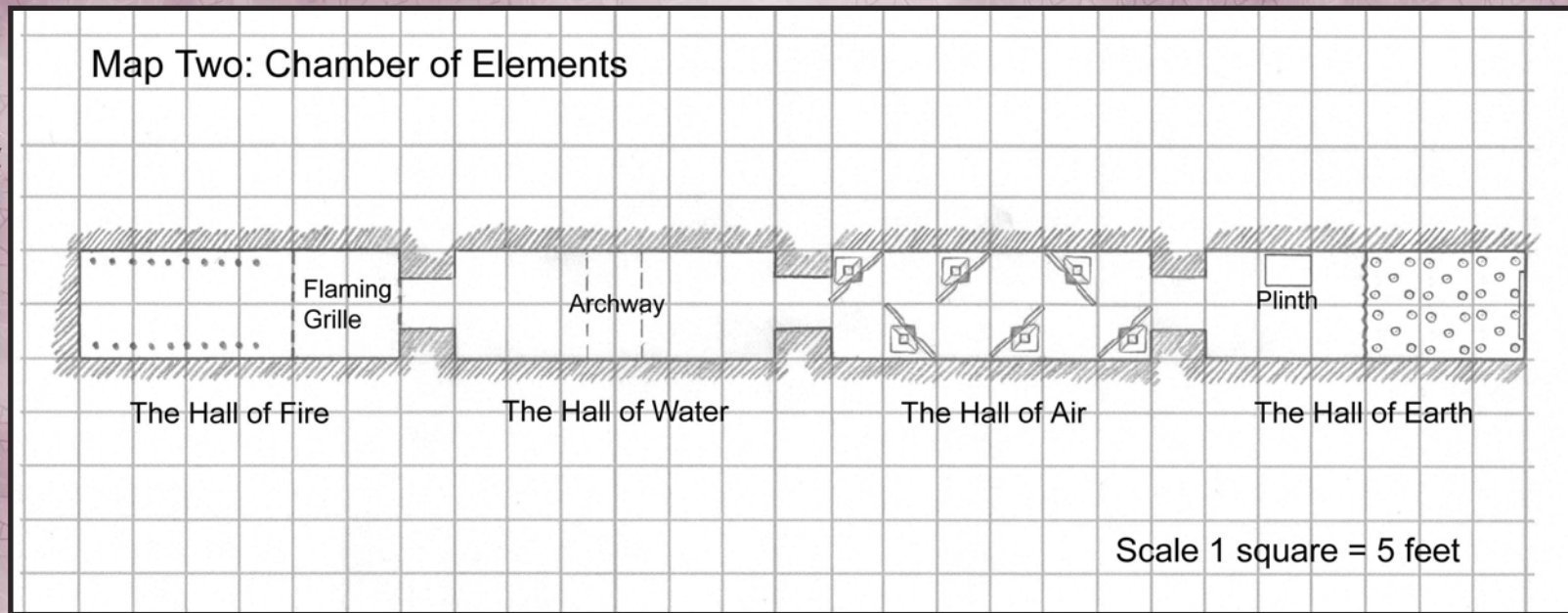
Chamber of Elements

The party must progress through this level by solving four puzzles based around the elements; Earth, Air, Fire and Water

Background & NPC Motives

The Monks of Septimus built this section as a homage to the elements. Their leader at the time, Father Melchiah, felt that earth, air, fire and water were unconquerable and built four traps in honour of their power.

Map Two: Chamber of Elements



What Happens

The Hall of Fire

After the party have dropped down to the Chamber of Elements they will find themselves in a long hallway around 10x30ft. The hall is dimly lit by a row of ten candles placed a foot apart in front of them. Lining the long edge of the room are twenty poles, each 6ft high.

As the party progress towards the exit at the far end of the room they will inevitably step on the pressure pad that runs the width of the hall. When this is pushed (even the slightest pressure will trigger it) a huge gout of flame will ignite in front of them, blocking their escape. The fire billows from a grille 10ft square, so the party will not be able to leap through the flames.

If the party examine the poles lining the wall they will notice they are hollow and smell of lantern fuel. By lighting the ends of these poles the fire at the end of the hall will recede. When all the poles are lit the floor will be safe to cross and the party can proceed through the exit.

If they have no means by which to light a flame, they will somehow need to use the flames that block their exit.

The Hall of Water

This 10x30ft room is split halfway by an archway closed by a barred gate. Two large hollow tubes around 4ft tall protrude from the floor near to the arch. Buckets are chained to the tubes with enough slack to reach the ground. Beside the barred gate is a lever attached to the wall.

When the party examine the barred gate they will find it solid and immovable. Their only option will be to pull the lever and see what happens. Unfortunately when they do pull the lever it will not leave much time for action. A solid metal door will slam down behind them barring the entryway and water will begin to pour into the hall, quickly filling it. If the party try to pull the lever back up immediately they will find it impossible. However, after ten seconds the lever can be replaced back in its normal, upright position causing the water to recede through vents in the floor and the barred gate to drop down. Nevertheless, the party are not to know this. They will probably have to rely on the bucket method, which will take much longer but have much the same effect. By pouring water into the two metal tubes the gate will slowly open and eventually allow the party access to the second half of the room.

The Hall of Water should be played up for drama but there is no real danger. Once the water has reached the tops of the metal tubes it will rise no further. Unless the party are under four feet tall and cannot swim they will be in no immediate danger. Thirty seconds after the water has reached this level it will recede and the solid door barring the entrance will open. The party must then pull the lever once more and begin again until they either open the gate fully or lower it enough to crawl through.

The Hall of Air

Again a 10x30 ft room containing six miniature windmills lining its centre. Pipes of various sizes lie on the floor. If the party listen carefully they will be able to hear the wind howling through a sequence of small holes around eight feet up on the walls. Four of the windmills are white whilst two are black. The body of a Granbretanian soldier lays beside one of the black windmills, an arrow in his back.

The windmills hold the key to the door from this hall. The pipes can be fitted into the holes on the wall and will channel the breeze that blows through them. When pointed at the windmills it will cause their sails to turn. When the four white windmills are turning simultaneously the exit to the Hall of Air will open. If either of the black windmills are set in motion a booby trap will be triggered. A single arrow will fire from one of the holes in the wall and a failed Dodge check will result in 2D6 damage to a random hit location.

Of course the party may not wish to use the pipes to set the windmill sails moving. If there are more than four members of the party they will find that

moving the sails at the same time by hand will also open the door to the next hall.

The Hall of Earth

This room has a ledge on one side that is fifteen by ten feet (allowing six people to stand comfortably), which the party will enter on. The rest of the chamber is set ten feet below this ledge and is covered in vicious looking spikes. Impaled on the spikes are two Granbretanians and a black clad Guardian. A bow and arrows lay on a plinth at one side of the ledge. On the opposite wall, thirty feet away, is a large circular wooden board set in ten sections each with a number (numbered 1-10) painted on. Beneath the wooden board is inscribed a message: 'strike the number of our ward and cross'.

To safely traverse the spiked floor the party must use the bow (or a projectile weapon of their own) to strike a number on the board. The 'ward' the message speaks of is Septimus himself, whose remains the monks care for. In the ancient languages of the world before the Tragic Millennium, Septimus means seventh, therefore striking the number seven will allow the party safe passage. However, if the party choose the wrong number or miss the target (they will have to make a normal ranged skill check) the ledge they stand on will recede slightly, pushing them a little further towards the spikes below.

Successfully striking the correct board will trip a lever releasing mounds of earth from the roof, which creates a bridge across the sea of spikes. The party will have only seconds to cross this mud bridge before it sinks into the floor.

For every missed or incorrect target, a five feet square of earth will fall away from beneath the party. If any of them fall on the spikes they must take 3D6 damage to ALL locations.

Inner Level

After having traversed the Chamber of Elements the party must now overcome the final sequence of traps to gain entry to the underground monastery.

Background & NPC Motives

In his haste to find the Cross of Septimus and growing impatient with the monk's traps, Nezzether has freely sacrificed more of his men (who have willingly given their lives). Alcardy, somewhat less of a fanatic, has allowed the Necromancer to lead the way and thus spare his own men.

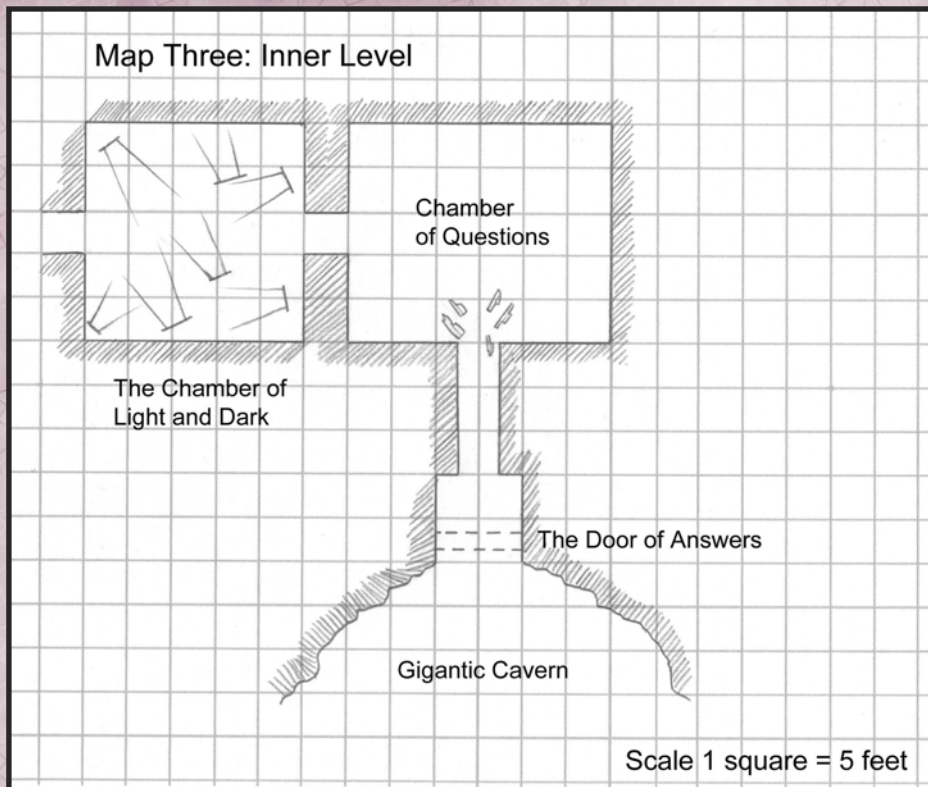
What Happens

The Chamber of Light and Dark

Light streams into this room from vents in the roof, cascading onto a series of strategically placed mirrors. The mirrors then reflect the light, showing a path across the room, which is peppered with pit traps. Guardians lie dead all over the room riddled with arrows or impaled on spikes.

The party will be able to safely negotiate this room as the puzzle has already been solved for them (though at great cost to Nezzether's men). As long as the party are not clumsy enough to knock the mirrors out of position (a standard Perception or Stealth test, whichever the player prefers) or go rooting around in the dark they will not fall prey to any nasty 'accidents'.

Map Three: Inner Level



Chamber of Questions

As the party enter this wide hall they see three monks lying on the ground. Blood gushes from various wounds and one is riddled with throwing knives and crossbow bolts. Other than the bodies there is nothing else of interest in the room.

On closer examination the party will discover that one of the monks still lives, although barely. At first the monk will think it is Nezzether and his Guardians returning to continue their torture. Shrinking back he will beg for mercy but soon calms himself when he sees it is the party. There is

nothing the party can do for the monk who will be able to tell them his name and answer one or two simple questions before breathing his last.

The monk's name is Brother Sanguinus, he and the other two monks were sent to greet the intruders in the Chamber of Questions (so called because all who enter must answer riddles before they are allowed entry to the monastery). Upon greeting Nezzether and Alcardy the monks were met with a shower of blows and missile fire before they had a chance to put forward their questions.

The door exiting the chamber has been smashed off its hinges so the party will have no trouble progressing from here. However, Sanguinus will still wish to pose his questions to the party before they leave, despite being on the brink of death. The party can choose to ignore him if they wish but they will then find it extremely difficult to progress through the Door of Answers. If they stay he will pose two riddles before his eyes glaze and his breath stops.

The first riddle is: 'At night they come without being fetched, and by day they are lost without being stolen.' The answer is 'the stars'. If the party answer this correctly Sanguinus will then ask his next riddle: 'How many letters are in the bible?' Before the party can give their answer Sanguinus will die. They are left to ponder this question as they move on.

The Door of Answers

The passage from the Chamber of Questions widens to 10ft and is then barred by a large solid steel door. In the centre of the door is an iron handle, surrounding that are twenty metal stars protruding one inch from the door's surface. On the ground are two dead Guardians, one decapitated, the other with severed legs.

Hopefully, Sanguinus' riddles will give the party a clue as to how to open the door. By pressing in the correct number of stars they will be able to turn the handle and open the door. The correct number is equal to the answer of Sanguinus' second riddle. The number of letters in the bible is of course eight ('the bible' contains eight letters).

Attempting to open the door with no stars depressed will not get the party anywhere as the handle simply will not budge. If the party depress the wrong number of stars retractable metal blades will randomly shoot from the walls at head, waist or knee height (you may choose which or generate by rolling on the victim's Hot Location chart). The player nearest the door will have to make a difficult (-20%) Dodge check or suffer 2D6 damage. Every time the handle is tried with the wrong number the stars will automatically reset themselves.

The Monastery

The party must now work their way through the Monastery of Septimus and reach Nezzether before he flees with the cross.

Background and NPC

Motives

Nezzether and Alcardy have reached the monastery well before the party and have set about searching for the Cross of Septimus. None of the monks will reveal the cross' whereabouts and have been all but slaughtered as punishment. The Granbretanians and Guardians are now in the process of tearing the monastery apart in their frenzied attempt to find the cross.

What Happens

Once the party have managed to open the Door of Answers they will be able to proceed towards the monastery.

The huge metal door slowly opens before you, revealing a gigantic cavern. The ground beyond the Door of Answers slopes downwards towards a plain stone building, which you assume must be the monastery of the Monks of Septimus.

As the party proceed towards the monastery all will seem quiet and still, but as they draw closer they will be able to hear the sound of low cries and smashing furniture from beyond the closed wooden doors.

Entrance Hall

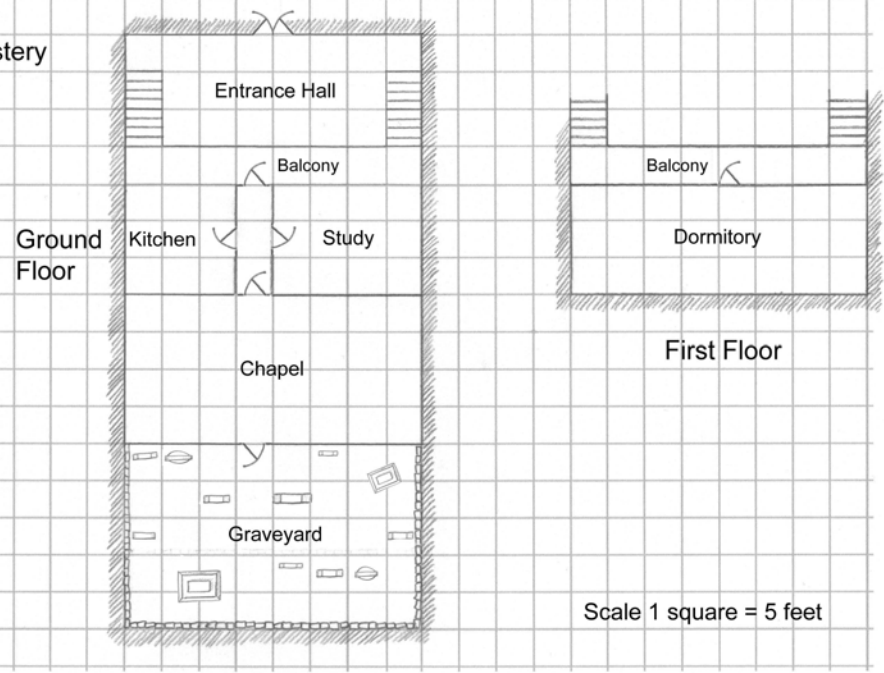
The doors to the entrance hall are closed but not locked. The dead body of a monk lies directly behind the door and whoever opens it will have

to give a hefty shove to make a gap wide enough to enter. On the other side of the door lie more bodies. The floor is covered in blood and the monk's habits are stained crimson. Two staircases lead up from the entrance hall to a balcony above. Both sets of stairs are daubed with scores of bloody footprints. From the entrance hall the party can hear the sounds of the Granbretanians' desperate search even more clearly.

Dormitory

As the party enter this room they will interrupt a group of five Granbretanians smashing up the monk's possessions. Caskets lay broken on the floor and their bare beds are upturned.

Map Four:
The Monastery



So intent are they on their search that the Granbretanians will not notice the party enter. The party will therefore have the option of slipping away or launching a surprise attack. When the Granbretanians have been despatched the party may search the room themselves but will find nothing of interest other than a rosary or two and spare habits (which the party may put on if they so desire). If they hang around too long in the



dormitory a second group of Granbretanians will enter, searching for their comrades and the party will have to fight their way out.

Kitchens

Before the party enter the kitchen they will be able to hear the upheaval from within. A group of Guardians are tearing the room apart, flinging pots pans and other utensils around the room, so fearful are they of Nezzether's wrath if they do not find the Cross of Septimus. Hiding in one of the cupboards is Brother Ignatius, a loyal but cowardly monk. If the party do not enter the kitchen but keep listening they will hear the Guardians discover Ignatius and begin to interrogate him for information. Their methods of interrogation will become more brutal until Ignatius is eventually killed.

The party may intervene at any time, much to Ignatius' gratitude. He will not wish to be left alone and will accompany the party until they leave the monastery.

Study

The study is where the monks are educated by their elders in everything from history to herb lore. Books line the walls from floor to ceiling and small desks run the length and breadth of the room.

Currently, the monastery's intruders have not entered the study and it is therefore intact. When the party comes to search for the location of the Sword of Babel (see below) they will need to use the study's resources.

Chapel

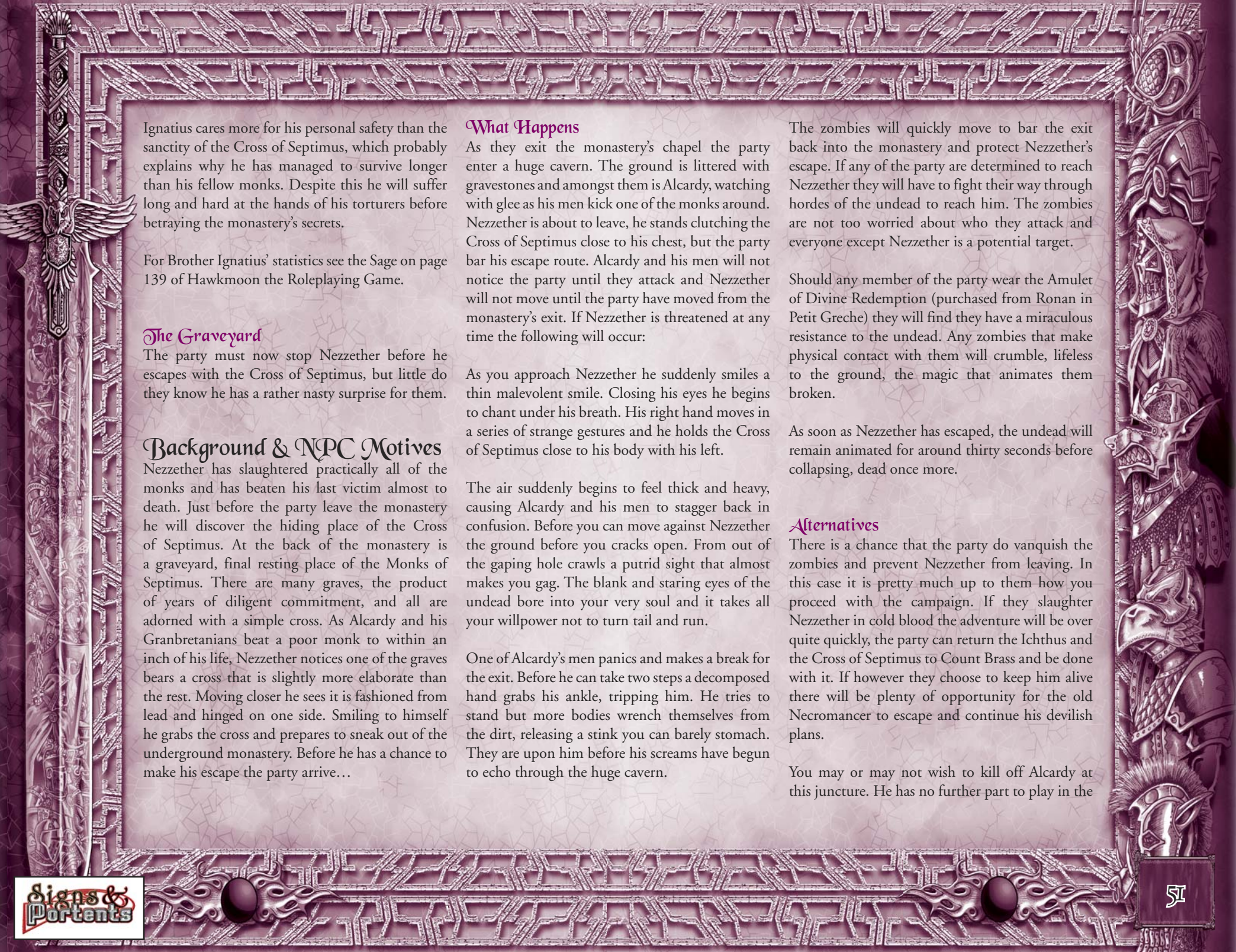
The party will immediately notice the huge stained glass window when they enter the chapel. This window houses a clue as to the whereabouts of the Sword of Babel, but the party are not to know that yet. Plain benches line the chapel and a wooden pulpit stands beneath the window with a huge tome (which the party may or may not recognise as a bible) resting on top. On the ground in front of the pulpit lay more slain monks. It is obvious from the position of their bodies that they were murdered whilst praying.

