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IRON • CROWN

QUARTERLY

Volume XXVII, #8 Summer Beach Issue One US Dollar; 9 Finnish Markka, Lotso Kroners

The Death Valley Free Prison

And you thought this summer was going to be hot. Just thank your lucky whopper that you won't be spending it in Death Valley in the year 2090!

Death Valley Free Prison is a great new campaign sourcebook for *Cyberspace*. It details the workings of the world's largest penitentiary; the huge walled prison houses over half a million inmates! And it's no country club. The Death Valley environment already started out as one of the most forboding the United States had to offer. Now packed with psychotics and megalomaniacs, it's deadlier than ever. Think of what would happen if *Mad Max* met *Escape From New York* — you get the idea.

At 112 pages, the *Death Valley Free Prison* sourcebook is jammed full of material on DVFP history, security operations, major settlements within the prison's boundaries, inmate profiles, encounter charts and reference notes. There is also a major new equipment section detailing those valuable little nick-nacks inmates can ill-afford to be without. A complete introductory adventure rounds out the book. But that's not all you get.

We're also including a big 17" x 22" double-sided color map of the Free Prison area. One side contains limited player information (e.g., geographical features and major bordertowns), while the other side bears the GM's data (e.g., gang headquarters, prison settlements, and sector boundaries).

Like the book says: "Located on the border of Nevada and California, the Death Valley Free Prison encompasses over 4000 square miles of hell on earth. Within its borders dwell half a million depraved gangmembers, battle-scarred mercenaries, renegade net heads, demented road warriors, psychopathic felons, and other assorted social rejects. Come on in..."

The *Death Valley Free Prison Cyberspace* campaign is coming to you this summer. Don't miss it.

"Summer Beach Issue", June, 1990

IN THIS ISSUE!!

Almost nothing at all about

TWIN PEAKS

By the time you are reading this, the limited series of *Twin Peaks* will have ended, and I bet we still don't know who killed Laura Palmer. Do we care? YES!!! Will the series be renewed? We'll know soon. In the meantime, hold on to your horns and have a doughnut for me.

Actually, this is the *IQ* summer Beach edition, featuring mostly the usual stuff. The idea is that you are supposed to take it to the beach to read while tanning (or lying in the sun smothered in SPF 500 sun block). We thought about changing *Shadow World* to *Shade World* for this issue, but just didn't have the energy to get up from the chaise lounge. (Hey, who got sand on my towel!?)

At any rate, hop into that neon swimsuit, grab a six-pack of your favorite (soft) drink and your boom box and at least pretend you're at the beach while reading about the exciting stuff we at ICE have been working on.



ASTON, JUST ASTON

I'm holding off on the applause, saving my energy for the Nitzer Ebb/Depeche Mode show I just got tickets for! Besides, there'll be lots more stuff to applaud AFTER the summer conventions and the extended celebration of ICE's ten years! OK, twist my arm, one event to note, then on to the real column: THE REEBOK AD.

Yes! The fun returns to the *IQ* just in time for the BEACH issue! Fluff on almost every page! And some useful stuff hidden in between! Enjoy it now, 'cause the next issue will likely reek of hardcore product supplements, news & previews! Speaking of previews, I am proud to introduce a new *IQ* Feature, *Dave's World*. Check it out somewhere else in this issue. If you really do want to reply to Dave, well I'm sure the *IQ* staff will forward your burning Q's, so just write to Dave, c/o *IQ*. Stay tuned for an upcoming feature "The Dirt on Dave" (he *doesn't* watch "Twin Peaks"), and you might just figure his true identity (classified Sales & Marketing info).

MORE FUN STUFF: ICE is announcing some new unusual (for us) products to broaden your horizons. First, *Silent Death* (previewed in *IQ*) should be out by now. A fun starship combat game with lotsa metal miniatures INCLUDED! Be sure to see ICE at Origins & GEN CON to play *Silent Death* if you haven't already tried it. We will also be giving demos of an upcoming fantasy miniatures game/ system at the summer shows — so look out for *Bladestorm* too! Late summer we'll introduce our first dice game, *ICE Cubes*. Fine dice in their own nifty tray with rules for simple games. Perfect for all the time you'll spend travelling to shows, cons, concerts, home, school, beach, or wherever. And if you have lame friends like Dave who help you lose your dice you should still have plenty for yourself since there'll be six dice in each set (we always were fond of 6 paks). So, remember to stop by and see us at:

ORIGINS (Booths 73 - 78)

ATLANTICON

GEN CON (Booths 717 & 718 and more).

And wave if you spot BLU HWY cruisin' (within the speed limit of course) up Rt. 66 to Depeche Mode!

IQ: Palmer 1

Iron Crown Quarterly

"Published more or less five times a year"
THE QUARTERLY MAGAZINE OF THE
INFORMED GAMER

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Vol. XXVII No. 8 "Summer Beach"

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ICE submissions and letter correspondence should be addressed to the Editor, *IQ*, P.O. Box 1605, Charlottesville, VA, 22902; Subscriptions: \$5.00 for 5 issues. Queries should be addressed to *IQ* Circulation, P.O. Box 1605, Charlottesville, VA, 22902, call (804) 295-4280 or Fax (804) 977-4811.
Material presented in the *IQ* is the work of the individual authors and does not necessarily reflect the views or opinions of Iron Crown Enterprises, its officers or staff.

ISSN 0898-0810

Letter to the Editor

Yes, I'm still here, I'm still running this rag, and I'm starting to really like it! Some of you may notice a little sprucing up going on throughout the magazine; I got bored with Terry's pedestrian attempts at headers.

ONE MAN ON TV

Instead of talking about what is in this issue (figure it out yourself, bone-head), I would like to follow up on Aston's comment re. the Reebok Ad. I was one of the lucky few to see the infamous Reebok Pump Bungee-jumping ad, strategically placed during *Married with Children* a few Sundays ago. I was struck by the beautiful filming, the dramatic effect, and the clever, witty ending. My channel-switching thumb was paralyzed by this rare event: an interesting ad. Then what happens? A storm of protest from pedestrian weasel-brains (sorry, Swinky)

who thought that the 'implied death' at the end was in poor taste. Get a life, people! It was a joke! And Fox, the network that brings us such truly innovative and hilarious shows as *In Living Colour* and *The Simpsons*, refuses to show the ad again!!! Don't have a cow, guys! If one will continue to buy Reeboks. Now, about the New Kids on the Block doing Coke ads: all that sugar at once has GOT to be bad for young systems (and I thought they were anti-drug...).

As for the rest of my limited TV viewing schedule, those two shows just mentioned each get two snaps up; *Married* has slipped to one snap. But one show stands alone: *Twin Peaks* gets a well-deserved two snaps up in a circle! I am worried about Lynch and his cohorts being able to carry the show into another full season. I'd hate to see it falter and die an ugly death as a dull parody of itself. Anybody for a doughnut?

One day, my log will have something to say about this...

Biff

Dear Editor...



Lots of praise for the *Shadow World* line in this issue's mail bag (do you get the feeling we are throwing out all the hate mail?). By the way, you can FAX your letters to the *IQ* as well! (How exciting!)

—Biff

Dear ICE,

I recently bought *Shadow World* and three modules: *Tales of the Loremasters*, *Demons of the Burning Night*, and *Jaiman, Land of Twilight*, which are all supreme quality. I use *Fantasy Hero* for my roleplaying, and have heard that the magazine Adventurer's Club supports the HERO system. Could you please forward me an address, through which I can subscribe or get ahold of this magazine.

Yours Faithfully,
Mark Nolan
Dublin, Ireland

P.S. If it is anything like *IQ*, I can't wait!

Dear Mark,

I don't know how useful AC will be for your *Shadow World Adventuring* (you'll be just as well off staying with *IQ*) but for HERO system stuff in general it will be a real boon. Just write to our Customer Service Rep, John Brunkhart.

—Biff

P.S. I'm afraid it's nothing like *IQ*.

Dear ICE,

My name is Fredrik Innings and I am the Chairman of the Swedish National Role-playing Society. In *IQ* #6 there was a letter from a Polish boy named Jaroslaw Banachwicz. We are very interested to know about role-players in the Eastern Block. If you would like to send us Jaroslaw's address we would be very grateful. If you also know about some other role-players in the Eastern Block, we would very much like to know them too.

We think that you have a great magazine, and we are grateful that some copies reach Sweden every now and then.

Best Regards,
Fredrik Innings
Stockholm, Sweden

Dear Fredrik,

Glad to hear that *IQ* is making it up to the Northern European countries! I'm forwarding Jaroslaw's full address.

—Biff

Gentlemen,

I recently had the pleasure to purchase a copy of your brand new *Elemental Companion* and, to be frank, I found it to be exciting, informative and thought-provoking. Your guidelines on introducing the elements into a campaign (were) very interesting and gave me a lot of ideas for future gaming sessions with my group. (By the way, I'm a GM that has been a very satisfied consumer of your products for about 6 years.) Also, your *Shadow World* line of products is the base of my current campaign and judging by the howls of anguish and high-fiving, my players enjoy your products also, to the point of being 16-18 year-olds paring with their allowances just to buy your products (and the older folks as well...)

David J. Raymond
Honolulu

Dear David,

Well, at least they're not spending their money on something stupid like drugs or New Kids on the Block concert tickets.

—Biff

Dear Rolemaster,

I am very happy with the quality of products you put out. They are rich in detail, imagination, and are easy to use. If you have a flyer that contains the products you put out I would love to have it. I am the head of the *Dungeon Dwellers Association*. We are one hundred and thirty six strong (we are only three years old) and would like to know about your products as soon as they come out.

Michael Fox
Oregon City, OR

Michael!

I knew you looked young on *Family Ties*, but 3!!! Well, it's nice to know that the rich and famous play our games — though I thought you lived in Malibu. Oh, perhaps this is your summer house... But anyway, we'll be HAPPY to send you a copy of our NEW catalog with full color cover inside and out.

