

SP Signs & Portents

This Month: Adventures for Traveller, RuneQuest Vikings, Judge Dredd, Learn to speak Giak and much more...



Something Evil
This Way Comes

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Editorial



I love old things. As I look around my collection and admire Signorelli's *The Court of Pan*, the last section of the *Bayeux Tapestry* or even the *Empire Nephite* it reminds me how far I have come as a global megalomaniac.

I also love old games. they remind me of my innocent youth when I only pulled limbs off of small insects, feeding them to my pet frog. Rather than those of interfering agents of various national powers, feeding them to my pet shark.

This month I will share with you some of my nostalgia. In addition to the regular mix of informative articles and exciting scenarios I give Traveller fans a blast from the past - an updated version of the classic adventure *Annic Nova*.

I know you will all love this. I am certain you will all be aware of the consequences if you don't.

'Be patient Mr Whitepointer, be patient...'

Nick

Credits

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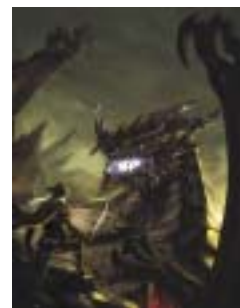
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Mongoose News

By Staff

Signs & Portents on Hiatus

We will be off-lining Signs & Portents over the next few months, due to a combination of increased workload in getting our new range of games ready and a desire to reformat/reboot the magazine to fit in with them.

You can expect to see the all new Signs & Portents coming back in early 2012. However, we are not going to leave you dangling with a lack of free support for our games – oh, no! We will be posting a range of articles and free adventures/rules supplements on our forthcoming redesigned web site, ensuring you have plenty of gaming goodness at your fingertips for the months to come!

Lord of the Fading Suns

The latest tournament for A Call to Arms: Fading Suns will take place at Mongoose HQ in Swindon on the 16th of July. We hope to see you there.

RuneQuest II Becomes Wayfarer

We have recently announced that Mongoose and Issaries have mutually decided to part ways which, on the face of things, means no more RuneQuest and Glorantha (at least, from us). However, Mongoose retains ownership of the (frankly, absolutely cracking) core rules system which we intend to keep as our central fantasy roleplaying game mechanics.

We will therefore be republishing the current RuneQuest II core rules as the Wayfarer rules system (as Traveller covers science fiction, Wayfarer seemed the logical choice for fantasy!). We will be using the same 'half-size' format currently in use for the Lone Wolf Multiplayer Gamebooks, ensuring the rules system carries on, at an all-new and affordable price.

The new Wayfarer rulebook will be 100% compatible with the current RuneQuest II range, albeit with some RuneQuest and Gloranthan-specific items removed/changed. In short, if you have any RuneQuest II books right now, they will be 100% compatible with Wayfarer. If you pick up Wayfarer, it will be 100% compatible with any RuneQuest II books available now. They are, after all, the same game system!

The Wayfarer rulebook will be appearing in the winter this year. Until then, we will be changing the price of all RuneQuest II books to the same price point (generally £9.99) they will become under the Wayfarer label – so if you want to grab the last of the 'larger' (and leather bound) format books, you can do so, at a bargain, and be assured they will remain compatible with any new material!

There will be no more Glorantha books from Mongoose when Wayfarer appears, so if you want some Second Age goodness, get them before they disappear for good!

We will be moving Deus Vult, Wraith Recon, Eternal Champion and the forthcoming Age of Treason to Wayfarer, along with many books in the core RuneQuest II line, such as Vikings.

Facebook for S&P

The Facebook page is going strong and is the place to go for upcoming news about Signs and Portents. The group name is 'Signs and Portents Magazine' and we hope to see you there.

Follow Mongoose on Twitter

Mongoose is now on Twitter and you can follow our activity and ongoing projects there. Search for Mongoosepub on the Twitter site and you will be able to pick up the latest goings-on at Mongoose Hall.

Convention Diary

RolePlaying Conventions 2011

UK Games Expo *

3rd – 5th June

Clarendon Suites, Edgbaston, Birmingham
www.ukgamesexpo.co.uk

Gencon 2011 *

4th – 7th August

Indianapolis, Indiana, USA
<http://www.gencon.com>

Concrete Cow 11½

17th September

The Old Bath House, 205 Stratford Road, Wolverton,
Milton Keynes
http://www.mk-rpg.org.uk/Concrete_Cow

Indiecon 2011

3rd – 6th November

Hobourne, Naish, Christchurch
<http://www.indiecon.net/>

Dragonmeet 2011 *

26th November

Kensington Town Hall, London
<http://www.dragonmeet.co.uk/>

Other Conventions 2011

Claudia Con *

13th – 14th August

Renaissance London Heathrow Hotel, Hounslow
<http://www.claudiaconuk.com>

Wargaming Conventions 2011

Campaign

4th – 5th June

Thecentre:mk, Milton Keynes
<http://www.mkws.org.uk/index.php?s=campaign>

Battlegroup South

2nd – 3rd July

Bovington Tank Museum
<http://www.battlegroupsouth.org/wp/>

Lord of the Fading Suns

16th July

Mongoose Publishing, 52–54 Cricklade Road, Swindon

Attack! *

23rd – 24th July

Devizes School, The Green, Devizes
<http://www.ddwg.org.uk/>

Colours

10th – 11th September

Newbury Race Track
<http://www.colours.org.uk/>

SELWG

16th October

Crystal Palace National Sports Centre, East Dulwich,
London
<http://www.selwg.com/selwg05.html>

Mongoose Publishing will be attending events marked with an asterisk.
More events will be added to this list on a monthly basis as they are confirmed.

The Awesometer

Gaming items that get our hearts racing (or sometimes not) each and every month!

AWESOME

Nick Robinson's TOP 5

Fantasy RPG Crimes

- Dracocide. Every party's ultimate dream.
- Treason. If you cannot win a kingdom by killing the dragon and marrying a princess then just kill the king and replace him instead.
- Graverobbing. 'Oh, this is a graveyard? I was just digging a hole to plant my juniper bushes. Honest officer.'
- Bribery. 'You see no juniper bushes? I think you will find they are hiding behind this very heavy bag of gold pieces, officer.'
- Petty banditry. 'How many copper pieces do we find on the peasants' bodies?'



You come up with a plan the rest of the party agrees is brilliant!



But the plan has an unfortunate outcome...

GRUESOME

The Timeline

A guide to get your tails wagging for future Mongoose releases

July: Enter the Zhodani

August: Van Graaf's Journal of Adventuring

September: Fleet

TRAVELLER

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



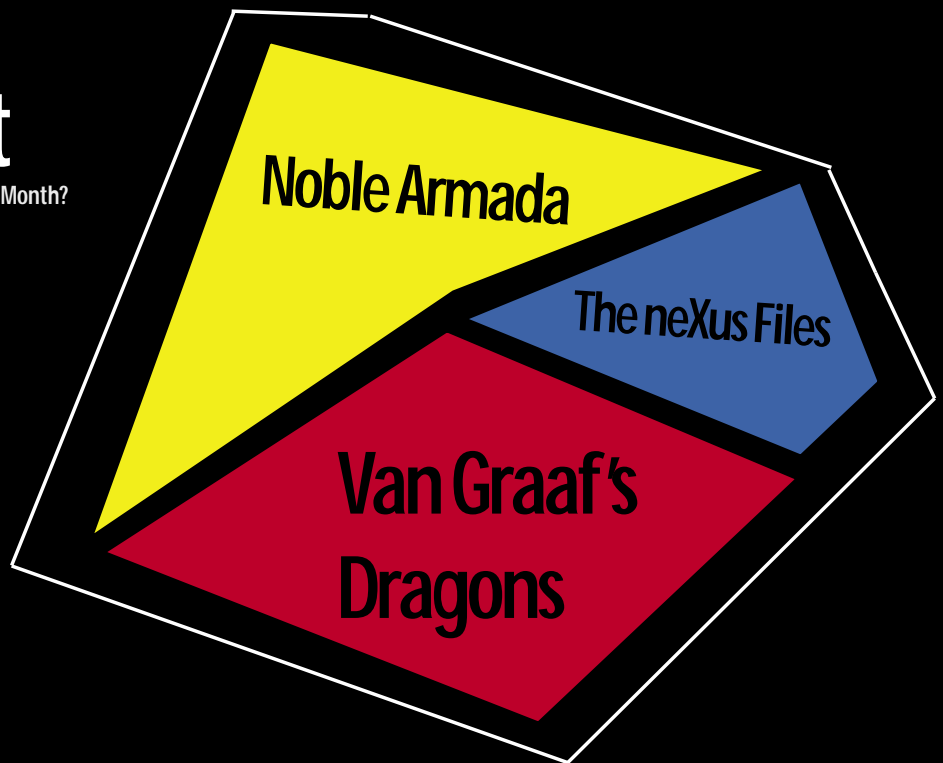
Quote of the Month

'I can't plant my cabbage!

In a whinging voice, Andy takes gaming to a new extreme...

The Time Chart

What have we been spending our time on at Mongoose this Month?



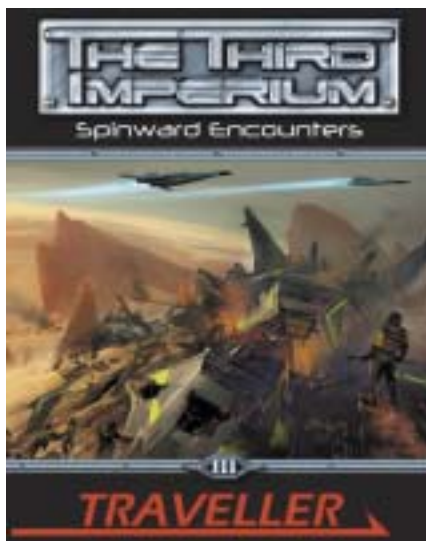
of the Fading Suns

October: Van Graaf's Journal of Strongholds

November: 2300 AD



June 11 Releases



Welcome to Spinward Encounters, a series of short adventures and adventure seeds for Traveller. Spinward Encounters is set in the Spinward Marches sector of the Third Imperium, part of the Official Traveller Universe and require only the Traveller rules to play.

With a variety of patrons and 16 full-blown adventures set in Amber Zones throughout the Spinward Marches, this book contains enough to keep your campaign going for many, many months in a variety of the Marches most exciting locations.

Softback
Price: \$29.99
Format: Softback (152 pages)

Pre Order Now

Supplement 11: Animal Encounters
Price: \$24.99
Format: Softback (96 pages)

Once players start venturing out from the safety of civilisation and into the wilderness, they will be confronted with all manner of exotic and strange fauna. From deadly predators that will stalk a heavily armed party for weeks before making their lethal ambush, to harmless furballs that make for good pets, Animal Encounters will allow a referee to create new creatures to populate his worlds, each tuned specifically to its environment.

As well as providing many examples of animals already discovered on distant worlds, Animal Encounters not only provides a complete system for referees to create their own, but also a chapter on very strange animals, such as those that live in super-dense gravity environments, or those that can be found floating in the higher reaches of the atmosphere in a gas giant.

Critters in Traveller will never be the same again!



Pre Order Now



ADVENTURE

is only a page away...



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**MONGOOSE
PUBLISHING**

Annic Nova

By Marc W Miller and Ian Stead

Travellers' Aid Society

Advisory

Report 02-183-1105

Reports received from the Regina subsector in the Spinward Marches tell of an unidentified starship of markedly unorthodox design which has been making use of unauthorized transmission frequencies. Originally sighted in 1103, the ship immediately came to Imperial attention by standing off Heya (0802-B687745-5) and transmitting on a restricted military band. Interceptors scrambled immediately, but the ship jumped outsystem while the fighters were at extreme range.

Later reports have placed the ship at Kinorb (0602-A663659-8) where it stood off for nearly five weeks without any contact, then jumped. The lack of local bases or traffic made interception impossible.

Last known contact took place off Dentus (0601-C979500-A), where the local scout base immediately set five Type S scouts on contact duty. Although the unknown immediately jumped, some basic data was recovered from scanners. Reports of additional sightings should be forwarded to the local Travellers' Aid Society for central consolidation.

SCANNER DATA

Mass Displacement: 500 - 800 tons

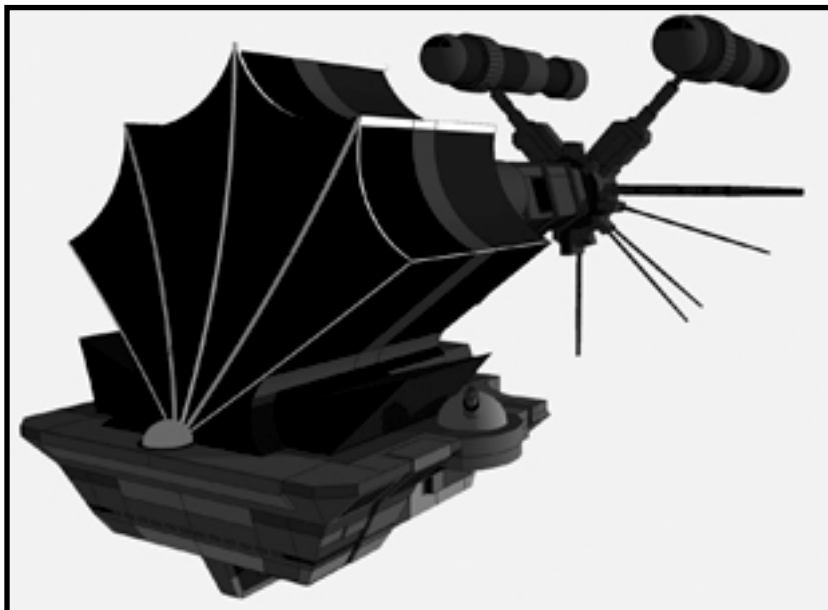
Jump: at least 2

Manoeuvre: 2G(?)

Armament: unknown

Aboard the Starship

This derelict starship stands as an obvious object for investigation. Once it is boarded, checked out, and fully understood, it promises to be a useful starship for nearly any type of adventurer. The ship appears to be in good condition, and can probably be made functional in a reasonably short period of time.



ENTRY POINTS

The computer supervised scan of the starship indicates several obvious (and not so obvious) entry points. After some deliberation, the group of adventurers may select one and enter the ship.

A. The keel-like structure projecting from the bottom of the ship is the furthest extension of the central communications and access shaft which connects the four lowermost decks. At its very lowest point, an operational iris valve is located; it opens to reveal a small interior chamber which is obviously an air lock. Safety interconnects prevent the inner iris valve from operating unless the outer valve is closed.

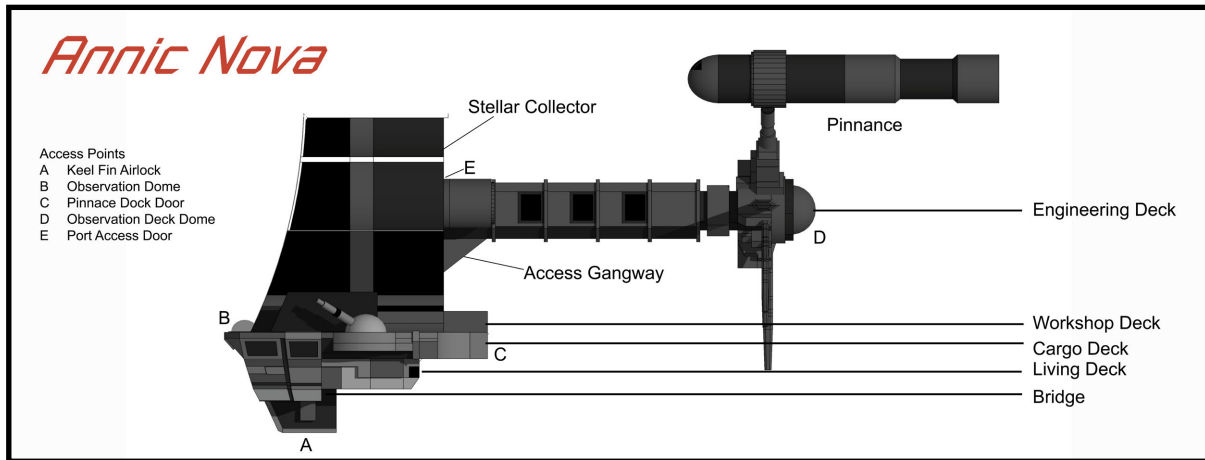
B. At the top centre front of the ship is a transparent astrogation dome with a bearing race along the front half of its circumference. Mounted on the race is an electro-mechanical sextant connected to the computer; whenever the ship's power is on, this sextant is in constant motion. Smashing this dome will allow access to the interior, to a vertical shaft leading down through the cargo deck (but not opening onto it) and to the quarters deck. The quarters deck will be rendered airless by this action.

C. At the very rear of the lower decks is an arched indentation with a single sliding panel. Forcing the panel open will allow access to the cargo bay, although decompressing it in the process.

D. The transparent observation dome at the extreme rear of the ship covers a cantilever platform holding four fixed chairs and a small control panel mounted on a vertical column. The dome is light-sensitive, and turns opaque when subjected to any strong light (such as a spotlight), slowly returning to transparency after the light is turned off. The dome may be broken or shattered, allowing entrance at the cost of decompressing the entire engineering deck.

E. Outboard on the port pod is a large access door. It appears to be operable, but will render the interior of the pod airless.

Simplistic solutions to the entry problem (such as cutting through the hull, or blasting the ship with laser fire) should be discouraged, either by the referee or through the ship's computer.



EXTERIOR FEATURES

As the starship is reconnoitred from afar, instruments indicate no transmissions from the ship. As the adventurers move closer, sensors will provide an image of the ship, but it is showing no lights, with the exception of low level red showing through the forward lower bank of windows. There is no sign of life or activity.

Still closer, painted markings on the exterior of the starship become visible. A string of characters is placed on each of the pods at the rear, and on the top of the shaft leading aft to the hub. The characters are not anglic, being geometric in form, but an approximation of them would read (roughly) ANNIC NOVA. The port pod is marked ANNIC NOVA I, and the starboard pod is marked ANNIC NOVA V.

The markings are actually numerals, although this should not be apparent to the adventurers. The Numeral Chart shows the symbol painted on the ship (column 1), the actual numeral represented (column 2), and an approximation of a similar anglic letter (column 3). Note that in addition to a zero, there is a distinct symbol for the double zero. Any player who determines, in the course of play, that they are indeed numerals (including the double zero symbol), has demonstrated that he or she has a comprehension of the ship to at least a limited extent, and is allowed a DM of +1 thereafter when attempting to understand other aspects of the ship.

Symbol	Numeral	Anglic Approximation
◻	0	0
I	1	I
∨	2	V
∟	3	7
▲	4	A
┘	5	J
└	6	U
┌	7	L
┐	8	F
⊞	9	C
⊞	00	N

INTERIOR FEATURES

The starship interior is initially dark, and intruders will be in vacc suits. The following information should be used by the referee as he or she administers the interior.

Power: The ship is at low power, sufficient only for standby lighting on the bridge, and for emergency operation of the iris valves within. All locations are at zero-G. The starship is dark, and individuals will find their actions doubly clumsy—from zero-G and from their encumbering vacc suits.

A prominent power-on switch is situated on the bridge; and another is on the cantilever platform at the rear which will turn power on (but cannot turn power off). Power-on puts all interior lights on and activates the grav plates.

When the grav plates go on, any individual not specifically stating that he or she is standing with feet on the floor, or sitting in a chair, is subject to a fall. Each must make

either a Dexterity + Vacc Suit or Athletics (coordination) or fall. If the fall occurs, the individual takes 2D damage.

Atmosphere: The interior of the ship is fully pressurized, and an atmosphere tester will indicate breathable gases; there is no apparent (or real) danger of losing pressure. Fracture of domes, or other decompression activity will render a specific area in vacuum; its extent can be traced on the deckplans. Iris valves will automatically close to limit this effect whenever possible.

Vacc suit discipline should be broken as soon as possible, either by reassuring the adventurers that there appears to be no danger, or emphasizing the clumsiness of the vacc suits. Apply a DM -2 on weapon use by individuals without vacc suit skill, and reduce personal dexterity by -2. In addition, the ship is oriented to the small stature of the original crew, and passage through iris valves in vacc suit runs the danger of ripping the suit (throw 8+ Vacc Suit to avoid a tear).

Temperature: The interior temperature of the ship is about 25 degrees Centigrade.

Iris Valves: Automatic, airtight doorways are installed in bulkheads throughout the ship. These portals open and shut much like the shutter of a camera; they do not swing. Valves are difficult to force once fully closed (throw 10+ Strength + Athletics (strength) to force open a closed iris valve; DM -3 if in a vacc suit). Gunfire will simply lock a valve tighter. Valves are impossible to force shut if open.

Annic Nova

Any strong object (metal bar or rod) placed in the valve when open will prevent full closure, and allow a partially closed valve to be opened with ease. Iris valves are operated by pressing a stud on the wall near the valve. As long as the ship has any power (the power accumulators have not actually been disconnected at the source), iris valves will function automatically if pressure drops.

Hatches: Hinged solid airtight doors are mounted in some locations. These portals function manually.

Doors: Any doorway not a valve or hatch is a sliding door. These are not airtight (and easily visible as such), and open at the touch of a stud on the wall. If locked (all locks are controlled by the computer, even at low power), the door will not open unless broken down, shot open, or pried open with a crowbar (success will be automatic as the doors are not too substantial).

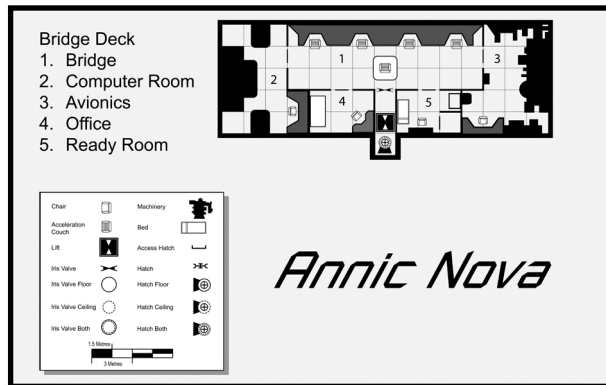
WITHIN THE STARSHIP

Diagrams 1 and 2 contain maps of the interior of the starship, and all explanatory text is coded to these diagrams. The adventurers' seemingly purposeless search will gradually enhance their knowledge of the interior features of the ship, and help in their growing understanding.

CENTRAL ACCESS SHAFT

Leading directly through the bottom four decks, this shaft has iris valves at each level. Running parallel is a lift which can carry up to three persons at once, operated by a simple control button set marked (in ship's numerals), I, V, 7 and A. At the rear of the shaft is a ladder which can be used in lieu of the lift.

The iris valves in the shaft maintain airtight integrity, so that loss of pressure on any deck will not be transmitted past any closed valve. Each level has one iris valve, facing forward, with the exception of level 7, which has three valves, facing forward, port, and starboard.



BRIDGE DECK

Painted on the iris valve at this level is the figure I. The valve opens into a short corridor which further opens into room 1.

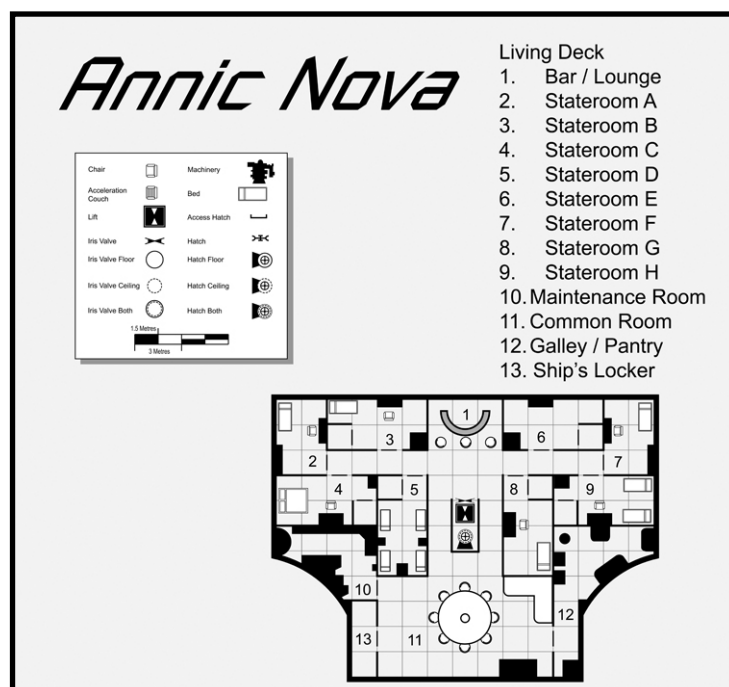
1. Bridge. The control room is a spacious area containing a long control panel against the forward wall under a row of windows. Five acceleration couches are centred in the area, two to each flank, and one, slightly raised, on the centreline of the ship, obviously for the pilot or captain.

The controls for the bridge are arranged in a reasonably straightforward manner, and readouts can be understood by any pilot or astrogorator with intelligence of 8+ in a matter of hours, for those of lower intelligence this may take a few days, the power-on control is

obvious to anyone. There is no evidence of manoeuvre controls or readouts at all; only a dual set of jump controls.

2. Computer Room. Nearly all of the available space in this room is taken up by computer equipment of large bulk, and requiring heavy cooling arrangements. A maintenance console for the computer is present in this room, but five other consoles similar in construction are installed on the bridge control panel.

3. Avionics Room. This room is filled with a wide variety of detection and communication instruments. Individuals with electronics-1 or better will recognize each of the following on a throw of 7+: long range detectors, long range communications equipment, short range scanners and deep radar.



4. Office. This room contains a desk, a computer terminal and several drawers of papers covered with indecipherable symbols.

5. Ready Room. This room contains a pair of bunks (clean and made-up), and simple toilet facilities.

QUARTERS DECK

Painted on the iris valve at this level is the figure V.