Although the chapel is currently empty of any living soul, the party will be able to hear harsh voices from beyond the open doors opposite them that lead to the graveyard.

NPCs

Brother Ignatius

Unimpressive to look at, even for a monk, Brother Ignatius is overweight and rather red of face despite the harsh regime of abstinence followed by the Monks of Septimus. He cares little for the rigours of monastic life and has long since yearned for the freedom of the outside world but being too cowardly to strike out on his own has never ventured further than the Inner Sanctum.



Ignatius cares more for his personal safety than the sanctity of the Cross of Septimus, which probably explains why he has managed to survive longer than his fellow monks. Despite this he will suffer long and hard at the hands of his torturers before betraying the monastery's secrets.

For Brother Ignatius' statistics see the Sage on page 139 of Hawkmoon the Roleplaying Game.

The Graveyard

The party must now stop Nezzether before he escapes with the Cross of Septimus, but little do they know he has a rather nasty surprise for them.

Background & NPC Motives

Nezzether has slaughtered practically all of the monks and has beaten his last victim almost to death. Just before the party leave the monastery he will discover the hiding place of the Cross of Septimus. At the back of the monastery is a graveyard, final resting place of the Monks of Septimus. There are many graves, the product of years of diligent commitment, and all are adorned with a simple cross. As Alcardy and his Granbretanians beat a poor monk to within an inch of his life, Nezzether notices one of the graves bears a cross that is slightly more elaborate than the rest. Moving closer he sees it is fashioned from lead and hinged on one side. Smiling to himself he grabs the cross and prepares to sneak out of the underground monastery. Before he has a chance to make his escape the party arrive...

What Happens

As they exit the monastery's chapel the party enter a huge cavern. The ground is littered with gravestones and amongst them is Alcardy, watching with glee as his men kick one of the monks around. Nezzether is about to leave, he stands clutching the Cross of Septimus close to his chest, but the party bar his escape route. Alcardy and his men will not notice the party until they attack and Nezzether will not move until the party have moved from the monastery's exit. If Nezzether is threatened at any time the following will occur:

As you approach Nezzether he suddenly smiles a thin malevolent smile. Closing his eyes he begins to chant under his breath. His right hand moves in a series of strange gestures and he holds the Cross of Septimus close to his body with his left.

The air suddenly begins to feel thick and heavy, causing Alcardy and his men to stagger back in confusion. Before you can move against Nezzether the ground before you cracks open. From out of the gaping hole crawls a putrid sight that almost makes you gag. The blank and staring eyes of the undead bore into your very soul and it takes all your willpower not to turn tail and run.

One of Alcardy's men panics and makes a break for the exit. Before he can take two steps a decomposed hand grabs his ankle, tripping him. He tries to stand but more bodies wrench themselves from the dirt, releasing a stink you can barely stomach. They are upon him before his screams have begun to echo through the huge cavern.

The zombies will quickly move to bar the exit back into the monastery and protect Nezzether's escape. If any of the party are determined to reach Nezzether they will have to fight their way through hordes of the undead to reach him. The zombies are not too worried about who they attack and everyone except Nezzether is a potential target.

Should any member of the party wear the Amulet of Divine Redemption (purchased from Ronan in Petit Greche) they will find they have a miraculous resistance to the undead. Any zombies that make physical contact with them will crumble, lifeless to the ground, the magic that animates them broken.

As soon as Nezzether has escaped, the undead will remain animated for around thirty seconds before collapsing, dead once more.

Alternatives

There is a chance that the party do vanquish the zombies and prevent Nezzether from leaving. In this case it is pretty much up to them how you proceed with the campaign. If they slaughter Nezzether in cold blood the adventure will be over quite quickly, the party can return the Ichthus and the Cross of Septimus to Count Brass and be done with it. If however they choose to keep him alive there will be plenty of opportunity for the old Necromancer to escape and continue his devilish plans.

You may or may not wish to kill off Alcardy at this juncture. He has no further part to play in the

movement of the adventure's plot but may make a good arch-enemy for the party if he survives. In this case Alcardy may dramatically escape from the monastery, leaving his men behind to die as he slinks away in the darkness.

NPCs

The Zombies

Nezzether raises 23 corpses from their graves. Once Monks of Septimus, they are now pawns for him to control. No longer do they bear any allegiance to Septimus, they now serve their necromantic master in his bid to complete his mission.

The zombies are in various states of decomposition and the following stats may be taken as an average. You may wish to make them as powerful or as weak as you see fit. The undead are not meant to cause the party any serious damage, merely hinder their attempts to apprehend Nezzether.

Needle in a Haystack

The party must now search through the annals of the Monks of Septimus to find where Nezzether is headed and stop him before he has time to complete his diabolical plans.

Background & NPC Motives

By now Nezzether should have fled the monastery and the zombies will have turned to ash. Alcardy will also have fled, been slain or been captured by the party. Any of his men will either be dead or will

abandon him to his fate (their loyalty runs deep but after their encounter with the undead they will question how far their allegiance stretches).

Decomposing bodies lay all around and among them is the broken figure of the monk Alcardy's men were beating. His name is Brother Ezekiel and he has a clue as to where Nezzether is now headed.

What Happens

If the party saved Brother Ignatius (and he still lives) he will rush over to the bloody figure of Ezekiel and weep, imploring his fellow monk to speak. Ezekiel will ask him the fate of the Cross of Septimus and grimace at Ignatius' answer.

As the party approach he will thank them for their help and implore that they give further aid. He will recognise the party member you have picked as the 'Chosen One' (see Chapter 1) and calm himself a little.

You, I knew you would come when the Cross was threatened. My son, you are the only one who can avert the rise of Abbassyn. You must not fail.

If questioned Ezekiel will explain that the party member is the human embodiment of Septimus' soul, possessing the power to destroy Abbassyn if he once again escapes from his alternate Multiversal plane. Further questioning will reveal that to raise Abbassyn, Nezzether must take the Cross of Septimus and the Ichthus to a sacred place, where rests the Sword of Babel. This powerful weapon

was once wielded by Abbassyn and was used by Septimus to bring about the demon's demise. Nezzether knows a foul incantation that will raise Abbassyn once more, and all he needs do to complete it is bring these three ancient artefacts together.

Ezekiel does not know the whereabouts of the Sword of Babel (but he will reveal its legend, see below) as the monks were forbidden from learning it, but he tells the party that the secret is hidden within the monastery. If they examine the stained glass window they will find clues as to which tomes in the study hold the secret. After wishing them Godspeed he will pass out from the pain of his wounds. Ignatius will be of no help to the party other than showing them where the study is; the party will have to locate the Sword of Babel on their own. The puzzle is fairly straight forward but if the players are struggling you may give additional clues if any of them can pass a Lore (World) test.

VII is emblazoned above an image representing the Cross of Septimus. This does not represent Septimus' number (as revealed in the Hall of Earth) but is the chapter of the book that will lead to Nezzether's destination. In the corner of the window is the word Gatham and the number 975. These are not the name of the craftsman who made the window and the year of its construction. In the study the party will find a book (the tomes are organised alphabetically so there should be no problem locating them) on the town of Gatham. In chapter VII, line 975 is the following statement:

The hill is approximately four miles south of Gatham, see appendix iii.

The statement is part of a nondescript passage detailing the landscape around Gatham. However, by turning to Appendix iii there is a map showing the exact location of the hill in relation to the town that is labelled S O B. This should be more than enough information for the party to continue their pursuit of Nezzether.

Alternatives

There is always the chance that the party will ignore Brother Ezekiel and pursue Nezzether, regardless of the fact they do not know where he is headed. In this case you should make it clear to them that Nezzether is long gone and that tracking him will be extremely difficult. If they are too stubborn to listen to your hints, allow them to follow him but only if they make a difficult (-20%) Tracking skill test.

NPCs

Brother Ezekiel

Ezekiel has served the Brotherhood of Septimus all his life and has only left their secret enclave twice in his forty-eight years. He is a stalwart defender of the Cross of Septimus and will prove this beyond the call of duty. When the party meet him he will be close to death and unable to offer them any practical help. If the party are able to heal him he will aid them in their investigations but will not leave the monastery when they have found the Sword of Babel's location.

For Brother Ezekiel's statistics see the Sage on page 139 of Hawkmoon the Roleplaying Game.

The Sword of Babel

In the earliest days of man the descendants of Noe migrated south from Armenia along the course of the Tigris, then westward across the Tigris into a plain in the land of Sennar. As their growing number forced them to live in localities more and more distant from their patriarchal homes they decided to build a great city. In its midst would be a great tower that would reach up to the heavens. Before their city could be finished an ancient god confounded their speech so they could not understand one another and they were scattered, never having finished their huge construct.

Soon after the deserted city of Babel was visited by Dina, an angel who found herself spellbound by the city's huge tower. She knew the Tower of Babel had been built to reach the heavens, something her celestial master could not allow, and accepted the lord's punishment, but it was what the tower stood for which saddened her. Dina was teacher of languages, an inspirer of wisdom, knowledge and learning and it broke her heart to see the great stones of the tower represent confusion and a lack of knowledge.

Calling on the aid of her brother Nemamah, guardian of good causes and enemy of ignorance, Dina set about harbouring some of the tower's great stones and manipulating them into a tool for the protection of wisdom and learning. The result was a sword, fashioned from solid stone, which would defeat the weak of mind and turn them towards the divine.

For centuries Dina bore the sword, smiting the weak minded and corrupt, until one day her brother Zadkiel, the angel of mercy, asked to borrow the weapon. He needed to smite down a powerful demon, but was unwilling to destroy him with the fiery might of his god's vengeance, instead requiring an angel-forged weapon. Dina agreed and Zadkiel flew off with joy in his heart, eager to face his enemy and make him see the light.

Unfortunately for Zadkiel, the demon he faced was none other than Abbassyn, Lord of the Black Light. It took little time for Abbassyn to smite down the angel, for the demon could never be beaten by the power of wisdom alone. As Zadkiel lay wounded, Abbassyn took up the sword and whispered his lies, bending the Sword of Babel to his will.

Zadkiel would have died if not for his brother Gavreel, the mediator, who bargained with Abbassyn for the angel's life. In return for his mercy Abbassyn would be allowed to keep the Sword of Babel and the heavenly host would raise no vendetta against him. As well as this he would be forced to leave the surface of the Earth and never return. Of course Abbassyn agreed; until he had mastered his new found weapon. When he eventually returned during the Tragic Millennium, so weak were the seraphim that they could not stop the slaughter he reaped upon the land. It took a humble warrior named Septimus to undo the damage they had sown...

The Thieves' Guild

'There is no such thing as the Thieves' Guild. It is a ludicrous concept and it is disgusting the way that the ISA authorities have tried to besmirch the character of my client, who is a respected businessman in his community.'

- Councillor Gerard Wong speaking to the press whilst defending Mickey 'Lead Pipe' Donovan from serious criminal allegations

Background

The Thieves' Guild has never acknowledged its own existence in public. In private it has always tried to promote the idea that the organisation is nothing more than a loose alliance of pickpockets, con-artists and burglars who's members will occasionally get rounded up by a police force somewhere but is barely worth worrying about.

It is thus a common misconception that the Thieves' Guild is a disparate group of petty thieves and criminals who rely on minor thefts and con jobs to live a day to day existence.

This is wildly incorrect. The Thieves' Guild is the most successful Organised Crime network that has ever existed. The wealth of the galaxy has meant that unscrupulous have an almost endless opportunity to profit from their maltreatment of the civilian population. The usual infighting that has marked terrestrial organised crime has been reduced, largely due to the use of renegade telepaths, who are able to prevent overly ambitious underlings to overthrow the established order. With the use of Telepaths it is now harder than ever to infiltrate the Thieves Guild, allowing the organisation to solidify their position.

The Thieves' Guild represents much more than a group of criminals banding together for a few lucrative jobs, it is the equivalent of the far smaller but no less dangerous organisations that came to prominence in Earth history, the Triads, Tongs, Yakuza, Mafia, Cartels and dozens of others. It is involved in all kinds of criminal activity, from basic thievery to narcotics to smuggling to arms deals. If there is money to be made from something that can not be done legitimately then the criminals of the Thieves' Guild will move in.

This article helps shed some light on the Guild, how it interacts with the various races, the crimes it commits and how the established criminal networks of Earth were integrated into the largest collection of ne'er-dowells that has ever existed.

The Thieves' Guild

The Thieves' Guild can trace its history back to any one of a hundred organisations from as many different races. As humanity reached for the stars the criminal

elements endemic on their home world soon followed and came across the already extant Guild. Some ignored it, these were often tracked down by the Guild itself and told in forceful terms to stop their activities or join forces. Those that did neither soon found themselves joining the ranks of the dearly departed by a variety of gruesome methods.

Established criminal gangs from Earth sounded out the far older Guild, looking for weaknesses and seeking to divert its power to support their own aims. Some Earth groups decided the opportunities outweighed the loss of their own freedom, so they joined willingly, others went to war and were soon crushed as Guild operatives using other human criminals alongside their vastly superior operatives to defeat these upstarts. The lack of telepaths hurt these aggressive human gangs, leaving those willing to join the Guild in a far stronger position as they were able to take over their old rivals' rackets and turfs.

After a period of blood letting everything calmed down. The Guild still has its internal power struggles, but no single race's criminal element has ever managed to resist its power, being quickly overwhelmed by the sheer force of numbers available to the largest organised criminal syndicate that has ever existed.

Organisation

Although there are variations on the theme most Guild groups based in an area are organised along similar lines. A colony or an area of planet will be under the jurisdiction of a 'godfather' who then ensures that various have specific roles to play. His three most important aides are his chief advisor, chief bodyguard and personal telepath. These three all will advise the godfather whenever he requests help.

Below these three are the regional lieutenants, responsible for a specific city or region who will have similarly have his own chief aide and bodyguard, and in some cases a telepath as well, although this is not the norm. He will then dole out various rackets amongst his henchmen, with more trusted and capable ones getting the more profitable crimes to control. These henchmen will have their own crew of anything from a few individuals to hundreds of various thieves and thugs. Finally there are those on the periphery of the Guild, petty thieves and those called upon to perform minor tasks who have yet to enter the Guild's inner circles.

There are rare attempts to overthrow an established godfather, made so by the fact that his telepath (and on rare occasions he will have more than one) will often scan those closest to him for treacherous thoughts. Those occasions where there is such a coup usually have been foreshadowed by the telepath either having an unfortunate, and most often fatal, accident early on in the plot or the telepath is himself part of the group seeking to replace the godfather.

Disputes between godfathers are normally settled by a third party if the two opposing groups are unable to come to any arrangement between themselves. A third godfather, normally from another system, will make his judgment and all sides have to abide by it. If another dispute arises not long after then a different godfather will be called in to make a decision. A godfather that continually causes problems for his peers and loses out when adjudications are made is normally fined a great deal for the inconvenience this cause, or his is simply and ruthlessly removed.

Operations

There are many different ways for criminals to make money, and new

opportunities to do so are always presenting themselves. The Guild is adept in many fields of their chosen profession and their most common activities are described below:

Petty Thievery

Small thefts, picking pockets, grabbing purses, minor con-jobs and shoplifting are the visible face of the Guild. The members of the Guild that are active in this field are almost all minor players, utterly expendable. The punishments for their crimes are usually minimal and they rarely talk, knowing that if they do they will be hunted down by vengeful Guild members. They also provide a useful pool of individuals that can be called upon when manpower is needed, although rarely will they be required for any task that includes violence.

Murder Inc.

Contract killings are a far more serious affair, but can prove very profitable. Usually the client approaches someone with Guild contacts who will pass word on up the line. The client is then checked out to reduce the risks of a police sting operation. If the remuneration is seen as worth the risk then the contract will be taken out. The Guild's enforcers gain practice their skills on such contracts, and the experience gained is thus used to eliminate threats to the Guild itself.

Prohibited Substances

There are plenty of substances, most notably narcotics, that are prohibited amongst the various worlds and races throughout the galaxy. Despite of the attempts of Law Enforcement agencies the vast profits that can be made make this an inevitably attractive area for the Guild to take advantage of. Some governments have legalized all narcotics, making it available either in a controlled manner by the government or just lets the free market provide the products with minimal restrictions (if any).



There are rumours that the Thieves Guild has actually been trying to influence these Governments to change their policies to those of prohibition so that they can then corner the (what would then become illegal) market.

Controlled substances also cause the most conflict, both within elements of the Guild and from outside players, as the rewards can be incredibly lucrative when compared to other rackets. An additional threat is caused by the harsh penalties involved, as the police will often be able to force a captured Guild member caught carrying out this nefarious trade to turn informer on his fellow criminals. Competition from outside the guild and informers are both dealt with ruthlessly, although in rare cases outsiders might be 'invited' to become join the Guild (or else) if they show the requisite skill and have not actually declared war on Guild operations.

Kidnapping

Kidnapping is an extraordinarily risky proposition and is rarely practised by the Guild. It is universally reviled by law enforcement and the chances of being caught are high. As a result there are very few specialised kidnap gangs within the Guild, but there are a few that move from world to world and target to target, always trying to stay one step ahead of any pursuit.



The Guild members involved in this activity are highly trained and extremely proficient, with the most valued operatives being highly skilled in counter-surveillance techniques and technology. Their targets are very carefully chosen, and the amount requested are not normally extravagant, increasing the likelihood of payment without the authorities becoming involved. However this is a heartless activity and those who are members of kidnap gangs are extremely ruthless, and will not hesitate to kill to make their escape as the penalties for kidnap are frequently no less than those for murder on many worlds.

Protection

One of the bread and butter criminal operations throughout the galaxy, the ability to force others to pay you to stop hurting them (literally or financially) is an easy concept for any petty villain to grasp. Protection rackets tend to work best when targeting smaller businesses, especially if the guild can then guarantee some sort of real protection to other activities against the victim. Larger corporations are more difficult to target, as they will often have their own, well armed, security to defeat such attempts at extortion, however it can be done and in some areas of space everyone will pay their dues to the local Guild.

Fences

Stolen goods have to be sold on somewhere and the network of small, seemingly legitimate, businesses that operate under Guild control are the best way to do this. The Guild more often than not will arrange for high value, low volume stolen goods to be transported to other worlds to be disposed of, but small shops open up everywhere to pass on their stolen clothing, electrical goods and other items to unsuspecting customers. Often these businesses will only be open for a single day, literally selling out of the back of a lorry (or its equivalent) before moving onto a new town or city to set up once again.

