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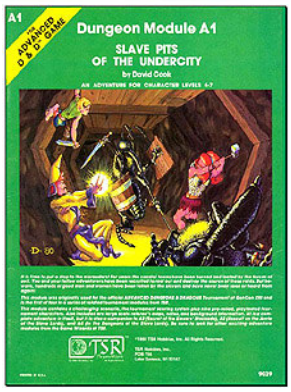
www.urbanmammoth.com

Battle Report

For this battle report we decided to do something a little different. Yes, we're playing Dungeons & Dragons, but we're not playing D&D Miniatures. I like the D&D Miniatures game just fine but we'll be playing a session of Dungeons & Dragons as a battle report. Why? Well, you get many more tactical options using full-blown characters and the latest editions (3.0 and 3.5) of D&D are very well suited to play with miniatures.

Ok, so after we decided to play a game for a battle report we then had to think of what scenario to play. I thought back to my old-school D&D days and went through as many of the modules that we played in grade school and high school and the fun we had wading through rooms full of monsters. Many of these adventures would be unsuitable for a battle report like this because it's almost inevitable that your party of adventurers would have to return to town, possibly multiple times, to heal up and re-supply. After looking through many old 1st edition modules I settled on the first half of A1 [Slave Pits of the Undercity] for this battle report and we'd play it using the old tournament rules that would have been used if you played in the module at a convention like GenCon back in the day.

Porting this module over to the current edition of D&D was just the start of the preparation that was needed before we could play. This module came with nine pre-generated characters that also needed to be brought up to speed. I dove into the characters first for a couple of reasons. First, I thought it would be the easiest task to start with. Second, I don't mind building characters and in fact I do like doing it a bit. Third, We hadn't really decided yet if Clay or I would be taking the role of the Dungeon Master (or player of the traps and monsters if you prefer) and it doesn't really matter what the 'monster' player knows about the heroes, but there are things that the 'heroes' player should not know about the dungeon or monsters. In converting the characters I made the best attempt possible to preserve their write-ups from the back of the actual module. There was a little variance here and there, but for the most part, I think that I maintained a very faithful representation of the characters that TSR put in the module in the first place. Here are the stalwart heroes that will be taking up the roles normally reserved for player-characters in this battle report.



Elwita [Hill Dwarf / Lawful Good / Fighter 6]

STR 18	**DEX 11**	**CON 18**	**INT 12**	**WIS 8**	**CHA 15**
HP 84	**FORT +9**	**REF +2**	**WILL +3**	**INIT 4**	**Speed 20'**

AC 18/18/10

Attacks: +2 Warhammer +13/+8 (1d8+8 damage)
Warhammer +11/+6 (1d8+6 damage)
Dagger +10/+5 (1d4+4 damage)
Heavy Crossbow +2/-3 (1d10 damage)

+1 to hit versus orcs and goblinoids

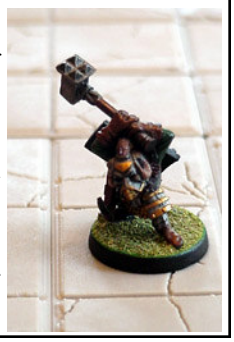
Skills: Climb +7, Craft (Armorsmithing) +1, Craft (Blacksmithing) +1, Craft (Stonemasonry) +1, Craft (Weaponsmithing) +1, Listen +2, Profession (Miner) +1, Search +3, Spot +3

Feats: Armor Proficiency (Heavy, Light and Medium), Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Warhammer), Weapon Specialization (Warhammer)

Weapons: Warhammer, +2 Warhammer, Dagger, Heavy Crossbow, 20 Crossbow Bolts

Armor: Full Plate Armor, +1 Heavy Steel Shield

Goods: Pouch, 50' Rope, Waterskin, Sack, Crowbar, 12 Pitons



There were very minor changes with Elwita. The original character had a chisel which I replaced with a crowbar and the original was also a 'she'. As you can see by the figure being used (A warf Warshield from Excelsior Entertainment) this one is a 'he'. Ok, so maybe that's not a minor change, going from a 'she' to a 'he' but I didn't have a painted female dwarf ready to play with. Other than that the new Elwita has considerably more hit points than the original and while I did create each character using he ability scores as provided in the original module I did give them their level 4 and level 8 stat upgrades per the current D&D rules.

Ok, on to a human fighter named "Ogre". Made me chuckle a bit as I

Ogre [Human / Neutral Good / Fighter 5]

STR 19 **DEX 12** **CON 18** **INT 8** **WIS 9** **CHA 6**
HP 70 **FORT +8** **REF +2** **WILL +0** **INIT 5** **Speed 20'**
AC 20/20/10

Attacks: +1 Longsword +11 (1d8+5 damage)
Longsword +10 (1d8+4 damage)
Composite Shortbow +6 (1d6+4 damage)
Throwing Axe +6 (1d6+4 damage)

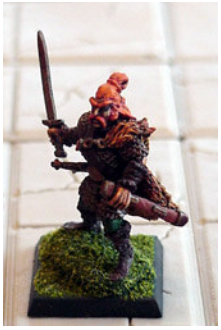
Skills: Climb +4, Ride +9

Feats: Armor Proficiency (Heavy, Light and Medium), Cleave, Great Cleave, Improved Initiative, Power Attack, Powerful Charge, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Longsword)

Weapons: +1 Longsword, Longsword, Composite Shortbow (+4 STR), Throwing Axe, 20 Arrows

Armor: +2 Splint Mail, Heavy Wooden Shield

Goods: Backpack, Blanket, 50' Rope



Fred [Human / Chaotic Good / Ranger 4]

STR 15 **DEX 18** **CON 17** **INT 13** **WIS 15** **CHA 14**
HP 44 **FORT +7** **REF +8** **WILL +3** **INIT 4** **Speed 30'**
AC 20/20/10

Attacks: Dagger +6 (1d4+2 damage)
Longsword +6 (1d8+2 damage)
+1 Composite Longbow +9 (1d8+3 damage)
Spear +6 (1d8+3 damage)

Skills: Climb +4, Disable Device +0, Heal +8, Hide +6, Listen +9, Move Silently +6, Open Lock +5, Search +8, Spot +9

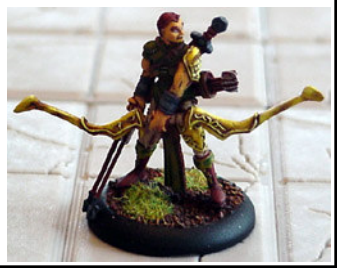
Feats: Armor Proficiency (Light and Medium), Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track

Weapons: Longsword, +1 Composite Longbow (+2 STR), Dagger, Spear

Armor: +3 Chain Mail, Light Wooden Shield

Goods: Backpack, 50' Rope, 6 Torches, Flint & Steel, Potion of Cure Serious Wounds

Spells: Longstrider



Karraway [Human / Lawful Good / Cleric 6]

STR 8 **DEX 15** **CON 16** **INT 12** **WIS 17** **CHA 13**
HP 66 **FORT +8** **REF +6** **WILL +10** **INIT 6** **Speed 20'**
AC 20/19/11

Attacks: Battleaxe +4 (1d8-1 damage)
Light Hammer –1 (1d4-1 damage)

Skills: Concentration +12, Diplomacy +10, Heal +12, Spellcraft +10

Feats: Armor Proficiency (Heavy, Light and Medium), Shield Proficiency, Simple Weapon Proficiency, Extra Turning, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (Battleaxe), Weapon Focus (Battleaxe)

Weapons: Battleaxe, Light Hammer

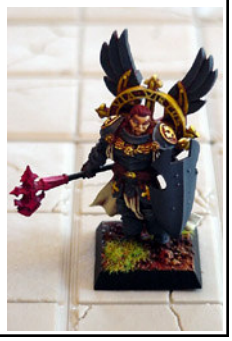
Armor: Full Plate Armor, Light Steel Shield

Goods: Backpack, 1 pint Oil, Silver Holy Symbol, Hooded Lantern, 10 Pitons, Potion of Clairaudience/Clairvoyance, Scroll of Raise Dead

Spells: Cure Minor Wounds x2, Light, Resistance x2, Bless, Command, Cure Light Wounds x2, Find Traps, Hold Person x2, Silence, Spiritual Weapon, Dispel Magic, Remove Disease.

Deity: None specified

Domains: War and Healing



thought of the jock character in "Revenge of the Nerds". If you look at the adventure's "Ogre" you'll see that he's ugly and dumb so that fits right in with the movie. Again, we ended up with more hit points that in the original adventure, but other than that and getting a stat increase at 4th level he came in pretty much like the original version. I look at him as the life-support system for some of the other characters in the party, like the arcane spellcasters, who could easily fall if enemies get to them. The figure used here is a Barbarian from WOTC.

Fred is another character that I decided needed gender reassignment. So, after a quick procedure Freda (the original version) is now Fred. I could not pass up the opportunity to use the awesome William Galliant miniature from Magnificent Egos. Fred is taking the role of artillery support for the group and while he does have a very respectable AC he should try to stay away from hand-to-hand combat because he just doesn't have the hit points of a real front line fighter. The original version of this character had eight +2 Arrows but I decided to just give him the +1 Composite Longbow and a quiver of 20 Arrows (regular) instead.

Karraway was a pretty easy translation from the original version. I did change the Footman's Mace that he used to carry into a battleaxe so I could use the ultra-cool Reaper miniature, Duke Gerrard, from their Warlord line. This figure just screams to be used as a player character so here he is. I also have a chance to use the Ghost Weapon miniatures from Magnificent Egos for his Spiritual Weapon spell. We ended up with a few extra spells for this version of Karraway, but otherwise he turned out pretty much like I expected. He has very decent hit points and armor class, but not a lot of hitting power in melee combat. I don't want to see him relegated solely to the role of the medic that's only hear to heal everyone else so I do see him up front trying to assist Elwita and Ogre in taking out the bad guys front line

Blodgett [Halfling / Neutral Good / Rogue 5]

STR 8 **DEX 19** **CON 16** **INT 10** **WIS 10** **CHA 6**
HP 45 **FORT +5** **REF +9** **WILL +2** **INIT 8** **Speed 20'**
AC 20/20/10

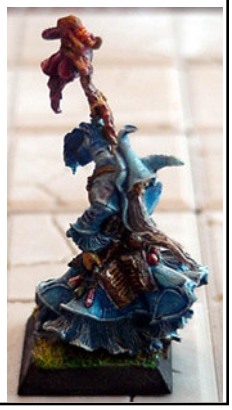
+2 bonus on Fear saves, +1 to hit with thrown weapons

Attacks: Sling +8 (1d3-1 damage)
Dagger, melee +3 (1d3-1 damage)
Shortsword +3 (1d4-1 damage)
Dagger, thrown +8 (1d3-1 damage)

Skills: Balance +9, Climb +6, Decipher Script +1, Hide +13, Jump –8, Listen +7, Move Silently +11, Open Lock +6, Search +8, Spot +8, Use Magic Device +6, Use Rope +6
Feats: Armor Proficiency (Light), Dodge, Improved Initiative, Simple Weapon Proficiency
Weapons: Shortsword, Dagger, Sling, 10 Bullets
Armor: Leather
Goods: Pouch, Flint & Steel, 2 pints Oil, 50' Silk Rope, 4 Pitons, Waterskin, Thieves' Tools, +1 Ring of Protection, Boots of Elvenkind

Dread Delgath [Human / Neutral Good / Wizard 5]

STR 8 **DEX 9** **CON 16** **INT 19** **WIS 12** **CHA 15**
HP 35 **FORT +4** **REF +0** **WILL +5** **INIT –1** **Speed 30'**
AC 9/9/9
Attacks: Dagger +1 (1d4-1 damage)
Quarterstaff +1 (1d6-1 damage)
Skills: Concentration +11, Decipher Script +12, Diplomacy +6, Knowledge (Arcana) +12, Knowledge (The Planes) +8, Speak Language +2, Spellcraft +14, Use Magic Device +6



Feats: Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll
Weapons: Dagger, Quarterstaff
Armor: None
Goods: Wizard's clothing, 2 pints Oil, Pouch, 3 candles, Flint & Steel, 2 Torches, Wand of Fireball (4 charges), +4 Bracers of Armor
Spells: Acid Splash, Disrupt Undead, Light, Read Magic, Magic Missile x4, Levitate x2, Spider Climb, Slow x2
Familiar: Lizard [HP 17, AC17, Bite +6 (1 point damage), Low-light vision]

Phanstern [Human / Chaotic Good / Wizard 5]

STR 8 **DEX 18** **CON 16** **INT 18** **WIS 16** **CHA 9**
HP 35 **FORT +4** **REF +5** **WILL +7** **INIT 4** **Speed 30'**
AC 14/10/14
Attacks: Silver Dagger, melee +1 (1d4-2 damage)
Silver Dagger, ranged +6 (1d4-2 damage)
Skills: Concentration +11, Decipher Script +12, Move Silently +8, Knowledge (Arcana) +12, Spellcraft +14, Use Magic Device +0, Spot +7
Feats: Combat Casting, Craft Wand, Dodge, Mobility, Scribe Scroll
Weapons: Silver Dagger
Armor: None

Goods: Wizard's clothing, 2 pints Oil, Pouch, 3 candles, Flint & Steel, 2 Torches, Wand of Fireball (4 charges), +4 Bracers of Armor, Scroll of Blindness/Deafness & Blur, Potion of Cure Moderate Wounds
Spells: Acid Splash, Dancing Lights, Ghost Sound, Ray of Frost, Color Spray, Mage Armor, Magic Missile, Silent Image, Blur, Hypnotic Pattern, Invisibility, Displacement, Major Image
Familiar: Bat [HP 17, AC19, Low-light vision]

fighters.

For Blodgett, next page, the halfling rogue I used a hobbit miniature from Mithril's Lord of the Rings line of figures. He's not blessed with lots of hit points, but still has more than the original version. He's also ugly as sin with a CHA of 6. Truly a face that only a mother could love. Hopefully, he'll be able to scout out some areas and allow the rest of the party to set up for an ambush but I fear that he'll be one of the first, if not the very first, party member to get whacked.

Ok, now we start getting into some of the arcane spellcasters with Dread Delgath kicking things off. He is a human wizard that ended up with just a few more hit points than the original version and quite a few more spells at his disposal. At least some of the addition in spells come from Zero-level spells, but I'm sure they can come in handy. Dread originally had Bracers of Defense AC6 and I changed these to be +4 Bracers of Armor. I also changed his Wand of Fire to a Wand of Fireballs, but kept the rather small number of charges, four, where it originally was. For his miniature I used Meliador the Celestial from Rackham's Lions of Alahan figures. In a normal RPG you would expect spellcasters, especially arcane ones, to walk in with a very decent selection of items that they've crafted themselves. In trying to keep as close as possible to the original characters I did not load them up with lots of scrolls and potions, but if I was running an arcane spellcaster you'd better believe that I'd be spending any spare time in between adventures using all of my 'creation' feats to their fullest extent.

Phanstern got a sex-change also. What started out as a man back when A1 came out is now a woman. Mostly because I wanted to use the Sister of Sigmar Augur that I painted up quite some time ago, but who has never seen a game table.

The Games Workshop Dogs of War

EBONWRATH™©

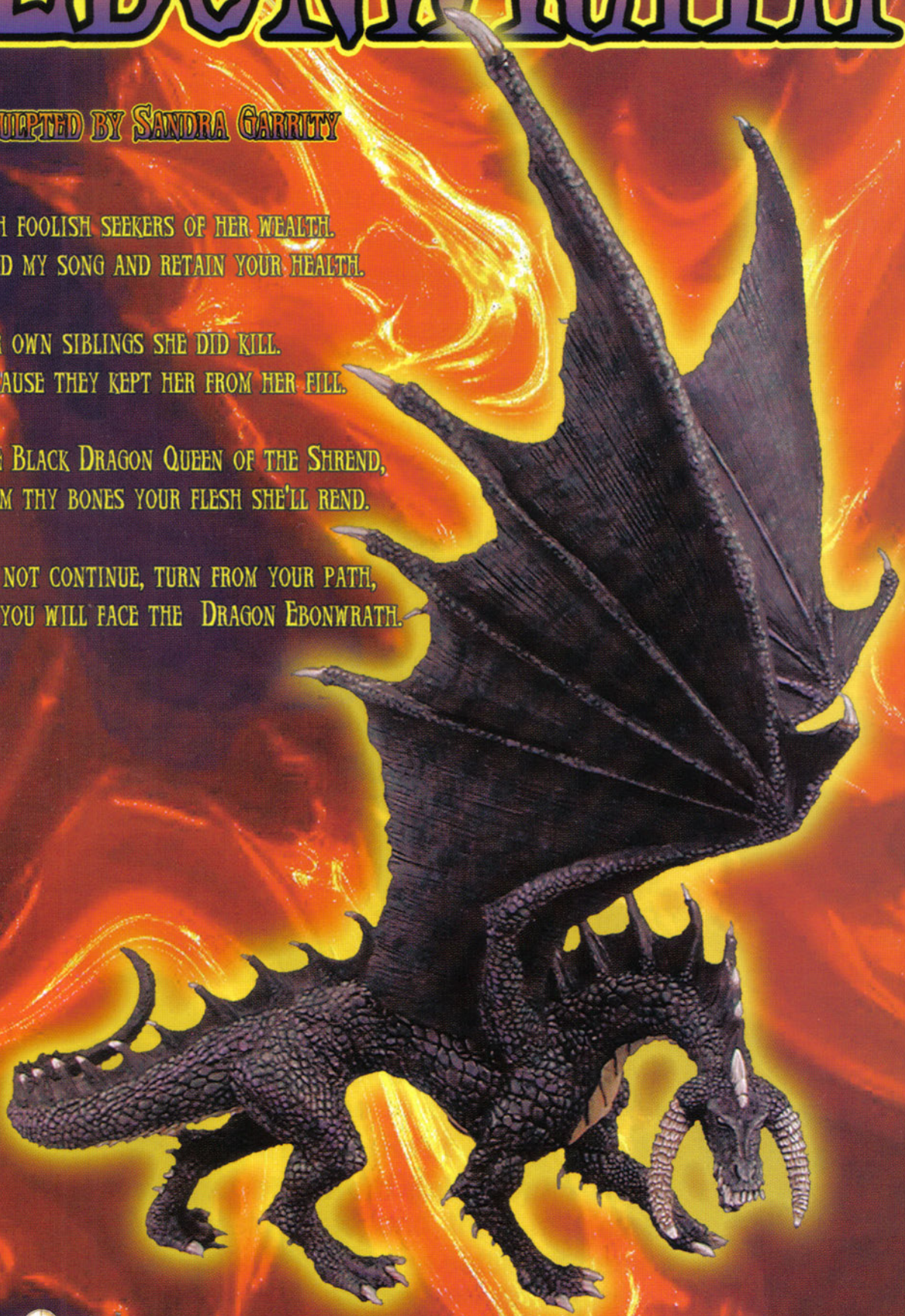
Sculpted by Sandra Garrity

...Oh foolish seekers of her wealth.
Heed my song and retain your health.

Her own siblings she did kill.
Because they kept her from her fill.

The Black Dragon Queen of the Shrend,
from thy bones your flesh she'll rend.

Do not continue, turn from your path,
or you will face the Dragon Ebonwrath.



REAPER

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Eljayess [Half-Elf / Chaotic Good / Fighter 3 - Cleric 3]

STR 16 **DEX 12** **CON 18** **INT 9** **WIS 16** **CHA 13**
HP 78 **FORT +10** **REF +3** **WILL +7** **INIT 1** **Speed 20'**
AC 21/20/11

Immune to sleep effects, Low-light vision

Attacks: Light Hammer +8 (1d4+3 damage)
Longsword +9 (1d8+3 damage)
+1 Spear +10 (1d8+5 damage)
Longbow +6 (1d8 damage)

Skills: Concentration +6, Diplomacy +3, Gather Information+3, Heal +3, Listen +4, Ride +3, Search +0, Spot +4

Feats: Armor Proficiency (Heavy, Light and Medium), Cleave, Combat Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Longsword), Weapon Focus (Spear)

Weapons: Longbow, Spear, Longsword, +1 Spear, 20 Arrows

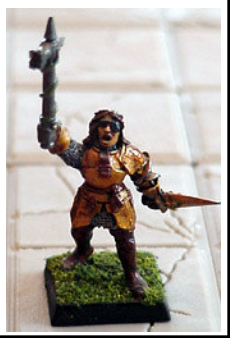
Armor: Full Plate Armor, Heavy Steel Shield

Goods: Wooden Holy Symbol, Sack, 50' Rope, Waterskin, Potion of Haste

Spells: Cure Minor Wounds x2, Light, Resistance, Command, Cure Light Wounds x2, Hold Person, Silence

Deity: None specified

Domains: Death and Sun



Kayen Telva [Elf / Chaotic Good / Fighter 4 - Sorcerer 4]

STR 16 **DEX 16** **CON 15** **INT 9** **WIS 10** **CHA 18**
HP 72 **FORT +10** **REF +5** **WILL +5** **INIT 3** **Speed 30'**
AC 19/16/13

Immune to sleep effects, +2 saves versus enchantments, Low-light vision

Attacks: Longsword +10/+5 (1d8+4 damage)
Longbow +9/+4 (1d8 damage)
Dagger, melee +9/+4 (1d4+3 damage)
Dagger, thrown +9/+4 (1d4+3 damage)
Handaxe +9/+4 (1d6+3 damage)
Javelin of Piercing +15/+10 (1d6+6 damage)

Skills: Climb +3, Concentration +7, Jump +2, Listen +2, Search +1, Spot +2

Feats: Armor Proficiency (Heavy, Light and Medium), Brew Potion, Point Blank Shot, Power Attack, Rapid Shot, Scribe Scroll, Shield Proficiency, Tower Shield Proficiency, Weapon Focus (Longsword)

Weapons: Longbow, 12 Arrows, Longsword, Dagger, Handaxe, 2x Javelins of Piercing

Armor: Elven Chain Mail, Light Steel Shield

Goods: Candle, Sack, Parchment, Ink, Ink Pen, Scroll of Suggestion & Hold Portal

Spells Known: Acid Splash, Daze, Disrupt Undead, Open/Close, Ray of Frost, Read Magic, Charm Person, Shocking Grasp, Sleep, Invisibility

Spells Per Day: 6/7/4

Familiar: Monkey [HP 36, AC 16, Bite +10 (1 point damage), Low-light vision]

model for Roderigo Delmonte was used for Eljayess. This fighter/cleric is in plate armor and carries a hammer, among other weapons, and I though the model filled the bill fairly well (except for missing a spear and shield), but he hasn't seen a lot of use on my gaming table so he's being drafted into service.

And lastly, Kayen Telva will hit the table in the form of a 3rd Edition D&D miniature from Wizards of the Coast, Hennet (Male Human Sorcerer).

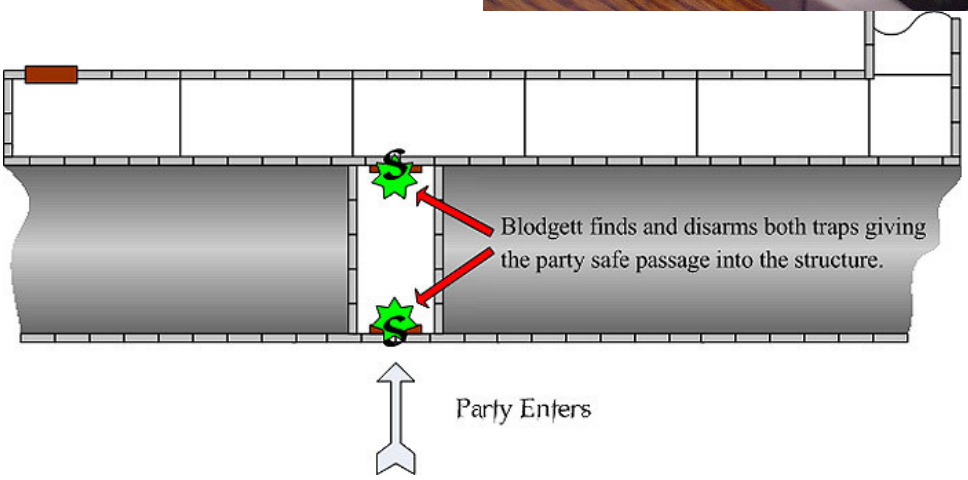
Ok, so now on to the encounters. Well, actually before that we (Clay and I) had to decide who would be running

the characters and who would be running the encounters and monsters. Since I was already waist-deep in creating the battle report I went ahead and took the duties of the encounters.

There was some adjusting that needed to be done to bring them up to 3.5 standards and also some tweaking to bring them into line with the figures I had painted. If at all possible I wanted to avoid anything unpainted hitting the table for this battle. The original module had a large number of half-orcs, which I substituted with Gnolls. I have a sizeable Gnoll army that was used in Chainmail that needed to be let out of their cases and get some fighting in. Other than the number of monsters being faced the Gnolls were the most significant change in what we'll see.

In we go…

Entry into the compound came via a secret door at the rear of the facility. Blodgett checked for traps and easily found and then disarmed one. He crept forward abut ten feet and saw an unconcealed trap and disarmed that one also. The halfling then retreated back out of the hallway and Elwita lead the advance.



The party comes to passageways leading right and left. They first went to the right and turned the corner to find a door at the end of the hall. Upon opening the door they find...

This room is burnt and partially destroyed, much like others throughout the temple. The floor is crowded with debris and movement is difficult. Sagging and collapsed as it is, the ceiling still appears to be sound. The east wall is different from the others. It shows signs of recent construction and upkeep as it is patched in several places. On the whole this wall appears to be stoutly built.

There was no encounter here. They doubled back and went down the corridor to the left and found another door…

The wooden door to this room is charred with several boards missing and other planks obviously weakened. The handles, hinges, and other metal fittings are half-melted, soundly jamming the door shut. The room beyond, as seem through the holes, is severely burnt, its furnishings buried and ruined beyond recognition. The ceiling has collapsed for the most part, revealing another chamber on the second floor. About 5' of the ceiling still remains around the walls of the room, forming a narrow jagged ledge. The floor is littered with beams, plaster, ash, and unknown pieces of junk. The air is filled with the odor of rot.

Elwita took the subtle approach to opening it and bashed it to pieces with his hammer. As soon as he stepped in he was quickly ambushed by a hoard of ghouls and a pair of Ghasts (Yes, I'm using Rackham Zombies for the Ghasts.)

In the first round of combat Elwita destroys five of the Ghouls (thanks to the Great Cleave feat which I'm already starting to regret him having) and then runs out of targets. He then takes a 5' step forward and destroys a few more of the cannibals. Any remaining Ghouls and the Ghasts step up and try to lay a hand on the stout dwarf but all fail miserably.

On round 2 Karraway and Ogre get

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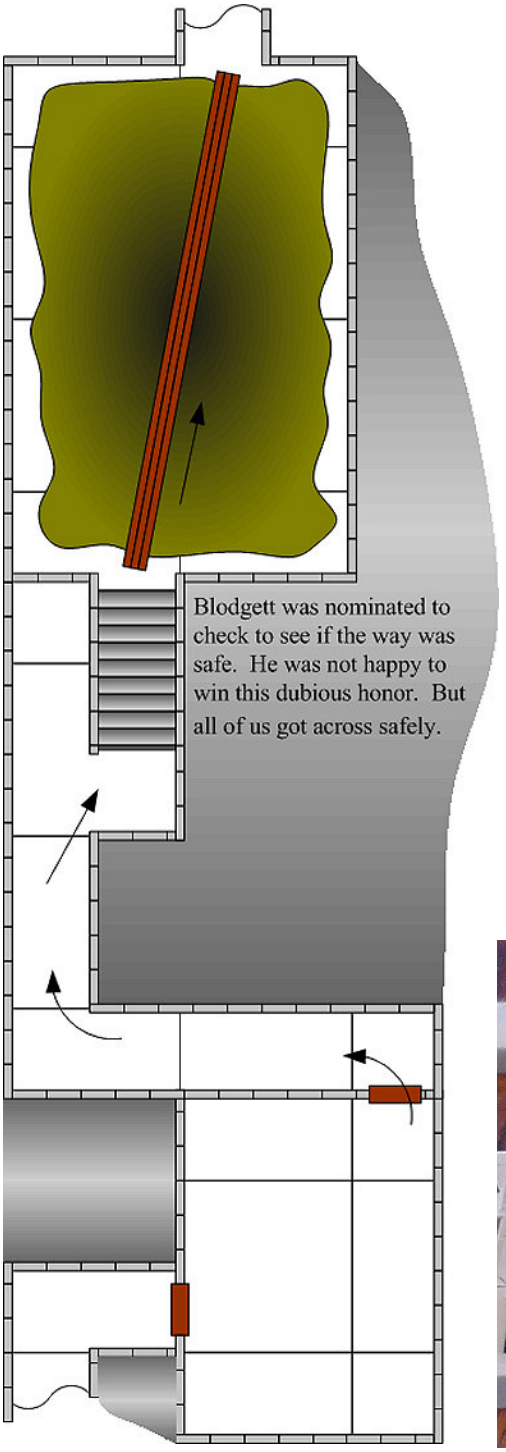
into the act with Karrakway waiting to see how things will pan out at the beginning of the round (he had a 24 Initiative) and Ogre going towards the end of the round. Elwitt swings at a Ghoul and hits, but fails to destroy it and his second attack misses the creature. The Ghasts pile on to Elwita and score a few hits, but he manages to make his Fortitude saves to avoid their paralyzing touch. Ogre came in and tore a Ghoul to pieces and then struck a Ghast, but left it standing. The Ghouls have now all been dispatched and only the Ghasts remain.

In the 3rd round of this fight Karraway decided to get in on the action and steps into the sight of the room and tried to turn the undead. Clay rolls miserably and if there were any Ghouls left in the room he could have turned them but he is unable to muster the divine power to smite the more powerful Ghasts. Elwita tries the old fashioned way and steps forward and takes two swings at a Ghast. Only one hits and it leaves the beast standing. One Ghast each now attacks Elwita and Ogre and while each takes some damage neither of them succumb to their enemy's paralyzing touch. Some really good save rolls were made here.

In the fourth, and as it turns out final, round of combat for this fight Karraway enters the room and tries to turn them again. This time he is smiled upon and the Ghasts shriek in terror of the holy man and cower by the door that serves as the exit for this room. Elwita and Ogre take care of the Ghasts and everyone else piles into the room. Elwita and Ogre receive a bit of healing magic before we move on. Had Clay not rolled so well on the Fortitude saves I think that some more damage would have been taken and things might have been a bit scarier for the party. As things played out it was pretty much a massacre of the undead.



The door lead to a twisting hallway (left) that had a set of stairs leading up to a higher level of the compound…

At the top of the stairs are the remains of a door, beyond which is a room. The floor here is almost entirely gutted as is the floor below. 30' below is the gray stone of the cellar floor. There is an open doorway on the opposite side of the room on this level. Any exits from the first floor or the cellar have been completely filled with rubble. There are three possible ways to walk across the space - a charred and crumbling section of floor clings to the left wall, a narrow pathway of fallen beams stretches across the center like a bridge, and a sounder section of floor, only burned at the edge, runs along the right wall. All three paths are accessible from this end and lead to the doorway on the opposite side.

Of course, being the lightest of the party his checking might only prove that the planks are plenty strong to hold a halfling, but not much else. As it turns out the planks were the safest way across the room and everyone followed Blodgett after he got across.

Once across they party follows a short corridor and they find an alcove that is the current resting place of three large barrels. Careful inspection reveals that they are filled with vinegar and since nobody is in the mood for a salad right now they move on and find another short set of stairs that lead to a medium sized room…

This room is almost bare except for the stairs on one wall and the door on the opposite wall. 5' from this door is a mound of tarry looking rags. Many flies buzz about the room and the air has a sweet honey smell.

Before entering the room itself, but

still getting a bit close, Fred lights a torch and passes it up to Ogre who tosses is into the room onto the rags and trash. Nothing catches fire, but the whole room explodes in motion as a Giant Red Sundew attacks (Yes, that's an old Call of Cthulhu monster filling in for the Red Sundew).

In the first round of combat Elwita and Ogre both hit the

monster, but it doesn't look like it will go down easy. It strikes back and whallops Ogre for over forty points of damage and doesn't forget about Elwita and smacks the dwarf too.

In the second round more of the party tries to get in on the action, but the reach of the monster and the narrow hallway makes things difficult for them. Blodgett steps into the alcove an sets himself down on top of one of the barrels of vinegar and then Elwita unloads on the Sundew and almost as much damage as Ogre had just taken. Kayen Telva steps up and throws one of his two Javelins of Piercing and hits the monster, ticking off some more of its life. Ogre attacks and is able to damage the beast, but not nearly as much as Elwita. Fred then moves up to get Line-of-Sight to the monster but doesn't attack for fear of being on the receiving end of an Attack of Opportunity.

The Sundew strikes and Elwitta and Fred are on the receiving end of bunches of damage. Fred probably should have taken his shot when he had a chance. Phanstern moves up and casts *Displacement* on Karraway as he'll probably need to get into the thick of it and any chance to not get slobbered on by this big nasty is welcome. Eljayess moves up to Fred and casts a cure spell on him, sacrificing his *Hold Person*spell.

The first and second rounds definitely went to the Sundew and if any of the front line fighters go down, which is very conceivable as the acid that the Sundew is secreting is eating away at whomever got hit by its tentacles, this could be a quick end for everyone else. Things have already started to get tense on the other side of the table.

The third round starts off with Blodgett rooting everyone on to victory! Elwita and Ogre both attack and each hacks off more and more of the Sundew. It has become visibly weakened and the floor is now covered in blood and gore. Kayan throws his last Javelin of Piercing and his aim is true and Fred fires twice at the beast and it drops dead to the ground just as one of it's tentacles was reaching out to attack him. A lot of healing magic goes into Ogre and Elwita. Blodgett stops the acid by pouring vinegar on the wound sites.

Leaving via the door at the other end of the Sundew's lair the party can either continue forward along a long corridor that has a right turn several feet ahead or immediately head to the left. They choose to go to the left and find themselves in…

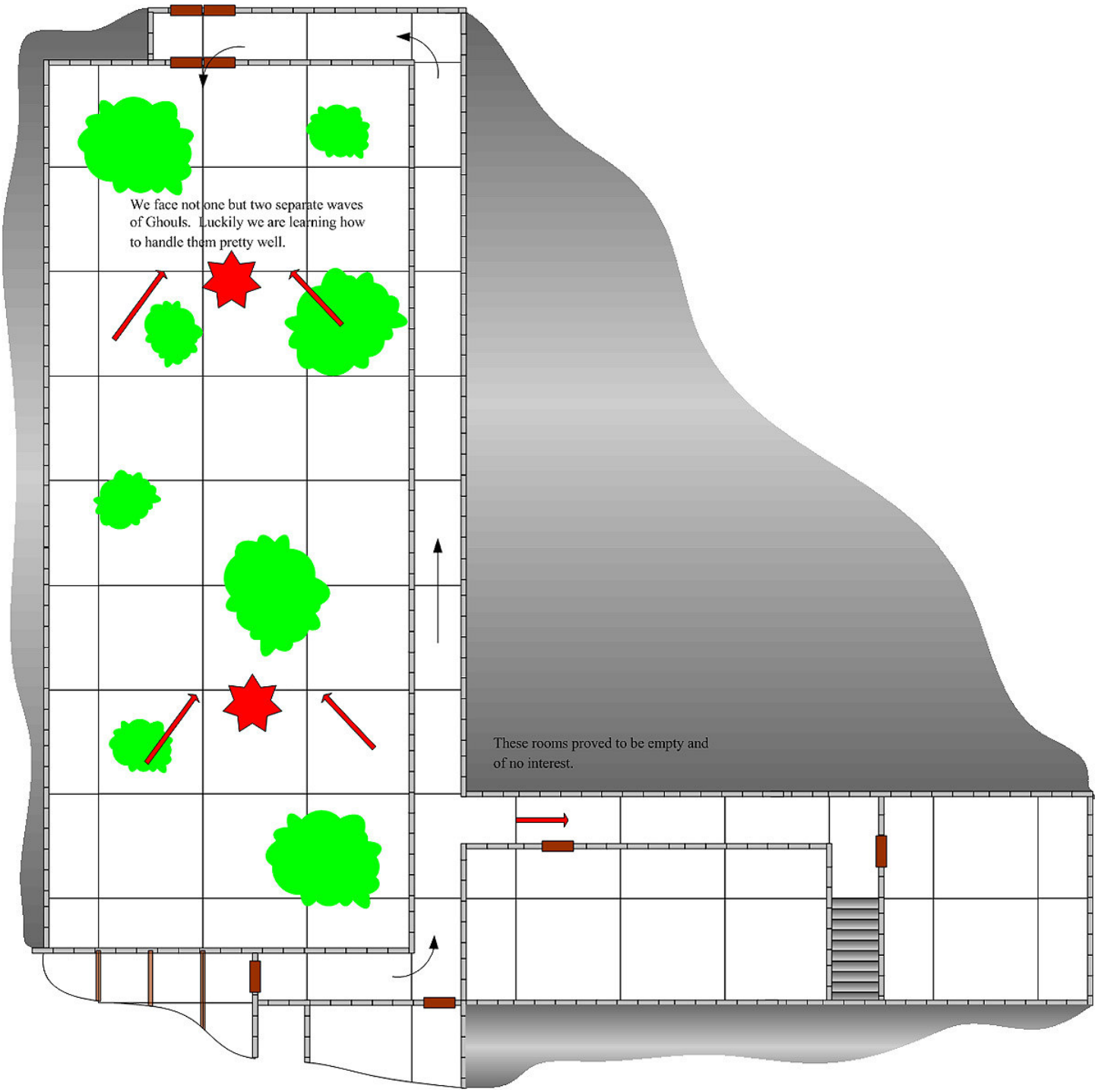
This wooden building is in good condition. In it is a row of stalls for horses, three of which are occupied at the moment. Tack hangs from the walls and three saddles are piled near the double doors. Piles of hay line the walls opposite the stalls and several open sacks of grain are beside them. Four Gnolls are sitting on the sacks, their short swords thrust into the hay beside them. A ladder near the single door leads to a loft.

A fight immediately breaks out and even though it takes three rounds of combat the party dispatches the Gnolls without much trouble. The party then heads back up the main hallway that was found upon exiting the Sundew's lair and take the path to the right and check out two room that both end up being empty. Backtracking they get back onto the long hallway and follow the corridor until it turns to the left and ends with two doors, one on each side of the corridor. They enter the one to the South first…

This open area was obviously once the cemetery for the temple compound. Now it is overgrown with weeds, gnarled bushes and dying trees. Stone markers and small crypts can be seen at some points through the overgrowth. Paths twist through the cemetery and some show signs of recent use. Everything seems gray in color here - the grass is gray-green, the soil dusty gray, the stone markers brown and gray. A feeling of oppression hangs over the entire cemetery.

Upon entering the room and exploring for a few feet a band of five Ghouls rises from behind tombstones (map on next page) and attacks. Elwita and Ogre make short work of them over a few rounds and then the rest of the party enters the room and explores a little further and encounters another band of Ghouls. Again, the outcome is the same.

We called our first session of the game at this point and plan to play the second half of the upper temple area as another battle report. Well, maybe. When I had the idea to play a game of Dungeons and Dragons as a battle report I guess I had it in my head that it would be more like a game of Diablo or Gauntlet, but with characters with cooler abilities, spells and such. We certainly got the supped-up characters,



but I think that the balance of the encounters didn't work out quite right. Maybe they haven't been through enough encounters yet to deplete their resources enough to give them a real run for their money. The Sundew was the only real challenge so far and even though there were some tense moments where Clay and I both feared that one of two PC deaths could lead to the whole party going down, those fears were never really realized.

I didn't exactly get the Advanced Heroquest, which I prefer to Heroquest, kind of game that I was looking for, but I'm not convinced that it's not worth playing the second half of either. I guess that this particular game confirmed for me that I don't know enough to make an informed decision. I wanted a dungeon-crawl kind of battle report and we can see if it materializes in the second half. Of course, if you think it did in the first half please let us know and if you think this blew chunks then let us know that also and we'll switch to something else next tine and leave the high concept ideas to someone else.

One thing that I loved, and do in our regular D&D games, is how well the Adiken magnetized floor tiles work for this kind of game.

By Mark Theurer & Clay Richmond

PREDATOR

There are two kinds of beings in the universe, those that hunt and those that are the hunted! Since he learned to pick a rock and use it as a primitive weapon back in the stone age, mankind has been the top of the food chain when it comes to hunting, and mankind though he may not be the most naturally gifted when it comes to the hunt; has long since learned to use his guile and cunning to set him apart from the other creatures on earth.

Of course if you take away mans weapons and his technology he is little more than a naked ape who can speak and make tools. There are those in the universe that are far more efficient and deadly and when it comes to the hunt are the masters of the game.

Nobody exactly knows where they come from, but they always seem drawn to the heat of battle and the hottest places on earth, and since before written history they have visited our small insignificant planet many times, always when the weather is at its highest and tempers are frayed. Justice Department records have many cases of xenomorphic activity on earth over the past century, most can be accounted for and are on the whole innocent, but on occasion there is the odd event that defies explanation.