—Biff

Address Letters to *IQ* Managing Editor, P.O. Box 1605, Charlottesville, VA, 22902. Letters may be edited for length and clarity.

IRON CROWN *IQ*, Volume XXVII, #8

A Hit Location Melee System for MERP (and Rolemaster)

by John M. Ferrone

This hit location melee system is for MERP battles involving two combatants. It is intended for GMs and players who want more detail and choice in their MERP combat. Be careful, it will increase the amount of time required to resolve battles.

Note: While the critical tables and notes are presented in MERP terms, with a little extrapolation they can also be used to resolve Rolemaster battles. There will be no location specific critical charts, but a GM can either use the MERP ones or use the normal RM ones and modify the results to reflect specific hit locations.

In normal MERP combat, it is assumed that in a given round each combatant will attack the area of his opponent's body that is presented due to the ebb and flow of battle (i.e., he does not choose the area attacked). The actual part of the body affected by a critical is determined by a random critical strike roll.

The system presented in this article allows a combatant to attack a specific part of an opponent's body and to resolve any resulting critical on a chart specifically keyed to that hit location. However, since such a choice involves deviating from the normal optimum defense/attack pattern, a follow-up attack by the opponent can receive a bonus.

In normal circumstances, when a whip, net, or bola is used, the attacker may not specify a hit location.

Note on Special Body Part Criticals: These criticals were specifically developed for use in melee combat, although a GM may allow their use with ambush, missile fire, and traps.

DETERMINING OB MODIFICATION BASED ON HIT LOCATION CHOSEN

When a melee attack is made, the attacker must modify his OB by an amount indicated by the OB Modification Chart:

The column used is determined by the hit location chosen and whether the attacker is right or left handed. If the attacker does not choose a hit location use the "None" column.

The row used is determined by the specific hit location last attacked by the defender and whether the defender is right or left handed. If the defender did not attack a specific hit location use the "None" row.

Note: If both attacker and target are using normal MERP combat procedures, there is a "0" OB modification.

Note: When deciding what to attack, the attacker must imagine the position he will be in and parts of his own body that he is making vulnerable.

See the OB Mod Chart at the bottom of this page



HIT LOCATION SPECIFIC CRITICAL CHARTS

This article presents a number of hit location specific critical charts. The chart used is based upon the hit location chosen and the critical type (i.e., Slash, Crush, or Puncture).

See the critical charts on the following pages

SHIELDS AND GREAVES

A shield and/or greaves can modify the results of hit location specific criticals delivered to the part of the body protected by the equipment (i.e., shield arm for shield, arm for greaves, etc.).

Shield — Negates all sever's (including fingers) on the shield arm only and reduces all hits, hits/rnd and stun damage to shield arm by 1/2.

If a 'C', 'D', or 'E' critical of 90 or higher is rolled, the shield is broken and the target takes a 'C' critical with no damage restrictions (except perhaps for greaves).

Greaves — Negates all sever's (not including fingers) on the covered limb only and reduces all hits, hits/rnd and stun damage to that limb by 1/2.

If an 'E' critical of 105 or higher is rolled, the greave is penetrated and the full effect of the critical is applied.

Greave on a Shield Arm — As for Shield above, except if shield is broken the Greaves effects above are applied.

"E+" CRITICAL

An E+ critical is defined as an 'E' critical that is delivered by a modified attack roll of '154' or higher.

EXAMPLE

Garth: Lvl 3, Hits-62, DB-60, OB-74, chain armor, carries a shield and wields a broadsword in his left hand.

Orc: Lvl 2, Hits-36, DB-35, OB-65, chain armor, carries a shield and wields a scimitar in his right hand.

As Garth rounds a corner inside a cave complex, an Orc surprises him. Because the Orc surprised Garth, the Orc has the initiative. The Orc uses the initiative to strike first. The Orc attacks Garth's torso and rolls a 20; a -10 OB mod is applied because no specific hit location was attacked by Garth — the Orc missed.

Because the Orc attacked Garth's Torso, Garth's return attack's OB Mod due to Hit Location will be modified by an amount found in the Torso row of the Right-Handed Defender

section of the OB Modification Chart. If Garth does not specify a location and uses the normal MERP combat procedure, his OB mod will be +5. However, he decides to attack the Orc's head and gets a +10 OB mod. Garth rolls a 64, his modified attack roll is 103 = 64 + 74 (OB) - 35 (Orc's DB) + 10 (attacking head). The damage is '10A' (see AT-1) and the critical is resolved on the Head Criticals Chart (Slash); the roll is 76, but this is modified by -25 due to the severity (i.e., 'A'). The modified result of 51 indicates a Check laceration and 6 more hits.

Because Garth attacked the Orc's Head, the Orc's return attack's OB Mod due to Hit Location will be modified by an amount found in the Head row of the Left-Handed Defender section of the OB Modification Chart. The Orc attacks Garth's left leg and thus gets a +15 mod. The Orc rolls a 93 for a modified attack roll of 115 = 95 + 65 - 60 + 15. The Orc gives Garth a '12B' critical — rolled on the Leg Critical Chart (Slash). The modified critical roll is 62; a minor slash, +4 hits.

Now Garth attacks the Orc's head — a +25 OB mod (the Orc's head is more vulnerable after the Orc attacked the leg area). Garth rolls a 93 for a modified attack roll of 157 = 93 + 74 - 35 + 25. The result is a '18E' critical — rolled on the Head Critical Chart (Slash). The modified critical roll is 93 (73 roll + 20); Deep cheek gash, +10 hits, 2 hits/rnd, stunned 2 rnds. The Orc drops unconscious due to hits.

OB MODIFICATIONS CHART

Right-Handed Defender

Hit Location Last Attacked by Opponent	RIGHT-HANDED ATTACKER						LEFT-HANDED ATTACKER							
	None*	Hit Location Chosen by Attacker			Hit Location Chosen by Attacker			None*	Hit Location Chosen by Attacker			Hit Location Chosen by Attacker		
		Head	Arm	Torso	Leg	Leg	None*		Head	Arm	Torso	Leg	Leg	
None*	0	-15	+5	-5	-10	0	-10	0	-15	-5	+5	-10	-10	0
Head	+5	0	+10	+5	+10	+15	0	+5	0	+5	-5	+10	+5	+15
Left Arm	+5	+10	+10	+5	+5	+15	0	+5	+15	+15	-10	+15	+5	+10
Right Arm	+5	+10	-5	+10	+10	+10	+5	+5	+5	-5	-5	0	0	+10
Torso	+5	+5	+10	+5	0	+5	-5	+5	+10	0	-5	0	0	+5
Left Leg	+5	+10	+10	-5	0	-10	+15	+5	+25	+10	-10	+10	0	0
Right Leg	+5	+20	0	+10	+10	+10	+5	+20	+5	-5	+10	0	-5	-5

Left-Handed Defender

Hit Location Last Attacked by Opponent	RIGHT-HANDED ATTACKER						LEFT-HANDED ATTACKER							
	None*	Hit Location Chosen by Attacker			Hit Location Chosen by Attacker			None*	Hit Location Chosen by Attacker			Hit Location Chosen by Attacker		
		Head	Arm	Torso	Leg	Leg	None*		Head	Arm	Torso	Leg	Leg	
None*	0	-15	+5	-5	-10	0	-10	0	-15	-5	+5	-10	-10	0
Head	+5	0	-5	+5	+10	+15	+5	+5	0	+5	+10	+10	0	+15
Left Arm	+5	+5	-5	-5	0	+10	0	+5	+10	+10	-5	+10	+5	+10
Right Arm	+5	+15	-10	+15	+15	+10	+5	+5	+10	+5	+10	+5	0	+5
Torso	+5	+10	-5	0	0	+5	0	+5	+5	+5	+10	0	-5	+5
Left Leg	+5	+20	-5	+5	+10	-5	0	+5	+20	+10	0	+10	+5	+10
Right Leg	+5	+25	-10	+10	+10	0	0	+5	+10	-5	+10	0	+15	-10

* — None implies no previous attack was made or it implies a choice of the normal combat procedure and critical tables (i.e., no hit location is chosen). Note: For a 2-handed weapon attack, the predominant hand determines whether the combatant is left- or right-handed. For a weapon used in the "off" hand (i.e., in two-weapon combinations), the attacker's handedness is determined by the hand that the weapon is in (e.g., for right-handed attacker using a dagger in his left hand, the dagger attack is made by a Left-handed attacker).

SLASH CRITICAL CHARTS

The Slash Critical Charts for specific hit locations are used for the following weapons: Broadsword, Handaxe, Short Sword, 2-Handed Sword, Dagger, Scimitar, Battle-Axe, Halbard

Table with 4 columns: Head Criticals (Slash), Torso Criticals (Slash), Arm Criticals (Slash), and Leg Criticals (Slash). Each column lists hit locations and outcomes with associated modifiers (A, B, C, D, E).

PUNCTURE CRITICAL CHARTS

The Puncture Critical Charts for specific hit locations are used for the following weapons: Javelin, Mounted lance, Crossbow, Long bow, Spear, Short bow, Composite Bow

Table with 4 columns: Head Criticals (Puncture), Torso Criticals (Puncture), Arm Criticals (Puncture), and Leg Criticals (Puncture). Each column lists hit locations and outcomes with associated modifiers (A, B, C, D, E).