People Smuggling

An old activity which has only grown in scale over the centuries. Whether it is rescuing refugees from conflict (with both the Earth Civil War and Narn-Centauri conflict providing rich returns), shipping economic migrants to a more affluent land or transporting wanted criminals to a place beyond the reach of local law enforcement this is a truly lucrative trade, often with a double pay off. Normally well numerated upon departure the Guild often forces further payment at journey's end, if the transported can not pay then they are forced to pay off this debt any way they know how.

Blackmail

A very specialist field that is more common than might be supposed. The guild deals with a lot of individuals across the galaxy and comes into possession of a lot of information, much of which would be highly embarrassing for someone if news reached the wrong ears. Most of the time these individuals are approached, with the blackmailer requesting a 'donation to his favourite charity' to keep things quiet. Because of the nature of the Guild, few such requests are ever turned down, making this a highly rewarding crime.

Industrial Espionage

Computer hackers have been used by criminal organisations for almost as long as there have been computers. These specialists are well looked after and provide all sorts of classified data that can then be passed onto business rivals, for a price. Other, more traditional methods (such as going through a corporations garbage) are far less successful in discovering information than they used to be as security procedures have tightened up with the rapid growth in this field, although that is not to say that these methods are not used.

Piracy

The single organised crime activity the Guild does not control is the piratical activities of the various bands of raiders that operate throughout known space. Long ago the Guild decided it was not worth their efforts to control these ruthless freebooters since their raids are often dangerous and the potential loss of a major vessel could spell financial ruin to those guild members involved. The practicality of forcing the highly mobile raider groups to join also was factored in, so instead the Guild is in business with the Raiders, buying up stolen cargoes and supplying them with weaponry. This, in itself, is highly profitable and is therefore most acceptable to all parties.

Artefacts

Alien artefacts can fetch a good price for collectors, corporations and governments, especially when dealing with extinct civilisations. The Guild often smuggles highly valuable items from world to world, although this is a crime that is constantly watched out for throughout the galaxy, since sometimes these items are highly advanced technological pieces that governments are extremely keen to ensure stay in their possession. This risk is balanced, however, by the fact that the same pieces of technology fetch incredibly high prices, and many a godfather has made a fortune vast enough to retire from deals they have brokered for such strange alien artefacts.

The Thieves Guild and Earth Based Criminal Organisations

‘Yeah, I heard about the Yakuza and all those other old world gangs. They were supposed to ruthlessly and terrorise people back in the day. Well they did not know the meaning of ruthlessness and terror, the Guild showed them that.’

- Michael Garibaldi, BS Security Chief

The Thieves Guild operates best by fitting in with the local civilian population, so as a result most of its members on a particular world will be of the same race as the natives. In Earth Alliance space the Guild is dominated by old world criminal gangs, each of which runs one racket on Earth or controls a single colony. The more notable are listed below.

Snakeheads

The forerunners of this ruthless gang rose to prominence in the late 20th century when they became the primary human traffickers in the world. They have close ties to other smuggling gangs and much of their work is now to bring criminals from out of the noses of law enforcement and to safety

beyond the stars. They have also been known to smuggle terrorists of the Free Mars movement and refugees from war torn worlds, demanding large sums from their customers. Those that are unable to pay are often held hostage or forced into prostitution for the gang. Because the Snakeheads are very useful to other Thieves Guild groups they maintain good working relationships with the other originally Earth-based factions.

The Mafia

The Mafia is a term invented to describe the various criminal gangs of Italian, and more specifically Sicilian, origin that rose to prominence in the early 20th century. One of the first groups to have some real organisation to their separate enterprises they have proven to be remarkably resilient to all attempts to crush them over the centuries. The Mafia have very few operations left on their old home world being one of the first to expand amongst the stars. They are the prominent gang in many Earth colonies, though, effectively running the Thieves’ Guild for their own purposes in these places.

Mongrels

Originally a New Zealand gang comprised of Maori and Pacific Islander petty criminals the gang eventually expanded to become one of the dominant criminal groups in their small corner of the world. However they were the first gang to realise where the future lied once contact with the Thieves’ Guild was made and were the first to join the alien network.

The Mongrels are renowned as fierce enforcers for hire, able to bring tough hard men into play for any endeavour required of them. Fiercely loyal to their criminal roots they consider themselves the inheritors of their ancestors’ warrior traditions and as a result they are as brave as they are fierce. Mongrels revel in their reputation amongst the Guild, although some of their traditions have been

curtailed, most notably the use of facial tattoos that make them all too easily identifiable away from their Pacific homes. However they still cling to their use of taboo symbols when out on a job, with the swastika of Earth’s history being one of their favourites, and when operating in some former parts of the Centauri Empire they will wear badges of the Imperial Centauri Household (although not on the Narn home world, after a group of them were returned to the local guild head in a very small box after a run in with a mob of Narn civilians who did not approve of their attire).

Tian Di Hui (The Society of Heaven and Earth)

The triad gangs of Hong Kong, Macao and China were all descended from the Tian Di Hui, a patriotic organisation that aimed to restore the Han dynasty when it was overthrown by the Manchus. Eventually the group lost their original purpose and split into a number of criminal gangs, some with tens of thousands of members. When the universe opened up to mankind and with it the opportunities for massive profits five of the largest gangs decided to combine their efforts and become the most powerful network amongst the stars, reclaiming their ancient name since they now saw their criminal empire as



being in both the heavens as well as on Earth ,and hence the name was now more appropriate than ever before.

When they first came into contact with the Thieves' Guild the Tian Di Hui was initially vary wary of losing their power to a new group, only when they were sure they were facing a far more powerful opponent did they relent and opt to merge into the larger group. They are now the major gang within Earth's own star system, having both the numbers and the means to ensure that the Thieves' Guild is the unchallenged, supreme power there. Their main rackets are the counterfeiting of goods and protection scams.

Tijuana Cartel

One of the major Mexican drug cartels that rose to prominence in the late twentieth century the Cartel eventually became the dominant organised crime syndicate in central and south America, dominating the illicit trade of marijuana, cocaine and even heroin (which was grown in the Sierra Madre mountains). Although dominant their position was never total and when one of their rivals in Mexico itself began to make severe inroads into the cartels rackets due to the aid from the Guild it was realised that independence was not a route that would lead to long term prosperity.

The cartel voluntarily joined the Guild and has since dominated the trade in illicit drugs throughout human controlled space. It has even managed to open up new markets on some alien worlds previously untapped by the Guild, an effort that has made them as many enemies as well as friends within that organisation. The Tijuana Cartel is known for the loyalty of its members towards their superiors, they have a strict code of honour that is adhered to, a fact that amazes law enforcement as many similar groups claim to have such a code but pay it little heed.

Lesser gangs

Many smaller gangs and criminal groups have joined with the Guild over the years, although none have the influence or power of those listed previously. For most it was a simple matter of having to join or face the unpleasantly fatal consequences although there were many that eagerly embraced the opportunities to be had in belonging to a larger gang.

Other major criminal organisations

Camorra, N'Drangheta and

Sacra Corona Unita

These powerful Italian groups were forced to merge with the Mafia once the latter embraced their interstellar 'cousins'. A short, bloody and extremely one-sided conflict saw many high ranking figures murdered (or simply disappearing) weakening their grip on their own turfs and rackets. The peace deal offered to the survivors was too generous to ignore and now there is little ill feeling towards the Sicilians.

Yakuza

The Yakuza were supremely confident in their ability to hold their own territory since Japan was still almost entirely inhabited by ethnic Japanese marking any interlopers into their world as immediately identifiable (and therefore vulnerable). When first contacted by the Guild not only were their offers rudely disregarded but the heads of the delegation were returned to their shuttle (the rest of the bodies, it is rumoured, ending up on the menu for the inhabitants of Tokyo zoo). As this was still early in their integration of Earth gangs the Guild had to act decisively. The Guild always knew they would



have to come down hard upon at least one Earth group from previous experience when contacting new species, and had secretly shipped many of their top enforcers, telepaths and surveillance people into position, knowing the initial (very large) expense would be more than offset by the benefits (and longer term profits) of the inevitable merging of the other human gangs that such a display of force would cause.

Using stealth equipment, advanced disguises and many, many telepaths they identified their targets and struck mercilessly at the heart of the Yakuza organisations. In one night over ten thousand criminals died by a variety of unpleasant means, the police were overwhelmed by this abrupt wave of murders and were not able to prevent the explosion of blood letting. Within a week the body count doubled, and within a month doubled again. The Yakuza, left leaderless after the initial strike, were hunted down by aliens equipped with such advanced technologies that there was no hope for their survival. After a year the death toll had shot over fifty thousand, and the surviving Yakuza were all very low ranking members who without older, more experienced leadership were easy prey to the police as suddenly all the expensive lawyers and corrupt officials had no Yakuza senior or wealthy enough to pay them.

The Yakuza were forever broken and the much more reasonable Tian Di Hui were given the former Yakuza territory as a welcome gift when they soon afterwards joined the Guild. No other Earth gang acted as arrogantly towards the Guild, although this did not stop others sharing the Yakuza's ultimate fate.

Yardies

Brutally violent Jamaican based gangs these groups were never able to form into long term and stable criminal groupings. Instead they proved to be a continual thorn in the side of police wherever they operated, with their extreme and commonplace violence drawing resources away from other gangs. Some Yardie gangs managed to find their way into the Guild, but most were deemed too erratic to be of much use and were slowly wiped out one by one. The few gangs that still exist under the Guild umbrella specialise in the more violent side of criminality with armed robberies, kidnaps and murders being their forte.

Organizatsiya - The Russian

'Mafia'

The 'Organisation', as they called themselves, arose when the old Soviet Government fell apart in the twentieth century, however with the return of totalitarianism in Russia in the early to mid twenty-first century these gangs were all but wiped out by the time democracy again rose her head across the Russian steppes. A shadow of their former power and wealth when space became opened up to them they simply withered away as their territories were given to more robust and expansionistic European gangs that were quick to jump onto the Guild band wagon.

Other South American Cartels

Once the Tijuana Cartel signed up they asked for a single concession. Apart from those already in the Guild they would have the backing and authority to see their power totally unopposed in the Americas. This was granted and the final domination and elimination of their rivals took place. Just as the Earth gangs had to merge with the Guild or be destroyed so it was with the cartels rivals. In less than a decade they had succeeded in their aims and are, alongside the Tian Di Hui, the dominant criminal powers on Earth.

The Thieves Guild

Amongst Alien Races

The Vorlons

The impossibility of getting into Vorlon space caused the Guild to ignore these enigmatic aliens, when they finally revealed themselves as the benefactors of the Minbari there was even less reason to try and include them in any nefarious activities. For their part the Vorlons ignore the Guild, so much so some feel they may not even be aware of their existence, although is foolish for the Vorlons know full well that such an organisation is ripe for the Shadows to corrupt still further for their own dark plotting.

The Shadows

The Shadows see the Thieves' Guild as a curious anomaly, the Guild is essentially a parasitic entity that feeds off its own people but one which welcomes all races as members. The Guild has proved useful for the Shadows in carrying out certain tasks, and the totally corruptible membership make for useful potential agents and recruits for the Shadows themselves.

Centauri

The noble Centauri are renowned for their decadence, and have been for generations. There has always been a market for dangerous substances, twisted activities and cruel thrills amongst this race despite (the admittedly rare) Imperial edicts against such behaviour, and there have always been Centauri more than eager to supply these desires, as long as the rewards (monetary and even rising in rank) are bountiful. Centauri do not have huge numbers within the Guild, largely because there is still prejudice against them for their Governments past behaviour, but they are present and have control over some of the more exotic criminal activities available.

Narn

The Narn have a criminal underworld just like most other races and criminality amongst them is fairly high, largely because so many were forced to take desperate measures in order to survive under the harsh rule of the Centauri. Although Narn members of the Guild would not attack Centauri members out of hand they certainly would not be adverse to schemes that might see them ruined (and of course Centauri act in a similar way towards Narn members).

The Guild itself was able to recruit members during the occupation of the Narn home world by the Centauri. They also made many friends by smuggling Narn off world and providing medical and other assistance. Often wanted criminals will head to Narn territory, knowing that however much they will be hunted elsewhere in the galaxy they will have a place where even some senior government officials will be willing to hide and protect them, which was the whole reason the Guild helped the Narn in the first place, of course.



Minbari

The Minbari are far too honest as a species for the Guild to like or have many dealings with. Their beliefs and customs make criminal activity almost non-existent and very few individuals have ever engaged the Guild on any level, other than in a hostile manner.

Drazi

The Drazi as a race make excellent enforcers amongst the Guild, but they also willingly throw themselves into other criminal endeavours with a real enthusiasm and gusto, as they do with anything else in life. Although their hot-headed nature rarely leaves any of them in positions of power outside of Drazi space there are a great number of highly successful mid-level Drazi criminals within the Guild.

Brakiri

The Brakiri, with their constant obsession with money making schemes, often feature prominently in the Guild, if only because they have set up a number of semi-legal corporations within Brakiri space that are wholly Guild entities. These corporations often offer their services to more honest (a relative term, many would argue, when dealing with

the Brakiri) corporations that need the specialist skills and personnel they can provide.

Abbai

The matriarchal Abbai are not quite as impenetrable to the Guild as the Minbari but are still not commonly members. However their pacifistic nature has, on occasion, made them ripe targets for Guild operations, who know the penalties for capture will be less severe than in most other places.

Vree

The Vree are the one race that has never had any problems with the Guild, since crime in their society is unheard of. With their telepathy the Guild learnt long ago that there was no point in trying to carry out crimes on their home world or to try and recruit members, and have moved on to far greener pastures.

Gaim

The Gaim are almost as unlikely to have any Guild involvement as the Vree, at least on an individual level. However the High Queens see the Guild as a bewildering concept and have used it for their own requirements in the past, testing this (to them) bizarre alliance of disparate and ultimately selfish beings. The Guild on the other hand is equally bemused by the antics of the Gaim, having no idea that they have actually attracted the attention of that race's rulers, however they have found their payment to be quite generous and when they are approached by an Ambassador Gaim they are always eager to please.

Gaim membership, on the other hand, is almost totally unheard of, although there are rumours amongst the Guild that some rogue Gaim, hunted exiles from their own race, have joined. This would be very dangerous if true, for the Guild will not hand over these outcasts to

their government if they were to be discovered, and any resistance offered is likely to be met with overwhelming and lethal force by the Gaim.

pak'ma'ra

The alien pak'ma'ra are not as avaricious as many races, but they are highly useful as smugglers and agents for the Guild, and more than a few have been accepted (if not with welcome arms) as members due to their unique abilities.

Thrakallans

There are few races that are as selfish and self-serving as the Thrakallans. They are ruthless in their scheming and many end up in positions of power, fairly often in competition with the Guild. Whilst many of these creatures have successful careers their general untrustworthiness and greed normally comes back to haunt them. They have successful criminal careers, but very often they are short ones as well.

The Drahk

The servants of the Shadows see the Guild in the same way as their masters, as useful tools to be used in order to carry



out their aims and wishes. Even after the departure of the ancient races left the Drahk leaderless they continued with this policy.

‘You know, the old time police used to have it easy. They had only to deal with human criminals. We have to deal with the scum of the universe, and they are often better organised and equipped than we can ever hope to be.’

— Zak Allen, B5 Security

Telepaths

Telepaths are held in high regard by the Guild, whatever their background, as long as they work for them. Many important members of the Guild either have Telepath advisors or are Telepaths themselves. The use of telepathic abilities tend to lengthen a criminal career significantly, for being able to know that a rival is about to eliminate you or there is an informer in your personal circle is an obvious benefit.

The Guild has aided many human telepaths to escape from the clutches of the Psi Corps. However these vulnerable people often find themselves ‘owing’ the Guild vast amounts of money for their rescue and end up having to work for them, or else. These unwilling telepaths are poorly treated but kept in line with constant threats with many ending up

thinking that they would have been better off remaining under the Corps’ care in the first place. The Psi Corps is aware of this trade (of course) but allows it to continue, occasionally rescuing some of the most pathetic victims of the mobsters and then parading them in front of the cameras, providing superb propaganda that dissuades other telepaths from fleeing their grasp.

Scenario Hooks:

Vengeful Yakuza

The descendants of the Yakuza have never forgotten their humiliation at the hands of the guild and some, even now, seek to gain a measure of revenge for what they perceive as the dishonour to their ancestors. A highly skilled assassin is stalking various ranking members of the local guild and it is up to the Player Characters to find him and eliminate the threat. (For government agents or law enforcement based parties the assassin needs to be stopped before the provokes a mob war).

Rescue The Smuggled Ones

Many of those who are smuggled from world to world (refugees, those seeking a better life) are forced into virtual slavery by the Guild. An anxious father wishes the Player Characters to track down and free his twin daughters, who disappeared into the clutches of the Guild when fleeing conflict on their home world. He has discovered the ship that took them off-world and now wishes the character to follow his daughters’ trail and rescue them now that the war is over and it is safe to come home.

A New Godfather

The local Guild godfather has been overthrown by one of his underlings. Whilst he is new in his new role he is

at his most vulnerable. He hires the Player characters to help solidify his position by getting rid of potential rivals whilst protecting him from those loyal to the old regime.

Rat Hunt

Recent Guild operations have been pre-empted by law enforcement. The Player Characters are called in to identify the informer so that he can be properly dealt with by the Guild. It is possible, however, that the informant is actually the Guild member who has been told to give the Player Characters this job, as such he is in a prime position to throw obstacles in their way, or have them eliminated if necessary.

‘All we can do is deal with the ones we catch. The universe is a mighty big place with plenty of stones for these cockroaches to hide under. All we can do is take them down one at a time, even if there will always be another one to deal with the next minute. But every time I lock up even one of these nasty pieces of work I get a warm, fuzzy feeling inside.’

- Zak Allen, B5 Security, breaking in a new rookie.

OF PROTEAN FORM

Shapeshifting Magic for RuneQuest by Charles Green

Every human culture has folktales about those who can shed their human form and take the shape of an animal. Sometimes this is a curse that turns an unfortunate victim into a mindless beast, sometimes it is a blessing from the gods.

This is ancient and powerful magic, dating from when we remembered our animalistic heritage. Shapeshifting is a method of attuning oneself with that part of us that is still feral. To societies that rely on hunting to survive, those who could run faster than deer, smell with the nose of a wolfy, or fly like a hawk would be an asset.

However, as time passed we became more civilized. This type of magic was seen as a superstitious practice with no merit. Shapeshifters grew older, and found fewer apprentices to whom they could pass on their wisdom.

New Advanced Skill **Shapeshifting (INT+POW)**

This skill represents character's ability to manipulate the shape of their body.

Each time a shift is attempted, roll against the character's Shapeshifting skill. On a success, the character may spend Magic Points to affect the shift. On a critical result, the shift occurs at half the Magic Point cost. A

regular failure costs the shifter half the intended Magic Points, and the shift does not occur. On a fumble, all of the intended Magic Points are spent, and a shift other than what was intended occurs.

Each shift takes a single combat action. Characters wishing to perform more than one shift at a time may do with a single Shapeshifting check, although the Magic Point cost remains the same.

The Shifting Factor

In addition to being the skill rolled against when a character attempts to shift, the Shapeshifting skill also is the source for a derived value. For every full 10% characters have in the Shapeshifting skill, they gain

Simon is making a shapeshifting barbarian trickster for an upcoming game. He has an INT of 12 and a POW of 16. This gives his Shapeshifting skill a base chance of 28, and a Shifting Factor of 2.

Later on in character creation, Simon spends 30 free skill points to increase his Shapeshifting skill from 28% to 58%, which in turn increases his Shifting Factor from 2 to 5. He intends to use one of his first improvement rolls to increase this again. If he manages to get it to 60%, his Shifting Factor will increase to 6.

another point in their Shifting Factor. This value is a measure of how much control shapeshifters have over their bodies. Characters who are relatively unskilled in shapeshifting will only be able to achieve minor changes in their bodies, while very practiced characters will be able to perform astounding acts of shapeshifting.

What can be shifted?

Standard RuneQuest characters have a total of 7 hit locations. For shapeshifting purposes, the two arms and two legs locations are each considered as a unit, and an additional location called Body is added. Thus, the list of potential locations is:

1. Arms
2. Chest
3. Abdomen
4. Legs
5. Head
6. Body

When characters wish to shapeshift, they may apply one or more changes to one of the resulting locations, or to the whole body by changing their Body location.

A character can maintain a number of shifts equal to his Shifting Factor. If they already have shifts equal to this number, they must drop at least one shift in order to perform another. Additionally, locations may only hold a number of shifts equal to their current hit points.