In recent years one of these aliens plagued the finest of Mega-City One, leaving a wake of death and destruction behind it, before finally being brought to justice. And now as Weather Control is unable to stem the tide of the continuing heat wave and block wars have broken out in many sectors, one by one the top crime lords in Sector 190 have been disappearing.

The alien predator creatures are the ultimate hunters in the galaxy. They hail from a planet on which the entire society revolves around the hunt and as a right of passage the young braves are sent out to prove themselves, bringing back trophies of the most dangerous prey they can find and hunt down. Earth has been chosen in the past for its wide range of wildlife, from the dinosaurs in the prehistoric age, to the heat of battle during World War One. These creatures are deadly, intelligent and carry enough fire power to flatten an entire sector.

Standing between seven and eight feet in height, these creatures have more in common with bears than any other creature we can equate with, and their bodies are little more than tense bundles of muscles and sinew, coiled for the attack. They learn from a very early age to use a wide range of weaponry, from lethal discs that can decapitate a foe from a hundred feet away and return to their users hand, too state of the art plasma weaponry that can blow a hole a foot wide in the most armoured vehicle with ease.

On the whole it tends to be young braves out to prove themselves that are most likely to encounter mankind on Earth, but on occasion an elder will join with a pack if they deem the prey is worthy of their presence. The elder creatures are almost a law unto themselves and have hunted some of the most dangerous creatures in the galaxy and lived to tell the tale. They will often just take a part of an observer, letting the young bloods prove themselves, but if needed they can and will step in and take command of the pack.

The Predator
Young Blood Predator

Spd	Ag	Res	CC	Hits	WtF	Rec	Cost	Rep
6”	4+	7	4D	2	2+			30

Traits: Chameleon, Sure Grip, Thick Skin, Tough, and Ultimate Killing Machine.
Equipment: Constrictor Net, Cutting Disc, Spear, Wrist Blades

The Predator
Elder Predator

Spd	Ag	Res	CC	Hits	WtF	Rec	Cost	Rep
8”	3+	8	6D	3	2+			50

Traits: Chameleon, Close Combat Master, Last Resort, Sure Grip, Thick Skin, Thundering Charge, Tough, and Ultimate Killing Machine.
Equipment: Constrictor Net, Cutting Disc, Plasma Cannon, Spear, Wrist Blades

Chameleon: The Predator uses state of the art technology to allow it to blend in with its surroundings, waiting motionless for an opportunity to strike against an unsuspecting foe then vanishing without a trace as mysteriously and silently as it appeared. Any attacks made against the Predator in close combat suffer a –3 on their CC to hit and all ranged attacks will suffer a –4 to hit the Predator. Attacks at extreme range will miss completely as the Predators cloak is constantly shifting and will distract the firer.

Last Resort: The Predator race values its privacy and any creature that allows itself to be captured or taken for autopsy once dead will bring great shame and disgrace on its family. As such it is not unheard of for these killing machines to initiate a self destruct mechanism in their armour, should they feel they are about to die. When a Predator elder is about to lose its last hit, it must make a Wtf check at a +3 difficulty, if it is unsuccessful the creature dies as normal and is taken from the board as a casualty, if however it passes the check then the creature initiates its self destruct countdown. Any model left on the map must make an immediate Wtf check to notice the countdown of the device, those that pass will instantly recognise it for what it is and seek to escape from the area as quickly as possible. Any model that fails its Wtf check will find itself in need of sun cream with a very high SPF factor as the device goes off.

Ultimate Killing Machine: The Predators are the ultimate masters at close combat, using their chameleon cloak to surprise an enemy. When rolling to hit in close combat, the Predator may re-roll any dice that fail to hit their opponent during combat, but must accept the second result. Predators may not be equipped or armed with anything other than shown in their profile.

Constrictor Net: At first glance this fine mesh looking net looks as if it can be easily torn by anyone caught in its grasp, but they will soon learn that sadly this is not the case. The more a victim struggles when it is encompassed by a constrictor net, the more the mono-filament material of the net will close in around the victim, till it eventually slices them to pieces. Any model hit by a constrictor net must make an immediate Wtf check to remain calm or be sliced to pieces by the net regardless of how many hits it has. Models caught in a constrictor net may be fried by any friendly model in base to base contact, the freeing model needs to take a ready action to free the victim.

Cutting Disc: Looking very much like a child’s toy, this deadly throwing disc is quite capable of decapitating an entire patrol of judges before they even know what has hit them. The disc is thrown by the creature and will always return to its hand after it has made an attack. The disc has a range of 14” and rather than make a shooting dice attack as normal, every creature within this range must make an agility check to dive out of its way or be hit by the disc. Work out any damage as normal.

Plasma Cannon: This shoulder mounted device fires a bolt of superheated plasma that is quite capable of punching a hole into the side of a Manta Prowl Tank. The cannon is controlled by a sophisticated HUD device inside the helmet of the creature and will follow the creatures line of sight wherever it looks. Fortunately the range of the device is quite short, but given the fact that the creature can blend in almost perfectly with its surroundings this should never be underestimated.

Spear: The Predator is also armed with a spear for close combat, tipped with a razor sharp point and barbs that run the length of the shaft. The spear may be thrown up to 8” or used as a close combat weapon.

Wrist Blades: Hidden away on the gauntlets of the creature when not in use, the wrist blades vary in length from 7-14” and are razor sharp. The Predator is always classed as having a weapon that can parry due to its wrist blades and may parry even if it is unarmed.

USING THE PREDATOR

There are many ways to use the Predator creature in your games of Gangs of Mega-City One and some of them are discussed below:

Packs: You may choose to set a challenge for the players and field the Predators are a pack, if you do so they must follow the rules above and may not be given any extra weaponry or equipment. A Predator pack consists of up to 3 Young Blood Predators and an Elder Predator.

Gang War. If you are using the Block War scenario (as found on page 98 of the Gangs of Mega-City One rulebook) you may wish to add a single predator model for every 15 gangers on the board, this may of course result in having more than one of the creatures in play. If you have more than one Predator in play you should ignore the first Last Chance a creature needs to take as long as there is at least one other Predator left alive.

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Send in the Judges: If you are using the Scarper it's the law scenario (as found on page 92 of the Gangs of Mega-City One rulebook) you may wish to include a single Predator for every 15 Justice Points of judges.

The Predator is a lethal killing machine that is more than a match for most people, and though it could be possible for your gang to go up against one and survive it is suggested that you only do so when the gangs reputation has reached 50 or above, and you should allow your gang access to heavy weapons if they do not already have them.

Predators are excellent killers, even the Young Bloods who are eager to prove themselves in the heat of the hunt, as such the Justice Department take reports of their presence in Mega-City One very seriously and will often dispatch a senior judge to co-ordinate the investigation. Any judge patrol may field a senior judge for free.

HEAT OF BATTLE

Weather Control is once again on the Fritz, this antiquated system has not worked properly since before the Apocalypse War of 2103 and for over twenty years the city has been subjected to erratic weather patterns. For several weeks now the temperature has been in the 100's and as techs struggle to bring the heatwave under control, tempers are frayed and hostilities between rival gangs have broken out all over Sector 190, threatening to spill into surrounding sectors. Drawn to the heat of battle they come, seeking to prove themselves as the ultimate hunter to their peers and sparing no quarter for anyone who gets in their way. Without warning they strike, invisible to the naked eye, and leaving behind them a wake of grisly corpses.

Set-Up

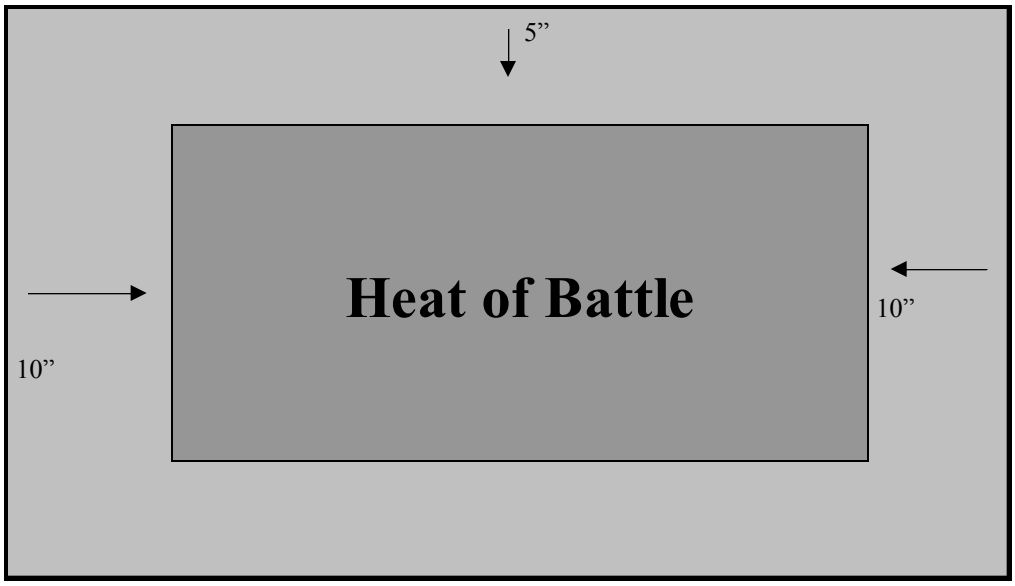
This scenario works best with two large gangs controlled by two or more players and a pack of Predators controlled by a Games Master. The players will begin the game moving in to take each others gangs, but before the end of the first turn will discover that they are not alone on the table top. The Predators move and act in the same turn in much the same way as judges and each will be activated on the Games Masters turn. Both gangs will set up 10" in on the narrow edge of the map and the pack sets up 5" in from the long side of the map.

Victory Conditions

If the players destroy the pack they are the victors in this battle, and are free to continue fighting among each other. If the pack kills 75% of both gangs then they will withdraw and leave the battlefield with their spoils and the Games Master wins.

Notes

You may substitute the gangs for a patrol of judges if desired and have each play control a single judge. If the judges manage to kill or capture the pack then they are the winners, if the pack kill all the judges present then they are victorious. A judge patrol consists of two street judges and a senior judge and may include any other two judges at the choice of the player chosen from the list found on page 82 of the Gangs of Mega-City One rulebook or taken from any lists published in Signs and Portents.



Predator Ranged Weapons

Weapon	Range	SD	Dam	Special	Notes
Cutting Disc	14”		1D+2	See Description	Targets within 14” must make a Agility Check or be hit
Constrictor Net	8”	1D	*	See Description	
Spear	8”	1D+2	1D+3	AP1	May be used for ranged or close combat
Plasma Cannon	10”	2D	3D+2	AP 3, Blast, Explosive, Power Shot, Ready	

Predator Close Combat Weapons

Weapon	CC Bonus	Dam	Special	Notes
Spear	+2	1D+2	AP1	
Wrist Blades	+1	1D	Parry	

A pack of Predators led by an elder face off against Mega-City Ones finest

Representing the Predators

There are a number of companies that manufacture miniatures that can be readily used to represent your Predator pack on the tabletop, a simple search online will find many of these but perhaps the best one to use is Copplestone Castings. Mark Copplestone is a highly prolific sculptor who has worked for most of the major miniature manufacturers over the past two decades and has great attention to detail and very smooth and crisp sculpts that have set him apart from the rest of the industry. Copplestone Castings offer a very reasonably priced pack of Hunter Aliens(Code FW25) that can be used to represent the Predator. You can find more about Copplestone Castings at the following link http://www.copplestonecastings.co.uk/

A senior Judge goes head to head with the ultimate killing machine

As the Spung Ones and Haz-Beans clash over a turf, a lone Predator elder watches and waits patiently

Written by Marc Farrimond

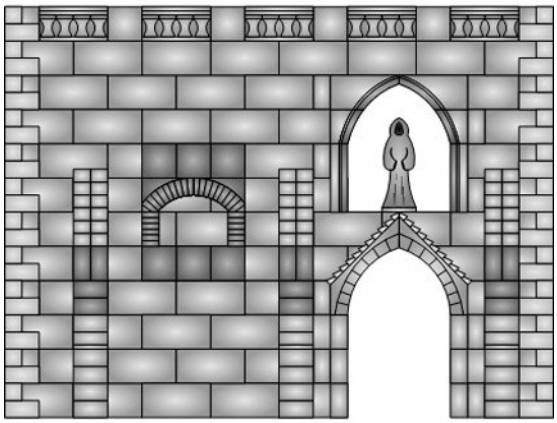
Korryan Sanctorium Part II

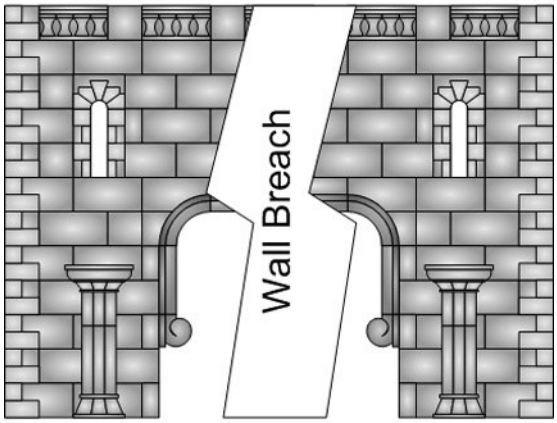
Recap

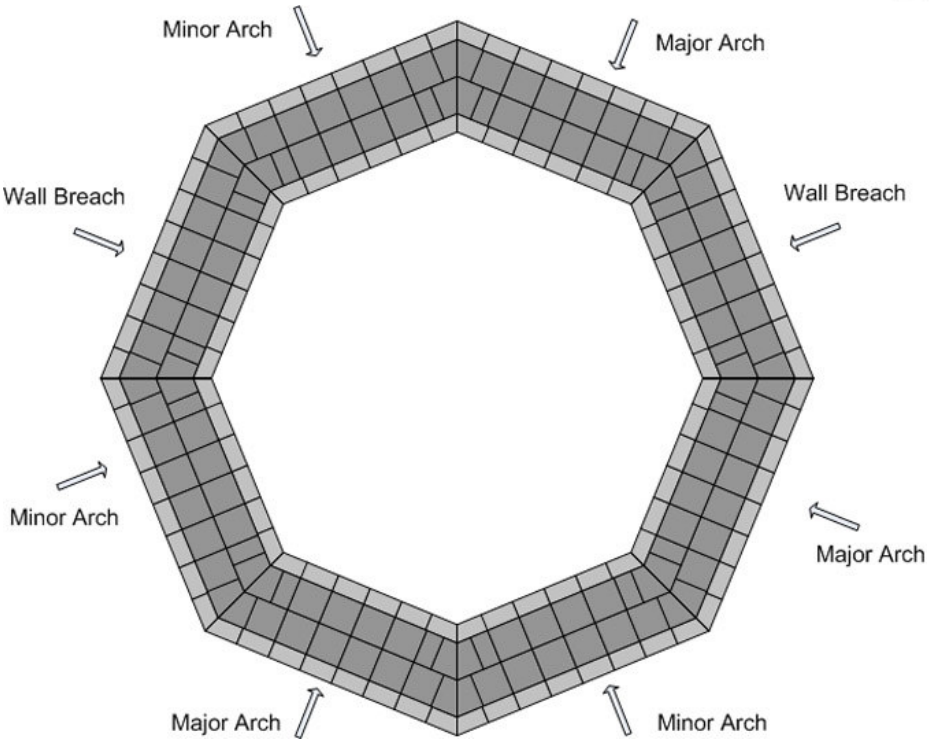
For those who missed it in the last issue, we were building a multi part terrain set that I dubbed the Korryan Sanctorium. We are using bricks from a variety of molds designed and produced by Hirst Arts. The idea behind this set was for it to be a large centerpiece that could be used in a scenario type setting that would allow easy access from a multiple number of approaches. What I decided to do was a large, single story (albeit a tall story), octagon shaped building that will measure 22”x22” when completed. The Octagon will have some sort of gate in each of the walls so that you can reach the center from any angle. In the center then, there will be something to go for. The main octagon structure will be made up of four 11”x11” squares, and each square will consist of two of the eight walls. The structure is supposed to be ancient, so there are a couple of places where the wall has been breeched. In the last issue, we walked through the construction of three of these sections, one of which included a breeched wall. For this issue, we will finish it up and give you some ideas to try for the scenario. Since in the last issue I went through all the basics of the construction process, I won’t bother repeating them in this article. In fact, for the fourth section, many of the basics are the same, and the upper walkway is exactly the same. If you missed the last issue, and need to see the first part of the article, I’ll trust that you will know where to go look.

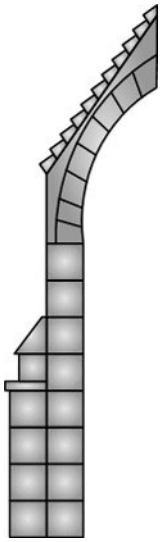
Section 4

For the fourth and final section I decided to but the other of the two wall breeches. I had planned for putting two wall breeches in the structure from the start, and since so far I only have one, I guess this is where the other has to be. Since the Minor gate side has a stairwell behind it, I guess that means I forced to but it on the wall section with the major arch (last time it was with a minor arch anyway, so that works out). The picture below shows the design I came up with, but I’m afraid I had to leave some of the more decorative stuff out (sorry, I just can’t draw worth a hoot). The section with the minor arch includes the arched entryways from Mold #41, arched buttresses from mold #42, Window arches from Mold # 121, the shadow figure from Mold #43, and the small brick pieces from Mold #250. The three buttresses don’t show very well in the front view drawing so I also have a side shot of just the buttress also shown.









We will get to it later, but another consideration in designing this particular section is that behind it I also put stairs going up to the walk-

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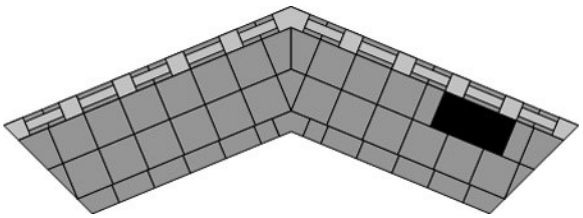
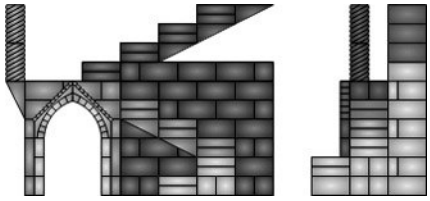
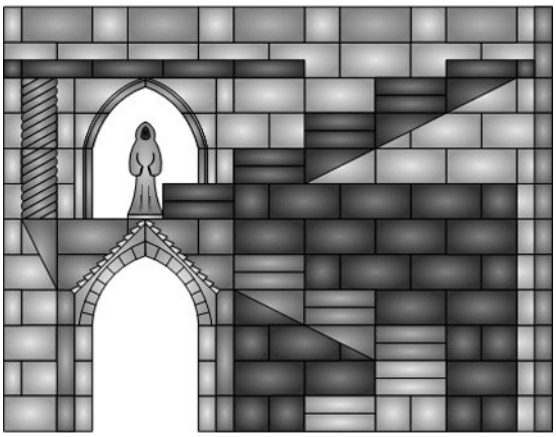
way. This turned out to be huge consideration since if you have read any of my articles before, you know that I like to make stairs wide enough to but models with a 1" base on. This coupled with the fact that the walkway is more than 5" above ground level meant that I had to have like ten steps to reach the top. Well, if you put ten steps all in a row, than would span ten inches, and I don't have ten inches of wall space no matter which way I look at it. Even if you folded them in half you would cover five inches which would not leave much room for an entry arch in the wall. Needless to say, I went through a few designs before landing on this one. Though it's not in the design view above, a skull from mold #70 sits in that little alcove to the left.



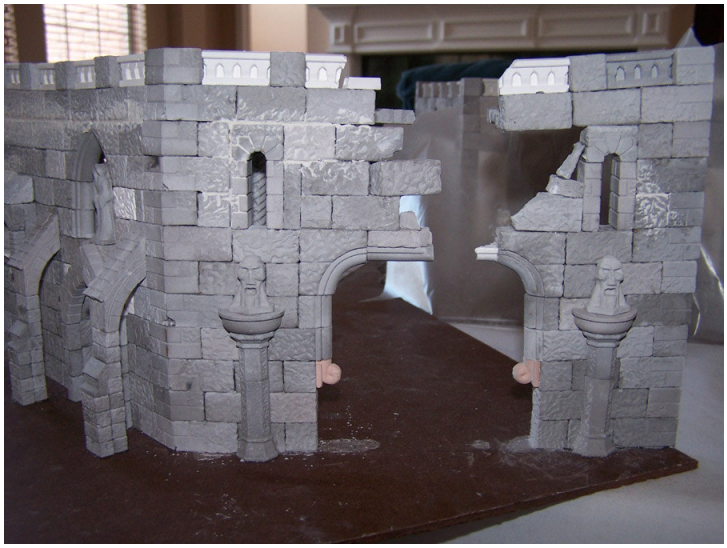
The layout and the buildup of the wall were done in the same manner as for the previous three sections, and since the walkway was done exactly as for the other three sections, I won't cover that here. But there is one slight modification to the walkway that has to occur, and that's leaving a hole for the stairs. I found that it's easier to build the walkway with the hole in mind from the start, but if you forget, cutting it out is always an option. The hole I like to leave is 1"x2" and in this case it's close enough to the edge that you have to be careful not to break the part of the walkway between the hole and the right edge, there is not much there to hold it on at this point.

The stairs on the back I built separately, and then glued the assembled stairs onto the wall as a whole. The portal seen on the front of the wall passes through a type of tunnel that goes two inches past the wall (making the depth two and a half inches including the wall thickness). This provides something of a platform behind the shadow figure that also functions as one of the steps. Below I have a back view of step, and also a side view of them. The last view then has a view that shows how it fits onto the wall itself below the walkway.





The only real piece that was new in the steps section was the twisty pillar that comes from mold # 80. The Shadow piece in the window is actually two pieces glued back to back

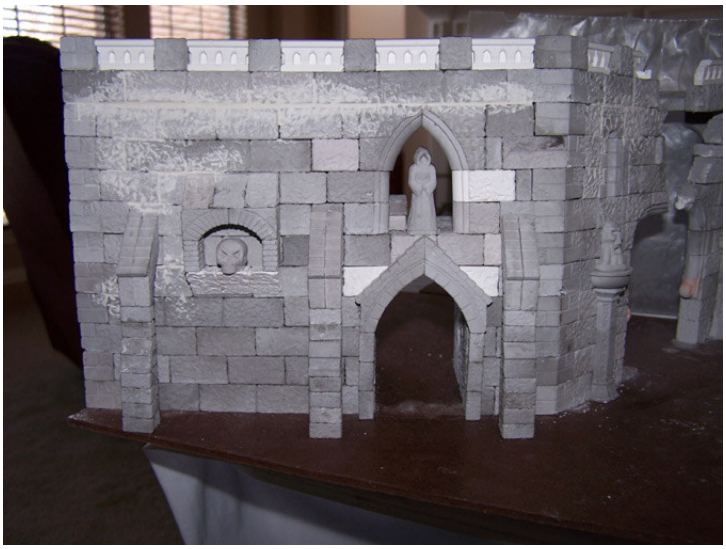


so that it faces both front and back. Also, to reduce the weight a bit, I did not make the wall below the top four steps solid. Instead I used a piece from the Wall Builder Mold (Mold #200) and filled in the holes with tile pieces.

For the major arch, there is not nearly the work involved as for the minor arch, mostly due to the lack of the required steps. In fact since there is a breech, you kind of have a free hand to put it together anyway you see fit. Again, I found that building broken from the start is easier to do, and it looks better, than building it whole, and then breaking it. The bottom part of the pedestals on either side of the arch came from Mold #65, while the circular piece that formed the top of the pedestal came from Mold # 61. The figurehead that finished off came from mold #74. The top of the two slit windows came from mold # 60, but the sides came from mold #63. As for the arch itself, the corners of the arch came from mold #121 and the decorative little rail finishes came from Mold #54.

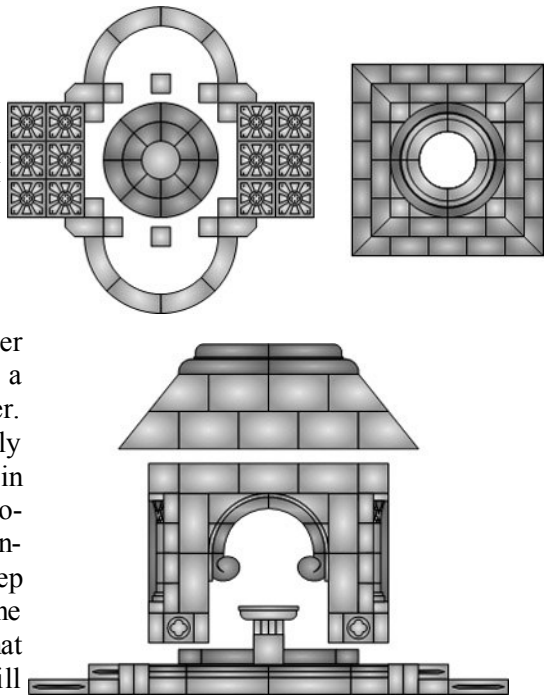
This might be a good spot to mention that I have been accused of doing projects intentionally using parts from as many different molds as possible. However, the truth is that when I design something I use whatever parts look good. In fact it's not until I sit down to write about the project do I even know what molds the different pieces came from. I guess that it would actually be more surprising if I got more than a couple pieces from the same mold. You see, I happen to have parts available from all the molds that I have when I sit down to design something, and they are not organized by mold number or anything like that. I might add that there is more than one way to skin a cat, so what I show you here is more of an "idea template" than anything. The exact pieces I used are of course not the only pieces that can be used or even the best looking architecturally speak-

ing. They are simply the pieces that I thought, okay, that looks good to me".



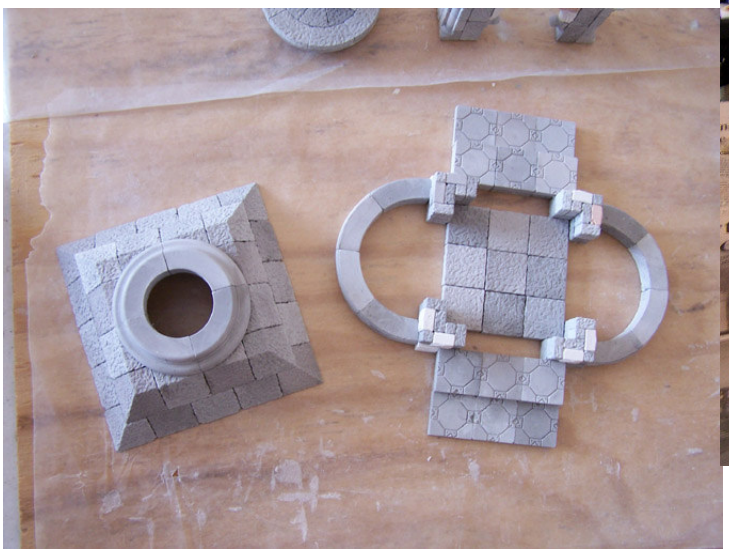
Well, that it almost it for the basic construction of the four main pieces. I did go back and add a couple figurehead pieces from Rackham that I had sitting around here just waiting for something like this to come along. I used some two part epoxy to attach them above two of the gates, and then painted them along the rest of the piece so that they ended up looking like stone carvings.

For the final center piece I decided to go with a fountain. For this I took some of the concepts Bruce presents on his Hirst Arts web page and adjusted them to fit this project. Pieces for this guy came from molds #52 (circular tower), #56 (Tomb), #61 (turret), #62 (Roman Temple) #90 (Pyramid), #43 (Gothic Panel Accessories) #54 (gothic church) #45 (gothic dungeon). How's that for a variety? I built this in three pieces as shown. The roof I intend to leave detached, but the fountain base I will glue to the building after I take care of the painting and the final touches to the water. Just seems like the smart thing to do. The pedestal you see in the center of the fountain is where the primary objective will sit; the idea is that if you steal it, you steal the game.



Putting together the bricks for this piece is the easy step. I mean, there just aren't that many bricks in this piece. After that it gets a little rougher. About the only real trick in putting this together is to insure you keep the shape of the structure so that everything will fit together nicely in the end. For this I normally use other block placed strategically without actually gluing them. The fountain base I mounted on another pieces of hardboard, but this time I beveled the edge to reduce the transition. After this all dried, I added the "water", or at least what would serve as the base of the water, with was just a little plaster of Paris (not much) mixed up so that it was a little runny. It helps if you first seal the pieces with a coat of primer or something since the plaster of Paris has a tendency to dry on contact with porous material (say like dry plaster of Paris for example). I tried doing the ripples in the water like described on Bruce's web site, but had limited success. Guess I'll have to try that one again sometime. After the plaster of Paris dries, you need to do the finishing painting on the rest of the piece before adding the real water. And this also includes paining the water base

blue (or scummy green or whatever you want the water to look like in the end).



At this point I started the finish work on all the pieces. I used a system that I have grown to love when working with these Plaster of Paris projects. First I slap on a nice thick coat of black paint on everything. This does a pretty good job at sealing the plaster of Paris and also gives the grey paint in the next step a nice shadowing effect. After that, I spray paint the entire project with a dark grey of some sort. For this project I used an acrylic all purpose craft paint by "Anita's" called Charcoal (11086). Then I dry brush the entire project with a light grey. Normally I use craft paints for this as well, but I happen to have this can of "Gigs Grey" mixed up from some other long forgotten painting project so I just used it. Needless to say, as long as there is a good contrast between the two colors, you can use just about anything according to personal preference.

And then comes the final detailing. Things like wooden parts, flames, and anything else that you don't want to look like stone needs to be painted to taste. This is also the point where I mixed up the water and poured it into the fountain. I used a two part mixture that you can get at craft stores for making decorative artificial flower arrangements. It's really easy to use, just mix it up and pour. The label says that it takes at least twenty four hours to harden, but since we are using a layer that is not nearly as deep as normally intended; I'm thinking the time will be a lot shorter…right? Nope, and to make matters worse, even when you think it "mostly" hard it may still be a little tacky, so don't go laying your flock before it's good and dry or else you'll end up with some hairy water. After the detail printing is complete I started flocking all the bases and adding vines, bushes, rocks and such. It really is not all that much effort and I think it adds a whole lot to the overall effect. Don't over do it of course, you still need to have plenty of room for models to move around.

For the finishing touches on the fountain, I used fishing line to form three streams of water to come from each of the mouths of the fountain heads. A touch of super glue was all that was needed to hold the three pieces in the mouth, then after letting that dry for a little while, I used another touch of superglue to attach the other end of each of the lines to the water. Then using something called water ef-

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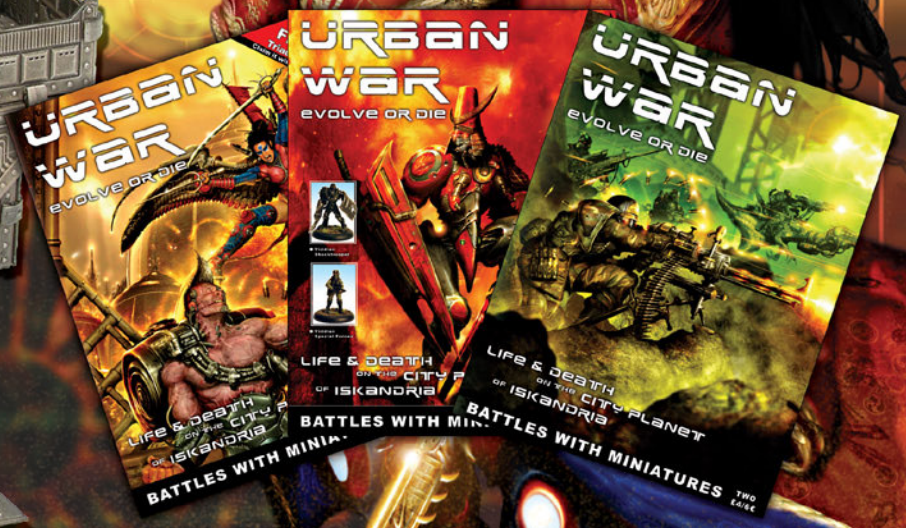

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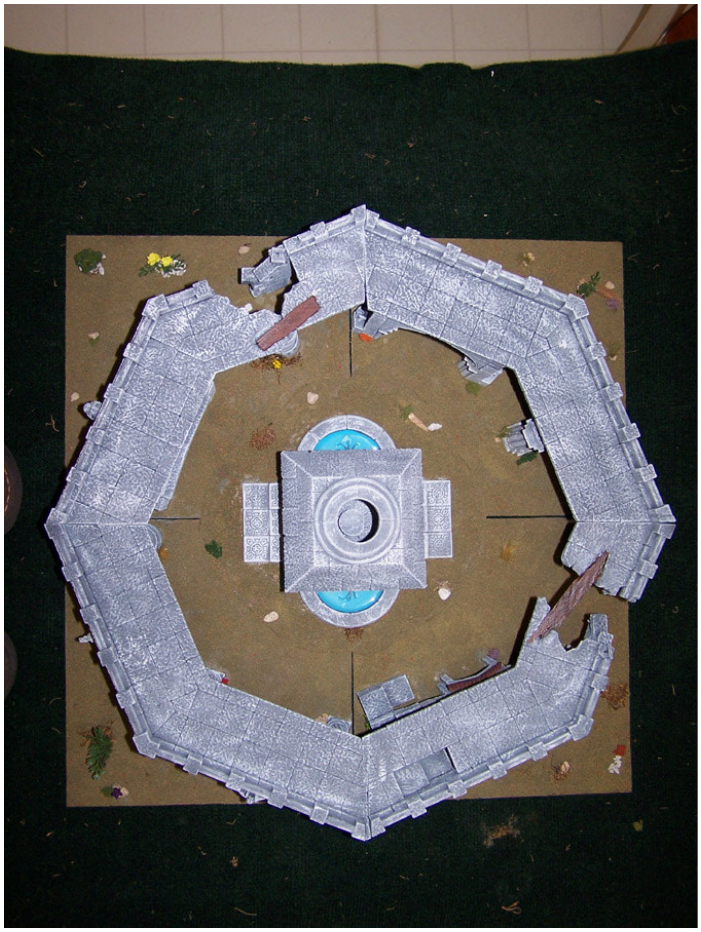
fects from Woodland Scenics, it looks something like thick white glue, I ran a little of it up and down each of the lines. The stuff dries clear in 24 hours. After that, it's all over but the shouting. Glue on the building over the fountain, put a little felt on the bottom of the roof (so that doesn't scratch up the plaster of Paris on the top of the fountain), and you done.



Fall of the Korryan Sanctorium

The possible scenarios for this are pretty unlimited, but the way this was made the way it was makes it ideally suited for a single objective type game. Get what is on the center pedestal, get off the board and you win the game. It's that simple. If you want to get more creative, then you can call upon the ancient legends of the Korryan Sanctorium to help you out.

The Korryan Sanctorium was built as a simple meeting place of the greatest wizard throughout the known world.

Its many walls represented the multiple facets of the arcane art, and a gateway in each wall represented the belief that seekers of knowledge were always open to new ideas. But through the ages there has always have been fools that thought that they were above knowledge, and believed that the might of the sword would win victory over the might of the mind. Luckily, most of those fools never lasted long. But from time to time some have made it to the walls of the Sanctorium. Twice the armies of foolish kings have even attacked the Sanctorium.

The object that these prideful Kings seek is the legendary "Amber Star". The Amber Star is a relic of untold power and value and is said to be the power source that has kept the Sanctorium active all these years. It sits in the exact center of the Sanctorium with a clear line of sight to the noon day sun. It is light enough for one man to carry, but no living man ever has. No guards stand watch over it, yet no thief have survived its taking. All this is the stuff of legend, as it's been over a hundred years since any have ventured close enough even to see the mystical gem. The last army to visit the Sanctorium attacked with the intention of digging out the Amber Star from the smoldering ruins. Those inside never lifted a finger in their own defense, but watch in mute horror as the first catapult thrown boulder struck the wall, just above the Golem Gate. As the stones from the warded wall began to break apart, a spark turned into a light which grew to bright cold flame, which then turned into a sun. It was the last thing all within sight ever saw. The resulting conflagration caused by the sudden release of an immense power scorched the surrounding land for miles, and no life was left behind in its swath. Needless to say, no army has ever succeeded in breeching more than a single wall.

The magical defenses of the Sanctorium, once impenetrable now appear to be waning as the centuries pass. This too may only be rumor, but there is said to be a boy that claims to have traveled to the Sanctorium, touched the Amber Star and returned to tell the story. There are many that now entertain thoughts of visiting that legendary sight. But still the vestiges of a once mighty power still linger, but with the continuity of the eight sided ring disrupted, the results of this power are no longer predictable.

There are eight gates. These gates are named:

1. Gargoyle gate
2. Shadow Gate
3. Gate of the Jester
4. Gate of the Rat
5. Mountain Portal
6. Gate of the Eternal Flame

7. Fountain Gate (Broken)
8. Golem Gate (Broken)

Each time a model passes midway through a gate the defensives are triggered with a random result. Roll on the table to determine what the result is. The effect is instantaneous, and the model may finish its turn regardless of what happens. (Some of these will need to be modified to suit the game you are playing, so set numbers to these BEFORE playing).

Nothing can fly over the walls of the Sanctorium and no magic spells can be cast that cross its boundaries. It automatically nullifies any spell that accidentally or intentionally attempts to cross its borders (either going in or coming out). Flying things suddenly find that the air over the Sanctorium is insufficient to carry their bulk and then crash to the ground outside its walls. The Amber Sun can be carried by anyone. It takes but a moment to pick it up either from the pedestal or from a dead body. If it is recovered, and successfully removed from the board, the game is over. Some sort of balance check or climb check needs to be made for any model crossing one of the breeches on the walkway. This check should be fairly easy to pass for an average model.

This table (right) can obviously be added to or shortened depending on preferences and the game you are playing.

Sanctorium Guardian:
This is some sort of automaton. It should not be a model that has much of a chance against a good character, but neither is it something the character can ignore. An easy way to generate stats for this is to take a midline troop from the game you are playing and beef up (a little) one maybe two of its abilities (armor class and damage it cause would be my two of choice).

Written by Clay Richmond

Roll	Effect
1 - 10	Nothing Happens
11 - 13	Model appears under the Gargoyle Gate
14 - 16	Model appears under the Shadow Gate
17 - 19	Model appears under the Gate of the Jester
20 - 22	Model appears under the Gate of the Rat
23 - 25	Model appears under the Mountain Portal
26 - 28	Model appears under the Gate of the Eternal Flame
29 - 31	Model appears under the Fountain Gate
32 - 34	Model appears under the Golem Gate
35 - 42	Model appears at random location on the raised walkway.
43 - 47	Model switches bodies (and stats and all) with random enemy model currently on the table.
48 - 50	Model Gains 50% increased movement for the rest of the game
51 - 53	Model Gains extra Wound or wounds (game dependent)
54 - 56	Model Gains an extra action each turn for the rest of the game
57 - 59	Model Gains increased combat skill
60 - 62	Model skin hardens increasing its armor class
63 - 64	Model appears under the Gargoyle Gate with One Sanctorium Guardian
65 - 66	Model appears under the Shadow Gate with One Sanctorium Guardian
67 - 68	Model appears under the Gate of the Jester with One Sanctorium Guardian
69 - 70	Model appears under the Gate of the Rat with One Sanctorium Guardian
71 - 72	Model appears under the Mountain Portal with One Sanctorium Guardian
73 - 74	Model appears under the Gate of the Eternal Flame with One Sanctorium Guardian
75 - 76	Model appears under the Fountain Gate with One Sanctorium Guardian
77 - 78	Model appears under the Golem Gate with One Sanctorium Guardian
79 - 82	Model appears at random location on the raised walkway with One Sanctorium Guardian
83 - 86	One Sanctorium Guardian appears In front of the gate blocking the way
87 - 89	Two Sanctorium Guardians appears In front of the gate blocking the way
90 - 92	Three Sanctorium Guardians appears In front of the gate blocking the way
93 - 96	Bolt of Energy strikes down. Model takes a strike that is of significant strength.
97 - 100	Model stops suddenly losing any further movement and/or actions for this turn and next

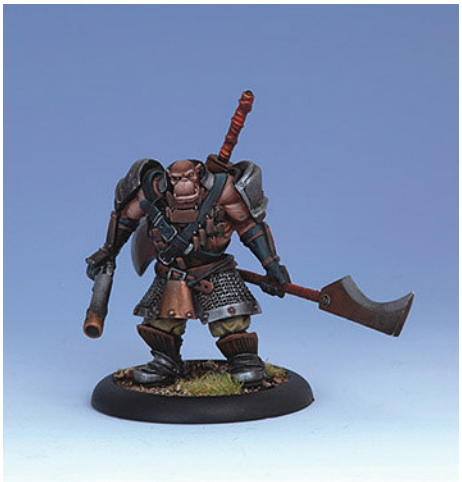
Centurus Clones SCEL06 & SCEL07
€21.00each blister, 2 figs per blister

When I was looking for something to beef up my Living Dead army in Ragnarok I first looked at the Mid-Nor dwarves but ended up with the Dirz Centurus Clones. I didn't want more regular sized guys since I have scores of them to paint up already (skeletons, zombies, ghouls, etc…) and really wanted something with jaw-dropping impact, both visually and in the game. So, here I am with four of the Centurus Clones. Each blister comes with two clones and these are big boys who are easily ogre-sized if not larger. The first blister's guys each come in four pieces (body, two arms and head) and each part needed cleaning. This ranged from minute to fairly significant cleaning, but each piece needed some attention. Where visible, the mold lines were very faint. Once cleaned the arms fit into place rather well and did not leave any gaps. The heads, which are actually just part of the whole head structure and you can see it looks like they have two faces, stuck in place just fine. The cool looking claws on these models are the only issues. I love how they look but they will easily get bent up. Straighten them out during cleaning because they are sure to have been bent in the blister and then check them for bends every time you take them out of whatever case you'll be carrying them in because I can't see them not getting bent. The second blister's troops come in three and four pieces and are armed with very large polearms. Armor design and overall look is the same as the first troops and these four will make an impressive block of twisted flesh and metal to throw at my enemies. Cleanup was also similar to the first batch and the issue I had with bending claws on the first guys I now have with bending weapon shafts on these guys, only I fear the problem will be worse with these. I've always been uneasy when trying to unbend or straighten cylindrical weapon shafts and have very rarely gotten it just right. Hopefully my luck will change with these guys. The one holding the polearm straight up went together the easiest. The other one, four pieces) was more problematic. Imagine my displeasure at finding that the shaft of the polearm had a slight break in it that quickly lead to it coming apart into two pieces. All was not lost though as the break was clean and could be glued back together once the shoulders of the arms were in place. The break was too small to insert a pin but I'm hoping the glue will hold. These guys are not cheap, but in my mind, they will make a very impressive block of troops to drop down on the table. They are all very well detailed and except for a few bothersome traits, parts that are prone to bending, are worthy of being recommended. If you're not playing Confrontation or Ragnarok you could easily drop these guys into a D&D game as constructs to molest your party of character with.