CRUSH CRITICAL CHARTS			
The Crush Critical Charts for specific hit locations are used for the following weapons: Club, Morning Star, Flail, Sling, Mace, War Hammer, Quarterstaff			
<p>Head Criticals (Crush) Modifications: A: -25; B: -25; C: 0; D: +5; E: +10; E+: +20</p> <p>01-18 — No extra damage. 19-33 — Deep bruise, +4 hits. 34-46 — Impact causes laceration on scalp, +7 hits, stunned 2 rnds. 47-59 — Blow to the side of the head causes dizziness, +6 hits, stunned 6 rnds. 60-67 — Broken nose, +8 hits, 2 hits/rnd. 68-75 — Blow to forehead, +8 hits, if no helmet, slight concussion, stunned for 36 rnds. 76-85 — Split top lip and crack teeth, +7 hits, stunned 2 rnds due to pain. 87-94 — Broken jaw, +14 hits, can't talk, stunned 8 rnds. 95-103 — Split chin, +10 hits, blood gushing 6 hits/rnd. 104-105 — Quick blow to the side of the head. The left eye pops out of socket, +27 hits, 9 hits/rnd, stunned 21 rnds. 106-110 — Strike to back of head, +14 hits, knocked out for 2 hrs; if no helmet, major concussion, an extra 70 hits and knocked out for 10 total hours. 111-113 — Split forehead open, +20 hits, 7 hits/rnd. 114 — Shatter bridge above nose, fill sinuses with blood, ears bleed, +36 hits, 8 hits/rnd, unconscious after being stunned 6 rnds, dies in 12 rnds unless internal repairs are made. 115-117 — Strike back of ear, knocked out for 5 hours, +30 hits, concussion results and loss of memory for 2 days. 118-119 — Quick blow to side of head snaps neck. Neck broken, +30 hits, dies instantly. 120 — Strike to temple, crush skull and brain, eyes bleed, dies instantly, +110 hits.</p>	<p>Torso Criticals (Crush) Modifications: A: -25; B: -25; C: -1; D: +5; E: +10; E+: +20</p> <p>01-24 — No extra damage. 25-39 — Bruise, +2 hits. 40-53 — Solid strike, +6 hits. 54-67 — Knock the wind out of chest, +5 hits, stunned 2 rnds. 68-76 — Blow to stomach causes victim to bend over gasping for air, +8 hits, stunned for 6 rnds. 77-85 — Blow breaks a rib, +10 hits. 86-91 — Hard impact splits pectoral muscle, +10 hits, 3 hits/rnd, knocked backwards 4 feet, stunned 4 rnds. 92-98 — Blow breaks left collarbone, left arm useless, +12 hits. 99 — Blow shatters sternum, chest cavity collapses, victim dies in 3 rnds, +28 hits. 100-105 — Blow to backside ruptures kidney, +22 hits, 8 hits/rnd internal bleeding, stunned 4 rnds. 106-110 — Blow shatters rib cage, bones puncture right lung, +18 hits, collapse from lack of air, stunned 10 rnds. 111-114 — Blow hits spine, cracks it, victim paralyzed from waist down, +16 hits. 115-118 — Blow damages organs in stomach area, +15 hits, +6 hits/rnd internal bleeding, stunned 2 rnds. 119 — Blow ruptures spleen, +17 hits, victim dies in 11 rnds. 120 — Blow to chest causes heart to stop, instant heart failure then death, +68 hits.</p>	<p>Arm Criticals (Crush) Modifications: A: -20; B: -10; C: 0; D: +10; E: +20</p> <p>01-24 — No extra damage. 25-52 — +3 hits. 53-68 — +5 hits. 69-78 — +8 hits, arm bruised badly. 79-87 — Sprained wrist, +8 hits, (40 to OB, if it is on the weapon arm, effective until wrist heals, which takes 10 days). 88-94 — Chip bone in elbow, +10 hits. 95-101 — Break bone in forearm, +11 hits, arm useless. 102-104 — Shatter 21 bones in hand, +13 hits, hand useless. 105 — Shatter elbow, +22 hits, arm useless, stunned 10 rnds. 106-112 — Quick, solid blow splits biceps to bone, +10 hits, 4 hits/rnd. 113-116 — Blow causes massive nerve damage in forearm and hand, +11 hits, arm useless. 117-119 — Blow breaks upper arm bone, +12 hits, stunned 2 rnds. 120 — Blow shatter shoulder, force snaps collarbone too, +31 hits, stunned 6 rnds.</p>	<p>Leg Criticals (Crush) Modifications: A: -20; B: -10; C: 0; D: +10; E: +20</p> <p>01-26 — No extra damage. 27-54 — +3 hits. 55-69 — +6 hits. 70-80 — +7 hits, thigh bruise. 81-86 — Charley horse, +8 hits, stunned 1 rnd. 87-94 — Hit knee from side, victim falls down, +10 hits, stunned 1 rnd. 95-103 — Blow dents shin, +8 hits, victim drops hand contents to clutch shin. 104-107 — Blow shatters kneecap, +12 hits, victim can't walk or stand. 108-112 — Blow causes an impact laceration on the thigh, +14 hits, cut reveals bone, 3 hits/rnd. 113-114 — Blow cracks knee joint, +15 hits, can't stand. 115 — Blow shatters femur bone, +25 hits, stunned 18 rnds. 116-118 — Blow crashes groin area, +20 hits, stunned 40 rnds. 119 — Blow dislocates knee, +12 hits, stunned 20 rnds. 120 — Blow shatters hip, +36 hits, victim falls to ground, stunned 28 rnds.</p>

ASK ANDRAAX

Some of you Shadow World aficionados may recognize Andraax as the famous Loremaster turned madman who is said to roam Kulthea stirring up trouble. Well, mad or not, Andraax is still the leading authority on all things shadow-worldly. In irregular columns the wise sage will hold forth on various topics of interest.

—Biff

This column is devoted to Jaiman errata, as pointed out to the authors by Mr. Michael Choate of Houston. He, and several others, have asked for a complete race chart. I have my little scribes working on it now; maybe it will be ready by next issue. In the meantime he asks:

Question: The Entrance to the Catacombs of Ur. The main door is three feet thick and made of Eog. It said (on page 54, #1) that it was passed by a priest using a Passing spell. I can find no Passing spell in the Channeling realm. Please Clarify.

Aha! Very thorough of you! This was obviously a case of sloppy work on the part of the historian. No doubt the priest was in fact an Astrologer or Mentalist professional with access to the Mentalist Passing spells.

"Summer Beach Issue", June, 1990

Question: Door #1 to the Tombs of Lankor (described on page 55) is supposed to be trapped. I cannot find what the trap is supposed to be.

Another example of an unforgivable omission. If not disarmed, the trap causes the bronze doors at the other end of the corridor to close and lock; their inner sides are lined with Kregora. The hall fills with a 5th level gas — treat as a Respiratory poison.

Question: Could someone please explain what the Key of Andraax mentioned on Page 39 does?

I think that I am somewhat qualified to answer. While it was not clarified in the text, this Key is similar in nature to the ring-key described in the Tomb of Andraax adventure (pg 64). This Key would work as well to enter the Tomb as the ring which the Witch holds. It also has other uses which I am not prepared to elaborate on.

Question: I would be interested in knowing about the Key of Time that you speak of on page #43.

The Key of Time (or 'Universal Key') is in the possession of the Jerak Ahrenreth, kept at one of their citadels, inside the Ark of Worlds, pp 58-59, Atlas Addendum. There is insufficient space here to detail all of its powers, but it is a perilous device indeed — far too powerful to be controlled by even the powerful. Even the Ark of Worlds, lined with Kregora, is incapable of fully controlling its ability to warp time and space. Its power to open all locked doors is a minor one, to say the least.

Andraax



Laura Palmer and Bobby Briggs; are they secretly twins? Andraax knows!

SHADOW WORLD STAND-ALONE ADVENTURES

With all the Shadow World books out now, we thought it would be nice to provide information about how to use and connect the books currently available as adventure and resource guidebooks in the Shadow World Emer.

While most are already located near or on the continents of Jaiman or Emer, those that could be "moved" by the GM include suggestions on how best to do so. Other books cover large or immobile lands; ideas for "linking" these realms to the overall plot line of Shadow World are included.

• **Shadow World Master Atlas**

This boxed product is the cornerstone of the series. It includes a large 3 ft. x 4 ft. poster/map of Kulthea's western hemisphere, the *World Guide* containing explanatory maps and general information (as well as weather patterns and a history of the *Shadow World*), and the *Inhabitants Guide*, covering the races, beasts and plants of Kulthea. Tables, charts and stats galore!

• **Quellbourne, Land of the Silver Mist**

Set in NW Jaiman, Quellbourne offers a variety of low and mid-level scenarios intended for small parties in search of stand-alone adventures.

• **Journey to the Magic Isle**

An island east of the continent of Thuul, the Magic Isle—not surprisingly—is focused on spells and spell learning. The adventures are very specific and channeled. This is an ideal location for fledgling magicians, but warriors will be bored.

Access Suggestion: *The Magic Isle is isolated and so can be shifted to almost any location. It could even be a hidden isle, not appearing on maps, with no 'fixed' location.*

System Note: *Fantasy Hero players should probably stay away; system information is spotty because of the lack of spell support for FH at the time Magic Isle was published.*

• **Demons of the Burning Night**

This scenario takes place on the isle of Aranmor, southwest of Jaiman. It is an offbeat, eerie setting involving high-level ancient evils and powerful demonic forces. Not for the squeamish (or a non-magical party of fighters).

• **Tales of the Loremasters, Book I**

Set on the exotic, Shinh Archipelago—a rugged string of tropical islands west of central Emer—adventurers battle outcasts, bandits, vampires and dragons in this series of stand-alone adventures ideal for FH gamers and RM warriors alike.

• **Star Crown Empire and the Sea of Fates**

The Star Crown Empire is located on the continent of Govon, far to the southeast of Emer. This book is mostly historical and cultural material for the GM wishing to begin a campaign or send his characters to a new land. Heavy on history and background; light on adventures but of special interest to FH gamers.