1. Bar/Lounge. This lounge is spacious and carpeted, and several comfortable chairs are scattered about around small tables. On the wall to starboard is a bar, while to port is a floor-to-ceiling visor screen. Each side wall has a hallway leading off laterally.

The bar is well stocked with liquors, most having indecipherable labels. A close check (taking perhaps 15 minutes) will reveal at least one bottle labelled in anglic, and a date about 20 years ago. The quality of the liquors is excellent (by reputation to a connoisseur and by taste if tasted). If this deck has been rendered airless, all the bottles will be broken, and the contents spilled and evaporated.

The visor screen responds to the controls (on-off) on the wall next to it, or will come on (with sound at full volume) if someone sits down in the lounge chair directly facing it. The program shown is indicated on the table below.

Close investigation of the visor will show a concealed set of controls (in a sliding panel on the wall), including a volume control, a channel dial marked *IV7AJU* and a speed control. The channel control will select among

the six channels indicated. The speed control will slow down or speed up the program being shown; if channel 6 (U) is slowed down, it becomes a children's illustrated dictionary. Studying channel U or channel J will teach the ship's language (studying 12 hours per day) on a throw of 14+, DM +1 per day spent, DM +1 if intelligence 11+.

2. Stateroom A. This small room is obviously sleeping quarters and contains a bunk, fold-out desk, several drawers, mirror, and reclining chair. There is, however, no clothing, and no sign of personal articles.

3. Stateroom B. This small room is similar to room 2 but has a lived-in look. In the top drawer is a box containing several rings mounted with gemstones (each with an apparent value of Cr. 500). Under the bunk's mattress is an envelope containing several bills (apparently money), marked JO, IN, and INO, as well as various statements and phrases in the ship's language. A full length mirror is mounted on the wall. If power is on low level, it is indeed a mirror. If power is on full, the mirror is an operating colour retransmitter screen, which means that it acts like a mirror, but presents an unreversed image. A person standing in front of it would see himself or herself as others do, rather than as a mirror image. Unless someone actually stands in front of the mirror and indicates he or she is checking it out, the effect it causes will be anyone in the room will have an undefined, uneasy feeling. The mechanism for the retransmitter is behind the screen, accessible if a concealed latch is located and tripped.

4. Stateroom C. This room is larger, and contains a double bed rather than bunks. Personal effects for both male and female individuals are present in the drawers.

5. Stateroom D. In this room, the most obvious feature is the presence of the four small beds along the walls. Several small pieces of furniture are scattered about, and a lot of clothing is strewn in disorder. Aside from a few small toys, there is nothing of value here.

However, after all have left the lateral hallway, a small robot-like device (about 300mm high, cylindrical, and emitting small peeping noises while an electric blue spark wanders around its head/top) will emerge. It will orient on one person, and follow him/her around anywhere on this deck, the sparks getting more violent whenever it approaches closer than one metre. This device is a child's toy, easily broken by a kick or blow; it can be turned off by touching it with an ungloved hand, and will turn on again at the next touch.

6. Stateroom E. The interior of this room has been charred black, as if by flame (possibly by a plasma gun). Nothing remains of its original furnishings.

7. Stateroom F. This room is much like room 3, but the full length mirror is cracked. If the latch (concealed) is found, the area behind the mirror is found to be empty, the retransmitter having been removed. The area is now used for storage, and contains several cartons of books with garish covers. In addition, a map box with a chip installed for a specific world (Victoria, located in the Lanth Subsector of the Spinward Marches).

8. Stateroom G. This room is much like room 4, but contains two bunks rather than the double bed. Aside from ordinary articles of clothing, the only items of interest are an instant print camera, and a battery powered typewriter. Close examination of the typewriter reveals that it can be used as

Programs

D6	Program
1	An animated film with a great deal of violence, but no apparent injuries.
2	An abstract colour projection with an accompanying soothing music soundtrack.
3	A head and shoulders view of a bald, eyebrowless, humanoid talking in an unknown language while graphic maps projected behind him constantly change.
4	An apparent travelogue showing a variety of animals in their natural habitats.
5	An animated lecture on the chemical elements, with accompanying text and voice-over.
6	Static.

a remote (up to 500 km distant) terminal for the ship's computer.

9. Stateroom H. Taped to the door is a crayon drawing (as if by a child) of a coiled snake. When the door is forced, a terribly foul odour and considerable quantities of dust roll from the room. Inside are four dead bodies, three adults and one child, all exhibiting considerable corruption. In addition, dirty linen is piled in the corners of the rooms and the floor is filthy.

Breathing the unfiltered air of the room exposes an individual to an extreme chance of infection. The dust will slowly spread to the entire deck (within 10 minutes), after which anyone on the deck is subject to a strong chance of infection. If an iris valve is opened to another level, that level becomes a possible source of contamination (with a low chance of infection). The effects of this disease are covered on page 18.

10. Maintenance Area. Behind the cold box (it swivels out) on the port side is a maintenance area filled with life support systems, such as main temperature and air circulation ducts.

11. Common Area. This area is studded with tables and chairs, between kitchen facilities along the lateral walls. The tables and chairs are collapsible, and the kitchen areas have sliding screens which can be used to conceal and protect them.

The floor of this area is uncarpeted, and bears markings similar to that of a basketball court, obviously for some sort of game. This concept is furthered by the contents of one drawer in the kitchen area: several resilient balls and some handball gloves. A remote control switch in the drawer will turn off (and on) the grav plates in the galley/kitchen area.

12. Galley/Pantry. Behind the cold box on the starboard side is a pantry stocked with canned and preserved foods, including many delicacies. Much of the food is from commercial sources and can be identified as edible.

13. Ship's Locker. In here are stocks of everyday items, several small vacc suits meant for the original crew of the vessel (see

area 6 of the Cargo deck for a more detailed description) and various small parts. There is a weapons' rack but any weapons stored here have been taken.

CARGO DECK

This deck has three iris valves in the central access shaft; they lead starboard, forward, and port. Each is marked with a 7.

1. Observation Dome. This is a transparent astrogation dome with a bearing race along the front half of its circumference. Mounted on the race is an electro-mechanical sextant connected to the computer; whenever the ship's power is on, this sextant is in constant motion.

2. Observation Dome Access. An iris valve in the ceiling provides access to the observation dome.

3. Forward Cargo Area. A large chamber nearly 20 metres wide and 9 metres deep. Well lit, it is empty except for a few empty crates in one corner and a bale of vegetable leaves near the iris valve. Closer investigation will reveal this material is tobacco, which is a rarity in this part of the Imperium. It will sell for Cr. 20,000 for the full 50 kg) if sold in the seedier parts of a starport town; it is also probably illegal on any world with a law level 8+.

4. Corridor. This passageway leads to port and makes a right angle bend aft, where it is then blocked by massive steel doors. Before the bend, large cargo doors open fore and aft into cargo areas; scratch and scuff marks indicate that cargo has been dragged across the corridor many times. A set of wall studs near these doors will open them; however, a red button is also present— it turns off (and on) the grav plates on this deck to allow easier handling of cargo. The steel door at the end of the corridor is part of a cylinder set within a larger cylinder. It will not open without instructions from the main computer (a computer terminal is located on the wall next to each door). If some one attempts to force the door (or incorrect computer instructions are entered more than three times in a 10 minute period), and power is on, an outlet valve will open, bleeding the air from this deck within 30 seconds. In any case, the

door is nearly 200 mm thick, and will require a long time to burn through (approximately 20,000 points of damage administered by an energy weapon, such as a laser, or by a cutting torch).

If the door is opened by computer instruction, the entire inner ring of the turret rotates to match a door opening with the doorway in the outer turret ring.

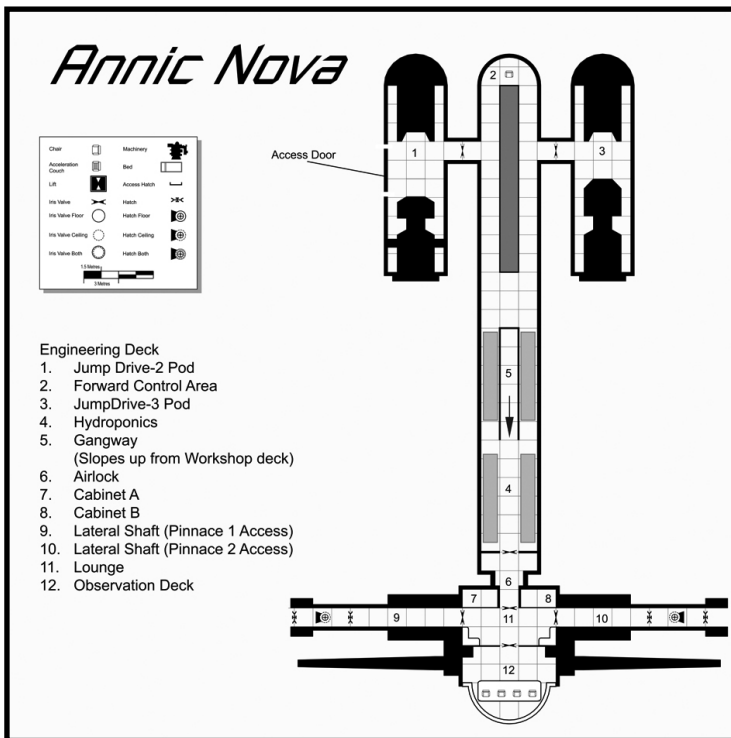
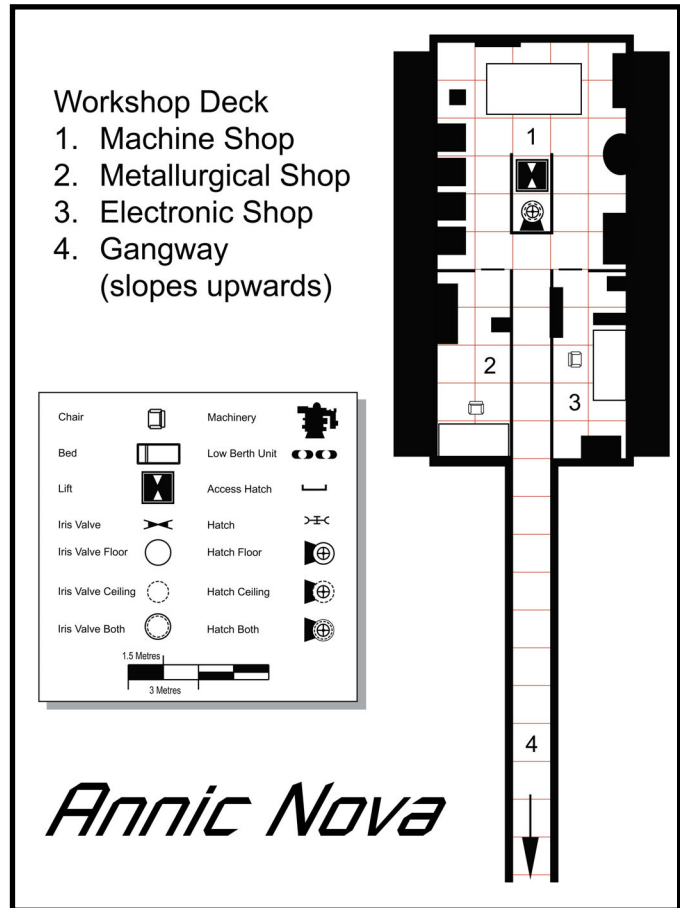
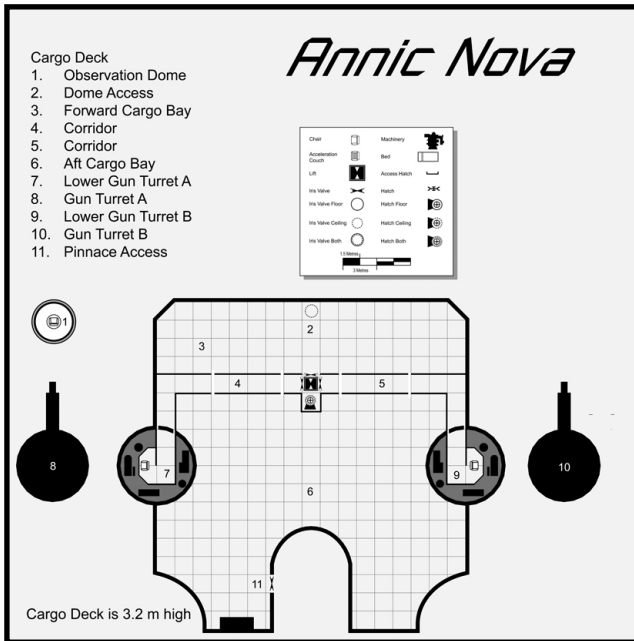
5. Corridor. This passageway leads to starboard, and makes a right angle bend aft. It is treated in a manner similar to location 21.

6. Aft Cargo Bay. This area is an irregularly shaped cargo bay, marked by an arched protrusion in its centre, and bulges in the lateral walls. The arched protrusion is fitted with a sturdy sliding door, which will not open if there is air pressure in the cargo bay (unless, of course, it is forced, or a pinnace is in position on the other side of the door). This sliding door serves as a loading dock for pinnaces. There is a mechanism which will magnetically lock a pinnace in position against the doors.

Halfway back in the rear area, along the side walls, are sets of cabinets. The port cabinet has three vacc suits of unusual design. If they are tried on, they are found to be personalised, and non-adjustable, with only a slight chance that they will fit the individual involved (throw 10+ for the suit to fit; DM +1 if the individual has a strength of 5 or less, because they are on the small side). The suits are unusual in that an oxygen regeneration system is built into the fabric, rather than being contained in a separate pack. If the suit does not fit, however, altering it will render it useless. Each suit may be assumed to have a value of about Cr. 40,000 to someone to whom it will fit.

7. Lower Gun Turret A. Beyond the steel doorway is a large crowded area filled with the mechanical and electronic apparatus which comprises the turret mechanism. A ladder leads upward into the ceiling.

8. Gun Turret A. At the top of the ladder leading from location 23, a small area contains a gunner's couch near a laser cannon tube. The couch is comfortable only for persons of small stature (assume a strength of 6 or less).



Annic Nova

The laser cannon is operated and fired from this position.

9. Lower Gun Turret B. This location is similar to location 23.

10. Gun Turret B. At the top of the ladder leading from location 24, a small area contains a gunners couch near a laser cannon tube. This area is similar to location 26, and should be administered like it.

11. Pinnacle Access. An iris valve provides access to the pinnaces.

Workshop Deck

The iris valve on this level is marked with the numeral A.

1. Machine Shop. This area is relatively small, and filled to forward with machine tools, a workbench, and cabinets filled with a great many spare parts in paper cartons. To the port and starboard are large (floor to ceiling) gratings with radiator flanges behind them.

2. Metallurgical Shop. This small room contains facilities for detained small scale metal work, from one gram to 10 kilograms, and can be used to produce such diverse items as jewellery, gun parts, and mechanical spares. Such a shop is quite usable by a person with Mechanic 2 or better.

3. Electronic Shop. This area is similar to location 2, but designed for electronics repairs. While this shop cannot create small electronics components, it does have a large supply of such parts, which can be identified through the shipboard computer. This shop is usable by a person with Engineer (electronics) 2 or better.

4. Gangway. Sloping at an angle upward, this corridor leads to the Engineering Deck.

Engineering Deck

This deck is accessed within the ship only through the gangway leading from the Workshops Deck.

1. Jump-2 Pod. This engineering area contains a jump drive mechanism for the ship, and outwardly appears to be identical with the mechanism on the other side of the ship. An individual with Engineering (jump drive) 3 or better will see that this drive is capable of jump-2. There is an exit from the ship in this Jump Pod, but no airlock. Opening this valve will cause the entire area to become airless.

2. Forward Control Area. A complete set of jump controls are installed at this point, including a computer terminal. If these controls are tampered with, the drive chargers will be set in operation. A humming will begin, and observers in the astrogration dome, the hydroponics area and in ships outside, will note that the canopy is unfolding. After an hour, the process will be completed, revealing a skeleton framework and a circular thin black radiation-absorbent film about 1 kilometre in diameter. Stopping the process is impossible without computer assistance, but the canopy will refold itself when the accumulators are recharged, a period of 1d6 weeks.

The twin corridors leading to the Forward Control Area are generally featureless, with single passageways leading port and starboard. The central area between the two corridors is a solid area containing a complex set of electronics parts, and several solid silver buss bars. Engineer (electronics) 2 or better will deduce that this is the accumulator section of the starship power supply. When fully charged, there is a distinct odour of ozone in the air. Power cable connections (about 300 mm in diameter, and insulated) rise from the accumulators and pass into the ceiling panels.

3. Jump-3 Pod. This area is similar to location 1, and can be treated in a similar manner. However, this equipment is capable of jump-3.

4. Hydroponics Area. This entire area is overgrown with plants. An iris valve is obvious aft, but the two corridors leading forward are not, being concealed by the extensive growth. Overhead, the area is roofed by transparent sloping ceiling panels, and banks of lights. The vegetation is covered with thorns, but is not especially dangerous unless a person were

to actually fall into a group of plants, in which case about 1d6 hits would be inflicted.

5. Gangway. Provides access to the Workshop Deck.

6. Air Lock. The iris valve at the aft end of the hydroponics area opens into an air lock. The valve itself is in a nearly closed position, but held open by a scratched and corroded metal rod wedged in place apparently by accident. Beyond the valve is a short corridor leading to another iris valve held open by a similar metal rod. Along the corridor, the attraction of the grav plates (assuming they are on) gradually diminishes from full (at the forward end) to zero (at the aft end).

7. Cabinet A. Concealed behind a bulkhead to port, accessible from location 11, is a cabinet, with a concealed switch behind the upholstery on the wall. The cabinet itself contains a transmitter/receiver, with audio, video, and telemetry capability.

8. Cabinet B. This cabinet is similar to location 7, but contains miniaturized communicators keyed to the equipment in location 7. These devices may be carried in world surface exploration and used to communicate with personnel aboard ship.

9. Lateral Shaft (Pinnacle 1 Access). This corridor slants upward at an angle and ends in a hatch. Beyond the hatch is another, plus another hatch leading out of the tube. It is in zero-G.

10. Lateral Shaft (Pinnacle 2 Access). This tube is similar to location 9.

11. Lounge. This area is finished with a fur-like carpeting on floor, ceiling, and walls. Concealed panels in the forward bulkhead contain cabinets which are locations 7, and 8. This area is in zero-G.

12. Observation Deck. This area is covered by a transparent observation dome facing aft, and contains a cantilevered platform with four fixed chairs and a small control panel. It is finished in the same style as location 11, and is in zero-G.

THE PINNACES

The two trailing pods visible at the ends of the shafts connected to the hub on the Drive Deck appear to be manoeuvre drive pods from a distance, but are actually 40 ton pinnaces. Normally transported in this position, they are detachable and may be used for errands or missions. These small craft are laid out in opposite handedness, and will only attach on their proper shafts. Each is streamlined and has fuel skimmers (for refuelling at a gas giant), with provision for fuel transfer.

Each also has a cable connection which automatically mates with ship power connections when in docking position.

PINNACE 1

1. Cockpit. This area contains standard design controls usable by an individual with ship's boat skill. With seating for two, the port seat also has aiming and firing controls for the single pulse laser mounted on the small craft.

2. Airlock.

3. Cargo Bay. The port pinnace is a cargo craft, and can carry bulk cargo totalling 12 tons. Collapsible seating can fill the area and carry up to 16 passengers instead. A large sliding cargo door is visible in the exterior bulkhead.

4. Fresher. This area contains toilet facilities and a shower.

5. Drive Room. The manoeuvre drives for this pinnace are contained in this area.

PINNACE 2

1. Cockpit. This area is similar to location 1 of Pinnace 1.

2. Airlock.

3. Bathroom. This area contains toilet facilities and a shower.

4. Staterooms. The starboard pinnace is a passenger vessel, with four half-sized staterooms complete with bunks and storage areas. This pinnace could carry up to five persons on relatively long (30 day) flights with only minimal discomfort. There is no provision for cargo, although conceivably about two tons could be crammed into the central aisle.

5. Drive Room. The manoeuvre drives for this pinnace are contained in this area.

Referee's Notes

The following should enhance the referee's understanding of the Annic Nova.

THE COMPUTER

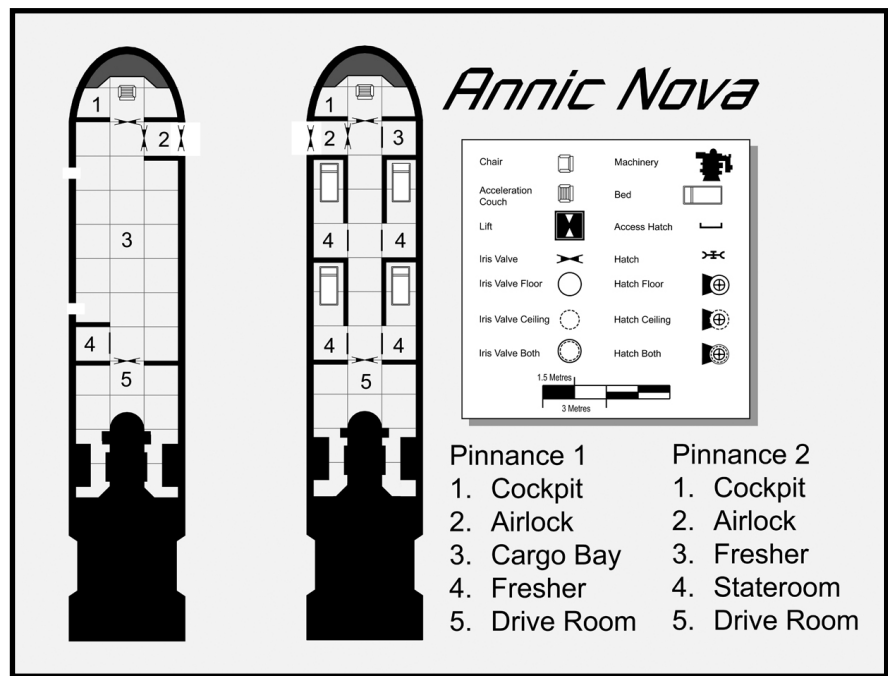
Location 2 on the Bridge Deck contains the starship's central computer. Its programming language is unknown to the explorers, and the computer will not initially respond (assuming power is turned on). An individual with Computers 2 can install a standard programming language from another source in about a day. Someone with Computers 4 can instead decipher the computer's language,

altering it to respond to normal procedures; throw 12+, DM +1 per level of Computers skill, once per week of trying. Once the computer is reprogrammed, it will be found to have the software list shown.

The computer is a non-standard device equivalent to a Model/3, but massing considerably more (in the range of 15 tons).

One feature of the computer is its graphics package, which can superimpose data on the forward window wall, making an immediate evaluation of a situation possible at a glance. For example, the computer can lay a three dimensional grid on the window wall, and then spotlight or code all objects present, showing their relation to the ship. It can then project and show trajectories or possible courses.

A functioning computer will respond to keyword input, and reply with appropriate data. The referee may wish to limit random guessing at keywords by players, and may institute limits, or dispense clues. The following keywords are especially important.



Manoeuvre, Acceleration and Evasion.

One or both of the pinnaces may be swivelled under computer control and thrust may be applied by their engines. Such manipulation will alter the orientation of the ship, allowing the guns to be brought to bear, or the observation deck pointed in a certain direction as desired. Instructions are simply keyed into the computer.

For travel to any great distance, a pinnace must be physically moved (using pilot or ship's boat skill) to the rear of the cargo bay (location 25) and magnetically moored. Computer instruction for long distance manoeuvre is then entered, and up to one-tenth G thrust applied. Each pinnace is capable of 10 minutes thrust for each ton of fuel burned.

Fuel, Refuel and Power.

The canopy collects radiated stellar power and stores it in the accumulators on the drive deck. The only way to extend the canopy is with the controls on the drive deck or the control panel in the observation dome. It cannot be controlled from the bridge.

The accumulators can store enough energy to power each jump drive once, as well as maintain internal life support under normal conditions.

Duration of internal power: 60 days under ordinary load.

Required recharge time: One to six weeks (1d6), depending on the distance from, and spectral type of, the star serving as the radiation source.

Weapons: The two laser cannon turrets are fully operational.

The Disease

The disease from location 15 is transmitted via an airborne virus with a long dormancy period. No symptoms will become apparent for at least one week.

At that point, each person who has been exposed must roll for infection on the disease table, once, at the highest possible level.

DM -1 for strength 10+.

DM -1 for any person with service in the scout service (for the scout service immunizations).

A doctor who has analysed the situation may prescribe strict rest and sleep; following this regimen allows a DM -4.

Low passage or drugs may slow the onset of the disease, but there are no specific drugs or universal cures which will automatically counteract this disease.

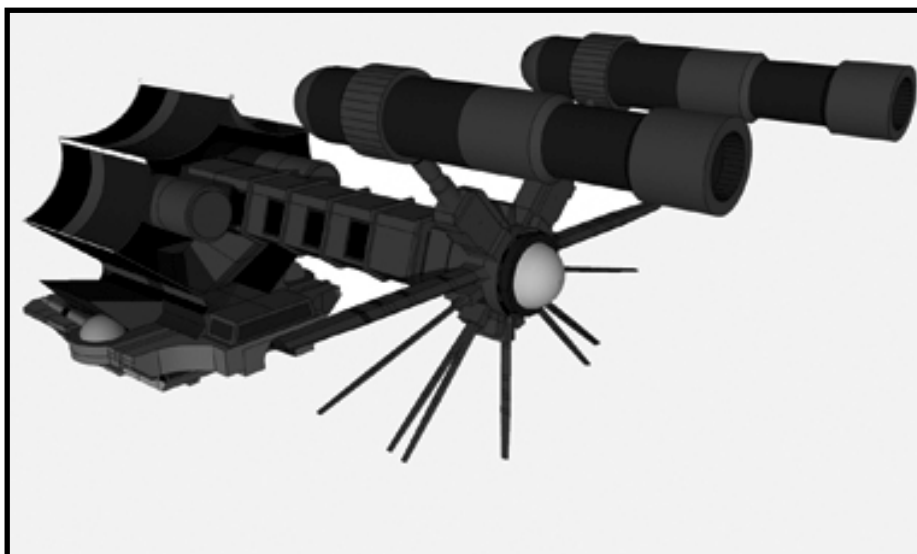
Prevention: Anyone with a skill of at least Medic 3 or better will know from his training

and experience that infection from this virus can probably be lessened greatly by strict rest and sleep. Following such a prescription would preclude any physical or mental effort, including any use of skills, or any work.