Reviews by Mark Theurer

Okoru Hargrosh Ogrun Fighter
PIP81017 $11.99

Okoru Hargrosh comes as a five piece metal model with a large plastic base. He's wearing several large metal plates and a chain skirt that has a very heavy metal plate located below his belt buckle to protect his 'vitals'. The torso comes in two pieces, separated at the waist. The lower half



had a few bits of flash that needed to be trimmed, but otherwise was clean. The top section had a visible mold line on the left side that needed to be filed down. It was most noticeable on the metal shoulder plate on his left side but I was able to get it flat to match the rest of the plate without too much work. The head and face did not need any cleaning at all. In his right hand you'll find a pistol, more like a hand cannon! The arm needed a few minutes of attention to get cleaned up before attaching it, but it went into place perfectly. The way the figure and joint is molded there is not really any room for rotation on the arm, but if you're skilled with putty you could pretty easily move it into another position. In his right hand is a very large double bladed polearm. I usually get a bad feeling in the pit of my stomach when I see a weapon with a long shaft but this one was more sturdy than others. It had a bit of a noticeable mold line that cleaned up easily and it has a very unique look to it. Across his back is a long sword in a scabbard just in case the previous two weapons aren't enough to dispatch his enemies. Ogrun in the Iron Kingdoms are different than standard D&D ogres but this model could pass for a more civilized ogre in D&D if you like or maybe even a half-giant. I can understand that the guys at Privateer Press don't want a huge power escalation of mercenaries in Warmachine but this guy just screams to be on a battlefield swinging at 'jacks. Overall, it's an excellent big-guy figure that has many uses.

Protectorate Paladin of the Order of the Wall
PIP32014 $7.99

Three pieces make up this figure (shield, cape and the rest of the guy) and I immediately thought that it would be best to clean them and then prime and paint them individually instead of assembling the figure first. The shield has a very minor mold line but it was barely noticeable. The cape had a bit more cleaning that was needed and there were some mold lines in some of the folds that were a little hard to get to and clean up without marring the rest of the figure. The paladin himself had some small webs of metal that came off without damaging the figure, but the mold line was very faint and he was ready to go in just a minute or so. He wears massive plate armor and carries an engraved sword in his right hand. He's in a very static pose that's not action oriented at all but is indicative of a stalwart holy warrior. Now, I'm not a Menoth player in Warmachine. In fact, they are my most hated enemy and have pounded me mercilessly since I've been playing the game. So, what's this guy good for in my book? A paladin in D&D of course! I'll be painting him up in colors so far away from the traditional Menoth white and purple that my arch-nemesis Brian Ahrens (the Menoth player that regularly cleans my clock) won't even recognize him!

Reviews by Mark Theurer

Fenryll

FM115 Forest Gnomes
€9.50

In this blister you get three resin gnomes. All are single-piece models and all required cleaning. I've found that on resin models that the amount of cleaning needed is generally comparable to metal models but does have a tendency to take longer because you have to be more careful not to damage the model that you're trying to clean. Each one of

these three guys needed a bit of extra time and care in certain places.

All three of them have slightly exaggerated facial features and have more than a little resemblance to leprechauns if you'd ask me. They have a whimsical or almost comical appearance. I was very ok with this and I don't mind them really being something "different". All three are wearing big floppy hats and regular clothing, maybe a bit of leather, instead of armor. They all have a ranger quality to them and that fits perfectly with them being "Forest Gnomes".

The first, ready to toss his javelin, is using his other hand to size up the target and take careful aim. He could have just been standing there with a javelin but I really enjoyed this extra part of the pose. He has a pointy nose and ears to match along with a dagger (sword for someone his size), a backpack and a canteen to round out his adventuring kit. The next guy (blowgun) needed even more careful cleaning than the other two. There was a fairly thick piece of extra resin on the end of his blowgun and this needed to be removed very slowly and deliberately to keep from breaking off part of his weapon. He has a much more bulbous nose that would look good painted up kind of reddish (sipping the village wine a bit too much) and long mutton chops on the side of his face. His adventuring gear is pretty much the same as the first. Last in this set is a gnome armed with a short bow and is grabbing an arrow out of his quiver. He wears earrings and has long stringy hair that flows down from under his hat.

FM116 Forest Gnomes II
€9.50

In the second set of Forest Gnomes you get three more little guys. This time one of them comes in two pieces, a shaman. He is dressed in animal skins and carries a small sickle and his right hand, and the staff its holding, are a separate piece. I noticed two things right away with this model. First, he has a mouth full of teeth and is in dire need of an orthodontist! This added lots of flavor to the model because they are just so exaggerated and out there. Impossible to miss and should be painted to make them even more prominent. Second, it looks like his feet are positioned to simulate that he is stomping on the ground. Yeah, I can see him stomping around doing a rain-dance or some other such nonsense, too cool! The hand/staff fit perfectly onto the wrist. The second guy is running forward with a sword in one hand and is definitely the most hand-to-hand combat oriented of either set. The pose is very nice and does a great job of simulating movement. He's dressed in clothing and leathers like those in the first set and is probably my favorite model out of the two sets of gnomes. The last guy gave me a bit of trouble and it's worth noting just so you can try to avoid it. He's in a cool pose, pulling back an arrow in his short bow. The arrow is in place and ready to fly and the tip of mine, which extends past his fingers just like it should, broke off in the package during shipping. It glued back into place just fine and you're probably more likely to lose the piece if it breaks rather than not being able to fix it, but just be careful. He's the second-most adventuresome of the group and either of these sets would be great to build some gnome player-characters around. For a painting guide you can definitely use the pics from Fenryll, but I'm thinking of heading down to my local gardening store and take some pics of their garden gnomes for further inspiration.

FA94 Halflings
€9.50

In this set you get four halflings. All of them are proportioned well and are smaller in stature and size than the gnomes we looked at above. You'll have the same concerns when cleaning them so just take some extra time and be careful with them. Their faces were not exaggerated at all and compared to the gnomes I think that they are a little less detailed than their taller cousins. Two of them are definitely adventurers, carrying a sword & shield and large (for him anyway) mace. The second of these has a shield strapped to his back that will come in handy when he's running away from a monster. Somewhat uncharacteristic for halflings, the first one is wearing boots. Neither of these two carry any gear beyond their weapons and armor. One

of the remaining two is wearing a cloak and has a rogue-ish appearance about him. He's keeping his cloak pulled around most of his body. There was a thick section of extra resin around his left foot that I've yet to find a way to clean without really damaging the rest of the model. I think that I'll end up adding some putty to the area and building it up as part of his cloak. The last one is more of a farmer or home-body type. He's in very regular clothes and has a long pipe up to his mouth. No reason he couldn't be an adventurer but he would also work perfectly as an inn-keeper or bartender. Out of this set the first two halflings are my favorites but I can see the other two being useful also.

Reviews by Mark Theurer

Skaard Kaustic
DAG3016 $6.99

The Kaustic come sin two pieces (head and rest of the figure) which went together quickly without much cleaning needed at all. The figure is mostly made up of a flowing cloak but bits of hoses and cables can be seen in places. The head is covered by what looks to be a strange hood that has a creepy feel to it, probably due to the big bug-eyes. The little protrusions on the side of the head had some small bits of flash that needed to be cleaned up, as did the base of the figure, but other than that there was not much needing to be done before priming him. I was unable to detect the mold line on this figure. While not very animated the pose is somewhat dramatic and can be made even more so if the bots of technological stuff are made to stand out vibrantly against a dark cloak. Outside of Dark Age I can see this guy getting work in a modern, post-apocalyptic, sci-fi or super-hero game (as a cool main villain). He'd be kind of out of place in a fantasy game unless you're using stuff like the Rackham Dirz, who already have a bit of a technological side to them, in your games and then he'd work pretty well.

Forsaken Shade
DAG1024 $8.99 (2 models)

In this blister you get two ladies in a crouching position carrying small pistol crossbows. The ladies are wearing very tight clothes and, of course, there are very strategically located places without clothes. Their archaic weapons have some sort of technological advancement attached to them and they are carrying some other gear that keeps them in at least the modern age if not the future. I don't think they would pass for fantasy figures though, but their usability would increase dramatically in a post-holocaustic game. Their hoods cover most of their face and I suppose you could use them in a super-hero game. One of them has a separate arm that fit into place easily and can be moved around a bit before final gluing. Each figure had a visible mold line, but no defects or flash was found.

Forsaken Warwind #2
DAG1023 $6.99

The last figure for Dark Age for us to look at this time around is also the most versatile. It's Warwind #2 for the Forsaken army and she comes in two pieces (left hand carrying sword and the rest of the model). Her gun has a sort of retro-tech look and the scabbard for her sword, and an additional one, are attached to her belt on her back side. She wears the big stompy boots that are sort of a hallmark of many Dark Age figures in my mind and remind me a lot of KISS's boots. I wonder if anyone has painted up some Dark Age figures in KISS costume? There are lots of buckles and studs on her outfit but not really into the S&M realm that some other figures, primarily Skaard, tend to find themselves. Most of her face is covered but her eyes, part of her nose and forehead are visible and after checking and then re-checking I found that the irises had been dotted by the sculptor. That will make detailing them much easier. The sword arm had a metal tab that needed to be clipped but it fit onto the shoulder joint just fine. There was really no mold line to be seen on the sword arm, but the rest of the body did have a visible mold line and some tiny bits of flash here and there. There was also a small web of metal between the length of one sword and her right leg. She ends up in a good pose that allows for some movement of the sword arm if you wish. I like this figure a lot and she could easily be used in a Star Wars, T^{20}, d20 Future or even d20 Modern game if you like.

Reviews by Mark Theurer

2920 Belial, Devil $8.99

This Hellboy want-to-be comes in four pieces; two wings, a great axe, and the torso. The torso comes with an attached metal base. Both the flash and the mold lines were very light on this guy and once he is all put together he seams to be a well balanced piece. His wings are fairly tight in to his torso, so they don't overbalance him like they sometimes can. How the wings go on, and the axe too for that matter, is a little difficult. They are not pinned very well, and the surfaces are difficult to determine where they are supposed to mate. That being said, the wings do contact the body pretty well, so they are not in danger of falling off any time soon. The axe, on the other hand, only connects via the wrist, so that may be the only possible weak point on the model. He is definitely a devil both in looks and bearing and should look pretty awesome after he is painted up.

2922 Henrick, Evil Warrior $4.99

Henrick comes with a separate shield and looks human but could pass for a bulky elf if you like. He has some unique features that I found to be quite interesting. First, his armor looks to be made out of some kind of shell or similar substance. He's sporting dreadlocks, which might not be that unique but they are unusual and next to his right ear is a large monster's skull used as a shoulder plate. He's also wearing an eye patch over his right eye. His weapons consist of a flail and a dagger tucked into his left boot. There is also part of a scabbard sticking out from behind his cape.

The head of the flail has a rough appearance and upon closer examination it looks like a skull with large spikes driven through it. There are also a few pouches attached to his belt. His shield bears a demonic head to really drive home the point that he's evil. I didn't find the facial detail on this model as crisp and clean as on other Reaper figs. It's ok, but not exceptional and that's my overall opinion of this figure. Ok, but not exceptional.

2924 Bertok, Barbarian $4.99

Bertok is a thick bodied, thick muscled mountain of a man that looks like his sense of humor was lost somewhere in the past along with one of his eyes. He is a single piece model with the attached metal base and though there was only a slight amount of flash, mold lines had to be filed off from his arms and legs. The model is sturdy and like the guy it represents, it doesn't appear to have any weak points. For armor, this guy seems to like to pack light and go for the sun tan. The opposite can be said for his weapon. His axe that he casually rests on his shoulder is big enough to make Paul Bunion jealous. As I mentioned already, he is missing and eye and the presumably empty socket is covered with an eye patch which adds to his already dour facial expression. This guy is an excellent barbarian, and could function just fine in a good guy or a bad guy role.

2926 Gungor Half Orc Monk $4.49

Well, just last issue I mentioned that a model of a half-orc monk was something you don't see everyday, and then what do you know, here is another one. This guy is a single piece model with very little flash and barely perceptible mold lines. He is beefier than a normal human as you would expect, and he looks like he spends a whole lot of time in the gym. The model is very stable and there are no weak points in the casting. His face and forearms are what mark him as a half-orc. The fact that he obviously fights with his jackhammer like fists, rather than with monk weapons that might take a little bit more finesse, seems very appropriate to me. If however you prefer to put a weapon in his hands, this model is ideally suited to be modified. Even putting a staff between his two hands would be far easier then for most models. This guy is obviously a good model to use for a half orc monk, but I also think he has a lot of possibility as a half-orc barbarian or fighter.

2927 Hassan, Genie $7.99

Just from looking at him in the blister I knew I'd like this guy. This is a three-piece model with the right hand/sword and hair as separate pieces from the rest of the model. At the base of the miniature there is a small oil lamp with smoke billowing out of it and forming into the upper torso of a male genie. Once assembled he's swinging two swords and has a long mane of hair sprouting from the top of his head. The upper torso is wearing a sash and vest but otherwise is unclothed. The mold line was visible and there were some bits of flash but nothing too bad. A minute of work and he was done. The right hand/sword needed similar cleaning but did not have any gaps to fill once attached to the upper arm. The piece fit into place neatly. The hair dropped right into place and you can rotate it a bit if you want more of it visible from the front of the model. To keep his size classification consistent with his entry in the Monster Manual I'll be attaching him to a 40mm square base, but you can choose not to if you like as there are no balance issues and he'll stand up just fine as is. He'll make a welcome addition to any DM's collection of monsters to spring on an unsuspecting party.

2928 Sobek Statue $6.99

This large single-piece model depicts a crocodile/human hybrid that is carrying a staff and an ankh. The only place where I found a mold line was on the headdress and it was easily cleaned up. The underside of the base had a metal tab that needed to be removed but other flash was not found. Detail was great on this figure and while not really usable as a monster or character it's primary, and intended, use as a statue will do great. You could even use it as a stone golem if you like and it would do fine. If you're playing Wargods of Ægyptus he'd be a great piece of terrain and would also fit into a Warlord game as terrain.

14164 Chosen of Sokar

Just to clear up any possible confusion, the Reaper Website has this model named "Nefsokar Reborn" rather the "Chosen of Sokar" as named on the blister. If I was to guess, I would say the name on the blister is correct, since that is also the name used in the Warlord rulebook. In any event, this model comes in two pieces, one piece being the head, and the other being everything else. The model also has a square plastic slotta base included. The casting is sturdy with no real weak joints or easily bendable protrusions, though with a little effort the left arm and the scepter could be moved a little bit if the mood struck you. There was no flash, and mold lines were thankfully restricted mostly to the mantel that is attached to his back and rises over his skeletal head. I say thankfully because being the mummified remains of a body, it would be difficult at best to do too much filing on this guy without damaging some of the very nice detail that covers this guy from head to toe. Outside of the game of Warlord, this guy would function very well for a variety of undead monsters.

14168 Gauren, Wrathful Spirit

This ghost-like model is done in a single piece and will be one of the easiest models to paint to a good effect. Maybe it's just me but when I get a new ghost model he hits my painting table almost immediately since they can be cranked out in minutes and still look very good. Gauren is that kind of model. He has cool details like the ghost faces close to the base that will come out nicely when painted. His face is very well done and he looks quite mad at the world. Any DM with an affinity for the undead, like me, or a Warlord Necropolis player will get good mileage out of this figure.

14169 Dauron, Death Knight

This is another Reaper new release that as of this writing it's not yet up on the website. He is a single solid cast model, which is actually quite impressive in itself, and comes with a square plastic slotta base. The reason I say that the fact that it comes in a single piece is impressive, is because of the overhangs and excellent 3-d features that are present, something not easy to do in a single piece mold. This model has a huge ornate sword in one hand, and has spikes popping out of his heavy armor all over the place. Even so, there are no real discernable weak points, and he is very sturdy. This is another piece where if mold lines where too noticeable, it would be no fun trying to file them down. Luckily that was not the case. There was a small bit of metal between the left fist and leg that had to be removed but little else. The model is leaning back a bit which might lead you to think it might not be stable, but its and illusion as the model is quite stable. The sharp detail and the distinctive features make this one of my favorite models that I've seen this issue.

14171 Death Rider Sergeant

Five pieces make up this model (lance, rider's head, rider's body, front left horse leg, and the rest of the horse). Each and every piece needed some kind of cleaning. A visible mold line was the most common thing that needed attention but there were some small bits of flash too. The rider's head was the most difficult as it seemed a bit offset. Assembly was easy. This is a model that I think will look better painted than in bare lead. Duh! What I mean is that in it's unpainted state it's not spectacular, but when painted I think that it will be a lot more eye-catching. The artwork on the data card has the whole model in a spectral-type look (like a ghost) but I think that keeping the skeleton parts as such and doing the barding and clothing in contrasting colors will end up looking better on this model. I'm thinking of dropping him into my Ragnarok army as part of a unit of skeleton cavalry. Of course, that's his intent in Warlord too so double duty is in his future.

14172 Chattel of Necropolis

There are three models; all in different poses come in this blister. Of these, two of them are females, and the third is male, all are singe piece models and come with a plastic slots base. . These models have a strange look to them. Each of the three models has swords in both hands and they appear to all be backwards (due to either the fighting style of these folks or the out of the ordinary style of the swords themselves), but whatever the reason, it looks odd. Also they all wear a helmet that appears to keep all light from getting into their eyes. There was no flash on any of the models, and though some had hints of mold lines, the straps and detail that cover these models make them nearly impossible to differentiate (that is except when traversing certain unclothed sections). The only possible weak points in these models lie in the swords, but they are all thick bladed so even there I doubt that you will see any bending. All three models are well balanced and very detailed. In fact, these are so detailed, with a slew of leather straps going over bare flesh, that these babies might present more of a challenge than normal for painting.

14176 Reborn of Sokar

This is a multi-piece (two arms, head, and rest of model) for the Egyptian-themed army in Warlord. It looked a lot to me like a construct and would do well in a dungeon crawl game of D&D in addition to a Warlord army. The body's upper half is much larger and bulkier than the waist and legs and looks a little out of proportion by my eye. If the whole thing had been big and bulky I think it would have looked a little cooler. The upper armor is covered in raised detail that will be easy to paint. This raised detail is repeated on the two swords also. The swords fit into ball-and-socket joints right under the shoulders of the upper torso. They fit into place easily and they do have some room to move around and not be in a simple static pose. The head has a skeletal face with the mouth open as if screaming. Once in place the head will cover some of the detail of the upper torso so I'd paint them separately and glue the head into place last. There were bits of flash one each of the arms and head, but not really any on the main body piece and the mold line was undetectable. A good figure that a DM will get more use out of than players unless you're running a Warlord army that needs him

14182 Night Spectre

A model similar to Gauren, the Night Specte is also a ghostly manifestation

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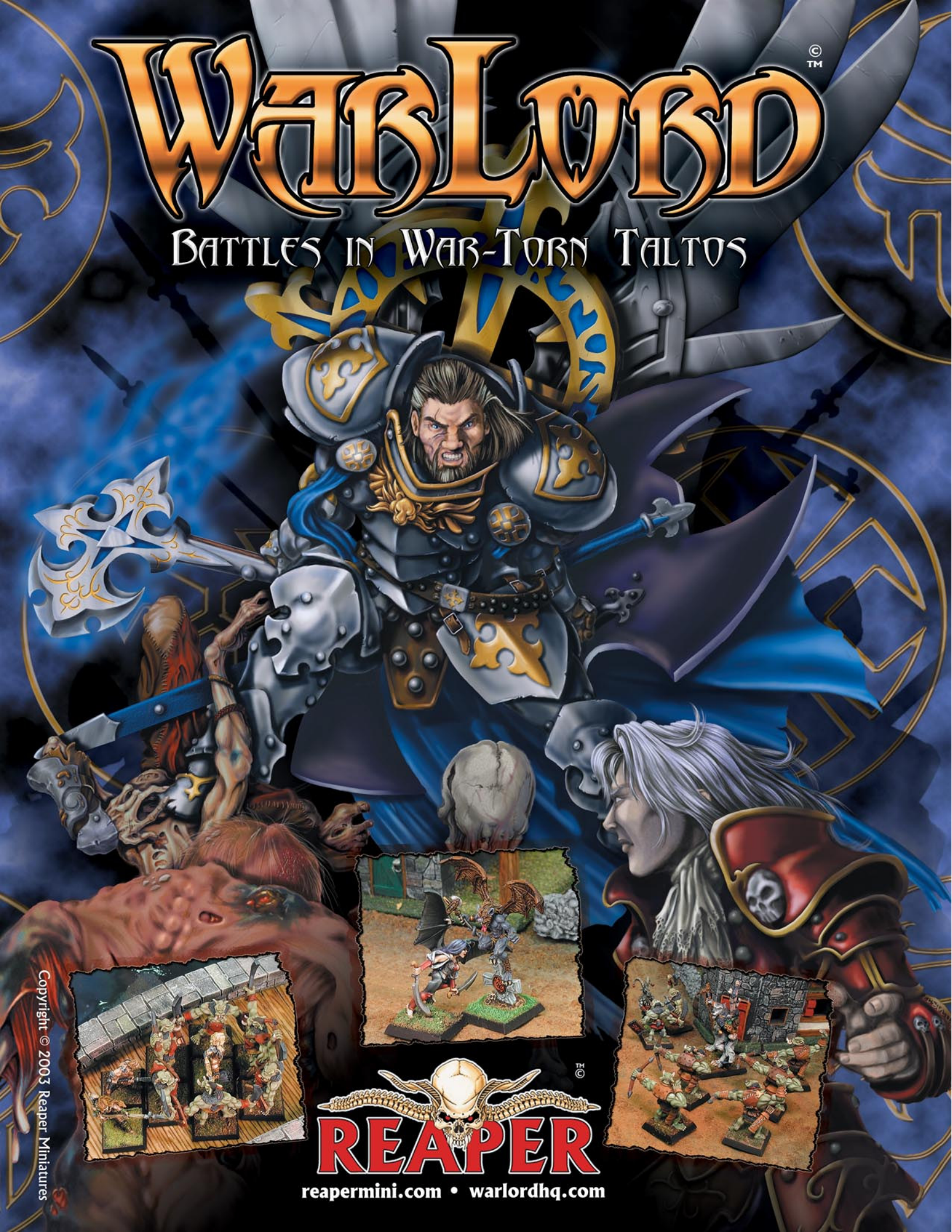
Battles in War-Torn Taltos



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but with some bones to go along with the whispy vapors. This is a two-piece model but comes with three. There are two heads provided which is a prettt cool idea. Hey, if he's going to have a separate head why not give the player a choice regarding which to use? I like that a lot. One head has a skeletal face underneath a large hood and the other is an animal's skull. Both are evil-looking in their own right. The arms of the one I got were bent in the blister and needed careful re-alignment. The bends were along the forearm and while not too thin could be broken if you're not careful. Flash was present but not plentiful and with all of the folds on the model I could not find too much of a mold line. This is another model that hits my painting table almost immediately. Good for Warlord players but even better for DM's.

14184 Bloodseeker Vampire

This dynamically posed single-piece miniature is of a bald-headed vampire with one arm holding a sword in a motion that makes it look like he just took a swing at someone and the other is holding his cape that's caught in the wind or just being whipped back for dramatic effect. He's wearing very little in the way of armor (plate boots and bracers) but you'd probably not expect a vampire to be kitted out in full plate so it looks fine. Both of his arms have good muscle tone and the bald head and pointed ears are the most standout feature of the model. He needed some cleaning as there were bits of flash in several areas but I was hard pressed to find the mold line. Don't need a sword swinging vampire? He'd also make an unusually cool looking elf fighter, rogue or assassin. To me, the bald head moves him closer to the drow side of the family if you're going to make him an elf and I favor the drow with dark blue-ish skin so I think that's how I'll end up going with this guy.

14185 Bone Horror

This model gets the award for being the hardest to put together this issue. Initially, this bone pile comes in four pieces and a large metal slotta base. I say "initially" because he has several very weak places and it's a real challenge to get him together without breaking him. Because of all the bones, there was some flash and annoying little mold lines, but be very careful when removing them or else you will have more pieces to glue together than when you started. One of the pieces is the creature's weapon that has both its hands and one of its arms attached to it. This fits all well after you bend the arm still on the torso into place, but again, this arm will break off if you are not careful. The two wings fit on the back and have a pretty decent pin to hold it. But it has only a single narrow point of contact, so once again, another significant weak point. To me, this model is cool enough to be worth the effort, and it's definitely not a monster you will see around every day. Of course looking at his stat card shows that he should also be one of the studs of the Necropolis army. He cost more points than anything else in the army with the exception of the Warlord himself. Just don't drop him.

4434 Togishi Mitsu, Dragon

Togishi Mitsu is a single solid cast model that comes with a square slotta base. His attire consists of a pair of calf length pants held up by a cloth belt, and a pair of sandals. At first glance you might think this guy is doing his best imitation of the Hulk and doing an admirable job at it. He is very sturdy, and is not likely to bend or break without more than casual effort. There was no flash, and the minor molds lines I found on his upraised arms and bald head were pretty easy to dispense with. It's rather obvious that Togishi likes to fight with nothing but his fists, as those are the only weapons in evidence. The definition is quite well done on this model, and the best part is the detail in the facial expression of an open mouthed battle cry. This would be a cool model to build a story around.

4435 Mukami, Mantis Clan

Mukami is another single piece solid cast model with its included square slotta base. But this model has a little more metal to him than some of the other model in this line so he is a lot less likely to get bent. He carries a bow (the top of which will be what bends, if anything) and has on his back a quiver an painful looking arrows. The bow itself

looks as though it could be used as a weapon in a pinch since it has two protruding horns on either side of the had grip. His attire is classic oriental style but what catches the eye is the distinctive facial detail. Its one of the best I've seen in this line. Flash was not an issue, but mold lines where a bit bothersome trying to get off due to the flowing clothes that he is wearing. This is a very sturdy model that will be able to take a lot of abuse.

4436 Wolf Clan Infantry

In heavy armor with his sword raised above his head, ready to strike, this samurai warrior is in a good action pose and has lots of detail to pick out on his armor. Flash and mold lines were present but were not extensive and there is a small piece of metal that connects his left too to the molding tab that will need to be removed. Once that is done he'll have his left foot raised in the air to bring down more force in his swing. Much of his face is covered up but what can be seen is well done.

4437 Mantis Clan Merc

This is another single piece, solid cast model that also comes with a square slotta base. He was very clean not having any flash and only very minor mold lines. He has no weak joints and even though his arms are out, they don't feel like they are in much danger of being deformed. His armor is classical Samurai style chain armor with helmet and he has the traditional Samurai swords strapped to his back. But then he departs from what we normally consider classical because of the two vegetable choppers he is swinging around in his hands. The piece is well balanced and with the exception of the very specialized weapons in his hands, he could be used in a whole variety of roles.

4438 Dragon Champion

This champion is a single piece model with a square slotta base included. Being that this champion is also female, it makes for something you don't often see, and that is a female samurai (I'm guessing that there might be one or two chaps in history that would have taken offence to even the idea). She is armed with both the classic samurai swords in her hands in an obvious combat stance. Unlike the female "want-to-be" samurai's you might see in the movies, this one is wearing armor made for a woman. I suppose that if this was not the case, there would be no way do differentiate between the men, for she is also clean shaven. Her swords are slender so the bend easy, but beside that, she is sturdy and well balanced. There was no flash on her, and the mold line across her smooth head was a piece of cake to remove.

Reviews by Mark Theurer and Clay Richmond

HFZ002 & HFZ003

Drone #1 and #2 £3.00 each

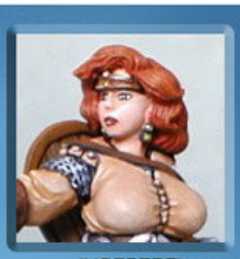
Sold separately, these two gun tottin' zombies are the latest addition to Hasslefree's sci-fi figures. They are dressed in identical clothing, made up of pants an armored chest plate, metal helmet and heavy boots, and armed with a slug-thrower type rifle/ There are hoses that trail from the back of their chest plate to their helmet and their mouth can be seen below the helmet. Their teeth are bared and lips drawn back to help give them an undead or monstrous appearance. Their arms are muscled but also kind of gangly and have a few wires going from their backpack attaching to their shoulders. Each had a few small bits of flash around their feet, and a bit on one gun, but I found no mold line on either figure. Ok, so what to use these two for? Well, they could easily be dropped into a d20 Modern game where you need some undead running around with guns, but my personal favorite would be to use them as Undead Legionnaires in Ultimate Warzone.

HFH016
Libby the Conqueror £7.00
This two-piece mini diorama has the now-familiar Hassle-free maiden "Libby" standing atop her most recently vanquished foe. The dead guy is on a circular piece of metal that fits nicely on to a large circular base and features a couple of rocks in addition to our Viking-ish victim. He's wearing a kilt and fur boots and has one hand clutching at the wound in his chest while the other is grasping at the ground. The clawmarks where his fingers dug into the earth are sculpted and are a nice added detail to the piece. He is a well-muscled fighter in his own right but Libby did manage to bring him down. She, also a single piece, stands on the base with one foot on the ground and the other on the guy's chest. Her sword is still buried in his chest and she's resting on it to add a bit of insult to injury. There was a tiny bit of flash on the guy's base, but it was hardly noticeable. Libby needed a bit more cleaning and had some bits of flash in several areas, but no defects nor any mold line were to be found. She's dressed mostly in plate armor and wears a horned helmet, from which her shoulder length hair flows. So what to use her for? Being on a large base might turn you off from using her as a player-character model, but if you wanted to write her up with ½ Ogre stats (large creature) this would work. Just don't tell her about the ½ Ogre thing and we'll be ok. Of course, it would make a

PAINTED BY MAHON

'HASSLEFRIESIAN'

Hasslefree Miniatures



'LIBERTEE'

PAINTED BY JENOVA

NEWS

Well at last the new website is up and running. Go and take a look and tell me what you think
www.hasslefreeminiatures.co.uk

The catalogue is easier to navigate and there are lots of new features and pretty pictures to see. Still lots more to do, keep an eye out for a painting competition for Bifrost 2005.

Lots of new releases since the last edition of FR. Zombie hunters through to Nubian guards and more space goblins and Druusch. And of course Kevs trademark semi-naked and naked females!

The Forum of Doom is also back up and running. Follow the link from the website to catch up on latest news, releases and gossip as it happens.

Good quality 28mm Fantasy and Sci-Fi figures for gaming, RPG's, painting and collecting

nice small diorama that doesn't take up a lot of room and would not take too long to complete. She could also be used as a leader of a Black Sisters [Firstborn] unit in Chronopia (mind that you get your opponent's approval first and be sure to take an inch off of her movement and require enemies to move an extra inch before engaging her) or maybe even the leader of a unit of Blade Maidens [Sons of Kronos] but she might be a bit overdressed to run with that bunch of women warriors. Either way, it's a cool little diorama/figure that stands out nicely.

HFX005
Imogen £3.50

This model is the wingless version of HFX003 (also called Imogen). This one is only a two piece model and also comes with the same round plastic slotta base. I happen to like the model the first time around, so of course I'm going to have to say that I like it again. I will admit that even though the winged Imogen is a really cool looking model, this one will probably be able to fill a wider variety of roles. Her detached arm fits snugly into place and there is a lot of surface area touching so there should be no weakness in the joint. Flash was nowhere to be seen and the mold lines are very slight and only visible on her long unarmored legs. Her stance has her in mid swing with her shield is flung behind her to add momentum to her swing (also making it easier to paint I might add). In her hand she wields a flaming sword that is in mid swing. She has cloven feet and gracefully curving horns that could almost be called becoming. I think Imogen is an excellent demonette, with or without wings.

HFH018
Wolf £4.00

Wolf is a big ole barbarian swinging a big ole sword. He comes in four pieces not counting the plastic slotta base that he stands on. One of the very cool things about this model is that it comes with three different heads that you can choose from. One head is Caucasian, another African in appearance, and the last is very orcish in appearance. I'm sure that the inventive modeler will have no problem coming up with creative ways to use the other two heads. One of the pieces for this model consists of only his left upper arm. The piece is rather small and not pinned, so gluing the model all together can lead to sticky fingers if you're not careful. The only flash I found was on the heads, and mold lines were surprisingly absent even though Wolf is wearing little more than boots and a loin cloth. The versatility of this guy is obviously enhanced by the option of using the different heads to the point that you can even change his race. But anyway you look at it; this is a very cool barbarian model.

HFH019
Jo £3.50

Jo is a lightly armed and lightly armored female human. The website implies that she is a barbarian, but you can easily pass her off as most any kind of fighter or ranger. She comes in two pieces; the first piece in the main body and the second piece is the shield with the arm that carries it. She of course comes with a round plastic slotta base. She is another one of those smooth legged models that show the mold lines, but it makes it very easy to clean up. She also had a few bits of easily removable flash. Her sword is not overly thick, so it may have a tendency to bend (I actually did have to straighten it out some); while the joint between her elbow and the attached shield mate fairly well so it's a pretty sturdy joint. For the most part, she is a fairly generic model, but the detail on and around her head is very distinct and quite well done. This is another very nice and very versatile model.

HFH017
Kalee £3.50

This carefree female warrioress has little in the way of inhibition… or armor for that matter. The model comes in two pieces, one of which is her right arm holding a "living axe" and the second piece is everything else. She also come with the standard round plastic slotta base. Flash was minimal but mold lines where a tad more significant that usual for Hasslefree models and getting to some of them took a little effort. The way the right arm mates with the shoulder makes it very secure, so it's safe to say that she doesn't have any weak spots. The handle of the axe is long and

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thin, so that might be in danger of getting deformed, but for me it looked great. The artist went out of their way to really to a fine job on the detail for this model and this will be one that painters will have a blast painting. I'm just betting that the head she is carting around in her left hand belonged to the last guy that made the mistake of thinking she was a "helpless little girl".

Reviews by Mark Theurer and Clay Richmond

Crocodile Games

Sebeki Starter Deal Set
WGE-906 $64.95

A very heavy, large blister pack is the initial home of this big batch of gator, err I should say crocodile (actually Sebeki is the most correct) figures. Inside you'll find the beginnings of a Sebeki army for Wargods of Ægyptus. It's not immediately noticeable until you open the pack and sort everything out on your table but there are no duplicates at all in this pack of twelve figures. First to take a look at is the unit of Sebeki warriors. You get four warriors armed with heavy mallets, a musician with drums and a standard bearer. Each of the warriors has separate heads and tails and one needs to have his right hand and hammer glued into place. The bodies are muscular and extremely well sculpted. Detail is superb, with scales, muscles and even the circular rings on the hammer (who's head is made out of what must be a tree trunk) done cleanly so it will paint up nicely. The drummer and standard bearer have the same body proportions as the warriors and will fit into the unit just fine. The standard has some great detail, but not so much that it will scare off novice painters. The drummer has two drums that attach to his belt. All six of them did require cleaning, though. There was some flash present on every model, but mold lines were either not present or extremely faint.

The remaining six models are made up of heroes and other 'specials'. The only non-Sebeki models are a Priest of Sobek and a little pygmy dude. They are both single-piece models and surprisingly the littlest model in the pack had the most visible mold lines. They cleaned up pretty quickly and were not thick at all. He's carrying a tambourine, wearing a helmet and not much else. The priest is very human in his appearance except for some large scaly sections of his arms and legs that are no doubt gifts from Sobek. He carries a small hammer, especially when compared to the monster mallets that the warriors are toting around, and wears a loincloth and what looks to me like an alligator-skin cloak complete with the head as a sort of helmet. On his own he would make a very unique spellcaster model for a player character in a fantasy rpg. He's not nearly as muscular as the warriors and has a bit of a belly that he's working on. Facial detail is super on this model. The Master or Words comes in three pieces (body, head and tail) and he's the most strikingly different of the Sebeki models. He's wearing robes and carrying a staff and scroll, which easily pegs him as a spellcaster (also good for a unique player-character) but his smaller head and elongated snout really set him apart from the rest of the brutes. For a model with lots of folds and bends he needed surprisingly little cleaning.

These last three models are absolute monsters and I mean that in the most positive possible way! The "Butcher" is a hero that carries two cleavers, instead of a blunt instrument of destruction, and also has a separate head and tail. The real standout feature of this model is the open mouth with his tongue hanging out of it. That tongue puts Gene Simmons, of KISS, to shame! The detail is a bit better than the regular warriors and he has some added details like a fish, bird and (what looks like) a hog leg on his belt. I guess when you need a snack you need a snack, even if it's in the middle of kicking ass. The Harbinger of Sobek comes in the most pieces of any model in this set with five (head, tail, body, headdress and left hand). Like the "Butcher", more time and effort went into him than the warrior models (no, I'm not saying they are slouches, he's just even better) and he's also larger and has more jewelry and detail than any other model in the group. Instead of a mallet he carries a huge spiked club made of stone in his right hand and a small staff or wand in his left. His mouth is also open but not ready to give you a

WGE-906 Sebeki Deal Starter Set

big French kiss. Last is a limited edition "Croc Mascot" figure that easily blends into a regular unit of Sebeki Warriors. Four pieces (body, head, tail and spiked club) make up this model and he went together as easily as the rest and required about the same cleaning. Once together his hands are resting on his club and it just gave me a real sense of him saying, "Oh, I'm sure you want to re-think whatever you were thinking because I'm about to smash you in the head and eat you while you're still twitching." If you've seen the movie Pulp Fiction I'd bet that this guy's wallet has the same thing printed on it that Samuel L. Jackson's character did. He's just that baaaaaaaaaaaad. All three of these had about the same need for cleaning as the regular warriors. With pretty much every model coming in at least three pieces you could choose to go ahead and pin everything but I don't really think it's needed. There's enough surface area on the parts for your superglue to bond well.

Ok, so if you're not playing Wargods of Ægyptus why should you be interested in this set? Well, they will make the most awesome set of lizard men (yes, I know they are Sebeki and not classic lizard men) that I can imaging and the look on your player's faces will be priceless when you set these down on the table. They are awesome figures and deserve a place on your shelf if for nothing more than being great eye-candy. Of course, if you're playing Wargods of Ægyptus you've probably been waiting for these guys for a while now and let me tell you, they were well worth the wait.

Review by Mark Theurer

Female Ninja €6.00

This three-piece (two arms carrying swords and the rest of the model) figure immediately catches the eye due to its somewhat unusual pose. She is standing straight up with her left leg pulled up as if, in my mind, she's about to thrust it out in a side kick and smash in someone's gut or face. She is wearing high boots and a tight bodysuit that leaves most of her arms uncovered along with her hips and shoulders. She also wears a mask that covers her face from the nose down, but leaves her eyes and head uncovered. Each sword-arm ended in a small nub that needed to be trimmed a bit to fit onto the base model properly but once that was done you end up with a good fit that should hold up to use well. The sculpt is clean and well done. The mold line was barely visible, you really had to look hard for it, and cleaned up in a second or two. It was most visible on the top of her head. This is a model with a very interesting look that has uses in an rpg setting, as an assassin or DEX-based sword fighter, and could also find use in various skirmish and mass combat games. Definitely worth checking out.