Access Suggestion: *Since it would require considerable work to move the Star Crown Empire, or graft it onto a land adjacent to Jaiman or Emer, I suggest that the players either must go there as part of an extended quest, pass through a Portal and arrive there, or are forced there by a freak Essence storm. If the players go intentionally, they could brave the seas on their own, hire a ship with experienced crew, and/or hire a Navigator. Note that there will not be any normal trading voyages to a place as far away as Govon. Even from SE Emer it is a perilous journey across 1500 miles of treacherous open sea.*

• **The Orgillion Horror**

A linked series of adventures begins in a small town along the habitable SE UJ coast in Emer.

Access Suggestion: *Orgillion Horror has a slightly different mood than other Shadow World Adventures. Though it touches on the concept of the hideous Older Ones, it maintains an atmosphere of otherworldliness—having few links to the common aspects of Kulthea. It is easily moved to just outside any city; the desert link explained by a Portal along the underground passage. Of special interest to FH gamers!*

• **Kingdom of the Desert Jewel**

Like *Star Crown Empire*, *Desert Jewel* is largely a background piece, providing an overview of a large arid land in NW Thuul. Not unlike ancient Egypt on our earth, Gethrya has a long history rich in religion and ritual. *Desert Jewel* has considerable background and layout material but adventures are covered only briefly.

Access Suggestion: *Gethrya is far from Emer or Jaiman, travel there is perilous without a Navigator. I suggest that a GM wishing to send his characters there have them encounter a strange, temple-like structure set in a cliffside. It bears the symbols of Gethrya (though the PCs wouldn't recognize them), and inside lies a gate. This temple in fact exists in two places; it is a spacial link between Gethrya and another location of the GM's choosing. When the PCs emerge from the temple, they are in the Kingdom of the Desert Jewel, and might require some special item to return.*

• **Tales of the Loremasters, Book II**

A book with ten stand-alone adventures, "Tales II" provides an array of unique settings to help GMs fill in gaps in their campaign. Of special interest to FH gamers.

Access Suggestion: *While set in various locales across Jaiman, these adventures are easily moved to wherever they are convenient.*

• **Cyclops Vale & Other Tales**

This features a series of nine linked, low-level but easily made stand-alone adventures set in the Peaks of Pelegris, in the south of Tai-emer, on the continent of Emer. Of special interest to FH gamers.

Access Suggestion: *Because of the isolated nature of the peaks and context in these adventures, they can easily be moved to any mountainous area.*

• **Jaiman, Land of Twilight**

This book provides an overview of the entire continent of Jaiman: its cultures, races and long-tangled history. Eight medium to high-level adventures take players from the ancient tombs of forgotten kings to the treacherous citadels of Priests of the Unlife! Four adventures can be linked to form a mighty quest affecting the fate of all Jaiman.

Access Suggestion: *This large book contains several 'high-powered' adventures. It is best used in concert with other books set in Jaiman (such as 'Tales II') as part of a Quest, employing the other adventures to advance the characters towards the large, sweeping adventures found in Jaiman.*

• **Islands of the Oracle**

This supplement is set on the Abarquan Islands, 3200 miles east of Emer. Three low to medium-level adventure scenarios include a visit with the fabled Oracle, a battle at sea with ruthless Pirates, and a mission to uncover the source of the Unlife's power in the region. Of special interest to FH gamers.

Access Suggestion: *While in fact rather far from Emer or Jaiman, the GM could move the Isles closer or even force the players there by utilizing a flowstorm at sea. Acting like a huge, random Portal, a sailing ship could be swept by a storm through a shimmering curtain and transported thousands of miles (to just off the coast of the Islands of the Oracle!).*

• **Sky Giants of the Brass Stair**

This campaign module is set on the continent of Jaiman, in the region known as Wuliris. Seven low to medium-level adventures set in and around the realm of the Sky Giants and four detailed cities/strongholds are provided.

Access Suggestion: *Since this book is set in a relatively isolated area, it could be moved to any region adjacent to high mountains.*

• **Nomads of the Nine Nations**

Explore the vast grasslands of southwest Thuul, home to the people of the Jengada Allied Nations. Primarily a background book, Nomads has seven briefly detailed adventures.

Access Suggestion: *Nomads is set near the Kingdom of the Desert Jewel, and GMs may wish to tie these two together. Otherwise, the only expedient way to get PCs here is via Portal or a Navigator-directed Teleport.*

• **Norek, City-State of Jaiman**

Set in a coastal trade city in southern Jaiman, Norek is packed with nine low to medium-level adventures set both in the city and in the surrounding countryside. Of special interest to FH gamers.

Access Suggestion: *While linked to the Jaiman political situation, Norek could be moved without too much difficulty to another temperate coastal area.*

PRODUCT SUMMARY

Title	Setting	Stk #	Price
Shadow World Master Atlas*	6000	\$20.00
Emer, the Great ContinentEmer*	6100	\$30.00
QuellbourneJaiman	6001	\$12.00
The Magic Isle†	6002	\$9.00
Demons of the Burning NightJaiman	6003	\$12.00
Tales of the Loremasters, Book IEmer	6004	\$6.00
Star Crown Empire†	6005	\$12.00
The Orgillion HorrorEmer	6006	\$6.00
Kingdom of the Desert Jewel†	6007	\$12.00
Tales of the Loremaster, Book IIJaiman	6008	\$6.00
Cyclops Vale & Other TalesEmer	6009	\$6.00
Jaiman, Land of TwilightJaiman	6010	\$15.00
Islands of the Oracle†	6011	\$9.00
Sky Giants of the Brass StairJaiman	6012	\$12.00
Nomads of the Nine Nations†	6013	\$12.00
Norek, City-state of JaimanJaiman	6014	\$12.00
* Sourcebook			
† Not set on Emer or Jaiman; requires difficult travel; or GM can 'transplant' it.			

Rolemaster Companion IV #1800

Supp... ed optional rules... classic... ing system.

IT's HERE! Rolemaster Companion IV!

Canuck Corner

This month, Kevin is just way too busy to spout off on how great the North Country is. He also has no insights on new Canadian strategies which are destined to bring about the fall of American civilization as we know it. He doesn't even have anything new to say about how much more virtuous Canadian women are, compared to their southern counterparts.

In fact, Kevin is currently just plain-out shirking his self-proclaimed responsibility to denigrate American culture at every turn. We asked this proud patriot why he couldn't find the time to give us a few more pearls of Canadian wisdom. This is what he told us:

"Out of my face, you lame-ass reporter. You think I've got time to talk to you when I've just rifled through *The Body Bank*, *Death Valley Free Prison* and *Armored Reserves*? Now I've got a month to write *The Ptolemean Wars* and get the next *Cyberventure* out. Talk to you? Ha. You must think the sun shines out your... Listen, I'd rather have my nostril hairs sucked out by a wildebeast than waste my time writing more of that IQ trash."

Kevin was last seen running down the hall to the production department trailing frothy spittle and ranting incoherently. Pages from a half-eaten manuscript were strewn in his wake. 'Nuff said.

Editor's Note: we have it on excellent authority that Kevin is actually vacationing at that Canadian den of iniquity: *One-eyed Jack's*.



"Summer Beach Issue", June, 1990

DAVE'S WORLD

BEING A STUDY OF WHAT IS AND WHAT ISN'T
by Dave
Transcribed by Aston

What's going on, dudes? I'm Dave, here to tell you all what's the Word. People come up to me all the time, because that's the kind of guy I am, and they ask me, "Dave, so like, tell me just what is and is not like the thing that like everyone is talking about?"

Well, you can imagine that I'm under a most stupendous amount of pressure to come through for these dudes. I mean, they want to know, you know? So to make my job of trend reporting all the more easier on my brain, I have taken to writing my observations down for future reference.

While this has helped me pass on my vast accumulation of opinionation, it has also gotten me like this amazing reputation as the guy to ask! So it was like just a matter of time before those most bodacious dudes and dudettes at ICE gave me a call and said, "Dave, could you tell all of our loyal readers the latest on what's hip, what's hop, what's in and what's a flop?" Well, I didn't want to hear any more stupid rhymes like that so I said, "Sure! But like, stop doing that DJ thing. You sound like Casey Casum!"

So here you go. This is what I, in my wisdom unsurpassed by mere mortal men and a couple of gods (except for the guy with the hammer, who's just too rad) deem what's hot, and what's not.

WHAT'S HOT

- Cyber-Techno-Anything Games** - If it's covered with chrome and it's stuck on your bod, it's just too cool.
- The New Kids on the Block** - Yo, dudes, go back to your own block. Here's some Oxy 10 for the trip.
- Cheap Cola** - Put it in a glass and no one suspects you're broke!
- Dice** - Like, I need more but wouldn't have to keep buying more if my totally lame friends would stop stealing mine.
- Paula Abdul** - Deep, deep sigh ...
- The Japanese** - Cool culture, cool language, cool toys, cool movies and the most intense cartoons you are ever gonna see!
- Science-Fantasy Games** - Auntie Em! Auntie Em! I'm trapped between genres! There's no place like the dungeon! There's no place like the spaceship! AAUGH!
- Rap Music** - Phum Pa Thum Pa HHUH HHUH HHUH ... I love it!
- Nintendo** - When I was a kid I had an Atari 2600 and an eight-track tape player. Get the picture? **Games with Figures and Stuff** - Oh man, do I love toy value!
- The Abortion Issue** - I'd like give my opinion on this but I'm not like the most totally stupid person on the face of the planet, you know?
- 2nd Editions, 3rd Editions, etc.** - Hey, Steve, how many times are you gonna print the same thing over and over and over?
- President Bush** - Riding the coat-tails of Gorby ...
- Sex Education** - So are you people completely naive or what?
- British Game Companies** - Determined to find out exactly how much you'll pay for something. **Gorby** - DUDE!
- Solitaire Games** - I always catch myself cheating.
- The Simpsons** - Just like back home ...
- Little Green Ninja Dudes** - What a rad comic! What a bodiciously cool movie! What a gnarly video game! What a confusing game!