DISEASE TABLE

Individual's Endurance	Infection Chance		
	Low	Strong	Extreme
4 or less	8+	7+	2+
5 - 6	9+	8+	4+
7 - 8	10+	9+	6+
9 - 10	11+	10+	8+
11+	12+	11+	10+

If the number on the table is rolled or exceeded, the individual has contracted the disease. Immediately roll two dice and subtract the skill level of any attending medic (one medic may attend up to four persons). That number is the immediate damage inflicted. If it exceeds 8, roll again as before, and inflict that number of hits. Continue until the result is less than 8.



THE SHIP

Free Trader (Non-Standard Classified Type NS18): Using an unorthodox 600 ton frame and hull, this artefact is allowed in Imperial commerce under the salvage laws provided the ship is registered with Imperial authorities (typical registration fee: Cr. 100,000). The ship has 8 staterooms (of non-standard sizes) for the crew (captain/ navigator, chief engineer, two ordinary engineers and medic), with provision for ordinary members (gunners, pinnace pilots, or passengers). There are no low berths. The ship has two jump-drives which operate independently (at Jump 2, and Jump 3, respectively), but may not sum their power.

There are no manoeuvre drives (the pinnaces act as tugs to a minor extent); there is no power plant. A stellar collector absorbs and collects energy for internal power and jump drives. Two single turrets each mount a single laser cannon. The computer is a non-standard model equivalent to a Model/3, but of considerable mass. The ship is not streamlined.

Two 40 ton pinnaces travel in trailing positions. Construction cost is impossible to calculate, but current market value can be placed at approximately Cr. 200,000,000.

Annic Nova Type NS18 Non Standard Far Trader.

Annic Nova Type NS18 Non Standard			Tons	Price (Mcr.)
Hull	600 Tons	Hull 12	—	43.2
		Structure 12	—	—
		Distributed	—	—
Armour	Crystaliron	8 Points	60	17.28
Jump Drive F		Jump 2	35	60
Jump Drive J		Jump 3	50	90
Manoeuvre Drive	None		—	—
Power Plant	Energy Accumulator	(60 Days Endurance)	47	120
	Stellar Collector		5	0.5
Bridge	Standard		20	3
Computer	Model /3	Rating 15	5	2
Electronics	Advanced	DM+1	3	2
Weapons	Hardpoint #1	Single Turret (Beam Laser x1)	1	1.2
	Hardpoint #2	Single Turret (Beam Laser x1)	1	1.2
Ammunition	None		—	—
Fuel	None		—	—
Cargo	160 Tons		155	—
8 Staterooms	Non Standard Size (6 Tons each)		48	4.8
Extras	Ship's Locker		—	—
	Pinnance	x2	80	40
	Docking Clamps	x2 (90 Ton Capacity and manoeuvre controls)	10	2
	Luxuries	(Includes Galley, Lounge)	33	3.3
	Machine Shop		15	4
	Metallurgical Shop		6	2
	Electronic Shop		6	2
	Hydroponics		20	2
Software	Manoeuvre/0	Rating 0	—	—
	Jump Control/3	Rating 15	—	—
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0330
Life Support Cost (monthly)			—	0.0320
Total Tonnage & Cost			600	400.70

Talking Giak

By Joe Dever

Talking Giak

A brief guide to Giak Grammar, plus the most expansive English/Giak Word List ever published to date!

Giak is a well-developed military language that has evolved to meet the needs of inter-racial communication throughout the Darklands and the Drakkarim nations of Magnamund. Unsurprisingly, the language is full of concepts relating to warfare, military construction and hunting: the three principal preoccupations of the Giaks to whom the language owes its name.

Giak is a harsh and guttural language with a limited range of vowel and consonant sounds, yet it is sufficiently well developed to serve as a common tongue for all of the creatures who are subservient to the Darklords of Helgedad.

The structure of Giak sentences uses the simple grammar of *subject*, *verb* and *object*, in that order. Any words which modify other words will follow them.

For example, the English sentence, "The enemy of the Giaks escaped the black doomwolf of the Great Forest" is organized in Giak as follows:

Enemy of Giaks / escape / doomwolf black of
Forest Great
(*subject*) (*verb*) (*object*)

The simplest form of this sentence is:

Enemy / escape / doomwolf
(*subject*) (*verb*) (*object*)

but it has the following modifiers:

1. The subject 'enemy' is modified by 'Giaks'.
2. The verb 'escape' is put into the past tense by using the adverb 'rannad'. Rannad is the correct use of the past tense yet it is only used on formal occasions by high ranking Drakkarim officers and courtiers of Helgedad.

It is far more likely that you will hear the abbreviation 'Ran' used in everyday common usage by the rank and file. The tense modifier always begins the sentence.

3. The object 'doomwolf' is modified by the adjective 'black' and the prepositional phrase 'of Forest Great'.

Using the above rules of construction, the Giak equivalent to the given English sentence

is: "Ran gaz kor zegorim ozon akamaz-hel kor kona-gudjag."

The adverb 'Ran' (formal 'Rannad') places the sentence in the past tense.

The adverb 'Rog' (formal 'Rogag') places the sentence in the future tense.

If neither adverbs are used then the sentence will be in the present tense.



English to Giak Word List

(adj):	adjective
(advrb):	adverb
(conj):	conjunction
(n):	noun
(prep):	preposition
(pron):	pronoun
(s):	plural of stated word
(v):	verb

A

Abandon (v)	Egzog
Above (adj)	Atog
Absent / missing (adj)	Huktuk
Abyss (n)	Okrog
Accident (adj)	Jozkak
Acid (n)	Luztaz
Affirmative / yes (advrb)	Gee
Aid (n)	Niz
Air (n)	Tadak
Alive (adj)	Shok
Allow / permit (v)	Rutzog
Ancestor (n)	Kogtak
And (conj)	Ash
Anger (adj)	Ganiak
Animal (n)	Gorak
Annoy / anger (v)	Stozik
Archer (n)	Duldug
Arena (n)	Magnok
Arm (n)	Guk
Armour (n)	Zaggan
Army (n)	Orgar
Arrow (n)	Dulag
As (advrb)	Tek
Ash/ashes (n)	Kega
Ask (v)	Jok
Assemble/regroup (v)	Nartez
At (prep)	Iak
Attack (v)	Darg
Attack (n)	Dargag
Awake (adj) /awaken (v)	Rakka
Axe (n)	Zag

B

Baby / infant (n)	Lag
Back / behind (adj)	Oztak
Bad / badly (adj)	Zut
Bag (n)	Juga
Bait (n)	Ruztuz
Bait (v)	Ruztuzak
Barracks (n)	Gazjat
Barrel (n)	Radgor
Barricade (n)	
Base / bottom (adj)	
Battle (n)	
Bay (n)	
Be (v)	
Beach (n)	
Beast (n)	
Bed (n)	
Before (adj)	
Begin (adj)	
Behind (adj)	
Bell (n)	
Belly (n)	
Belt / strap (n)	
Bend (v)	
Bent (adj)	
Berserk (adj)	
Besiege (v)	
Betray (v)	
Big (adj)	
Bind / tie up (v)	
Bird (n)	
Bite (v)	
Black (adj)	
Bleed (v)	
Blind (adj) (v)	
Blockade (n)	
Blood (n)	
Blow (v)	
Blue (adj)	
Boat (n)	
Body (n)	
Bog (n)	
Bolt (n)	
Bone (n)	
Book (n)	
Boom Powder (n)	
Boot(s) (n)	
Border (adj)	
Bottle (n)	
Bow (n)	
Box / container (n)	
Bracelet (n)	
Brave / valiant (adj)	
Break (v)	
Breathe / inhale (v)	
Bridge (n)	
Bright (adj)	
Brown (adj)	
Bucket / pail (n)	
Buckle / clasp (n)	
Build (v)	
Burn (v)	
Bury (v)	
But (conj)	

Odgoz	C
Hagdik	Cage (n)
Gudnak	Call (v)
Egiza	Camouflage (n)
Narg	Camp (n)
Mokdak	Camp (v)
Gorak	Canyon (n)
Shardar	Captain - naval (n)
Nug	Captain - infantry (n)
Ekar	Cargo (n)
Raneg	Carry (v)
Muzdik	Cask (n)
Dugdug	Castle (n)
Lajzek	Catapult (n)
Ika	Cattle / livestock (n)
Zedik	Cavalry (n)
Hegez	Cavern / cave (n)
Nodtok	Cell (n)
Stag	Chain (n)
Gudjag	Chamber / hall (n)
Raztik	Champion (n)
Dikrak	Charge (v)
Dig	Cheat (n) (v)
Hel	Cheer (v)
Adak	Chest (n)
Ekig	Child (n)
Odgozeg	Chimney / flue (n)
Adez	Chop / hack (v)
Duza	Church (n)
Gug	Circle (adj)
Muzar	City (n)
Hak	Claw (n)
Nodog	Claw (v)
Shaz	Clean (adj)
Gugtik	Cliff (n)
Zad	Climb (v)
Hakzok	Cloak (n)
Hagor(im)	Close (adj)
Gagjak	Close (v)
Adag	Clothes / uniform (n)
Tuk	Cloud - heavy overcast (n)
Lizak	Clouds - light fluffy (n)
Mutaz	Coast (n)
Taglik	Coat - thick overcoat (n)
Jez	Cold (adj)
Nenjak	Collect / gather up (v)
Mok	Come (v)
Gadaj	Come back / return (v)
Klag	Coming (n) (adj)
Edak	Company (n)
Nakdog	Confess (v)
Dag	Conquer / defeat (v)
Azgad	Conqueror (n)
Adug	Construct (v)
Ka	Convoy (n)

Rugdak
Huk
Zorzok
Nadulheza
Gogak
Okrog
Eegud
Nanrak
Jetzig
Kag
Radgor
Gazad
Tegdarg
Kegdok
Nozodim
Kotdak
Lizog
Shuk
Kezjak
Kookar
Shaag
Noza
Jegka
Tadzar
Iggi
Mutdik
Mok
Zazgog
Aduz
Gedad
Hag
Hagag
Stug
Kluzag
Ezar
Nozosh
Naj
Kot
Kuzdak
Mugtaz
Danazok
Jagzak
Tugga
Gour
Lendik
Dez
Raneg
Dogez
Nadarog
Motdik
Odzik
Odzika
Dag
Zazgak

Talking Giak

Cook (v)	Lazag	East (n)	Dej	Fourteen (n)	Darorag
Corner (adj)	Jatzek	Eat (v)	Raz	Free (v)	Loga
Corpse (n)	Hak	Echo (adj)	Mugmug	Freeze (v)	Zizrek
Courage (adj)	Rugga	Egg(s)	Kikdaz(im)	Friend (n)	Lug
Cove (n)	Egiza	Eight (n)	Sha	Front (adj)	Azga
Coward (n)	Odogon	Eighteen (n)	Dasha	Fur (n)	Rugdak
Crazy / insane (adj)	Hegez	Eighty (n)	Shazoz		
Creature (n)	Gorak	Eleven (n)	Da-aki	G	
Crossbow (n)	Nuzog	Empty (adj)	Jekadik	Gallows (n)	Nozdak
Crown (n)	Reknoz	Enchantment / spell (n)	Jigi	Gaol / jail / prison (n)	Lizog
Cup (n)	Iok	Entrance (n)	Laztik	Gate (n)	Etaar
Cut (v)	Shez	End (adj)	Zoz	Get (v)	Ek
		Enemy (n)	Gaz	Giak(s) (n)	Zegor(im)
D		Equal (adj)	Negdak	Glass / crystal (n)	Heltik
Dagger (n)	Ogsha	Escape (v)	Ozon	Go (v)	Der
Dam / blockage (n)	Iktak	Escort (v)	Takzik	Going (adj)	Naka
Damage (v)	Iktak	Escort (n)	Takzikim	Grass (n)	Zika
Dance (n)	Aduk	Evening (n)	Ziktik	Grave / burial place (n)	Goztok
Dance (v)	Jantok	Eye(s) (n)	Zan(im)	Green (adj)	Shug
Danger (adj)	Jantik	Exit (n)	Lozdak	Ground / top soil (n)	Gorza
Dark (adj)	Jatnar			Guard (v)	Odak
Darklord (n)	Nad	F		Guard (n)	Odakar
Dawn (n)	Nadoknar	Fail (v)	Magak		
Day (n)	Zugguz	Fall (v)	Ekor	H	
Deaf (adj)	Eguk	False / untrue / lie (adj)	Stagdak	Halt / stop (adj)	Koga
Deep (adj)	Akog	Fang(s) (n)	Takzog(im)	Hammer (n)	Moggador
Defend (v)	Lenag	Far (adj)	Ish	Happy (adj)	Hoki
Demand (v)	Akag	Fast (adj)	Tagog	Hard (adj)	Tadat
Desert (n)	Jok	Fat (adj)	Rutzik	Hate (v)	Nig
Despoil / ruin (v)	Adar	Fear (adj)	Tuz	Have (v)	Jokog
Destroy (v)	Gudrak	Female/feminine (n) (adj)	Zizi	He (pron)	Dok
Detest / loathe (v)	Ruzzar	Fence (n)	Nodog	Head (n)	Nogjat
Die (v)	Nig	Ferry / river crossing (n)	Nozgozak	Hear (v)	Tan
Dig (v)	Gaj	Fetch (v)	Ek	Heart (n)	Kaan
Disease (n)	Nar	Fifteen (n)	Daishrak	Helm/helmet (n)	Gorgagat
Dive (v)	Ezog	Fifty (n)	Izraz	Help (v)	Niz
Dodge / avoid (v)	Ruztok	Fight (v)	Nak	Her / She (pron)	Zizi
Dog (n)	Tegdak	Fire (n)	Kaggaz	Herb (n)	Zug
Doomwolf (n)	Sheg	Fish (n)	Zinzo	Hide (v)	Zek
Door (n)	Akamaz	Fish (v)	Zinzozik	High (adj)	Joz
Down (adj)	Etaar	Five (n)	Ishrak	Him/his (pron)	Dok
Draw / sketch (v)	Tot	Flag / war banner (n)	Tadnok	Hog / boar (n)	Jaguz
Drink (v)	Zadzeg	Flank (n) (v)	Nartag	Hold (v)	Jokog
Drink (n)	Gag	Flat (adj)	Razdog	Horse (n)	Nozod
Drop (v)	Gajog	Fly (v)	Dikoz	Hot (adj)	Razi
Drown (v)	Logzik	Foliage / vegetation (n)	Zika	House (n)	Heza
Drum (n)	Tadsog	Follow (v)	Dajo	How (advrb)	Dak
Dry (adj)	Jogtok	Food (n)	Googa	Human (adj) (n)	Orgadak
Dung / excrement (n)	Iznog	Fortress (n)	Gazad	Hunt (n)	Kon
Dwarf (n)	Muzduz	For (prep)	Tor	Hunt (v)	Shegga
	Shegtar	Forest (n)	Kona	Hunter (n)	Konkor
		Forty (n)	Roraz	Hurt (v)	Zutag
		Four (n)	Rorag	Hut (n)	Heza
E					
Ear(s) (n)	Gadtaz(im)				

I

I / me (pron)
Ice (n)
If (conj)
Ill (adj)
Impossible (adj)
In (prep)
Increase (v)
Insane / mad (adj)
Insect(s) (n)
Inside (adj)
Invade (v)
Invader (n)
Invaders (n)
Iron (n)
Island / islet (n)

J

Jacket / tunic (n)
Jewel / gem (n)
Joy/Joyful (adj)
Jug (n)
Jump (v)

K

Key (n)
Kidnap (v)
Kill (v)
Knife (n)
Kneel (v)

L

Lake (n)
Large (adj)
Lead (v)
Leader (n)
Leap (v)
Left (adj)
Life (adj)
Light (adj)
Like (prep)
Listen (v)
Little (adj)
Live (adj)
Lone Wolf (n)
Long (adj)
Loose (adj)
Lose (v)
Low (adj)

M

Ok
Zizak
Dar
Ezog
Jogtaag
Kog
Mokzuk
Hegez
Stugzik(a)
Kondik
Ruzjak
Ruzjaka
Ruzjakim
Ontaz
Ozgok
Machine (n)
Maggot(s) (n)
Magic (n)
Magician / sorcerer (n)
Make (v)
Male / Masculine (adj)
Many (adj)
Map (n)
March (v)
Marine (n)
Market (n)
Marsh (n)
Me / I / My (pron)
Merchant (n)
Mix (v)
Money (n)
Monster (n)
Moon (n)
Moss / lichen (n)
Mountain(s) (n)
Move (v)
Much (adj)
Mud / mire (n)

N

Ruz
Kezdek
Taag
Ogsha
Hoktok
Nengud
Gudjag
Okgan
Oknar
Agoz
Daz
Nan
Edzar
Tek
Tan
Liga
Shok
Aki-amaz
Lozon
Kao
Magak
Hug
Nail / spike (n)
Naked / bare (adj)
Name (adj)
Narrow (adj)
Near (adj)
No / not / none (advrb)
New (adj)
Night (n)
Nine (n)
Nineteen (n)
Ninety (n)
Nobody (n)
North (adj)
Nose / snout (n)

O

Oar(s) (n)
Obey (v)
Ocean (n)
Of (prep)
Off (adj)
Officer (n)
Oil (n)
Old (adj)
One (n)
Open (v)
Open (adj)

Or (conj)
Orange (adj)
Order (v)
Order (n)
Our / ours (pron) (adj)
Out (adj)
Own / possess (v)
Nart
Stak
Zaz
Zazdak
Oka/okim
Jogdez
Jokog

P

Pale (adj)
Pain (adj)
Parry (v)
Part / component (n)
Part / take leave of (v)
Passage / corridor (n)
Path / track / trail (n)
Patrol (n)
Patrol (v)
Pebble / small stone (n)
Pedlar (n)
Pig (n)
Pit (n)
Plan (n) (v)
Pleasure (adj)
Plunder / loot (v)
Poison (n) (v)
Portcullis (n)
Possess / own (v)
Prison (n)
Problem (adj)
Pull (v)
Punishment (adj)
Putrid / rotten (adj)
Edik
Zutag
Nashez
Jugdak
Jugzog
Ishtaz
Adog
Jatdeg
Jatzag
Kogdog
Kikago
Jaguz
Kotgek
Tuja
Hoki
Ritdok
Zejar
Dazgan
Jokog
Lizog
Ketki
Ondak
Ekug
Ruzdog

Q

Quagmire (n)
Queen (n)
Nodog
Zizi-oknar

R

Rain (n)
Read (v)
Ready (adj)
Rebellion / mutiny (n)
Recover (v)
Recruit (v)
Red (adj)
Release (v)
Remember (v)
Respect (adj)
Rest (adj)
Retreat (v)
Return (v)
Zirdak
Kogzok
Jetdog
Gatdokoz
Arok
Entez
Ak
Logazak
Helzek
Enzog
Dat
Ogot
Raneg

Talking Giak

Reveal / unveil (v)
 Revenge (n)
 Revive / recover (v)
 Riches (n)
 Ricochet (adj)
 Ride (v)
 Right (adj)
 Right / correct (adj)
 Ring (n)
 Rise up / ascend (v)
 Risk (adj)
 River (n)
 Road (n)
 Rock (n)
 Roof (n)
 Room (n)
 Rub (v)
 Ruins (n)
 Rule(s)
 Run (v)
 Run away (v)

S

Sack (n)
 Sacrifice (n) (v)
 Saddle (n)
 Safe/safety (adj)
 Sail (n)
 Sail (v)
 Salt (n)
 Sand (n)
 Say / speak (v)
 Scout (v)
 Scout(s) (n)
 Sea (n)
 Seat / chair (n)
 See (v)
 Sentry post (n)
 Sergeant (n)
 Serpent / snake (n)
 Servant (n)
 Serve (v)
 Seven (n)
 Seventeen (n)
 Seventy (n)
 Shake / vibrate (v)
 Shallow (adj)
 She / her (pron)
 Shell (n)
 Shield (n)
 Ship (n)
 Shoe(s) / boot(s) (n)
 Shoot (v)
 Short (adj)

Gedoz Shout / yell (v)
 Azgog Shut (v)
 Digtez Sick / sickness (adj)
 Kika Side (adj)
 Ikzik Sign / signal (v)
 Kluz Silence / silent (adj)
 Jag Sing (v)
 Zaat Sit (v)
 Ditka Six (n)
 Ekza Sixteen (n)
 Guktak Sixty (n)
 Odnenga Sky (n)
 Agna Skin / hide (n)
 Lajak Skull (n)
 Akuz Slave (n)
 Ligaheza Sleep (n)
 Daja Slow (adj)
 Hegdagza Smack / slap (v)
 Edgaz(im) Small (adj)
 Dakagog Smash / shatter (v)
 Dakagogza Smell (v)

Smile / grin (v)
 Smoke (n)
 Snare / trap (n)
 Juga Sneeze (v)
 Duzak Snow (n)
 Togdar Soft (adj)
 Tanoz Soldier (n)
 Lenzog Solid (adj)
 Atuz Solitary / alone (adj)
 Narzog Sommerswerd (n)
 Nakzeg Song / ballad (n)
 Nanzik Sorcerer / magician (n)
 Rek Sorcery / Magic (n)
 Rekenar(im) Sore (adj)
 Egina Soup (n)
 Etuz Sour / bitter (adj)
 Zee South (adj)
 Dagna Spare / extra (adj)
 Kordak Spear (n)
 Dajza Special (adj)
 Kuz Sphere (n)
 Agaz Spill (v)
 Na Spin (v)
 Da-na Spit (v) / saliva (n)
 Nazgiz Splash (v)
 Gantaz Spy (n)
 Kaat Squad (n)
 Zizi Stand (v)
 Hokzok Start (v)
 Danak Steal (v)
 Muzar Steel (n)
 Hagor(im) Stiff / rigid (adj)
 Zaj Still / unmoving (adj)
 Moton

Zaak Stink / stench (n)
 Kot Stone (n)
 Ezog Stop (v)
 Helgoz Store (v)
 Gatzeg Storm (n)
 Nandak Straight (adj)
 Klagzon Strong (adj)
 Dandon Stronghold (n)
 Narga Stupid / foolish (adj)
 Da-narga Submerge (v)
 Nizgaz Succeed (v)
 Danaz Sun (n)
 Jagdog Support (v)
 Kontak Survive (v)
 Kuz Swallow (v)
 Jat Swamp (n)
 Jatnek Swarm (of insects) (n)
 Gatnak Sweat (n) (v)
 Liga Sweet (adj)
 Hugzak Swim (v)
 Zinoz Sword (n)

T

Zagnik
 Kokog
 Anak
 Gudzeg Table (n)
 Aztuz Tail (n)
 Zendod Take (v)
 Shad Target (n)
 Etnaz Taste (v)
 Akizak Temple (n)
 Gadajok-shezag Ten (n)
 Jizkak Tent / bivouac (n)
 Ziran Test (n)
 Jigi Their / them / they (pron)
 Raktek (male), zizim (female)
 Nenigooga Thick (adj)
 Nakzak Thief (n)
 Zand Thin (adj)
 Hugzag Think / consider (v)
 Zuk Thirteen (n)
 Enoza Thirty (n)
 Ishdak Threaten (v)
 Gornak Three (n)
 Entak Throw / hurl (v)
 Jeztag Thrust (v)
 Deztek Thunder (n)
 Dik Tight (adj)
 Kezneg Time (adj)
 Dan To (prep)
 Ekar Together (adj)
 Dog Tool (n)
 Onzak Torch (n)
 Jegzek Touch / feel (v)
 Lagdog Tower (n)
 Town (n)

Mugzik
 Lajak
 Koga
 Tekim
 Tanzar
 Tuzguz
 Tukor
 Gazad
 Egor
 Tuznen
 Leka
 Gadajok
 Tekdak
 Stazdok
 Magzik
 Nodog
 Kegzak
 Kiktak
 Kogzaa
 Rugzig
 Shezag

Stagrik
 Tegzek
 Jek
 Zandik
 Lizmaz
 Zazgog
 Ishrakig
 Mokzozok
 Tuzmok
 Doka/dokim
 Stuzlak
 Nenrak
 Logduz
 Zutgaz
 Da-ga
 Gagaz
 Gan
 Ga
 Kuzotak
 Zourg
 Klagdek
 Doddog
 Ekko
 Eg
 Kegdeg
 Toz
 Ketzak
 Tekpek
 Mutagaz
 Gedad

Track / trail (n)
 Trap / snare (n)
 Treasure (n)
 Tree(s) (n)
 Try (v)
 Twelve (n)
 Twenty (n)
 Twin / pair (adj)
 Two (n)

U

Unarmed (adj)
 Undead (adj) (n)
 Unique (adj)
 Unlock (v)
 Up (adj)
 Urgent (adj)
 Us / we (pron)
 Use (v)

V

Valley (n)
 Vault / crypt (n)
 Vegetable (n)
 Vegetation / foliage (n)
 Vermin (n)
 Vomit (v)
 Vortex / whirlpool (n)

W

Wade (v)
 Wagon / caravan (n)
 Wait (v)
 Wall (n)
 Want (v)
 War (n)
 War Horn (n)
 Warn (v)
 Warning (n)
 War party (n)
 Wash (v)
 Waste (n) (v)
 Wasteland (n)
 Watch / observe (v)
 Water (n)
 Way (n)
 We / us (pron)
 Weak (adj)
 Wealth (n)
 Weapon (n)
 Weather (adj)
 Weight (adj)

Adog West (adj)
 Anak Wet (adj)
 Kika What (pron)
 Kon(on) When (adverb) (conj) (pron)
 Kuz Where (adverb) (conj) (pron)
 Da-ig Whip (n)
 Gogoz Whip (v)
 Nuzakak White (adj)
 Ig Who/whom/whose (pron)
 Why (adverb)
 Win (v)
 Wind (strong) (n)
 Wind (light) / breeze (n)
 Zutaagon Window (n)
 Ganzak Wine (n)
 Nahokvik Wing(s)
 Tog
 Gatzog
 Oka / Okim
 Oza

Ashgar
 Dugza
 Zug
 Zika
 Edgak
 Tazdak
 Stugdak

Zugdag
 Ditzza
 Ez
 Zendod
 Aga
 Nadgaj
 Zajalak
 Rigi
 Rigitza
 Dorgar
 Ekdog
 Tezna
 Adar
 Gedtak
 Nen
 Tuztor
 Okim / Oka
 Stuzor
 Kika
 Ogg
 Ligakaa
 Lekadak

Tozaz With (prep)
 Neni Wizard / sorcerer (n)
 Teg Wolf (n)
 On Wood (n)
 Ega Work (v)
 Zordog Wound / injury (n)
 Zordo Write (v)
 Orgad Wrong (adj)
 An
 Ka
 Leka
 Duga
 Zadgog
 Zogak
 Jogg
 Zagdog(im)

Y

Yell / Shout (v)
 Yellow (adj)
 Yes / affirmative (adverb)
 You / your(s)

Ar
 Ziran
 Amaz
 Kona
 Zukdog
 Ikdog
 Zadzag
 Zut

Zaak
 Staz
 Gee
 Okak / Okaka



Wondrous Devices

By Carl Walmsley

Those sworn to the service of The Order face all sorts of dangerous challenges – both earthly and supernatural. Access to the wondrous devices fashioned by the Prior Artifex and his cohort of loyal inventors gives them a much better chance of defeating their foes and living to fight another day. Presented here is a collection of ingenious tools, deadly weapons and alchemical marvels that can be added to those already available to hieromonks setting forth in the service of the Lord.