Meiko the Geisha €5.00

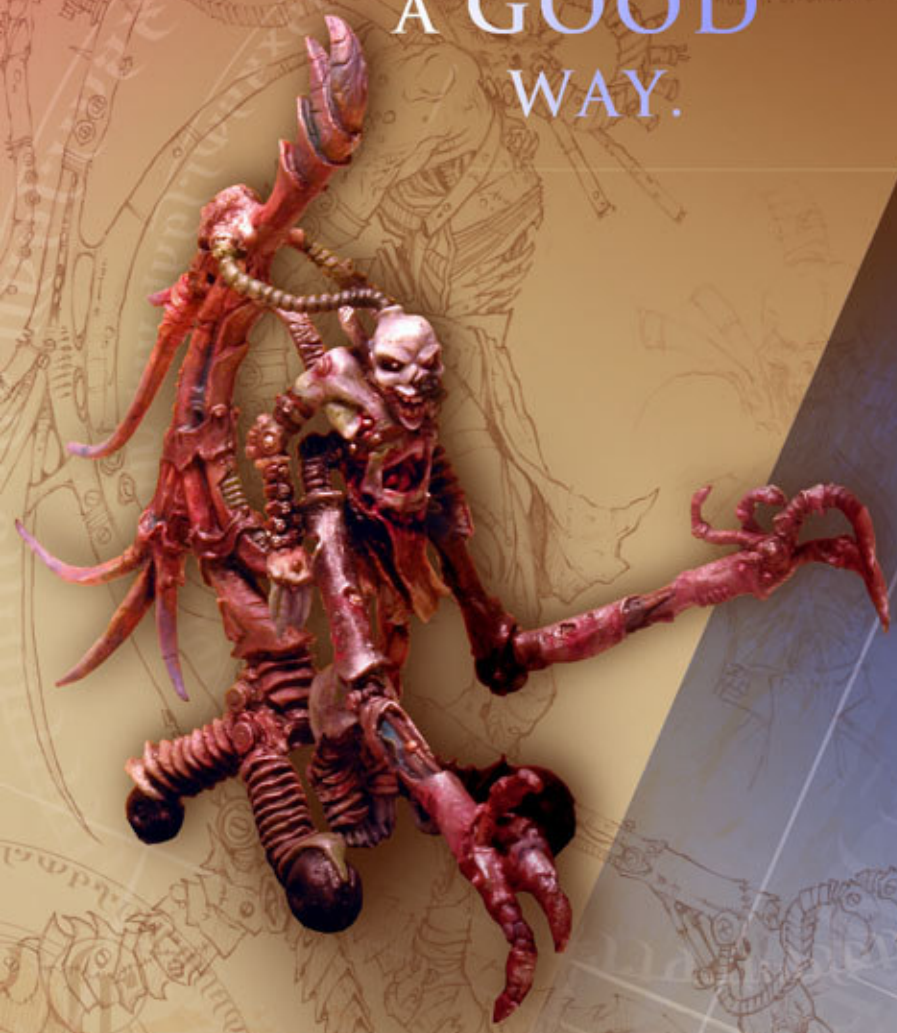
Meiko is a single-piece model of a female that is wearing long robes that cover all of her body except for her head. She has a slender build and her robes bear many swirling patterns that will be easy to pick out while painting. The hair is well done, but the face looks a little puffy, especially in the cheeks. The mold line was undetectable and there were no bits of flash at all. This figure should be pretty easy to paint up, but I see it's main uses as an NPC or as part of a diorama instead of as a player-character. You'll definitely get the most use out of this figure in an L5R campaign.

Barbarian Huntress €5.50

This barbarian female looks like she is out to take on the world. She comes in two pieces, her left arm grasping a wicked spear or glaive of some sort is one piece, and the rest of her is the second piece. She also comes with a round plastic slotta base. Although there was no (or very little) flash or mold lines on her, some of her definition seemed to be muted. By that I mean it was a bit difficult to tell where one item in her outfit stopped, and another started. This might be embarrassing to admit, but I can't tell for sure what is supposed to be skin and what is not. Her face is the exception since there her features are very distinct and they stand out quite nicely. Her arm attaches under the shoulder in a socket, so there won't be any significant weak points on her, nor is there a balance issue at all. With her defiant stance, and interesting garb, I would say

NIGHTMARES

HE'S HIDEOUS. BUT IN A GOOD WAY.



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she would do best as either a barbarian (as she is promoted as) or a fighter.

Barbarian Chieftain €5.50

This model comes with a round plastic slotta base and is a one piece solid cast model of a guy that could actually fill a whole lot of roles. He is advertised as a Barbarian Chieftain, which is a role that I can see him in, but to be honest it won't be my first choice (I mean the classical picture I have of a barbarian hardly has him waving around a gun). But with that being said, this model could be used as anything ranging from a pirate captain to a noble lord, and from barbarian to a city magistrate. His armor indicates that he is not a desk jockey, but there are no weapons in his hands. In fact the only weapon you see on him at all is the butt and muzzle of a single shot pistol hiding behind his thigh. There is impressive detail all over this guy and flash and mold lines simply were not to be found. It's a very clean model with no weak points (his arm is sticking out there, but it is by no means weak), and no balance problems. Since most models always seem to be in the act of killing something. This might be a great model for a role playing situation where fisticuffs is not he first solution to everything (again, something barbarians aren't exactly known for).

Reviews by Mark Theurer and Clay Richmond

First on the review table from Magnificent Egos are some new spell effects. Both are magic walls and each are roughly the same size, close to 30mm square. The Wall of Iron will retail for $5.99 and for that price it looks like you'll get three wall sections. The Wall of Iron is made up of man riveted plates and two large spikes on each side. Each side is not an identical copy of the other so that's a nice added detail. It probably would have been easy for them to just slap together two halves and call it a day, but they didn't.

The bottom needed about five seconds of smoothing time to get it perfectly flat and the mold line was barely visible.

This should paint up incredibly easily and while it's mostly useful to DM's or spellcasters that have this particular spell it's something that those two groups will want to pick up.

The second wall, not pictured, is a bit thicker at the base and simulates a wall of ice. It's roughly the same size as the iron wall and looks like, well, a frosty wall of ice. Again, easy painting coming for this piece. Its base was already perfectly flat and the mold line was almost undetectable. I've been told that a clear resin version will also be available, but I'm not sure if this is in addition to the metal one or instead of it.

MEO1019 Gorl Bonebreaker $5.99

From the moment I saw the green of this guy all the way up until I got him into my hands to look at I new that I wanted this miniature badly and that I just had to create a D&D character to go along with the figure. Gorl comes in three pieces (right arm, left arm and the rest of the figure) and assembly had its easy and hard parts. The right hand, carrying a lit torch, fit easily into a void in the arm. It had a visible mold line that didn't give me any problems. The left arm, holding a cannon, has two straps on the cannon that need to fit into place on their counterparts on the body. There is a small indentation around Gorl's belt to guide you to the cannon's final position and then you can (will need to) adjust the straps to fit right. They are a bit thin so be careful. Take the extra time to get it right. The completed model stands significantly larger than a human and is pretty much right in line with Iron Kingdoms Trollkin or Ogruns. On top of that, carrying a cannon makes him perfectly suited to being used in that campaign setting too!

There are three cannonballs at his feet and three more in a sack on his belt. There is a keg of black powder on his back and he carries no other weapons except for a small dagger on his belt. I figure it anyone gets close enough to threaten him in hand-to-hand he'll just bash them with his cannon. His clothing is that of a pirate and his appearance is made complete with an eye-patch. I think that the detail

on the face could have been a little more crisp, but I still love this figure and, yes, he'll be appearing as a PC as soon as possible.

MEO1049 Galatius Aquatinus, Half-Orc Gladiator $5.99
It's not often, in fact never as I recall, that you see a Roman-esque half-orc. Galatius is just that. He comes in three pieces (two arms with swords and the rest of the figure) and both arms have enough area to pin them if you want. I glued them into place and figure they should hold well enough. He's wearing a decent amount of armor and a cape with some exposed flesh. That mostly consists of his legs and they are massive. There was a bit if flash around the feet of the figure and a tab that connects a scabbard to the tab that needs to be cut free. Once this is done the scabbard can be carefully be bent straight. It's slightly been inwards on my model. Detailing on his armor is nice and the glyphs will be pretty easy to pick out. Each piece did need cleaning up but this figure went together easily and has a nice pose for an original model that is also worthy of being the base for a PC.

ME30016 Vortex $19.99
Last up is a monster of a model. The vortex is a single-piece resin model that stands xx inches tall and represents a swirling vortex of doom. Several ghostly (somewhat skeletal in appearance) faces ring the vortex and the circular flow of the vortex is very well done inside and out. The only thing missing from the inside are the faces, but it's not like you're going to see them there until after you get sucked in anyway. Being resin there are no balance issues. If it was made out of metal, as the original was and I got to see it before production started, it would obviously be top-heavy and I'd be afraid of knocking it over and either breaking it or whatever it landed on. With this version you have no such worries. Now all you need to do is need the model. It's really not cost prohibitive when you consider the price of miniatures these days and it would be an awesome sight to bring out and put on the table in front of your party. After they gawk at it for a second and ask where the real monster is you can tell them that this is the real monster! The Vortex picture was provided by www.fantization.com and you can buy the miniature from them.

Reviews by Mark Theurer

urban MAMMOTH™

13305 Syntha Alpha Artemis Class Biomech £3.00
This figure is a futuristic female that really looks like an assassin to me. She's crouched and holding out a blaster in her left hand while bracing herself on the floor with her right. She is wearing a full bodysuit and helmet that has wires connecting back to her right arm. The spine of the suit has "plugs" like in the Matrix movies. There was a little flash on the model but no defects. Aside from uses in Urban War this would make a great figure in a modern, post holocaust, or even super hero game. A very nice figure.

Review by Mark Theurer

PULP FIGURES

Yukon Peril
There are two Yukon Peril sets and we got a look at figs from each of them. The first set (PYP 1) contains Sergeant Preston, excuse me it's Prestown for the Pulp Figs version, on foot and mounted and also with his trusty hound. I got the standing version to look at, and his dog and they are both nice figs. Each had a tiny bit of flash but nothing too bad. The Mountie uniform looks nice and should paint up easily. I especially liked his face. He's bundled up for the cold weather and if you need to throw a bit of northern exposure into your Call of Cthulhu games he'll fit right in.
The second guy is a Northland Adventurer (from the pack PYP 2 and second from the left in the above picture) and

he's holding a pistil out in an un-gloved hand that will be awful cold really quickly. His other hand is suitably pro-

tected from the elements. He's also wearing a large coat and winter hat. He doesn't look like a "bad" guy at all and would fit in nicely with our Mountie friend on a cold adventure. Facial detail was very clean and while both of these would be out of place just about anywhere but in a cold environment they are still worth taking a look at. They would both be usable in modern times too.

Fiendish Flunkies

In this set (PHP 9) you get five figures and we got three to take a look at. First is Bo-Bo the monkey. How can you not like or have a use for a monkey? In a pulp-era game just head towards a desert and you're bound to either run into an NPC with a monkey or end up with one of your own. Bo-Bo is wearing a fez and vest and he has long, thin limbs with good fur detail. The whole figure looks easy to paint. Ali is carrying a pistol and wears a fez and robes. The look on his face is almost cartooney He had a bit of flash and a small web of metal between where his free hand and robes are. It cleaned up easily enough though. Ali will make a good pestering NPC villain who needs the PC's to kill him. Little Bill is a pudgy, short fellow that has

whipped out a switchblade and is ready to go to work. His mold line was the most visible of the three and it took a minute or so to clean him up. He's the kind of guy that you'd meet on the pier and be lucky if you didn't end up as fish food. I think that Bo-Bo has uses on the PC (as a helper) and NPC villain side of the equation, while Ali and Bill are definitely going to get smacked around.

Boys in Blue

You gotta have cops! Even if it's just to get in the way of stray bullets during a gunfight or to slow the party down when they are hot on the heels of the bad guys. Two sets (PGJ 6 and PJG 7) of these public servants are available and they are all wearing heavy coats and carry a variety of armament, from batons to pistols and rifles to shotguns. The are all unique but also fit perfectly with each other as a unit of coppers. They are also close enough looking to the old RAFM Call of Cthulhu cops that they will augment whatever selection you have of those nicely. Mold lines were faintly visible on each coat but not much else in the way of cleaning was needed. I like them a lot, but my favorites of this review batch are next.

Stalwart Companions

From this pack (PHP 10) we get three to take a look at and all are keepers. Billy Fish carries a knife and rifle and just has the look of a follower that will not let you down. He's dressed in pants, jacket, coat and a hat and had just a tiny bit of webbing between his legs that needed to be cleaned. Shorty is a kid of maybe 11 or so and he carries a slingshot in his back pocket and wears the clothes that you'd expect. He had a slight mold line but this was easily taken care of. His facial expression looks like he's calling out to someone. The last one is Reggie York and he would make a great PC or flunkie. He carries an umbrella and is in attire more suited to the UK, but looks great to me. He had a bit more flash than the others but do defects and soon he was ready to be primed.

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Ducal Militia

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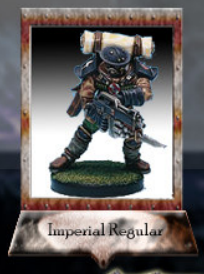
Imperial Regular

Ducal Militia

*Minis Supplied Unpainted and Unassembled

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EXCELSIOR ENTERTAINMENT

All of the sets that the above figs come from retail for $13.25 US and you get free packs for large orders. I can highly recommend any of their lines for pulp-era games (would work great for .45 Adventure) especially Call of Cthulhu.

Reviews by Mark Theurer

A book in the miniature review section? Yes, but there's a good reason for it. Darkson Designs Painting Guide, Volume 1, is a 96-page perfect-bound book that is a painter's dream. It retails for $29.99 USD and is available now.

Upon first getting the book and flipping through it I found that it's completely full color and looks gorgeous. Every picture is crisp shows off the miniatures very well. The book starts off with some background information on color theory and a look at the Vallejo line of paints. If you're a long time painter you've probably read up on the color wheel and complimentary colors already, but I'm definitely a novice in this area and generally paint what I "think" will look good and sometimes end up with some big bad evil thing that looks more like a Christmas tree, due to too much red and green, and less like some otherworldly terror. For me, this section was informative and welcome. The section on paints seems to favor Vallejo, but also gives the Citadel equivalents of the Vallejo line.

The majority of the book is made up of painting examples, or lessons, by various artists. Figures from many different manufacturers can be found here along with those from different genres. You'll find historicals, fantasy, sci-fi and even "flats". Each lesson has step by step descriptions on how the artist achieved the final version of the figure and these should be easy to follow and come to a similar result if you take your time. Don't expect to turn into one of the painters featured in the book overnight, but since practice makes perfect you can be well on your way. I've commented to some of my friends and painters that I admire that I wish I could just sit and watch them for hours on end or videotape them working. The main drawbacks to this is that it would be creepy to have me sitting there hanging around all day just watching them. You get pretty close to that, without the creepiness, in this book thanks to the explanations that are given.

Non-Metal Metallic and regular metallic are both given some time as are bases and conversions, but the main push of the book is painting figures as you would expect. The instructions are not just…

1) Paint pants green
2) Paint shirt red

simplistic ones that don't tell you any more than you already knew. These get into more detailed mixing and blending instructions that you'll be able to use outside of the particular figure being painted in the example. The stuff I learned from the Rackham Drune can be used on my Chronopia Sons of Kronos or any other barbarians. You'll be able to pull something out of each painting example that can be used elsewhere.

There's a nice three-page spread on the colors of various metals in the real world to give you inspiration on using these colors on your figures.

Some very nice grim and gritty converted GW Imperial Guard come right before a Rackham diorama/conversion that looks just terrific and should inspire anyone to use miniatures for more than just gaming. A nice conversation piece can be, I won't say easily, created that can really get some open-jawed reactions

Approximately the last quarter of the book is devoted to non-instructional shots of lots of figures. This is labeled the "Inspiration" section and it really does just that. In looking at these pictures I thought of the things I could do to get a similar look out of my figures and saw some color combinations that I might not have otherwise have tried.

I think that anyone can get something out of this book. Novice and intermediate (I'd say that intermediate is where I fall in) painters will want it to help them improve their work and those of you that are advanced painters, you'll appreciate the work of others and I think you'll still find useful information inside. Can't wait to see what they come up with for volume 2.

Review by Mark Theurer

Subject: "Agramon" Pit Fiend

Manufacturer: Reaper Miniatures Dark Heaven Legends ref: 02895

Sculptor: Gene Van Horne

Price: $17.99

Painter: RobH "Coat of Arms"

Introduction:
I was really pleased when Mark asked me to undertake this review, as having seen the unpainted figure on the Reaper website I was very impressed with it. Leaning over its target, arms spread menacingly with an evil, leering face, you can just imagining it saying …"so what are you going to do about it then?" moments before another luckless D&D player needs to start rolling up a new character.

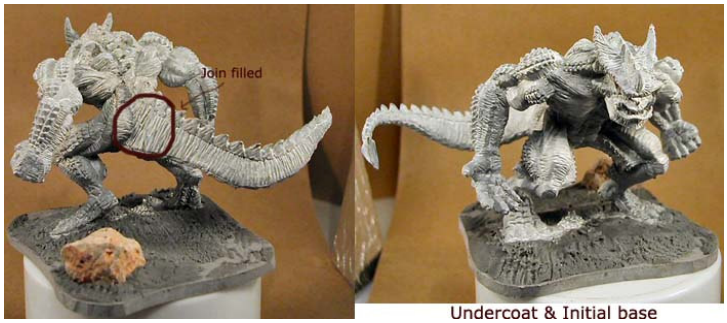
I had considered several paint schemes before even seeing the figure in the bare metal, a Classic and true to D&D Red, A Black scheme similar to the LotR movies Balrog, or a Pale almost vampiric Flesh. I hunted the web for Pit Fiend articles and images and found several painted examples of this model in Red and in Black all of which suit the figure, and a very strange blue and mauve scheme which I am still not sure about.

I decided that a very pale flesh tone it would be, pallid and unhealthy, almost ghoulish…. Oh well "Best laid plans of mice and men" and all that, as you will see shortly, I ended up doing something totally different when I actually got the thing in my hands.

First Impressions:
A 6 part kit, body, head, tail, 2 wings and a fireball. All together weighing 240 grammes which is a fairly heavy chunk of metal. The parts were complete, no miscasts and the level of surface detail is astounding, far more intricate and impressive than I had thought from seeing the unpainted model on the website. This level of detail was the deciding factor in the technique and colour scheme to be used for the figure. Overall the model looks to be a very close match to the drawing of the Pit Fiend (baatezu) in the Dungeons and Dragons rulebook. When assembled it would turn out to be 8cms high by almost 9cms wide and deep, a very large and imposing model.

Cleaning up:
The only serious mould lines were along the middle of the tail, which is a problem as they cut straight through the very fine surface detail and proved very difficult to remove without destroying the detail. This shows a disappointing lack of thought or care on Reapers part as only 5 or 6 millimetres away from this line is the join between the tail upper and lower surfaces. This join would have been an ideal place to hide the mould seam in a place where it could be removed without damaging the surface detail of the figure. The 2 wings castings showed a lot of flash around the top and outer edges but this was easily removed with a scalpel and round file. The head and body were flash free and the slight mould lines being very easy to remove.

Assembly, washing and priming:



Stage 1

The head was first glued to the body using a tiny amount of 2 part epoxy adhesive, the fit of the 2 parts was excellent and no filling was necessary, the very slight gaps behind the horns and under the chin being filled by the epoxy adhesive anyway. When this had dried the tail was glued on, there is a good lug & socket casting on the 2 pieces so no pinning was necessary. The fit of parts here was not nearly so good. To make the fit better I sanded down the width of the cast plug so that it went deeper into the socket but still had to choose whether to have the 2 parts of the tail touching on one side (left or right) or on neither with a gap all the way around. Due to the angle of the join it was not possible to get a true snug fit.

As the tail is curved around to the models right, the join on that side is partially hidden by the arm and body so would be an easier place to hide the filler join. The other side of the tail is on the outside curve and very obvious when viewing the model so I wanted to avoid filling this area as much as possible. I chose to touch the outer edge together and put all the filler on the inside. This makes the more visible join as neat as possible (this is shown in the pictures). 2 part epoxy adhesive was again used to glue the

pieces together and part fill the gap. The remainder of the gap was then filled with milliput and new surface detail carved to hide the join as far as possible.

I chose not to attach the wings as they would interfere with painting the rest of the model, I did however check the fit into the body. As with the tail, the wings are cast with good sized lugs that fit into sockets on the back of the figure. These lugs needed filing sufficiently to square off the edges and they were a perfect fit for the back. Like the head the resulting gap would be easy to fill with 2 part epoxy when the wings were attached. Similarly I left the fireball out of the models hand to be attached after painting.

All the parts of the model were then washed in warm water and household soap rubbed with an old toothbrush and when dried primed with a brush applied coat of oil based metal primer paint. This primer coat is applied in 2 very well thinned layers, each the consistency of milk. It is not an undercoat; its purpose is only to allow the washes of colour I would be using to adhere to the metal surface. The technique of painting I use is based on undercoating in colour rather than always covering everything in black or white. From this undercoat I work down into the shadows and then up onto the highlights.

Basing Part 1:
The model is cast with a fairly chunky solid base a little wider all round than the feet. For display or D&D games this base is probably adequate, but as I had plans to use the figure in games of Reaper's "Warlord" it needed a gaming base. Given the size of the model it would have to be a "giant" 50mm or super "CD sized" base. I chose the giant and cut a 50mm x 50mm piece of thick plastic card with a slightly irregular wavy edges (I do not like square based minis!) and stuck the model to it with epoxy adhesive. This base is large enough to support the model when placed on slight slopes like hills on gaming boards.

The edges of the cast base were then blended onto the plastic base with milliput, I also stuck a small piece of pumice into the milliput at the rear of the base to add some interest to that area later on. The large base also makes holding the model for painting easier.

Painting Starts. The chest and underbelly:

Stage 2 Yellow Basecoat

I decided that due to the mass of surface detail on the figure my original paint scheme of a ghoulish pale flesh was not going to work. The blotchy look I wanted would have turned into a undefined mess of colour with so much surface detail to shade and highlight. I therefore had to find something else. Looking at the belly of the figure and particularly the underside of the tail I was struck by the similarity to the underside of Alligators and Crocodiles so chose to paint the Pit Fiend as an alligator. Dark Green with golden underside.

The yellow was painted on in 3 very thin washes of Humbrol Desert Sand matt enamel paint. I like to use matt enamel paints for undercoating as when thinned with spirits they retain colour consistency better than acrylics. The washes adhere well to the white primer and over the course of the 3 layers I used built up a smooth graduation from dark to light over the detail of the figure. In the stage 2 picture the darker shading is purely the effect of the multiple washes, no other colour has been applied. This colour was chosen as it has the same colour tone as GW Bubonic brown which would be used later for the main colouring.

These washes should dry for about an hour between 1st and 2nd and 2nd and 3rd and then left to dry totally for 24 hours after the 3rd wash was finished. This is important as the following stages of painting are carried out with acrylics, which will not adhere to the enamel if there is any trace of oil base moisture remaining.

Stage 3 This guy's been working out

The next stage was to begin darkening the shadows on the chest and underbelly. A Thin wash was made up from GW Snakebite Leather a tiny amount of GW Scorched Brown,

clean water and 2 or 3 drops of a water soluble wax based floor polish. This wax acts as a flow improver to assist the colour in the wash to flow away from the upper high points (highlights) and down into the recessed shadow areas. This wash is carefully applied to the deepest areas of shadow between the sections of the tail, up the central rib over the belly and between the pectoral muscles on the chest. I also shade the ribs and lines on the palms of the hands and forearms. This wash is applied with a fine (size 0 or 1 brush) only where required, it is not a slop it on all over type of thing.

Being an acrylic wash it dries very quickly. The stage 3 picture shows the figure after 2 washes have been applied. It would be possible to continue to add washes and so darken the shadows even further, or to add a tiny bit extra scorched brown and darken them that way. This is a matter of personal choice. I did not want the contrast between the shadow and the main colour to be too strong so I stopped after 2. The next stage would be to start working up the highlights so the shadow colour needed to be completely dry. To speed things up I used a hairdryer on warm setting for about 30 seconds.

Stage 4 ...of course my highlights are natural

The highlights are created by drybrushing. This is a very simple technique, which is useful when there is a lot of a small sharp surface detail, such as hair, animal fur and chain mail armour. On this figure the surface detail is so pronounced and sharp that drybrushing is an ideal way of painting it. As the name suggest drybrushing involves painting with a brush from which virtually all the paint has been removed. Painting is done by flicking the dry brush back and forth across (never along) the surface of the detail so that minute amounts of paint attach to the top surfaces of the detail, not touching the shadow areas beneath. The best brushes to use for this technique are flat rather than rounded and come in a range of sizes from 4 mm wide up to 12mm wide allowing areas of any size to be successfully reached. They are available from good model and art shops.

It is an easy technique to learn, but too much or too wet paint will fill the shadow areas just like a normal painting and ruin the effect. A simple way to tell if your brush is dry enough is to try drybrushing your fingerprint. If you just end up painting your finger, your brush is too wet. If you see nothing it is too dry. The perfect position is when you can clearly see the detail of your fingerprint pattern.

The first drybrushing I have done here is with a mix of 3 parts GW Bubonic Brown to 1 part GW White. Aim to cover the entire area of the yellow, whether or not it has been shaded with the dark wash in the previous stage. This is shown in Picture 4. I then drybrushed 2 further layers of highlight, firstly with a 2 part Bubonic Brown to 1 part White mix and finally with a 1 to 1 mix. These latter colours are drybrushed over slightly smaller areas, aiming to have the lightest colour on the extreme outside of the muscles and outer edges of the tail sections. When this was fully dry I made up a very thin mix (thinner than the wash) of pure bubonic brown, clean water and 3 or 4 drops of wax liquid and glazed over the whole surface of the yellow. A glaze differs from a wash in that the liquid is not allowed to settle in the recesses of the model. All areas get the same degree of coverage. This serves to blend all the layers of colour from shadow to drybrush highlight and smooth out any sharp transition in colours. *(And I apologise here for forgetting to photo at this stage until I had already started the next)*

The Stage 5 picture shows the start of the spot pattern on the right side of the belly and chest, and the final highlight on the left hand side. If you compare the left side of the chest in pictures 4 and 5 you can see the subtle lightening on the ridges in the centre and outer edges of the yellow areas of the chest and under the tail.

Stage 5 Spot the difference

The spot pattern common on the underside of reptiles consists of blurred blotches rather than clearly defined rings or circles, thus the pattern I aimed for here was irregular shapes, enough to be clearly seen but sparse enough to allow the yellow highlighting to show through. The spots were firstly painted in with a mix of 1 part GW Camo

Green to 1 part GW Black. When this had dried the centre of the green was repainted with a tiny dot of pure black, make sure that an area of the green colour is clearly visible around the black. If in doubt less black is better than too much at this point.

These spots were painted over the whole chest and the forearms and hands. The tail was not spotted. Once this was dry the yellow areas were now finished and were given a coat of gloss enamel varnish. This serves to seal the work done so far and protect it from finger marks or accidental damage when painting the green stages on the rest of the figure. *(Any over paints are easier to wipe off a smooth gloss varnished surface rather than a rough matt one)* The varnish has to dry for 24 hours before starting on the next stage.

More Painting, The Green body and wings.

Stage 6 Going "Hulk"

The whole of the rest of the figure was going to be dark green, so (apart from the area inside the mouth) it was undercoated with 2 layers of very thin Humbrol Army Green. As with the yellow earlier I chose this undercoat colour, as it was the same colour tone as the GW acrylic I was going to use for the main colouring, in this case Camo Green. Although not shown in the pictures, the wings were treated to exactly the same stages as the rest of the figure body.

I considered whether to paint the raised areas of 3 parallel rows of scales that feature on the arms, shoulders and legs of the model a different colour but decided against this as I did not want to clutter the model up with colours on top of a surface detail that was already very cluttered. To do so, would, I think have detracted from the colour scheme chosen. Consequently the drybrush was going to get a good workout again.

However to start I needed to add in the shadows. As with the yellow colours this was done with a wash. This time the paint colours were 2 parts scorched brown to 1 part black, again thinned to the consistency of milk with clean water and a couple of drops of wax liquid. The wash was applied more generously than over the yellow as I wanted an overall shading, I used a size 3 brush loaded with the wash and brushed over the entire model. I worked on 1 area at a time and used the edges of a paper towel to soak off any wash that began to pool around areas of detail or which threatened to drip off the ends of fingers or other points. I wanted to subtly darken the shadows and the depths of the surface detail, I did not want pools of dark brown liquid hanging about discolouring everything. As a lot of the wash was pulled off with the paper towel I repeated this stage 3 times before I had darkened the green skin as much as I wanted. Some areas had the wash applied and then blasted for a few seconds with a hot hairdryer to set the colour before it had a chance to run off the model, particularly around the inside of the legs and around the neck.

Stage 7 Me and my shadows

The hairdryer was used again to totally dry the figure after the 3rd wash before starting the drybrush. Now when you started reading this I bet you did not plan on adding "hairdryer" to your list of vital painting equipment!

The drybrushing was again done as a set of 3 stages. The first being 1 parts Camo Green to 1 part Scorched Brown, the second pure camo green and the third 1 parts Camo Green to 1 part Bubonic Brown. The Bubonic Brown was used to ensure that the same colour tones were common to the green and the yellow colours.

It is a common mistake amongst painters to try and use too many colours, or too many tones of colours on the same model. You are better off using a very limited palette of only 3 or 4 colours on a model and always mix your own shades and highlights form a single base colour rather than try and use prepared colours. This way you ensure that colour tones remain constant and it makes it easier to move

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from shadow to highlight seamlessly.

With these 3 layers completed on the body and the wings it was time to fix the pieces together. The wings were glued on using 2 part epoxy adhesive and thanks to the preparation work done earlier in test fitting they dropped into place perfectly. A little extra of the glue was applied with a cocktail stick to the small gaps around the wing base and slightly roughened up before it dried completely to imitate the markings on the skin of the Fiends back. The model was then left overnight to dry.

With the wings attached the model was given 1 further highlight of 1 pure bubonic brown. This was concentrated on areas, which would be catching more light if you imagine the model was a real being standing in the same pose outdoors. So on the back and shoulders, the forearms, the tops of the legs, the top of the head and the back of the wings. This has to be done after the wings are attached so that the colours match over the entire model.

Stage 8 Are you scared yet?

The last part of painting the green was to glaze over the entire figure with a very thin mix of pure camo green to blend the highlights and shadows together. A quick blast with the hairdryer and the figure was ready for its coat of gloss varnish. As before this will protect the figure against possible overpaints, but also in order to work on the detail of the eyes, mouth and claws I will have to hold the model by its painted surface and so risk rubbing paint off the sharp areas of highlight. A couple of coats of gloss enamel varnish prevent this and make the figure safe to touch.

Finishing Touches, The detail:

After the gloss enamel had dried the details were painted in, very carefully the eyeballs (which are brilliantly sculpted) wee painted in GW Golden Yellow, which was highlighted at the front and back of the eyeball with a mix of 1 part Golden yellow to 1 part white. A very thin vertical black line was then painted down the exact centre of each eyeball from top to bottom creating the reptilian looking slit eyes. The mouth was painted in GW Scab Red and when dry washed with a very thin mix of GW Scorched Brown. The teeth, fangs toenails, fingernails and claws on the tops of the wings were then painted in scorched brown and highlighted in 3 stages with firstly 2 parts Scorched Brown to 1 part GW Bleached Bone, then 1 Part of each and finally a tiny highlight on each of pure Bleached Bone.

The fireball in the right hand was primed in the same white as the rest of the model and then undercoated in Humbrol Matt enamel scarlet. It was washed with a thin wash of GW Scab Red and then several washes of Blood Red, Fiery Orange and Golden Yellow to build up the red/orange colour in the heart of the fire. The outer flames were painted with Golden Yellow and then a finial highlight of 1 part Golden Yellow to 1 part White.

Stage 9, ready for my close up Mr DeMille.

When dry the entire model is given 3 or 4 coats of a brush on matt enamel varnish to kill the shine from the protective gloss coat. That way it is protected for gaming and I know that after handling if I see areas where the shine is starting to show through it will be time to renew the matt.

And back to Basics:

The base is finished in a consistent style with that of my other "Warlord" armies. I paint wood glue (or PVA glue) onto patches of the base and sprinkle some small gravel onto them, trying to ensure that they are irregular shapes and randomly spaced.
Before this dries I paint the rest of the base with the same glue and sprinkle a mixture of coarse and fine sand over the entire base. Sand from the roadside, the beach, the local playground or anywhere is best. It is different sizes, looks natural and is free. A small strip on the back edge of the base is left without sand as I will use this to create a small area of water, to reinforce the "reptilian" nature of the model.

When dry the entire base (except the pumice rock) is painted in a mid red brown colour emulsion that I had mixed at a DIY superstore. 2 and a half litres cost me about $6 and is enough to last for 5 or 6 years worth of modelling. This is then drybrushed over with a shade of yellow brown bought from the same place for the same money and as a highlight colour will probably last longer than I will ever need.

Finally I repaint patches of white glue over the base and add a sprinkle of static grass. The small area of water is painted with GW Festering Blue (an old colour) and while still wet tiny amounts of GW Dark Angel Green and Bubonic Brown are roughly mixed in. The aim is to give a mouldy, stagnant look to the water. When the water has dried it is given 3 coats of gloss enamel varnish to create the wet effect. When all other work is finished the base edge is painted in GW Bestial Brown to match all my other gaming figures. And that's it, done; just need the rest of the Reptus army to go with him now.

Now off you go and paint a Pit Fiend, you could use the Red (shade with brown, highlight with orange overwash with red) or Black (start with Dark Grey/Brown mix, shade with pure Black highlight with Dark Grey/Brown with tiny drop of Bleached Bone overwash with Dark Brown) colour schemes I chose not to use, or even the Ghoul Flesh that I wanted originally. You could add yellow spots to areas of the green skin (particularly the wings) to mimic the green ones on the yellow chest and belly. You could paint the head and shoulders yellow instead of the chest, or as well as the chest. Or even go with the Blue and Mauve??? An infinite number of options.

In summary:

This is a wonderful model, the mould line and poor fit of the tail are a problem that cause extra unnecessary work but are not sufficient cause to reject the figure. The detail that Gene Van Horne has managed to get onto the skin and the face is amazing, a fantastic piece of sculpting. But this level of fine detail does mean careful painting with thin washes and very light drybrushing. Getting at all heavy handed will rapidly turn this beautiful sculpt into a shapeless blob.

I chose to use simple techniques here because those were the ones that are appropriate for this model. Using this guide anyone can paint a Pit Fiend to this standard, a beautiful gaming piece that will be the focal point of your army or your collection of D&D monsters. For $17.99 the figure is a bargain, a very large all metal figure, superbly sculpted and cast model for a lot less than other companies will charge for plastic models of equal size. I cannot recommend this model highly enough.

RobH

The Painter:

I set up "Coat of Arms" back in the late 1980s to paint figures and models from 25mm to 54mm for museums and private collectors worldwide. Originally a part time venture I have been painting full time for about 5 years now. I was the second figure painter in the UK to be accepted for membership of the "Guild of Master Craftsmen" (the first being the incomparable BJ Harris) and have worked for many of the leading figure manufacturers over the years. I paint figures that interest me, Fantasy and Historical and will always consider taking work in smaller or larger scales than listed, especially if it is different or particularly appealing. But conversely I may well decline work that does not interest me, after all when you have just finished your 120th GW Mk7 Space Marine…….

I am happy to discuss commission work if you have figures that you want to have painted, 1 or 2, a squad or an army. There is a discussion forum on my website at displacedminiatures.com/robh or I hang out on www.minirealms.com (the best figure gaming related forum on the web) if you want to discuss this article or the figure, or anything else about gaming, painting or collecting figures feel free to drop by and chat. Thanks for taking the time to read this. I hope you find something of use in it.

Written and Painted by Robert Hooper

1.0 THE GAME

1.1 KRYOMEK

KRYOMEK is a furiously fast, hard fought tabletop skirmish game using the wide range of figures and accessories available from KRYOMEK USA. This book is the first part of a fully integrated Game System that will allow a sophisticated reenactment of the Great Wars between the Nexus forces of Panhumanic Spacetime and the Swarms of the Kiryomek Great Hive Hegemony. When completed the KRYOMEK Game System will cover everything from planet-surface skirmish combat to trans-galactic strategic conflict and every level of combat in between.

1.2 THE OBJECTIVE OF THE GAME

In KRYOMEK the objective is to win! This can be determined in the following ways by:

(i) A Straight Fight - the uncomplicated option in which the winner is the one who inflicts the most casualties.

(ii) Holding the Field - in which the winner ends up in possession of the field of battle.

(iii) Fulfilling an Objective - in which the winner manages to fulfill his objective which can be any number of things - from holding a particular terrain feature to wiping out a particular part of his opponent's forces.

(The objective will have to be determined by the players before the game begins. Clearly it is better to choose a mutually exclusive one - where one player can only win at the expense of the other rather than making it possible for both players to achieve their objectives.)

(iv) A Scenario - in which the winner meets his victory conditions set down in the scenario.

KRYOMEK is intended to be played using the appropriate figures, models and scenics currently being produced by Kryomek USA. This range is constantly expanding- Everything described in KRYOMEK is either already in existence or else on the drawing board and soon to be released. Further information can be obtained from local hobby shops. As new figures, models and scenics are made available further supplements to KRYOMEK will be released. These supplements will provide all the information necessary to incorporate the new releases into the game as well as expanding the game system itself.

1.3 GAME COMPONENTS

The clear plastic templates contain various types of weapon templates. Each of these is labeled on the sheet and has to be cut out carefully for use with the game. In addition to the figures, models, D20 (twenty sided dice), move measuring strip, and the various game aids supplied with these rules, the only other requirement is a flat surface (preferably at least 36” x 36”) and some scenery. A couple of tape measures or rulers used to measure distances would also be helpful.

NOTE: To simplify transition from these starting rules to the full KRYOMEK system, section numbering from the full system has been kept.

2.0 USING THE RESOLUTION TABLE

2.1 DETERMINING THE ROLLING COLUMN

In KRYOMEK many actions and processes are quickly resolved through the use of the RESOLUTION TABLE. In many situations a single D20 is thrown and the Resolution Table is ref- Referenced to determine a result.

The Table has 20 columns that are numbered 1 to 20 across the table, and it has 20 rows numbered up the side of the table. As a general principle, an action (such as an attempt at a ranged shot) will be assigned a BASE COLUMN NUMBER which is a measure of the basic difficulty of the action - the lower the Base Column Number the more difficult the action. The level of difficulty is further refined by applying MODIFIERS (such as range, cover etc) to this Base Column Number. These Modifiers increase or decrease the Base Column Number depending on whether the Modifier is advantageous (positive) or disadvantageous (negative) to give a final ROLLING COLUMN.

2.2. READING RESULTS FROM THE RESOLUTION TABLE

Having determined the Rolling Column one D20 is rolled and its score is used to determine the Row Number. The intersection of this Row with the Rolling Column gives the result of the attempted action. The Resolution Table is divided up into six areas, or ZONES A-F. Results that fall in these Zones have varying results depending on the action being attempted, and are fully explained below. Generally a roll falling in Zone A gives the most successful result and in Zone F gives the worst. Example: the Base Column

Number assigned for an action is 12. There is a positive Modifier +2 and a negative one -3. The final Rolling Column then is 12 + 2 - 3 = 11.

3.0 TURN SEQUENCE

KRYOMEK breaks with the traditional Turn Sequence in which either each player takes his turn to move all his units or else some attempt is made at synchronicity with all players moving simultaneously. KRYOMEK simulates the super-fast command structures of the future (and the swarming chemi-coms of the Kryomek) by allowing the player to choose which units he concentrates his attention on. In the KRYOMEK battlefield with its split-second action this means that each side takes turns to activate a Unit. This involves both players all of the time though it does put heavy demands on their tactical decision making.

3.1. THE TURN SEQUENCE

NOTE: All Resistance Tests are taken and their results applied as and when they are applicable.

PHASE 1: **MOTIVATION PHASE** - players place Motivation or Control Counters face down beside their Units - thus determining the actions of every Unit.

PHASE 2: **PANIC & PURSUIT PHASE** all Units make their Panic & Pursuit Moves.

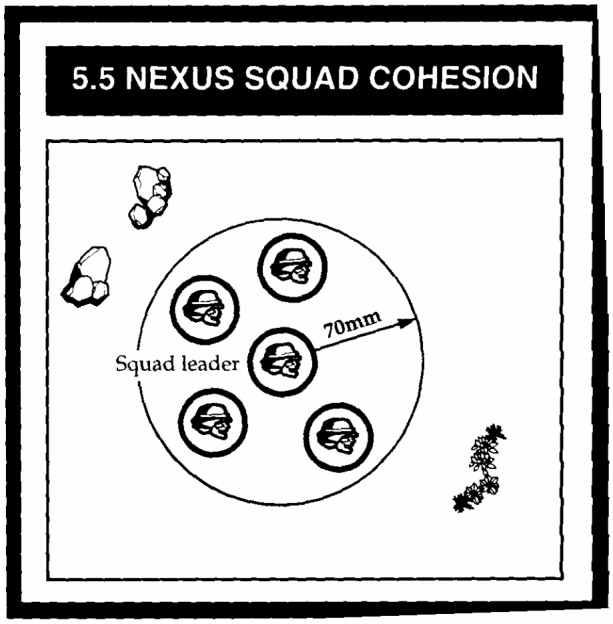
PHASE 3: **INITIATIVE PHASE** - Both players throw a D2O and the one who rolls the highest gets to choose whether or not to Activate the first Unit.