WHAT'S NOT

- Yuppies** - You're old, dude, old. So grow up.
- Sushi** - Like, I told you it wasn't cooked! But no, you had to eat it anyway!
- Modern Wargames** - So like, what if they planned for this humungoid war and then everyone started being cool to one another? No World War III? Boy, is Frank gonna be angry ...
- Jim and Tammy Faye** - You're forgiven, now shut up.
- The Japanese Yen** - Going down, down, down ...
- Country Music** - Thank God. I was about to have this, like, major cow.
- Apartheid** - About @#%& time, you know?
- Oat Bran** - 'Course, I'll still eat that chair over there if it has a little in it.
- Disco** - Not quite Stayin' Alive.
- General Manuel Noriega** - Just plain boring.
- One-Hundred Sided Dice** - Fore!
- Roommate Conflicts** - Nobody Knows the Trouble I'm Between ...
- That's all we have for today, dudes!** Got any questions you want opinionized? If so, let me know. So, like, go to the next article 'cause I'm done here. It's probably almost as cool as this one! And remember, Dave knows!

Dave

MUGSHOTS

After a hiatus which has gone on far too long, We're bringing back the "Mugshots" column, spotlighting various fascinating ICE employees. This issue we present the Production/Graphics Department. After consulting with Art Honcho and Production Commissar T. Kevin Amthor, I thought it would be clever to have the Production/Graphics personnel write Bios on each other. They drew names, and this is what happened...

—Bliff

Andrew Christensen

Andrew Christensen is ICE's resident paste-up whiz, stat-camera connoisseur and pessimist-at-large. He has stated that his goal in life is to achieve the perfect half-tone, and often spends weekends and evenings in the darkroom perfecting his technique. Andrew recently graduated from the University of Virginia with a degree in English; however, he's gotten over it and is now completely satisfied with his present and future life-long career at ICE. Turn-ons for Andrew include "Thunderscanning™," waxing naked, and baking delicious chocolate-chip cookies with just a dash of extra vanilla (mmm. . .). Andrew is also an accomplished film critic, whose insightful commentary includes such reviews as "Twin Peaks was stupid" and "I don't know why, but I just didn't like it." When not drawing bikinis on scantily-clad Kulthean maidens, Andrew loves to spend his evenings sharpening his Exacto knives by hand.



I. Haines Sprunt

Haines Sprunt, ICE cover design specialist, is the true modern renaissance woman. Violinist, poet, and nature lover, Haines is the person responsible for the spectacular, eye-catching graphic wonders that are ICE's covers. Everyone here knows Angus would be nothing if it weren't for Haines' genius. She rules the Art department with a Kevlar encrusted, titanium fist. The product editors will not cross her. Production and Graphics peons supplicate themselves in her presence, proffering Mac II's in hopes of gaining favor or garnering mercy. The gentle monotone of the NPR DJ's and the strains of the motion picture soundtrack Top Ten keep her scorching wrath soothed for the most part and her single-handed preservation of ICE's graphic image is usually enough to preserve her aura of crushing power without forcing too many tedious searches for replacement employees.



Jennifer Kleine

It is a story of a mild-mannered, red-headed English major from Cincinnati, but therein lies a tale of greed and deception!



Tonight, on "A Production Affair."
"SHHHHHHH—BONG"

Hi, I'm Maurice Povick, welcome to the show. Tonight's featured story, "Cincinnati Red—Hell on Wheels."

This is the story of Jennifer Kleine; straight-A student, extraordinary cook, and model citizen. She was an exemplary leader in and out of the Production Department. Co-workers and fans alike would watch in awe as she pagemaded even the most difficult of products at lightning speed. But alas our tale has an unfortunate turn. It began when Jennifer grew tiresome of Shakespeare and Faulkner. She wanted a little more action in her reading, so she bought a biography of Ted Bundy. She was taken by this "dark genre" immediately. Her desire for the occult and the morose overtook her, as her friends began noticing personality changes. She traded her 10-speed for a Harley, her sweaters for a leather jacket. She developed a strange obsession with silent curtain rods. Eventually, her greed for power grew so strong that she subtly drove her supervisor to an early retirement and eased herself into the position. An old boyfriend claims, "She always told me she was going to get that midget's job."

At this point there are still many unanswered questions—Was this other personality always there? How is she so fast at PageMaking? Did Lee Harvey Oswald act alone? and What was she doing with that woodchipper at 3 in the morning? Join us next week when we may or may not give you the answers.

Suzanne Young

Suzanne is our perky, bright-eyed, lame-duck production supervisor. Normally a frenzied blur as she runs around organizing the office ("All right you guys! Who has all my red pens!?!"), Suzanne has recently taken to slinking about in black clothes and wierd sunglasses as she prepares to leave us to finish her Ph.D. in English literature. We will miss the familiar sight of her hunched over her desk, hurling layouts and illustrations around as she mumbles long passages from Kafka and Nietzsche, or hums gospel songs to herself. When she's not trying to pry text and art specs away from E&D, Suzanne can be found in Paste-up, busily inking in turtlenecks and tweed skirts on the more scantily-clad Spacemaster maidens.



ICE's PRODUCTION

MUGSHOTS

Kevin Williams

While generally a well-behaved boy, Kevin did have a fascination with air conditioning vents at school, an obsession that eventually led to an unhappy encounter with corporal punishment.

During his later youth, Kevin enjoyed the lifeguard power trip: sitting in a very tall chair and terrorizing neophyte swimmers while doing parents hover at poolside.

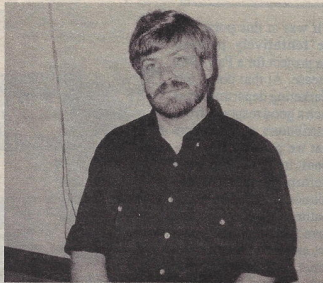
Now a full-grown adult, Kevin is tallest of the P&G staff (towering over the beanpole-like Will Hyde by at least three inches). Kevin is nevertheless forced to sit at the smallest drawing table in the room. Perhaps this is some sort of physical and psychological punishment inflicted by Suzanne; if so, it has failed to dampen Kevin's good humor (though he *has* had trouble standing up straight lately...)

As one of three graduates of the University of Virginia Architecture School working at ICE (the others being Herr Amihor and Editor Jessica Ney), this refugee from Chatanooga finds some fulfillment by inflicting massive grid plans on imaginary cities in *Shadow World*. In response to Kevin's announced intention to get a job where he can build 'real' buildings, P&G Supreme Commander Amihor has threatened to chain him to a computer and cancel his *Architectural Forum* subscription.

Kevin is noted around the department for his stoic Pagemaking, Sahara-dry wit, bleary-eyed morning arrivals and somewhat disturbing ice cream fetish. He is also wanted in seven states for assorted moving violations (some committed behind the wheel of a car).



Right: the department gathers on the roof of ICE's downtown headquarters to catch a view and perhaps a nap.
Below: the Production Dept gives the correct Twin Peaks' secret sign (except Kevin, who is a member of the Bookhouse Boys, and elusive manager Terry, who appears to be left-handed).



Ted Dinwiddie

Ted hikes to ICE every day from his home high atop Afton Mountain. Being the rugged outdoorsman that he is, Ted braves all kinds of weather to get to work. Many is the time he has skied the distance. The adjustment to working in the city has been rough on Ted, but he is learning to wear shoes on regular occasions now. Ted has many wild hobbies including auto-racing, karate, and monster truck rallies. Around the office, Ted loves working with the many fabulous illustrations used in our products. His particular favorites are the little pieces of filler art called "spacers," which appear with surprising abundance in most *Rolemaster* games. Ted is an alumnus of the prestigious Randolph Macon College (aka King's Dominion College), located in beautiful Ashland, VA, the only place in the state that's below sea level. He majored in German, so it's easy to see how he ended up working for Iron Crown. Ted and his wife Lisa have a baby daughter named Branch, who was born during an unusual trip to a logging camp.

When asked what he would most like to contribute to the world in his lifetime Ted replied: "More beer."



William Hyde

Name: Will Hyde (to his enemies, Dr. Typeface)

Ambition: "To dedicate my life to the creation and proliferation of stylishly innovative and profitable fonts!"

If He Could Be Any Typeface: Bauer Text Initials

Ardent Wish: A lifetime supply of Cheez-Its, please.

Favorite Mac Feature: Multiple Undo.

Not long ago, Will had a close call with a multiple undo. We were all working busily in ICE's action-packed Production department when, from the vicinity of Will and his machine (where he was working with heart-rendering diligence on a Hero product), we heard, "Oh no! Undo! Undo!" followed by a strangled cry. We looked over at Will. He had suddenly become very small. "Will!" we said. "What happened?" "I-I-I think I Undid too far!"

He was obviously perturbed. And about six years old, from the looks of it. We thought fast. "Hit Redo, Will," we cried. Soon he was back to normal. "Gosh, you sure gave us a scare, Will," we said.

"Geez...y'all are a hoot. I knew what I was doing," he said. We suspect he was trying to erase some of that time at Hampden-Sydney, but we'll never know for sure.



& GRAPHICS DEPT.

"Summer Beach Issue", June, 1990

7/2 1990

We have a very special letter for Coleman's Corner in this issue.

—Ed.

Coleman's

O R I G I N A L

Nov. 1989 – April 1990

Dear Iron Crown,

Six of my player's characters and 10 of their retainer characters want to attack (i.e., slay, destroy, wipe out, nuke) a small group of 3000 Orcs and Trolls. They claim that it should be automatic, while I claim that they might lose a few of their retainers. When will War Law be out so we can settle this dilemma?

Yours with Bated Breath,
Monty Hall (and Associates)

What!? Isn't killing Orcs one at a time good enough for you? Now you want to slaughter them wholesale? Just use Arms Law, make one roll, and multiply by the sum total of your characters' level plus the sum of their magic item bonuses plus their total IQs plus ...