Assassin's Boots

It is the nature of a hieromonk's work that he is often called upon to discretely eliminate an adversary – or simply some poor soul who has seen too much. A pair of Assassin's Boots provides a hieromonk with all he needs to accomplish such work.

The soles of the boots are both padded (providing a +10% bonus on Stealth rolls) and hollow. The space within the left boot contains a dozen caltrops. These can be released by applying pressure to a pad inside the boot. A creature that walks over caltrops suffers 1D2 Damage to a randomly determined leg. Until this damage is fully healed, its movement is reduced by 25%. In addition, some hieromonks coat caltrops with poison – typically Blade Venom.

The hollow heel of the right boot contains space for a single vial of liquid. This compartment is cushioned, ensuring that the vial will not break, even whilst the wearer is running or climbing. Typically, this compartment is used to conceal poison, but some hieromonks find it equally useful to store acid or holy water.*

The upper portion of the boots, which stretch from the ankle to the top of the calf, conceal a number of other tools. Sewn into the leather of one boot is a garrotte. This can be worked loose and discretely removed in a single round with a successful Sleight Test. Otherwise, it takes 1D3 rounds to remove.

Hidden inside the leather of the other boot is a narrow, flexible dagger, perfectly weighted for throwing. This is accessible via a small opening at the back of the boot.

Asset Points: 3

*Note that the hieromonk must spend additional Asset Points to acquire whatever substance he elects to store in this hidden compartment.

Assassin's Writing Kit

Proving the old adage that the pen is mightier than the sword, this apparently innocuous collection of quills, pots and parchment provides an excellent way to both conceal and distribute poisons.

The kit contains half a dozen small, glass pots of varying colours. These are tightly stoppered allowing for the safe transportation of poisons either masquerading as – or mixed with - ink.

The two quills which are part of the kit are reinforced and especially sharp. This allows them to be used as a means of delivering a dose of poison: indeed they may even be thrown a short distance – but doing so requires the use of a new combat style.

A poison that has been mixed with ink* may be applied to parchment. This provides a means of exposing the target (and anyone else who touches the ink) to the poison. Of course, only a poison with the Contact application type may be used in this way – plus, dilution with the ink reduces its Potency by 10.

Poison mixed with ink retains its efficacy for only a limited amount of time – usually about an hour.

Alternatively, poison that has been mixed with ink may be poured into a drink. This will discolour the drink but if the target can be prevented from noticing this provides another means of introducing a toxin.

(Alchemy) Test to accomplish this or to determine that some poisons are unsuitable for mixing.

Spring-Blade

Note – the following rules present additional options to those provided on page 47 of the *Deus Vult Core Rulebook*.

A reliable spring mechanism was invented many years ago, but only recently have the Order's tinkers experimented with the placement of concealed blades.

The most common practise has always been to hide the blade and spring mechanism beneath a wearer's forearm. A controlled flex of the appropriate muscles triggers the blade, snapping it forwards and into position. This allows for the weapon to be employed in a simple stabbing motion. A number of hieromonks still make use of these devices.

Of late, some members of the Order have requested the placement of these mechanisms within boots (so that they extend either from the toe or heel) from the back of bracers (so that they extend from the elbow) or even inside helmets. This final placement allows the wearer to deliver a particularly nasty blow with a sudden butting manoeuvre.

The sudden release of a spring-blade will take an opponent by surprise. This provides an attacker with a +50% bonus to his attack roll the first time he uses the weapon in a combat.

The location of the spring-blade may result in additional modifiers and/or abilities.

A spring-blade located along the forearm may be used to parry. Those concealed elsewhere may not.

A spring-blade located inside a helm does not benefit from the user's full Damage Bonus: this is reduced by one step. However, when rolling the Hit Location against humanoids, any roll

Weapon	Damage	Range	Str/Dex
Reinforced Quill	—	5m	-/10

Weapon	Damage	STR/DEX	Size	Reach	Manoeuvres	AP/HP
Spring-blade	D4	-/-	S	S	Bleed, Impale	5/4

that indicates the target's Legs or Abdomen is treated as a hit to the Head. The attack may also employ the Stun Location manoeuvre if it strikes the Head.

Spring-blades located in boots, bracers or helms, impose a -20% penalty on attempts to Parry or Evade them the first time they are used to attack. This represents both the element of surprise and the unexpected nature of the attack.

Finally, a heavier blade may be fitted: this increases Damage to D6 but costs an additional Asset point.

Asset Points: 1 or 2 (Heavy Blade)

Memory Putty

Before his mind gave out and he was whisked away to the monastery of the Sacra di San Michelle, Hoffman began work on an ingenious alchemical substance he dubbed Memory Putty.

In its dormant state, the putty is a malleable, off-white substance similar to soft clay. When introduced to an electrical current, it expands and stiffens to roughly three times its original size. It also assumes the hue of whatever substance it is touching. Once the current is taken away, the putty returns to its original state. However, it 'remembers' the shape and colour it assumed when last introduced to a current, and will return to it once a current is re-introduced.

This allows the putty to be put to a number of the uses – the first of which is to open doors. A piece of putty may be forced inside a keyhole and then introduced to a current. It expands, filling the space within the lock. With the current removed, it may then be taken out. Should an electrical current be re-introduced the putty will expand and reveal the exact

shape of the interior of the locking mechanism. A skilful smith can use the stiffened putty to fashion a key for the lock.

The putty can also be used to create a mould of someone's face. This requires nothing more than smearing the substance over the subject's face and then introducing a current. This provides the putty with a memory of the subject's features and takes no more than a few rounds to complete.

It is possible through the use of multiple mouldings and careful crafting to fashion a mask that will adhere perfectly to a subject's face and alter his appearance to match someone else's. Such masks are tailor-made and remain in place only so long as an electrical current continues to flow. Typically this is provided via a pair of flesh-coloured leads running over the ears and down to a small battery. These masks allow a hieromonk to swiftly alter his appearance by activating or arresting the flow of electricity to the memory putty. In their dormant state, these masks are small enough to fit inside a pouch or pocket.

Crafting a 'memory mask' requires a Craft (Sculpture) Test and 1D6 hours of work.

No doubt Memory Putty can – and will – be put to countless other uses by inventive hieromonks. It can be *re-set* (and thereby caused to forget the previous shape and hue it assumed) with the delivery of a sudden, large jolt of electricity.

A single square of memory putty, along with a battery and wires, costs **2 Asset points**.

Scrutiny Stone

Unlike many of the other devices conceived of by The Order's inventors, the first scrutiny stone was created not to aid a hieromonk but to ensure he resisted temptation.

A scrutiny stone is a polished black ovoid about the size of a sparrow's egg. Typically it is worn about the neck on a leather thong. If taken off, its colour immediately begins to fade – changing to charcoal grey and eventually fading to white if not replaced. In this way, a stone reveals whether its owner has worn it or taken it off – even if only for a time.

The purpose of a scrutiny stone is to prevent the wearer transgressing. When created, each stone has a particular infraction assigned to it. Common examples include gluttony or drinking, violence, the use of sorcery or participation in sexual acts (or even thoughts in some instances). Should the wearer commit the sin the stone is created to watch for, he takes a point of Damage as the stone burns red hot. This will persist for as long as the wearer continues to sin – but stops the instant that he stops transgressing.

In rare instances, a hieromonk elects to take a scrutiny stone for himself. This might be done in an attempt to atone for past weaknesses and prevent future sins. A stone might be given to someone outside the Order that the hieromonk wishes to monitor. Obviously, the power of a scrutiny stone is magical in nature and revealing its function to an outsider presents considerable risk.

Asset Points: 1

Nemesis Bolts

All too often, a hieromonk finds he has not equipped himself with the right tools for the job. Consequently the supernatural foe he faces – whose weaknesses he knows – cannot be dealt with efficiently

This collection of specially made crossbow bolts is designed to reduce the likelihood of such situations. It provides a hieromonk with a range of weapons that will allow him to take on just about any enemy which crosses his path.

A single kit contains six bolts, each with a different tip. These are:

Wondrous Devices

- Silvered
- Consecrated
- Armour-piercing
- Barbed
- Stunning
- Hollow-tipped

Silvered and Consecrated bolts work as described in the *Deus Vult Core Rulebook*.

An armour-piercing bolt is fitted with a strengthened steel-tip designed specifically to punch through heavy armour. This makes the bolt rather heavy and halves its maximum range. However, it halves the AP value (rounding down) of whatever it strikes.

A barbed-tip bolt inflicts especially painful wounds and is far more difficult to remove once it penetrates flesh. Attacks inflicting the Impale Combat manoeuvre cause a -20% skill penalty. In addition, First Aid tests to remove such a bolt without causing more damage to the victim suffer a -30% penalty.

Stunning bolts are tipped with heavy, rounded heads designed to daze or stagger opponents rather than kill them. They lose the ability to use the Impale Combat Manoeuvre and replace it with Stun location. The heavy head halves the crossbow's range.

A hollow-tipped bolt may store a small dose of Greek Fire, acid or flash powder. This is included in the 'price' of the kit.

Greek fire ignites the targeted location, inflicting 1D3 Damage for 3 rounds before it burns itself out.

Hollow-tipped bolts filled with flash powder explode upon impact. Any target struck directly must pass a Resilience Test or be stunned for 1D3 Combat Actions. If the target is struck in the head, there is a -30% Modifier on the Resilience Test.

Acid-filled bolts inflict an extra D3 Damage and may use the Sunder special Combat Manoeuvre to damage armour covering the location struck.

Hollow-tipped bolts shatter when they strike a target, reducing their efficacy against armoured foes. AP values are increased by 2 against hollow-tipped bolts.

Some hieromonks tailor their kit, taking more or less of a particular type of bolt. This is allowed – however, the kit must include at least three different types of bolt.

Asset Points: 2

Dragon's Skull

With the ability to spew a liquid chemical derived from Greek Fire, these weapons are both terrifying to behold and to use. They have proved the bane of several witches and other supernatural foes.

A sturdy metal canister concealed within a backpack holds a dozen doses of chemical ammunition. This canister is connected via a pliable pipe made from animal gut that has been soaked in flame-retardant chemical to the weapon's nozzle. Often, this pipe is trailed through a hole in the back of monk's robes, through his sleeve to the nozzle. The nozzle – which is crafted to resemble the head of a dragon – must be extended to fire safely, but until that time it (and the device as a whole) may be concealed with a Disguise Test, opposed by Perception.

A character struck in the back (Torso) whilst equipped with a Dragon's Skull should roll a D6. On a 1–3 he suffers Damage normally. On 4–6, the attack instead strikes the canister.

The canister has 5 AP. Any damage inflicted beyond this splits the casing and releases the chemical within. This douses the attacker (if in melee), the character wearing the canister and anyone else within 2m. Dousing inflicts D6 Damage to three random locations – with all hits benefitting from the Ignite Combat Manoeuvre.

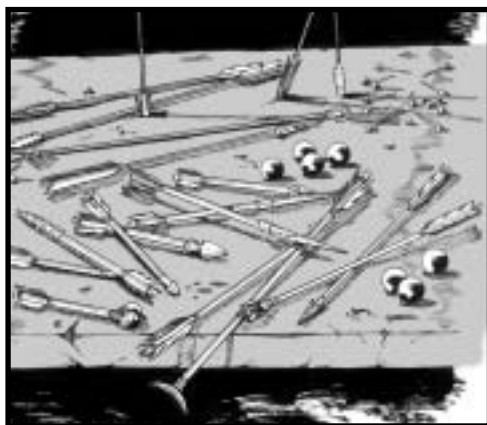
When targeting foes in a confined area such as a corridor, attacks made with a Dragon's Skull benefit from a +30% Modifier.

Asset points: 4

New Combat Manoeuvre Ignite

This manoeuvre may only be used against flammable targets. It ignites the location struck inflicting an additional 1D4 Damage each round until the fire is extinguished.

Dropping to the ground and rolling has a 1 in 6 chance of putting out flames in the first round, a 2 in 6 chance the second round and so on. This test may be re-rolled if the victim receives help from another character.



Weapon	Damage	Range	STR/DEX	Size	Manoeuvres	ENC	AP/HP *
<i>Dragon's Skull</i>	1D6	10m	11/9	L	Ignite	5	4/6

*This is for the nozzle of the weapon, which can be used to Parry attacks. This is inadvisable, however, as each point of Damage suffered inflicts a -5% penalty on attack rolls.

CLOCKWORK & CHIVALRY

A different sort of fantasy for RuneQuest II

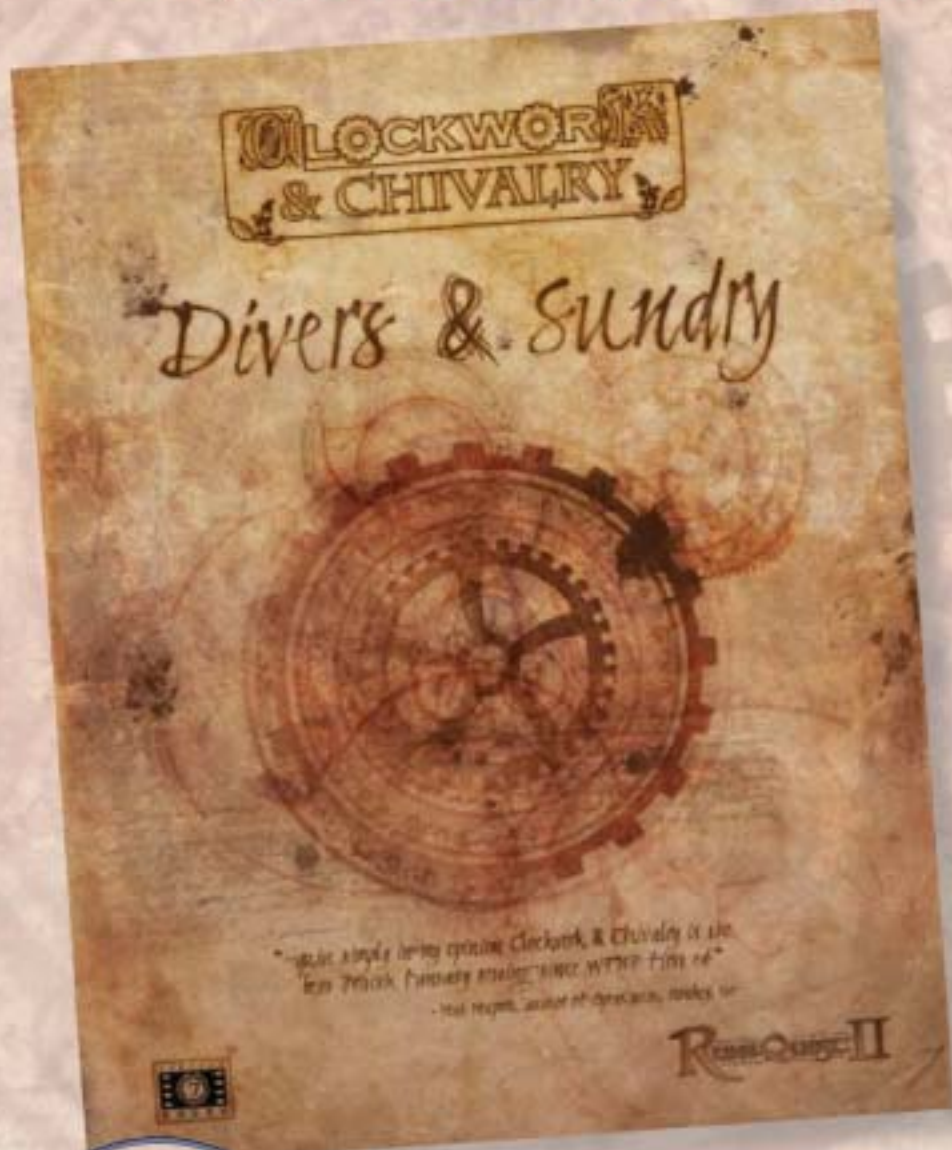
A Miscellany of Many and Varied Things

Divers & Sundry is a collection of curios for players and gamesmasters of the *Clockwork & Chivalry* RPG. Whether you're a veteran campaigner or new to the weird and wonderful world of 17th century clockwork and alchemical warfare, there's something in here for you, including:

- A host of new Professions and Factions
- Expanded and detailed information on weapons of the era
- An extensive section describing the soldiers of the English Civil War and their foreign counterparts
- Scotland as a place for adventure in the *Clockwork & Chivalry* universe
- Random NPC, Village and Adventure Seed generators
- Three complete adventures
- A selection of pre-generated characters to get your *Clockwork & Chivalry* games off to a quick start

Featuring collected articles from *Signs & Portents*, now expanded and fully illustrated, along with a host of new material, this is an invaluable companion to the *Clockwork & Chivalry* setting, and could also be useful to anyone running a 17th century campaign with the *RuneQuest II* rules. There's even a reprint of the Witchcraft rules from the adventure *Thou Shalt Not Suffer*, for players wanting to play Witches, Warlocks, Cunning Men or Wise Women.

Requires use of the *RuneQuest II* Core Rulebook from Mongoose Publishing and the *Clockwork & Chivalry* Core Worldbook from Cakebread & Walton and Cubicle 7.



www.clockworkandchivalry.co.uk

www.cubicle7.co.uk

June 2011

Judicial Services

By John R White

The Judges are called to investigate the murder of a well known nark. Waas his employment by Justice Department the reason he was killed?

Prog 1: Law Hawk Down

The judges are patrolling the sector during the first half of Monday morning when the following message is received from Control at 03:26

++Item++

++Murder++

Municipal street leaning crew report discovering body outside Tel Wogan twilight Towers, adjacent to Jimmy Stewart Underpass. Nearest unit to investigate.

The judges should make it to the crime scene in eight minutes; a forensic team take a further 1d3x10 minutes to arrive. The street cleaning crew are droids who have cordoned off the crime scene. The body of a young man in a radorak is sprawled face down in a pool of blood. A quick examination of the body with a Medic or Investigate roll 4+ determines that the victim has been dead for less than half an hour. A stab wound to the back is easily evident. An internal examination of the wound to the back of Investigate 8+ will determine that a knife with two sharp edges was used. The victim's throat has also been slashed open, after a detailed examination by the forensic team they will establish that the same or a similar metal blade was used to make both wounds. The attacker seems to be tall, right handed and made both wounds from a stance behind the victim. Reece's wallet is still inside a pocket, it includes his identity card and credit cards. Another pocket holds a half-full thermos of synthi-synthi-caff. The murder site is located just outside the radius of a P.S.U. camera which sweeps part of the TWTT crock-block and is also near the mouth of the Jimmie Stewart underpass, which is also free of surveillance cameras.

A Judge examining the ground around the crime scene rolling Int + Investigate 6+ will find a smudged boot print of blood. The size appears to be a 9.

++MAC data++

Lionel Reece

Age 19

Resident: Address: 051-L Griffin Dunne Block.

Occupation: Licensed peeper for Justice Department.

Criminal record: Has received cautions 2125, 2126, 2132 for obstructing judges and interfering with judicial operations due to his judge spotting activities.

Notes: Lives with parents Philip and Daphne Reece.

Reece is a former PAL club member with a highly successful rate of crime reports. This excellence is still maintained.

PSU cameras will be able find images of Reece, wearing cam-specs, leaving Griffin Dunne Block in the direction of TWTT at around 01:20. He is seen intermittently hanging around the outside of the building, vanishing as he keeps straying into the dead area of surveillance. Early on he is clearly looking for something along the road side. After 14:05 he disappears back into the 'blind spot' for the last time.



On visiting Reece's address the judge breaking the news to the deceased's parents will find they are surprised and stunned. However Daphne mentions it was "bound to happen, one day". A Psychology roll of 8+ will determine both of them found his activities as both a 'peeper' and a judge spotter distasteful. A persuade roll of 8+ can help Mrs Reece recollect that her son was wearing camera specs when he left the apartment that evening and always carried a comm unit. The whole apartment is totally crime free and free of clutter. Reece's parents are too careful to commit any misdemeanours, in case they become extra scalps for Reece's informant activities.

Reece's room is a shrine to the Justice Department; approved merchandizing goods festoon the walls and cram the shelving. Possibly some pictures and press cuttings feature the investigating judges. There is even an advertising poster for Yess trousers being modelled by Judge Anderson! Accessing the codes into the files of Reece's personal computer will require a Int + Computer roll of 10+. Once accessed, an hour's study and a roll of Int + Investigate 4+ will find the following message from Reece (aka 'Law Hawk') to a gaggle of fellow judge spotters posted a fortnight ago:

Mon: 03 55 AM. Got a new one!!! Not on current list of postings in this sector.

Another posted seven days later reads:

Mon: 04:03 Confirm sighting of new judge. I think she must already have her own informant.

In addition a Int + Computer or Investigate roll of 4+ reveals a lot of net searches have been recently conducted on Rev Augustus Puremann and information on him has been filed. A large telescope (approved by Justice Department and purchased with PAL points) is by the room's window. If a judge thinks to check where it is focused it is pointing to a window in the Tel Wogan Twilight Towers



Block. This can be identified via MAC data as being the apartment of Rev Augustus Puremann.

++MAC Data++

Reverend Augustus Puremann

Name legally changed from Pullman 08-22-2096

Age 61

Address: 107-K Tel Wogan Twilight Towers

Qualifications: Licensed minister of the Church of Holy Grud.

Occupation: Employed as resident chaplain/counsellor at TWTT

Criminal Record: Cautions for distribution of inflammatory literature, 2099, 2113, 2121 (fined), 2130 (fined and given six month probation sentence).

Notes: Committee member for Mega-City One's 'Unsuilied Ring' organisation. He is a known activist connected with legal anti-abortion, pro-celibacy outside marriage, anti-prostitution and anti-pornography movements.

Wife died in 2112 during the Necropolis disaster.

If the judges try to contact any of Reece's judge spotter associates they just know Reece posted his sightings of the new judge and her informant.

BACKGROUND TO THE CRIME

The Reverend Puremann is a chaplain at the nearby Tel Wogan Twilight Towers crock block. He has been employing the services of a 'Judge Stern', a call girl who dresses as street judge. Most early Monday mornings 'Stern' is driven by Rico, her 'manager', to a nearby PSU blind spot. Stern uses a master key card and number codes supplied by Puremann. These allow her to enter and leave TWTT's grounds via an emergency fire escape door and to use the emergency lift.

Recently the comings and goings of 'Judge Stern' were observed by Owen Reece from his apartment facing across from Puremann. Reece, as an avid judge spotter, was keen to get the first proper pictures, and hopefully the autograph, of a new judge to the sector. During the third successive Monday he decided to wait outside TWTT after the judge had arrived so that he could intercept her. He spent half an hour in a futile search for a Lawmaster, during which time he was observed by Rico, who had returned to the underpass to await 'Stern'. As 'Stern' was heading towards the underpass she was intercepted by Reece. Instinctively she acted in her judge mode, barking out "Back off creep!". Although Reece stepped away, he took a few pics with his cam-specs, only to be stabbed from behind by Rico. The assailant then slit his victim's coat to make sure of him and snatched off the cam specs which he pocketed. At this point the street cleaning van was heard approaching and, panicking, Rico and 'Stern' hurriedly took off

Prog 2: Heart Breaker Tel Wogan Twilight Towers

A small specialist block capped with an incongruous overhanging glossy black roof structure. TWTT is locally referred to as 'The Slumberdome' by the other citizens of the Sector. This crock-block houses elderly citizens and its layout and facilities are optimized for their needs. It has a low crime rate; any residents who are perps are usually citizens unable to stop partaking of proscribed substances and entertainments that were legal during their youth. TWTT has a high level of security and visitors need an invitation or authorization. No Citi-Def unit exists.