PHASE 4: **ACTIVATION PHASE** - players make tactical decisions by alternately 'ACTIVATING' each individual Unit one at a time. Squads, Groups & CBUs must complete their movement before firing. In this phase casualties from Ranged Combat are inflicted, Units fall back & Initial Panic Moves are made.

PHASE 5: **CLOSE COMBAT PHASE** - all combats are resolved starting at one end of the table and proceeding Unit by Unit across the table. Casualties from Close Combat are inflicted, Units are pushed back, Initial Panic Moves are made & Resistance Tests to stop Pursuits are taken. [see 13.61

PHASE 6: **REGROUP & RECOVER PHASE** - Units that were in Panic the previous Turn may take a test to see if they recover. Units fragmented by casualties can regroup and become cohesive.

PHASE 7: **TIDY PHASE** - all Under Fire Counters are turned over.



5.0 UNIT ORGANIZATION & COHESION

5.4 NEXUS UNITS

All Nexus Units consist either of a Squad, a Vehicle or a CBU. A full strength Squad will normally consist of one SQUAD LEADER and four MARINES. All human Nexus Units are assumed to be composed of soldiers with the same Experience Rating ie. Green, Regular, Veteran or Elite. However the soldiers in a Unit might be armed differently.

5.5 NEXUS UNIT COHESION

To be able to act as a team a Squad must maintain Cohesion. A Squad is COHESIVE if all of its members are within 70mm of the Squad Leader.

5.6 DIFFERENT KRYOMEK CASTES

A Kryomek Swarm is almost entirely composed of the three different WARRIOR CASTES:

HELION: The rudimentary form of this virulent trimorphic species. The Helion is a ravening war machine: it has no thought other than destruction and it is completely subservient to the commands of its Warmaster.

WARRIOR: A creature taller than a man with a great armoured carapace and armed with a fearsome array of weaponry: everything from single-molecule blades to a range of weapons that project concentrated streams of the creature's own serum.

WARMASTER: Terrifyingly aggressive, cunningly intelligent and very powerful. These creatures use some of the most fearsome weapons in the Kryomek armoury. They have lost their legs and have a greatly enlarged armoured carapace. They exude all the control substances which allow them to control Warriors and Helions.

5.7 KRYOMEK GROUPS

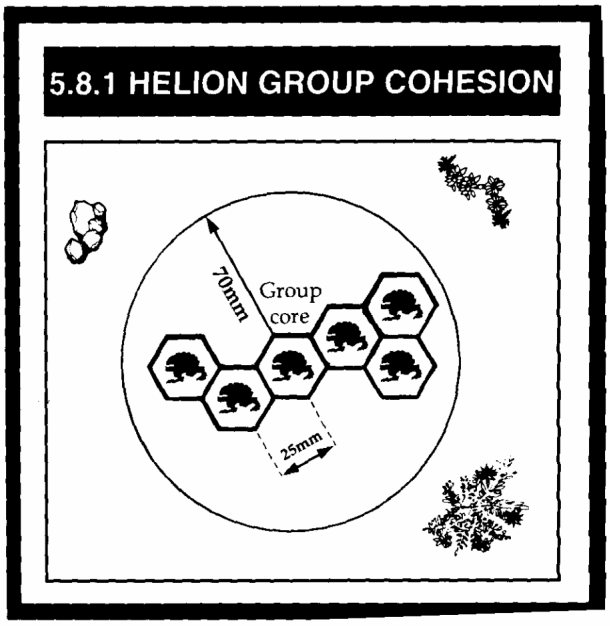
Kryomek Groups are always formed from creatures of the same Warrior Caste. These Groups may consist of 6 Helions, 3 Warriors, or 1 Warmaster. [see above]

The number of Groups that are possible in a Swarm is dependent on the combined Control Levels of all the Warmasters in the Swarm. [see section 7]

Creatures within a Group may be variously armed and equipped. A Group does not in actuality have a 'leader' (because all Groups are directly controlled by a Warmaster). However each Group will have a nominal 'Group Core' figure which is nominated by the placing of a Control Counter beside it during Phase 4. [see 3.1]

5.8 KRYOMEK GROUP COHESION

A Kryomek Swarm acts as a single COHESIVE entity. This Cohesion is maintained by constant chemical interactions between each of the creatures in the Swarm. The sensitivity of these interactions increases with the size of the creatures so that in a Group a:

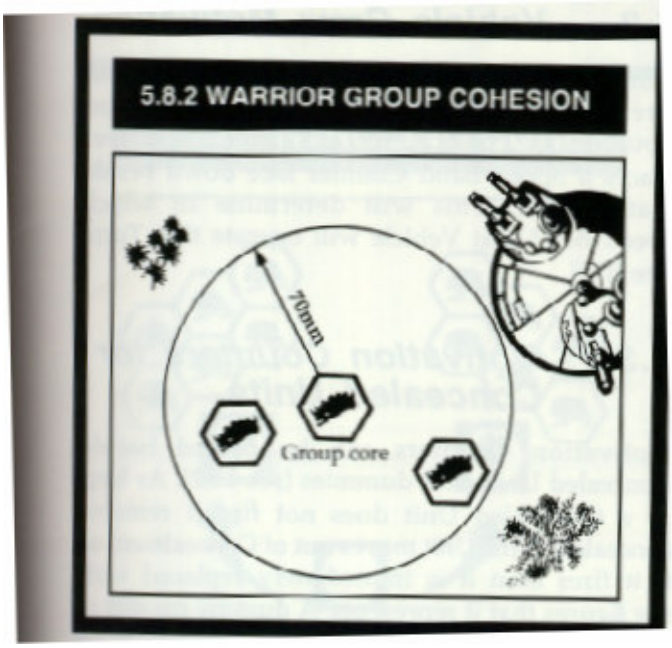


HELION: Must stay within 25mm of another creature in the Group and 70mm of the Core.

WARRIOR: Must stay within 70mm of another creature in the Group and the Core.

6.0 HUMAN MOTIVATION

The MOTIVATION of human Units represents the orders of the Commander (ie. player) as they are passed to each Unit by that Unit's Leader. The successful implementation of the Motivation order depends on many factors such as that Unit's Experience Rating and the battlefield conditions.



It is important to realize that Units are not restricted to only doing what their Motivation orders tell them to do. A Squad can Fire even though it is being motivated to Move - the Motivation only indicates that its Leader is ordering it to Move. Clearly though, in this case, the Squad would not Fire as effectively as if it had been Motivated to Fire.

6.1 MOTIVATION COUNTERS

Motivation for each Unit is determined in Phase 1 at the beginning of each Turn by the placement of an appropriate Motivation Counter beside it.

Each Motivation Counter is placed face down next to that Squad's Leader and only revealed when that Squad is about to be Activated. The player may assign a Motivation Counter to each of his Squads. ***THIS IS OPTIONAL IN THE BASIC GAME, ALL HUMANS ARE ASSUMED TO BE FIRE MOTIVATED.***

There are two different types of Motivation Counters:

MOVE: This is necessary for any Squad attempting to either Charge or move when Under Fire. [see 9.4] . Without this Motivation any Squad must subtract 50mm from its maximum Move Distance.

Example: a Squad without Move Motivation may make a normal move of 100mm but may not make a charge move nor move at all if under fire.

FIRE: This motivation greatly increases the chance of a Squad scoring hits on the enemy - since the Squad Leader insures concentrated and directed fire. Without this Motivation a Squad will fire with a -2 modifier applied when making a Targeting Roll - the Squad is firing at the enemy in an uncoordinated and disorganized way.

Revenge of the Swarmaster

28mm Cyclos in EBS armor indicate the size and power of the Swarmaster. This phenomenal 7 piece resin kit is available now from Kryomek USA for only $125.00! The Swarmaster will be an outstanding addition to any Sci Fi army. See the Kryomek:Hivestone book or our website for a full description of the Swarmaster's capabilities.

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7.0 KRYOMEK CONTROL

On the battlefield the Swarm is controlled remotely by the Swarmmaster (in effect the player) that is presumed to be somewhere (off table). The Swarmmaster effects its control through its Warmasters. These in turn exert the minute control over the Swarm Helions and Warriors by means of control substances which they exude and spread across the battlefield. In the BASIC GAME, all Kryomek are considered to under the control of an off-board Warmaster unless otherwise specified in the scenario.

7.1 KRYOMEK CONTROL VALUES

The CONTROL VALUE (CV) is a characteristic of a Warmaster which is a measure of the control that it exerts over the Swarm. The CV is identical to the number of Groups that the Warmaster can Activate and Control within his Radius of Control. [see 7.3].

Each Warmaster may deploy up to 15 Control Counters each Turn. At the beginning of the game (though this might be changed by scenario conditions) each Warmaster has a CV of D6 + 6. This means that it will be able to Activate and Control at most 12 Groups.

A wounded Warmaster will lose some of its CV and with it the Counters that determine its control of the Swarm. [see 14.6]

7.2 CONTROL OF WARMASTERS

In Phase 4 a Warmaster is Activated in the same way as any other Unit even though it has no Control Counter of its own. Additionally a Warmaster may elect to raise itself to its full height thus increasing its Radius of Control [see 7.3]. This is denoted by replacing the Warmaster figure with one in which it is raised to its full height. (If this is not available this can be denoted by placing a blank counter beside the figure.) In this state a Warmaster is more vulnerable to enemy fire.

7.3 A WARMASTER'S RADIUS OF CONTROL

The range over which a Warmaster can distribute his control substances is limited. This limit is called the CONTROL RADIUS and it varies according to circumstance so that it is:

400mm: If the Warmaster is at its normal height.

600mm: If the Warmaster is erect, raised to its full height - though 'this does make it more vulnerable to enemy fire. [see 12.25]

The Warmaster can only place Control Counters and form Groups for Kryomek within the limits of its Control Radius at the beginning of the Turn in Phase 1.

7.4 UNCONTROLLED KRYOMEK

Kryomek which are outside a Warmaster's Control Radius in Phase 1 are counted as being UNCONTROLLED.

The effect of being Uncontrolled for:

Warriors: Is that they go 'shell down' thus representing a smaller target. They will Defend if attacked but will not fire.

Helions: Is determined by rolling one D10. Then if the roll is:

1-3 The Helions will Move towards the nearest enemy Unit and if within range will Charge.

4-6 The Helions will Move towards nearest Unit and if within range will Charge. (Even if this Unit is Kryomek). **7-8** the Helions will move in a random direction. This is determined using the Ranged Deviation Template.

9-10 The Helions will stay motionless where they are

Uncontrolled Helions and Warriors will always defend themselves in Close Combat. Warmasters are always Controlled (by the Swarmmaster off table).

7.5 MIASMA

A Warmaster has the capacity to release a miasma cloud which has the effect of masking out much of the olfactory spectrum. The Warmaster tunes the miasma's chemical gradients to still allow clear passage for its control substances. A byproduct of this miasma is a rapid decrease in visibility in the area around the Warmaster.

A Warmaster may produce a Level 1 Miasma by relinquishing 2 Control Counters and a Level 2 Miasma by relinquishing 4 Control Counters. **These Counters are placed beside the Warmaster during Phase 1.** The Miasma has a shielding effect on all Kryomek within the Warmaster's Radius of Control.

7.6 PLACING CONTROL COUNTERS

Each Turn in Phase 1 a Control Counter can be placed beside any figure within the Warmaster's Control Radius. Every such figure will become a potential Core and nucleus of a Group (which will be defined when and if the player turns over the Control Counter.) In Phase 4 the Warmaster will be able to turn over a number of Control Counters equivalent to its current CV and thus to Activate that number of Groups.

NOTE: Though a Warmaster will not be able to Activate Groups in excess of its current CV it may choose to Activate as few as it wants.

8.0 MORALE

The whole matter of morale and resisting the breakdown of morale is the central notion behind Nexus military training. This is not a weakness that the Kryomek suffer from - as

long as a Kryomek is within the Control Radius of a Warmaster it will obey all commands completely.

8.1 THE MORALE LEVEL

The MORALE LEVEL (ML) of a human Unit represents their willingness at that time to continue fighting. As the ML falls a Unit's Morale begins to waver until finally, when the ML falls to zero, the Unit has reached its breaking point. A Unit that has a ML of zero is assumed to be in Panic and will attempt to flee from the battlefield. A Unit takes a RESISTANCE TEST under certain precise conditions. [see 8.3 & 8.4]

8.2 NEXUS HUMAN UNIT BASE MORALE LEVEL

All Nexus human troops have a BASE MORALE LEVEL (BML) which is related to their Experience Rating as follows:

GREEN:	10
REGULAR:	12
VETERAN:	14
ELITE:	16

The BML is modified throughout the game to give the current ML for that Unit. It is this ML which determines the reactions of that Unit to battlefield conditions.

NOTE: The BML is actually the Base Column Number for Morale. [see Section 2]

8.3 CONDITIONS FOR TAKING A RESISTANCE TEST - SQUADS

A Squad must take an immediate Resistance test:

(i) When a Squad loses casualties from Ranged Weapons.
(ii) When a Squad loses a round of combat. [see 13.6 & 13.7]

8.5 TAKING A RESISTANCE TEST

When a Nexus Unit takes a RESISTANCE TEST it uses its current ML and then applies any relevant Morale Modifiers [see 8.6] to arrive at a value. This final value gives the number of the Rolling Column in the Resolution Table which is to be used for the Test. The actual Resistance Test is taken by rolling a D20 and indexing the Resolution Table to obtain the result.

8.6 MORALE MODIFIERS

MORALE MODIFIERS relate to a variety of battlefield conditions and are used to change a Unit's current ML so that the Unit will produce a response appropriate to its situation. Some of these Modifiers are permanent [see 8.8 & 8.9] and will change a Unit's ML for the rest of the game. Others are temporary [see 8.7] and only change a Unit's ML for the purposes of the current Test.

8.7 SQUAD RESISTANCE TEST MODIFIERS (TEMPORARY)

-1 for each Panicking friendly Unit within Short Range.
-2 if the Unit was Pushed Back during the previous Combat Round.
+1 if the Unit Pushed Back an opponent in the previous Combat Round.
+2 if the Unit managed to successfully defend a prepared position or linear obstacle.

8.8 SQUAD MORALE LEVEL MODIFIERS (PERMANENT)

-2 each time a fifth of the Squad's original strength is killed.
-2 if the Squad goes into Panic.

8.10 THE EFFECTS OF A RESISTANCE TEST: SQUADS

ZONE A-D: PASS: the Unit will hold ground or continue as normal

ZONE E: FAIL: the Unit is Pushed Back 50mm if in Close Combat otherwise, if there is cover within 50mm, the Unit must attempt to move into it otherwise it must fall back 50mm.

ZONE F: PANIC: the Unit must make an initial Panic Move of 100mm and will suffer a -2 modifier to its ML [see 8.8]. Place a Panic Counter beside the Unit.

8.12 RECOVERING FROM PANIC: SQUAD

A Squad will carry out a Resistance Test during the Regroup & Recover Phase.

ZONE A-D: PASS: the Unit will recover from Panic, remove Panic Counter

ZONE E & FFAIL: the Unit remains in Panic

9.0 MOVEMENT SQUADS AND GROUPS

9. 1 TYPES OF MOVEMENT

MOVEMENT is measured from the Leader of a Squad or a (nominated) Group Core - all the other members of the Unit move forward so that the Unit maintains Cohesion [see 5.5 & 5.8]

There are two types of MOVEMENT:

NORMAL: which is used if the Unit is not Under Fire.
CHARGE: which is used when a Unit attempts to engage another in Close Combat.

9.2 MOVEMENT

The MOVEMENT RATE of a particular Squad or Group is dependent on the type of Movement and is given in millimeters (mm):

	Normal	Impetus	Charge
HUMAN:	150	DO x 10+100	200
KRYOMEK:	200	DO x 10+150	250

9.4 MOVEMENT RESTRICTIONS FOR SQUADS
For Squads there are some restrictions to movement:

NORMAL: if a Squad is not Motivated to Move then deduct 50mm from the Movement Rate.
CHARGE: this is only possible if the Squad is Motivated to Move. [see 6.1]
UNDER FIRE: if the Squad is under fire from an enemy Unit then it can only Move if it is Motivated to Move.

9.5 CHARGING & CHARGE IMPETUS
A Charge is made when a Unit is attempting to engage the enemy in Close Combat. The Charge Impetus Move is to determine how 'fast' the Charge 'goes in'. If the Charge Impetus Move would bring the Charging Unit into contact then its target will have no time to react. Clearly this means that a Charge is more likely to be successful the nearer that the Charging Unit is to its target when it initiates its Charge.

If the Unit Leader succeeds in making contact with the enemy Unit then all the other figures in that Unit are also brought into contact.

Any Unit that has Fire Motivation, that has not yet fired and which is not contacted by an enemy Unit in that Unit's Charge Impetus Move may take a Resistance Test. If the result of this is not Panic then that Unit may fire on the enemy Unit before it comes into contact.

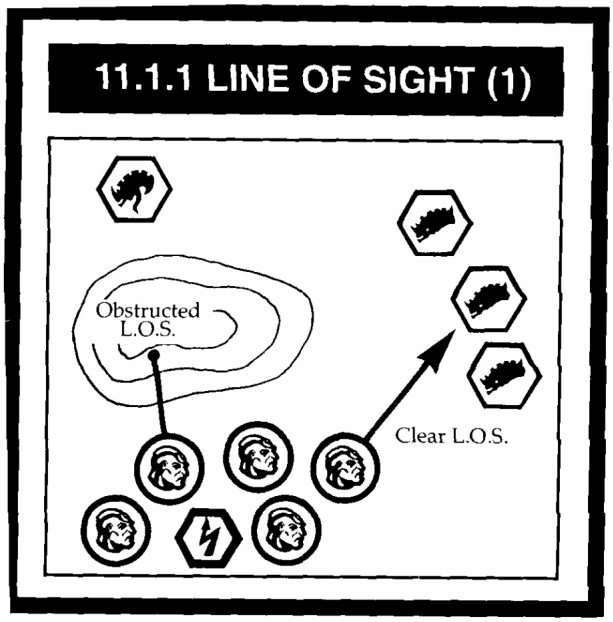
NOTE: Any movement that results in a Unit coming into contact with another is considered a Charge Move.

9.6 MOVEMENT & FIRING: SQUADS & GROUPS
Every Squad and Group that is attempting to Move and Fire in the same Turn must complete all Movement before Firing. Charging Units cannot Fire at all.

9.7 UNITS MOVING THROUGH EACH OTHER
A Unit can Move through another as long as it is completely free of it after it has completed its Move. A Unit is completely free of another if none of its figures are closer to any of the other's than 20mm.

11.0 COMBAT: BASIC CONCEPTS

11.1 DRAWING LINES OF SIGHT
A LINE OF SIGHT (LOS) is any direct line that can be drawn between two Units. For the LOS to be CLEAR it must not pass through any body such as a Unit, Terrain feature or any other Obstacle [see 15] and if it passes through a gap between two such bodies that gap must be at least 50mm wide, An LOS that is not Clear is OBSTRUCTED.



11.2 CONCEALED UNITS
A Unit is considered CONCEALED if it is within a Module or concealed by some other Terrain Feature and remains Concealed until it either moves out of concealment or else fires.

11.3 WEAPON TYPES
There are four basic types of weapon:

I) Direct Fire Weapons: these can be used both in Ranged and Close Combat. (eg. a pulse rifle).
ii) Close Combat Weapons: these can only be used in Close Combat. (eg. Single-Molecule Blades, Xenoid Stick etc.)
iii) Ranged Area Effect Weapons: these can only be used in Ranged Combat. (eg. a grenade launcher).
iv) Directly Placed Area Effect Weapons: these can be used both in Ranged and Close combat but in the latter they sometimes change into Direct Fire Weapons. (eg. corroder lance).

11.4 ARMOUR CATEGORIES
There are two basic ARMOUR CATEGORIES:

SOFT: Nexus Power Armour, Kryomek carapaces etc.
HARD: Armoured Vehicles, reinforced buildings and other battlefield architecture.

11.5 ARMOUR CLASSES
An ARMOUR CLASS is a rating of how strong a type of armour is. There are two scales one each for the two Armour Categories: Soft and Hard.

NOTE: The Armour Class is actually the Base Column Number for Damage Roll. [see Section 2]

11.6 KRYOMEK ARMOUR CLASSES

The chitinous carapaces of the Kryomek, strengthened with a wide variety of exotic biopolymerized resins, perform as an extremely effective form of Soft Armour. The Armour Classes for these are as follows:

WARMASTER:	2
WARRIOR:	4
HELION:	8

11.7 HUMAN ARMOUR CLASSES

The skin of an unarmoured human provides little resistance to any commonly used weaponry. The Armour Classes for humans are:

UNARMOURED HUMAN:	10
PADDED ARMOUR:	9
FULLY PADDED ARMOUR:	8
EBS/LIGHT ARMOUR:	7
EARLY POWER ARMOUR:	6
POWER ARMOUR (SWAT):	5

11.9 WEAPONS MODIFIERS

A Weapon's effectiveness in Combat is expressed by five separate factors:

ACCURACY: The Accuracy Modifier is applied when making a Targeting or Strike Roll.

RANK: This is the number of Hits that the weapon is capable of inflicting on a successful Targeting or Strike Roll.

IMPACT: The Impact Modifier is applied to change the Rolling Column when making a Damage Roll after a hit is obtained.

HAP: Hard Armour Piercing capability

SAP: Soft Armour Piercing capability

11.11 ADDITIONAL WEAPONS

Kryomek and CBUs may use ADDITIONAL WEAPONS without restriction.

Example: A Kryomek Warrior in Close Combat with two single-molecule blades strikes with each weapon independently. This is as if the weapons were being wielded by two separate creatures.

Nexus Humans using more than one weapon must nominate a PRIMARY WEAPON. Weapons may be either one-handed or two-handed. The Primary Weapon gains its full bonuses while the other gains a bonus as an ADDITIONAL WEAPON. If an Additional Weapon is being used, add a Modifier of +1 the Targeting or Strike Roll irrespective of the weapons bonuses. Additional weapons only gain a bonus if they are capable of affecting the Armour Category of the target [i.e. soft/hard] [see 11.4]

12.0 RANGED COMBAT

12.1 RANGED COMBAT ABILITY

RANGED COMBAT ABILITY reflects the proficiency that a Squad or Group has with Ranged Weapons. Ranged Combat Ability is directly related to the Experience Rating for Nexus Human Troops [see 5.3] and to the different Warrior Castes [see 5.6] amongst the Kryomek as follows:

GREEN:	6
REGULAR:	8
VETERAN:	10
ELITE:	11
HELION:	n/a
WARRIOR:	8
WARMASTER:	9

12.2 WEAPON RANGE BANDS

There are four RANGE BANDS. Some weapons are effective against targets at all Range Bands while others may be restricted. The Range Bands are:

CLOSE:	Up to 300mm
MEDIUM:	From 300mm to 600mm
LONG:	From 600mm to 9OOmm,
EXTREME:	From 900mm to 1200mm

There are some specific weapons that have a virtually unlimited range.

NOTE: The Ranged Combat Ability is actually the Base Column Number for Ranged Combat. [see Section 2]

12.3 MEASURING FIRING RANGES

When a Squad or Group fires at an enemy Unit the range is always measured from the center of the Leader figure of the firing Unit to the nearest figure of the enemy Unit. This range is placed within the appropriate Range Band. All the weapons of the figures in the firing Unit are assumed to be firing within that Range Band.

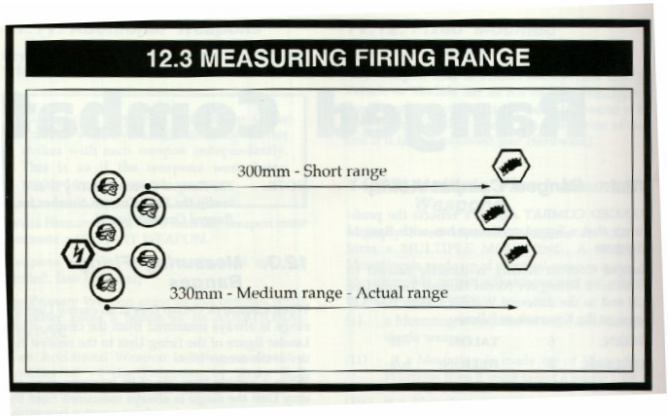
Example: The Squad in the Diagram is firing at Warriors. The range between the Units is 330mm so that the Squad's weapons are being fired in the Medium Range Band despite the fact that the LEADING figures in each Unit are in fact 300mm apart.

12.4 FIRING ARCS

All figures in a Unit face forward in that Unit's direction of movement. The FIRING ARC for all figures in that Unit is 90° to either side of this direction of movement.

12.5 LINE OF FIRE

A LINE OF FIRE is a straight line drawn between a firer and its target.



12.6 FIRING ELIGIBILITY
A Unit can fire at any target that is within range of any of its weapons and to which it has a Clear LOS. Any figure in that Unit that can draw a Clear LOS to any figure in the target Unit can fire at it.

12.10 COVER
There are two types of COVER which are analogous to the two Armour Categories [see 11.41:

SOFT: Which makes a Unit more difficult to hit but does not reduce the impact damage ie. trees, wooden fences, foliage etc

HARD: Which makes a Unit more difficult to hit and also reduces the impact damage ie. concrete walls, metal wreckage, trenches, etc.

12.11 EFFECTS OF COVER
All types of Cover cause a -2 modifier to be applied to any Targeting Roll. Hard Cover causes an extra -2 modifier when making a Damage Roll. [see Section 12.12]

12.12 ROLLING COLUMNS: RANGED COMBAT
Ranged Combat is determined by means of a TARGETING ROLL made on an appropriate Rolling Column.

To determine the Rolling Column [see 2] for a ranged weapon take the Ranged Combat Ability for the figures or model firing and apply the modifiers in Table 12.12 ont he REFERNCE CARD.

12.13 UNDER FIRE
A Squad is classed as being Under Fire if:
(i) Any Direct Fire Targeting Rolls have been made against it. [12.15]
(ii) Any Area Effect Templates have been placed within 100mm of any of its figures.
A Unit that comes Under Fire has an Under Fire Counter placed face down beside it.

12.14 INDIRECT FIRE
Any INDIRECT FIRE WEAPON can be fired at a target over an intervening friendly Unit as long as the firer is within 100mm of that Unit. The Targeting Roll is however subject to a -3 Modifier.

12.15 TARGETING ROLLS: DIRECT FIRE
Having determined the Rolling Column the Targeting Roll is made by rolling one D20 to determine the result on the Resolution Table. [see 2]. The actual result does depend on the RANK of the firing weapon, see Table 12.15 on the combat card.

12.16 ALLOCATING HITS
In all cases in which Infantry Units are targeted with Direct Fire Weapons it is necessary to work out which figures comprising that Unit were hit. The procedure for doing this is as follows:
1. Pick the nearest figure in the Unit in LOS called the Target
2. Make a Damage Roll.
3. Select another figure in the Unit adjacent to the Target
4. Repeat 2 & 3 until there are no more Hits to allocate or else there are no more figures left in the Unit to select.
5. Select a figure in an adjacent Unit - though that figure must not be further than 70mm from the Target.
6. Repeat 2 - 5 until there are no more Hits to allocate.

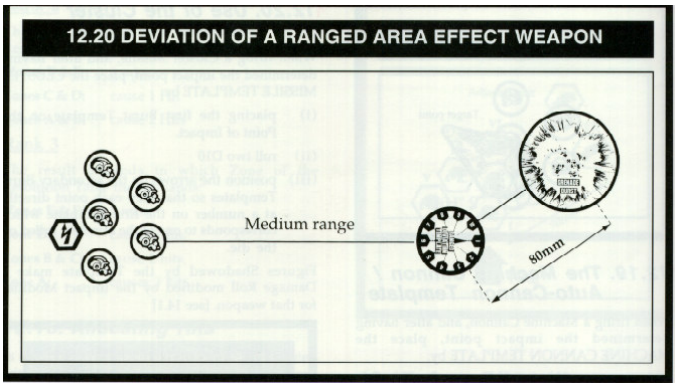
12.17 AREA EFFECT WEAPONS
An AREA EFFECT Weapon is one whose effects are spread over a wide area. This effect is simulated by placing an AREA EFFECT TEMPLATE. A Template is placed along the Line of Fire. DIRECTLY PLACED Area Effect Templates are it put down touching the base of the firing figure. When placed a Template is said to SHADOW a figure if its center is Shadowed by any part of the Template or if the Template covers at least half the figure. A figure can be under more than one Template. and if so will take damage from each one separately.

12.18 TARGETING ROLLS: RANGED AREA EFFECT WEAPONS
Nominate a POINT OF AIM by placing a TARGETING COUNTER. Then the Range is measured to the Targeting Counter and normal procedures for firing are carried out. [see 12.12] If the Targeting Roll falls in Zone E or F then the shot misses. [see 12.21]. Otherwise the shot is a Hit. Place the Range Template (for the weapon fired) Impact Point on the nominated point of impact. Figures Shadowed by the Template make a Damage Roll modified by the Impact Modifier for that weapon. [see 14.1]

12.21 DEVIATION OF RANGED AREA EFFECT WEAPONS

The CIRCULAR DEVIATION TEMPLATE is used whenever a Ranged Area Effect Weapon misses. Place the Template on the Point of Aim [see 12.18], with the 1 on the Template pointing towards the firing figure. Roll one D10 to determine the Direction of Deviation. Then use table 12.21 on the Combat Chart to determine the Distance of Deviation. Measure this Distance of Deviation in the indicated Direction of Deviation and place the center of the Burst Template there.

Example: SWATs fail a Targeting Roll at Medium Range with a grenade launcher. They roll a 10 for the Direction of Deviation and they throw a 5 and a 3 leading to a Distance of Deviation of 80mm. [see Diagram]



NOTE: The shot cannot deviate back into firer. If it does roll another D10 to determine a new Direction of Deviation.

Figures Shadowed by the Template make a Damage Roll modified by the Impact Modifier for that weapon. [see 14.1].

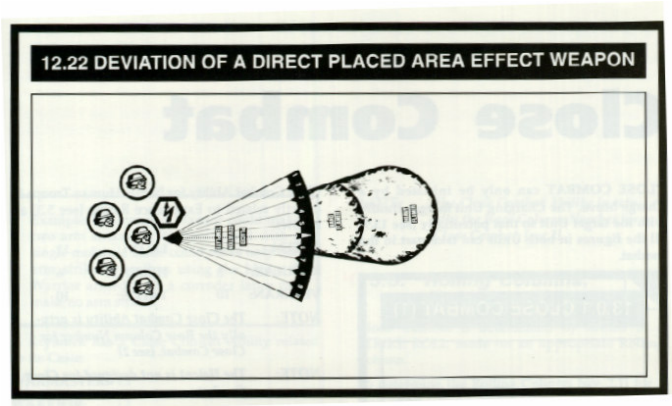
12.22 TARGETING ROLL: DIRECTLY PLACED AREA EFFECT WEAPONS.

Place the DIRECTLY PLACED AREA EFFECT TEMPLATE in the direction that the weapon is aimed (starting from the base of the figure). Make a Targeting Roll using the raw Ranged Combat Ability for the firer without any Modifiers to determine the Rolling Column. If the roll falls in Zone D or better of the Resolution Table [see 2], then the Template is left where it is. Figures Shadowed by the 'Template make a Damage Roll modified by the Impact Modifier for that weapon. [see 14.1]. If the Targeting Roll falls in Zones E or F then the shot deviates. [see 12.23].

12.23 DEVIATION OF DIRECTLY PLACED TEMPLATES

The DIRECTLY PLACED DEVIATION TEMPLATE is used whenever a Direct Area Effect Weapon misses. Place the Template in front of the figure and line up in the direction that the weapon was aimed. Roll one D10 to determine the Angle of Deviation and put down the appropriate Direct Area Effect Template along this new direction.

Example: a Squad of Marines fail a Targeting Roll with a heavy flamer. They roll a D10 to determine the Angle of Deviation. The result is a 5. See diagram.



Figures Shadowed by the Template make a Damage Roll modified by the Impact Modifier for that weapon. [see 14.1]

12.25 WARMASTER VULNERABILITY

If a Warmaster is within 70mm of a Group then it will count as being a member of that Group for targeting purposes. A Warmaster that is raised to its full height presents a far easier target to enemy fire.

13.0 CLOSE COMBAT

CLOSE COMBAT can only be initiated by a Charge Move. The Charging Unit merges fluidly with the target Unit so that potentially [see 13.9] all the figures in both Units can take part in the combat.

13.1 CLOSE COMBAT ABILITY: NEXUS

CLOSE COMBAT ABILITY reflects the proficiency that a Squad has in close combat. Close Combat Ability for Nexus Human Troops is directly related to Experience Rating [see 5.3] as follows:

GREEN:	6
REGULAR:	8
VETERAN:	10
ELITE:	11

NOTE: The Close Combat Ability is actually the Base Column Number for Close Combat. [see 2]

13.2 CLOSE COMBAT ABILITIES: KRYOMEK

A Kryomek has a CLOSE COMBAT ABILITY which reflects its proficiency with weapons but also it has various Modifiers that represent its formidable, natural, somatic weapons that it can use even when it is 'unarmed'. Different Castes of Kryomek can make a different number of 'unarmed attack', and a Kryomek has a Close Combat Abil-

ity (CCA) related to its Caste. Thus:

WARMASTER:	3 attacks (two arm strikes & one tail strike), CCA: 15
WARRIOR:	2 attacks (two arm strike), CCA: 12
HELION:	1 attack (general attack), CCA: 9

Example: an unarmed Warmaster could use its tail strike and two arm strikes to attack three different targets simultaneously.

The various somatic weapons for the different Castes have associated Strike and Impact Modifiers, see the Kryomek Combat Charts. In Close Combat a Kryomek can use weapons in addition to some of its natural abilities. Clearly it loses 1 arm strike for each weapon that it is using (and sometimes 2 for larger weapons).

Example: an unarmed Warrior could make two arm strikes. A Warrior armed with a single-molecule blade could make only one arm strike as well as using the blade. A Warrior armed with a corroder lance can make no arm strikes.

NOTE: The Close Combat Ability is actually the Base Column Number for Close Combat. [see 2]

13.3 ROLLING COLUMNS: CLOSE COMBAT

Close Combat is determined by means of a STRIKE ROLL made on an appropriate Rolling Column. To determine the Rolling Column [see 2.1] for a weapon in Close Combat take the Close Combat Ability for the figure fighting and add the weapon's Strike Modifier. Units in Close Combat are always assumed to be Motivated.

13.4 STRIKE ROLLS

Having determined the Rolling Column the Strike Roll is made by rolling one D20 to determine the result on the Resolution Table. [see 2.2]. The actual result does depend a lot on the RANK of the weapon, see Table 13.4 on the Reference Card.

13.5 ALLOCATING HITS

When a Unit Charges into a Close Combat each figure in the Unit is allocated a single opponent figure in the enemy Unit. This is done on a one-to-one basis. Any figures left over (ie. figures in the more numerous Unit that have no opponents allocated) begin the whole process again until every figure in the Combat has an opponent.

NOTE: When allocating more than one opponent to a figure the relative sizes of the combatants should be taken into account. [see 13.9]

13.6 WINNING A CLOSE COMBAT

This is defined as a Unit inflicting more casualties in total than it received in total in a Close Combat. If the defeated Unit is Pushed Back or goes into Panic then the victorious Unit, if it is a Squad, can take a Resistance Test if it does not wish to Follow Up or Pursue it. [see 8.5]

13.7 LOSING A CLOSE COMBAT

This is defined as a Unit taking more casualties in total than those it has inflicted in total in a Close Combat. Such a Unit, if it is a Squad, must take a Resistance Test which might result in it being Pushed Back or Panicking. [see 8.5]

14.0 DAMAGE

Humans and Helions are frail creatures. The deadly, advanced weapons of the 35th Century and the terrifying weapons of the Kryomek rarely inflict recoverable wounds. To simulate this Humans and Helions are never wounded - any damage sustained is fatal.

14.1 THE DAMAGE ROLL

Take the Defender's Armour Class and add to it the Impact Modifier to get the Rolling Column. Having determined the Rolling Column one D20 is rolled to determine the resulting damage on the Resolution Table. [see 2.2].,This resulting damage depends in which Zone of the Resolution Table the roll lands and the nature of the target. All rolls landing in either Zone E or Zone F cause no damage. In situations where the damage called for has already been received then the next lesser damage condition is applied.

14.5 DAMAGE TO WARRIORS

Having made a Damage Roll [see l4.1] the result depends in which Zone of the Resolution Table the roll falls (see Table 14.5 on REFERENCE CARD). A Wounded Warrior will go 'shell down' and will not fire any weapons. It will however attack and engage in Close Combat any enemy Unit that comes within 40mm of it.

14.6 DAMAGE TO WARMASTERS

Because of their special resilience Warmasters have to be treated separately. After making the standard Damage Roll [see 14.1] the result is determined per Table 14.6 on the REFERENCE CARD. NOTE: A Warmaster suffers no negative effects from being Wounded except for a loss of Control Counters.

14.7 SQUAD & GROUP COHESION - CASUALTIES

In Phase 6 casualties might have caused some Squads and Groups to lose Cohesion [see 5.5 & 5.81. The Unit must be made Cohesive by moving as few figures as possible. Figures must be moved the minimum distance possible so that the Unit just achieves Cohesion. If a Squad Leader is killed then a new one must be nominated and the rest of the Squad regrouped around him.

END OF THE INTRODUCTORY RULES. WATCH OUT FOR THE HUNGRY, HUNGRY HELIONS!

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COMBINED SET SCENARIOS

All scenarios are played on a 3 foot by 3 foot playing surface. Players should set up terrain before choosing sides.

NEXUS FORCES
KNO-004 Nexus SWAT Team (3 figures)
KNO-008 Nexus SWAT Hvy Weapons (3 figures)
KRYOMEK FORCES
KKO-001 Helions (5 figures)
KKO-003 Warrior w/Bio-Acid Jet (2 figures)

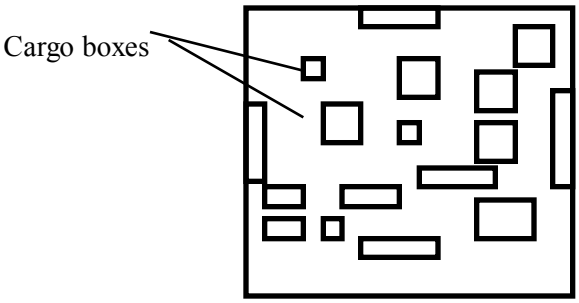
SCENARIO 1: ARE WE STOMPING THEM, OR ARE THEY STOMPING US?

BACKGROUND
SWAT team is trying to clear a large cargo hold infested with Kryomek. Terrain is very cluttered, so short range combat will be common.

VICTORY CONDITIONS
SWAT must kill all the Kryomek to win. Kryomek must kill all SWAT or force them to leave the board due to morale results to win.

SETUP
The playing surface represents a cargo hold on the Nexus diman dreadnought *Medusa* that the Kryomek have captured. While the ship-to-ship battle is over, the marines must clean out the Kryomek infestation before they spread throughout the ship. The midpoint of each side is a cargo door that is 3 inches wide. Humans can enter or exit freely through the doors, but the doors shut automatically once the human has passed through. No shooting through the doors or walls is allowed (they're too tough for normal weaponry, and the Navy doesn't want all that mess). Once a human figure has entered the cargo hold, leaving the cargo hold takes the figure out of the game. The marines can enter via any door they like, after the Kryomek have set up. The marines must maintain squad integrity (see rule 5.5).

The Kryomek set up first. All figures must be placed in the cargo hold, you may use counters to represent the real Kryomek and up to five dummy counters at start. This represents the ship's sensors scanning the hold and giving the marines an indication of what they're facing. As soon as a marine has a clear line of sight to the counter it must be replaced with the appropriate figure, or removed. Kryomek do not need to follow group integrity rules for this scenario. All Kryomek are considered in control, with all Helions moving as one group and the warriors moving as the other.



SCENARIO 2: LAST MAN OUT IS A BUG!

BACKGROUND
SWAT team is trying to exit board to a pick up ship after a battle has gone wrong.

VICTORY CONDITIONS
SWAT wins by getting 3 men off the opposite board edge successfully.

SETUP
Divide SWAT into two squads at the player's choice, which enter the same board edge on turn 1. Kryomek have been left in the area to slow down/kill the marines. Helions may divide into two groups at the players choice, and warriors may also act independently. Use counters for hidden placement as described in scenario 1. Close terrain, with hills and bushes. Any SWAT not off the opposite board edge by the end of turn 12 are considered lost.

SCENARIO 3: WE NEED A VOLUNTEER FOR SOME TESTS

BACKGROUND
The Nexus scientists need a Kryomek for experimentation and investigation. A SWAT team has been directed to obtain a battlefield sample from a 'pacified' region. Unfortunately for the team, the Kryomek prefer not to volunteer.

VICTORY CONDITIONS
SWAT must capture a Kryomek sample and take it off their own board edge. They have 15 turns to accomplish this. Due to power armor, it takes only one SWAT to carry a Helion body, or two SWAT to carry a warrior. Kryomek win by destroying all SWAT.

SETUP
Same as Scenario 2, with SWAT entering from any board edge on turn 1. The Kryomek sample must be removed from the same board edge that SWAT entered.