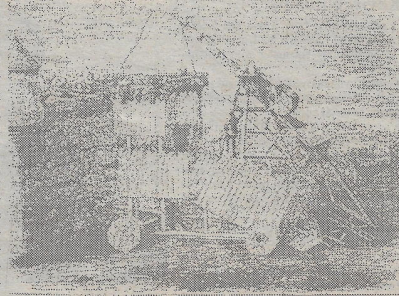
But seriously, over the last four or five months, I have gotten dozens of letters asking "When will War Law be out?"; so I thought I would take this opportunity to give everyone the same answer at the same time. November 1990 — that's it, that's all I'm going to say!

Ha, just kidding again; here's the whole story. In late 1988, we got a first draft submission for Army Law (we couldn't call it that because that's what the U.S. Army calls their legal system, and there's no way we at ICE can fight a copyright like that). It needed some work, so we got the authors (Ron Goral and David Eubanks, no relation to Bob) to do another draft. That got to us in April 1989, and it was in good shape for what it was intended to do. That draft was intended to be a completely general mass combat system in which a GM made numerous detailed decisions for every aspect of a battle that could have from 2 to 1000's of participants.

It was at this point that we tentatively planned the project for a Fall 1989 release. At that point, our Marketing department got such a good response from distributors and retailers that we put an announcement in several places. Unfortunately these announcements were premature. Since then we have firmed up our product announcement procedures, and tentative products are no longer announced.

At this point, we decided that War Law needed (in addition to the material already presented) a battle system that made many of the key battle system decisions for the GM (e.g., scale, unit size, abstracted losses and unit integrity, morale, when to go to the bathroom, etc.). It was also decided that this needed to be done in-house (i.e., by me). I spent a few weeks on it and then other projects requiring less prep work began to take priority over it: Cyberspace, Rolemaster Second Edition, Elemental Companion, Rolemaster Companion IV, watching Letterman, sleeping, World in Flames, etc. Plus, as Editing and Development Manager my day-to-day workload has exploded due to our increased product flow; an average of 4 products and 300-350 pages a month. Basically, War Law got shoved onto a back burner. But now I'm just about ready to start again. It should take about a month of my time and about a month of playtesting, so we should be able to schedule it for Oct. or Nov. of 1990 (probably Nov.).

War Law will be a boxed product with a hex-based display system and counters; and should sell for \$25.00-250.00 (ha, just foolin'). It allows the devel-



opment of units and their skills using a RM development point cost system. It includes a 'mass attack table' for each of the basic RM attack tables, so that weapon attacks by groups of combatants can statistically approximate the actual RM tables. It includes morale rules, maneuver rules, ferocity rules, leaders, formations, fortifications, historical and tactical considerations, tables, more tables, even more tables, and then even more tables, — this product is all things to all people! It's better than Sex! ... huh?, sorry, I got carried away. It's not better than sex, but it is better than baked bread!

So, stop calling and writing about War Law, I'm working as fast as I can on it — well, maybe not, there is that beach trip in June, and Origins in Atlanta, and tubing, and cook-outs, and swimming, and parties, and ...

Coleman "Quit Bugging Me" Charlton

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8

WRITE for ICE!

Currently over 80% of ICE's published products are designed and written by out-of-house authors. We are always looking for authors / designers for a variety of product lines. Each series has its own individual guidelines, so contact us before you begin to actually work on a project. The ICE contact is listed for each series.

Middle-earth module series: below are listed some suggested topics for the M.E. module lines.

ICE Contact: Jessica Ney.

M.E. Ready-to-Run modules: MERRs may be set in any of the territories covered by our existing modules.

M.E. Adventure modules: Open topics include: Harondor, Edhellond, Linhir, the Ettenmoors, the Old Forest.

M.E. Campaign modules: Open topics include: the Shire, a Dorwinion campaign, Western Gondor, Eenedhwaith, Old Pikel Land, etc.

Fortresses of M.E.: Open topics include — Cair Andros, Mount Gram, any one of the seven Gondorian Beacons, Ar Pharazûn's monumental tower in Umbar, any one of the White Towers of the Tower Hills, the refuge at Dunharrow, etc.

Cities of M.E.: Open topics include — Dol Guldur, Minas Morgûl, Linhir, Aldburg (Calmirë), Umbar, Calembel, Eadoras, etc.

Space Master module series: Campaign modules and Adventure modules for use with *Space Master*.

ICE Contact: Kevin Barrett.

Cyberspace Series: numerous different format possibilities.

ICE Contact: Kevin Barrett.

Star Strike support products: Scenario packages with adventures, ships, and crews for use with *Star Strike* and *Space Master*.

ICE Contact: Kevin Barrett.

Shadow World Rolemaster/Fantasy Hero module series (first releases in March 1989): We are looking for FRP campaign and adventure manuscripts that fit into the *Shadow World of Rolemaster* / *Fantasy Hero* and can be inserted into and used with anyone's campaign.

ICE Contact: John Ruenmiller.

Campaign Classic series: Sourcebooks (for *Rolemaster*, *Fantasy Hero* and *MERP*) based on a readily recognizable topic / setting (e.g., Arabian Nights, Vikings, Pirates, etc.). For example we have published a Robin Hood module and a Mythic Greece module.

ICE Contact: Kevin Barrett.

General FRP material: ICE plans to publish articles for the *Iron Crown Quarterly* and *Rolemaster* / *MERP* supplements. Such projects will include material from a number of different authors/designers: optional rules, collections of traps, collections of items, collections of "encounters", collections of "lair", collections of generic mini-adventures, etc. So organizing and submitting your favorite such FRP material is a good way for you to get your material published and for us (and you) to get an idea of your design / writing / organizational abilities.

ICE Contact: Coleman Charlton.

Rolemaster Companion material: Periodically we publish optional rules, guidelines and material for *Rolemaster* in the form of the *Rolemaster Companions*.

ICE Contact: Coleman Charlton.

MERP Companion material: Optional rules, guidelines and material for *MERP* in a form similar to the *Rolemaster Companions*.







ICE Contact: Coleman Charlton.

Write for the IQ!

"Summer Beach Issue", June, 1990

ASTONS HOT PICKS


(AND GENERAL NEW RELEASE UPDATE)

ST.#	TITLE	PRICE	LINE
MAY'90**:			
AC15	Adventurers Club No. 15	\$3.00	HERO
409	Invaders From Below	10.00	CHSP
 1800	Rolemaster Companion IV	\$13.00	RMSB
 6100	Emer Boxed Set	\$30.00	SWSP
 7010*	Silent Death (Metal Express series)	\$40.00	SFMM
JUNE:			
410	Kingdom of Champions	\$18.00	CHSP
 3112	Gorgoroth	\$18.00	MECM
5104	The Body Bank	\$10.00	CYSP
SM90	ICE Summer Catalog	Free	All
JULY:			
AC16	Adventurers Club No. 16	\$3.00	HERO
502	Fantasy Hero	\$20.00	HERO
907	Teal Hawk	\$4.00	MXM
908	Sorensen III	\$4.00	MXM
909	Revenge	\$4.00	MXM
910	Pharsii II	\$4.00	MXM
911	Pit Viper	\$4.00	MXM
912	Shyrak Shuttle	\$4.00	MXM
 5105	Death Valley Free Prison	\$16.00	CYSP
6014	Norek, City-state of Jaiman	\$13.00	SWSP
9021	Armored Reserves	\$15.00	AAA
AUGUST:			
503	Fantasy HERO Companion	\$15.00	HERO
705	Ice Cubes	\$4.95	ALL
 913-918	Ships of the Ptolemean Wars	\$4.00 each	MXM
1050	Mythic Egypt	\$16.00	CACL
8016	Ghost Warriors	\$10.00	MEAM


* Indicates change from previous announcements.

** May is HOT!!!

KEY: CACL = Campaign Classic; CHSP = Champions Support; CYSP = Cyberspace Support; FOME = Fortress of Middle-earth; HERO = Hero System Products (other than Champions); MEAM = Middle-earth Adventure Module; MERR = Middle-earth Ready to Run; RMSB = Rolemaster Sourcebook; SMAM = Space Master Adventure; SMBG = Space Master Boardgame; SMSS = Space Master / Star Strike Support; SSCS = Star Strike Combat System; SWSP = Shadow World Support.

A "  " Indicates Aston's Best Picks

COMING THIS SUMMER



SILENT DEATH

METAL EXPRESS

Produced and Distributed by
ICE
P.O. #605
Charlottesville, VA 22902

Silent Death SYSTEM UPDATE

Silent Death, ICE's first *Metal Express* game, is bound to be a smashing success. As a follow up to this miniature-based space fighter combat game, we've planned the release of *The Ptolemean Wars* — a *Silent Death* campaign. It will include the Starcraft Displays for six new miniatures, as well as a bundle of scenarios to play them in. *Silent Death Rules Annex #1* will also appear in *The Ptolemean Wars*. This addendum will include rules for new torpedo types, new energy and projectile cannon, and a system which will allow you to generate Starcraft Displays for miniatures produced by other companies.

Look for *The Ptolemean Wars* in early fall.

NOTE!

Ptolemean Wars will not be out before Sept-Oct; do not call Customer Service for details; write to Kevin if you

IQ NOW AVAILABLE WORLDWIDE!

For our fans and enemies across this planet we want to assure that you too can have an *IQ!* Available through our international accounts:

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- STRATELIBRI, Italy
- AEH HOBBY, Norway
- TARGET AB, Sweden
- COMPENDIUM GAMES, Netherlands
- BLACKWOOD GAYLE, New Zealand
- VIRGIN GAMES, U.K.
- CHRIS HARVEY GAMES, U.K.
- HOBBYGAMES, U.K.
- CITADEL GMBH, West Germany

Please contact ICE for mailing address of above accounts if needed.