Shapeshifting itself

Natural Shapeshifting

The art of shapeshifting comes in two different forms: Natural and Unnatural. Natural shapeshifting is a basic technique, available to anyone who possesses any skill in shapeshifting. With it, the shapeshifter may spend a Magic Point and make a Shapeshifting test. On a success, the shapeshifter may assume the form of any purely natural animal he has integrated. His characteristics and skills become that of the animal, although he will retain his human INT and POW.

The shapeshifter may also overcharge this skill test by spending additional Magic Points. For each Magic Point spent in this manner, increase the chance to make the Shapeshifting skill test by +5%.

While this is indeed a basic technique, it is also one of the most useful and potent skills he will learn. There is no limit the number of different animal forms that can be learned, although a newly created shapeshifter will only begin play with a number of animal forms equal to his Shifting Factor.

A Kinder Method

There is some variance on learning new forms between shapeshifting traditions. In some, it is of absolute necessity to eat the animals, while in others, the animal's death need only be of a symbolic nature. Games Masters may also determine if integrating new shapes costs a point of POW, like integrating a new

Learning New Animal Forms

A character who wishes to learn a new animal form must be able to observe the animal. This allows him to get a good sense of how it moves, sounds and behaves.

After this period, the shapeshifter must kill and eat the animal to take in its energy. He must then pass

Shapeshifting and Disguise

A common motif in stories about shapeshifters is the use of the ability to mask one's appearance. This is normally the ground covered by the Disguise skill. In the case of shapeshifters, some considerations need to be made.

It is trivially easy for shapeshifters to adopt an appearance other than their own; it is the basis of the shapeshifter's art. As such, when in an animals a shapeshifter is automatically unrecognizable as their normal identity.

However, making your shifts look exactly like another being is more difficult. If a shifter wishes to adopt the exact form of another creature, he will also need to make a successful Disguise check immediately after the shift to determine how much like the copied shape the new form is.

Characters seeking to impersonate another character may take a Body shift that offers a +10% bonus per Magic Point spent to their Disguise skill for purposes of impersonating that particular person. Players may wish to keep a log of which other characters they can successfully impersonate.



a Persistence test. If this test is a success, the animal form is subsumed and the shapeshifter may now adopt its shape using a Body shifting technique. If the test is failed, he may try again. If the Persistence test to integrate the new animal fails three times, then the shifter may never attempt to learn that form again.

As mentioned, natural shapeshifting is limited to purely natural animals forms. However, as many fantasy worlds have animals that are strange but not inherently magical, it is possible to use this ability to adopt such forms as well. Once a character possesses a Shifting Factor of 5, he may also learn to integrate supernatural and chaotic creatures as well.

Unnatural Shapeshifting

The true power of the shapeshifter's art is when practitioners selectively shape parts of their bodies to obtain animal abilities without losing their humanoid shape. Where natural shapeshifting allows you to become a wolf, unnatural shapeshifting allows you to become a large, humanoid wolf-man. It is much more expensive in terms of Magic Points, and the potential for disaster is much greater.

Anyone who possesses the Shapeshifting skill can attempt an unnatural shift. Players declare which of their locations are to be shifted, and in what manner. A single Shapeshifting test is made, and if it is successful, the user must pay Magic Points to affect the change.

The benefits of shifting locations vary, and Games Masters should consider what effect the player is trying to achieve, rather than sticking to a stringent rule about what can be accomplished. Some guidelines are given below:

- * Shifting works by enhancing skills and attributes. A shift can provide a bonus to an appropriate skill in 10% increments, up to the character's Shifting Factor. For example, Simon wishes for his character to leap over a wall, so he shifts his legs to be those of a leopard, which would grant him a bonus to Athletics skill tests that involve jumping.
- * The total percentage bonus is limited by the character's Shifting Factor, and each 10% increment costs a Magic Point to enact. So, Simon can grant himself a +40% bonus for 4 Magic Points.
- * Shifters may not maintain a number of separate shifts greater than their Shifting Factor.
- * The maximum bonus for any shift is limited by the character's Shifting Factor.
- * Shifted locations remain unchanged until they are changed back to human form. The only exception to this is if the shifter is rendered unconscious or killed. In such instances, their shifted appearance changes to be that of their normal shape.
- * Combat Actions are adjustable by making the body stronger or faster. Character may gain a number of Combat Actions equal to their Shifting Factor, up to a maximum of 4. Each bonus combat action costs a Magic Point each time it is used.
- * The Damage Modifier may be increased as well, by increasing the bulk of the muscles in the arms or chest. Characters may spend a Magic Point to add the result from the table to their existing Damage Modifier. So, if a character has a Shifting Factor of 6, he may purchase up to six levels on the

table, which would grant him a bonus +1D6 to his Damage Modifier, which costs 6 Magic Points.

Magic Point Cost	Damage Modifier Bonus
1	+1
2	+1D2
3	+1D3
4	+1D4
5	+1D4+1
6	+1D6
7	+1D6+1
8	+1D8
9	+1D8+1
10	+1D10
11	+1D10+1
12	+1D12
13	+1D12+1
14	+1D12+1D2
15	+1D12+1D3
16	+1D12+1D4
+1	Adjust die accordingly

- * The character's Movement rating can also be increased up to the the character's Shifting Factor, which costs a Magic Point for each point of Movement increase.
- * Strike rank can be increased by shifting the arms or head location to be those of a particularly fast animal, such as a snake. The bonus to the character's Strike Rank can be no more than the character's Shifting Factor. Each bonus to the strike rank costs 1 Magic Point.
- * Hero Points and Magic Points cannot be enhanced by shifting, as these are factors that stem from the soul, not the body.

- * Hit points may only increase if the character performs a Body shift into a form with a greater SIZ or CON than his own.

Limits of Unnatural Shapeshifting

As this form of shapeshifting does offer a great deal of power, Games Masters are encouraged to consider some stop-gaps in order to prevent characters from attempting to claim a shapeshifting bonus to any action they wish to take. Some potential limits may be:

- * Like Natural Shapeshifting, Unnatural shifting can only effect changes in keeping with the animals the shifter has integrated.
- * Shapeshifting might take longer to accomplish. Instead of being a single action, each shift might take 2 actions, an entire combat round, or even several minutes to accomplish.
- * Shapeshifting might be exceedingly painful, leaving the shifter incapacitated for 1D6 rounds after each significant shift.
- * Spent Magic Points may not regrow until the shifter has returned to his human form, which can be done at any time for no Magic Point cost.
- * The Magic Point cost for shapeshifting may be doubled, or even tripled.
- * Shapeshifting may only occur at a specific time, such as at night, only during the full moon, or only on major religious holy days.

- * Even while in human form, shapeshifters may be prone to a bestial rage. If attacked or harassed, they must pass a Persistence test to avoid flying into a terrifying frenzy, attacking anyone present until everyone has either fled or is dead.

- * Conversely, shapeshifters may only change their form when enraged, and even then, it might be an uncontrollable process.

- * Shapeshifters may be limited to a single other shape, or a shape relating to a single specific animal. See "Totems" below.

Drawbacks of Unnatural Shifting

As written, Unnatural Shifting is a flexible art that offers its practitioners a wide range of abilities; however, this art is not without its dangers. By continually adopting traits associated with animals, the shifter risks becoming an animal himself. While there is wisdom in not forgetting that humans are in fact animals, it also bears remembering that it is our human intellect that makes up for all of the abilities animals have that we do not. All shifters eventually bear the marks of having been an animal for too long, and many who walk this path to power end their days as little more than beasts.

Games Master should record of the number of times a character shifts either the whole or part of his body. For each individual shift, the character earns a cumulative 1% chance that, once the character attempts to shift back to his human form, one of the shifted locations refuses, retaining the shift forever, regardless of injury or death. Once a character has taken on a trait in this manner, his Shifting Factor is reduced by one, although the percent chance to retain permanent traits resets to zero.

If the character has taken the shape of a chaotic or otherwise strongly supernatural creature, there is a 50% chance that it would be a randomly determined Chaotic Feature instead of a permanent animal feature.

If a character ever possesses a number of permanent traits of Chaotic Features equal to his INT, he has effectively lost what it means to be a human being, and immediately flee. Who this character was as a person is effectively dead, and the character is retired.

Many shifters are aware of their eventual fate, and have developed ways to avoid it. At any time, the shifter may spend several days in mediation on what it means to be human, and permanently sacrifice one Advanced skill. This does away with a single permanent trait, and increases the Shifting Factor back up by one. However, the character loses all knowledge of that skill, and can never learn it in any way.

Another, more drastic means of getting rid of permanent traits exists, though many shifters would rather become animals than go through with it. A shifter can do away with all permanent traits by cutting off contact with another person with whom they have a deep, meaningful relationship. As soon as a formal cutting off has been done, the shifter will lose all of their permanent traits. However, they cannot ever meaningfully interact with that person again, in any way, or the traits return instantly. If this increases the number of traits held beyond the shifter's INT, he immediately becomes an animal and is retired after a period of intense rage.

Interaction Penalty

In the long term, shifters become something inhuman. In the short term, their abilities also make it difficult to interact with normal humans. At any time when a shifter has one or more shift, any uses of social skills have a penalty equal to 10% times the number of shifts.

If Simon's character has shifted his body to have claws, increased muscles for extra damage, cat's eyes for Perception bonuses, and scaly snake skin for armour, then all of his social skills will have a -40% penalty.

Common Types of Shapeshifting

For most game-related purposes, there will likely be a set of commonly held shapeshifts that a shifter will adopt. Listed below are a few of the ones most likely to come up in play. This is not meant to be an exhaustive list. Games Masters are encouraged to work up a list of common shifts.

1. Body armour. Many creatures in the natural world possess thick, scaly or warty skin to protect themselves from injury. Adopting this shift will grant the shifter a number of AP on every location equal to the number of Magic Points spent. Note that this armour counts as being worn, so it can be bypassed with a called shot, and will not stack with worn armour.
2. Regeneration. Many creatures have advanced healing abilities, and shifters are well known to copy this ability when injured. If adopted, the shifter may regenerate a number of Hit Points equal to their Shifting Factor per location per round, at a cost of 1 Magic Point per round. Limbs may be reattached, assuming they can be held to the stump within 1 hour.
3. Natural weapons. Many shifters sprout claws or quills to inflict damage in combat. The shifter will still use his normal attack damage (1D3 if unarmed, 2D3 if using the Martial Arts skill), plus his normal Damage Modifier. Natural weapons will increase the damage done by such an attack according to the Damage Modifier table above. This can be coupled with a shift to increase the Damage Modifier, making an supposedly unarmed shifter suddenly quite dangerous. Natural Weapons have their own weapon skills at base chance.
4. Eagle Eyes. The shifter increases his ability to see, able to pick up fine details from miles away. Each Magic Point spent increases the shifter's Perception skill by 10% for visual detection. At the Games Master's discretion, sensory shifts may add half their bonus to Tracking skill tests as well.
5. Puma's Legs. Cats are well known for their skill at leaping great heights. Many shifters like to emulate this by shaping their legs to allow for great leaps. Doing so adds +10% to the shifter's Athletics skill for jumping purposes. This shift does away with the penalty for making a standing jump, and increases the number of feet that may be covered by the character's Shifting Factor.
6. Adaptation. Many animals can go where no human being could ever survive. By means of shapeshifting, the character produces a variety of features that allow him to survive in hostile environments. This is commonly done to grow gills on the Head and fins on the Arms and Leg locations to aid in swimming.
7. Wings. Shifters may transform their arms into wings, either feathered like those of a bird, or leathery like a bat. When this is done, they may fly at will, although they use their Athletics skill to cover areal maneuvers.

Integrating Shapeshifters

There are a number of ways to include shapeshifters into a RuneQuest campaign. Below are some sample ways of using them.

- * The Curse of Chaos. When the world was young, and the very gods walked the earth, the gods of Order and Stability fought the shapeless and terrible God of Chaos. It was defeated, but in its death throws it pronounced a dire curse. It said, "There will walk among your children those who bear My seed, and their forms shall be as shapeless as the oceans and as ever-changing as the moon. You will rue the day I have been unjustly slaughtered, and weep in dark despair at what I have wrought." In this world, shapeshifters are the scions of this dead god, working to destroy to works of the gods of Order, and perhaps to bring their Father back to life.
- * Totems. There are tribes within the great forest who worship the Spirits of the animals, creatures upon whom the tribes depend for food, shelter and community. Each tribe follows a single specific spirit animal, and from within these tribes, individuals are born who bear great gifts from these spirits. Such children are trained as shamans, and take the shape of their tribe's totem animal in order to improve the lot of the tribe. Each shapeshifter chooses a single totem animal, which limits his

shifting abilities, but also does away with the interaction penalty when dealing with members of his own tribe. Note also that followers of a totem halve the chance of developing a permanent trait when using Unnatural shapeshifting, so long as they stick to the forms of their totem.

Some sample totems are:

- * Bear. Strong and hardy, Bear teaches his children to be tough, to endure hardship, and to survive in the harshest environments. He has a nose for hidden food, and his coat is thick and warm. The Bear's claws are some of the most feared weapons in the natural world.
- * Wolf. A tireless hunter, Wolf teaches his children to work together, as hunting in teams is more likely to result in a successful hunt. He possesses a keen sense of smell and a set of jaws that can crush bone.
- * Eagle. Eagle possesses the sharpest eyes known, able to see even the smallest mouse from miles away. He soars the heavens on vast feathered wings, and can swoop down and spear prey with his talons.
- * Serpent. Serpent does not exert much energy. He lies in wait, and when prey comes close, he strikes without warning. If his first attack does not kill, his venom certainly will. With his forked tongue, Serpent can see heat like others see light, and his thick scales ward his tender flesh from harm.
- * Werewolves. The quintessential shape-changing monsters, werewolves are those unfortunate beings

who have been infected by a bite from an other werewolf. During certain times, typically the full moon, the individual undergoes a traumatic transformation into a mindless killing machine, which prowls the night, seeking human victims to attack, kill and eat. To make matters worse, those who happen to survive the initial attack are likely to become werewolves themselves.

The initial infecting bite is treated as a disease:

Name: Lycanthropy.

Type: Injury (bite from infected werewolf).

Delay: 1D3 days.

Potency: Equal to the attacking werewolf's Shapeshifting skill.

Effect: Infected targets undergo a werewolf transformation at the full moon. This will occur every month until the werewolf is slain, or the infection is somehow cured.

- * A werewolf gains the Shapeshifting skill at base chance.
- * At sunset on the nights of the full moon (typically three day total), the werewolf begins to transform into his bestial form. The transformation is excruciatingly painful, leaving the victim entirely unable to do anything until the process is over.
- * To complete the transformation, the werewolf must make a successful Shapeshifting roll. This may be attempted once every hour. A failed roll means another hour of agony.
- * Werewolves come in one of two forms. The first form is that of a normal wolf, albeit one with a foul temper and a taste for human flesh.

* The second form is that of the slaving man-beast. In this form, the werewolf will possess as many of the following shifts as their Shifting Factor will allow:

- * Night vision, keen smelling, acute hearing. Werewolves are consummate stalking predators, and have an array of acute senses to help them track prey. Each sensory enhancement adds +10% to the werewolf's Perception skill.
- * Jaws. The werewolf's mouth is filled with sharp teeth, and powered by muscles that can exert tremendous force. Its Bite attack does damage equal to its normal Damage Modifier plus the amount of damage listed in the table above. This is typically around 1D6, but will be more or less, depending on the werewolf's Shifting Factor.
- * Claws. A werewolf's hands end in wicked claws, which do damage according to the amount of Magic Points afforded them, plus the Damage Modifier.
- * Thick, hairy hide. The werewolf's skin becomes thick, and grows a coat of coarse fur. This counts as worm armour with an AP equal to the Shifting factor available.
- * Other shifts may develop as the werewolf becomes more experienced. Some are known to regenerate wounds, while others become quadrupeds and can run at increased speeds.
- * If a werewolf is able to attack someone while in beast form, the werewolf will always use one of the character's improvement rolls to increase its Shapeshifting skill.

New Legendary Abilities

Beast-Tongue

Requirements: CHA 15 or higher, Lore (Animals) skill of 90% or higher

Hero Points: 4

The Shapeshifter may speak with any individual animal if the shifter has integrated a member of that animal's species. Conversations appear to be the shifter's native language, although only the shifter or other characters with the ability to speak to animals can understand the animals. Use the shifter's Shapeshifting skill as the language skill if one is needed during the conversation.

Nature's Blessing

Requirements: INT 15, Shapeshifting skill 90% or higher

Hero Points: 5

The shifter knows that the wolf does not think about his sense of smell, nor does the eagle concentrate to fly. They simply act. By emulating the no-mind of the beast, the shifter had learned to take on extra traits without needing to spend Magic Points to activate them. He may select a single animal trait from RuneQuest Monsters (such as Excellent Swimmer, Formidable Natural Weapons, Earth Sense and so on). From this point on, the shifter will have this trait at all times. This ability may be chosen more than once, but the Hero Point requirement increases by 2 each time it is chosen.

Potent Shapeshifting

Requirements: POW of 15 or higher, Shapeshifting 90% or higher

Hero Points: 6

Through experience and arduous practice, the shifter has unlocked a secret of the shapeshifter's art. His Shifting Factor increases by point, without any increase to his Shapeshifting skill. This ability may be chosen more than once, but the Hero Point requirement increases by 2 each time it is chosen.

Skin of the Bear

In addition to these Legendary Abilities, a shifter may count their Shapeshifting skill as the skill requirement for the Skin of the Bear Legendary ability. Shifters of the Bear totem may take Skin of the Bear at half the Hero Point cost.



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EXTREME FANTASY: NEPHANDUM

Cosmic terror looms over your campaign a book rich in artwork and atmosphere, fully compatible with any d20 setting.

What is Nephandum?

Nephandum is a cosmos ruled by five unfathomable entities embodying five different facets of fear: Disease, Madness, Blood, Darkness and Savagery.

Each entity can infiltrate any fantasy campaign setting and exert three types of influence: weak, moderate and strong. At each degree of influence, the entities' powers are focused into a key element which functions as an anchor for the entity in the gameworld. At a weak level, an emissary channels the entity's power: she will try to cautiously enlist followers and support to further the entity's goals. At a moderate level, a Nephandic artifact will appear, an item of sheer power and utter malevolence that may lead Nephandum's forces straight into the gameworld. At a strong level, an entity's center of power rises in the heart of a twisted gameworld, as reality itself is about to be devoured by Nephandum's cosmos.

These three degrees of influence actually modify specific technical aspects of the game: magic, landscape, transfiguration of creatures etc.; they also allow you to play a campaign with three different role-playing styles. The weak influence, when Nephandum first appears by means of an emissary, allows you to play a campaign with an investigative style. When the influence becomes moderate, the presence of Nephandum in the gameworld is now obvious for everyone to see and the clash between the forces of good and evil is fierce; this allows the campaign to shift to an epic style. If the entity's forces are prevailing and the emissary

manages to retrieve the artifact, the campaign falls under a strong influence: Nephandum is taking over the gameworld and only a thin flicker of hope remains in the characters' hearts. This last level can be played using an apocalyptic style. But Nephandum's coming is not unstoppable: by defeating the anchors of terror (emissary, artifact and center of power) you can banish Nephandum's entities from the material world, and restore things as they were in the beginning.

The Savage Fury prestige class is one of the twelve new prestige classes featured in Nephandum (ISBN 978-1-905471-93-5, MGP6104, 168 pages, £20)

Savage Fury

The savage fury is a figure that gets into close contact with the spirits of predator animals. Whenever the character enters into a raging fury, his head takes the shape of one of his predator animals' heads. The savage fury combines the prowess of many predators with an uncanny intelligence and strategy, as he sums up the best of both worlds: the savagery of predator animals and the intelligence of humanoids. This makes the savage fury a deadly foe. A savage fury usually tends to neutrality, but evil savage furies are considered some of the most fearsome foes an adventurer may ever encounter.

All savage furies have at least some levels as barbarians. Some are barbarians/druids or barbarians/rangers and these combinations are most effective, as they enhance the predators' link with the world of nature, which is already strong.

NPC savage furies are usually the formidable chieftains of barbarian tribes, or the chosen ones of shamans and animal spirits watching over villages. Others prefer to roam the wilderness, usually living among animals, which they find closer to their nature.

Hit Die: d12.