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NEXUS STARTER SET SCENARIOS

NEXUS MARINES
KNO-001 Nexus Marines I (4 figures)
KNO-003 Nexus Marines Heavy Weapons I (3 figures)
CYO-001 Cyclos Infantry I (4 figures)
CYO-003 Cyclos Infantry II (4 figures)

All scenarios are played on a 3 foot by 3 foot playing surface. Players should set up terrain before choosing sides.

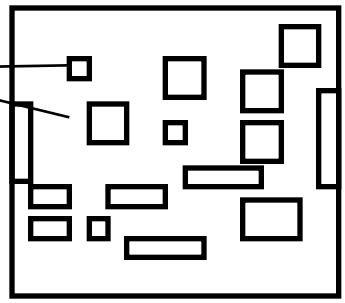
SCENARIO 1: HERE KITTY, KITTY
Note: You need a Kryomek Starter Set to play this scenario.

BACKGROUND
Combined Nexus force (3 understrength squads and 1 heavy weps squad) faces Kryomek in a large factory building on the planet Xenor. Terrain is very cluttered, so short range combat will be common.

VICTORY CONDITIONS
Nexus must kill all the Kryomek to win. Kryomek must kill all SWAT or force them to leave the board due to morale results to win.

SETUP
The playing surface represents a semi-destroyed factory building that the Kryomek have captured. A mixed platoon must clean out the Kryomek infestation before they spread further. The midpoint of two sides is a destroyed door that is 3 inches wide. Humans can enter or exit freely through the door ways. No shooting through the walls is allowed (they're too tough for normal weaponry). However, the grenade launchers (GL) can try to blow a new opening in a wall, that will be one inch wide. Fire at the wall. If a hit is obtained (no deviation) and a damage roll in zone A against an armor class 6 target, a hole has been opened. Once a human figure has entered the factory, leaving the factory takes the figure out of the game. The marines can enter via any door they like, after the Kryomek have set up. The marines must maintain squad integrity (see rule 5.5). The Kryomek set up first. All figures must be placed in the factory, you may use counters to represent the real Kryomek and up to five dummy counters at start. As soon as a marine has a clear line of sight to the counter it must be replaced with the appropriate figure, or removed. All Kryomek are considered in control, as long as the Warmaster is alive.

Heavy Machinery



SCENARIO 2: WHY ARE THEY SHOOTING AT US, SARGE?

BACKGROUND
The Cyclos' Neuro-Regulators have failed. Cyclos are fighting Nexus in the large factory building from scenario 1.

VICTORY CONDITIONS
The side with the last living marine inside the factory wins.

SETUP
Use the factory building from scenario 1. One side consists of Nexus Marines, divided into two squads. The other side consists of Cyclos divided into two squads. Dice for which side sets up the first squad. The side that sets up the first squad chooses which half of the factory to set up in (split the playing area down the middle). The side that sets up second gets the initiative on the first turn (they get the drop on their opponents). You must maintain group integrity. Any figure leaving the factory area is out of the game permanently.

SCENARIO 3: CAUSE WE'RE EXPENDABLE, THAT'S WHY
Note: You need a Kryomek Starter Set to play this scenario

BACKGROUND
A Nexus sergeant has been ordered to clear an area of Kryomek. He has directed two squads of Cyclos to 'lead the way' and draw out the Kryomek.

VICTORY CONDITIONS
Marines must destroy all Kryomek on the board or the Warmaster. Kryomek must destroy all Nexus Marines.

SETUP
Kryomek have been left in the area to slow down/kill the marines. Helions may divide into two groups at the players choice, the warriors form a single group. Use counters for hidden placement as described in scenario 1. Close terrain, with hills and bushes. Nexus forces enter from a single board edge on turn one, after the Kryomek have set up.

Special Rule: On each turn after the Cyclos have encountered their first Kryomek figure, roll a D20. On a 1,2, or 3 the Cyclos go into neuro-frenzy. All Cyclos will immediately move towards the closest Kryomek unit and will attempt to come into close combat each turn. Cyclos will fire with a -1 modifier, and close combat with a+2 strike and impact bonus until the end of the game.

KRYOMEK STARTER SET SCENARIOS

KRYOMEK FIGURES
KKO-009 Warmaster w/Corroder Lance
2x KKO-001 Helions I (5 figures)
KKO-003 Warriors w/Bio-Acid Jet (2)

Note: Helions and Warriors may be combined into two groups, each with a warrior and 5 Helions for these scenarios. All scenarios are played on a 3 foot by 3 foot playing surface. Players should set up terrain before choosing sides.

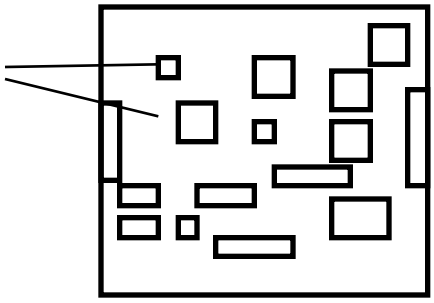
SCENARIO 1: HERE KITTY, KITTY
Note: You need a Nexus Starter Set to play this scenario.

BACKGROUND
Combined Nexus force (3 understrength squads and 1 heavy weps squad) faces Kryomek in a large factory building on the planet Xenor. Terrain is very cluttered, so short range combat will be common.

VICTORY CONDITIONS
Nexus must kill all the Kryomek to win. Kryomek must kill all SWAT or force them to leave the board due to morale results to win.

SETUP
The playing surface represents a semi-destroyed factory building that the Kryomek have captured. A mixed platoon must clean out the Kryomek infestation before they spread further. The midpoint of two sides is a destroyed door that is 3 inches wide. Humans can enter or exit freely through the door ways. No shooting through the walls is allowed (they're too tough for normal weaponry). However, the grenade launchers (GL) can try an blow a new opening in a wall, that will be one inch wide. Fire at the wall. If a hit is obtained (no deviation) and a damage roll in zone A against an armor class 6 target, a hole has been opened. Once a human figure has entered the factory, leaving the factory takes the figure out of the game. The marines can enter via any door they like, after the Kryomek have set up. The marines must maintain squad integrity (see rule 5.5). The Kryomek set up first. All figures must be placed in the factory, you may use counters to represent the real Kryomek and up to five dummy counters at start. As soon as a marine has a clear line of sight to the counter it must be replaced with the appropriate figure, or removed. All Kryomek are considered in control, as long as the Warmaster is alive.

Heavy Machinery



SCENARIO 2: CAUSE WE'RE EXPENDABLE, THAT'S WHY
Note: You need a Nexus Starter Set to play this scenario

BACKGROUND
A Nexus sergeant has been ordered to clear an area of Kryomek. He has directed two squads of Cyclos to 'lead the way' and draw out the Kryomek.

VICTORY CONDITIONS
Marines must destroy all Kryomek on the board or the Warmaster. Kryomek must destroy all Nexus Marines.

SETUP
Kryomek have been left in the area to slow down/kill the marines. Helions may divide into two groups at the players choice, the warriors form a single group. Use counters for hidden placement as described in scenario 1. Close terrain, with hills and bushes. Nexus forces enter from a single board edge on turn one, after the Kryomek have set up.

Special Rule: On each turn after the Cyclos have encountered their first Kryomek figure, roll a D20. On a 1,2, or 3 the Cyclos go into neuro-frenzy. All Cyclos will immediately move towards the closest Kryomek unit and will attempt to come into close combat each turn. Cyclos will fire with a -1 modifier, and close combat with a+2 strike and impact bonus until the end of the game.

SCENARIO 3: KRYOMEK FOOTBALL

BACKGROUND
A Warmaster has been stunned by a big explosion. The Helions and Warriors that he was controlling are providing bio-feedback to him an attempting to take control for their own portions of the hive.

VICTORY CONDITIONS
Exit the Warmaster off of your board edge. If Warmaster is killed it is a draw. Winning side must be the only side alive, or exit the Warmaster from their side of table.

SETUP
Warmaster starts in the center. Warmaster will support the side with the highest D20 roll each turn, modified by adding the number of surviving Kryomek of that side to the die. Each side has one Warrior and five Helions acting as two groups. Roll to see who sets up first, that side also picks the board half that they will set up on. No figures should start within 10 inches of the Warmaster. Controlling player can do whatever they wish with Warmaster, activating it as a group during their initiative. The side controlling the Warmaster goes last, and the Warmaster must be the last group activated.

NEXUS Hand Held Weapons

Weapon	Close Combat		Short Range		Medium Range		Long Range		Extended Range		Effect		Notes
	Strike	Rank	Tgt	Rank	Tgt	Rank	Tgt	Rank	Tgt	Rank	Armor	Impact	
Auto Pistol	0	1	-	-	-	-	-	-	-	-	S	-1	
Auto Shotgun	+2	1	+2	2	-	-	-	-	-	-	S	+1	2H
Chain Gun	+1	1	+4	3	-1	2	-	-	-	-	S	+4	2H
Combat Rifle	0	1	+2	1	0	1	-3	1	-	-	S	+1	2H
Gauss Rifle	0	1	+3	1	+1	1	-2	1	-	-	S	+2	2H
Gauss Rifle (ER)	0	1	+3	1	+2	1	-1	1	-3	1	S	+3	2H
Grenade Launcher*	+2	2	0	T	-3	T	-	-	-	-	S	+2	2H, T
Grenade Launcher (ER)	0	2	+1	T	-2	T	-5	T	-	-	S	+2	2H, T
Hand Flamer (Light)	T	T	0	T	-	-	-	-	-	-	S	+4	T
	T	T	0	T	-	-	-	-	-	-	H	0	T
Hand Flamer (Heavy)	T	T	0	T	-	-	-	-	-	-	S	+4	2H, T
	T	T	0	T	-	-	-	-	-	-	H	0	2H, T
Light Machine Gun	0	1	+2	3	-3	2	-5	1	-	-	S	+3	2H
Machine Pistol	+4	2	+2	2	-	-	-	-	-	-	S	0	
Plasma Rifle	T	T	0	T	-	-	-	-	-	-	S	+4	2H, T
	T	T	0	T	-	-	-	-	-	-	H	0	2H, T
Power Claw	0	1	-	-	-	-	-	-	-	-	S	n/a	
	0	-2	-	-	-	-	-	-	-	-	H	n/a	
Recoilless Rifle	0	1	0	1	-2	1	-4	1	-	-	S	+6	2H
	0	1	0	1	-2	1	-4	1	-	-	H	-2	2H
Single-Molecule Chainsaw	+1	2	-	-	-	-	-	-	-	-	S	+4	2H
	+1	1	-	-	-	-	-	-	-	-	H	-2	
Single-Molecule Sword	+1	2	-	-	-	-	-	-	-	-	S	+3	
	+1	1	-	-	-	-	-	-	-	-	H	-4	
SMG	+3	2	+2	2	-3	1	-	-	-	-	S	0	
Strip Missile Launcher	n/a	n/a	n/a	n/a	-1	1	-2	1	-3	1	S	+6	2H, U, S8
	n/a	n/a	n/a	n/a	-1	1	-2	1	-3	1	H	-2	2H, U, S8
Xenoid Stick	-2	1	-	-	-	-	-	-	-	-	S	+4	

NOTES: *No CC for early period GL,A68

NEXUS Troop Characteristics

Classification	CC	RC	ML	Armor Classes		CBU	CC	RC	AC
Guard	12	12	18	Unarmored Man	10	Helcat	6	8	7
Elite	11	11	16	Laminated	9	Talos	10	10	4
Veteran	10	10	14	Cyclo EBS	8				
Experienced Rebels	9	9	13	Marine EBS	7				
Regular	8	8	12	Interdict Suits	6				
Battle Tried Rebels	8	8	11	SWAT Power Armor	5				
Green (Rebel Raw ML-9)	6	6	10	Predator Armor	4				
Rebel Mob	5	5	7						

NEXUS Vehicle Weapons

Weapon	Close Combat		Short Range		Medium Range		Long Range		Extended Range		Effect		Notes
	Strike	Rank	Tgt	Rank	Tgt	Rank	Tgt	Rank	Tgt	Rank	Armor	Impact	
Auto-Cannon (SAP)	n/a	n/a	n/a	n/a	-3	T	0	T	-3	T	S	+8	T, U
Auto-Cannon (HAP)	n/a	n/a	n/a	n/a	-3	T	0	T	-3	T	H	+2	T
Cannon (SAP)	n/a	n/a	0	T	-1	T	-3	T	-4	T	S	+8	T, X
Cannon (HAP)	n/a	n/a	0	T	-1	T	-3	T	-4	T	H	+4	X
Chain Gun	0	1	+2	3	0	3	-2	2	-4	1	S	+4	
Chain Cannon	n/a	n/a	+1	T	-1	T	-3	T	-6	T	S	+4	T
	n/a	n/a	+1	T	-1	T	-3	T	-6	T	H	-6	T
Cluster Missiles (V-12)	n/a	n/a	+1	T	-1	T	-2	T	-4	T	S	+3	T
	n/a	n/a	+1	T	-1	T	-2	T	-4	T	H	-4	T
Gauss Cannon	0	1	+3	1	+1	1	-2	1	-	-	S	+3	
Howitzer	n/a	n/a	n/a	n/a	n/a	n/a	-4	T	-3	T	S	+6	T, IF, U
	n/a	n/a	n/a	n/a	n/a	n/a	-4	T	-3	T	H	-2	T, IF
Light Machine Gun	+1	1	+1	3	-1	3	-3	2	-5	1	S	+3	
Machine Cannon (SAP)	n/a	n/a	+1	T	-1	T	-3	T	-5	T	S	+6	T, X
Machine Cannon (HAP)	n/a	n/a	+1	T	-1	T	-3	T	-5	T	H	0	X
Napalm Cannon	n/a	n/a	+1	T	-1	T	-3	T	-5	T	S	+5	T
Plasma Cannon	n/a	n/a	+1	T	-1	T	-3	T	-5	T	S	+5	T
Strip Missile (V-7)	n/a	n/a	n/a	n/a	n/a	n/a	-2	1	-3	1	S	+6	S8, U
	n/a	n/a	n/a	n/a	n/a	n/a	-2	1	-3	1	H	-2	S8, U
Stryder Stomp Attack	0	1	-	-	-	-	-	-	-	-	S	+8	

NOTES: **T** = Template Effect, **IF** = Indirect Fire Capability, **2H** = Two-Handed Weapon, **X** = either SAP or HAP round, **S8** = minimum tgt size is 8, **U** = unlimited rg

Kryomek Weapons

Weapon	Close Combat		Short Range		Medium Range		Long Range		Extended Range		Effect		Notes
	Strike	Rank	Tgt	Rank	Tgt	Rank	Tgt	Rank	Tgt	Rank	Armor	Impact	
Ballistae	n/a	n/a	n/a	n/a	0	T	-2	T	-4	T	S	+6/+2	2H, T, IF
	n/a	n/a	n/a	n/a	0	T	-2	T	-4	T	H	+2/-2	2H, T, IF
Bio-Acid Jet	0	T	0	T	-	-	-	-	-	-	S	+6	2H, T
	0	T	0	T	-	-	-	-	-	-	H	+2	2H, T
Bio-Acid Pistol	+2	2	0	1	-	-	-	-	-	-	S	+2	
Bio-Acid Spray (CC)	+2	2	-	-	-	-	-	-	-	-	S	+1	
Bio-Acid Spray (RC)	n/a	n/a	0	T	-	-	-	-	-	-	S	+4	
Corroder Lance (CC)	0	3	-	-	-	-	-	-	-	-	S	+6	2H
Corroder Lance (CC)	0	1	-	-	-	-	-	-	-	-	H	+4	2H
Corroder Lance (RC)	n/a	n/a	0	T	-	-	-	-	-	-	S	+8	2H, T
Corroder Lance (RC)	n/a	n/a	0	T	-	-	-	-	-	-	H	+4	2H, T
Plasmid Cloud Duster	+3	2	0	T	-	-	-	-	-	-	S	+2	T
Serumic Pipes (2 crew)	0	2	0	T	-2	T	-	-	-	-	S	+8	2H, T
Serumic Pipes (2 crew)	0	1	0	T	-2	T	-	-	-	-	H	+4	2H, T
Serumic Pipes (4 crew)	0	3	0	T	-2	T	-4	T	-	-	S	+8	2H, T
Serumic Pipes (4 crew)	0	1	0	T	-2	T	-4	T	-	-	H	+4	2H, T
Single Molecule Blade	+1	2	-	-	-	-	-	-	-	-	S	+3	
	+1	1	-	-	-	-	-	-	-	-	H	-4	
Single Molecule Cleaver	+1	2	-	-	-	-	-	-	-	-	S	+4	
	+1	1	-	-	-	-	-	-	-	-	H	-2	
Spore Launcher	n/a	n/a	0	T	-2	T	-4	T	-6	T	S	+3	2H,T, IF
	n/a	n/a	0	T	-2	T	-4	T	-6	T	H	-2	2H,T, IF

NOTES: **T** = Template Effect, **IF** = Indirect Fire Capability, **2H** = Two-Handed Weapon, Swarmaster uses the 4 crew Serumic Pipes

KRYOMEK CHARACTERISTICS

STRAIN		All		ALPHA		BETA		GAMMA		CC Attacks		
CREATURE	Move	Charge	Armor Cl	CC	RC	CC	RC	CC	RC	Arm	Tail	NOTES
Battlefield Swarmaster (18)	6/150	6/150	4H	16	10							Special Wounds
Warmaster (size 6)	8/200	10/250	2	15	9	16	8	14	10	2x, 0/+2	-2/+3	Special Wounds
Gravler (size 6)	8/200	10/250	3	14	6					2x, 0/+1	n/a	3 Wounds
Reaper (size 5)	8/200	10/250	6	10	10					2x, 0/+1	n/a	2 Wounds
Warrior (size 5)	8/200	10/250	4	12	8	13	7	11	9	2x, 0/+1	n/a	2 Wounds
Drone (size 4)	8/200	10/250	6	10	10					2x, 0/+1	n/a	2 Wounds
Helion (size 3)	8/200	10/250	8	9	n/a	11	n/a	10	n/a		0/+3	

NOTES: Movement Allowances are shown in Inches/Millimeters, CC Attacks are shown Number of Attacks, Strike Bonus/Impact Bonus

MOVEMENT & MORALE REFERENCE

SEQUENCE OF PLAY

1 Motivation
- Place Motivation Chits
- Check Kryomek Control Status
- Helion Random Movement

2 Panic & Pursuit

3 Activation (alternating)
- Roll for Initiative
- Select Squad/Unit
- Move Squad/Unit
- Fire Squad/Unit
- Morale Checks

4 Close Combat (simultaneous)

5 Morale
- Remaining Morale Checks
- Regroup
- Recovery Morale Checks

6 Tidy Up

Warmaster
Control Radius (7.3)
Normal: 16 in/400mm
Erect: 24 in/600mm

Miasma (7.5)
Level 1: **2** control ctrs
Level 2: **4** control ctrs

Uncontrolled Helions (7.4)
Roll 1D10
- 1-3 move to/charge nearest enemy
- 4-6 move to/charge nearest unit
- 7-8 random move
- 9-10 halt

Uncontrolled Warriors (7.4)
- Go shell-down

MOVEMENT (inches(mm) Normal/Charge)

Humanoid (fire motivated) 4(100)
Humanoid (move motivated) 6(150)/8(200)

Helcat	4(100)
Tarek Helcat	6(150)
Talos Mk1	6(150)/8(200)
Talos Mk 2	8(200)/10(250)
Kryomek	8(200)/10(250)
Speed Band (max)	6(160)

Humanoid must be Move Motivated to move if fired on this turn

MOVEMENT MODIFIERS
Infantry-Bad Terrain: -1/2 move
Enter/Exit Module: -1/2 move
Move in Module: -1/2 move

OPTIONAL MORALE RESULTS

The target number is 21 (ML+modifiers+1D20 roll)

26+ Confident	+1 to Strike & Impact in CC Rally from previous results
21 - 25 Steady	Rally from previous results Normal in all respects
18 - 20 Shaken	Pushed back 2 in/50mm, no charges Vehicles get -2 to Targeting Rolls No Rally from previous results
15 -17 Panicked	Move back 4 in/100mm, no charge, -2 to ML Vehicles cannot fire until recovered, -2 to ML Defend in CC at -2, no RC allowed No Rally from previous results
14 or less Routed	As Panicked and will attempt to leave board unless Rallied. No Rally fm previous.

NEXUS MORALE

When to Check Morale (8.3, 8.4)
Loss due to combat (immediate)
Losing a Close Combat
Vehicle damaged (immediate)
To rally

Morale Modifiers (V- vehicles only)
Panicked friendly unit w/in Short Range **-1**
Pushed back this turn **-2**
Pushed enemy back this turn **+1**
Defending soft cover **+1**
Defending hard cover **+2**
Each casualty in unit **-2**
Currently Shaken **-1**
Currently Panicked **-2**
Currently Routed **-4**
Crew that abandoned a vehicle **-2**
S weapon destroyed (V) **-1**
P weapon destroyed (V) **-2**
Immobilized (V) **-2**
Swarmaster w/in Short Range **-2**

STANDARD MORALE RESULTS (8.10, 8.11)

A-D Pass, recover from Panic
E Fail, pushed back 2 in/50mm in CC, or move to cover 2/50 (fall back if no cover)
Vehicles get -2 to Targeting Rolls for turn
F Panic, move back 4 in/100mm, -2 to ML
Vehicles cannot fire until recovered, -2 to ML

A squad must roll to recover from Panic
A vehicle automatically recovers from Panic unless it suffers more damage in the next turn

COMBAT TABLES AND REFERENCE

Armor or Combat Factor + Modifiers

DIE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
20	20																				20
19		19		19		19						A Result									19
18			18		18	18			18												18
17		17		17		17		17				17									17
16					16			16		16					16						16
15						15			15			15		B Result				15			15
14			14				14				14			14							14
13								13				13				13					13
12				12					12					12				12			12
11										11					11	C Result				11	11
10					10						10		D Result				10				10
9												9						9			9
8						8							8							8	8
7														7							7
6							6		E Result						6						6
5		F Result								MISS						5					5
4			MISS					4		DEVIATE							4				4
3			DEVIATE							NO DAMAGE								3			3
2			NO DAMAGE						2										2		2
1										1											1
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

Relative Size Table (13.11)

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	7	8	9	10	11	12	13
2	3	4	5	6	7	8	9	10	11	12
3	2	3	4	5	6	7	8	9	10	11
4	1	2	3	4	5	6	7	8	9	10
5	1	1	2	3	4	5	6	7	8	9
6	1	1	1	2	3	4	5	6	7	8
7	1	1	1	1	2	3	4	5	6	7
8	1	1	1	1	1	2	3	4	5	6
9	1	1	1	1	1	1	2	3	4	5
10	1	1	1	1	1	1	1	2	3	4

CC Comparison Table (13.13)

	1	2	3	4	5	6	7	8	9	10
1	10	7	5	4	3	3	3	2	2	2
2	13	10	8	7	6	5	4	4	4	3
3	15	12	10	8	7	7	6	5	5	5
4	16	13	12	10	9	8	7	7	6	6
5	16	14	12	11	10	9	8	8	7	7
6	17	15	13	12	11	10	9	9	8	7
7	17	16	14	13	12	11	10	9	9	8
8	18	16	14	13	12	11	11	10	9	9
9	18	16	15	14	13	12	11	11	10	9
10	18	17	15	14	13	12	11	11	10	10

Roll 1D20, # or less hits a friendly
Friendly size ratio is the row #

TEMPLATE WEAPON DEVIATION

Deviation (12.21)
-D10 for Direction
Deviation Distance
Range

Short	**1**D10x10mm
Medium	**2**D10x10mm
Long	**3**D10x10mm
Extreme	**4**D10x10mm

For Directly Placed Area Affect Weapons
-D10, use angle template

RANGED COMBAT MODS

Firing Unit Modifiers
Move Motivated **-2**
Moving X3 or X4 ACM **-3**
Moving X6 ACM **-1**
Moving Vehicle **-1/sp band**
Moving other **-2**
Indirect Fire **-3**
Frenzied Cyclo **-1**
Virulence **+1**
Sniper **+2**
Add'l Barrels **+1**
Firing at 2nd Tgt **-2**

Target Unit Modifiers
Moving Vehicle **-1/sp band**
Miasma 1 **-1**
Miasma 2 **-2**
In Cover **-2**
Each Size 6 **+1**
Non-Erect Warmaster **-1**
Shell-Down Warrior **-1**
In Smoke **-3**

Hard Cover: Impact **-2**

STRIKES (13.4)

HIT	RANK 1	2	3
A	1	2	3
B	1	2	2
C	1	1	2
D	1	1	1
	HITS		

Jet Bike Dmg (H2.3.1)
A-B Destroyed, crew KIA
C P wpn destroyed
D S wpn destroyed

CLOSE COMBAT MODS

Neuro Frenzy **+2**
Virulence **+1**
Power Armor **+1**
Attacking Barricade **-1**
Panicked **-2**

NEXUS DAMAGE

CBU Dmg (14.2)
A-C Destroyed
D roll 1D10
1-2 Immobilized
3-4 P wpn destroyed
5-6 1 KO counter
7-8 2 KO counters
9-10 Attack nearest unit

Vehicle Dmg (14.3)
A Destroyed, roll 1D10
1-4 Crew Escape
5-7 D10/crew
9-10 Crew KIA
B-D Damaged, roll 1D10
1-2 Speed 1/2, Handling -2
3-5 **S** wpn destroyed
6-8 **P** wpn destroyed
9-10 Immobilized

Module Dmg (14.4)
A Major Damage, roll 1D10
1-3 KO'd, crew KIA
4-6 KO'd, D10/crew
7-10 P&S destroyed, crew escape
B-C Minor Damage, roll 1D10
1-4 **P** wpn destroyed
5-7 **S** wpn destroyed
8-10 Armor Class +1
D Corridor Blocked

D10/crew - roll 1D10 per crew member
1-5 escapes, 6-10 killed

KRYOMEK DAMAGE

Warrior Dmg (14.5)
A-C Killed
D Wounded: shell-down
E-F no damage

Warmaster Dmg (14.6)
A Killed
B Wounded: -3 to CV
C Wounded: -2 to CV
D Wounded: -1 to CV
E-F no damage

Swarmaster Dmg ()
A roll 1D10
1-7 Armor Class +1
8-10 Killed
B P wpn destroyed
C S wpn destroyed
D Virulence interupted until next turn
E-F no damage

RC ELIGIBILITY

Ranges (12.2)
Close - base to base contact
Short: 0.1 - 12 in.(300mm)
Medium: 12.1-24 in.(600mm)
Long: 24.1-36 in. (900mm)
Extreme: 36.1-48 (1200 mm)
Unlimited: over 48

Line of Sight (11.1)
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Starship Troopers Miniature Combat Game.
Mongoose Publishing Ltd.
$74.95/£50.00.

What do you get when you take one of the best loved science fiction novels of the 20th Century, a cult action movie and an award winning computer generated television series, then mix them altogether and throw in one of the worlds leading miniature games designers? The answer is quite simple the Starship Troopers Miniature Combat Game, recently released from British stalwarts Mongoose Publishing. Mongoose are perhaps best known for their wide range of role-playing games than for miniature systems, but following on from the release of Mighty Armies, Babylon 5: A Call to Arms and more recently Gangs of Mega-City One, the company have been gathering a new legion of fans, dedicated to their new lines of miniatures. The Starship Troopers Miniature Combat Game (SST hereafter) is a fast paced system that some are heralding as THE system for the new millennium, and even whispers that it may challenge the mighty Warhammer 40,000 for its title of Grand Master, due to its simplistic nature, yet intriguing game play.

Background

Based on the famous science fiction novel of the same name by Robert E Heinlein SST throws the players into the midst of an all out war between the forces of mankind and the deadly Arachnid species, and only one race is coming out alive. The book famously charts life in the military machine, and fighting a war against creatures alien to man, and the game not only manages to capture this essence, it excels on it and throws in the mixture of the 1995 Paul Verhoeven movie of the same name and the award winning computer generated television show Starship Troopers: Roughnecks Chronicles for added measure. For reasons unknown, mankind has stumbled across an alien race of intelligent (?) insects known collectively as the Arachnids, and the result is all out war on both sides. The humans acting under the banner of S.I.C.O.N (Strategically Integrated

Coalition of Nations) send in the Mobile Infantry (MI) to resolve the conflict with the bugs, and pitting men and women against the alien hordes, desperately trying to stop them gaining a foothold in our own system. But for every trooper sent to fight there are a hundred bugs and the war effort is taxing to say the least.

The Rules

Presented in a soft bound format of 142 pages and in full colour the core rule book for the Starship Troopers Miniature Combat Game covers every aspect of the game that players will ever really need, from unit organisation and combat, to rules governing air combat, tunnelling and attacking structures. The layout of the rule book is first rate with almost every narrative description of rules being accompanied by an illustration and an example in game play.

Mechanics

As stated there are those who are flaunting the title of new game of the millennium on SST and perhaps quite rightly so, due mostly down to its action/reaction engine designed and perfected by Andy Chambers, the former lead writer on Games Workshops Warhammer 40,000 game, now working as a freelance writer. What we are presented with is not your average science fiction combat system, but a unique look at how military combat works in reality and then is juxtaposed into a form that can be transferred to the table top. Most systems follow the strict turn sequence of Move-Shoot-Roll to Wound- Save, and this is where SST stands out from the crowd. Using this unique reaction/action engine each player sets up their units as per any other style of science fiction/fantasy mass combat game, but it is when the game actually gets going that all becomes clear what the real differences are!

Stats

Each unit in SST has its own set of statistics that make it usable in the games mechanics, these are:

- Move: The amount of inches the unit/model can move per Move action
- Target: The score needed to hit the unit/model by an opponent
- Save: The saving throw of the unit/model. Some units/models have two saving throws with the first one being a dodge save and are separated by a slash (/)
- Kill: A value that will kill the model outright if equalled or exceeded or will inflict two hits if a multi-hit model such as a Tanker bug.
- CC (Close Combat): The amount of dice damage the unit/model inflicts against a foes Target rating in close or hand to hand combat.
- Size: How big or small the unit is. This can influence attack range in CC, or how a target can be hit behind cover
- Value: The points cost of the basic model.
- Traits: Any special abilities the unit has that it can use with a Ready action such as jump packs, being able to hover or retaliate if destroyed.

Actions

Each player takes a turn activating their units, one at a time and giving each unit two actions. Actions are then performed by all units in the players force, and then once this is over the play falls to the next player. Units can perform any of the following actions:

- Move: Allowing the unit/model to move up to its full move rate in inches.
- Fire: Allowing the unit/model to fire a ranged weapon at an enemy unit within its range.
- Ready: Allows a unit/model to prepare a weapon that takes time to fire such as a missile launcher, or to prepare to make a special move or manoeuvre.

Units/models may perform actions in any order they wish to and may combine them in any combination as they see necessary. So it is possible to move then move or fire then move, or to fire then fire, etc.

For example: *A unit of 8 Mobile Cap Infantry are activated during the players turn and the bug forces are closing fast. The player decides that he will move his troopers out of harms way with his first action for that unit, and for the second will use a shoot action to attack a unit of bugs that are within range. He could however have decided to shoot the bugs twice or move his unit twice, or shoot then move, or even go onto ready status allowing him to perform a special action such as use the Jump Packs which would allow for a movement of 12" (rather than 5") and a shoot action.*

At first it may seem complex when you read it out and that's perhaps because people may read more into the rules than needed. The simplistic mechanics will present themselves very quickly to players and after only two turns even the most novice of players should be fine with the basics. Once you understand that you can make your actions in whatever order you wish, it opens up a whole new world of tactics as your opponents become rapidly unpredictable compared to the more standard systems.

Combat

With a thousand giant insects clambering down to destroy you its not so much a case of taking aim and firing your Moritas rifle at them, more a case of how many you can kill and how quickly you can do so. Rather than rolling to hit, then rolling to wound and finally the opposing player rolling to save his troops, the SST system cuts out the roll to hit and goes right in at the deep end. This is very reminiscent of the fast pace of the movies where the characters are often overwhelmed by tides of creatures that they can't fail to hit.

Each weapon has its own damage rating ranging from one or more standard d6 or d10 (the only two dice needed for the system) and of course some weapons are more powerful or effective than others. When firing you first nominate a target in the unit that you wish to attack, and if it is in range (you can measure at any time) you can begin to initiate combat. For every trooper that is firing into the area you create a fire zone, which can further be expanded using certain traits and weapons that allow you to spread out from the target by up to 6". This will allow for more foes to be hit.

Example: *Carters Death Dealers consists of 7 troopers and their sergeant who open fire on a unit of Arachnid Warrior bugs who are 14" away. All 8 models are armed with Moritas rifles and each weapon rolls 2xd6 when fired giving a total of 16 dice that are rolled. Each dice will hit the warriors on a roll of 5+ (the target value of the creature) so after rolling the dice any that come up with 5 or 6 are actual hits and that amount of saving throws needs to be made by the Arachnid player.*

Any models that are hit will be forced to make a saving throw using the models Save value, and those that are hit by a roll that exceeds or equals the models Kill value are removed immediately, unless they are multi-hit models. Models that do save will flinch out of the way of the incoming fire and are moved away from the firer 2" backwards as they jump out of the way in fear for their own mortality. Flinching plays a very important part in SST and can force a unit to have some of its models out of command radius.

Reactions

The real meat of the system however is the action/reaction engine that allows players to act in the opposing players turn when a model or unit has come within their reaction radius of 10" (though it can be raised to 12" using traits). If a model or unit finishes any action within 10" of an enemy unit, then the unit may make a reaction check to that action or choose to ignore it completely.

For Example: *A unit of Warrior bugs ends its first action (Move) within 10" of the aforementioned Carters Death Dealers. Once the unit finishes its action, the player controlling the Death Dealers checks to see which models are within 10" of the unit and may then make a reaction using those that are within 10". The unit decides to go for the standard reaction and shoot at the incoming bugs with their Moritas rifles, all hits are worked out as normal against the Warriors Target value of 5, forcing saves for any hits and the models that do actually make saves to flinch away 2". However if any of the 16 dice that are rolled comes up with a '1' it is considered to be out of ammo and may not fire again as a reaction during this turn.*

If the player controlling the MI wished he could use one of the other options available as a reaction and 'Beat Feet' moving away from the opponents unit (hopefully putting him out of close combat range), or 'Stand by Ready' which would put the entire unit on Ready status, allowing them to use a special mode of movement (such as the Jump Packs in the case of the MI) as a reaction to another action. This however has its draw backs as if the player chooses this option he will not be able to take any more reactions that turn with this unit once the jump action is over, leaving him open to attack from other flanks. Sometimes as with flinching a model making a reaction may end up out of command radius of its units squad leader, so plan wisely and accordingly. Once the reaction is over the player controlling the bugs may make his second action if he wishes, which will again provoke a reaction check by the MI player carried out as detailed above. As a rule of thumb: **Units Act, Models React!**

Sometimes it can mean that a single unit of troopers or bugs will make two or more reactions during the opposing players turn, and this can get a little confusing at first, a good idea is put a token or counter down in front of a unit that is reacting so you know what it is doing and you don't get lost. Of course we have seen things similar in the past in other systems, such as the 'Wait' rule from Warzone or the 'Overwatch' rule from Warhammer 40,000 but on the whole they didn't tend to be as well thought out or as useful as the reaction rule and not every troop could make use of them. Now we have a rule that can sometimes dictate the outcome of combat even before it begins.

Special Traits

There are of course those units or models that have their own special traits that they can use in combat and these range from being able to fly or retaliate against an attack when they die, or many other traits such as climb or jump, etc. Models that have the Hover trait are particularly dangerous as they can use their movement to their advantage by hovering into close combat, making an attack and then hovering back out of the way, leaving them over 10" away from their opponents models and not allowing for a reaction check (as in effect they are not within 10" when they end the action).

Traits and training can also be bought for both MI and Arachnids alike, allowing for Brain Bugs or Lieutenants, Sergeants and NCO's (Non Commissioned Officers) giving them the edge over their foes. Some traits are quite cheap and will only affect the single model that has them; others such as Fire King (which allows the entire unit the model is attached to a re-roll of any missed damage dice) effect everyone in their unit.

Lethal Zones

Certain weapons or attacks have a Lethal Zone (LZ) rather

than a fire zone, and these are area effect weapons that can inflict a massive amount of damage to a unit or model and some such as the Tanker bugs corrosive spit are nothing short of devastating.

Priority Levels

Rather than just setting out your models and fighting battles, SST comes with the Priority Level system that dictates what models and options a force can take. There are three Priority Levels and as one would expect you are quite limited with PL1 (under 1000 points) and the options rise with the level rating. Each level also has other options such as tunnelling for the bugs or weapons emplacements for the MI that can add a whole new area to the game.

Army Lists

The core rule book features army lists for the Mobile Infantry, Arachnids and Skinny Homogeny, allowing players the choice of which race they prefer to use and collect and build up a force from. The MI list is perhaps the most expansive with the core bulk of it being made up from the standard MI Cap Trooper in M1-A4 Power Armour (as seen in the animated series) and allowing a variety of options for each Priority Level taken. MI Troopers tend to be equipped with the standard Morita rifle, though two members of each squad (normally a squad of 8 troopers) can exchange their rifles for specialist weapons such as the Javelin missile launcher or the lethal Triple Thud grenade launcher. Basic squads are made up from a sergeant and three extra cap troopers and a further four troopers may be added to bring the squads total to eight. The MI list also contains options to field entire platoons of Marauder suits, powerful mobile weapons platforms that can lay down devastating fire zones, as well as all the options for weapons upgrades, gun emplacements, nuclear protocols and even the deadly C.H.A.S robots.

The Arachnids are limited to a few basic bug units in the core rules, but will nonetheless present a real problem to any MI commander. The core of the Arachnid army are the Warrior bugs, as seen in the movie and on the animated series. These alien creatures are fast, deadly and show no mercy at all to a fallen foe, but their lack of ranged attacks leaves them open to incoming fire. Hopper bugs can fly and can cross a battlefield in two turns if they choose this option, but its their Hover trait that makes them deadly, allowing them to move in and attack and then move out again, without triggering a reaction from the survivors of the poor unit. Blister, Blaster and Firefires are the bugs with ranged attacks and can make short work of even the most armoured foe. The real heavyweights however are the Tanker and Plasma bugs, hulking behemoths that dominate the battlefield and strike fear into the valiant hearts of the MI, and all the bugs come under the control of the mysterious Brain bugs, pulsating mounds of putrid flesh that act as a conduit for the entire force.

The Miniatures

Of course a miniature combat system is nothing without miniatures and SST comes loaded for bear with a set of excellent plastic models that represent both MI Cap Troopers and Arachnid Warriors. Both of the sets miniatures have been designed by industry veteran Bob Naismith and totally capture the feel of both the animated series and the movies alike. The 20 warrior bugs you get in the box will be enough to get you started, though by adding the tunnelling options you can make them more than a match for the 16 troopers found in the core game. Both sets of miniatures go together extremely well, with the warrior bugs having ball and socket legs to allow for a wide range of poses and each of the troopers being multi-part assembly allowing for a very large range of trooper stances and options.

Extras

Along with the miniatures SST comes complete with a precut card bunker to use on the battlefield, all the counters you may need for out of ammo, ready and lethal fire zone blast markers and counters to represent the MI aircraft in the game, such as gunships and dropboats.

Support

In conjunction with the release of SST extra units of troopers and warriors have been launched, along with a whole range of plastics and metals for both races, and metals for the Skinnies , and over the next few months the range will expand to include Brain and Tanker bugs, Marauders and even dropboats , and many more on the horizon.

Conclusions

Starship Troopers Miniature Combat Game is a refreshing addition to the genre and drags miniature wargames kicking and screaming into the new millennium and placing both the title and Mongoose Publishing up there with the big boys and making the game a real contender. The reaction/action engine will be imitated by countless other companies and stands as testament to the designer Andy Chambers talent for rules mechanics. And that is the basics of

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Starship Troopers. Of course there is much more to talk about, such as how deadly direct fire can be and how cool the indirect artillery fire is, but I will leave that for you to discover. With first class layout and presentation of the rules, excellent interior artwork and stunning multi-part miniatures this is a game that is a must for any science fiction fan.

Would you like to know more?

Review by Marc Farrimond

Overview: *.45 Adventure: Crimefighting Action in the Pulp Era* is a new publication from Rattrap Productions LLC. It "…is a tabletop miniatures game that simulates all the two-fisted action of the era of pulp magazines. Players can take on the roles of colorful heroes or unscrupulous villains. With Tommy guns, Heaters, and Gats they can fight their way through the minions of crime or seek to control the world." That's what it says on the back of the book. The concept for this game was a new one from this reviewer. I have a lot of experience playing wargames. I began at 16 by playing my first game of *Panzer Leader* by Avalon Hill. I then moved on to *Axis & Allies* and even *Advanced Squad Leader*. I got involved in miniature gaming not long after I finished college. I blame the editor of this fine publication for getting me hooked on lead crack. *Warhammer 40k* was my gateway "drug" into this world. These days I mostly play historical miniatures games like *Johnny Reb III* and *De Bellis Multitudinous*. Enough with the personal biography, on with the review. I had never considered a pulp era miniatures game. That's probably due to limited thinking on my part. So, the concept intrigued me and I agreed to give the book a look and write a review on what I found. So, here we go.