ICE will fulfill overseas subscriptions at the rate of \$12 (USD) for 5 issues. Please prepay by International Money Order or check drawn on U.S. Bank. Also please indicate issue # you want subscription to start with. All *IQ's* ordered for overseas subscription are sent via Air Mail. Sorry, no surface rates available. John Brunkhart, P.O. Box 1605, Charlottesville, VA 22902

PRODUCT LISTING

NOW THAT YOU'VE FOUND YOUR IQ ...
We'll clue you in on products currently available for MERP, Rolemaster, Spacemaster and a partial list of HERO system gaming products as well... now at select stores (or distributors)!

(Prices are Manufacturer's Suggested Retail - USD)

MIDDLE-EARTH ROLEPLAYING RULES & SYSTEM SUPPLEMENTS

M.E.R.P. Rulebook	STW8000	\$10
M.E.R.P. Box Set	STW8100	\$15
(This includes STW8000)		
M-E Combat Screen	STW8001	\$ 6
M-E Guidebook	STW2200	\$ 9
M-E Guidebook II	STW2210	\$15
Lords of M-E, Vol. I	STW8002	\$12
Lords of M-E, Vol. II	STW8003	\$12
Lords of M-E, Vol. III	STW8004	\$12
Creatures of Middle-earth	STW8005	\$10
Treasures of Middle-earth	STW8006	\$15

ADVENTURE & CAMPAIGN SUPPLEMENTS

Rivendell	STW8080	\$ 7
Brigands of Mirkwood	STW8090	\$ 7
Mouths of Entwash	STW8011	\$ 7
Wardens of the Desert	STW8012	\$ 7
Dark Mage of Rhudaur	STW8013	\$ 7
Rogues of the Borderlands	STW8014	\$ 7
Forest of Tears	STW8015	\$ 7
Gates of Mordor	STW8105	\$ 6
Assassins of Dol Amroth	STW8106	\$ 6
Woses of Black Wood	STW8107	\$ 6
Raiders of Caradon	STW8108	\$ 6
Ghosts of Southern Anduin	STW8109	\$ 6
Perils on the Sea of Rhun	STW8110	\$ 6
Denizens of the Dark Wood	STW8111	\$ 6
Hazards of the Hand Wood	STW8112	\$ 6
Moria	STW2900	\$12
Riders of Rohan	STW3100	\$12
Lorien	STW3200	\$12
Havens of Gondor	STW3300	\$12
Sea-lords of Gondor	STW3400	\$12

Loon Realm of Caradon	STW3700	\$12
Far Harad	STW3800	\$12
Mount Gundabad	STW3110	\$12
Mirkwood	STW4010	\$15
Empire of the Witch-king	STW4020	\$15

FORTRESSES OF MIDDLE-EARTH

Weathertop	STW8201	\$ 6
Calenhad	STW8203	\$ 9
Halls of the Elven-king	STW8204	\$ 6

CITIES OF MIDDLE-EARTH

Minas Tirith	STW8301	\$18
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ROLEMASTER (Remember, 2nd Edition Rolemaster has a Red Band)

RULES & SYSTEM SUPPLEMENTS

Rolemaster 2nd Edition	STW1000	\$38
(Contains #1100, #1200 & #1300)		
Arms/Claw Law (2nd Ed.)	STW1100	\$12
Spell Law (2nd Ed.)	STW1200	\$14
Character/Campaign Law (2nd)	STW1300	\$14
RM Combat Screen	STW1001	\$ 6
Creatures & Treasures	STW1400	\$12
Creatures & Treasures II	STW1410	\$15
Rolemaster Companion I	STW1500	\$12
Rolemaster Companion II	STW1600	\$12
Rolemaster Companion III	STW1700	\$12
Elemental Companion	STW1510	\$15

CAMPAIGN CLASSICS

Robin Hood	STW1010	\$15
Vikings	STW1030	\$13
Pirates	STW1040	\$15

SPACE MASTER RULES & SYSTEM SUPPLEMENTS

Space Master RPG	STW9000	\$30
SM Combat Screen	STW9001	\$ 6
Siar Strike (Box)	STW9010	\$30
Vessel Compendium #1: Adventurer Class	STW9011	\$12
Vessel Compendium #2: Pursuit Class	STW9012	\$12
Vessel Compendium #3: Imperial Ships	STW9013	\$12
Armored Assault	STW9020	\$35

ADVENTURE & CAMPAIGN SUPPLEMENTS

War On A Distant Moon	STW9104	\$ 6
The Durandium Find	STW9105	\$ 6
Legacy of the Ancients	STW9106	\$ 6
Disaster on Adanis III	STW9107	\$ 6
Beyond the Core	STW9600	\$12
League of Merchants	STW9700	\$12
Raiders From the Frontier	STW9800	\$ 9

SHADOW WORLD (for Rolemaster & Fantasy Hero)

Shadow World Master Atlas	STW6000	\$20
Demons of Burning Night	STW6003	\$12
Tales of Loremasters, I	STW6004	\$ 6
Siar Crown Empire	STW6005	\$12
The Origion Horror	STW6006	\$ 6
Kingdom of the Desert Jewel	STW6007	\$12
Tales of the Loremasters, Bk II	STW6008	\$ 6
Cyclope Vale	STW6009	\$ 6
Jaiman, Land of Twilight	STW6010	\$15
Islands of the Oracle	STW6011	\$ 9
Sky Giants of Brass Sair	STW6012	\$12
Nomads of the Nine Nations	STW6013	\$12

CYBERSPACE NEAR FUTURE RPG

Cyberspace	STW5100	\$18
Sprawlgangs & Megacorps	STW5101	\$12
Edge-On	STW5102	\$ 9
Cyberkrogues	STW5103	\$10

HERO SYSTEM HERO SYSTEM RULES & CAMPAIGN BOOKS

Hero System Rulebook	STW500	\$20
Ninja Hero	STW501	\$17

CHAMPIONS RULES & SUPPLEMENTS

Champions (Hardbound)	STW400	\$28
(Note: Contains Hero System Rules, #500)		
Champions GM Screen	STW401	\$12
Mind Games	STW402	\$ 8
Classic Enemies	STW403	\$13
Mystic Masters	STW405	\$13
The Zodiac Conspiracy	STW406	\$11
Invasions: Target Earth	STW407	\$ 8
Day of the Destroyer	STW408	\$ 7

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(OR ELSE!)

Booth #s 711, 713, 715-718
PLUS DEMO BOOTHS A and B



Don't Miss Tolkien Trivia!

AUGUST 9-12, 1990
Be there
ALOHA

Welcome the return of fantasy HERO

STAY TUNED: NEXT ISSUE FEATURES MUGSHOTS OF THE GEN CON BOOTH STAFF!!!

GENCON EVENTS SPONSORED BY ICE
(see the GenCon PreReg Booklet for details)

Seminar: "What's Happening at ICE?" — grill the designers!
 Demo: "Silent Death — Metal Express" — learn this new game from the designer himself!
 Demo: *Bladestorm* — get a sneak preview of ICE's upcoming fantasy miniatures game/system!
 Seminar: "Fantasy Hero" — grill those who survived yet another revision and lived to tell!
 Demo: "Name your Genre" — HERO System pros take your challenge to gaming with their rules anytime, anyone, anywhere!
 Seminar: "Meet HERO Games" — another chance to grill editors & designers about *Fantasy Hero* or any other HEROic topics!

"Summer Beach Issue", June, 1990

Cram more noisy people in our booth area than FASA or Chaosium!!

BACK ISSUES OF IQ!

PRY UPCOMING PRODUCT INFORMATION FROM OUR BRAINS!

Learn to play **SILENT DEATH** Private Lessons From the Designer at the Demo Booths!

BUY OUR NEW TITLES!
BUY THOSE OLDER HARD TO FIND TITLES!

AC #16!
(maybe)

Polite Sales staff to take your money!

Don't Miss "Christmas in August"! Santa Returns!

NEW RELEASES

(See Aston's Picks for Release Dates)