The Judges will find the block has a protective wall around its grounds and good security camera coverage. Entry is through automated doors controlled by the block's reception area though another emergency gate exists. None of the staff know anything about Puremann's nocturnal visits from the mysterious judge. As most inhabitants are unable to use stairs or glider chutes, an extension to take an extra elevator shaft is located against the outside of the building. If surveillance records are examined they will find evidence of Puremann's nocturnal visitor on the night of the murder and on the previous Monday. Earlier discs have been recycled. The discs will show a tall, helmeted, female judge using a key card entering via the emergency gate and lift and then entering 107-K, later leaving via the same route. An Int 8+ roll will confirm that the judge seems aware of all the building's security cameras and never allows her face to be viewed.

Reverend Puremann

Age 61

Str 7 (+0), Dex 6 (+0), End 6 (+0), Int 9 (+1), Edu 9 (+1), Soc 8 (+0)

Skills: Advocate 2, Art (writing) 1, Deception 1, Knowledge (*The Grud Book*) 3, Persuade 2, Steward 0

Desperation 0

Puremann is a tall, patrician figure with a thick mane of silver hair. He always wears a crucifix and a priest's surplice.

If a female judge or judges apparently call by themselves on Puremann there might well be an embarrassing encounter as the reverend assumes they are costumed call girls. He might actually go along with an arrest and an interrogation thinking it is all part of the service!

An Investigate roll of 6+ will find a collection of legal pornography hidden under a false bottom of a chest of drawers. An Investigate 9+ roll should find a single dark hair that is clearly not Puremann's. A Forensic team should be able to identify this from its DNA as coming from Marsha Hemming. If the reverend's comms list of comm numbers is checked against MACs data base it will

Judicial Services



include an unlicensed number. This is indexed as 'M', the only name Puremann knows for the 'manager' he uses to hire Judge Stern.

Should Puremann become aware of the Judge's interest in him before they meet him, he will try to covertly obtain and destroy incriminating security discs and tip off Rico. If threatened with arrest, Puremann will

demand to know what charge he is being arrested on and will, if need be, threaten to use his lawyers. A roll of Edu + Law of 4+ will remind a Judge that Puremann is party to a jimp offence. If a judge offers to reduce his sentence or forego his arrest, the reverend is prepared to help them. He will give the judges details of Murillo's comm number and any other relevant details they ask for. If a deal

is not struck Puremann will try and contact Murillo by comm asking 'Is this the right number?' This is a code Murillo has set up to warn him of an impending investigation.

++MAC Data++

Marsha Hemming

Age 28

Resident: 43C Greta Garbo Block

Various juvenile convictions for shoplifting, substance abuse and violence. Served three years in Sector 11 YP facility.

Cautioned 2123, 2124 (twice) and 2125 for slabwalking related offences in Sector 12.

Served six months in Iso-Cube for soliciting offences 2127 in Sector 12.

++MAC Data++

Ricardo Murillo aka 'Rico' age 32

Resident: 21G Greta Garbo Block

Various juvenile convictions for theft and mugging offences. Served 4 years in Sector 33 YP facility.

Adult convictions: Served six months for handling stolen goods 2119, and incarcerated 2121-2123, 2125-2128 for extortion and violence. Believed active in the recruiting and managing of slabwalkers.

If the Judges make a commotion or arrest Puremann during the day then several onlookers will observe them leaving TWTT. Around 2D6 elderly ladies will demand to know what is happening, horrified at the sight of their beloved spiritual comforter in cuffs. Many of them have weak hearts and 1D3 (+2 per Judge with Formidable Presence) will have some type of fit or life threatening seizure. A Judge may attempt to calm them by making an Inf + Advocate roll and can reduce the number of seizures by one for each point above 8 rolled.

For each old person who has a seizure roll 2D6:

- 2-4 Death! Their family pursue litigation
- 5-6 The elder needs emergency treatment. Medic 8+ will save them. If failed, treat as above.
- 7 They recover but become a Rival. Roll a d6, if a 6 they have a powerful Ally.
- 8+ They need rest and medical attention until the shock passes.

Additionally if a fire fight occurs then 1D6 citizens will be in shock and should also be rolled for on the table above.

By the time the judges have been in the building a few minutes, the manager of the block will have been roused and after putting on her dressing gown will want to discover what is happening.

Martha Hislop Manageress of TWTT

Age 51
 Str 7/11*(+0/+1*), Dex 6/10*(+0/+1), End 8 (+0), Int 8/1*(+0/-2*), Edu 7 (+0), SS 8 (+0)
 *Modified stats if in a berserk fury
 Skills: Admin 1, Computer 0, Drive 0, Knowledge (*Book of Grud*) 0, Medic 1, Melee (unarmed combat) 0, Steward 1, Survival 0
 Weapon: Scissors (1d6+1)

Martha is secretly in love with Puremann and when her invalid husband expires (who is coincidentally kept in a room at TWTT), she hopes to marry the reverend. She will be appalled and angry if he is arrested, if however she hears about the call girl activity she will fly into a violent rage and will try to kill Puremann.

Prog 3:

The Jimp and the Pimp

Murillo and Hemming mainly conduct their business during night time. When there are no clients to visit at hotels or apartments they sometimes operate the Sector's Red Light district, taking care to keep to areas with little or no surveillance camera coverage. Murillo generally travels about the sector using a registered black Ford Strato with tinted windows.

Marsha Hemming aka 'Judge Stern'

Age 32
 Str 8 (+0), Dex 9 (+1), End 7 (+0), Int 7 (+0), Edu 5 (-1), Soc 5 (-1)
 Skills: Acting 0, Athletics (Strength) 1, Carousing 1, Deception 1, Interrogation (torture) 1, Melee (bludgeon) 0, Streetwise 2.
 Weapon: Nightstick (2D6), boot knife (1D6+2), can of Creepweep, repro Lawgiver handgun
 Armour: Fake Judges outfit. 4 (melee only)
 Equipment: handcom, make-up, anti-septic spray and wipes, contraceptives, cord, pak-mak, 2x handcuff, attachable stiletto heels, master key card for TWTT Block.
 Desperation: -3

Marsha is a tall and statuesque brunette. Her working clothes comprise of a convincing street judge outfit. The pak-mak can be used to quickly disguise most of the judge outfit she is wearing. She would love to break free of Murillo's influence and, unknown to her 'protector', she has started a bank account and plans to flee to Texas City when she has enough saved to establish herself there.



Judicial Services

Ricardo 'Rico' Murillo

Age 36

Str 8, Dex 10 (+1), End 8 (+1), Int 7 (+1), Ed 5 (-1), Soc 5 (-1)

Skills: Deception 1, Gambling 0, Gun Combat 0, Melee (blade) 2, Stealth 0, Streetwise 3

Weapons: Spit pistol (3D6-3), flick knife (1D6+2)

Armour: None.

Equipment: 10,000 credit watch, 2x hand comms.

Desperation: -5

Rico is a tall, slim man with a pencil moustache. He always wears a trilby and smartly tailored suits. His unlicensed hand comm is a slim model fitting discreetly into a wallet holding his official comm unit. A judge searching Murillo needs a roll of Investigate 6+ to discover the hidden comm.

Equipment:

'Creep Weep'

An aerosol that sprays an irritant liquid designed to incapacitate an attacker. Treat aerosol as unarmed combat for range and use Melee Combat (unarmed combat) skill. A target hit without adequate protection must roll End 10+. If this roll fails they are incapacitated for 1d6 rounds. A can is good for ten uses.

Expanding the Scenario

The scenario will have more impact if some of the characters are already familiar to the players. Puremann and groups which he publicly supports can feature in protests and possible crowd disturbances in the Sector's red-light district.

Lionel Reese can be used as a minor irritant early in a judge's career as he hurries to crime

sites to try and get an autograph of a judge or, failing that, a holo-pic. Despite the opinions of some street judges, Reece is deemed by the Justice Department's bean counters as a valuable asset. He is often the source credited for sightings of various crimes or suspicious citizens.

Lionel Reece

Licensed peeper and judge spotter Age 19

Str 5 (-1), End 5 (-1), Dex 6 (+0), Int 7 (+0), Edu 5 (-1), Soc 5 (-1)

Skills: Computer 1, Law 1, Recon 2, Sensors 0, Stealth 0, Judge Trivia 3.

Equipment: Acne cream, camera-spectacles, hand comm, thermos flask, wallet

Armour: None

Desperation: 0

Possibly the sector's judge spotters get wind of the identities of the judges investigating the murder of their fellow enthusiast. They decide to trail the judges so they can record the arrest of the murderer. Their presence proves an unwelcome distraction and one may get in the way of an arrest and become a hostage.

In addition a GM can include Judge Stern's activities as small details in earlier adventures undertaken by the Player Characters.

- They see briefly see 'Judge Stern' apparently arresting a perp. Stern was negotiating with a client and notices the judges first. She puts the startled citizen in an arm lock and he shields her badge from their view. The jimp uses her free hand in a negating gesture to any offer of assistance from the judges, who are instantly diverted by an urgent call from Control in any case.
- A mutant citizen the Judges come into contact with complains that a Judge

ignored his request for help after he had just been assaulted and robbed some weeks earlier. He was told to 'Get lost or else!' and was menaced with a daystick. He can confirm that it was a female judge but did not notice the name on the badge.

Further Adventures

- Murillo and Hemming escape. Murillo uses Stern to resume their business elsewhere but constantly move from sector to sector. In addition they use the jimp disguise to intimidate pimps and shake down slabwalkers.
- Hemming/Stern escapes and has developed a taste for impersonating judges. She locates to another sector becoming Judge Rache and proceeds to beat up and rob pimps. (Possibly after she has killed Murillo.)
- The arresting Judges come to the attention of the Justice Department's PAL unit and are asked to participate in some of their broadcasts and activities. A Cursed Earth posting might well seem preferable!
- The Justice Department will take Reece's computer. Examination of its files might lead to fresh investigations.
- If Martha Hislop pines after Puremann, even if he is in an iso cube. Tiring of waiting for her husband to die, she murders him and tries to frame another for the deed.
- As a postscript, some 1D6 days after Reece's death, his parents start on a petty crime spree as they shed years of strict conformity to the law. They acquire and use coffee, sugar and tobacco and view pirate tri-dee stations.

A vibrant, stylized illustration of a space battle. In the foreground, a large blue and white spaceship is engaged in combat with a green and white ship. The background is filled with other smaller ships, explosions, and a colorful nebula. The title 'NOBLE ARMADA' is written in a large, bold, black font with a white outline, set against a glowing, oval-shaped background. Below it, the subtitle 'A CALL TO ARMS' is written in a white, hand-drawn font.

NOBLE ARMADA

A CALL TO ARMS

CORE RULEBOOK

Matthew Sprange

The Skybolt Cult

By Charles Dunwoody

In ancient days, great heroes arose doing mighty deeds and bringing slaughter and ruin to their foes. So powerful were the deeds of these heroes that the blades they wielded and their style of fighting became objects of veneration. Blade cults grew up around the legends of the swords and the fearsome fighting styles masters could impart to students they deigned to train.

From the exploits of those who wielded the rapier dubbed Shibote sprang the sorcery cult named Skybolt. Shibote forged bonds of brotherhood between trollkin and man. This bond was broken by war and many Skybolt cultists quest to reform friendship and cooperation between the two races.

A would be student risks much in seeking initiation into a blade cult; the unworthy are usually maimed or killed in a trial by combat. However, a supplicant who passes the first grueling test will be welcomed into an ancient brotherhood dedicated to specialised magic and killing those who oppose the will of the blade cult and those members who wield their weapons.

Shibote Blade

Shibote provides a +10% bonus to the Skybolt Combat Style for a worthy wielder who has defeated a troll in combat. If the wielder forms a bond between trollkin and man, the blade provides a +10% bonus to Influence checks.

A wielder who defeats at least 5 enemies can unlock another power. Shibote can store up to 3 Magic Points and the blade can be used to cast the Skybolt spell. When first found, Shibote may already have points or the wielder may need to provide them. The wielder can transfer Magic Powers to the sword simply by holding it for 1 Combat Action or for 5 seconds outside of combat. A worthy wielder of Shibote can then use the 3 Magic Points to cast Skybolt 75% as long as the wielder is holding the weapon. If the wielder is more skilled in casting the spell then he can use his skill in place of the sword's skill.

Skybolt might possess other powers. Skybolt's wielder would have to complete additional myths or quests to unlock each additional power.

Skybolt Blade

A simply made but carefully balanced rapier, Shibote is forged of tempered steel. The grip is wrapped in troll skin. A stylised lightning bolt is etched on the blade. A sapphire caps the pommel.

Shibote was forged by a trollkin who copied the sword-making style of man. The rapier has been used both in battle against trolls and as a source of influence, forming bonds of brotherhood between trollkin and man.

Anyone who wishes to unlock Shibote's magical powers must demonstrate personal bravery combined with diplomacy and an open mind. An apprentice of the Skybolt cult would qualify but so would a trollkin freedom fighter battling troll oppressors. At the Games Master's discretion, it may also be necessary to enter and complete a myth or accomplish a quest to unlock Shibote's full potential.

Example Myth Completion: Defeat a terrible troll to open a trade route between a village of man and a village of trollkin. Forge a bond between the two races.

Skybolt Combat Style

Novices in the Skybolt cult can learn the Skybolt Combat Style, which teaches fighting with a rapier and a secondary weapon. While a rapier is the weapon of choice, Skybolt cultists also learn to fight with just a dagger as a backup to losing their sword.

Skybolt Combat Style

dagger
rapier and dagger
rapier and dirk
rapier and main gauche
rapier and poniard

Skybolt Blade Cult (Sorcery)

Durk, a trollkin hero of ancient myth, saw lightning strike a tree and melt the stone around it. Durk believed he could use that power in the form of fire to craft weapons similar to those that man used.

When Durk secretly forged his sword, he pronounced that the blade was death. Therefore, Durk named the sword Shibote, which means hand of death. Durk taught himself to fight and then befriended a swordsman of the race of man named Ferard. Together, trollkin and man combined their sword fighting techniques to found a truly deadly style of fighting.

Decades later, a trollkin named Reln who had won Shibote in a duel was being chased by trolls into hills. Trapped in a dead end canyon, Reln turned to face his attackers. The sky darkened, thunder boomed and lightning leapt from sky to ground striking and killing all of the trolls. Reln later lost the sword and his life to a dragon.

Centuries later, a human named Kurnz of a human empire founded a Skybolt cult in the temple of Takakau. He had won Shibote and he brought the sword back to the trollkin, befriended them and took an apprentice, Gul. Kurnz gave Shibote, which he had wrested from a dragon, to Gul and made him master of the cult at Takakau.

When man's empire was falling into civil war, an army marched toward Takakau. The trollkins sent hundreds of warriors to aid in its defense. As the empire crumbled, the battle at Takakau killed Gul and every trollkin sent to fight side by side with man. The bonds between trollkin and man were broken.

Today, the cult goes on quests meant to re-forge the bond with trollkin as well as supporting other heroic quests. Worship is conducted outside in a wooded area. The cult moves around, no longer wanting to be tied to one area where a massed enemy could strike.



Skybolt Sorcery Cult

Runes

Communication, Man

Magic

Common Magic: Bladesharp, Dullblade, Fireblade, Hand of Death, Parry, Pierce, Skybolt

Grimoire: Damage Enhancement, Damage Resistance, Regenerate, Treat Wounds

Myths

Forging (Resonance 40%) - Behaviours: Know your weapon. Do not fear pain or danger but prepare yourself for trials.

Example Myth Completion: Stand in a thunderstorm and forge a blade. When finished, hold it up to the sky, accepting any lightning strike that comes.

Example Reward: Gain the Severing Slash Heroic Ability.

Overcoming (Resonance 80%) - Behaviours: Be physically powerful. No retreat, no

surrender. Make the enemy pay for taking ground or spilling blood. Know the enemy to defeat the enemy.

Example Myth Completion: Scale a mountain at least 10,000 feet high without resting for more than 4 hours in a 24-hour period. Once there, face overwhelming assaults by trolls using only cunning and knowledge of the enemy to survive. If found worthy then skybolts will fall and destroy the attackers. If found unworthy then die killing as many trolls as possible.

Example Reward: Gain the Duellist Heroic Ability.

Killing (Resonance 40%) - Behaviours: Failure is not an option. Kill or be killed.

Example Myth Completion: Single-handedly defeat at least 5 enemies in one battle or die trying.

Example Reward: Gain the Deflecting Parry Heroic Ability.

Membership, Officers and Ranks

Novice

Would be novices must duel an apprentice level or higher cultist. First touch wins. If the would be novice loses but fought well and survives, the winner may still invite him to join the cult. Novices must swear never to show cowardice and to worship at a Skybolt temple. Novices may learn the Skybolt Combat Style.

Apprentice

Apprentices must have the Skybolt Combat Style and four other cult skills at 30% and must have fought using cult Sorcery on a weapon that they participated in forging.

Adept

Must have the Skybolt Combat Style and four other cult skills at 50% and must complete either the myth of Forging or the myth of Killing.

Mage (Blade Master)

Must have the Skybolt Combat Style and four other cult skills at 75% and must complete the myth Overcoming to prove their devotion to the blade cult. They must protect the Shibote Grimoire at all costs.

The Skybolt Cult



Cult Skills

The cult offers training in the following skills that reflect the mythic history of the Shibote rapier: Brawn, Craft, Culture (man or trollkin), Influence, Skybolt Combat Style, Manipulation, Resilience, Sorcery (Shibote Grimoire).

Using the Skybolt Cult in Specific RuneQuest II Worlds

The myth of the Skybolt cult spans time and space and can appear in a myriad of worlds. Here are some ideas for using the cult in an existing *RuneQuest II* world.

Deus Vult

Instead of trollkin and man, the Skybolt cult consists of knights of various nations working together in common cause against the monsters that lurk in shadows. Only when man fights together regardless of nationality or faith against a common enemy will the ideals of the cult be realised.

Elric of Melnibone

The cult walks a dangerous line of trying to find some common ground between Law and Chaos. Some see the cult as outlaws and rabble rousers while others see it as full of madmen

willing to die for an impossible dream. However, as Elric himself struggles with his fate and destiny, so too does the Skybolt cult fight for a future in which man is no longer the plaything of Law and Chaos.

Glorantha the Second Age

The Skybolt cult was founded by God Learners eager to learn from practitioners of other faiths. Instead of trying to befriend trollkin, these God Learner cultists want to forge bonds with divine and spiritual cults to learn more about them and uncover their secrets.

Hawkmoon

The Skybolt cult struggles to gain new cultists in the warring city-states of northern Europe. While barons and dukes try to kill each other and Granbretanians enslave and destroy the world of mankind, the Skybolt cult calls for unity of all men to fight this greater threat. The calls of the Skybolt cult are barely heard and even more rarely heeded but the cultists struggle on, refusing to give up on their dream of uniting men and building an empire of man.

Land of the Samurai

The Ainu replace the trollkin as founders of the Skybolt cult in mythic Japan. The Ainu

created stronger ties than simple trade with the Dewa and Mutsu Provinces of Honsh with the creation of the Skybolt cult. The cult is now the home for ronin, religious outcasts and other people who did not fit easily or comfortably into the strict social codes of their homeland.

The rapier Shinto would not likely be either a tachi or katana as samurai are not the main members of the cult. The Games Master could simply keep the sword as a rapier and assume it is a rough copy made by the Ainu that does not perfectly match a samurai's sword.

Vikings

If the Games Master sees the rapier Shibote as an anachronism in the world of Vikings then change it to a war sword named *Fjörsváfi* (*life-taker*).

In a standard historical Viking campaign, the Skybolt cult could benefit Swedish Vikings who trade with Russia and want to form deeper ties with its people. If magic is not part of the Games Master's setting, Manipulation and Sorcery (Shibote Grimoire) could be swapped out for Commerce and Shiphandling. In addition, the grip of Shibote would be wrapped in shark skin rather than troll skin.

In a more mythic and magical Viking setting, the Skybolt cult could represent Vikings seeking allies among the dark elves or dwarves of Svartálfar. While the dark elves could be greedy and difficult to deal with, their smithing skills are legendary and they are experts in the matter of runes. A successfully negotiated alliance between man and dark elves would make the Skybolt cult powerful indeed.

Wraith Recon

Wraith Recon Thirteen might be tasked with forming an alliance with a neutral race or kingdom for the purpose of combining forces to fight a mutual enemy. The Skybolt cult could be modified to represent special training some of the Wraiths can undertake in order to better forge this type of alliance.

Fifth Monarchists



By Ken Walton and Peter Cakebread

Due to an oversight, this Faction failed to make it into *Divers & Sundry*, the *Clockwork & Chivalry* supplement coming out in July. We present it here for your entertainment and Righteous wrath.

New Faction: Fifth Monarchist

- **King Jesus will govern us** - he will directly intervene in English politics and institute divine governance.
- **The End is Nigh!** - the final days are already upon us.
- **Prophecies will come to pass** - ushering in a new era. Long Live King Jesus!
- **Class War** - there is no place for privilege in Christ's kingdom. The wealthy can be dispensed with.

Allies: Ranters

Enemies: Royalists

Zeal: 35

Bonus Skills: Belief (Fifth Monarchist) +25%

You probably supported the Parliamentary cause, though you do not think it goes far enough and are seen as radical by your former Parliamentary peers. You might be a person of great influence, a Judge or Commissioner, but you may be a humble artisan, attracted by the radical notions of your Faction. Cromwell even appeared sympathetic to your cause at one point – although his mood seems to have cooled considerably since becoming Lord Protector. He is less than impressed with your hostility to private property and the Gentry. Indeed, you probably despise Cromwell now he has taken the title of Lord Protector.

You believe in the institution of saintly rule – people such as yourself should be in charge of the preparations for the coming of Jesus. You are probably not too concerned by the tumultuous state of the country – traditional society will soon be done away with anyway. You are probably unbothered by the regicide too – Charles' death was necessary to clear the path for a new king, King Jesus!

Indeed you are likely plotting to escalate the war, start a new war on the rich, and bring war to the whole world – a necessary fight for your saviour. The Bible predicted four Kingdoms (the Assyrians, Persians, Grecians and Romans), all of which have fallen, then a thousand year of rule by man (the Pope), all of which has come to pass, so the end days are nigh and King Jesus' return is imminent. You must prepare for his rule. As such you might actively plan with fellow Fifth Monarchists to achieve your aims and might receive advice from your fellows, on which course of action is best taken to fulfil your Faction's mission.

You probably see no reason for there being division between men and women. Both sexes are equally capable and responsible for speaking out for what is right. You and your Faction share a class consciousness - there is no place for privilege in the coming world. There is also no need for private property. The rich should be swept out the way, tithes should be resisted, priests dispensed with. And as for the lawyers, they are largely parasites seeking to twist justice for the rich. The old law books should be burnt once and for all, and simpler rules instituted which provide justice for all. You might just preach such a message – or you might physically organise to defeat your enemies.

You might think of yourself as one of the Saints, destined to rule the new Kingdom. You have no doubt that Jesus will return to rule. Maybe you think he will return in 1666, maybe sooner. Or perhaps a further tyrant will come among you to cause misery. Maybe that tyrant is already here, none other than Cromwell. Again, this is no bad thing, as the Bible predicts King Jesus shall return to depose him.

Fifth Monarchist NPCs

Christopher Feake

Christopher is an Independent minister and Fifth Monarchist. Christopher preaches radical sermons, for which the authorities tried



to arraign him – but his followers invaded the court, forcing the Judge to abandon the case. Christopher ignores any rules governing his sermons, refusing to baptise anyone, avoiding psalm singing and the recital of the Lord's Prayer. Instead he concentrates on explaining to his congregation how all the governments of the world are doomed to fail, as they are all enemies of Jesus. He is on a collision course with Cromwell and the leading Parliamentarians, believing they have all allowed their personal ambition to blind them to the will of God.

Thomas Hennerston

Thomas was a hard-working cloth worker, who became a Captain in the New Model Army. Thomas is a dedicated Fifth Monarchist – putting all his energies into fighting the righteous fight. Having first fought against the Royalists, now Thomas is concentrating on the other enemies of Jesus – those who expect tithes, those who administer corrupt old laws and the idle rich. Thomas can often be found plotting attacks on his enemies in the upstairs room of his favourite pub. Many suspect that he does more than talk a good fight, various members of the local Gentry have found themselves set upon and roughed up. It seems only a matter of time before one of these bruising assaults ends in murder.

Apologies for Absence

By Lindsay Jackson

Excuses, excuses, why a Traveller character has gone missing.

The synthetic mind glows in its wall setting before squawking 'I have the coordinates that your astrogator needs, where all the secrets of the Ancients will be revealed and you will become like demigods'.

The pilot is pushed to the fore by the rest of the crew. He shuffles forwards uneasily with his hands thrust into the pockets of his spacer's coveralls. Looking down at his magnetic boots he mumbles 'He's not here tonight, he's got to revise for his end-of-term exams'.

A common problem for Traveller referees (and Games Masters throughout the multiverse) is what to do when one (or more) of your players fails to show up for a gaming session. Here are a set of in-character excuses, grouped by setting. Readers will notice some of these have serious consequences for the remaining players, but those challenges can make play more interesting and form the start of a new mini-scenario.

A number of these excuses will work for more than one player being absent at a time. Obviously some characters are occasionally indispensable and there will still be times when the referee just has to postpone a session.