Presentation: The first thing I noticed was that the game relies highly on the scenario idea. There is a point cost system, but it is rudimentary according the author. Fortunately there is a chapter on designing scenarios. The book is laid out in a pleasing manner. It begins with describing the basic mechanics of the game and that's pretty simple; opposed modified rolls of d10s. Pretty simple, huh? The other thing that jumped out at me was that *.45 Adventure* was a skirmish-scaled miniatures game. Players would only need a handful of figures to play a simple battle. Each model in the game will have it's own set of individual statistics. A neat little gimmick to this game is the Hero Point. Each model has them and they can be used to modify die rolls, re-roll a die or even increase the range of a weapon. Not a new gimmick but for this genre of game it is very appropriate. As you can imagine, combat is the main section of the rules. Imagine my surprise when I saw that this chapter was only 5.5 pages long. These rules are not complex and there are a few black and white photographs to show examples of rules explanations. These pictures aren't great but the color and quality go nicely with the time period represented by this game. Vehicle rules are included. In a scenario played on the game's standard 2' x 2' board a car or truck would be across the board in no time. These rules are included in case a scenario calls for the fast escape of one of the participants or a player has an idea for a game on a larger space. These rules are there if you need them. he central part of this game is the creation and customization of heroes and villains. Each model comes with a Grade: either 1, 2 or 3. A model's number gives its relative power in relation to other models. A Grade 3 hero should be about the equivalent of three Grade 1 villains. That is your point system for *.45 Adventure*.

The writers were nice enough to provide a wide variety of ready-made heroes and villains: 15 good guys and 10 bad guys. There are a few of each grade level for mixing and matching to make interesting games. Each hero and villain has his or her own stat line that I mentioned earlier. They also come with an Available Attributes number; 4 for a Grade 1 and up to 10 for a Grade 3 character. This number is used to purchase skills from a number of lists. These lists are Weapon, Armor, Combat Skill, Knowledge Skill and Other Skills. Each list also has a maximum number of points that can be spent there. The ability to use a gun or blade is purchased from the Weapon list. Having body armor comes from the Armor list. Combat Skill list has such things as Ambidextrous or Martial Arts while Knowledge Kill has Streetwise and other languages. The Other Skill section has items like Sprinter and Lucky. Each of these things costs one or more of the model's Available Attributes. For example, a Grade 1 Police Officer has an Available Attributes of 4. He's not going to be able to buy too many skills but give him Pistol and +1 Weapon Skill with it and you have the beginnings of a somewhat effective figure in the game.

Value: .45 Adventure: Crimefighting in the Pulp Era looks very entertaining to this aging miniatures gamer. I could not find a figure scale but the models in the example pictures appear to be in the 25mm range. Finding figures for it is not a problem with the variety of casting companies that exist today. Now, the game book does not look like much. It is only 63 pages long. But, it comes with a very attractive price: MSRP $14.95. A really nice thing that I found in the book was two scenarios. I am a big proponent of the beginning scenarios in new games. So, if old heroes like The Shadow and Doc Savage appeal to you pick up a copy of this game, put on your fedora, grab your .45 and swing into action!

Review by Brian Ahrens

Miniature Previews

Back in FR18 we got a look at upcoming figures in Excelsior Entertainment's Ultimate Warzone and Chronopia lines. We have a few more, more than a few actually, here along with some more pics of ones that we already got a look at so you might consider these works that are further along in the process.

First up are models that I've already drooled over, the Devout Blood Hunters. They now have the bottom half of the rider and more details than before. Teeth, claws \ and

straps have been added to the beast and I'm still patiently waiting for them to hit my gaming table. Ok, that's a lie. I'm not patient about it at all, I want them yesterday but I understand that some things just simply can't be rushed.

Last time we saw the dwarven Wolf Clan Scouts they were just greens ready to be made into masters but below we can see them heading off into the woods. My opinion of them remains the same in being a must-have on any Dwarven gernal's list of figures and role-players of a dwarven persuasion. These are available now.

The Firstborn are not left out of the fun either. They get a new individual, the Exemplar. He's an axe-tottin' human in flowing robes and heavy plate armor that looks suitable for use in rpg's as well as in Chronopia. He's also available now.

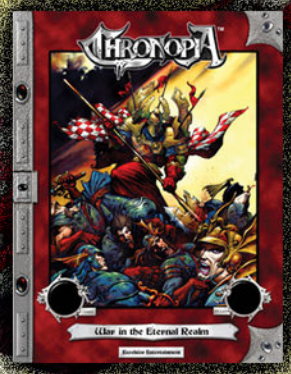
Count Elitrion, below, is an elf that's had less than pleasant

run-ins with the Stygian and has the scars to prove it. If you're looking for a pretty elf that's taken his time to get his hair just right with plenty of coats of hair spray then he's not your guy. He's definitely been hit with the ugly stick during his career and is probably beyond the point of caring about it too much. Like the Firstborn and Dwarves, he's also available now.

The Charnal Golem, below, is the last Chronopia fig that we're getting a look at and he's created from whatever rotting corpses and vege-

CHRONOPIA

WAR IN THE ETERNAL REALM



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tation happen to be lying around. Yuck! But being a devout player I can appreciate it and want one of my very own!

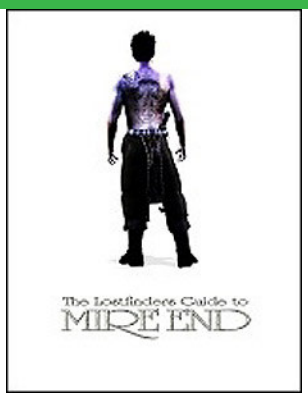
Ok, on to the far-flung future of Ultimate Warzone and some Imperial troops to get us started. These Stormtrenchrs are fast-attack assault troops that will surely find themselves in an Imperial general's arsenal. Outside of Warzone they'll do great in any generic sci-fi miniatures game and I don't think they'd be out of place in Traveller[20].

If the Blood Hunters are my most eagerly anticipated figs for Chronopia I think the cavalry for the Lutherans are my picks for Warzone. Here, above, are a few more pictures of them and once I get my hands on them I fear that my painting of other figures will suffer for a while until I can churn out a unit of these horsemen. Along with them are some more Lutheran foot troops, the Euthenasi.

With Cybertronic as my main Warzone army I was very pleased to see the Surveiller model, right, and he looks like he'll fit right in with the rest of the army just fine. I think that I'll drill out the barrels of his guns, though. If you're looking for a badass for a d20 Future character he would fit the bill.

Last up for now is a Mishima monk that we got just one picture of, but she looks pretty well on her way to completion. Well, I hope it's a she with a butt like that or if not I suddenly feel kind of weird! I like the action pose and she should make a nice addition to a Mishima army and depending on how techy they get with her weapons and armor she might even fit into a fantasy setting if you need her to pull double-duty. I know that Excelsior enthusiasts out there can't get new figures fast enough, but Thom and his crew are making progress and getting new stuff out there to fill the gaps in the various miniature lines so we'll have to be content with that.

Pictures from Excelsior Entertainment
Article by Mark Theurer

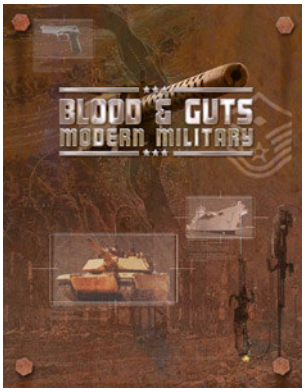


The Lostfinder's Guide to Mire End is a softcover supplement for the A|State game from Contested Ground Publishing. It's 32-pages in length with (mostly) computer generated artwork and has a retail price of $10 USD. It is intended for mature audiences.

The book begins with some poor soul's trip to Mire End where he does indeed meet his end. From there we get a quick map of the area, which looks hand drawn. This is properly representative of a map, one of very few, of Mire End that your characters might come across. The next nine pages give us an overview of this armpit of The City (maybe festering boil is a better description) that you probably wouldn't want to visit, much less live there, but can provide abundant sources of adventure and danger. A timeline give you a glimpse into how Mire End got into the shape in which it finds itself today. Clean running water, electricity, fresh food, clean accommodations and anything else that you might put on a list of things you'd want where you live are either just not available or in slim supply. Mire End is a desolate, depressing place where only a few eek out a living and most are probably happy to be living. The locations here are run down and in some cases lucky to still be standing. The sixteen npc's are given brief descriptions along with a picture and some background information. Having a picture for each one was a good idea and will help players remember them better. Five organizations are presented, ranging from a vigilante organization, gangs, a newspaper and a religious organization. Significantly more information is given about these organizations than the npc's so the GM will easily be able to work them into his campaign and familiarize his players with them. Seven adventure nuggets come towards the end of the book and this is what your GM will probably value the most. They are not just your typical "serial killer on rampage" type of entry, but give the some background information and then a handful of possibilities on how it can be fleshed out into a real adventure. There is still significant work to be done on the GMs part, but it was much nicer than a one-sentence blurb in a list of a hundred of them.

When I started reading the book I was worried that its information might not have much crossover use, but that ended up not being entirely true. If you're a GM of the A|State game then you'll definitely get a lot of use out of this brief look at what is probably the worst area of The City. If not, there are some other games that can make use of the information herein. Being a technological place you might think that it could not fit into a fantasy setting but a whole lot of it could appear in the IK Warmachine d20 setting and all of the npc's could find there way into pretty much any game. Sure, you'll have to adjust some things and generate stats for them but if you're running a heavy role-playing game I think that these could be dropped in without too much trouble. So, yes this is less than totally useful to a non-A|State GM, but it's intended for A|State first and foremost and it fits that bill very well. After reading through The Lostfinder's Guide to Mire End it left me wanting to read and know more about it. The Overview and Highlighted Locations sections were good enough to whet your appetite but could have been longer. At ten dollars it's a very good investment for A|State GMs and if you happen to play A|State and other games you'll be able to get some double-duty out of it if you like.

Review by Mark Theurer



WHAT IT IS

The book is soft-bound with colour illustrations on the cover. It runs to 96 pages with black and white illustrations throughout. It is intended for use with d20 Modern, which is required. The retail price is $18.95 and it is published by RPG Objects.

BETWEEN THE COVERS

The book starts with a short introduction to the military. In a few pages the history of the American military is discussed as well as some details about the history and organisation of the branches of military service. The first chapter contains all the details needed to play a **Military Character**. Two new allegiances are introduced; active duty and reserve duty. These allegiances represent a commitment to military service either on a constant or reserve basis. The active duty allegiance is a pre-requisite of most of the prestige classes which follow. Around 15 new prestige classes are found in chapter one. There are 13 classes for Special Forces as well as the Sniper and Top Gun classes. There is at least one prestige class for each branch of service. Stat-wise the Special Forces prestige classes are quite similar with many level advancement bonuses the same across the classes. They are mostly distinguished by two or three abilities that are more tailored. Outside of game stats each class is given a distinctive description. The section on Special Operations training describes a number of feat-like abilities that are available to members of these prestige classes. They include the ability to cat nap, silently kill enemies, and areas of training in strategy such as ambushing and using psychological war-

fare. Most prestige classes gain one of these abilities every other level.

Chapter 2, **Military Training**, starts with a section on skills. There are new uses for skills such as climb, diplomacy and intimidate and several new skills. One such new skill is air traffic control which allows a character to aid the safe landing of an aircraft. Another skill is communication operations, which covers tasks such as sending, jamming, or encrypting signals. One skill essential for playing a Special Forces character is the paradrop skill which governs the use of parachutes to quickly, safely, and precisely get to the ground. The new feats are spread through a variety of sections in this chapter. There are standard feats, as well as feats for Advanced Training, Military Occupational Strategies, and Elite Unit Assignments. The basic feats cover a range including combat manoeuvres, aerial tricks and some that give bonuses to key skills. In the first category the box ears feat can be used to deliver an attack to daze an opponent by forcing air into their ears. Aerial tricks include the ability to provide a fighter escort or fly in formation. Other feats include Hawkeye, which gives +2 to Search and Spot skill checks and Sharpshooter, which gives +1 to hit and +2 to damage with a chosen weapon. The next section contains feats with more stringent pre-requisites that give further options for military characters. For the Advanced Training feats the pre-requisite is the active duty or reserve duty allegiance. The Military Occupational Specialities (MOS) also require the Military Occupation from the d20 Modern Core Rulebook. Some of the feats presented here are more powerful than those in the standard lists. For example, SERE (Survival, Evasion, Resistance, and Escape) gives +2 to Hide and Survival checks in addition to +2 to Will and level saves to resist intimidation and brainwashing. The occupational specialties are tiered with five skill levels available. The higher levels bring rank and one-shot bonuses to promotion checks (see below). The first level of each specialty gives extra class skills and a feat. One example is MOS Pilot. This specialty requires the Officer Candidate School feat but gives the Combat Pilot feat for free as well as two additional class skills from a choice of half a dozen or so. Finally Elite Unit Assignments are feats available to a character that has earned an assignment to an elite unit. Again these are more powerful that standard feats and have more pre-requisites. For example the 82nd Airborne Elite Unit Assignment feat requires the active or reserve duty allegiance, the Jump School feat, and the infantryman MOS. It gives a +1 Morale bonus to hit, to various saving throws and promotion checks. The chapter finishes with a description of ranks, promotion and medals. There are rules here for gaining ranks within the character's service. Every time a character gains a level, or earns a medal, or fulfils one of a number of other criteria they get to make a promotion check, simply a modified level check, to gain a rank. With a promotion comes extra clout in the form of a higher requisition modifier and more money in the form of a higher pay grade.

Military Combat, the third chapter, is quite short. It gives a number of options for running d20 Modern combat. Some are suitable for any Modern campaign. There are also Gritty and True Grit rules with extra levels of danger. Standard rules include bonuses to those lucky enough to have Air Support or Cover Fire. Two examples from the Gritty option are Combat Fatigue and Crossfire. Combat Fatigue forces soldiers to make Will Saves after combat or become Mentally Fatigued (see the new conditions, below). Crossfire represents the danger to innocent parties caught in a firefight and forces non-combatants to make regular Reflex Saves or take damage from ricochets, debris and the like. In the True Grit category we see Deadly Firearms and Horrors of War. The first option changes the rules for massive damage saves. The DC of the save becomes the damage done (rather than 15), and failure results in the character's death (rather than being reduced to -1 hit points). If the Horrors of War rule is being used a character must make a Will Save on seeing the death of someone they know or immediately lapse into Mental Paralysis. Mental Paralysis is itself one of the new conditions presented. A character suffering from this condition is unable to move or speak and ignores their surroundings. Mental Exhaustion and Mental Fatigue are similar to the Exhaustion and Fatigue conditions but their cause is mental and emotional stress rather than physical exertion. There are nine new conditions all together. The chapter rounds off with rules for military combat covering dogfights, indirect fire, and attacking to and from the air and the sea.

Chapter four, **Military Equipment**, contains many, many toys for the military campaign. There is new personal equipment, weapons, more vehicles, and vehicle weapons. There are about a dozen new weapons including indirect-fire weapons. There are also details of over 20 aircraft (fixed wing and helicopters), a couple of submarines, half a dozen surface ships and a few ground vehicles too. Each vehicle has a short description and a stat block with various game details in such as speed, armour, and number of crew. The two dozen odd vehicle weapons include everything from .50 machineguns to Tomahawk cruise missiles.

The fifth chapter is dedicated to the **Battlefield Unit Combat System** or BUCS. This system is used for combat between multiple armed units. It allows for fast-paced abstraction and saves the many rolls it would take to work out combat at an individual level. In essence each unit in combat makes a d20 roll each round. This roll is modified by the experience of the unit, their equipment, and any relevant training. The winner of this roll damages the losing unit. Unfortunately the example given seems to use slightly different rules than are presented so there is some ambiguity here. Damage to a unit is represented as a loss of quality. For example, an experienced unit may be reduced in

effectiveness to that of an average unit if it takes damage.

The last chapter, **Gamemastering**, is literally just a couple of pages. It has guidelines for running different types of military campaign. There are also suggestions for balancing realism against the enjoyment factor of a military-based game.

VALUE

This book comes packed with a lot of content for those wanting to use the American military in a d20 Modern game. It is well presented and packed full of enough rules and options to keep people entertained for some time. In particular I think there is a lot of potential in the BUCS rules. It is just a shame that the rules are slightly ambiguous. Even so I think they could be easily fixed and potentially even adapted to other settings such as d20 fantasy. A nice presentation feature is the story running through the book, in the chapter introductions. This brings me to the only niggling matter which is the use of coarse language both in the story, and in the slang section at the end of the book. Though this language is probably realistic in a military setting I feel it is worth flagging. Overall I would say the book is a worthwhile purchase, just perhaps not for minors.

Review by Adam Brooks

OVERVIEW: *The Black Company Campaign Setting* is a new, d20 guide for the *Dungeons and Dragons* role-playing game and is issued by Green Ronin Publishing. This information in this tome is based upon the writings of Glenn Cook. Mr. Cook has written nine books chronicling the adventures of the mercenary group know as The Black Company. First of all, let me warn you that the world of The Black Company is not the clean, high fantasy that most fantasy worlds seem to be these days. This world is dark and perilous with beings of almost god-like power trying to put down rebellions and vying with each other for power and prestige. The Black Company, as an entity, is made up of some very interesting characters and described from the viewpoint of the company annalist. The position of annalist is held by the company's current physician, Croaker. Other characters have some equally colorful names, such as Silent and One-Eye.

I'm tempted to go into a major discourse on the events of Mr. Cook's series but I would not be able to do a recounting of his books justice. My best advice for getting a good handle on his setting would be to read his scribing for yourself. The books in The Black Company series are not epic tomes that takes weeks to wade through. They are of quite manageable length and will not intimidate the most recalcitrant reader. If you are a fan of fantasy literature I would recommend this series be adding to your reading list.

PRESENTATION: There is so much information in this campaign book that I almost do not know where to begin. So, I guess I will just start at the beginning. That's not a novel concept, I know. The book opens with an introduction that describes the background of The Black Company and also a short paragraph which gives a thumb-nail description of each of Mr. Cook's books. There follows a history of this campaign world with all of the major events and a geographical overview that details vital setting information. This may come as a surprise, but there is no campaign map in the book. The reasoning behind this is that in the books there were no reliable maps of the world. That is one of the reasons that The Black Company could never find their way back to their country of origin.

Next is a chapter on character creation. Instead of choosing a race (humans are the only race) one chooses a character background. These backgrounds narrow the focus of a human's bonus feat and extra beginning skill points. For example, a Fugitive gains 4 skill points to divide as the player wishes among Disguise, Gather Information, Hide and Move Silently. A bonus feat may also be chosen between Endurance or Run. There is also a background trait. In this case it is a +1 bonus to all Fortitude and Reflex saves. This is classified as being skilled at getting away from pursuers. There are a total of twenty-four different backgrounds. There should be one for just about any discerning player. If you can't choose one for yourself there is a handy dandy random chart. Just roll the dice and *voila*, you have a background. Character classes come next.

The first interesting thing in this chapter was that Action Points are used in this setting. I have run into this concept in other games and I liked it. Several character classes get a certain number of these Action Points. They fuel class abilities. Action points are "…a mechanism used to quantify unusual luck, to offer a statistical tool to facilitate heroics, and above all, to provide a slight advantage to a character's skills in combat or in social interaction beyond that of ordinary folks." Bottom line is these points can be used to alter die rolls, use some feats, take extra move actions, activate class abilities, or gain special features from specific class abilities. There are eleven classes in The Black Company setting. Some of them, like Fighter and Wizard, will seem fairly familiar with experienced D20 players while a Jack-of-all-Trades and Noble may be a breath of fresh air to those looking for something out of the ordinary. All of these classes are laid out in the same fashion as in other D20 books so they will be easy to decipher.

To do along with new classes of course there would have to

be new skills, new feats and new equipment. Well, there are sections for each. *The Black Company Campaign Setting* uses most of the skills found in the standard D20 fantasy rules. There are several new magical skills and two new mundane skills, Command and Research. Like skills, this book has most of the normal feats from other books. Some of them work differently and there are several new feats and a couple of new categories of feats – Command feats and Magic feats. Besides a list of new weapons (especially siege engines) there is an interesting expansion on traits available for masterworked weapons. Instead of just have a generic +1 bonus to hit you can now choose from among nineteen different Masterwork Benefits. These choices range from Accurate which gives the aforementioned +1 to hit bonus to Lethal, which provides a +2 bonus to rolls to confirm a critical hit. There is plenty of variety when it comes to being able to create a unique character in this game.

I would be remiss if I did not mention that magic in this setting does not work quite the same as in the normal D20 fantasy setting. To describe the magic system in full would require me to just transcribe the entire chapter. My editor would frown on the amount of space taken. To sum up, the fire-and-forget type of spellcasting used in the normal D20 system is replaced by a more freeform set of rules. There are still lightning bolts and illusions but they have a different mechanic that is governed by the caster's knowledge of magic and his degree of skill in it.

VALUE: You're probably thinking, "Will I get what I pay for if I buy this book with my hard earned money?" In this humble writer's opinion, yes. The MSRP of $44.59 for *The Black Company Campaign Setting* may seem a bit steep at first but believe me, this book is FULL of information. I did not even get into the section on fighting battles with armies. That would give you a chance to use all of your little metal figures at once. Let's see, this book is hard bound. It weighs in at a healthy 318 pages. The black and white artwork is pretty good. Oh, the amount of information between the two covers is staggering. When I first looked through this book I had a hard time believing that I would be able to fit a comprehensive review into the space that I am allotted in an issue of "Fictional Reality." I was correct. I couldn't do that. But, I did try to give an overview that would allow a person to make a better informed decision on if this book is right for them. Heck, it's worth having if you're just a big fan of the series of books. This tome could almost function as a lexicon while reading through the novels. I have just covered several reasons to obtain a copy of this book. Do it. I doubt that you'll regret it.

Review by Brian Ahrens

BASICS

At first glance, *The Blue Rose* appears to be the rule book for a new role playing type of game which the authors call "The Role Playing Game of Romantic Fantasy". The introduction claims that all you need to play the game is this book, a twenty-sided die, a pencil and some paper. Reading the book however I found it to be closer to a possible D&D 4.0 rather than a new Role playing system. For D&D players this is a good thing since if you would rather stick to D & D, then there is material in this book that can easily be ported over to you own game. The book uses a "true20 system" which means that ALL die rolls are based on a d20. There are several other differences, but most do not significantly change the feeling or the mechanics of the game. Rather, it seems to me, that the authors set out to attempt to greatly simplify D&D and implement a well thought out set of house rules rather than to invent a completely new game. The book is a 222 page soft cover book published by Green Ronin Publishing. The cover is adorned with a full color drawing of one of the primary characters of the setting during a particularly defining moment in her life. The interior art is all black and white drawings that vary in quality, but for the most part are a cut above average. The book's retail price is $29.95 USD.

BETWEEN THE COVERS

Since D&D is a system that so many readers are familiar with, I will be making most of the comparisons using that as the standard. That is not to say that *The Blue Rose* is based off D&D since as far as I can tell that game is never mentioned in the book. First, here are some of the things the games have in common. Both games are run the same way and rounds are broken into move actions and standard actions. Characters have skills, feats, and abilities (the same six) and rolls are made for Combat rolls, saves and skill checks. Even Critical hits are the same. Then come the nearly "transparent" changes. There are simple name changes such as the GM being called the Narrator, and the Player Characters being called the Heroes. These name changes are of course minor and have absolutely no bearing on the game. Then there are changes that step it up just a bit. My favorite change is the actual ability scores. In D&D the average ability score for a human is 10, which translates to an ability bonus of +0. In *The Blue Rose*, they simple use the +0 as the ability score. So ability scores can range from -5 to +5 (this corresponds to a range of 0 to 20 in D&D). Then instead of rolling for stats, you are given a number of points to allot. Many players already use a point buy system so even this is not something really new.

But then there are the more significant changes. One is something called reputation. This is a number that essentially gives the odds of your character being known to the other participants in an encounter. This of course is something that can go in your favor, or against depending on the characters involved and the situation. The second addition, one that I found more intriguing, is a thing called Conviction. This is basically the passion a person has in carrying out his or her purpose or mission. Conviction points can be used in times of duress to allow characters to do things that they normally could not do. After the introduction the book goes into the history of the setting starting from the creation of the world to present day. The different societies are sketched out and a very well done map of the continent is given to show the primary kingdoms and there relative geographic positions. In the discussion of the history, the pantheon of the gods is presented and the eternal struggle between light and dark is presented. Some of the primary personalities of the current day world are introduced, and some of the intrigues, threats, sub-cultures, etc. are discussed that all could be used as adventure hooks. It's interesting to note that the possible alignments for characters have been reduced to Light, Dark, and Twilight.

After that, we get into the character classes. These have really gone through a major "Org Change". In The Blue Rose, all characters fall into one of three classes; Adept (can use magic), Expert, (specializes in the use of some skill) and Warrior. But then once you choose your class, then you choose your path and this is where all the old familiar classes appear, as well as some interesting new ones. The Adept breaks down into Animist (something like a druid), Arcanist (wizard), Contemplative (something like a Monk), healer (cleric), Psychic, shaper, and seer. Experts break down into Bard, Scout (something like a ranger), Spirit Dancer, Thief, and Noble. Warriors then go to Clan warrior (barbarian), Crusader (Paladin), Knight, Ranger, and soldier. As you can see, most if not all of the D&D bases are covered.

There is a chapter on skills, with descriptions for twenty-five of them, and a chapter on feats both of which are very similar to their D&D counter parts. Feat are broken down into four types with a hundred thirty-four in all covered. There are little tweaks here and there to fit *The Blue Rose* setting, but for the most part, much is the same. The primary difference is that now it's becoming evident that magic plays a far smaller role in the system that the typical D&D setting. Chapter 5 seals that growing conviction. This is the chapter covering all magic. In fact Arcane and divine magic are all lumped into this chapter and still there are only forty-nine spells described. Spells are treated more like skills, so casting them takes a skill check most of the time. Also, and this I think falls into the major change arena, there are very few offensive spells. Magic is obviously not to play a huge part in this game.

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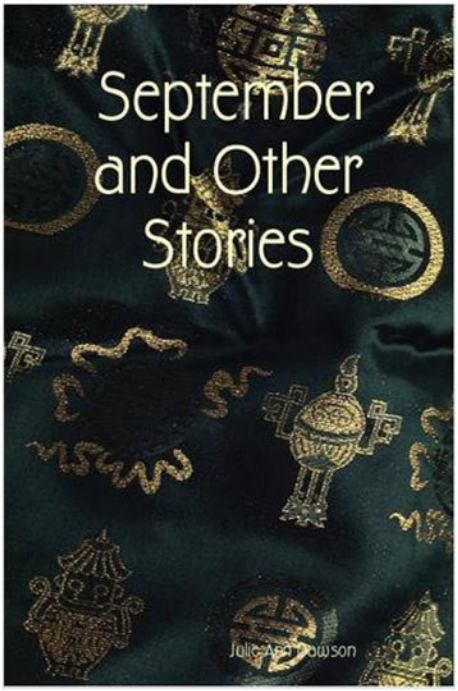

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The next chapter covers wealth and equipment. Much of what you would expect is found here but the major change is that you don't have to keep track of cash in this game. Instead each person has a "Wealth Score" and if you want to buy something you make a "wealth check" to see if you can afford it. As is most everything else in this game, the equipment lists (weapons, armor and gear) are all reduced in size and complexity. The most noticeable is that there are only six available potions (called elixirs) but there are something called arcane stones (there are eight of these) that are also available. Chapter seven is where things finally start to diverge more. This chapter covers "Playing the Game" and gets into the real meat of the system. The combat system adds a "save" roll so that if you get hit, you can make a roll to try and avoid damage. The more interesting part is that instead of hit points, everyone has a "Damage Track" that is the same. Essentially, your ability to last in combat has been accounted for in your ability to avoid getting hurt. But once you are wounded, you are pretty much like everyone else regardless of how much of a stud you are.

The last three chapters of the book includes a "How to" chapter for the Narrator (the GM), a bestiary, and an introduction adventure. The Chapter for the narrator gives a list of one hundred different adventure ideas, and discusses role-playing and player interactions in addition to the hints on how to run a game. The most interesting part for me, being an old D&D gamer, there are no experience points in the game, but characters still advance in levels as if there were. "How do you get levels then?" you might ask. The answer is simple. You get them when the narrator feels like giving them to you. The book ends with an appendix on how to convert d20 material over to the system used in *The Blue Rose*. To give you an idea on how easy this is, the appendix is only three pages long, and most of the changes fall in the area of Spells, and creatures. Obviously the game systems are close enough that many things can cross the boundaries of the two systems with little or no change.

VALUE

I have mixed feelings about this book. On one hand, there are some very interesting concepts introduced here that might be fun to add into existing games. Also, anyone looking to simplify their role-playing games (the standard move has always been to make them more realistic which means make them more complicated), or to reduce the required record keeping (admittedly that can be bothersome at times), then this game is a real well thought-out attempt to do that. On the other hand, there is so much in common with this system and D&D, that I'm not real sure is worth paying the cover price if you already have a set of D&D books. Essentially this book is the "Cliff notes" version of the Players handbook, the DM Guide, and the Monster manual combined with the new material for *The Blue Rose* setting, and the modifications to the system. I guess my bottom line recommendation would be that this is a good idea for people that are overwhelmed by D&D and are looking for something that is more "pure role-playing" and less book-keeping. For long time or hard core D&D players, you probably won't get enough out of the book for it to be worth your money.

Review by Clay Richmond

BASICS

Star Thugs is a soft cover book published by Ghazpork Industrial. The front and back covers are full color while internal illustrations are in black and white. This 122 page volume is a complete roll playing game system (NOT a d20 system) that retails for $17.95.

INSIDE

Star Thugs is sub-divided into several sections including an Introduction, Quick Start, The Star Thug Universe, The Rules, Character Creation, Location Guides, Star Thugs Missions, Enemies 'n' Stuff and Reference Sections.

Star Thugs is a roleplaying game but instead of playing an individual character as you might while playing Dungeons and Dragons (or any d20 style game), a players character in Space Thugs is a Ships Captain and her crew – effectively the entire ship. It is a space faring game of interstellar adventure. Like most roleplaying games, Space Thugs requires a game master or GM and players to navigate through the generated missions and problems. The introductory sections of the book discuss the overall theme of the game and the environment in which the action takes place. The writing is as funny as you can imagine. Acerbic and sarcastic, the wit of the text and commentary is worth the price of the book itself.

The rules section talks about the composition of a starship: its captain, crew and abilities. Each member of the crew has 4 statistics: Piloting, Thuggery, Engineering and Mojo. Each ship has ratings for size, speed and defense. The ships have mounts or locations where a player can mount devices (guns, shields, missile weapons, sensor arrays, etc…) that provide your ship its abilities and defenses.

Later on in the rules section, the book discusses how to put together the player's Captain. First, the player "buys" the base statistics and then purchases skills to help define the captain. (Interestingly, you must purchase at least 1 skill point in Thuggery, but the other stats can remain zero. From the starting allotment of 25 points, the player can then purchase skills in engineering, piloting, combat, medi-

cine, command and several other categories. Crew can be purchased or built but there are listed costs for that as well.

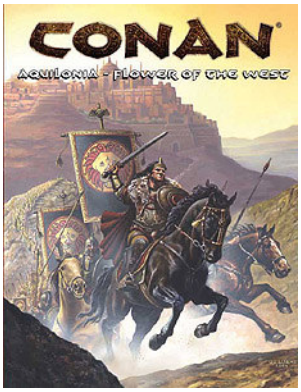
There are several pre-built captains and crew and pages of fully equipped and stripped starships available to purchase and outfit. Much of the rules section revolves around game play (rounds and turns, like most RPGs), combat, the allocation and effects of damage during combat and other necessary information. Mooks or NPCs have fewer statistics, skills and abilities so that they are easier to manage during game play.

The Location Guides section talks in detail about various locations broken out as Sectors containing star systems and planetary systems. This section is dominated by information of the races that inhabit their respective sectors of space. There are detailed descriptions of the various races and clans of each sector, adding depth and breadth to the game. Although these types of details do not impact characters specifically as race, gender, and home location are role-playing choices only and have no effect on the character statistics or skills.

Missions are the core adventures of Star Thugs. The Missions section of the book suggests how to start a campaign as well as various mission tables to generate random missions for players. The last sections of the book include rules for e-mail play, so pre-generated enemies to pit against the players and a series of reference tables and blank stat sheets.

Value

Space Thugs is an interesting book and game system. The humor with which the book is written fun and makes the reader want to keep reading. Unfortunately, the authors could have benefited from a better editor which hopefully would have organized the book better. The book lacks a definitive section on character creation and game development. It is a mishmash of information, some useful, some merely entertaining. The entertaining parts are very entertaining (the cover mimics a magazine cover with provocative subjects and teasers that have no bearing on the game itself). If one were to attempt to start a Star Thugs campaign with several players, the GM would be in for quite a bit of work to discern the workings of the game and present a coherent model for play. But the ride would be amusing.



Review by Larry Naeyaert

Aquilonia, Flower of the West is a hardback supplement for the Conan roleplaying game from Mongoose Publishing. Conan is an OGL game, meaning that it uses most of the d20 system that we've all become very familiar with but diverges from it in some areas. It's a full-color book that is available now and retails for $34.95 USD.

Aquilonia is described as the "weathiest and most powerful of the Hyborian kingdoms…" and the majority of the book goes into really good detail about the people and their lives. Included in the Government section is a stat block and background text for Conan the Usurper, The King of Aquilonia and the royal family. Cities are given a pretty standard treatment with, at least, information on population, structures, etc… being given and, at most, details about the guilds, districts and administration of the city made more clear. There are maps of Aquilonia printed on the inside of the front and back cover, but it would have been nice to get a folded pull-out map with the book. Many references to Conan novels are made throughout this section of the book, which should make for good additional reading if you want to further immerse yourself in the setting. About two-thirds of the book is background information so you'll end up with lots of interesting reading ahead of you.

Ways & Means gives you several new feats, all General, and combat maneuvers. Most of the feats are combat related and will mostly benefit fighter types. The combat maneuvers are strictly for mounted characters so if you're on foot you're out of luck concerning these. This section of the book is just four pages long so it doesn't add a ton to your game but I especially liked the *Pressing Attack* feat that allows you to follow up an opponent's five-foot step out of an area you threaten with a five-foot step of your own to keep him right at sword's length.

In Lords & Masters we find three new Prestige Classes including a mercenary, a pikeman and a knight. Each has some nice abilities unique to its class and while they are going to be more at home in a Conan game they have enough of a general fantasy theme to feel at home in any game. The *Gunderland Mercenary* could be renamed to come from any region of the particular game world that you are playing in and his ability to add a bonus to rolls (a number of times per day based on his level) is one of the nice abilities that he brings to the table. Like the previous section, this one is also short, coming in at just six pages.

Foes & Fiends brings you nine pages and five new monsters. Between a dragon, a couple of aberrations (both quite cool), a monstrous humanoid and an elemental I found five monsters that would fit well even into my current D&D campaign that has nothing at all to do with Conan. Also a relatively short section, but this isn't a monster guide, it's just introducing some new creatures from the area of Aquilonia. From a standard D&D perspective the only things that threw me off was that everything seems to have damage reduction (a feature of the Conan game, I'm

sure) and there were no challenge ratings to be found. Both can really be easily dealt with by a semi-experienced GM though.

The next section, Serfs & Sell-Swords, will be immediately useful to just about any DM. It's thirty-one pages detail all sorts of npc's from nameless bandits, to noblemen, merchants, priests and prostitutes. Military forces are also found in several grades of quality and type. A brief bit of fluff text accompanies each stat block. There are also two named personalities, Countess Albiona and Zelata, along with her wolf. Like the npc found earlier in this section they will also work well in another fantasy setting.

The last section of the book is for your GM. You'll find more tips on running adventures in Aquilonia along with some rules on weather effects. The weather stuff didn't seem to add too much to what's already in the DMG, but the rest of the section is very worthwhile. There are also over eighty adventure seeds and several ideas on starting points for an ongoing campaign. The notes on running a game and campaign can benefit any game, not just one in this setting.

Now admittedly, I'm not the foremost authority on all things Conan. In fact, my knowledge really doesn't spread much past reading a few comics in my youth and owning the Conan the Barbarian DVD. Ok, so how am I able to review a Conan-universe rpg book? Well, to be honest I've looked at it in terms of how it will fit into any fantasy based d20 system game. I'm going to assume that Mongoose has done their homework on the stuff that pertains to the Conan universe and go from there. Sure, there are some things that are specific to the base Conan game that you'll be scratching your head about if you're not in possession of that book. No doubt about it and I won't try to convince you otherwise, but there is also a huge portion of this book that is really usable no matter what fantasy campaign you happen to be playing in.

There are some parts of the book that deal with more mature subjects, marriage, prostitution and the like, but I'm not really afraid of any of this warping young minds. Of course, you might think differently so it's worth telling you about. Ok, let me define young minds for a second. If my 10-year old son was playing D&D with us I would toss out those aspects of the setting. In fact, we probably wouldn't have anything much more that bash the monster and move on. In a game with players in the upper teens and higher in the game you'd probably be ok. It really comes down to the maturity level of your players and what you want in your game. Some of the pictures in the book do present bare-breasted women, actually one on every other page in the margin, so if you'll want to make your own judgment on whether or not you introduce it you young 'uns. At 200 pages this book is packed with lots of information that I see as mostly beneficial to your GM. The interior art is of very good graphic novel quality and I found it to be a good read. The setting is certainly most at home in the Conan game but I really think that Aquilonia could fit into a regular D&D game just fine.

Review by Mark Theurer

Paranoia XP Flashbacks is a 256-page hardback book published by Mongoose Publishing. It is available now with a $34.95 USD price tag. The back cover explicitly indicates that the book is for GameMaster only so if you're a sneaky git of a player keep your mitts and eyes off of this book!

What you find in Flashbacks is a collection of missions (adventures) for Paranoia that appeared in earlier versions of the game, updated for use in the current XP rules. From the mid to late eighties you'll get three short missions that can easily be accomplished in a single sitting. These are under ten pages in length so reading them and getting ready for the

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carnage will not take you long at all. Then there are five classic full length missions like *Alpha Complexities* and *Send in the Clones* that old-school players will fondly remember. These could take you longer to play through, but that also depends on your clone usage. Following these you get three of what are called **Code 7s**. These are short. In fact, they are about one-third the length of even the mini-missions that start off the book. These are really more of large adventure seeds that you can't really call full blown missions (or even mini ones yet) but enough of the work has been done for you to get a good jump start on killing clones and getting your players to, creatively, stab each other in the back. There is also a new introductory mission to get non-Paranoia players more up to speed than just dropping them into a very large blender and a short section on updating old game version skills to the XP version of the game. Additionally, there is information from the author on some of the history of the Paranoia game that I found interesting along with notes on GM'ing a Paranoia game that can't do anything but help aspiring GameMasters of this slightly off-kilter game.

If you're a Paranoia XP GameMaster and you've already got all of the old missions then this compilation will not be quite as useful to you, but it will save you time in updating the missions for use with the current rules. That may not be enough of an incentive for you to buy the book though. For you, it might come down to filling out your Paranoia library and also getting the new material that's presented here. On the other hand, if you've just jumped headfirst into the Paranoia universe of wackiness (or darkness if you're playing a *straight* game) then you'll find Flashbacks to be a great investment that will provide you and your players with many sessions of clone killing goodness. If you wanted to you could search through used book stores and eBay to find all of the old modules that are contained in here, but you're likely to spend more than the price of this one book and still not get all of the additional material in here. For new Paranoia XP GM's it's definitely a recommended purchase.

Review by Mark Theurer

BASICS

Ravagers of the Realms is a book that is advertised to be the first book is a Monster Encyclopedia series. If that is true, then it will be interesting to see how the different books will be categorized because this one has a little bit of just about everything. *Ravagers of the Realms* is built on the D20 system and requires the use of the D&D Players manual, and is fully D&D v.3.5 compatible. In fact, they have gone out of their way to format their book as much like the D&D monster manuals as possible. It is a 256 page, hard bound book put out Mongoose Publishing. The artwork on the cover is in full color and depicts one ugly looking beastie about to chow down on some unlucky lady who is presumably being sacrificed to the thing. The interior art is all black and white drawings from a variety of artists. The quality of the interior artwork and the pages are not bad, but I have to say that for a book in this price range I would have expected at least for the paper quality to be a couple levels higher and possible even color on the interior. The book's retail price is $39.95 USD.

BETWEEN THE COVERS

This book is set up much like the Monster Manuals from *Wizards of the Coast* and the authors have made sure that the formats used in *Ravagers of the Realms* are the same as those used in that well know tomes. The first difference that I saw was that there is no Table of Contents. Admittedly a table of contents would have limited value since besides the introduction and a couple listings of all the monsters; there is only a single six page chapter at the front and a one page note from the authors in the back. The rest of the book is spent on the good stuff detailing about 210 new monsters. As mentioned, the first thing you come to in the book after the credits is a half page introduction. That is followed by a Listing of the Monsters by type (and subtype) and then a two page list of the monsters in alphabetical order with the page number their descriptions can be found. Then comes the one and only chapter that is not related to the monster descriptions. This chapter is called "On the Care and Feeding of Monsters". In here they attempt to give some advice to how to populate adventures with appropriate monsters. The advice tends towards trying to get GMs to make adventures more believable rather than throwing a random collection of monsters at them without going overboard. My favorite quote from the book is "A respectful nod towards realism coupled with a shrug of suspension of disbelief works for most games."