Requirements

To qualify to become a savage fury, a character must fulfill all the following criteria.

Alignment: Any non lawful.

Feats: Animal Affinity.

Skills: Handle Animal 8 ranks, Survival 8 ranks.

Base Attack Bonus: +7.

Special: Rage ability.

Special: Commune ritual with animal predator (see below).

Class Skills

The savage fury's class skills (and the key abilities for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the savage fury prestige class.

Weapons and Armor Proficiency: Savage furies gain no proficiency with any weapons or armors.

Predator's Rage (Ex): At 1st level, the savage fury selects a predator animal from the following list and performs a ritual of communion. If the ritual is successful, from then on the savage fury can enter a state of frenzy identical to the barbarian's rage, except for the details that follow. The savage fury can use his predator's rage for a number of times per day equal to his daily uses of rage. During the rage, the character's head takes the shape of that predator animal, providing him with a natural attack made at the character's highest attack bonus and with no penalty on the attack roll. Moreover, all predator animals grant the character further benefits for the entire duration of the predator's rage, according to the chosen animal. The savage fury reverts to his normal shape when the rage's duration has expired.

The character gains the benefits of the feats granted by his chosen predator, even if he does not satisfy the usual requirements. Spells must be considered cast at a caster level equal to the character's level.

The savage fury can select a second animal predator at 3rd level, a third one at 6th level and a fourth one at 9th level. When he has more than one animal to choose from, the savage fury can freely choose which predator he wishes to change into.

Boar: Gore attack, 1d8+3 damage. The character also gains 1 additional temporary hit point per level of savage fury and gains the benefits of a barkskin spell.

Brown Bear: Bite attack, 2d6+4 damage. The character also gains the benefit of a bear's endurance spell.

Cheetah: Bite attack, 1d6+3 damage. The character also gains the benefits of a haste spell.

Hyena: Bite attack, 1d6+3 damage. The character also gains the Improved Trip feat and can use the hideous laughter spell at will.

Leopard: Bite attack, 1d6+3 damage. The character also gains the Improved Initiative feat and the benefits of a cat's grace spell.

Lion: Bite attack, 1d8+2 damage. The character also gains the Improved Grapple feat and can use the dominate animal spell at will.

INCREASE SPELL LEVEL [METAMAGIC]

Each time a savage fury selects a new predator animal, he must perform a special ritual to be able to turn his head into that of the chosen predator. The character must sacrifice to his deity an animal of the same type that he intends to take the features. Once the animal has been killed, he must burn its carcass on a special altar made of wood and built on a night of full-moon. Then he must put his face among the flames and succeed on a DC 10 Constitution check. If he succeeds, he will not burn (1d6 damage), his head will turn into that of the sacrificed predator animal and the character will enter into a state of predator's rage. If he fails, the ritual of communion has no effect and the character cannot acquire that animal predator; he may try

Tiger: Bite attack, 2d6+3 damage. The character also gains the Improved Initiative feat and the benefits of a cat's grace spell.

Wolf: Bite attack, 1d6+1 damage. The character also gains the Improved Trip feat and his bite attack gains the benefit of a greater magic fang spell.

Wolverine: Bite attack, 1d6+1 damage. The character also gains an additional +4 bonus to Strength and Constitution and an additional -2 penalty to Armor Class (these bonuses and penalties stack with those granted by the barbarian's rage).

Additional Rage (Ex): When a savage fury reaches 4th level, he can rage one additional time. For instance, a 7th level barbarian/4th level savage fury can rage three times per day. Should that character gain another level as barbarian, he could rage four times per day. At 8th level, he can rage two additional times per day.

Chilling Rage (Ex): At 10th level, a savage fury becomes such a fearsome foe that he can spread terror among his enemies when raging. When this happens any creature involved in a melee fight against the savage fury must succeed on a Will save (DC 15 + savage fury's Cha modifier), or be panicked for 2d6 rounds.

The Savage Fury

Level	Base Attack				
	Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Predator's rage (1 animal predator)
2nd	+2	+3	+0	+0	-
3rd	+3	+3	+1	+1	Predator's rage (2 animal predators)
4th	+4	+4	+1	+1	Additional rage (+1/day)
5th	+5	+4	+1	+1	-
6th	+6	+5	+2	+2	Predator's rage (3 animal predators)
7th	+7	+5	+2	+2	-
8th	+8	+6	+2	+2	Additional rage (+2/day)
9th	+9	+6	+3	+3	Predator's rage (4 animal predators)
10th	+10	+7	+3	+3	Chilling rage

Gordull “Boarhead”, Savage Fury

Gordull is the chieftain of a barbaric tribe including some lycanthropes (wereboars). Although he is not a lycanthrope himself, Gordull has shown a strong affinity to boars on more than one occasion, which earned him his nickname. Gordull is held in high esteem by the other members of the tribe and he often leads raids into elf and human-controlled territories. His unnatural ferocity has become legendary, and today Gordull is constantly harassed by many bounty hunters who will stop at nothing in their hunt. His suspicious, almost paranoid attitude is mostly justified.

Gordull “Boarhead”: Male half-orc barbarian 7/ savage fury 7; CR 14; Medium humanoid; HD 7d12+21 plus 7d12+21; hp 133; Init +1; Spd 40 ft.; AC 15 (+4 +1 hide armor of arrow deflection, +1 Dex), touch 11, flat-footed 15*; Base Atk +14; Grp +19; Atk +23 melee (2d6+10/17-20, +3 greatsword) or +15 ranged (1d8/x3, longbow); Full Atk +23/+18/+13 melee (2d6+10/17-20, +3 greatsword) or +15/+10/+5 ranged (1d8/x3, longbow); SA -; SQ half-orc traits, fast movement (40 ft.), illiteracy, predator’s rage 3/ day, sense trap +2, improved uncanny dodge, damage reduction 1/-, predator’s rage (boar, lion, leopard); AL NE; SV Fort +13, Ref +5, Will +3; Str 20, Dex 12, Con 17, Int 10, Wis 9, Cha 9.

*Gordull cannot be caught flat-footed, thanks to his improved uncanny dodge ability.

Skills and Feats: Climb +8, Handle Animal +18, Intimidate +10, Jump +7, Listen +5, Ride +10, Survival +15, Swim +4; Animal Affinity, Cleave, Deflect Arrows*B*APICE, Improved Critical (greatsword), Power Attack, Weapon Focus (greatsword).

Half-orc Traits: Darkvision 60 ft. For all effects related to race, a half-orc is considered an orc.

Illiteracy: Gordull cannot read or write.

Predator’s Rage (Ex): Three times per day, Gordull can fly into a screaming blood frenzy lasting for 8 rounds. While raging, the following modifiers apply: hp 161; AC 13, touch 9, flat-footed 11; Grp +21;

Atk +25 melee (2d6+13/17-20, +3 greatsword); SV Fort +15, Will +5; Str 24, Con 21. At the end of the rage, Gordull becomes fatigued for the duration of the encounter. While raging, Gordull’s head takes the shape of a predator animal of his choice, which can be a boar, a lion, or a leopard. He gains a natural attack made at a +22 bonus and deals variable damage according to the selected animal. All predator animals also grant him further benefits, which vary from animal to animal.

Improved Uncanny Dodge (Ex): Gordull cannot be flanked and he denies all sneak attacks, unless the attacker has at least 11 or more rogue levels. He also retains his Dexterity bonus to Armor Class even if he is caught flat-footed.

Possessions: +3 greatsword, longbow, 20 arrows, +1 hide armor of arrow deflection.






THE PEOPLE OF THE FELT WALLS:

HYRKANIAN STEPPE NOMADS, BY STEFEN SCYRSKY

"The hooves of our horses go everywhere. They race among the clouds, they plumb the depths of the sea."

Hyrkanian saying



In the West, Hyrkania has a reputation as a country of disorganized horse-peoples. Hyborians, who seldom continue eastward when the Road of Kings ends at Aghrapur, envision Hyrkanians as nothing more than a primitive rabble, swarming over the land like locusts, taking what they want and moving on.

This is not true. Hyrkanians vary from the Turans of Aghrapur, to the settled folk of the cities along the Vilayet's east coast, to the steppe nomads of popular conception. It is of these last that outsiders think when they imagine Hyrkanians. Just as the diversity of the Hyrkanians defies common knowledge, so too do these nomads. They are not simply bands of raiders, but a complex society with unique customs and social structures.

"The People of the Felt Walls" is a brief overview of the nomads dwelling primarily in and around the Zarfhaana Steppes, but also includes tribes that range as far as the Eastern Sea. Disdaining cities and urban folk, these clans possess a culture different from the one described in Return to the

Road of Kings. In the following, "Hyrkanian" only refers to that race's nomads, not all branches of this far-flung people.

HYRKANIAN TRIBAL STRUCTURE AND CUSTOMS

Hyrkanians call themselves the People of the Felt Walls, a proud acknowledgement of their nomadic existence. Life on the steppe is hard and unforgiving. The temperature difference between summer and winter can range as much as 140 degrees, and drought and famine are constant threats. Powerful clans prey on weaker ones. Hyrkanians understand their way of living breeds a tough, resilient people. They believe it makes them superior to all other men.

Leadership: Each major Hyrkanian nomad tribe is ruled by a khan, an inherited title held through guile, strength and ferocity. A khan must demonstrate prowess in battle, both personal and strategic. He must be strong enough to defeat challenges to his authority, as well as clever enough to bring victory in raids against other clans and non-Hyrkanians alike. Large tribes are divided into sub-clans. Leadership of sub-clans is also determined through heredity, although a khan may promote any warrior he chooses to lead a clan under him. Each subordinate clan has a family tree that is usually connected to the khan and other sub-clans. However, sub-clans can also be unrelated to rest of their tribe, having

been assimilated through warfare or for protection from other Hyrkanians. In nomad society to treat an individual as a family member is to make that person family. Therefore, unrelated tribes and clans will consider each other blood-relatives based simply on their social connections.

Although a khan has absolute power, important decisions such as whether to go to war, must first be ratified by a khuriltai, or meeting of the tribes. To call a khuriltai the khan summons his sub-clans and allies. Appearing at the khuriltai is a vote for the khan's course of action. It is also a vote of confidence for the khan's abilities as a leader.

Hyrkanians believe the ideal death for a khan is bloodless. Therefore, a khan captured by a rival is executed in one of several prescribed ways. These methods include strangulation, bludgeoning and boiling. When Tamujan Khan captured Jamuka Khan after their famous battle (see Hyrkanian Tribes below), the latter was put to death by having his back broken.

Food and Wealth: As nomads, Hyrkanians do not raise crops. The large clans travel with herds of cattle, sheep, camels and yaks. All these animals, as well as horses, are eaten or used for their milk. Locating plentiful grazing is perhaps the



An item's worth depends on its ease of trade or portability. Large or heavy goods, such as opulent furniture, no matter their value in the wider world, are useless to a nomad who has no way of transporting them. A well-made coat or belt is more valuable to a Hyrkanian than gold and silver. Above all, Hyrkanians value pearls. They are exotic items to a mostly land-locked people, and are easily carried.

Warfare: The Hyrkanian steppe nomads wage war in specific, proven ways. First, they rely on fear to break the spirit of an enemy. They attack without warning and without mercy. A few survivors are always allowed to carry tales of defeat and horror to the next target.

On the battlefield Hyrkanians shower their enemy with arrows, make a few hit-and-run attacks and then retreat. If their opponents pursue, the Hyrkanians maintain their flight until pre-positioned units can attack the enemy's overextended flanks.

Trickery and deception are employed in equal measure. Feints, attacking from the rear, nothing is dishonorable to a Hyrkanian who believes there is honour only in victory.

Religion: In addition to the gods and spirits described in *Return to the Road of Kings* the nomads of the Zarfhaana acknowledge other supernatural beings and phenomenon.

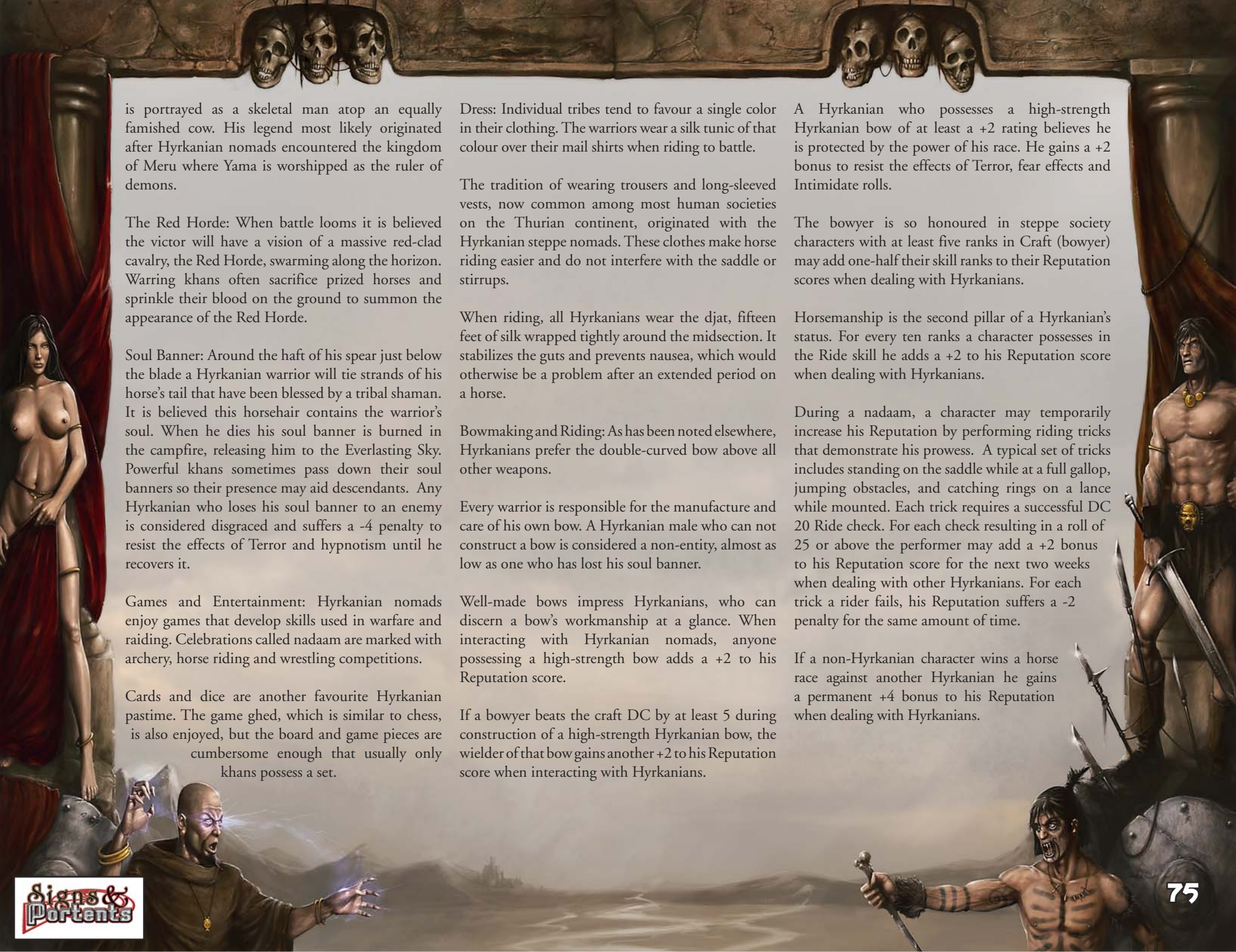
Yama: God of famine. On the steppe, where a few weeks without rain can turn arid grazing land into desert, drought is particularly feared. A winter without feed can decimate Hyrkanian horses and cattle. Yama

most important goal of any Hyrkanian tribe, for without it the animals starve and the tribe dies. Most struggles on the steppe occur over suitable pasture.

land survive through hunting alone, consuming any animal they kill or trap including rabbits, marmosets and rats.

Hyrkanians supplement their diet by hunting wild horses, dire wolves, mammoths and deer. The smaller and poorer tribes who can not compete for adequate grazing

Aside from leather, furs and wool, Hyrkanians lack the means to produce tradable goods. A khan must ensure his clan possesses the wealth or strength to barter or steal what they need. For nomadic Hyrkanians, warfare is a means of production.



is portrayed as a skeletal man atop an equally famished cow. His legend most likely originated after Hyrkanian nomads encountered the kingdom of Meru where Yama is worshipped as the ruler of demons.

The Red Horde: When battle looms it is believed the victor will have a vision of a massive red-clad cavalry, the Red Horde, swarming along the horizon. Warring khans often sacrifice prized horses and sprinkle their blood on the ground to summon the appearance of the Red Horde.

Soul Banner: Around the haft of his spear just below the blade a Hyrkanian warrior will tie strands of his horse's tail that have been blessed by a tribal shaman. It is believed this horsehair contains the warrior's soul. When he dies his soul banner is burned in the campfire, releasing him to the Everlasting Sky. Powerful khans sometimes pass down their soul banners so their presence may aid descendants. Any Hyrkanian who loses his soul banner to an enemy is considered disgraced and suffers a -4 penalty to resist the effects of Terror and hypnotism until he recovers it.

Games and Entertainment: Hyrkanian nomads enjoy games that develop skills used in warfare and raiding. Celebrations called nadaam are marked with archery, horse riding and wrestling competitions.

Cards and dice are another favourite Hyrkanian pastime. The game ghed, which is similar to chess, is also enjoyed, but the board and game pieces are cumbersome enough that usually only khans possess a set.

Dress: Individual tribes tend to favour a single color in their clothing. The warriors wear a silk tunic of that colour over their mail shirts when riding to battle.

The tradition of wearing trousers and long-sleeved vests, now common among most human societies on the Thurian continent, originated with the Hyrkanian steppe nomads. These clothes make horse riding easier and do not interfere with the saddle or stirrups.

When riding, all Hyrkanians wear the djat, fifteen feet of silk wrapped tightly around the midsection. It stabilizes the guts and prevents nausea, which would otherwise be a problem after an extended period on a horse.

Bowmaking and Riding: As has been noted elsewhere, Hyrkanians prefer the double-curved bow above all other weapons.

Every warrior is responsible for the manufacture and care of his own bow. A Hyrkanian male who can not construct a bow is considered a non-entity, almost as low as one who has lost his soul banner.

Well-made bows impress Hyrkanians, who can discern a bow's workmanship at a glance. When interacting with Hyrkanian nomads, anyone possessing a high-strength bow adds a +2 to his Reputation score.

If a bowyer beats the craft DC by at least 5 during construction of a high-strength Hyrkanian bow, the wielder of that bow gains another +2 to his Reputation score when interacting with Hyrkanians.

A Hyrkanian who possesses a high-strength Hyrkanian bow of at least a +2 rating believes he is protected by the power of his race. He gains a +2 bonus to resist the effects of Terror, fear effects and Intimidate rolls.

The bowyer is so honoured in steppe society characters with at least five ranks in Craft (bowyer) may add one-half their skill ranks to their Reputation scores when dealing with Hyrkanians.

Horsemanship is the second pillar of a Hyrkanian's status. For every ten ranks a character possesses in the Ride skill he adds a +2 to his Reputation score when dealing with Hyrkanians.

During a nadaam, a character may temporarily increase his Reputation by performing riding tricks that demonstrate his prowess. A typical set of tricks includes standing on the saddle while at a full gallop, jumping obstacles, and catching rings on a lance while mounted. Each trick requires a successful DC 20 Ride check. For each check resulting in a roll of 25 or above the performer may add a +2 bonus to his Reputation score for the next two weeks when dealing with other Hyrkanians. For each trick a rider fails, his Reputation suffers a -2 penalty for the same amount of time.

If a non-Hyrkanian character wins a horse race against another Hyrkanian he gains a permanent +4 bonus to his Reputation when dealing with Hyrkanians.

HYRKANIAN NOMAD TRIBES

These are some of the major clans to which a Hyrkanian nomad character may trace his lineage. The Zarfhaana Steppes have produced hundreds of tribes so the Games Master is also encouraged to create his own unique clans.

Khoritumat (The Forty-Thousand): This tribe has always been one of the most numerous and powerful steppe clans. One hundred years ago its khan, Jamuka, was blood-brother to Tamujan, leader of the Khiyat. They had a falling out over who would marry the daughter of Omogu Khan, another strong warlord. The Forty-Thousand were defeated in a single massive cavalry battle on the shores of the Vilayet. The Khoritumat remain a potent force in Hyrkania but have given up their quest for absolute dominance of the tribes.