Any Environment

The character is taken ill. This could be as simple as a bad case of "Betelgeuse belly" requiring only a few days' bed rest and easy access to sanitary facilities. Let us hope this occurs on a world sufficiently advanced to maintain cleaning droids!

For a really unreliable player an illness could take the form of a dangerous recurrence of Rigellian encephalitis. That could require the remaining characters to seek urgent treatment for their sick comrade or risk serious long-term damage to the afflicted character.

A character's religious or philosophical affiliation requires them to avoid any form of work for a certain period, spending the time in prayer and/or meditation.

A noble character (social standing 11+) is asked to mediate in an otherwise minor dispute, having to spend time away from the group while he deals with the situation.

In Space

The character is ill, possibly a mild case of jump sickness induced by some malfunction. This will often affect several people at once and will typically indicate a misjump is in progress. Players should be alarmed by this, particularly if essential spaceship crew have been affected.

The absent character is forced to complete some tedious and lengthy paperwork in order to retain an important qualification. For example a starship engineer may have an annual re-test via the ship's computer. A less technical role (such as steward) could get involved in stocktaking for an audit or annual accounts.

The player character is unable to return to their normal station due to exposure to radiation (from either a stellar flare outside the ship or an abnormal power plant fluctuation). They are unharmed but cannot risk further exposure for a while or risk radiation sickness.





In an Urban Area (Even in Orbit, Such as a Starport)

The missing character is detained by local security personnel for some minor (or not so minor) infringement ('But officer, how was I to know that plant I trod on was sentient?'). The remaining players might be asked to help clear their colleague's name by searching for witnesses, providing missing documentation or finding someone local who can attest to the good character of their associate. Of course, if their incarcerated colleague has behaved badly then character witnesses may not be forthcoming.

For a suitable character, their membership of their former branch of the Imperial armed forces is forcibly reactivated (in effect they are temporarily recalled back into service). This could take some time and can be handled as a separate solo mini-adventure for the relevant player when the referee can arrange it.

On a high law level world, a character is stopped by inspectors who demand them to demonstrate they have the right qualification for something they have done recently, for example driving a grav vehicle or performing

electronic repairs. Travel to a local test centre and back could take days (depending upon local technology levels, planetary size and geography and so on).

On a low law-level world, the character is the victim of theft of a valuable item or a drunken assault. They must resolve the matter through the justice system or by other informal means (if they think they are tough enough). Either way it will take time.

On a low law-level world, a specific character with gambling skills is challenged to a high stakes game of chance. The opportunity seems too good to ignore. He gets to practice his skills and has to take time away from the rest of the group.

A character bumps into an old carousing buddy and goes off for an extended reunion in the nearest bar. After taking time off to recover, they may recall picking up some useful nugget of information (a rumour from a reliable source) for the benefit of the entire group.

The missing character is recruited into a political or other campaigning movement. His zeal is such that he is busy with this activity for several days or even weeks, before returning

to the group. It is up to the referee and player whether their new political attitudes persist.

A nonhuman character meets a member of their own species and takes time off to catch up with news.

In a Wilderness

Unfortunately, the absent player's character is attacked by a disabling alien parasite, requiring temporary rest and possibly isolation while they recover. The rest of the group will need to support and protect the affected character until they can get rest and medical attention. Of course alien parasites may have side effects, as Flight Officer Ripley found out the hard way.

The miscreant is abducted by xenophobic tribesmen to take part in a ritual. They will not surrender him until a date that is favoured by their gods.

A Hostile Environment

The character is temporarily disabled by a leak in their protective equipment. They may need to be rescued and patched up by a medic. The suit or vehicle will also require some minor repairs by another character.

THE KURGA ARE HERE!

By Matthew Sprange

A New Fleet for A Call to Arms: Noble Armada

The Kurga fleet, the first new 'race' for A Call to Arms: Noble Armada, have arrived! They are the start of a string of new releases throughout this summer and each will be accompanied by a free to download fleet list giving you the rules to use them for free, so you can start playing immediately! These rules should, in all ways, be considered 'official.'

The Kurga are human, but they come from beyond the Known Worlds of the Noble Houses, and are thus seen as barbarians. However, even though their society shares much with the steppe barbarians (such as the Mongols) of our history, they are anything but primitive.

At first glance, their fleet seems comparable to those of the Noble Houses, with raiders, frigates, cruisers, and the rest. However, in play, you will find them very different. The Kurga

have a greater reliance on fighters, with two carriers in their list and a dreadnought capable of launching them as well. While they have no dedicated heavy fighters, the Kurga have the Bogatyr which is a multirole design that can double up for heavy work. However, their most feared fighter has to be the Khangard, a 'martyr' fighter designed to speed towards the enemy and detonate on impact!

As befits their barbarian image, the Kurga are also extremely capable during boarding actions and this, combined with their unique heat blasters that can devastate enemy crew, makes them a far more sophisticated fleet than the 'one trick pony' many nobles consider them to be.

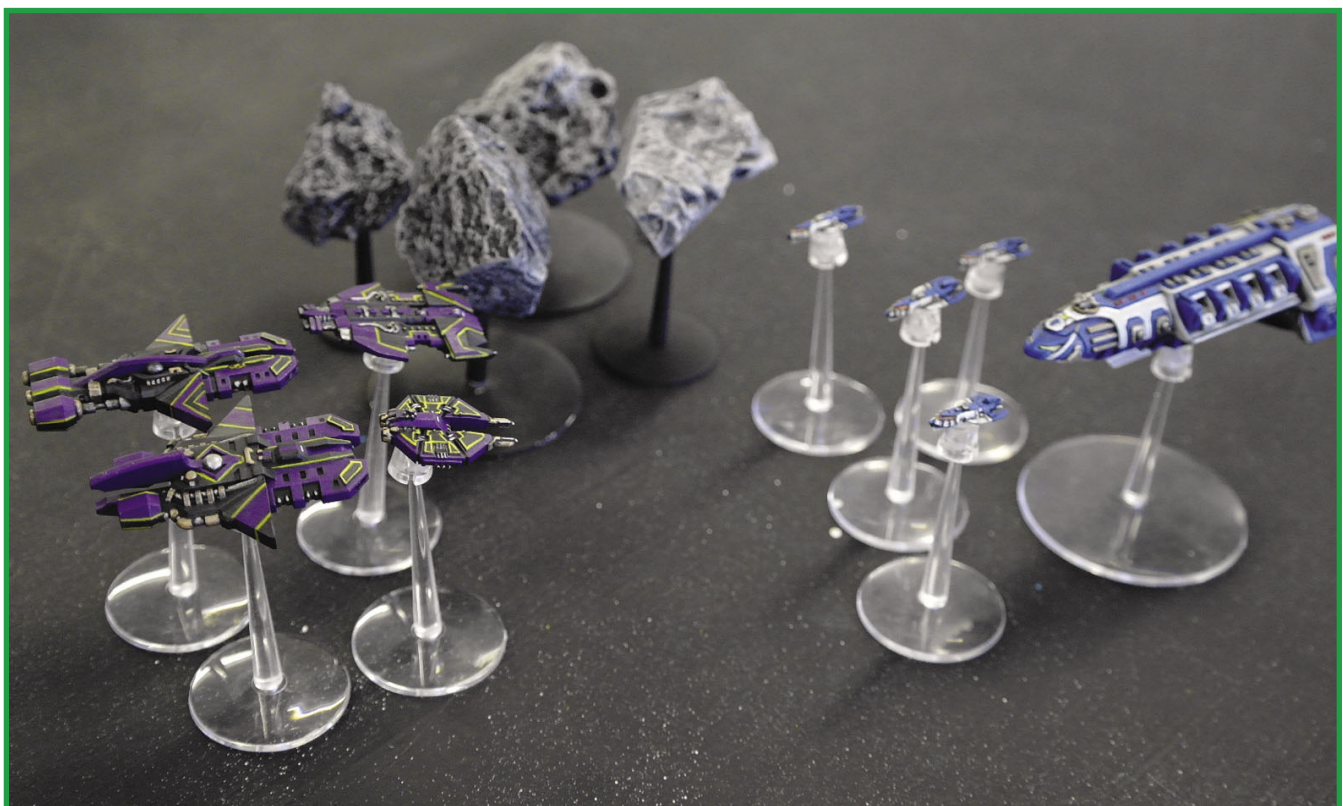
Ignore them at your peril!

The Kurga Caliphate

A traveller from the Empire of Alexius Hawkwood will be struck by the dazzling

contrasts found among the worlds of the Kurga Caliphate. Breathtaking luxury lives alongside abject poverty; plump, perfumed hedonists take counsel with skeletal ascetics; refinement, piety and civility mark every social interaction, while crimes are punished with gut-wrenching brutality. To Known Worlders, Kurga space is a lawless, barbarous region, devoid of any guidance from the Royal Houses or inspiration from the Universal Church, where even the Merchant League hesitates to trade.

The peoples of the Caliphate, however, look upon the Known Worlds with similar feelings. In their view, Kurga society is the most perfected of all cultures, the last bastion of enlightenment in a chaotic universe. Everybody occupies a place in the well-ordered social system, directed by the wise and beneficent Caliph who rules in the name of the Maker of Stars.



Kurga and Hawkwood Fleets Clash

Heat Blasters

Against a target with active Shields, a Heat Blaster will have the Inaccurate trait. However, it also counts as a Slow weapon. In addition, if a Heat Blaster causes any critical hits, it will automatically raise the Critical Score of the Crew location by +1 as well.



Options & Upgrades

The following are optional upgrades available to the Kurgan.

Cyber Troops: Any Kurgan ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Elite Marines: Any Kurgan ship may replace all of its Troops with Elite Marines for +2 points per Troop. This may be combined with Cyber Troops.

Grimsons: Any Kurgan ship may replace any of its Troops with Grimsons for +5 points per Troop. These count as Marauders.

Occult School of El-Din: One ship for every 1,000 points or part of in the fleet may be purchased a Psychic Crew at a cost of +20 points per level (maximum of 6).

Kurgan Initiative: +1

Attakhan-class Fighter	10 points	Yildugh-class Destroyer	150 points
Bogaty-class Multi-role Fighter	15 points	Khabir-class Light Carrier	125 points
Khangard-class Martyr Fighter	20 points	Juhangiz-class Cruiser	380 points
Mujahidin -class Raider	60 points	Arigaba-class Carrier	300 points
Qawwas-class Frigate	100 points	Kublai-class Dreadnought	550 points
Sheerkhur-class Galliot	120 points		

Attakhan-class Fighter

Speed: 20

Turn: SM

Hull: 3

Shields: 0

Damage: 1

Ramming: 0

Dogfight: +2

Traits: Dodge 2+, Fighter

10 Points



Weapon	Range	Arc	AD	Special
Point Slug Gun	2	T	1	Weak

Bogaty-class Multi-role Fighter

Speed: 12

Turn: SM

Hull: 4

Shields: 0

Damage: 1

Ramming: 0

Dogfight: +1

Traits: Dodge 3+, Fighter

15 Points



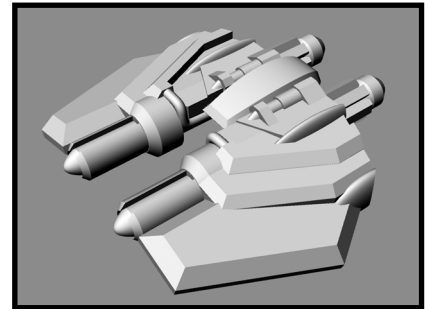
Weapon	Range	Arc	AD	Special
Point Slug Gun	2	T	2	Weak
Micro-Torpedoes	2	T	1	Guided, Multihit 2, One-Shot, Slow

THE KURGA ARE HERE!

Khangard-class Martyr Fighter

Speed: 12
 Turn: SM
 Hull: 4
 Shields: 0
 Damage: 1
 Ramming: 0
 Dogfight: -2
 Traits: Dodge 4+, Suicide Fighter

20 Points

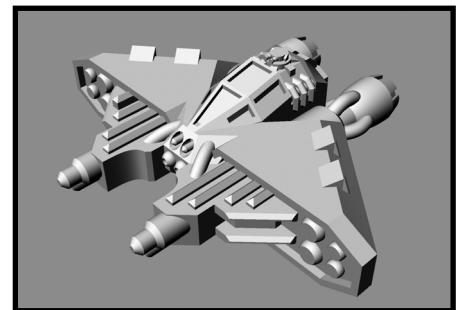


Weapon	Range	Arc	AD	Special
Bomb	—	—	1	Accurate, Devastating +1, Guided, Multihit D6, One-Shot, Slow

Mujahidin -class Raider

Speed: 12
 Turn: 2/45°
 Hull: 4
 Shields: 3
 Damage: 12/4
 Ramming: 2
 Troops: 2
 Craft: None
 Traits: None

60 Points

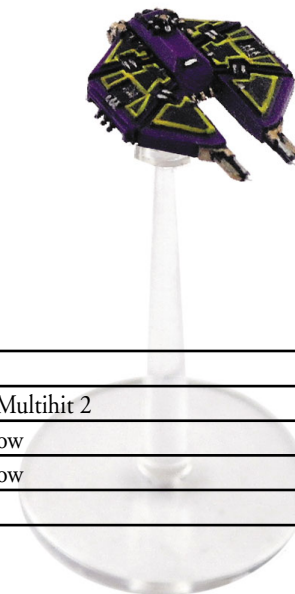


Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Light Heat Blaster	15	T	1	Heat Blaster
Light Heat Blasters	15	P	2	Heat Blaster
Light Heat Blasters	15	S	2	Heat Blaster

Qawwas-class Frigate

Speed: 12
 Turn: 2/45°
 Hull: 4
 Shields: 3
 Damage: 18/6
 Ramming: 2
 Troops: 8
 Craft: None
 Traits: None

100 Points



Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Rocket Launchers	20	P	8	Inaccurate, Slow
Rocket Launchers	20	S	8	Inaccurate, Slow
Grapple Gun	—	P	—	—
Grapple Gun	—	S	—	—

Sheerkhur-class Galliot

120 Points

Speed: 12
 Turn: 2/45°
 Hull: 4
 Shields: 3
 Damage: 21/7
 Ramming: 3
 Troops: 10*
 Craft: None
 Traits: None



Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Rocket Launchers	20	P	4	Inaccurate, Slow
Rocket Launchers	20	S	4	Inaccurate, Slow
Grapple Gun x2	—	P	—	—
Grapple Gun x2	—	S	—	—

* The Sheerkhur's Troops comprise 6 Marines and 4 Grimsons.

Yildugh-class Destroyer

150 Points

Speed: 12
 Turn: 2/45°
 Hull: 5
 Shields: 4
 Damage: 30/10
 Ramming: 5
 Troops: 9
 Craft: None
 Traits: None



Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Rocket Launchers	20	P	10	Inaccurate, Slow
Rocket Launchers	20	S	10	Inaccurate, Slow
Grapple Gun	—	P	—	—
Grapple Gun	—	S	—	—

THE KURGA ARE HERE!

Khabir-class Light Carrier

Speed: 8
Turn: 1/45°
Hull: 4
Shields: 4
Damage: 30/10
Ramming: 4
Troops: 10
Craft: 8
Traits: Carrier 2, Command +1

125 Points

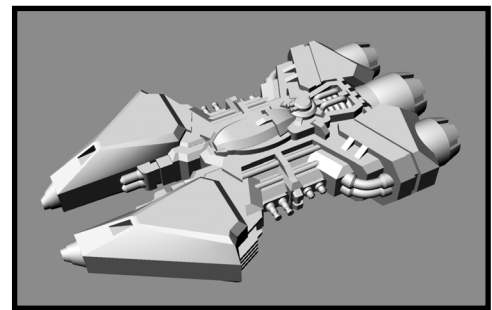


Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Medium Heat Blasters	20	P	3	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	3	Heat Blaster, Multihit 2

Juhangiz-class Cruiser

Speed: 8
Turn: 1/45°
Hull: 5
Shields: 4
Damage: 42/14
Ramming: 6
Troops: 12
Craft: None
Traits: Lumbering

380 Points

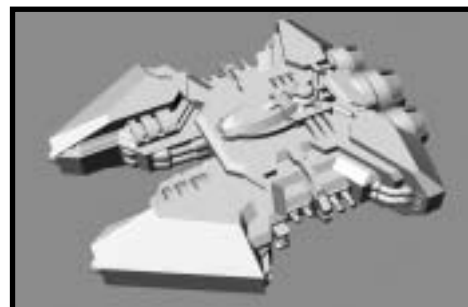


Weapon	Range	Arc	AD	Special
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Missile Launchers	28	P	3	Guided, Slow
Missile Launchers	28	S	3	Guided, Slow
Medium Heat Blasters	20	P	4	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	4	Heat Blaster, Multihit 2
Gatling Lasers	—	P	—	—
Gatling Lasers	—	S	—	—
Grapple Guns x2	—	F	—	—
Grapple Guns x2	—	F	—	—

Arigaba-class Carrier

300 Points

Speed: 8
Turn: 1/45°
Hull: 4
Shields: 4
Damage: 42/14
Ramming: 5
Troops: 8
Craft: 16
Traits: Carrier 4, Command +1

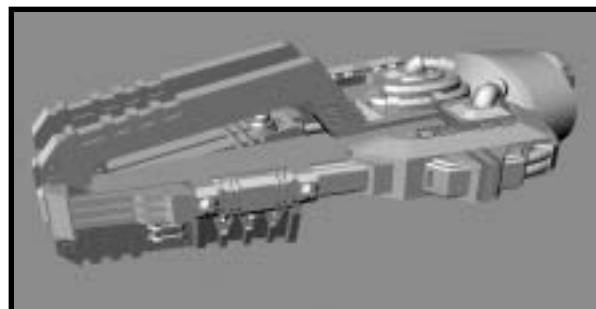


Weapon	Range	Arc	AD	Special
Heavy Heat Blasters	30	T	3	Heat Blaster, Multihit 3
Medium Heat Blasters	20	P	3	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	3	Heat Blaster, Multihit 2
Gatling Lasers	—	P	—	—
Gatling Lasers	—	S	—	—
Grapple Gun	—	P	—	—
Grapple Gun	—	S	—	—

Kublai-class Dreadnought

550 Points

Speed: 8
Turn: 1/45°
Hull: 5
Shields: 6
Damage: 75/25
Ramming: 9
Troops: 18 *
Craft: 4
Traits: Carrier 2, Lumbering



Weapon	Range	Arc	AD	Special
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Medium Heat Blasters	20	P	5	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	5	Heat Blaster, Multihit 2
Heavy Heat Blasters	30	P	4	Heat Blaster, Multihit 3
Heavy Heat Blasters	30	S	4	Heat Blaster, Multihit 3
Grapple Guns x2	—	P	—	—
Grapple Guns x2	—	S	—	—
Gatling Lasers x2	—	P	—	—
Gatling Lasers x2	—	S	—	—

* The Kublai's Troops comprise 12 Marines and 6 Grimsons.

Next Month

The Vuldrok arrive...

Kat's Tales

By Katrina Hepburn

Beltstrike, Part 4.

It was less than 24 hours before Sal Baleedo was found and contacted. Reluctant to talk over comms, he suggested a meeting in a local coffee house and had hinted he was privy to information about the old mining station, information our party should be extremely interested in acquiring. Upon meeting him, it was clear that Sal was extremely nervous. Sweating and shaking with a paranoia that could only come from drug abuse, before he would relinquish any information he demanded 50,000 credits on top of the costs it would take to put him through a detox program (which would cost an additional 50,000 credits). After a few failed persuasion and diplomacy rolls, it was clear Sal would not be 'spilling the beans' any time soon. Bram, being Bram, refused to accept this and decided to follow Sal back to his hotel ('Nobody holds out on Bram Mostly!'). The rest of the team casually sat in the coffee house waiting for him to discover the location. As Bram went about renting the room directly next to Sal's he kept himself hidden from sight and sent a message, letting the team know of his actions as well as a short discussion of what to do next.

As plans go, ours seemed simple. The team would gather at the rented room with the exception of An-Lee, who would stay at the coffee house and send a message to Sal in an effort to convince him to head back and negotiate his fees further. While he was gone, we would check the room for any evidence of the information he claimed to have.

Sal left his hotel room and Cassie, Gabriel and Bram waited until they were sure he was clear of the building and on his way to An-Lee before they bundled into his room and started searching frantically for anything interesting they could find (as well as any signs of the said information). After a thorough search, it was clear that there was nothing of interest and no sign of anything pertaining to the old mining station.

"I think Cassie should be the one to ask the questions" Said Bram after everyone had agreed an interrogation was the next-in-line thing to do.

"I will wait in his room until he gets back, you both go back to our room and wait." Cassie said with a nod. "If I do this, I do not want to be interrupted."

It was clear Gabriel wanted to stay and watch but after a few short words it was also clear that Cassie wanted to work alone on the interrogation. The boys left the room and contacted An-Lee to let her know to end discussions with Sal Baleedo and to let him return to his hotel room. She followed him discreetly him to make sure he did not deviate and met back up with the boys.

It was dark as Sal entered but he could make out the silhouette of Cassie standing by the window of his hotel room. "What? Who are you?" He said with a wavering voice as the door closed behind him, despite it not being touched.

"Let's dispense with the small talk, shall we? You have information we want. Tell me about the old mining station that LFC has an interest in currently and things will not need to get nasty."

Sal shivered slightly as he realised he was talking to one of the people he had met earlier in the day "I want the 50,000 up front and you agree to pay for my detox."

Cassie rubbed her forehead slightly and raised her other hand towards Sal. "I will not ask again." She said as she telekinetically lifted him off the floor and held him floating a few feet in the air.

"Holy crap! Ok, ok, I'll talk!"

In his very shaken state, Sal began to tell Cassie all about a Commander Rogan who was overseer of the mining station back when he had been a researcher there. Rogan had used drugs to increase his workers production and had found something of interest back on the asteroid, buried in the rock. Sal did not know what Rogan had found but whatever it was had caused him to push production ever more forcefully out of the workers. A few deaths had occurred and eventually the station was closed due to the questionable circumstances of the deaths as well as its crews exhaustion and apparent mental fatigue. Whatever Rogan had found on the asteroid, it allowed him to be set up for life and apparently the crew and research team had been discarded after the station was shut down.

Cassie gently lowered Sal into the room's only chair. "What about my detox?" He said nervously as he clutched the chair like he was afraid it would float away.

Cassie casually walked towards the door. "If anyone asks you what happened here tonight, who do you think they will believe, druggie?" She said as she passed through the doorway and closed it gently behind her. (It is rumoured someone once said Cassie had a softer side. But probably not in her presence.)

After meeting up in the next room with the rest of the team and relaying all the information which Cassie had scared out of Sal Baleedo, the crew decided to let Desna Greer know about it all as soon as possible (because we are really loyal and all that kind of stuff).

Shrugging off the information about the past of the station and concentrating on its future, Desna Greer immediately gave our crew another job, a short courier job (short being 10 days of travel each way) to Shoranan to pick up parts and bring them back to Vinen. The team was only more than happy to oblige with this, considering they now had a cook on board! (Andy had decided to train his character Gabriel up as a saucier chef, so that no matter how bad the food was, we could always plaster it in a yummy sauce to take away the taste of the rest of the food. Fine in theory but frankly Bender on a bad day would find it difficult to come up with a more miserable offering than those the party are capable of producing.)

The trip passed uneventfully and after a two day break, Desna sent the crew on another courier run to the same place for even more parts.

On return of the second equally uneventful trip, during the crew's second two day break, Cassie noticed a news feed detailing that Sal Baleedo had died of alcohol poisoning and his body had been found dead in an alley (Guilty? Me? Never!).

Eventually Desna revealed that the rebuilding of the station would be underway shortly and we were offered an

extended contract with the LFC (Lothrain Free Company) helping to refit it (as well as protect it from attacks or sabotage because, let's face it, Cassie is not exactly an engineer or a scientist). It would take seven days to travel back to the old mining platform on the asteroid. After hearing about Rogan and the dubious history of the station, the crew seemed curious and Gabriel seemed almost eager to get a chance to discover what the Commander may have found on the old chunk of space rock. Plus a job's a job, right?



No one makes a deal with Bram Mostly!

Bad Blood

By Carl Walmsley

And Fingis clave the bear many times and more, till it fell before him and died in the snow. He drew his knife and cut the pelt from its flesh, intending to make of it a gift for his wife, Halla.

That night, Halla wore the pelt and lay with her husband, and became with child. In the morning, the beast in the snow was gone and in its place lay a man. And the pelt about Halla's body was also gone. In its place was the skin of a man – and Halla knew then that she and the child in her belly would be cursed by the Gods.

Bad Blood is an adventure written for use with the *RuneQuest 2 Vikings* campaign setting. It deals with some classic Viking themes such as fate and magical curses. The locations are kept deliberately vague, so that the adventure can be run in any Nordic setting.

With a little tweaking, the scenario could be used in most other *RuneQuest 2* campaigns, so long as a location can be found filled with snow, rugged terrain and doughty warriors!

Background

Eighteen years ago, Fingis Garrison slew a bear that was attacking the animals on the farmstead where he lived. His deed earned him no small amount of acclaim, and from that day forth he was dubbed 'redpaw' amongst his people and raised from the rank of Leysingi. Skinning the bear, Fingis presented the pelt to his wife, Halla, as a gift. That night, beneath the fur, Halla fell pregnant.

The following morning, to the couple's shared horror, they found the fur gone and in its place the bloodied remains of a man's skin. Fingis hurried back to the spot where he had slain the bear but found only the wolf-gnawed remains of a man. At once, he realised that the beast he had slain was no dumb brute but a cursed were-beast.

After telling his wife what he had seen, Fingis took the skin and the remains of the body and buried them deep in the forest. He was not a superstitious man, but he feared the repercussions of his deed. As Halla's belly grew fat, he became even more afraid, concerned the child might be cursed in some way.