Although I can't say that anything in this six page chapter I disagree with (and most of it I agree with whole heartedly), it seemed like it was mostly motherhood and apple pie stuff to me. It seems to present more problems and potential questions to a budding GM than it does solutions and advice. I can't help but think that the thought going through a new GM's mind might be "Yeah, but what do I do about it?" There are a couple things that I thing readers will find very useful here though. They describe their idea of a "Monster Palette" which in my opinion is a concept that all GMs should be using (I imagine that most good ones already are in one fashion or another) and then they give a table with some samples. The other item that I found useful was a table of lair variations by intelligence. Essentially this table tells what kind of "Rule of Thumb" lairs you might expect creatures to inhabit depending on their intelli-

gence. The table includes probable locations, supplies that can be found within, defenses one might encounter, and alarms that the inhabitants might have in place. I think this table is definitely worthy of adding to a GM's "Adventure Creating" repertoire. The vast majority of the book is then spent on the monster descriptions. Each entry is very closely patterned after the layout used in the Monster Manual. In fact differences between the two are difficult to detect. The one difference that I noticed was that the *Ravagers of the Realms* does a better job with the descriptive text for the GM to read to the players.

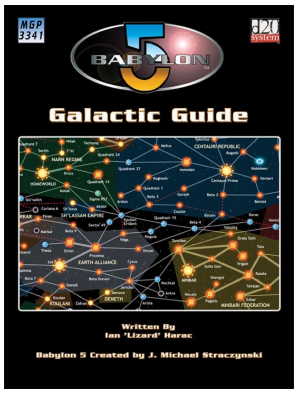
As for the monsters themselves, I have to say reading through them can be fun. Each entry comes with some sort of black and white artwork (they are not labeled which is another minor difference from the Monster Manual) and a very well done description. The fun part for me was trying to determine what contemporary folklore spawned the idea for the monster. Many I'm sure were born deep within the inner workings of the authors brains, but for many it's easy to see where the seed may have come from. For some examples there is the Headless Screamer that can sometimes be found riding skeletal steeds or a nightmare, and has the special attack of "Thrown Head". Then there is the "Bridge Troll" that likes to live under bridges and attack those using the bridge. And my personal favorite is the "Devouring Zombie" that hungers for human flesh and a bite from one of these uglies can turn you into one of there kind in fairly short order which of course could turn any unsuspecting village into it's own "Night of the Living Dead" without too much trouble. There are also monsters that are little more than beefed up versions of well known monsters. The Bonecraker Ogre for instance ups the armor class and some stats, adds a hit die and a special attack, but is otherwise mostly the same as other ogres. His Challenge rating is of course bumped up one too.

Then comes the monstrosities that don't fit in either of the above categories, and there are a lot of them. The types, environments and capabilities cover a huge range. In fact the Challenge Rating in this book go from a quarter to a whopping twenty-eight (don't worry, the normal environment for this bad boy is nothing less than the **End of the World**). Thankfully, there is a Listing of monsters by challenge rating at the end of the book, a "must-have" in my opinion for a book of this kind. Most of the 211 monsters in the listing (I didn't go through it to see why there is one more here than in the alphabetical listing) 160 of them fall in the range of one to ten for a challenge rating., then another twenty-six for the eleven to fifteen range. There are a respectable thirteen monsters that have a challenge rating greater than fifteen, and the remaining monsters have a challenge rating of less than one. As an added bonus, several of the monsters come with templates for you to create your own using other creatures as the base creature. Unfortunately the only way for you to find out which ones come with templates is by paging through the book (another similarity inherited from the Monster Manuals).

VALUE

This book is well done and a perfect companion to existing monster manuals. I believe that it would fit in seamlessly with most fantasy D20 worlds. The wide variety of monsters are very well done and nicely presented. In content and presentation, it compares very favorably to existing D&D monster manuals (I actually like it slightly better). As for the actual quality of the book itself, it's at least a couple ranks below those familiar publications. In reality, that's nothing new, and the only reason I even mention it is because with the high cover price comes high expectation. That being said, it's still an excellent book and I look forward to seeing more in the series.

Review by Clay Richmond



BASICS

Ok, let me start out by saying that I am a huge fan of the Babylon 5 television series. Everything that is available on DVD, I have. With that out of the way we can continue on with this review. *Galactic Guide* is a fantastic book from a fan's point of view. This is one of those game books that can take a while to digest just because of all the details that one can find contained within. "This book is about worlds and the space between them. It will tell readers what life is like for a passenger on a Centauri cruiser, how to hitchhike across Alliance space and how to determine everything about a world from the color of its sun to the number of its continents. It also provides details on the worlds we know, discussing previously unmentioned planets in major solar systems and highlighting exciting, beautiful or dangerous locations across the galaxy." The writers of *Galactic Guide* summed up its contents as well, if not better, that I would be able. In case you are not familiar with the *Babylon 5* role playing game I'll let you know that this book is not a stand-alone game. You will need the main book for the game and the *Dungeons and Dragons Player's Handbook*, Third Edition (or later) to play this game.

PRESENTATION

Galactic Guide is a beautiful book. Everything is in color. This is not your run-of-the-mill black and white gaming supplement. It is of the same high quality that one has come to expect of a Mongoose Publishing product. Inside the front and back covers is a color, star map of the major systems and governments as of the year 2262. The book starts with a chapter describing the nature of the universe. Types and classifications of stars and planets are explained.

This is followed with the most important section of the book, world building. Every planet in the galaxy could never be examined within the confines of any single book. So, what the writer has done is provide a system of mechanics that will allow a person to create his/her own planets and star systems. These rules do lean towards the creation of habitable worlds; which makes sense since breathable air makes survivability that much more of a possibility. All the tables for generating the systems and planets are done using either a d20 or a 3d6 randomizer. Some of these rolls then have modifiers taken into account when make a final determination of a planets characteristics, number of stars, star type, number of planets, planet position, planet type and planet size to name a few. This process is pretty simple and straightforward. Even I, an idiot studying to be a moron, could figure out these rules.

Next is the Galactic Gazeteer. Think of this section as a huge farmer's almanac. The Gazeteer is divided into subchapters detailing the different known governments of the galaxy. From the Abbai Matriarchy to the Yolu Theocracy, each one has several pages devoted to what makes them special. Also, characteristics are provided for different time periods in a systems history if there has been a major change. For example, in the section on the Dilgar Imperium, different details are given for Innata IV – Beta before and after the Earth-Dilgar War of 2232. This planet was left depopulated by the war. The nice thing about the historical information is that a *Babylon 5* campaign does not have to be set in the time of Sheridan and Molari. It can be placed in a different time than that of the television series.

Travelling the galaxy is an important consideration that is covered over the course of thirty-seven pages. This is a nice, healthy bit of writing that discusses the differences in traversing real space and hyperspace as well as navigating through these two mediums. This area would not be complete without a list of ticket prices for purchasing passage for interstellar travel. Lastly, but certainly not leastly (leastly?), are the appendices. The first covers rules for the various types of encounter suits and a few other bits of equipment. A rules appendix follows. New rules related to character generation, environmental effects and expanded guidelines for climates; asteroid belts and gravity driving are covered. To top everything off a reader even gets two new feats (Born Smuggler and Microgravity Conditioning) and a new worker class character type (spacer).

VALUE

The spending of hard-earned money for *Galactic Guide* will not result in disappointment. Even if you are not a fan of the *Babylon 5* show (sacrilege!) this book can still be of use to a person that enjoys role playing the science fiction genre. There is no law that says this book has to be used only for the *Babylon 5 Role-Playing Game*. The MSRP of $34.95 may seem a bit steep, but, like I said earlier, this is a lovely book. It is 200 pages in a hardback format. There are a variety of black and what as well as color drawings to go along with the occasional picture lifted from the series. Take my word for it. This book is well worth the price of admission.

Review by Brian Ahrens

BASICS

I was pleasantly surprised with this book. I say surprised, because when I first picked it up it was with a bit of trepidation. All I could thing of was, oh great, another D&D clone game. Not that clone games don't have their value, but so much of the material is the same that reading several of them in a row can get old. In *Infernum, Book of the Damned Volume I* , we have a system whose basics are about the same as D&D, but it's the setting and the characters that are more than a little intriguing. The book is written by Gareth Hanrahan and published by Mongoose Publishing. It's a full sized hard cover book with 256 pages. The cover is adorned with a full color drawing, while the interior art is all very nice black and white drawings, many of which are quite good and several steps above the norm in quality.

In the "Grand Scheme" of things, this book is part I of III. It's what they call the "Player's Book" of the series. Together, the three books comprise the core rule books for the Infernum role playing game. In this game, you can play one of three types of characters; a demon, a fallen angel, or a mortal. If that is not enough to raise your eyebrows, there is one other small little fact… and it takes place in hell. The book retails for $29.95 US

BETWEEN THE COVERS

Infernum, Book of the Damned Volume I is divided into three parts, but before you get to the first part, there is a very nice piece of fluff or a short story rather. In these twelve pages you get a very interesting taste of what the setting will be like as the main character wakes up in hell and with a guide they walk through the nine circles of hell. After that, there is a one page introduction and a couple pages giving you a glossary of terms that you would do well to become comfortable with. And if you are anything like me, you will find yourself referring to this glossary off and on through the entire book.

Then the fun starts. Part I is entitled "Into the Infernum" and starts with a chapter on the basics. I mean the REAL basics, so even if you have never played a role playing game at all, you will still have everything you need to learn

the ropes. Of course if you are familiar with role playing games, then this part you can simply breeze through. In short, this game has the same abilities and the associated modifiers character generation systems, and such so nothing here is really new. After the basics come the chapters on the types of characters available for the players to play. Within these chapters are also found the rough organization of hell and the motivations of the different races. A very important concept is presented here, and it's one that I believe will be a major focal point of the game. Demons survive by drinking a substance produced by torturing the souls of the damned. This stuff is also used by the characters to activate special powers, sorcery and such. Another cool twist is that Demons gain mutations as they increase in power. Much like Mortals get feats. Angels on the other hand get angelic gifts. These mutations and angelic gifts are some of the things that I think will make this game a lot of fun.

There are a variety of demon breeds (nine in all) to choose from. The mortals also have several different flavors and types but one power that they have over the rest is that they can control fate to a certain degree, and are less affected by sorcery than the others. Fallen angels don't have as many varieties to choose from. Instead they choose their "path" which can be: good, bad, or something in between. Part II is the section of the book that is pretty much the same as other role playing games in general and D&D in particular. There are chapters on Skills, Feats, Combat, Equipments and other stuff. Although most of it is familiar to those who have played role playing games before, there is also a certain amount of original stuff that is specific to the setting.

There are Feats that apply to demons and angels, and then there are few surprises. In the equipment section the weapons section looks about normal for a fantasy section until you get to the missile weapons. Suddenly you go from crossbows to rocket launchers and hell cannons. And then let's even throw in a few tanks for good measure. Not these are supposed to be very rare and difficult to get ammo for (turns out these modern weapons are not exactly native to hell). The armor mostly has different names and definitely different looks, but still provides the same function. My favorite here is the armor made of thousands of tough little beetles crawling all over you. Just the thought creeps me out.

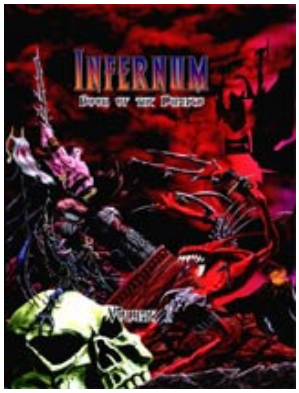
The last Part is what makes the game unique. This is where you get into the demonic mutations. You can do things like sprout wings, extra arms, spikes claws and it goes on and on. There are fifty different mutation paths you can go down. I say paths because most of the fifty paths include several actual mutations, but they are sequential and you have to take them in order. You can of course take multiple paths, but then it becomes difficult to get to the more advanced mutations. Some of the other things covered in Part III include instruction on how to torture the damned for food. Like I said, this may actually be a focal part in the game, since starvation in the setting sounds like an everyday thing. The final chapter covers Sorcery. The magic system is somewhat different than I'm used to seeing. The spells are not really level based, but you need a minimum number of ranks of "Sorcery" to be able to use a given spell. (which is almost the same thing as being level based but not quite). Then the cost to cast them can be a few different things. The stuff they use for food is also used to power spells so sometimes that is a cost. Other times there is an additional cost in the form of temporary ability score damage (ouch).

There are about fifty different spells (depending on how you count them) which is not overpowering, but neither is it as extensive as you may be used to. The other big change is that most of the spells take a long time to cast (from hours to days) so they would not be available in combat. There are offensive spells available for combat, but they are more in the minority. The one disappointment about this section is that there is no table or comprehensive listing of the spells. It's hunt and peck or nothing.

VALUE

As this book is the "Player's Book" for Infernum, you will obviously need at least one copy of this (probably more) if you plan on playing the game, and I have to tell you, that at this point I'm thinking that getting into might be a lot of fun. It looks like a very well thought out and well engineered setting. Another thought that occurs to me is that the system is similar enough to other games of this type that with very little effort you can have an existing party make the leap into hell for an adventure and/or a campaign. As the GM you could just imagine saying, "And when you wake up your scaly red skin itches like crazy and your seven foot tongue feels dry and dusty." Sounds like fun to me. I give this book high marks and I plan on looking into Infernum more. I think it will be a fun game and could easily be made into a fun add-on to existing games.

Review by Clay Richmond



BASICS

Well here it is, part II of the Infernum role playing game core rule books. The first volume has already been talked about in this very issue, and I was pleased to see this one as well. Like the first book, Infernum, Book of the Tormentor, Volume II, is written by Gareth Hanrahan and published by Mongoose Publishing. It's a full sized hard cover book of 256

pages (exactly the same as the first I might add,… coincidence?). The cover art which is in full color is also done by the same artist and depicts two "not so ordinary" demons fighting it out. The interior art again is all black and white drawings, but most are not up to the same high standard as they were in the first book. This book is called the "Setting and Game Master's Guide" for the Infernum role playing game.

The weird part is that I'm not exactly sure what that means as some of the information in this book is advertised to be open to all players and Game Masters alike, while other stuff is Game Master's "eyes only" material. Of course there are the chapters where some of the information is okay for players, but the rest is not. Good luck on that one. The book retails for $29.95 US.

BETWEEN THE COVERS

The book starts with nine pages of very entertaining fluff. It consists of several story lines that follow possible party story lines in the infernum. After reading the rest of the book, I would recommend to anyone planning on running a campaign in the Infernum to make sure they don't skip the fluff, it provides some good ideas and lays down the intended tone for the setting (not to mention that it is fun to read). After this little ice breaker comes the introduction which is confined to a single page. After wetting your appetite with the fluff, anything more than a single page would have been annoying. The rest of the book is broken up into five chapters. First we start with the history. This is one of those chapters that are open to players and Game Masters alike. As you might suspect, the chapter covers the history of the Infernum, and I found it to be one of the more intriguing things that I have read in some time. I tip my hat to the author. Between this history and the "fluff" I do believe Mr. Hanrahan has found his calling.

Besides the in-depth history of hell presented here (someone should really check to see if Mr. Dante flipped in his grave), there is information about how time passes in the Infernum (in short, a sort of faeiry time warp is in effect), and what the day to day life in the Infernum is like. Some of the more interesting little things that are presented here is the story of how demon "society" evolved to what it is like today. The founding of the dominant Houses of the Infernum, the creation of some of the different species (if that word applies), and how the first inhabitants of the Infernum learned how to survive is also bonus material covered here. The second chapter is called Infernograpphy, another word that you will just have to add to your dictionary. This chapter gives you an overview of the Infernum and more specifically, each of the nine circles. This is one of those chapters that they say "Most of this is common knowledge".

This chapter starts by giving a graphical cross section of the infernum and then goes through the nine circles of hell one circle at a time. For each circle, there are descriptions of the landscape, life forms that might be encountered, how the circles fits into demon society, the specific characteristics of the land including terrain features and such, special rules for the area, notable locations that can be found to include fortresses and strongholds, and even a list of possible adventures that a Game Master could use for that particular circle. There is also a rough map for each circle, a description of the weather patterns, and the different estates maintained by the dominant houses of hell that might be found there. This chapter has so much information, that to be really effective, a GM will have to take it in chunks. That is of course unless memorizing fifty pages of information comes easy to you. As the story goes, the age old struggle in hell is to control the ninth circle which consists entirely of a city named Pandemonium. It is said that the ruler of Pandemonium is the ruler of hell. Currently that thrown is empty.

The third chapter is essentially the Who's Who of hell. Here the different factions and houses are discussed in detail giving you the history, current standing, culture and customs, holdings, notable members you name it of all nine of the dominant houses of hell. There are also lesser houses, special sects and orders, free cities and such that are included. It also gives special house specific mutations and secrets that the house holds. These "secrets" of course can lead to a myriad of adventure ideas and/or goals. The information in this chapter is stuff that the GM should dole out to the characters a bit at a time when appropriate. In other words, this is a chapter that should be held off limits to the players. Other useful information that is put out in this chapter is the political structure of hell and the noble ranks of its denizens, how characters can achieve these ranks and their rewards for doing so. Again, this is a chapter simple chalk full of information.

The fourth chapter, "Adversaries" is essentially the Bestiary. Here we have the creatures of hell discussed, NPC rules, and rules for the creation of adversaries. There are only a bakers dozen of "base type" creatures, but from these base type creature there are derived over a hundred different variations. This is of course another Game Master's "eyes only" chapter. To me, it was a major disappointment that there was no listing or table of any sort giving you a overview of the creatures given in the chapter, nor is there a listing by challenge rating for the adversaries. In fact, that is probably a complaint that could be more or less applied to the entire book. The index lists only the chapters, and there are no quick reference tables anywhere to help you out, so you may spend a lot of time page flipping. There is an index, but even that is abbreviated.

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The final chapter is on campaigning in hell. This is a "free and open" chapter so both Game Masters and players are free, even encouraged, to read this. The chapter contains general advice for the game of Infernum, campaign ideas, recommendations on party composition, do's and don't for game masters, campaign seeds etc. There are more than a dozen adventure plots presented (seems to me that these you might want to keep away from the players), recommendations on character names for the different creature types, and even some recommendations on how the players characters might have ended up in hell (just because you're in hell does not mean you are a bad guy, it just makes it a bit safer). All in all, I personally don't see why players need to read this chapter, the GM could pass any relevant information/advise to them while keeping the rest in reserve.

VALUE

If you plan on playing the game on Infernum, this is another must have book. The wealth of information given here will make your world something you can sink your teeth into. Even for those that might be thinking of doing an 'cross-over" from another game to do and adventure or two in hell, this book could be very useful to give your adventure meaning and depth. Is it possible to do an adventure in Infernum using only Volume I? I guess the answer would be yes, but I don't think you would be getting the full experience. I would definitely advise that only Game Masters need purchase this book. Even though there are chapters where the players are free to read, there is no compelling reason that they have to read them. In fact, I think that it would be more fun to keep them in the "dark" and learn things as they go so to speak. In the end, I really like the setting. It's well thought out and well presented. My only complaint is that the usability of the book during game time is really hurt since it will be difficult to quickly find specific information without any quick reference tables and/or a good table of contents.

Review by Clay Richmond

BASICS

This book has more to it than meets the eye. At least that was what I found after giving it a closer look. When I first picked it up and gave it the ole' three second scan, I didn't think it was a very useful book. I thought, "Okay, here is a whole book of useless never to be used items". Anybody that thinks those thoughts after looking at this book, I encourage you to dig in to it a little deeper before dismissing it. As it turns out, Ultimate Equipment Guide Volume II is not just a list of odd stuff. I now look at it as an unusual palette for a DM to use to create some very unique and entertaining encounters. The book is written by Greg Lynch and J C Alvarez and published by Mongoose Publishing. It's a hardbound book that spans 255 pages. The artwork on the cover is nice, but it's pretty sparse on the inside. In fact, beyond the simple sketches describing some of the items, I think that there is only one black and white drawing in the book. The sad part is that the same drawing is repeated four times through the book. The good news is that this means that of the 255 pages, nearly all of it is dedicated to the descriptions of the equipment, and there is a whole lot of it. This book is advertised as the next volume in Mongoose's "Ultimate" series, and that this is Supplementary Rulebook XIV. The book requires the use of the D&D player's handbook and is v.3.5 compatible. The book retails for $34.95 US.

BETWEEN THE COVERS

To start with, the primary reason I say that this book has more to it that you might first imagine, is in how it is presented. Instead of a simple alphabetical listing of hundreds of strange items that you might wonder who in their right mind would ever purchase, you have a series or shops, each with their own character and feel to it. This collection of shops is called the Marketplace of Marvels as a collective, but each shop is detailed usually with about a page of overview giving you things like a brief background of the shop, and a look at the character of the patrons. In fact this is done is such a way that in reality each shop can be a stand alone shop placed outside the "Marketplace of Marvels" in just about any urban setting that you can think of. To tell the truth, in my mind, that would be far preferable than trying to control a party of characters that have free rain in all fourteen of these shops all clustered together in the same marketplace and/or in close proximity.

The book starts with a three page introduction that is a "must read" for any GM that plans on using this book. Then the good stuff starts. Of the fourteen stalls described, each has its own flavor and nothing is duplicated (except that picture that I mentioned). The shops types range from the type of things you might be used to, like armor, weapons, clothing and food, to the things that you never knew there was a store for that actually sold this stuff. These things include items like traps to put on doors to extraplanar oddities.

I guess I should backtrack a bit here though. I said that armor, weapons, clothing and food might be things that you are accustomed to seeing at the store. Well, although that might be true, I think it might be safe to say that the items you will find in these particular stores are anything near the stuff you might be expecting in your everyday mall. For instance, most of the armor you will find here I would call "stealth" armor as the main purpose of it is to provide you with protection without letting those around you know that

you are actually armored. There is a shop with strange formulas and mixtures, and another that displays fine art with a twist. This store includes a variety of books for the studious and stings for an instrument that a Bard might be a little more than interested in getting a hold of. Then there is the place where you can purchase and or train animals, or even get a Dragon's egg. Well, you always wondered where these thing where sold right? But wait, this is also where you can get the specialize equipment for your out of the ordinary mounts and even get bombs that you can drop from above. I mean it, if you can think of it, it's probably detailed somewhere in this book.

The food stall (actually described as a real restaurant) is one of the more amazing places in the Marketplace. I say amazing simply because I have no idea how it stays in busyness. Here you can get recipes, rare ingredients, or pick from a dozen rare dishes that range in price from 25 to 500 gold pieces. The kicker is that eating many of these dishes can really do bad things to you. My favorite is the Slaadsalad that goes for 305 gold pieces per serving. Eating this wonderful stuff has a whole page of random effects it can do to you. To make it short and sweet, on a good day you will get a random special ability that lasts for 1d20 minutes. On a bad day your corpse might be the next thing on the menu. If you ask me, you might be able to find a better way to spend your cash.

There are places where you can get mechanical marvels, siege weapons, ships and chariots, some really outlandish oddities, holy tools and services, and ways to trap your home to surprise those curious kids. Just reading through all these myriad of items you may find enjoyable if not mystified as to how you ever survived without them. Although I found myself enjoying the book and the possibilities it presents, I could not help to notice that for a GM (who I see as the primary person wanting to use the book as a whole), there are no lists of items to be found in the different stores, or any quick reference sheets of any kind. Now in all fairness, the index in the back of the book is very good, but having shopping lists of what a shop might contain sure would make things easier to run, not to mention tables for costs, stats and things like that. I see a whole lot of page flipping and wasted time in the future of any GM that tries to use this book as is.

VALUE

This book is advertised as being something for Characters as well as for the GM. I think that for a player, you would not be getting your moneys worth. For a GM on the other hand, this book has the material for you to build a bunch of fun and unique role playing encounters. In fact, I can easily see each shop becoming its own entertaining encounter. Then on top of that, many of the items found in the book would be fun items to be first used on the characters in encounters outside the marketplace. The possibilities are limitless, and I guarantee that any GM worth his salt will get a dozen ideas reading through any one of these shops. The down side is that the book gives the GM very little help in the area of actually running the game, so that will have to fall on the GM completely. By this I mean that he will either have to memorize all the stuff in a shop, or else create his own reference sheets to help him out. If that does not scare you off, then I think you will have a lot of fun with this book.

Review by Clay Richmond

BASICS

Iron Kingdoms World Guide is volume 2 of the massive 400-page tomes from Privateer Press detailing their game world. It has a retail price of $39.99 and is a hardcover book with a gorgeous cover. The interior is all black & white and is printed on heavy paper.

INSIDE

There are eight chapters that make up the book, plus plenty of extra blurbs of information in the form of callouts that are separate from the regular text of each chapter. There is also an index to make reference work easier. The first chapter details the history of the world through multiple invasions and the rise of steam technology. This was an interesting read, but I wanted to get through it to head into the meat of the Iron Kingdoms; industry, war and trade as quickly as I could. I had to remind myself that understanding more about the past of this world would give me better understanding of its present state so I did take the time to read it and am glad I did.

The second chapter really held my attention. It takes up almost ninety pages and all manner of industry and trade and entertainment and travel, to include steam and rail, are included here and I couldn't get enough of it. I loved it and it even reminded me a bit of our Traveller games which focus heavily on trade missions that quite frequently end up in big bloody battles. You could easily run a campaign with the party being trades and merchants that get into all sorts of messes. The only thing that makes a merchant campaign slightly more difficult is some extra bookkeeping that will be needed by whomever in your party is keeping track of the money. Khador has different money than Cygnar, who has different money from Menoth. There are commonalities between them and while it is a neat piece of detail for the world I think it might bog calculations down a little. Maybe I'm wrong and your scribe loves to crunch numbers while playing. Any kind of trade with Cryx should make for interesting and tense encounters and I'll

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plan one for my party as soon as possible. Of course, you could just go to war too and kick the hell out of stuff and that would suit me quite well too. I found it amusing that there's a small blurb in the industrial section about all of the factories and the impact that they are having on the environment. Bah! Burn it down. We must keep the furnaces burning so we can create more 'jacks for the war! Chapters 4 through 8 focus on either individual regions, like Cygnar or Khador for example or groups of smaller holdings. Each is described in more than enough detail to get a DM not only started, but well on their way to running an interesting campaign in this setting.

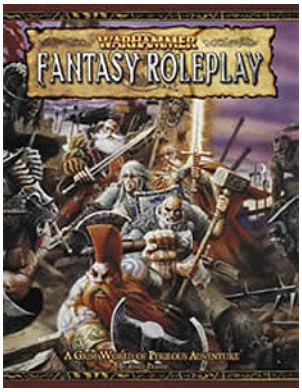
You also get a four panel folded full color map with the book and from that you can give your players a great visual representation for where they are. "Where that close to the front lines!?!" The map is very well done and is printed on glossy paper.

VALUE

This is one dang big book of stuff! If you're already a fan of the Iron Kingdoms setting then I don't think you need much convincing to pick it up. The huge amount of detail that the book goes into will allow a DM to easily start running a campaign full of enough role-playing to bring a group of drama majors to rousing applause or just enough to move the story along from one combat engagement to the next.

If you're a DM in a non-IK game and want to add some technology, not enough to spoil the experience though, and unique flavor to your game it's worth looking at. In my mind this is intended more as a DM's book rather than one for players, but the Iron Kingdoms audience is quite rabid and I can see player and DM alike buying this book. It offers more to a DM than a strict player as there are no new character options or skills or feats, but the volume of information about the setting is worth the price of admission in my mind. The scary part is that this is only the second book and it's not even the whole of the world. Sure, you can confine your campaign to just Western Immoren, but for how long? Go forth and purchase.

Review by Mark Theurer



Warhammer Fantasy Roleplay

For many British role-players, their first introduction to the hobby was way back in the very early eighties when Steve Jackson and Ian Livingstone penned the award winning series of fantasy combat books, staring with Warlock of Firetop Mountain and spanning dozens of volumes. These simple books would help pave the way for greater things to come from the stables of the fledgling Games Workshop and shortly afterwards along came the sequel to the already successful Warhammer Mass Fantasy Combat Roleplay system, with the companies first fully fledged home grown role-playing title, aptly named Warhammer Fantasy Roleplay or as it is more commonly known WFRP. It has a retail price of £25.00. For over two decades WFRP was one of the best selling role-playing systems to have ever come out of Britain and spawned a series of supplements that expanded on the setting of the Old World, introduced new characters and creatures and gave us one of the best loved fantasy scenarios in the history of British games.

However, Games Workshop was moving onwards and upwards and taking a new direction and shortly after it weeded out all non-Games Workshop products from its stores, Warhammer Fantasy Roleplay was shelved along with the companies other role-playing titles so it could concentrate on making miniature games. Back in the mid nineties Hogshead Publishing acquired the rights to WFRP and reprinted the entire game, along with its already existing supplements and added a few new elements of their own creation for good measure!

It seemed that Hogshead Publishing would hold onto the rights to keep the license for WFRP forever, but a few short years ago it was revoked and the game went into a state of limbo. Now almost two full decades after its original release, Warhammer Fantasy Roleplay is back, in a bolder and more envisioned look!

The Warhammer Fantasy Roleplay license is now released under contract to Games Workshops new division Black Industries, by stalwart industry giants Green Ronin, and now for the first time; the system is in full colour. Coming in at just over 250 pages, this latest edition has much of the same feel as the classic WFRP and if you are familiar with that system, you will find that reading this game is a walk in the park. Split up over twelve chapters and covering everything that you need to know as both a player and a gamesmaster, WFRP is packed with stunning new artwork, new rules, new magic and much, much more!

Character Creation

Following a brief introduction and description of what is a role-playing game, and an excellent short piece of fiction by British veteran Dan Abnett, the process of creating your very first Warhammer character begins. Like the previous incarnation of Warhammer Fantasy Roleplay, there are only four races to chose from as player characters. Dwarves are stout and sturdy, with long memories and a passion for holding grudges. Halflings are small, almost childlike and love food. Humans are the mainstay of the races, being the most prolific around and prone to making war against almost anyone whom they come across. And

finally are the Elves a race of aloof beings that are slender in their graces but arrogant almost to a point of stupidity. Each race has its own special bonuses and unique talents that come into play during character generation. Dwarves are very sturdy creatures who can take a great deal of punishment as one would expect, Halflings are all but immune to the effects of chaos and its mutating properties, Humans tend to learn skills quite quickly and are much more prolific than any of the other races and Elves have excellent vision and are very coolheaded under fire. Regardless of what race you choose, all characters have the same profile that remains very much untouched from the original edition of the game.

- WS: Weapon Skill. How proficient the character is with melee weapons or hand to hand combat
- BS: Ballistic Skill. How good the character is with missile weapons such as bows or pistols.
- S: Strength. The representation of physical strength and muscle power.
- T: Toughness. How a character can withstand injury, disease or poison
- Ag: Agility. The characters manual dexterity.
- Int: Intelligence. Problem solving and reasoning
- WP: Willpower. Mental toughness and inner strength.
- Fel: Fellowship. How well you get along with others, and your personal charm and charisma.

Each race gets its own bonuses to its attributes, which are generated on a chart that assigns each to a preset number. Dwarves as mentioned are very resilient and as such get a higher bonus to their Toughness trait, whereas Elves get a much higher Agility score. As with the original game, all stats are generated using d10, which is more or less the only dice needed for the system. Hit points and Fate points are generated randomly using a d10 and consulting the table found in character generation.

After choosing the race for your character it is time to get down to choosing a career in the exact same way as the original game. Careers are basically what your character did before they took up adventuring, and give you the base skills of your chosen craft. As well as gaining your skills your character can take a free advance from the career that will increase either a core attribute such as Strength or WS, etc. You also gain the trappings and equipment of your starting career. Each career has a wide number of exit paths that will allow your character to move onto once they have gained all the upgrades that their career offers.

There are dozens of basic careers that you can choose from or enter using experience ranging from the agitator to the zealot and most are available to all races. A few career paths though are race specific such as the Troll Slayer which is only available to Dwarves or the Kithband Warrior which is only available to Elves. Most of the careers have appeared before in Warhammer Fantasy Roleplay, but there are a few new ones that make a welcomed appearance such as the Camp Follower and the Field Warden. Likewise there are a few new advanced career exit paths to chose from.

Magic

Magic and sorcery have always played an important part in WFRP and this is still the case. In a fantasy world that is based very much around our own Medieval Europe superstition is rampant and magic users are often feared or revered in their own right. Magic users can cast powerful spells that can alter the shape of reality to their own will, and cause all manor of effects in combat or to aid/hinder another. The only characters who can cast magic though are those who have been taught and meet the following criteria:

- Magic Characteristic of 1 or more
- Must know the Channelling skill
- Must speak an Arcane Language
- Must have access to spells through Petty Magic, Arcane Lore, Dark Lore or Divine Lore talents

Casting magical spells is simply a matter of being able to equal or exceed a set casting number and have the correct ingredients for each spell if required. Spell casters gain a number of dice equal to their Magic Characteristic and may use all of these dice to cast a spell, though this may often mean that they are running the risk of increasing the chance of falling foul of Tzeentch's Curse!

Tzeentch is the Chaos God of Magic and Change and if at anytime the caster rolls a 1 on their casting dice they have brought about Tzeentch's Curse and something has gone horribly wrong. Some of the mishaps are mundane such as milk souring or a cold wind blowing through the area, though high rolls on the mishap chart can lead to your spell caster being sucked into the Void unless they spend a Fate point to avoid the disaster. Assuming that you pass your check and meet the right target number, the spell is successful and takes effect.

There are so many spells in this new version of WFRP that its hard to know where to begin. As usual they follow various Lores and Petty Magic is not as powerful as Arcane or Divine Lore magic on the whole. There are plenty of spells presented to give any would be wizard the feeling of a kid in a toy store and each is described fully, including ingredients needed, casting number, duration of spell and more!

Magic users in fantasy role-playing games on the whole tend to be quite weak till they get to a high level, though in WFRP they don't seem to follow suit and can cast spells while wearing armour, but of course at a penalty to the casting roll needed. Skill resolution comes in two formats

in the new version of WFRP, standard and opposed. Standard skill checks come from rolling the skill with a set modifier ranging from very easy to very hard, while opposed checks will have both parties rolling against each other, with the higher roller winning the resolution. Skill checks are made by taking the modifier and adding or subtracting it from the relevant attribute.

Combat

One of the things that set the original WFRP apart from other games of the time was its combat system, which still remains in the new version, but we now have the addition of actions which can affect the combat results drastically. Now players can aim a bow before firing it, disengage from combat or use a skill (if possible).

Both ranged and melee combat is resolved via the players WS score to hit a target, the hit location is then determined and damage is rolled, with the target deducting its toughness bonus and armour points on the location damaged. This section also includes that critical hits tables that the original game was famous for, and cause a great deal of laughter at times around the table.

Religion

A completely new section to this edition is the religion and beliefs chapter. Here you will find details of all the major religions found in the Old World, from Sigmar to Ulric and Ranald (God of thieves), as well as none human gods and deities and even touching on the Chaos gods.

This section takes all of the fiction and background information that Games Workshop have written over the past 20 years or so and have gives an informative and detailed look at the Old World and its paranoia and xenophobia.

The Games Master

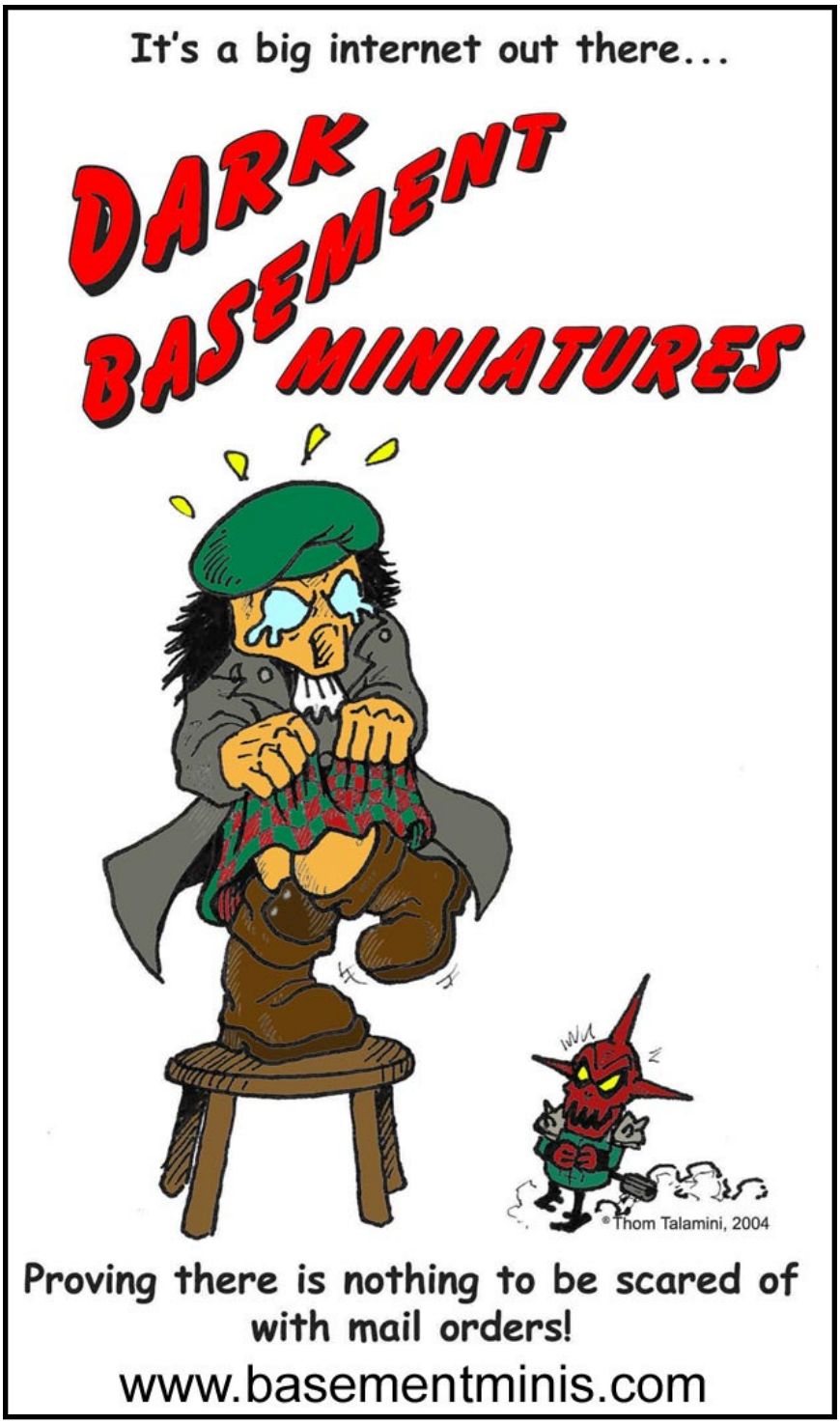
The GM section gives hints and tips for both novice and experienced referee alike, from how best to run your games, plot hooks, running full blown campaigns and dealing with many of the mechanics that may crop up from time to time during the course of play.

The Empire

Once again another look at one of the most famous landmarks in the Old World of Warhammer. The Empire is roughly the equivalent of medieval Germany complete with Teutonic knightly orders, castles and much more. This gives the GM a great wealth of information to use in his adventures and will be expanded in future supplements to give more depth to the material already presented and include nearby provinces and principalities.

The Bestiary

What fantasy role-playing game would be complete without mythical creatures to populate it and as usual WFRP is no exception to this fact. Presented for use once again are common creatures such as horses and dogs, to mythical beasts such as Orcs, Skaven and Zombies. For the first time though we now can add templates to certain creatures



to reflect them being champions or leaders of warbands, etc. There are only a few races presented in the core rules, though dragons, demons and such will be covered in a future supplement. The Bestiary also includes a wide range of NPC's to spice up your adventures.

Through the Drakwald

The final chapter of the game is a ready to play adventure Through the Drakwald, which will introduce the players to both the rules of Warhammer Fantasy Roleplay and the setting of the Empire and Old World. Dark things are stirring and Untergard is no longer the sleepy hamlet it was a 100 years ago. Now the encroach of Chaos is a very real threat and the players will find themselves thrown into the deep end as they fight to get the to bottom of the mystery.

Layout and Presentation

Over the past three decades there have been hundreds of pieces of artwork created for the Warhammer world and some of these excellent paintings have made their way into the new rules. There are a few older illustrations, that sit comfortably alongside all new and very impressive artwork, and as expected the layout of the product is first rate and from some of the best artists in the industry, making Warhammer a truly stunning product to see. Text is well laid out and use of font (something that has been a problem in the past with Warhammer) is clear and easy to follow.

Conclusions

Green Ronin Publishing have done an excellent job with this all new edition of Warhammer Fantasy Roleplay and the involvement with Games Workshop from the very beginning of the project is plain to see. There are plans for many supplements during the first year or so of the games life and they should outweigh all the products that were originally released back in the 1980's. And it doesn't stop there!

For the first time ever we will finally get to see a Warhammer 40,000 role-playing system released when it wings its way onto game store shelves late next year. If you are a veteran player or new to the hobby the latest version of Warhammer Fantasy Roleplay will have you clambering for more. Highly recommended.

Review by Marc Farrimond