Khiyat (Skillful Archers): Before the birth of Tamujan, the Khiyat were a minor family in the Borgu clan, known more for their exceptional bow making than prowess in battle. Tamujan assumed the Borgu's leadership when the khan died without an heir. Through force of personality, as well as defeating ten successive challengers in single combat, Tamujan retained the position. He grew the Khiyat into their current status one of the largest and most dominant Hyrkanian clans.

Oronar (Wise Ones): The Oronar are famous for producing advisors to powerful khans. The Oronar also worship Mitra, which sometimes puts them at odds with other Hyrkanians. The reason for their Mitra-reverence is unknown.

Saljidhan (Desert Walkers): A Wuhuan Desert tribe. Their current leader is Oyelun, a khatun (khan's wife) who assumed the regency when her husband died before their son was of age. She maintains control through a group of loyal body guards that includes an exiled Poitainian knight said to be in love with her.

HYRKANIAN SKIRMISHER

The Zarfhaana Steppe breeds some of the best horsemen in the world. From a young age all Hyrkanian boys, and even some girls, are trained to ride and fight. By fourteen every Hyrkanian male can fire a bow from horseback, hitting a target at a hundred paces. This early training develops confident, aggressive raiders who are as much a plague on other Hyrkanians as on neighboring regions.

The most dangerous of these horsemen are the skirmishers, elite warriors and scouts, trained in devastating hit-and-run tactics. To become a skirmisher a Hyrkanian must demonstrate exceptional riding and weapons skills, most particularly with the famed Hyrkanian bow. If his abilities are sufficient the warrior is then trained by a tribe's veterans. He learns how to exploit an enemy's weaknesses and the opening's created when an opponent is outflanked by the faster, more mobile skirmishers.

Skirmishers are the opposite of the western knights with their plodding, tight formations. Sometimes, during rare moments of peace between the Hyrkanians and their neighbors, these skirmishers will venture to find employment as caravan guards, scouts or mercenary cavalry. Countries such as Nemedra, Argos and Aquilonia are quite willing to pay good silver for Hyrkanian skirmishers, so great is their reputation.

GAME RULE INFORMATION

Abilities: Strength and Dexterity are a skirmisher's most important characteristics. The skirmisher must be able to inflict enough damage to injure or kill an opponent before he can counterattack. Dexterity aids the skirmisher in his all-important ranged attacks, as well as granting him bonuses while mounted or making attacks of opportunity. Wisdom is also important if the skirmisher doesn't want to be taken unaware by his enemy counterparts.

Hit Die: d10

REQUIREMENTS

To qualify to become a Hyrkanian skirmisher, a character must fulfill the following criteria.

Race: Hyrkanian

Base Attack Bonus: +5

Skills: Ride 8 ranks.

Feats: Mounted Combat, Mounted Archery, Mobility nomad class feature.

CLASS SKILLS:

The skirmisher's class skills (and the key ability for each skill) are Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the skirmisher.

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+0	+0	+0	Bonus Feat, Improved Mounted Mobility, Exploit Opening +2
2	+2	+1	+1	+1	+1	+1	+1	Flanking Attack +1d6
3	+3	+1	+1	+1	+1	+1	+1	Bonus Feat
4	+4	+2	+2	+1	+2	+2	+1	Exploit Opening +4
5	+5	+2	+2	+1	+2	+2	+2	Flanking Attack +2d6, Greater Mounted Mobility
6	+6/+1	+3	+3	+2	+3	+3	+2	Bonus Feat
7	+7/+2	+3	+3	+2	+3	+3	+2	Improved Movement, Exploit Opening +6
8	+8/+3	+4	+4	+2	+4	+4	+3	Bonus Feat, Flanking Attack +3d6
9	+9/+7	+4	+4	+2	+4	+4	+3	Improved Armour Use
10	+10/+5	+5	+5	+3	+5	+5	+3	Exploit Opening +8, Flanking Attack +4d6

Weapon and Armour Proficiency: A skirmisher retains the weapon, armour and shield proficiencies of his earlier nomad class. Note that armour check penalties for wearing medium or heavy armour apply to the Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand, and Tumble skills. Also, Swim checks suffer -1 penalty for every five pounds of armour and equipment the skirmisher carries.

Bonus Feat: At 1st level, 3rd, 6th and 8th levels a Hyrkanian skirmisher may choose a bonus feat from the following list: Far Shot, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Ride-by Attack, Run Like the Wind, Shot on the Run, Spirited Charge, Spot Weakness, Stealth of the Steppes, Superior Bowyer, Warrior Spirit and Weapon focus (bow or scimitar).

Improved Mounted Mobility: From 1st level onwards the mounted skirmisher never provokes attacks of opportunity, no matter what he does, so long as he moves

at least 10 feet during that combat round. He may only use this ability if he wears nothing heavier than light armour.

Exploit Opening: At 1st level the skirmisher has learned to take advantage of openings in an opponent's defences. Whenever an opponent is hit and damaged in combat by an attacker other than the skirmisher, the skirmisher may add a +2 circumstance bonus to his next attack roll against that opponent if the attack is made no later than the following round. This bonus increases to +4 at 4th level, +6 at 7th level, and +8 at 10th level.

Flanking Attack: At 2nd level a skirmisher gains the ability to deal more damage to an enemy he flanks. If a skirmisher hits a flanked enemy he deals an extra +1d6 of damage. This extra damage increases an extra +1d6 at 5th, 8th, and 10th levels to a maximum of +4d6.

Except as noted above, the skirmisher's flank attack acts like the thief's sneak attack ability.

Greater Mounted Mobility: From 5th level onwards the mounted Hyrkanian skirmisher may move up to full speed as part of a full attack action, rather than merely take a five-foot step. He may move and attack in any order; he might for example, move five feet, attack once, move fifteen feet, attack twice more and then move again for the remaining ten feet of his movement. He may only use this ability if he wears nothing heavier than light armour.

Improved Movement: At 7th level, the skirmisher has perfected his skill at attacking and moving. He adds an additional 10 feet to his total movement when mounted and using Shot on the Run or Ride-by Attack. The skirmisher only gains the benefit of the feat when wearing no heavier than light armour.

Improved Armour Use: At 9th level the skirmisher may use Improved Mounted Mobility and Greater Mounted Mobility while wearing medium armour.

RUN LIKE THE WIND - GENERAL

You can spur your mount on to great speeds and distances.

Prerequisite: Handle Animal 5 ranks.

Benefit: When you use your mount in a charge action you gain an additional +2 bonus to your attack roll. Also, when you employ the Spur Mount action, your mount gains an extra 20 feet of movement for one round.

SPOT WEAKNESS - GENERAL

You have learned how to detect vulnerable areas in an enemy.

Benefit: Once per round as a standard action you may attempt a Spot check (DC = foe's base Dodge Defence + HD) against an enemy. If successful you add a +2 bonus to damage rolls on a successful attack made on or before your next turn. For every 5 points you exceed the Spot check's DC you may add another +2 bonus to damage.

STEALTH OF THE STEPPES - GENERAL

You are skilled at approaching an enemy unseen and unheard while on horseback.

Prerequisite: Handle Animal 10 ranks, Ride 5 ranks.

Benefit: After two weeks of training, your mount uses your bonuses to Hide and Move Silently checks while you ride it.

SUPERIOR BOWYER - GENERAL

Your skill at crafting the Hyrkanian bow allows you to make weapons of unparalleled excellence.

Prerequisite: Must be Hyrkanian, Craft (bowyer) 10 ranks.

Benefit: When you successfully construct a Hyrkanian bow its range increment increases to 110 feet, it gains a +1 to hardness, and grants the wielder a +1 bonus to attack rolls. These benefits stack with any other bonuses granted through the bow's status as a high-quality weapon.

WARRIOR SPIRIT - GENERAL

You have trained your mount to be aggressive in battle and attack without fear.

Prerequisite: Ride 5 ranks, Handle Animal 5 ranks.

Benefit: After two weeks of training, your mount gains Weapon Focus (hoof) as a bonus feat. Also, this horse uses your saving throw bonus to resist fear effects and Terror of the Unknown whenever you ride it.





EARTHBOUND

A SPYCRAFT 2.0 MISSION BY ANDY G. DAVIS

INTRODUCTION

In this mission, the characters must prevent a nation with a history of supporting insurgencies in neighboring countries from launching its first independently developed satellite.

The Republic of East Africa has been ruled by a charismatic and aggressive military dictator for over two decades. When General Komlan Kionga seized power from the Soviet-supported regime that had controlled his country since the 1950s, he promptly initiated a series of programs intended to bring the REA into prominence in the region, using income from the country's vast natural resources. He's successfully expanded the REA's influence throughout Africa's east-central region and diverted millions of dollars to revolutionary groups across the continent. Western intelligence agencies suspect him of supporting at least two different factions in the ongoing civil war in Somalia.

Yet Kionga is far from done. Unrelenting in his goals, Kionga has instituted a crash program to create a rocket capable of placing a satellite in low orbit. Beginning with medium-range ballistic missiles purchased in secret by the previous regime, this program's scientists and engineers have built a working multi-stage booster, and the first launch is scheduled for just a few days from now. Several nations' intelligence agencies are concerned that this booster could easily be converted to an ICBM capable of delivering a strategic weapon across half the globe, which could then be sold to rogue states or extremely well-supported terror organizations.

This mission's opening scene finds the characters waiting to meet a contact from the REA in a village near the national border. Hostile forces are following the contact, which leads to combat or a chase.

In Scene One, the characters recon the launch facility, assisted by an active insurgency in the REA. They must evade REA patrols and other security measures, and contend with the insurgents' demands for assistance in an unrelated operation.

Scene Two focuses on infiltrating the rocket assembly and launch facility, a large scientific/industrial complex filled with high-tech labs and many volatile substances.

Scene Three finds the characters destroying the launch vehicle and escaping to a safe area. They need not actually destroy the rocket, however; fortunately, there are other ways to delay the launch long enough to satisfy the team's employers.

DRAMATIS PERSONAE

The following special characters play a role in this mission.

Melchoir Rwagasore: A popular community leader in the Republic, Rwagasore leads the loyal opposition to Kionga's regime. He's calling for a suspension of the space program so the funds can be diverted to improved living conditions and educational opportunities for the

nation's largely semi-literate, poverty-stricken interior population. **Dossier/Research:** Rwagasore is 40 years old and an REA citizen since birth, but has been granted citizenship in three other African nations. His parents were involved in a populist opposition to the previous Soviet-backed regime, but played no part in Kionga's revolution. Rwagasore is extremely well educated, with advanced degrees in economics, political theory, and history from European universities, and speaks several African, European, and Middle Eastern languages.

Ntare Manlan: Manlan leads the insurgent group operating near the launch facility. He's fiercely committed to removing Kionga from power and installing a democratic government in the region. Manlan has no political designs of his own, however, believing that he would be utterly incapable of leading the nation. **Dossier/Research:** Manlan was a child soldier in the interminable wars raging throughout sub-Saharan Africa. He fought his way into leadership of a large group of soldiers and eventually convinced them to mutiny against the guerilla army that recruited them. Manlan led his band back to REA territory, where they sparked the current insurgency against Kionga's government. He's a skilled combatant and tactical leader, considered highly charismatic, and has a great deal of popular support among the residents of the south Republic.



OPENING SCENE

Kurunziza Village, Eritrea, near the REA border
1445 hours

OBJECTIVES

- Meet with Melchoir Rwagasore
- Get Rwagasore safely out of Kurunziza area

CHALLENGES

Outside Kionga's government and Rwagasore's outspoken underclass, the Kurunziza area is home to a militant group fighting for an independent homeland for its ethnic group. This 'Front for National Liberation' hopes to capture Rwagasore and hold him as a bargaining chip against the REA and neighboring Eritrea. During this scene, FNL guerrillas attempt to kidnap the community leader just as he's set to meet the characters.

SYNOPSIS

Scene Type: Standard

Campaign Qualities: None

GC Briefing: This scene is optional, intended to introduce the characters to the politics of the Republic and its relationship with neighbors. Melchoir Rwagasore arrives with a small escort of loyal paramilitary types. Let the characters exchange a few words with him, but if a drawn-out discussion seems imminent, bring in the FNL soldiers. Should the meeting with Rwagasore go quickly and smoothly, save the FNL soldiers until the characters and their new charge are leaving Kurunziza. In either case, the characters are free to shoot it out with the guerrillas, but they're likely to be outgunned, making escape the better option.

Gear: Satellite phone, handheld GPS unit, large SUV with the security package I upgrade (more than one, if necessary to transport the team and one other person).

LOCATION

Kurunziza Village is a small community of about three thousand people, located in an area claimed by the REA, Eritrea, and Somalia. The village's buildings are a mix of traditional huts and houses, modern construction, and shanties put together from whatever cast-off materials the village's poorest citizens can find. A thin layer of dust coats anything that stays still and isn't cleaned for more than a day.

Ambiance: Just a few degrees away from the equator, Kurunziza swelters even on its coolest days. The heat is accompanied by blindingly bright sunlight and the scent of human sweat mingles with the oily tang of gasoline and diesel smoke from poorly maintained engines.

Terrain: Kurunziza and its surroundings count as desert terrain when applying feat and class abilities. Chases within the village have Close Maneuvering Room, while those outside have Open Maneuvering Room.

Cultures Focus: Southern Africa.

ACTION

The scene opens with the characters arriving in Kurunziza to meet Rwagasore and escort him to a rendezvous with representatives of another popular movement in the region. The team has a map of the village and GPS coordinates for the meeting site: a shop on the northern edge of the village.

Kurunziza's streets are made of hard-packed dirt, and cluttered with a mix of pedestrians, shoddy vehicles, and animal-drawn carts and wagons. Traffic patterns and laws seem to change every fifty yards or so, with rights-of-way being determined on a case-by-case basis. Four-wheel-drive light pickups, with or without mufflers, roar past, dodging people, horses, and oxen – or not, as

their drivers prefer. Characters with expensive or flashy vehicles find themselves the subject of lots of attention. Merchants hawk their wares from open storefronts, where characters may be able to find obscure or useful items.

Kurunziza lies within a contested territory, and warfare is a constant factor in the lives of those who call this place home. In fact, observant characters notice that roughly one out of every five people on the streets carries a firearm of some kind, ranging from handguns to the ubiquitous AK-47 and its variants. The threat of violence seems an almost casual thing here.

The shop Rwagasore selected for the meet is one of the largest buildings in Kurunziza, a rambling wood and metal structure with a concrete loading dock along one side and a broad porch wrapping around the rest of the structure. Inside, large suspended fans rotate lazily, shifting the air just enough to stir dust motes through the beams of sunlight streaming through the shop's tall windows. Racks take up most of the shop's floor space, containing all manner of goods from around the globe. Any non-weapon Caliber I gear item listed in the Spycraft 2.0 Rulebook is available in the store's stocks, but prices begin at 150% of the listed price (rounded up).

Rwagasore calls the characters using a satellite phone a few minutes before he gets to the shop. He advises the characters that he's seen no sign of pursuers or other threats, and is looking forward to meeting them face-to-face. He's accompanied by a small squad of loyal guerrillas, one per player character, each armed with an AK-47 assault rifle. Rwagasore himself is unarmed.

The Front for National Liberation learned about Rwagasore's itinerary through a double character in his organization. They've placed several soldiers in

Kurunziza with orders to capture the community leader alive, though anyone accompanying or acting to protect him is fair game and likely to be killed outright.

Rwagasore and his entourage arrive in a pair of vehicles, a light pickup and a full-size SUV. Neither vehicle features mounted weapons, but both are armored via the security package I upgrade. The driver(s) park in the dusty street in front of the shop, and two men from each vehicle get out to escort Rwagasore into the building. He's pleasant and genial and greets each character personally, thanking the team for agreeing to escort him to the conference. Protests or statements to the effect

that the characters are 'just doing their jobs' are politely rebuffed; he's determined to make the characters understand his appreciation for potentially risking their lives to safeguard his own.

Rwagasore happily answers all questions about his work and addresses any concerns the characters may have about security arrangements. He's deeply committed to his mission, though, and every conversation with him eventually turns to his dream of a lasting peace and prosperity for the residents of East Africa.

Once courtesies are exchanged and the characters have a feel for their charge, it's time to load up and get moving to the conference. Rwagasore bids his men farewell and accompanies the characters to their vehicles. Unless the conversation in the shop dragged on, the FNL guerrillas choose this time to attack. There are two guerrillas for each player character. Half the guerrillas ride in a full-size pickup truck and the other half are in a minivan. These vehicles begin 1,000 ft. away from the shop and the drivers accelerate as quickly as possible to the target.

The guerrillas start firing as soon as they're within 2 range increments (250 ft.), which takes two rounds. The soldiers who originally accompanied Rwagasore are the guerrillas' primary targets, as are any characters who present weapons. The guerrillas only fire at Rwagasore as a last resort.

After the guerrillas' first pass, they bring their vehicles to a stop 250 ft. from the characters and lay down extensive fire. They park their vehicles to block the roadway, leaving the characters only two escape routes: the way the guerrillas came or through their impromptu roadblock.

The characters' most likely options are engaging the FNL guerrillas or attempting to escape with Rwagasore. However, even with the help of Rwagasore's escorts, the team's likely to be severely outgunned. Should they opt for an escape, Rwagasore's escorts cover them as they board their vehicles.

This scene may culminate in a chase, during which the FNL guerrillas rely on the 'Go, Go, Go!', Ram, and Clip Strategies. The first five rounds of the chase take place inside the village and switch to the surrounding terrain thereafter.





DIRECTION

Treat this scene like the pre-credits sequence of an action-adventure movie. If possible, keep the conversation light but potent, and keep the action moving once the FNL guerrillas begin their attack. If the characters get bogged down in the gunfight, one of Rwagasore's escorts suggests getting the community leader out of the area. Even if the fight goes to the last man, characters should not die or be seriously injured here.

The following are answers to some common questions the players might ask.

Why is Rwagasore so important to our employer? Rwagasore is a leading political figure in the region. The Agency has aims in the region that Rwagasore can help promote, knowingly or otherwise.

Where is the Republic of East Africa? Obviously, there is no real-world REA. The GC may place the country in any territory currently governed by Kenya and Tanzania.

What is the Front for National Liberation? The FNL is the blanket name for a loosely organized group of paramilitary and guerrilla groups operating throughout east-central Africa. Descended and pieced together

MELCHOIR RWAQASORE

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VI		I		VI		VI		VI	

Competence: VII Default Skill Bonus: + _____

Bureaucracy		Cultures		Networking		Sense Motive		Resolve	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VI		VII		VI		IV		VI	

FNL GUERRILLAS AND RWAQASORE'S ESCORTS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
IV		IV		V		VI		V	

Competence: VI Default Skill Bonus: + _____

Blend		Sneak							
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
V		V							



from a number of groups dating back to the colonial era, the FNL's various factions often work at cross-purposes with each other.

What other powers are involved in the REA? Most first-world intelligence agencies have operations in the Republic. Most characters should be able to make contact with friends-of-friends during their time in the REA, if they like.

What are our rules of engagement? The characters' employer would prefer to avoid unnecessary loss of life, but the characters are authorized to use any means necessary to protect Rwagasore, the Agency's interests, and themselves (in that order).

CAST

Melchoir Rwagasore (Special NPC – 90 XP)

Description: Rwagasore is a tall, slender, and extremely dark-skinned African man. He dresses for comfort, favoring loose, light-colored shirts and pants. He's polite but firm in his dealings, and takes advantage of any opportunity to practice his knowledge of languages. He often engages new acquaintances in conversations when he knows their native tongue (which is often).

Motivations: Simply put, Rwagasore wants a better tomorrow for the impoverished African masses, especially the citizens of the REA. He promotes education, economic development, and self-sufficiency.

Weapons: None

Vehicles: None

Wealth: IV

Gear: Satellite phone, laptop computer (PR 3), commercial GPS unit, tuxedo liner (DR 2/- and 3/-, DP -1)

Qualities: Class ability (Advocate: behind the scenes II, persistent), fearless II, non-combatant, superior attribute (Int 16, Wis 13, Cha 14), talented (Privileged)

bonus from Privileged) are Northern Africa, Southern Africa, Western Asia, and Western Europe.

FNL Guerrillas and Rwagasore's Escorts (Standard NPCs – 44 XP, 45 XP for drivers)

Description: These are faceless men of arms, banded together by purpose but having little in common otherwise. They are a motley bunch, but brutally effective when blunt force is required.