Nine months later, Halla gave birth to an apparently normal and healthy child. The boy was named Fengal. Over the years, Fingis and Halla dared to hope that they might have been spared by the Gods and, eventually, their doubts melted away like snow in a thaw. Bolstered by his reputation for strength and bravery, Fingis became a *Hauldr* – owning the land he had once tilled for his Jarl. All seemed well.

The curse that Fingis and his wife feared had not been avoided, however – at least not

altogether. As the years passed, Fengal grew tall and strong. It was clear he was destined to become a gifted warrior – but one with a terrible temper. He quarrelled with other boys on the farmstead, often flying into a rage over trifling matters.

Several days ago, matters came to a head. Fengal lost all control whilst out hunting with a friend, Jordi. Before he realised what he was doing, he had attacked and murdered his companion. When he came to his senses, he was overcome with shame. Sneaking home only to collect some supplies, Fengal fled into the woods – voluntarily outlawing himself and accepting the cold and lonely death he knew must inevitably await him in the wilds.

When their sons did not return that night, Jordi's father and Fingis went out to search for them. They found Jordi's dead body, and it



was clear that he had been felled with a man-made weapon. At once, a cold dread seized Fingis, and he feared his son was responsible.

In order to turn suspicion away from Fengal, Fingis suggested that members of a raiding party, several of which have terrorized the area in recent years, must be responsible for Jordi's death. By the time the two men returned home, Fingis had spun such convincing tale that Jordi's father believed this to be the case.

Now, the residents of Fingis' farmstead are fearful and angry, and await further attacks by the raiders. They have turned to their leader for guidance and protection. Fingis has twisted this to his advantage, stating that the need to protect the farm outweighs his own desire to see his son recovered. Though some of his people see this as a cold act, most deem it the decision of a responsible leader.

Fengal's mother, Halla, is not so quick to abandon her firstborn. She has sent word to the region's *Jarl* – to whom she is related – and asked for help. Halla's plea is answered and a small band is dispatched to search for Fengal...

Introduction

The adventure begins with the Player Characters arriving at Fingis' farmstead (see Map 3). Their *Jarl* (Hrunting Olafson, if they do not have an established character in an on-going campaign) has personally assigned them the task of finding Fengal.

When the Player Characters arrive, read or paraphrase the following:

The farmstead before you comprises a longhouse and a cluster of smaller outhouses, all casting long shadows across the snow in the setting sun. A handful of people – tending animals, gathering supplies and so forth – look up at your approach. Their gaze is more than a little wary, and one of the men lifts an axe from a wood pile and holds it before him. Some degree of caution is to be expected from folk living in remote farmsteads, but what you see here seems to be more than that.

The farm-folk are unusually nervous because they believe that there are enemies close – enemies who killed Jordi. This makes them suspicious of all strangers.

If the Player Characters introduce themselves and ask to see Fingis 'Redpaw' they will be escorted to the longhouse. If they ask why everyone seems so on edge, they will be told simply that 'there are enemies near'.

The greeting awaiting them inside the longhouse will be even frostier. Fingis has no idea his wife has asked Jarl Olafson for help, let alone that another group of men has been dispatched to find his son. This is an affront to his pride.

This should be a tense first encounter: where the Player Characters can reasonably expect to be greeted with civility, they will instead face a barrage of questions from an incredulous Hauldr: who asked for the Jarl's help? When did this happen? Do they imagine Fingis cannot look after his own people?

Fingis' words should be brash and more than a little insulting. Indeed, some characters may feel the need to defend their honour. Equally, the players should understand that Fingis has been placed in an embarrassing situation, and will be experiencing shame of his own.

A Burden to Bear

Elements of this adventure rely on one member of the party shouldering a secret shame. The exact nature of this disgrace does not matter too much, so long as it is something that would dishonour him if it became widely known.

If this is the first adventure in a new campaign, the Games Master could easily take one of the players to one side and discuss the idea of working something into his character's back story. Even within an on-going campaign, character details can be amended without too much difficulty. Presented as an opportunity for some exciting role-playing, most players will be willing to accept the burden of a guilty secret.

Some examples of the sort of shame a character might have hidden away include:

- In his first battle, the character was stunned by a blow to the head. He wakened part way through the fight, but chose to play dead, hidden beneath a pile of corpses. His allies were slain, and he crept away in the dead of night.
- To save a dying loved one, the character sought aid from a witch. She provided a restorative potion, but has yet to claim the debt still owed to her.
- The character was once gripped by berserker rage and slaughtered several comrades in battle, along with a woman or child.
- To win a horse fight (see *Vikings*, page 33), the character drugged his opponent's stallion. The animal was crippled during the fight and had to be put down.
- The character was outlawed in another region and moved away to start a new life.

Bad Blood

Reasons for Coming

There are a variety of reasons why the Player Characters might have been assigned to this task:

Rise in status – if a character is a *leysing* or *thrall* he might have been forced to accept this duty by his master. Alternatively, he might have seen it as an opportunity to advance his position.

If this is a new party's first adventure, it could work well for them all to be *bondi* desperate to earn the approval of their lord and get on in the world.

Shamed – A Karl in the Jarl's household may have fallen out of favour and been assigned this task as a means of redeeming himself.

Related to Halla – Fingis' wife Halla comes from an expansive family. It is quite possible for some of her relatives to come to her aid now her son is missing.

The Games Master should try to ensure that things do not get too out of hand. However, if one of the characters feels especially aggrieved, Halla will suggest a contest of some kind in order to settle a dispute and clear the air. A wrestling or drinking contest would be best, with rules for each provided on pages 32 and 33 of the *Vikings* sourcebook.

Once the uncomfortable arrival is over, the Player Characters will have a chance to ask questions about Fengal's disappearance. They will find it easier to talk with Halla than her husband, but either can outline the following:

- Fengal has been missing since failing to return home from a hunting trip five nights ago.
- He set out with another young man from the farmstead, Jordi, whose body was found in a nearby forest, cut down by an axe-blow to the head.
- In the past decade this region has been attacked by raiders three times. On one occasion the longhouse itself was set aflame and almost burned down.
- It is widely accepted that raiders killed Jordi, and either captured or slew Fengal.
- It is feared that an attack on the farmstead may soon take place.

The Player Characters will have a night to rest in the farmstead before setting forth in the morning. If they question other members of the community, they may uncover a few more details:

- Fengal was a fearsome fighter – only bettered by his bear-killing father.
- Fengal had a terrible temper, and had been involved in scuffles with several other men.

Setting Forth

If they ask for them, the Player Characters will be provided with food and water for their journey. Spare blankets, cooking utensils and other basic supplies can also be provided.

The logical place for the Player Characters to begin looking is the woods where Jordi's body was found – certainly Halla will direct them this way. These are known as *Nogensinde Vinter Skov* – Ever Winter Forest. The characters can be provided with directions to this site or a reluctant *leysing* from the farm will be assigned to guide the way. His task complete, he will hurry home, fearful of encountering the raiders.

Fengal's route – and the path that the Player Characters will re-trace in order to find him – is shown on Map One.

Jordi's Death Site

Protected from the wind by tall trees and a partition of rock is the small hollow where Jordi died. Fresh snowfalls have obscured the five day-old tracks. However there are still a few clues to be unearthed.

A quick search will reveal the remains of a camp fire. An Easy (+20%) Survival Test reveals this to be about five nights old.

A more thorough search – requiring a successful Perception Test – will turn up some other evidence:

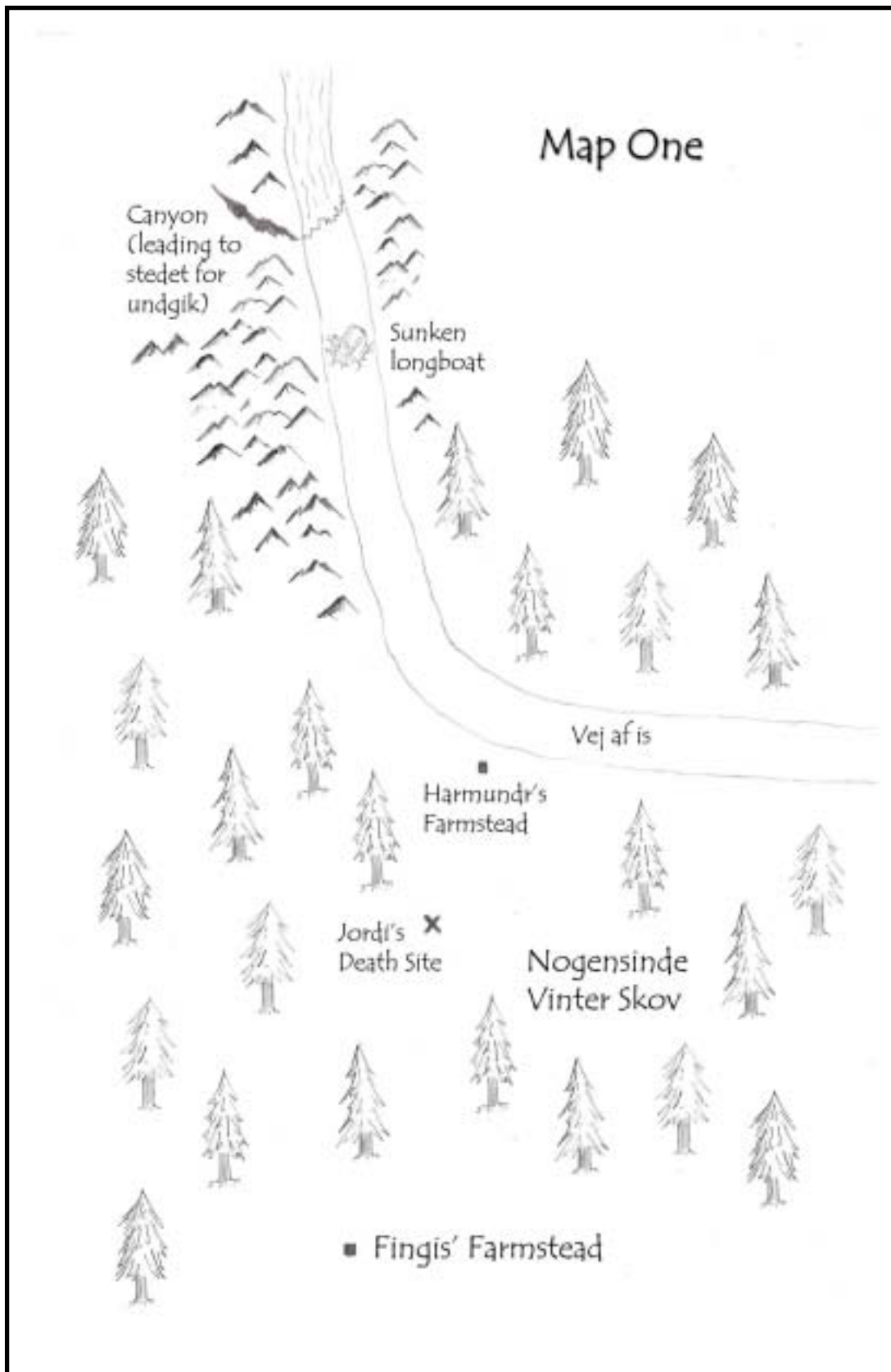
Firstly, a set of knuckle-bone dice, resting atop a flat stone. Jordi and Fengal were playing with these when their disagreement began. All four dice remain in the '6' position – the result which Jordi had managed to roll, and which enflamed Fengal's temper and made him think he was being cheated.

Secondly, there are virtually no signs of a struggle – no churned-up earth, no splinters of shield or torn material, no stray arrows. If a man like Fengal was captured, he would not have gone quietly – he would have left his mark on the environment. The only indication that a violent deed took place here is a small spatter of blood on one of the stones. This

Arduous Conditions

An important feature of any *Vikings* adventure is the environment. Whether traversing sheer mountains of trudging through snow-clad forests, the terrain should be a harsh and unforgiving opponent. Merely surviving against the elements is a victory in itself, especially in the isolated locales that adventurous types are likely to find themselves.

Wherever the Games Master sets this adventure, he should strive to immerse the players in a world that is cold and unyielding – and that has no place for the weak. Survival skills and Resilience tests should feature regularly for any characters who spend a significant amount of time outside.



Bad Blood

was deposited there when Fengal put his axe through Jordi's skull – the only blow thrown during the fight.

Backtracking

Especially astute players might surmise that Fengal killed Jordi over a game of dice and then returned to the farmstead. If they return there themselves and make appropriate enquiries, they can discover that some blankets and food went missing on the afternoon of the day when Fengal and Jordi went missing.

Escapee

As the Player Characters ponder the strange evidence of the abandoned camp, they hear the sound of an animal moving through the trees. They may prepare themselves for something more formidable, but this turns out to be nothing more than a lone milk cow.

That such a beast is wandering wild is more than a little unusual. It is a valuable domestic animal and would not have been deliberately loosed. Locating its owner should provide a means of locating another farmstead where the characters might seek shelter and possibly acquire news of Fengal's location.

It is a simple matter to follow the cow's tracks a few miles through the forest before encountering the small farmstead from which it escaped.

Tempting Fate

The skalds frequently sing of the anger and cruel irony of the gods. Perhaps it is this anger which explains why Fingis' lie – that raiders have once again come to *Nogensinde Vinter Skov* – has turned out to be true.

The wandering cow encountered by the Player Characters has escaped from a farm that has already been attacked and was seized by the raiders two days ago. Once the Player Characters follow the cow's trail to this point, read the following:

The cow's trail emerges from the tree-line onto a ridge over-looking a small farmstead. In several places, the building seems to have been damaged:

shutters are broken or hang loosely from hinges; a fence penning in animals has been smashed; and the door to a small outbuilding has been hacked open.

If the Player Characters scout the perimeter of the farmstead (see Map Two), they will discover a mound of dead bodies (1): the five men who lived on the farm and were slain whilst trying defend it against the raiders.

Rape and Pillage

Two days ago, a large raiding party moved through this area. They slaughtered the men on the farmstead and imprisoned the women and children with a view to selling them into slavery when they return home. The majority of the raiders have moved on, but a small group has remained behind to watch over the captives.

Farmstead Layout

- 1. Dead Bodies.** The owner of the farm – Harmundr – and the bodies of the other men are dumped here.
- 2. Outhouse.** This small outbuilding is sectioned-off into animal pens. The door has been smashed open with an axe. Only a few

of the animals housed within still remain, the others having escaped into the forest.

- 3. Sauna.** This partially subterranean structure is undamaged. Inside, there is a large supply of the rocks that are heated and used to create steam.

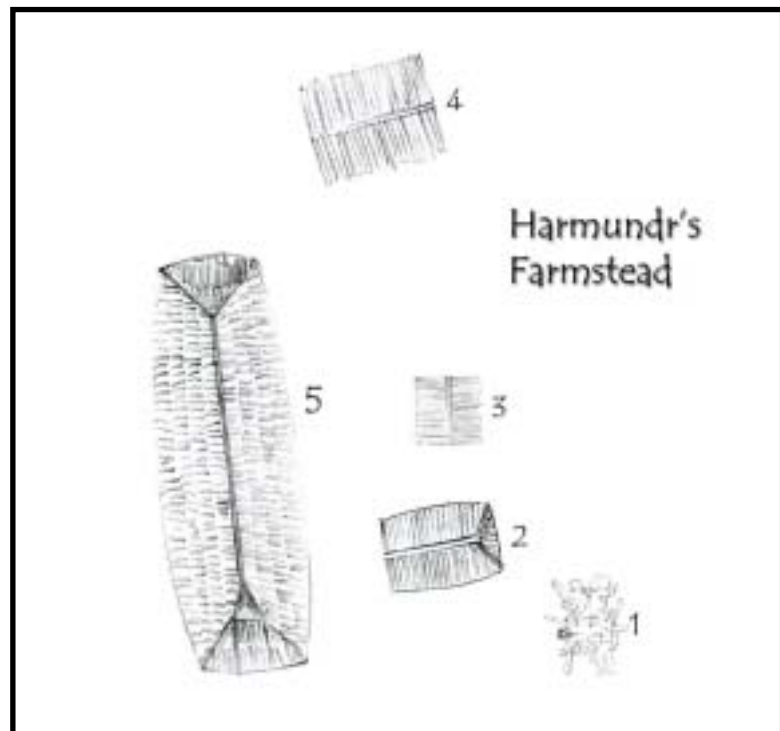
- 4. Barn.** This building contains winter fodder for the animals, along with stores of firewood and peat.

- 5. Longhouse.** The stead's main structure is relatively small, measuring five metres across and 18 metres in length. It has a turf roof with a single chimney-hole.

The longhouse is divided into three sections: one for animals during the coldest months, one for the farm worker's habitation, and one for the Hauldr and his wife.

All of the raiders who were left behind to watch the farm are inside the longhouse. Four men have set up camp inside the habitation area, having herded the surviving women and children into the animal pen. From time to time, they drag out a woman and satisfy their lust.

The leader of the raiders, an experienced Karl called Skagi, has taken up residence in the dead Hauldr's room.



Skagi 'Strong arm'

		D20	Hit Location	AP/HP
STR	17	1-3	Right Leg	-/7
CON	14	4-6	Left Leg	-/7
SIZ	17	7-9	Abdomen	2/8
INT	13	10-12	Chest	2/9
POW	9	13-15	Right Arm	-/6
DEX	14	16-18	Left Arm	-/6
CHA	10	19-20	Head	-/7

<i>Combat Actions</i>	3	<i>Armour:</i> Lamelar Byrnie, spangenhelm
<i>Damage Modifier</i>	+1D4	<i>Traits:</i> None
<i>Magic Points</i>	9	<i>Skills:</i> Athletics 40%, Lore (regional) 65%, Perception 50%, Resilience 55%, Stealth 40%, Track 55%
<i>Movement</i>	8m	<i>Equipment:</i> Dane axe, seax, 2 throwing axes, winter clothing, wolf-pelt cloak
<i>Strike Rank</i>	+14 (+8 in armour)	<i>Combat Styles:</i> Great Axes 76%; Seax 56%; Thrown Weapons 70%

WEAPONS

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Dane Axe	H	L	1D12+2+1D4	4/10	—
Seax	M	S	1D6+1D4	6/8	—
Throwing Axe	S	—	1D4+1D4	4/6	5m

Raiders (4)

		D20	Hit Location	AP/HP
STR	14	1-3	Right Leg	-/6
CON	11	4-6	Left Leg	-/6
SIZ	16	7-9	Abdomen	2/7
INT	13	10-12	Chest	2/8
POW	10	13-15	Right Arm	-/5
DEX	12	16-18	Left Arm	-/5
CHA	10	19-20	Head	-/6

<i>Combat Actions</i>	3	<i>Armour:</i> Horn reinforced cap, Quilted byrnie
<i>Damage Modifier</i>	+1D2	<i>Traits:</i> None
<i>Magic Points</i>	10	<i>Skills:</i> Athletics 35%, Lore (regional) 50%, Perception 40%, Resilience 45%, Stealth 45%, Track 40%
<i>Movement</i>	8m	<i>Equipment:</i> Spear, Viking shield, dagger, winter clothing
<i>Strike Rank</i>	+13 (+10 in armour)	<i>Combat Styles:</i> Spear and Shield 60%

WEAPONS

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Spear	M	L	1D8+1+1D2	4/5	—
Shield	L	S	1D4+1D2	4/8	—

Bad Blood

Approaching the Farm

It should be clear enough from the damage inflicted upon the farm that it has been attacked and, most likely, overrun. It is in the Player Characters' interest to liberate the stead, as the occupants may provide useful information about the raiders – whom they will now likely believe have taken or killed Fengal.

Skagi sends two of his men out every four hours or so to check for signs of enemies or for the main raiding party returning. The men also pop out individually from time to time to empty their bladders.

Parley

If the Player Characters approach the farm openly, seeking to talk or lure the raiders out, Skagi will emerge and engage them in conversation. However, his men will remain close at hand and will expect an ambush. The most heartless of Skagi's men – a pock-marked villain called Narfi – will keep one of the farm children with him, a dagger to her throat. In the event of an ambush, he will slay the child without a second thought.

Skagi knows that he does not have a big enough force of men to hold the farm against a concerted attack. In any conversation, his priority will therefore be to gauge the size and strength of any opposition. If the Player Characters fail to demonstrate sufficient might – perhaps they seem unsure of themselves or lack more than few strong fighters – he will try to turn the tables and spring an ambush first, drawing and loosing a throwing axe in mid-conversation.

If Skagi believes the Player Characters represent a significant threat, he will try to use bluster and the promise of his main band's imminent return to intimidate them into leaving. If it comes to a brawl, however, he and his men will fight to the death.

Sneak Attack

Perhaps the Player Characters' wisest course of action is to try to take the raiders by surprise. Certainly they can pick-off a few scouts as they patrol the perimeter before engaging the rest of Skagi's men.



If the Player Characters sneak into the longhouse, they can catch the raiders without their weapons in hand – though they keep their armour on even when asleep. At night, a guard is positioned just inside the doorway to watch for intruders.

Questions

Assuming that the Player Characters manage to overcome the raiders, they will have a chance to ask a few questions. These may be addressed to the original occupants of the farm or to any raiders who have been kept alive. The people of the farmstead are happy to share what they know; the surviving raiders will require some forceful persuasion.

What the original occupants know:

- A group of at least three dozen warriors attacked the farmstead and slaughtered all the men.
- The leader of the raiders is an immensely tall man wearing a whale-bone crown.

- The raiders headed southeast into the forest.
- A few hours after the raid, a young man matching Fengal's description approached the farmstead. There was a scuffle with one of the raiders and the boy fled, heading northwards along the path of a frozen river known as *vej af is* – the road of ice.

What the raiders know:

- There are 45 men (including the five here) in the raiding party.
- Their longboat is beached a day's journey to the west. It is guarded by a skeleton crew.
- The leader of the raiders is Jorundr, known as the orca-slayer, having used a harpoon to defeat a killer whale. His crown is fashioned from its bones.
- They do not know for sure when the main party will return: certainly it will be no more than a week.

- The raiders plan to travel through the forest to conceal their presence before attacking other farmsteads. Fingis' farm is one of several possible targets.
- None of the raiders know anything about an attack on two young men (Jordi and Fengal).
- A young man matching Fengal's description fought with one of the raiders a few hours after the farm was taken. He fled northwards, following the path of the frozen river.

Raising the Alarm

Given what the Player Characters are likely to discover about the raiders and their plans, they may feel compelled to abandon their mission and return to their Jarl and warn him. There are a number of reasons why they should not do this.

Firstly, the farmsteaders were not taken completely by surprise. When they saw the raiders approaching, a fifteen-year old boy, Breidr, was dispatched to carry news of the attack to neighbouring steads. He knows the woods well, and would have been able to stay ahead of the raiders.

Secondly, once the farm is liberated, all of the surviving women and children will head towards the safety of the nearest farm and will take news of the attack with them: if they stay where they are they will be taken as slaves when the main raiding band returns. The Player Characters should, therefore, be quite satisfied that the alarm will be raised and their Jarl made aware of what is happening.

Finally, the Player Characters are honour-bound to complete their quest. Abandoning it now, would besmirch their reputation forever.

Fengal's Trail

Having spoken with the surviving farmsteaders or interrogated the raiders, the Player Characters should know Fengal's trail heads northwards along a frozen river. According to local legend, *vej af is* thaws only once a decade and is often used by those travelling north.

The *vej af is* flows through a harsh, rocky region. Soon it is flanked on either side by sheer, cliff-like walls. It is clear that travelling along the frozen river is much easier going than attempting to traverse the rocky terrain to either side.

As the Player Characters complete their first day of travel along the river, they come across an unusual sight:

Emerging from the ice that coats the river is a strange, pointed structure with a spear-like tip angled towards the grey-white skies. Only as you draw nearer do you realise what it is – the front end of a longboat, its bow tipped and held down by the implacable ice. The hull is coated in hoarfrost, glistening eerily in the fading light.

This half-sunken boat has been here for several years, held fast by the icy grip of the *vej af is*. The hull is cracked open, providing a sort of doorway into the belly of the boat. Within, it resembles an ice-cave, but with wooden beams peering dimly through the ice.

More superstitious characters may consider such a place to be cursed – certainly it is the perfect setting for a haunting. However, those who venture in will find the remains of a recent camp fire, confirming that the Player Characters are on Fengal's trail. In addition, the shelter offered by the longboat will provide a +20% modifier to any Resilience and/or Survival Tests required to deal with the cold weather.

A Change of Course

Another half a day's travel will bring the Player Characters to a spot where the ice covering the *vej af is* has started to break-up. They will have

no choice but to deviate from the course of the river, and there is only one place where the sheer bank is even remotely scalable.

Beyond the scalable section of bank, the ground falls away into a ravine. At first, it does not seem too deep, but as the characters progress, they will find themselves travelling down into a twisting, icy canyon. As they do so, they will come across another set of tracks – those left by Fengal – giving them little choice but to press on.

The floor of the canyon is some 30 metres below the surface. Once the characters reach this point, read the following:

The base of the canyon is lit only dimly by reflected light, ushered in by the glistening canyon walls. The trail of footprints you have followed leads away into an opening in the frozen rock. As your gaze is drawn that way, a figure emerges from the opening and regards you calmly.

He has thick, wild hair as black as coal, but his features are as rough and lined as the canyon walls. He lifts a strong arm, beckoning you forth, and then steps back inside the opening.

Sanctuary

The characters have reached a site that is a part of local legend - *stedet for undgik*: The Place of the Shunned.

Any character who succeeds with a Lore (Regional) or (History) Test will have heard the tales. Those who are banished or shamed in some way find their way to *stedet for undgik*, a place where they are made welcome. Some of the more fanciful yarns speak of men afflicted by magical

A Rough Night

A Games Master who wishes to further test the Player Characters' mettle might consider having a pack of hungry wolves surround the ice boat under cover of darkness, and move in for the kill (see page 106 of *Vikings* for wolves). Alternatively, something more supernatural might threaten them – a young fresh-water kraken or orm might crack the ice from below and send the Player Characters scurrying for cover.

Another encounter at this point is recommended only for a party of especially hardened warriors – certainly ones who did not struggle to deal with the raiders at Harmundr's farmstead.

Bad Blood

curses and of supernatural creatures who seek sanctuary from their tormentors. More grounded tales claim simply that it is a place where outcasts find refuge and a second chance.

A Welcome

Assuming the Player Characters make their way into the opening, they will find a tunnel leading out into a wide valley, walled on all sides by impenetrable cliffs. Natural, warm springs fill a wide pool that keeps the ice at bay. Hardy grass covers the ground, feeding a small flock of goats and a few milk-cows. In this icy waste it is a welcome, if unlikely, oasis.

Waiting for the Player Characters will be the man who beckoned them. He will neither question nor approach them, waiting instead for them to come to him. His name is Ulfar and he is the Keeper of *stedet for undgik*. He is a man entirely at ease with his

surroundings, who happily accepts his role in life. Ulfar has total faith in the power of this place, but does not seek to understand the source of that power.

If questioned, he seems disarmingly open and honest. He can provide the following information:

- The *stedet for undgik* is a place for all those who are unwelcome elsewhere. A place where shames may be forgotten.
- The *stedet for undgik* is a place of peace. There is no violence here, and those who violate the peace will be unable to stay.
- Ulfar found this place as a child, after his parents were killed by raiders. He has lived in the valley ever since, welcoming those whose fate guides them here.

- There are five others living here at present: Arinbjorn; Gamli; Mioll, Egill and Fengal.
- Ulfar will not discuss the other 'guests'. He makes it clear that the Player Characters should feel free to talk with them themselves.

If any of the characters are injured, Ulfar offers his healing talents. Under his care, all natural healing times are halved (see *RuneQuest Core Rulebook*, page 60).

A Secret Shame

Once the Player Characters have spoken with Ulfar, he will state they are welcome to stay for a time but that only one of them may remain indefinitely. He will not indicate who he is referring to, but this is a reference to the secret shame that one member of the party is hiding.

IMPORTANT: Ulfar will also state – without any prompting – that if the Player Characters persuade Fengal to leave, then he will die as a result. Ulfar does not explain how he knows this, but he is certain of it.

Exploring stedet for undgik

This section of the adventure is a chance for the characters to mix with the inhabitants of *stedet for undgik*, and for the players to roleplay their character's reactions to what they find. The valley is more than a little unsettling, and several of the occupants bear dreadful secrets. How the characters respond to that will reveal a great deal about them.

Presented below is a description of each character and the way that they will interact with the characters.

Arinbjorn

Prior to his arrival in the valley, this blind old man led a life without honour. He was a liar and a cheat, who stole indiscriminantly whilst travelling the breadth of the known world.

One night, he awoke from a troubled dream and knew that he was cursed for

Historical versus Supernatural

One of the choices presented to a Games Master running a *Vikings* campaign is the level of supernatural activity he wishes to include in his campaign. This choice is especially relevant in this adventure.

As presented, *stedet for undgik* is a mysterious place that suggests the presence of magic. That so many outcasts manage to find it indicates that tales of the Norns guiding every man's fate must be true. However, it is not filled with supernatural beasts and wizards.

Therefore, a Games Master who wishes to maintain a grittier, even entirely realistic, setting can do so. The beliefs held by those in *stedet for undgik* can be viewed as no more than superstitions. However, a Games Master who wishes to introduce a greater or lesser degree of supernatural activity can emphasize the mystical nature of some of the characters encountered here.

The most direct effect this choice will have is on Fengal himself and the nature of his 'curse'. In a non-magical campaign, he is simply a young man with a wild temper. He may blame a bear-spirit for his actions in killing Jordi, but he is just making excuses.

In a gritty campaign, where the supernatural exists but is rarely encountered, Fengal is indeed cursed. A bear-spirit possesses him from time to time, both with its strength and fury. It compelled him to slay Jordi.

In a campaign where all the ancient beasts and magic of Norse legend are made flesh, Fengal bears the were-curse. He and the bear-spirit are one. It compelled him to kill Jordi and on several occasions he has assumed the form of a bear.

his crimes. In particular, his theft from a skald weighed heavily on his mind. The following morning he bought warm travelling clothes, gave away his other possessions and set out on a journey that brought him to *stedet for undgik*.

Arinbjorn will not only share his tale with others, he will challenge them to take stock of their own life. He insists the spirits of the world talk to us all, if only we will listen.

Seeking Peace

Arinbjorn will offer any of the Player Characters a chance to enter a small grotto he calls the *hulen om tilgivelse* – the cave of absolution. This natural sauna fills with steam from a rock vent. Arinbjorn covers this with herbs and plants, which creates smoke with hallucinogenic properties. Any Player Character who inhales these fumes will see a vision of the person they have most wronged. They will have a chance to explain their actions, and in so doing will feel a great weight lift from their shoulders.

A character who completes this ritual gains great insight into his own soul. His Power is permanently increased by 1.

Gamli

Gamli's is a tale of violence and woe. Possessed by what he calls a demon, he carried out a series of gruesome murders before fleeing the large trading town where he grew up. Fearful that when the demon next took him he would return, he hewed off his own foot so that he would no longer be a danger to others. He expected to die in the wilds, but instead found his way to *stedet for undgik*.

When 'possessed' Gamli believes he assumes a hellish appearance, with a furrowed brow and long fangs. Upon arriving in the valley, he felt compelled to carve such a likeness into the rock of

the valley wall. Since then, Gamli believes the demon has been imprisoned within and, indeed, he has not undergone the 'transformation'.

Gamli will freely share his story with anyone that asks. He also tells the Player Characters that if they carve their own features into the rock, they may imprison the greatest evil in their own soul.

If the character who possesses a secret shame does this, he will feel as though he has come to terms with what he did (though others may not be as willing to forgive him). He immediately acquires a Hero Point.

Mioll

In Viking society, it is forbidden for a woman to bear arms and to enter battle. When her sister was raped by a drunken Huskarl, Mioll did both – slaying the man with his own sword. When the Jarl to whom the Huskarl was sworn learned of what had happened, he was inclined to pardon Mioll but, bowing to pressure from his other karl's, he determined that she should be whipped. Mioll was unwilling to accept this indignity. Instead, she drugged the posset's of each and every karl in the lord's service and, as they lay sleeping, took her knife and unmanned them one by one. She then fled into the wilds and found *stedet for undgik*.

Mioll will be wary of any man that approaches her, her hand never straying from her knife – the same weapon that gelded so many karls. She is not a man-hater, however. She knows that not all men are vile and abusive, and so long as she is treated with respect will act in kind.

A character who listens intently to Mioll's tale acquires both insight and empathy into the plight of others. He gains an Improvement Roll to use on the Insight skill.

Egill

A powerfully built man, Egill was once a reaver who was well on the way to carving out a kingdom for himself. However, when his ship sank and his crew drowned, he found himself on an unfamiliar shore and wandered for days before finding *stedet for undgik*. For the first time, his angry heart was quieted. To be a Viking is to fight, struggle and kill – but here Egill is simply a man.

Egill does not think the Viking way of life is wrong. In fact, he believes it is what the Gods demand. But he knows that slaughter and conquest did not bring him the quiet contentment he has found in the valley.

Egill has a pet she-wolf, who is heavy with a litter of cubs. The beast responds in kind to the attitude of those who talk with her master: she is welcoming to those who would be friends, but fearsome and aggressive to those who threaten harm.

Egill still has his armour and the enormous hammer he carried in battle. He will gladly give them to any character who helps calm his she-wolf whilst she delivers her cubs. This will require the use of the Healing (or at a pinch First Aid) skill, but more specifically the ability to stay calm as the Games Master places the character under increasing pressure:

The she-wolf's breathing is ragged; her heart is racing; the first cub seems to be stuck; Egill looks worried; there's a lot of blood; what are you going to do?!

Egill's armour is a mail byrnie. His great hammer has the following statistics:

Fengal

Since arriving, Fengal has been unsure whether to remain in the valley or not. He has seen that the other residents have found a peace of sorts, but the prospect of living the rest of his days in *stedet for undgik* is not something he relishes.

Handedness	Dam	STR/DEX	Size	Reach	Man	ENC	AP/HP
Double	3D4	13/10	L	L	Stun Location, Sunder	4	5/10

Bad Blood

The Player Characters arrival will unsettle him further. If any character can win his trust – he admires honesty and directness above all – he will admit he killed Jordi in one of his bouts of anger. If appropriate (see Historical versus Supernatural), he will also explain about his curse.

Persuading Fengal to Leave

For Fengal to agree to leave, he needs to believe he can redeem himself in the outside world. Two pieces of information that will immediately convince him to leave are news that raiders threaten his home, and Ulfar's prediction that if he leaves he will die. Fengal will put the two together and sees the chance for an honourable death.

If the Player Characters are obviously critical of his actions or suggest his return will lead to shame for his family, he will decide to stay. Trying to force him to leave by force will present all sorts of difficulties...

A Place of Peace

So long as the Player Characters remain within *stedet for undgik* they will experience a great sense of contentment. Committing any violent deed will feel very wrong. Skill tests aimed at 'hurting' others suffer a -20% modifier.

Should a Player Character violate the peace, he will be asked to leave – either by Ulfar or one of the others. If he fails to do so, he will contract a strange illness that will drain 1 point of STR and CON each hour until he leaves the valley. If he fails to do so before one of these attributes reaches 0, he will die.

If the Player Characters directly assault any of the people living in the valley, they will find that the whole group turns on them; and there are some strong fighters amongst their number.

The Return Journey

With or without Fengal, the Player Characters will eventually have to leave *stedet for undgik* and return to Fingis' farmstead

The journey back will be hardgoing but uneventful. If Fengal is present, he will brood continually on his deeds. If he knows his father's stead is threatened, he will press the party to achieve as swift a journey as possible.

Bloodletting

The climax of the adventure will occur as the Player Characters move within earshot of Fingis' Farm. At this point, the unmistakable clamour of battle will echo through the trees of *Nogensinde Vinter Skov*. It is clear the raiders have come to put Fingis' people to the sword. See Map 3 for a layout of the farm.

If Fengal is present, he will immediately race towards the battle. In a historical campaign, he will be gripped by a berserker rage. In a fantasy campaign, he will transform into a

grizzly bear. Either way, he will carve a path through the enemy towards their leader.

Once the Player Characters catch sight of the farm, read or paraphrase the following.

Around the farmstead, Fingis and his people are struggling to hold the raiders at bay. Already, one of the outhouses burns and several dead – from both sides – litter the ground. Surrounded by a strong group of Huskarls is an enormous whalebone-helmed warrior. It is here that the fighting is fiercest as Fingis and his own loyal men stand toe to toe with the enemy.

The battle should be a chaotic thing: a wild skirmish with friend and foe difficult to discern in the swirl of melee. In order for the Player Characters to help drive back the raiders, they must put twice their own number out of action or defeat Jarl Jorundr.

By the time the Player Characters join the fight, there are 25 raiders still standing, along with a number of karls equal to the size of the party – all of whom protect Jarl Jorundr.



Huskarls

		D20	Hit Location	AP/HP
STR	15	1-3	Right Leg	-/6
CON	13	4-6	Left Leg	-/6
SIZ	16	7-9	Abdomen	2/7
INT	13	10-12	Chest	2/8
POW	11	13-15	Right Arm	-/5
DEX	12	16-18	Left Arm	-/5
CHA	11	19-20	Head	-/6

<i>Combat Actions</i>	3	<i>Armour:</i> Lamelar Byrnie, spangenhelm
<i>Damage Modifier</i>	+1D4	<i>Traits:</i> None
<i>Magic Points</i>	11	<i>Skills:</i> Athletics 40%, Brawn 40%, Lore (regional) 60%, Perception 40%, Resilience 50%, Stealth 40%
<i>Movement</i>	8m	<i>Equipment:</i> Sword, Viking shield, knife, winter clothing
<i>Strike Rank</i>	+13 (+7 in armour)	<i>Combat Styles:</i> Sword and Shield 66%, Knife 50%

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
Sword	M	M	1D8+1D4	6/10	—
Shield	L	S	1D4+1D4	4/8	—
Knife	S	S	1D3+1D4	5/4	—

Jarl Jorundr

		D20	Hit Location	AP/HP
STR	17	1-3	Right Leg	6/8
CON	18	4-6	Left Leg	6/8
SIZ	20	7-9	Abdomen	6/9
INT	14	10-12	Chest	6/10
POW	11	13-15	Right Arm	6/7
DEX	14	16-18	Left Arm	6/7
CHA	14	19-20	Head	6/8

<i>Combat Actions</i>	3	<i>Armour:</i> Mail Hauberk, whalebone and steel helm
<i>Damage Modifier</i>	+1D6	<i>Traits:</i> None
<i>Magic Points</i>	11	<i>Skills:</i> Athletics 60%, Brawn 65%, Lore (regional) 75%, Influence 65%, Insight 45%, Perception 70%, Resilience 85%, Stealth 50%
<i>Movement</i>	8m	<i>Equipment:</i> Ornate sword (+5% to hit; included in statistics), seax, 2 throwing axes, winter clothing, gold chain (value 3 Marks)
<i>Strike Rank</i>	+14 (+5 in armour)	<i>Combat Styles:</i> Sword and Shield 91%, Seax 53%, Throwing Axe 77%

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
Sword	M	M	1D8+1D6	6/10	—
Shield	L	S	1D4+1D6	4/8	—
Seax	M	S	1D6+1D6	6/8	—
Throwing Axe	S	—	1D4+1D6	4/6	5m

Bad Blood

The raiders have the same statistics as those encountered earlier in the adventure.

Incidents during the Battle

With a large melee, it is often more interesting for the Games Master to describe the battle as a whole with broad, sweeping strokes and then to focus in a few key events. These can provide incidents for players to latch on to, and ensure that a large fight is more than an endless succession of dice rolls.

During the attack on Fingis' farm, some possible incidents to throw-in include the following:

- Panicked animals escape from a pen and charge wildly through the melee, forcing combatants apart. (This can be an excellent way to give overwhelmed characters a moment's breathing space.)
- A stack of logs topples over and rolls across the ground. Nearby combatants must pass an Athletics test or fall prone.
- Some children from Fingis' household are trapped inside a burning outhouse. If they are not rescued they will choke to death.
- A section of roof falls away from a damaged building. Nearby combatants must Evade the debris be trapped beneath it.

Fengal's Doom

Vikings are a dour people, accepting of the fact that a man cannot escape his fate. The Norns have deemed this will be Fengal's last battle. Therefore, regardless of the outcome of the fight, he is doomed to die. For this reason, no statistics are provided for his character – instead, the Games Master should describe his actions (perhaps accompanied by a few 'dice rolls'), making them sound as heroic as

possible. He should both inflict and suffer grievous wounds.

If the Player Characters succeed in killing twice their number in enemies or slaying Jarl Jorundr – both of which will put the raiders to flight – Fengal will have time to speak with his father and ask forgiveness before bleeding to death from countless wounds – all to his front. Fingis will show pride in his son – and in the 'good death' he has found.

If things go badly and the Player Characters are forced to flee, Fengal will buy them the time they need to get clear with his own life.

In either case, he will have atoned for his crimes – and may now seek a place in the halls of Valhalla.

Loose Ends

If the Player Characters have failed to find Fengal, they must decide what they will tell Fingis – assuming they have saved the farm and he still lives. Fingis knows his son

is a killer, but will accept any lie the Player Characters cook-up, if it preserves his family's reputation.

Returning to their Jarl having failed in their mission will result in a shame or punishment of some kind. Perhaps they will be set an even more difficult task to prove their worth.

If the Player Characters did persuade Fengal to return, their lord will be pleased with them – and they will have earned the gratitude of Halla – something that may prove useful at a later date.

If the Player Characters ask Fingis directly about Fengal's curse, he will tell them the tale set out at the start of the adventure. He will ask them to guard his secret, for fear of the shame it might bring him and his son.

However the adventure concludes, the Player Characters will feel a strong compulsion not to reveal the location of *stedet for undgik* (and, indeed, may find it impossible to locate a second time even if they try).



TRAVELLER

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Noble Armada Open Day

By Katrina Hepburn

Once more, Mongoose Hall opened its doors to profile its latest release, this time it was a miniatures game. The Noble Armada rendition of A Call To Arms and I have to admit this has quickly become one of my favourites. As I walked in to the main gaming room I witnessed the tables being set up for the small skirmishes which would start off the day. At this point I did not know how to play the game yet, so I decided to pick the ones which I thought were particularly aggressive looking (not that I ever play aggressively).

As it turned out the fleet I had chosen were House Decados, a particularly nasty fleet known for being untrustworthy and sneaky. No sooner had I chosen my fleet, the few people who knew me who were also partaking in the open day festivities started the jibs and comments at how appropriate a fleet it was!

The first skirmish of the day was over relatively quickly. Being thrown in at the deep end, without a clue what I was doing and having no knowledge of tactics (as well as being feared by the other gamers because of my gaming reputation



Pretty ships. It was Nelson's secret. Honest.

coupled with some overheard comments), I was the first fleet to fall as two of the other players ganged up on me (but one day revenge will be mine. Oh, yes!). On a positive note, if they had not ganged up on me, I would not have gained the attention of Matt, who then proceeded to give me a crash course in the rules as well as a few sneaky tactical ideas! As the

other gamers were finishing off their mini battles, I decided to use my time taking some snapshots.

After a short break the second session of skirmishes were lined up. This time it consisted mostly along the lines of one v one battles with larger fleets instead of chucking 6 people on to one board and watching them all scrap it out with just a couple of small ships each. Once more I had chosen the House Decados fleet, determined to get them working to my advantage. After my chat with Matt and a quick flick through the core rulebook, I knew a little more about what my fleet was capable of.

The fighting was still relatively fast and furious. Though this time I was taking full advantage of the boarding and troop options (I was meant to be guarding a planet, but I am not really one for guard duty). I ended up capturing one of my opponent's ships and using it against him. The tide of battle quickly turned in my favour after this point and I realised there were a lot more tactical options than I had first thought. Seeing the game in a new light, knowing the rules and attaining my first win gave me a bit of a buzz. After lunch we would be getting into the larger



After defeating Kat the serious business of backstabbing can begin...



The Hands of Doom!

point fleets and I found myself hoping for another House Decados selection!

Walking into the gaming area after my BLT the first thing I settled my eyes on were the large Dreadnaughts and Cruisers which seemed to dominate each of the tables (of course, I had to procure one of the biggest for my next battle!). I ended up choosing the House Hazat Dreadnaught for two reasons: One, The Decados Dreadnaught was not available to play with. Two, It was red and looked

really pretty!

My Dreadnaught stood up against 3 other fleets consisting of one Cruiser and two Frigates each: Another House Hazat fleet, A House Hawkwood fleet and a House Al-Malik fleet. Of course, we all had a look at each others ship statistics and my Dreadnaught was quickly dubbed "The Death Star" because of its primary weapon: A rather large Heavy Meson Cannon (short range, but packs a hell of a wallop and is capable of destroying Cruisers in a single shot with a few lucky

rolls of the dice).

I began to hum the Empires theme tune from Star Wars as combat commenced...

The battle was fierce and raged for quite a while (the larger the point cost of the fleets, the longer the fight). My Dreadnaught did take quite a pounding but managed to kill off 4 other ships before it finally succumbed. Not through depleting its hit points though, in the end it virtually blew itself up through fumbling my own dice rolls when trying to repair critical hits on the ships engine and reactor. I was the first player to be taken out of the skirmish but I had definitely made a nasty impact on the other players and I had a lot of fun doing it!

My first experience with Noble Armada left me wanting more. It will appeal to anyone who has a love of sci-fi or miniatures. The rules are easy to understand and quick to pick up. The universe is interesting and diverse and I look forward to seeing how it expands. My House Decados miniatures were to see action in the Noble Armada Tournament.

You never know, I may end up being your opposition at the next tournament!



Smiling on the outside. Dying on the Inside.
(Or on the table anyway.)

Noble Armada Tournament

By Katrina Hepburn

For my first Noble Armada Tournament, I wanted a fleet which would scream viciousness but at the same time, unique as well as being recognised as a girls fleet. I had played with the Decados and Hazat fleets during my gaming at the Noble Armada open day and I had fallen in love with the look and style of the Decados Anikrunta Dreadnaught. My decision to choose building a Decados fleet was heavily based on the fact that Matt had told me that they should be receiving the Anikrunta Dreadnaughts in stock before the Tournament.

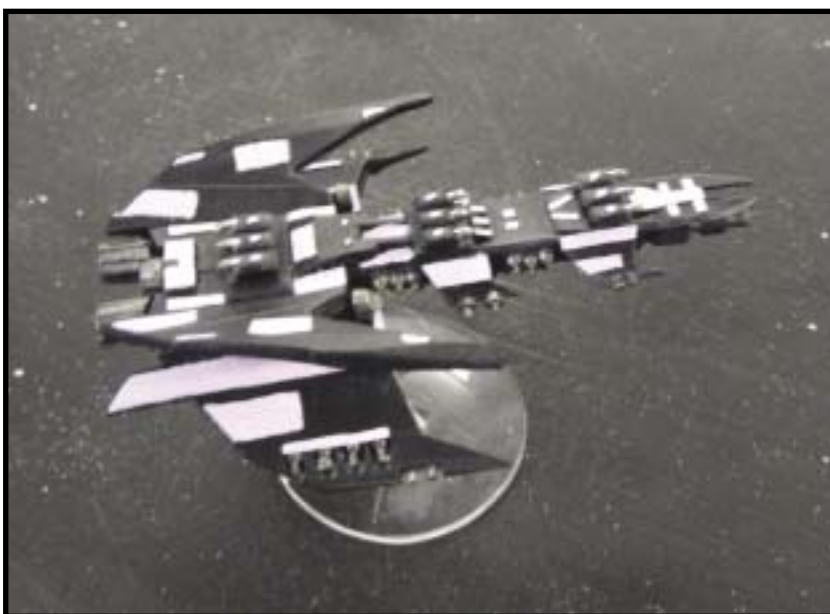
On the big day, recognising my fleet was easy. Nearly everyone were using Hawkwood or Hazat fleets. Simply having a Decados fleet alone made a person stand out. The other thing which made my fleet



The Game's Afoot!

stand out was that my ships were all painted a very unconventional punky mix of black and baby pink (I wanted a girls fleet and that is what I went for! Actually they did look quite good and many people complemented my painting skills, which was nice, it was just my choice of colours which they had been concerned about).

The Tournament required everyone to build four fleets of 750 points each, (all miniatures needed to be painted) one fleet to be played in each session over the course of four sessions during which each player would rate their opponents and the game with an overall rating of either: Poor, Good or Great. People could choose to have one fleet to play over the four sessions or four individual fleets, the only restriction being that all fleets played with need to be from the same House list (Decados, Hazat, Hawkwood, Al-Malik or Li Halan) and that if you choose to have four different fleets, then they all need to be different from each other in configuration. I ended up choosing to use four individual fleets.



Pretty in Pink...

My first fleet consisted of an Anikrunta Dreadnaught (because I just had to have one!) and a Lucretzia Galliot, both packed to the teeth with Marauders (which

is a kind of battle suited troop type for boarding and taking over other ships). I went up against a Hazat fleet which I lost against in a Call to Arms scenario. The score ended up as 7-13. But despite losing, it was a brilliant game. My opponent was a veteran player of Noble Armada and had been really helpful through the course of the whole battle. I am still very much a noob at this.

For my second fleet I once again rolled for a Call to Arms Scenario. This time my baby pink collection of ships consisted of a Grigori Cruiser and two Lucretia Galliot's all packed with marauders again (I really wanted to capture some ships). Despite my valiant efforts and aggressive charge, once more my fleet failed to meet up to expectation (I was wishing I had my Dreadnaught back). The score ended up at 3-17. This did not dissuade me. I was still having fun despite my consistent losses.

The third Call to Arms scenario of the day brought into the fray my smallest fleet (I say smallest meaning I had no ships worth over 400 points on their own). This fleet was unique in that I had decided to try a different tactic. Four Nightwing Stealthships all packed with Marauders and going up against another Hazat fleet (I say different, these were smaller than I was used to and hard to hit). After ships from my opposition passed into my hands and then passed back into theirs by capturing them back, both fleets seemed decimated. Somehow I still lost and with not a single point to my name. 0-20. Not sure how that happened, but hey, it was gritty, I was not going to argue and the close combat was fun. I also got to play with the stealth rules, which was additional fun!

To top off my run of bad luck and bad dice rolls of the day, my last scenario was Space Superiority (This is where the tabletop is

segmented into sections and you need to have ships in each section to control it). My last fleet consisted of an Anikrunta Dreadnaught (you did not think I would have only one did you?) and a single Mantis Frigate packed with Marauders (You can see where my problem was, I did not have enough ships to hold sections of the board). Facing down Peter Perry and his Hawkwood fleet, I was seriously outnumbered with no hope of winning the session. But despite this, I must admit, this was my favourite game of the day. Peter had me in stitches of laughter all through the battle and it was not a total loss. Nothing in his fleet could touch my Dreadnaught, so at the end of the session I still walked away with three points at 3-17, giving me a grand total score of 13/80 for the whole Tournament.

There were first, second and third prize trophies gifted to the winners of the Tournament and a prize for the gamer who received the most 'great game votes'. I, however, walked away with the "Monkey" prize for coming in last place, which consisted of a Judge Dredd Ape miniature holding a tommy gun and dressed in a 1920's style suit.

For my first Tournament, I think I did well. Granted, I came last, but I walked away having experienced a wonderful day, met a lot of like-minded people and having had a lot of fun. Which is pretty much the whole point of it.



Come Last. Win a Monkey!

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