Motivations: The FNL guerrillas seek to capture Rwagasore; the escorts wish to keep him safe.

Weapons: RSA AK-47 assault rifle (damage 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/hand S/2h, qualities: DEP, RGD)

Vehicles (FNL drivers): Full-size pickup truck (SZ L, Occ 1+4, A/T 4/3, MPH 60/90, Defense/save 9/+9, qualities: ORD), minivan (SZ L, Occ 1+6, A/T 4/4, MPH 65/105, Defense/save 9/+7, qualities: None)

Vehicles (Rwagasore's associates): Heavy SUV (SZ L, Occ 1+6, A/T 2/3, MPH 65/90, Defense/save 9/+12, qualities: ORD, security package I), light pickup truck (SZ L, Occ 1+1, A/T 2/4, MPH 60/94, Defense/save 9/+12, qualities: security package I)

Wealth: I

Gear: Tactical radio (PR 2)

Qualities: Feat (Ambush Basics)

Notes: Should Rwagasore's original associates be drawn into the fighting, the GC should use these statistics for them as well.

NEXT STEPS

The scene ends when the characters escort Melchoir Rwagasore safely away from Kurunziza village. With this accomplished, he can attend the conference and the characters are flown to the nearest facility where their employers can prepare them for the next assignment.

INTEL PHASE

Cairo, Egypt

1000 hours

Offices of Angel Air Freight, Cairo International Airport
Caliber: III

Time to Prep: 72 hours

Gear Restrictions: No guided/indirect strikes

Gear Recommendations: None

Mission Bundle: None

Campaign Qualities: Tense

The Republic of East Africa is on the verge of launching its first homegrown rocket booster, called Tangan One, which can place a commercial, scientific, or military satellite in Earth orbit. The Republic insists it has only peaceful intentions for the program, but the nation's history of internal unrest and support of revolutionary and terrorist organizations throughout sub-Saharan Africa gives intelligence agencies around the world reason to question the assertion. The large numbers of multi-national troops currently deployed throughout the Middle East lie well within the range of a ballistic missile matching the projected payload capacity of the REA's booster.

In particular, the U.S. has expressed concern over the program, and issued a formal request that the Republic reconsider its timing. American analysts fear that the launch may be a demonstration to the REA's wealthier clients, which might adapt the missile as a delivery system for weapons of mass destruction.

The characters' assignment is to destroy the booster or damage the rocket and launch facility sufficiently to delay the test launch, preferably for at least several months. Unlike similar operations, this mission's results are extremely public – the booster program is worldwide news – but the team's involvement shouldn't

Notes: Rwagasore's Cultures skill focuses (including his





be; the characters are given strict instructions to remain unidentified and if possible unnoticed.

The Central African People's Army, an insurgency group opposed to the Kianga regime, assists the characters' entry into the target area. This group's area of influence recently extended to near the launch facility, but they've yet to take any action against it. In exchange for future support in the area, the CAPA has agreed to provide the team with manpower and transportation, primarily in the form of local guides and a limited number of combat troops.

The launch facility lies in the Republic's northeastern quadrant, comfortably within the national borders but close enough to the Indian Ocean that errant launch vehicles fall harmlessly into the sea. It covers roughly 20 square miles of open terrain and is protected by at least four platoons of REA infantry. Reconnaissance photographs show a pair of gunship helicopters that regularly land at the facility, moving most often between there and the nearest REA military installation, a medium-sized airbase about 90 miles southwest. This airbase is home to a squadron of twelve ground attack fighters (Russian-built Sukhoi Su-25s) and two medium transports (Antonov An-12s, also Russian).

The Agency delivers the characters into the CAPA's hands using a C-130 military transport plane borrowed from the Egyptian air force, and exfiltration is planned by helicopter at a point just beyond the REA border nearest the launch site. The team may make different entry or exit arrangements, of course, but they must be requested using the characters' gear picks.

The CAPA forces have arranged a password exchange for the characters to identify themselves. At the initial meeting, the characters are to say 'We don't want things to get out of control here.' The proper response is 'Don't worry about my boys – they can handle themselves.'

The team enters the REA ten days ahead of the test launch. The rocket is moved from its assembly building to the launch pad on the morning of Day 8, and systems checks take place that afternoon. More checks come on Day 9 and the rocket is fuelled that evening, with the launch set for 10 a.m. on Day 10. Overland travel from the airstrip to the launch facility is estimated at two days, assuming reasonable precautions are taken to avoid attention.

The team has 72 hours to select gear and make any arrangements necessary for the mission.

SCENE 1: INTERZONE

Northwest quadrant, Republic of East Africa
0730 hours

Clear skies, bright early morning sunlight, air temperature 78F

OBJECTIVES

Assist CAPA forces in raiding the REA supply depot

Ensure further CAPA cooperation for the remainder of the mission



CHALLENGES

REA military forces stationed at the supply depot

CAPA demands for further assistance

Exposure (REA forces are so far unaware that another faction is involved)

SYNOPSIS

Scene Type: Standard

Campaign Qualities: None

GC Briefing: The characters are delivered to the designated rendezvous point, where they meet a friendly insurgent force that escorts them to the launch facility (though they insist on the characters' assistance in raiding a supply depot first). The CAPA's leader, Ntare Manlan, knows the characters need his help, and uses this as leverage to gain their support. To successfully complete this scene, the characters must prove to Manlan that the relationship between their Agency and CAPA isn't strictly one-way, then survive his raid on the REA depot without being identified. If negotiations begin to falter, or drag on too long, an attack by REA troops or another local paramilitary group should get things back on track.

Gear: Intel phase gear plus Possessions and two satellite phones.

LOCATION

Primarily level grassland, with isolated copses of trees and small, scattered villages. The sun beats down on the landscape and mid-day temperatures rise into triple digits. Views of distant objects are distorted through the brutal waves of heat.

Ambiance: Within an hour after sunrise, the heat becomes oppressive. The ground here is fertile, however, if often

parched, and the scent of rich earth accents the air. At night, animal calls and the rustle of predators and prey through the tall grass are constant.

Terrain: Desert.

Cultures Focus: Southern Africa.

ACTION

Read the following aloud to start this scene.

"Your flight left Cairo at an hour best described as 'ungodly.' The trip was loud and the vibration from the engines felt like it was transmitted directly to your teeth. There was a collective sigh of relief when the crew began securing you and your gear for landing, and soon you found yourself on a barely-cleared strip of grassland, your vehicles and gear quickly deposited nearby.

Once the drone of the plane's engines fade away, the area becomes eerily silent. Animal sounds are notably absent. Only a brisk wind keeps you company.

It isn't long, though, before you note signs that you're not alone out here. Pairs of eyes glance out at you from well-concealed blinds and emplacements surrounding the airstrip. By your count you're outnumbered – dramatically so, though an exact count escapes you. It's a safe bet that you're missing some of them, and perhaps those are the ones you should be worried about, especially given the number of guns you can spot among the observers.

Three men emerge from cover and approach the team under the watchful eyes of their companions. They carry assault rifles, and while they're in civilian attire, all bear a patch displaying the same symbol on their shirts: a map of Africa in green outlined in yellow-gold. This is the emblem of the Central African People's Army.

One of the men raises his left hand, palm outward. He smiles broadly and says, 'Looks like you're a long way from home, friends.'

The man speaking is Ntare Manlan, leader of the CAPA. Once the characters provide the accompanying identification phrase, he lowers his hand and the rest of his troops move into the open. Manlan instructs them to help the characters gather their gear and one of the soldier's radios for trucks to meet the assembled group.

Manlan speaks with each character briefly, but most of his attention is reserved for the team's leader. If none of them obviously presents in this role, the insurgent leader assumes the character with the highest Charisma score is in charge. He inquires after the team's combat experience and asks to have a look at any high-tech gear or gadgets they've brought. He is noticeably disappointed if the team leader is anything but a current or former member of a military, and quietly dejected if his requests are refused.

A small convoy of 2.5-ton cargo trucks arrives a half-hour later. Manlan explains that the CAPA maintains a hidden camp nearby, where the team should be safe while they help plan the supply depot raid. If the characters act surprised at this statement (and rightfully so), Manlan shares the sentiment, wondering aloud why the characters' superiors didn't clue them in. He tells them that his group's assistance was contingent upon this exchange of services, and assumes the team will go along with the plan.

(Note: Whether the Agency really cut this deal or Manlan is merely leveraging CAPA's involvement is up to the individual GC. In a paranoid and lethal game, the Agency



may well have made the arrangement and ‘forgotten’ to tell the characters about it, where a more charitable, guarded, or protective Agency might not. Whether the deal did or didn’t play out, however, the characters must now decide whether or not to accompany Manlan and his soldiers in their attack on the REA depot.)

Even if the characters balk at Manlan’s proposal, he insists they travel with him to the hidden camp. It’s only an hour by truck and they’re welcome to take on additional provisions there, whether they choose to assist the CAPA forces or not.

The characters can contact their agency via their satellite phones, at which point Control recommends they cooperate with Manlan’s troops, so long as the primary mission isn’t jeopardized. If asked about the alleged deal arranged without their knowledge, Control says he’ll look into it.

The CAPA camp is hidden in plain sight – it’s a cluster of tents inside a sprawling refugee camp along the REA border. CAPA trucks blend into convoys providing relief supplies to the displaced masses, and Manlan recruits out of the camp’s population.

The insurgents usher the characters into the CAPA command tent, a high-tech outpost in the middle of nowhere. Modern communication gear and computers fill the interior and a table-sized map of northern REA takes up most of the center of the room. Marked on the map are the camp, the airstrip where Manlan met the characters, the targeted launch facility, and three REA military sites.

New drafts of the CAPA’s raid plans are thrust into Manlan’s hands when he arrives, illustrating what the characters face. CAPA gets much of its equipment from

REA sources, from weapons to food and fuel, and it’s clear that supplies are starting to run low. Manlan’s plan is to travel via truck to within a few miles of the depot, approach on foot, capture the depot, and then call for the trucks. Manlan explains that he’d like the characters to attach themselves to his personal squad during the op.

While at the CAPA hideout, the team witnesses firsthand the plight of thousands of displaced persons in the African interior. The camp is home to an overworked field hospital funded by the United Nations, Red Cross, and other international agencies, and the GC can easily add encounters with the camp’s residents if he likes. The action can range from breaking up fights to helping the sick and injured, and similar activities.

The depot raid is scheduled for that night. Forty troops, plus Manlan and the characters, if they agree, depart the camp shortly after sunset to make the three-hour drive to the target. The march brings them to within striking distance of the depot just before sunrise. Six soldiers stay behind with the trucks and wait for the raiders to call for pickup.

The depot is protected by a full platoon of 44 REA infantry, though only half of them are awake and on duty when the raid begins. After the fifth round of combat, the remaining REA forces enter the fray at the rate of 4 troops per round, emerging from the barracks building.

A 10-ft. high chain-link fence topped with razor wire surrounds the depot, which is an oval roughly 100 ft. by 250 ft. A single gate wide enough for a single truck is located along the south side, and a parking area is located just inside, currently occupied by two 2.5-ton cargo trucks, two light tactical trucks, and a scout car armed with a heavy machine gun. The depot structures

consist of 9 identical prefabricated, two-story buildings made of sheet metal (Damage save +6), each 20 ft. by 40 ft. All the buildings have 10 ft.-wide sliding doors save one, the barracks/office, which has double doors at both ends.

A 45-ft. tall watchtower is located at the center of the depot, manned at all times by 3 soldiers. This watchtower is equipped with a powerful searchlight capable of casting a daylight-intensity circle of light up to a half-mile away. From sunset to sunrise, security lights illuminate the depot, casting a sickly yellow-orange glow over the entire facility and out to 50 ft. past the fence. This provides dim lighting (see the Spycraft 2.0 Rulebook, page 351). The depot draws power from a large diesel generator with enough fuel to operate for 1 week.

Manlan’s troops split into 5 squads. Two surround the depot just outside the circle of security lights, taking positions to provide cover fire for the rest of the raiders. Another squad uses grenades to blow open the depot’s gates and move to disable or secure the parked vehicles. A CAPA soldier with an HEAT-armed RSA RPG-7 rocket launcher readies an attack on the scout car in case any REA soldiers approach the vehicle, and the rest of the insurgent squads spread out across the depot to engage the REA soldiers as they’re encountered. All this should be handled without attack rolls, per the GC’s discretion. It provides an exciting backdrop for the actions of the characters and the rest of Manlan’s squad, which attempts to seize the office in the barracks building.

The REA soldiers surrender when half their number is subdued or killed. Once the depot is secure, the raiders call for the trucks, and the looting and loading begins. This process takes a couple hours, after which Manlan leads his forces back to the refugee camp. Roughly half

the stolen (non-weapon) supplies are distributed to the civilians at the camp, the rest squirreled away for future operations.

DIRECTION

What kinds of supplies are stored at the depot? Food, fuel, medical supplies, weapons, and ammunition.

Can we claim any of the raid's spoils? Manlan turns a blind eye to characters re-supplying themselves from the depot inventory, so long as they don't make a significant dent in the take. In practice, this means that the characters can choose any appropriate gear picks (per the GC's discretion and limited to the types of gear mentioned in the previous question), up to one-half their standard gear pick allotment (rounded down).

Why the overland march for the last leg of the trip to the depot? To reduce the chance that REA soldiers will trace the raiders back to the refugee camp.

What happens if Manlan gets killed? The CAPA forces continue their attack on the depot, but without Manlan's leadership and vision, the insurgents splinter into smaller groups within a few months.

NTARE MANLAN

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VII		VII		VI		VI		VII	

Competence: VII Default Skill Bonus: + _____

Tactics		Survival		Notice		Profession Soldier		Athletics	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VII		VI		VI		VIII		VII	

CAPA SOLDIERS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
IV		IV		V		VI		V	

Competence: VI Default Skill Bonus: + _____

Blend		Sneak							
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
V		V							

REA SOLDIERS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
IV		IV		V		VI		V	

Competence: VI Default Skill Bonus: + _____

Blend		Search		Sneak					
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
V		V		V					

What happens if the REA capture the characters? Oh, boy. If this happens, the characters are put on display as prisoners of war. Any character who can be identified as a soldier or character of a nation outside Africa suddenly becomes a commodity. A rescue mission is mounted, possibly with consisting of new characters developed by the same players, but to continue the current mission the Agency must hastily assemble another team. This new team's window is much, much smaller, and the opposition at the facility is likely much fiercer.

CAST

Ntare Manlan (Special NPC – 90 XP)

Description: Manlan is a remarkably fit 50-year old. His face is deeply lined with a couple of days' beard growth, and his closely trimmed scalp hair is iron gray. He's always dressed in military-style fatigues with no insignia except for the CAPA emblem. Manlan's studies of military theory and sciences have led him to develop a professional, if distant, manner when dealing with others.

Motivations: Manlan is committed to overthrowing the oppressive and corrupt governments throughout sub-

Saharan Africa. He assembled CAPA out of the fragments of broken and defeated guerrilla forces, instilling his followers with a strong sense of duty and justice. He refuses to enlist child soldiers into his army, forcibly or otherwise.

Weapons: H&K G3 SG/1 assault rifle (dmg 4d4+2 lethal, error 1–2, threat 19–20, ammo 20M7, recoil 18, range 175 ft., SZ/Hand S/2h, qualities: ACS (6x telescopic sight, bipod), SPA, UPG, RGD.

Vehicles: None

Wealth: II

Gear: Tactical jacket

Qualities: Class ability (Soldier: accurate), strong-minded, superior attribute (Int 14, Cha 14).

Notes: None

CAPA Soldiers (Standard NPC – 45 XP)

Description: Ntare Manlan's recruits dress in a mix of fatigues and civilian clothes.

Motivations: Most of Manlan's troops have suffered personal injustice at the hands of the REA government or other local oppressors. They're passionately dedicated to undermining these governments at all costs.

Weapons: H&K HK33A3 assault rifle (dmg 4d4+2 lethal, error 1–2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities: CLS, RGD.

Vehicles: None

Wealth: I

Gear: Tactical radio (PR 2)

Qualities: Feat (Ambush Basics), extended training (Hurled Weapons).

Notes: None

CAPA Grenadiers (Standard NPCs – 47 XP)

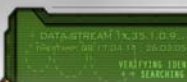
These are identical to standard CAPA soldiers, except for the following.

Weapon: 3 concussive grenades (dmg 8d4 explosive, error 1–4, ammo 3, range 15 ft. × 4, SZ/Hand F/1h, qualities: None.

CAPA Heavy Weapons Troops (Standard NPCs – 49 XP)

These are identical to standard CAPA soldiers, except for the following.

Weapon: RSA RPG-7 rocket launcher (dmg 2d8 explosive (AP 40), error 1–4, threat 20, ammo 1S5, range 50 ft., SZ/Hand S/2h, qualities: INA (–18), SLD (3).



REA Soldiers (Standard NPC – 52 XP)

Description: The Republic's standard soldier dresses in simple olive-drab fatigues.

Motivations: Though not corrupt to the man, most of these troops are either cruel or indifferent, a byproduct of their callous training and the day-to-day horrors they witness and inflict on the people of their nation.

Weapons: RSA AK-74 assault rifle (dmg 3d6+1 lethal, error 1–2, threat 20, ammo 30M5, recoil 21, range 150 ft., SZ/Hand S/2h, qualities: RGD.

Vehicles: Depot vehicles, as follows.

2.5-ton Cargo Truck: SZ L (2x4), Occ 1+2, A/T 1/3, MPH 35/65, Defense/Save 9/+16, qualities: None.

Light Tactical Truck: SZ L (2x3), Occ 1+3, A/T 0/4, MPH 60/80, Defense/Save 9/+11, qualities: CMF (plains), DEP, FMP (1), ORD.

Scout Car: SZ L (2x4), Occ 2+2, A/T 2/4, MPH 40/60, Defense/Save 9/+18, qualities: CMF (plains), FMP (1) ORD, PVI (–2), SEN (thermal 5), weapons: RSA KPV heavy machine gun (dmg 3d10+1 lethal (AP 12), error 1–3, threat 18–30, ammo 40B2, recoil 4, range 350 ft., qualities: IMP, RGD, SLA, TKD.

Wealth: I

Gear: Tactical radio (PR 2)

Qualities: Feat (Ambush Training).

Notes: None

NEXT STEPS

With the depot raid behind them, the characters have secured the confidence and assistance of Ntare Manlan and the CAPA. Now they can prepare for the reconnaissance and attack on the REA's rocket launch facility. If any characters were killed during the attack, a replacement character can be introduced – perhaps someone recruited out of the CAPA forces (or even the refugee camp), or someone the Agency pulls out of a nearby operation.

SCENE 2: FALSE DAWN

Near the REA's rocket launch facility

0300 hours

OBJECTIVES

Recon the launch facility and determine how best to accomplish the team's primary mission objectives

Avoid alerting the local REA forces to the team's presence

CHALLENGES

Roaming launch facility patrols

Automated sensors throughout the area

SYNOPSIS

Scene Type: Standard

Campaign Qualities: None

GC Briefing: Following the depot raid, the characters finally get a look at their assigned objective. Manlan's troops escort them to within a few miles of the launch facility, and from then on the CAPA troops fall under the characters' command.

To complete this part of the mission and move on to the finale, the characters must avoid detection while gathering information about the target. Unfortunately, the raid has the REA on high alert. Ground and aerial patrols are more numerous and more alert, and a hastily assembled array of automated sensors survey the launch site.

Gear: Possessions, Intel Phase gear picks, and items gained during Scene 1.

LOCATION

The area surrounding the launch facility has been evacuated in preparation for the upcoming launch, leaving behind disturbingly empty villages and abandoned dirt roads.

Ambiance: The silence and isolation are unnerving, though when the air is still and quiet, characters can hear the faint beep of an automated sensor. As before, the daytime heat is oppressive and stifling.

Terrain: Desert.

Cultures Focus: Southern Africa.

ACTION

In this scene, the characters make a stealthy trek to the launch site, guided by a squad of CAPA troops provided by Ntare Manlan. They must circumvent or completely avoid patrols and monitoring devices set up around the site, and document the launch facility so they can establish a plan to cripple or destroy the rocket.

The cleared zone extends for 15 miles around the launch site, wherein the REA has set up a network of automated thermal and motion-detecting sensors. Additionally, the launch site's detachment of troops has been reinforced and now includes a transport helicopter that's kept at the ready to investigate any sensor contacts.

Thanks to civilians friendly to the CAPA, the characters have an accurate account of the sensor network's outer perimeter, and can approach to within 12 miles of the target without risking discovery. From there, it's about 6 miles to the launch site, and the team's on its own. The sensor network consists of a series of PR 5 motion sensors, each mechanically a gadget built into a Small Housing (target area: 125 ft. cone, Damage save bonus +10, Awareness bonus +10 opposed by Awareness (Dex), detect DC 30, disable DC 25, base XP reward 40).



Fortunately for the characters, the network is imperfect, with lapses in coverage throughout. Finding a gap in the network and successfully navigating to the launch site requires the team to bypass or disable 3 sensors.

Alternately, characters with electronic listening gear may be able to identify the sensors' signal and disrupt it. Since the network's default setting is silence, jamming the frequency doesn't alert the facility. This is a team Complex Electronics Task with 2 Challenges – the first to identify the signal and frequency, and the second to modify a broadcast device to jam the sensors' signals.

The sensors are set to transmit to the launch site's security office whenever anything larger than a large dog enters the sensor's target area. Should this occur, a squad of 6 REA soldiers is dispatched to the sensor's location to investigate, arriving in 2d6 rounds. These soldiers attempt to capture any intruders but don't hesitate to use lethal force when facing hostile opposition.

As the team approaches the facility, they must avoid heavier patrols. Getting past these guards requires a team Complex Sneak Task with 4 Challenges, each opposed by the soldiers' Search skill bonus. The team is spotted with any error.

The launch facility is a sprawling complex, dominated by a 150-ft. launch tower that's connected to the site's large assembly building by a one-mile rail line. Offices and barracks surround this larger building and a 200-ft. square concrete helipad is located at the northern edge of the complex (two helicopters are parked there during this scene). A small fleet of trucks and SUVs is in evidence, as well as a collection of fuel tanks, clearly marked with placards warning of the tanks' contents. As expected, armed guards are everywhere

Buildings within the complex are constructed of 6 in. thick reinforced concrete intended to withstand the force of a rocket's explosion (Damage save +18). Doors are secured with PR 7 card reader locks (Damage save +7, open DC 24 opposed by Security/Disable or Falsify/Forgery, base XP reward 14).

Inside the facility, gathering the necessary intel involves up to ten team checks made with either Science (Engineering) or Tactics (Wis). Each of these checks has a DC of 10 + (2 x Threat Level) and an error range penalty of 1 per check made after the first (i.e. the error range of either check increase by 1 for the second check, 2 for the third check, and so on). Keep track of the successes, as they'll be important during Scene 3. Each critical success counts as 3 standard successes. However, for each error suffered with any of these checks, the characters lose the benefits of 1 success. With a critical failure, the team is discovered by a squad of 6 REA soldiers, who shoot first and ask questions later.

Unless the characters are discovered, the characters benefit from intel gleaned as described in Scene 3.

Alternatively, this scene can be run as an Infiltration Conflict, with the characters acting as predator and the guards as prey. The security forces possess organization





Ratings of III each, each Conflict round takes 1 hour, and the Lead starts at 8. Except for this time shift, the characters are assumed to be keeping a low profile. The Conflict may last no longer than 10 rounds, at which time the characters are assumed to pull out with whatever information they've gained. Should the security forces win the conflict before then, a squad of 6 REA soldiers discovers the characters, shooting first and asking questions later; otherwise, the characters benefit as described in Scene 3.

DIRECTION

Why can't the Agency arrange a cruise missile or bomber strike? Because sabotage is a lot easier to deny and cover up than direct military action.

What happens if the characters are captured? See the previous scene.

Is the launch really a threat to global security? Indirectly, yes.

Why does the CAPA get involved in this? For the promise of future aid.

CAST

Use the statistics in Scene 1. These soldiers are armed only with assault rifles.

NEXT STEPS

With as much intel as the team is likely to gain, plans must be drafted for intercepting and hopefully destroying the rocket, or returning and destroying the launch site.

SCENE 3: FIERY THE ANGELS FELL

Republic of East Africa space launch facility

OBJECTIVES

Prevent the rocket's successful launch

Evacuate to the landing zone and get out of the REA

CHALLENGES

The facility's security forces

The facility's environment (including lots and lots of highly explosive liquids)

SYNOPSIS

Scene Type: Dramatic

Campaign Qualities: None

GC Briefing: Having completed their reconnaissance, the characters develop a plan to complete their mission. It's assumed that the characters develop the best plan given the intel at their disposal, and for simplicity's sake many of the details are left out of the mission narrative. The GC can get into specifics if he prefers, or briefly describe the flurry of planning like a cut-scene in a movie or video game, then get on with the final part of the story.

Gear: Possessions, Intel Phase gear picks, and items gained during Scenes 1 and 2.

LOCATION

See Scene 2 for a detailed description of the launch facility. During the most opportune window for the strike – the 18 hours previous to the launch – the facility is equal parts science lab, industrial plant, and fuel tank. Thousands of gallons of rocket fuel are stored in a collection of gleaming tanks at the southwestern edge of the complex, an explosive fire hazard just waiting to go off.

Ambiance: The facility nearly vibrates with activity in the hours leading up to the launch. Hundreds of administrators, technicians, and laborers buzz through the buildings and across the tarmac, all under the watchful eye of several dozen paranoid guards.

Terrain: Desert.

Cultures Focus: Southern Africa.

ACTION

No matter how the recon resolved during Scene 2, it's obvious that the highest chance of success lay in the final 18 hours before launch, when the rocket is being tested, fueled, and moved from the assembly building to the launch pad. Within this window, the following events unfold.

Day 9, 1600 hours: The assembly building opens and the rocket is moved by rail to the launch pad.

Day 9, 1800 hours: Technicians inspect the rocket.

Day 9, 1900 hours: The rocket is raised to vertical launch position and secured to the tower. Technicians conduct another inspection.

Day 9, 2200 hours: Fueling begins. A fleet of four tanker trucks shuttle between the fuel storage tanks and launch pad, carrying thousands of gallons of liquid oxygen and RP-1 kerosene to the rocket. Fueling operations continue through the night.

Day 10, 0500 hours: Post-fueling inspections.

Day 10, 0700 hours: All personnel leave the launch area for the assembly building or other secure location.

Day 10, 1000 hours: Launch.

Once the players choose their moment and method of approach, the GC sets the scene. No matter when the characters approach, their opposition is determined by the intel gained during Scene 2, as follows.



No Successful Checks/Dramatic Conflict Loss: The characters were not able to locate a clear path to the rocket and must now take their chances with a direct infiltration. They suffer a -8 penalty and their error ranges rise by 4 with all Blend, Sneak, and Bluff checks, and they must make a total of four team checks using these skills to approach the rocket (under circumstances of the GC's device – for example, patrols or camera surveillance for the first two skills or checkpoints for the third). With any skill failure, the characters immediately face 1 squad of REA security troops who wish to take them into custody, and an additional squad every other round thereafter (i.e. Rounds 2, 4, and so on).

1–2 Successful Checks/Final Lead of 8–9: The characters find a narrow, rarely unprotected route to the rocket. Their skill check penalties improve to -6 with error range increases of 3, they must make only three checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every third round thereafter (i.e. Rounds 3, 6, and so on).

3–4 Successful Checks/Final Lead of 6–7: The characters find an opportune if inconvenient route to the rocket. Their skill check penalties improve to -4 with error range increases of 2, they must make only two checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fourth round thereafter (i.e. Rounds 4, 8, and so on).

5–6 Successful Checks/Final Lead of 4–5: The characters find a route to the rocket with surprisingly few guards. Their skill check penalties improve to -2 with error range increases of 1, they must make only two checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fifth round thereafter (i.e. Rounds 5, 10, and so on).

7–8 Successful Checks/Final Lead of 2–3: The characters find a largely clear route to the rocket. Their skill check penalties improve to -1 with no error range increases, they must make only two checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fifth round thereafter (i.e. Rounds 5, 10, and so on).

9 Successful Checks/Final Lead of 1: The characters find a direct route to the rocket with almost no surveillance. They suffer no skill check penalties or error range increases, they must make only one check to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fifth round thereafter (i.e. Rounds 5, 10, and so on).

10 Successful Checks/Dramatic Conflict Victory: The characters find a channel through the buildings that is completely unobserved. They need not make any skill checks to approach the rocket.

The rocket facility's protected by a total of 120 security troops and houses almost twice that many non-military personnel, so a direct assault would almost certainly be suicidal. The GC should keep track of any troops the characters dispatch or subdue while approaching the rocket, however, just in case things get out of hand.

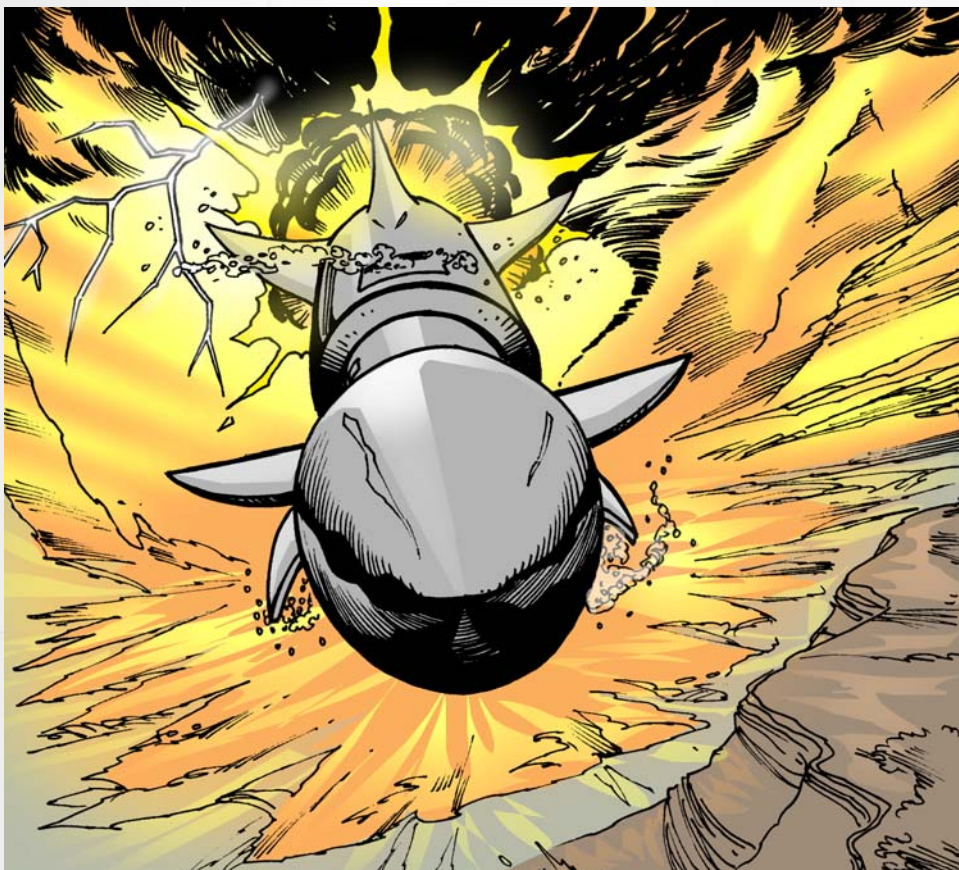
This, of course, assumes a stealthy approach. The team may opt for a distraction or another tact, in which case

REA SECURITY TROOPS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VI		VIII		V		V		VI	

Competence: VI Default Skill Bonus: + _____

Tactics									
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VII									



the GC will have to think on its feet to keep the action running smoothly. The most obvious distraction is detonating the fuel tankers, each of which has a Damage save of +15. Breaching just one of the tankers also causes it to go off, followed by the others. In total they inflict 5d10 fire damage (AP 16) with a blast increment of 30 ft., which is more than enough to keep all eyes in the base pointed away from the rocket. Unfortunately, it's also enough to postpone rather than cancel the launch; as emergency teams rush to put the fire out, calling

for help from nearby security troops, the technicians and ground crews begin the time-consuming process of moving the rocket back into the assembly building. The skill check and error range penalties applied by the characters' original recon intel still applies, though there's a 50% chance that with any skill failure the team encounters a non-military crew instead. These civilians are non-combatants and immediately surrender when faced with any violence, though they immediately alert the REA security forces if released.

The 80-ft. rocket contains a three-stage booster with a thin steel shell (Damage save +20), and again, causing enough damage to breach the rocket's shell also causes the fuel on board to ignite and explode. Fully fueled, the rocket blows for a whopping 18d20 fire damage (AP 20) with a blast increment of 50 ft.

Alternatively, the characters can try to sabotage the rocket, a task that requires a successful Complex Electronics or Mechanical Task with 6 Challenges (DC 20 + (2 x Threat Level)). With success, the characters can cause the rocket to explode immediately after liftoff, veer wildly off-course, simply fail to launch, or malfunction in any other way approved by the Game Control.

However the characters accomplish their mission, one last hurdle remains – escaping the facility and REA territory. Fortunately, if the characters destroy the rocket on the ground, the resulting damage is enough to throw the REA military in the northern half of the country into chaos. For days afterward, the military's efforts are focused on finding survivors in the wreckage of the launch facility rather than looking for the culprits. Arranging for the rocket to malfunction in the air keeps the REA military equally busy, though its focus is then directed at the facility crews who are clearly at fault.

Only if the team leaves evidence of sabotage behind does the REA military focus its attention on outsiders, and if this happens getting out of the country could provide enough meat for an entirely separate mission. In this case, the GC should strive to develop encounters that highlight the team's various non-combat abilities, letting them shine in a different light. This is, however, beyond the bounds of this mission, which assumes a successful rendezvous with the evacuation helicopters and escape from the country.



CAST

REA Security Troops (Special NPCs – 66 XP)

Description: These are the REA’s special forces troops, detailed to provide security for the launch site. They wear fatigues with a distinctive light-colored camouflage pattern and have extremely itchy trigger fingers.

Motivations: Protect the launch facility from hostile action.

Weapons: RSA AK-74 assault rifle (dmg 3d6+1 lethal, error 1–2, threat 20, ammo 30M5, recoil 21, range 150 ft., SZ/Hand S/2h, qualities: RGD), .40 S&W SiG-Sauer P226 service pistol (dmg 1d12 lethal, error 1–2, threat 20, ammo 12M4, recoil 15, range 25 ft, SZ/Hand D/1h, qualities: DEP, RGD, TKD).

Vehicles: None

Wealth: II

Gear: Average low-profile armor.

Qualities: Damage reduction 2, feat (CQB Basics, CQB Mastery, Marksmanship Basics), low-light vision, synchronized

Notes: None

NEXT STEPS

With mission success, the REA’s space program is crippled, perhaps permanently. Tensions ease regarding the nation’s booster program and the REA’s regional prestige wanes.

Melchoir Rwagasore and Ntare Manlan keep the Agency (and the characters’ names) in mind for future operations, especially if the team performed well in the presence of the leaders.

REWARDS

CHARACTER SUCCESS

BASE XP REWARD

Opening Scene

- A. Evacuate Rwagasore with injuries 75 XP
- B. Evacuate Rwagasore uninjured 150 XP
- A. FNL guerrillas 44 XP

Scene 1

- A. Complete the raid and bring back less than half the NPCs alive 100 XP
- B. Complete the raid and bring back more than half the NPCs alive 200 XP
- C. Complete the raid and bring back all the NPCs alive 300 XP
- A. REA soldiers 52 XP

Scene 2

- A. Successful recon (1–2 successful checks/final Lead of 8–9) 25 XP
- B. Successful recon (3–4 successful checks/final Lead of 6–7) 50 XP
- C. Successful recon (5–6 successful checks/final Lead of 4–5) 75 XP
- D. Successful recon (7–8 successful checks/final Lead of 2–3) 100 XP
- E. Successful recon (9 successful checks/final Lead of 1) 125 XP
- F. Successful recon (10 successful checks/Dramatic Conflict victory) 150 XP
- A. REA soldiers 52 XP
- A. Motion sensors 40 XP
- A. Card reader locks 14 XP

Scene 3

- A. Preventing the rocket launch 500 XP
- A. REA security troops 66 XP

Combat and Non-Player Characters

An alternate Combat System for NPCs in RuneQuest

One of the most time-consuming elements of handling NPCs is keeping track of locational hit points during a melee, especially where several NPCs are involved. This can become confusing and often slows down a game considerably. There are several ways of dealing with this issue.

General Hit Points

First, reserve locational hit points for major villains and NPCs. For all other NPCs, use General Hit Points instead. General Hit Points are calculated on the average of the CON and SIZ Characteristics, rather than on their sum.

- * Every NPC has a 'Critical Wound' rating equal to half the General Hit Points (rounded up).
- If General Hit Points are reduced to a negative amount equal to the Critical Wound rating or more, death is instantaneous.
- Weapon damage is removed directly from the Hit Point total. When Hit Points reach zero, the NPC must make a Resilience test to remain conscious. If the test is successful a Resilience test must be made every combat round until Hit Points are brought up to 1 or more. If the NPC loses consciousness, death results within a number of Combat Actions

NPC Critical Wound Table

1D20	Critical Wound Category	Game Effects
01-02	Dazed	Target forfeits 1d3 Combat Actions.
03-04		Target knocked back 1 metre and Dazed.
05-06		Target knocked down and Dazed.
07		Target Dazed and must make a Resilience test to avoid being knocked unconscious.
08-09	Stunned	Target forfeits 1d3 Combat Actions and Reactions.
10-11		Target knocked back 1 metre and Stunned.
12-13		Target knocked down and Stunned.
14		Target Stunned and must make a Resilience test to avoid being knocked unconscious.
15	Arm Disabled	Target's arm is disabled (broken or paralysed). Target is Dazed and anything held by that arm is dropped.
16	Leg Disabled	Target's leg is disabled (broken or paralysed). Target is Dazed and falls prone.
17	Abdominal Injury	Target Stunned. Must make a Resilience test to avoid death and spilling intestines over the floor.
18	Chest Injury	Target Stunned. Must make a Resilience test to avoid death and coughing up gouts of blood.
19	Head Injury	Target Stunned. Must make a Resilience test to avoid death from a slashed throat, thrust through eye and so on.

equal to the Critical Wound value, unless Hit Points are brought up to 1 HP or more.

- If the NPC suffers a single wound that exceeds his Critical Wound rating in one blow, he must make a roll on the Critical Wound table below to determine what additional effects are suffered. The armour value being worn is subtracted from the D20 roll.
- If the blow inflicted is a Critical Hit, add the damage to the D20 roll.
- In addition to the effects detailed in the Critical Wound table, the target always receives an impressive-looking scar as a permanent reminder of the experience.

Of course, this system can be used to replace the standard RuneQuest Hit Locations system for player characters if Games Masters prefer a faster resolution to combat outcomes.

Example: Kukir is battling a broo. The broo has 12 General Hits Points and wears 3 points of armour. On the first blow Kukir hits and inflicts 7 points of damage (after armour has been taken into account), which exceeds the broo's Critical Wound level of 6. The Games Master rolls 1D20 and scores 13. This is reduced to 10, taking into account the broo's armour. The broo is dazed (losing its next Combat Action) and needs to make a Resilience test (which it does) to avoid unconsciousness.

On the next blow Kukir again scores a hit, delivering a further 5 points of damage. The broo is now reduced to zero Hit Points. Since it has been reduced to zero hit points it must make another Resilience roll or fall unconscious. This time it fails and Kukir spends his next action to give it a coup-de-grace.

Underlings

Underlings are competent, but inconsequential foes usually sent en-masse to harass adventurers. A simple way to handle fights involving lots of underlings is to radically adjust hit points to lend the advantage to the characters. Whilst they still have combat abilities and can dispense damage as easily as anyone else (and indeed, they should certainly try), they are there to be sword-fodder for the heroes of the story. If you choose the Underlings option:

- Underlings have a number of Hit Points equal to their CON divided by 2. Damage is sustained as normal, with armour protecting, but when Hit Points reach zero the Underling is dead.

- A Critical hit inflicted by an adventurer always incapacitates an Underling, rendering it unconscious. No Resilience roll is necessary.
- If half the Underlings' number are incapacitated, the rest flee.

Use this option only when the characters are facing a ravening horde of relatively inconsequential adversaries which are, to all intents and purposes, completely expendable. Competent NPCs and major villains should be treated differently.



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