Stock	Title	Price	Stock	Title	Price
AC15	Adventurers Club™ (AC) Issue No. 15	\$3.00	AC 16	Adventures Club No. 16	\$3.00
	The second issue to use the new comic-size format. This 32 page bible for HERO Game players includes material complementary to the new rules for <i>Champions</i> ®, <i>Hero System</i> ™, and <i>Fantasy Hero</i> ™. This issue provides a complete <i>Champions</i> adventure, guidelines for setting up a mentally balanced superteam, previews of upcoming products, and much, much, more.			The Fantasy HERO issue! AC16 will contain a complete Fantasy HERO adventure. It also contains the long-awaited <i>Champions</i> ® hardcover errata. Add on new product previews, regular features, and a new <i>Champions</i> cartoon, and AC16 is a must-buy for HERO fans. This will be the first issue in our "beefed-up" 48 page format.	
410	Kingdom of Champions™	\$18.00	502	Fantasy HERO™ Campaign Book	\$20.00
	A 208 page campaign sourcebook for <i>Champions</i> ® set in Her Majesty's United Kingdom of England, Scotland, Wales, and Northern Ireland. Take your All-American superheroes to Britain and match wits with new dastardly British super villains. New campaign material for adventuring in the U.K. as well as a dozen scenarios complete a major support piece for the top selling <i>Champions</i> hardcover. It's time to leave behind the New York skyscrapers, and explore a country where you think you speak the language. Welcome to Modern Britain, the <i>Kingdom of Champions</i> .			Originally listed for May, this long-awaited product is being taken in-house for editing by Rob Bell, the person responsible for the overall edit of the <i>Champions</i> hardcover. In addition, a Larry Elmore cover is planned. Expect a dynamic product in late July, just in time for the Gen Con convention. Fantasy comes to the HERO system! This full-fledged 208+ page Campaign Book shows you how to run a fantasy campaign using the HERO system. There are extensive guidelines for designing fantasy characters, setting up a magic system, simulating fantasy combat, and setting up a fantasy campaign. Dozens of fantasy weapons, hundreds of spells, quick character design templates, a mass battle system — its all here! Also provided are conversions for most major Fantasy Role Playing systems to enable players to use other products with their <i>Fantasy Hero (FH)</i> characters. Top it all off with ready-to-run scenario ideas and <i>FH</i> becomes a must-buy for any fantasy fan. Sure to be a big hit for summer.	
1800	Rolemaster Companion IV™	\$13.00	503	Fantasy Hero Companion™	\$15.00
	<i>Rolemaster Companion IV (ROCO IV)</i> continues the tradition of this top-selling series, by expanding ICE's Rolemaster fantasy role playing system with a variety of optional rules, spell lists, and guidelines. In addition, this 96 page supplement provides a complete index of all Rolemaster spells and spell lists, along with a complete Checklist/Index of all optional rules, professions, and spell lists in <i>Rolemaster</i> , <i>Elemental Companion</i> , and the <i>Rolemaster Companions I-IV</i> . So, summon your sages, get out your spells books, and sharpen your quill-pens — your campaign is about to be enriched by <i>Rolemaster Companion IV</i> .			More, more, more! Hot on the heels of the revised (and desperately awaited) <i>Fantasy HERO™</i> , the 144+ page <i>Fantasy HERO Companion</i> has everything you would want to make your <i>Fantasy HERO</i> campaign even better. There are hundreds of more spells, more magic items, more beasts, and more Colleges of Magic. Also included are rules for mass combat and floor plans for fantasy locations. So expand your horizons even further — pick up the <i>Fantasy HERO Companion</i> .	
3112	Gorgoroth™	\$18.00	705	Ice Cubes™	\$4.95
	From the blasted plain of Gorgoroth rises Mount Doom. Sauron harnessed this volcano's fires to forge the One Ring, and only here can the One be destroyed! This 144 page supplement suitable for <i>Middle-earth Role Playing™</i> and most other major fantasy RPG systems, includes a four page color insert; and details the major strongholds of Gorgoroth — including Mount Doom and Carach Angren. Three action-packed scenarios provide adventurers with an unexpected entry to the volcanic plateau that smokes under Sauron's eyes.			A complete set of six polyhedral dice in a transparent compact case with gaming rules. Included are the rules for two complete games, each with three variants, which provide fast play and variable levels of complexity. These attractive transparent dice are inked for easy reading. Each set glitters inside its handy pocket-size case like sparkling chips of ice. Each die is carefully separated from its neighbour by a thin foam lining so as to preserve the finish of these collector items. A clever gift item and also suitable for the dice collecting/role playing market.	
8016	Ghost Warriors™	\$10.00	1050	Mythic Egypt™	\$16.00
	Solve the mystery of the Riddle Caves, the dark labyrinth twisting through the roots of the southern Misty Mountains. Their depths are key to the mystery of the Ghost Warriors that haunt the foothills, and the bizarre rituals practised in moonlight by a revered shaman. This 48 page adventure module for <i>Middle-earth Role Playing™</i> contains a color terrain map, three chilling adventures, and a new system for cavern adventuring.			Step into the dust and heat of <i>Mythic Egypt</i> , where Pharaohs and Sorcerers scheme and battle in wealthy cities strung like pearls along the Nile. Outside the belt of narrow rich land hugging the Nile, is the Desert wilderness where Djinn and Sphinxes wander, and restless Mummies guard the treasures of Royal Dead. The Pharaoh rules as a god, but in this ancient land, even gods can be assassinated... and even the slain can rise to fight again! A 160 page perfect-bound book for <i>Rolemaster</i> and <i>Fantasy HERO</i> players, but also adaptable to most major fantasy role playing systems.	
5104	The Body Bank™	\$10.00			
	Here are a batch of all new characters for GMs and players of <i>Cyberspace™</i> and the other Cyber-genre games. The second in a series of <i>Cyberspace</i> character compendiums, <i>The Body Bank</i> details the stats and backgrounds for 27 of San Francisco's most interesting, up-coming personalities. Each receives his or her own illustration — 16 of them in full color! <i>The Body Bank</i> is 32 pages with a eight page color insert.				
5105	Death Valley Free Prison	\$16.00			
	To deal with an overburdened prison system, Death Valley and the Mojave Desert are converted into a maximum security penitentiary in 2070 AD. By 2090, people are entering of their own volition! The jailed gangs and entrapped settlements are awash in petrol fumes, axle grease, and twisted pride. Enter the <i>Death Valley Free Prison</i> campaign area where your <i>Cyberspace™</i> character is bound for a fist-full of high stakes adventure. This 112 page book with a four page color insert is the largest <i>Cyberspace</i> support product yet.				
6100	Emer™ The Great Continent (Boxed Set)	\$30.00			
	A new giant boxed set to complement the <i>Shadow World</i> legacy, <i>Emer</i> will consist of two 96 page books, a full color continent map and four color city maps. The first book is a supplement to the <i>Shadow World Master Atlas</i> , including new races, gods, and general information about the <i>Shadow World</i> . The Addendum also includes an expanded timeline, ancient artifacts, hidden places of power, and complete race statistics for all <i>Shadow World</i> products to date. The second book will survey Emer, the Greatest Continent on the <i>Shadow World</i> . More than a dozen kingdoms inhabit this land, from the floating city of Eidolin to the steaming jungles of Khumkaan to the hidden land of Itanis.				
7010	Silent Death™ — the Metal Express™	\$40.00			
	<i>Silent Death</i> is an exciting new boxed game of space fighter combat. Crammed full of metal miniatures, dice, maps, counters and more, <i>Silent Death</i> pits man and machine in an endless struggle against brutal enemies, and the cold hard vacuum of deep space. With simple rules and marvelous components, <i>Silent Death</i> is sure to be an instant hit with Sci-Fi fans and gamers.				



6014	Norek™, Intrigue in the city-state of Jaiman	\$13.00
	The merchant princes of Norek fear invasion from the Lugroki army to their west. Lord Boshkar, pawn of the Unlife, threatens bloodshed and usurpation. Prince Kier of Norek seeks the Sea Drake Crown which will grant him the powers to protect his realm. The Elves of the Forest bordering the city-state may help, although their King is wary of involvement with men. The fall of Norek might lead to the collapse of Jaiman's two remaining independent states. In this campaign book for <i>Shadow World™</i> you must choose sides or risk a fall before the dark flood of the Unlife. Included is detailed information on this prosperous port on the southwest shore of Jaiman — its politics, its economy, its peoples, and its neighbours.	
9021	Armored Reserves™	\$15.00
	A vehicle compendium for <i>Armored Assault™</i> containing an 80 page book and 160 vehicle cardboard counters. <i>Armored Reserves</i> provides players of the <i>Armored Assault</i> boardgame with the stats for a number of new and deadly combat units. Included within are armored vehicles, personnel carriers, naval vessels, powered armor suits and aircraft — most of them fully illustrated. Many scenarios and campaign ideas for <i>Space Master™</i> are also included in this valuable package.	

TREVOR'S TALE
*The Adventures of a half-Elf-half Mystic
 in the 4th Age of Eastern Middle-earth*

WARNING!
 Trevor's Tale sometimes contains language and/or concepts which some adults may find offensive! If you are easily offended, don't read this!

THE PARTNERS IN CRIME
Trevor: A young half-elf in search of his heritage
Darien: A mysterious Elf and all-around shady character. Recent recipient of an Artifact-class helm known as the Ultimate Illusion.
M'raj: The original Space-elf. A Ranger with a wandering mind, she's armed with an orb which sucks the minds of her victims. She is immune, of course...
Namu: A well-meaning and rather powerful Mage with a water fetish.
Coma: ("The Abomination") A short, ugly creature claiming to be half-Elf, half-Dwarf. A large thorn in Trevor's side.
The Trident: A powerful, wandlike magic item which threatens to take over Trevor's very soul.
Hiri: A boy of perhaps 15 who claims to be Trevor's nephew and has an aura like a Maiar.

AND THE ASSOCIATES:
Nandar: Darien's 'Pack Human'
Senkay: A Spastic mortal.

Letter Seven

Xyrus, city of
 Thieving Monks
 Land of Arg-Simourg

Dearest Brother:

This place is a zoo. I know I haven't written in months, but I've been busy and spending a lot of time in small bizzards. You know me. A lot has happened though. I doubt that this will all be in chronological order, but let me fit the highlights:

We, via a route which eludes me in detail, left the area of the Merinoriders and cruised across the wintery area around the unique isle of Arg-Simourg (pronounced 'arglebarge') one-time home of K'd Ullior, golden dragon extraordinaire. I had to leave my sheep-steed (recently acquired) in a stable somewhere.

Anyway, on the way there we stopped off at this island named Baals. You kinda wonder about these places, where the big sign above the docks in the harbor reads "Welcome to Baals, land of thieves." In Baals, if you are caught using magic, you are a 'fool'. (I didn't get caught.) Everybody is in a thief-gang. There we saw a murder, did some spying, saw some war-kites (don't ask) and Coma the Abomination got in trouble.

We fled Baals and eventually got to Xyrus, city of Monks (who are also thieves). There I impersonated a bunch of people (not all at once, fool!), we found out some weird info on 'things', and Coma the Abomination got in trouble.

We travelled down the western coast of Arg-Sig, seeking the Treestuff for M'raj, who said it would free her people, destroy evil, and rid the land of cockroaches. Rash claims, those, but typical of the arid-brained Ranger who cannot track. We found 'the stuff',

trapped in a hole in the ground surrounded by prehensile vine-roots (note the key word: root). I almost convinced the Abomination to make a try for the staff, but failed to keep a straight face. We pressed on, and then were ruthlessly attacked by more creeps on flying dogs. Coma the Abomination got in trouble. We escaped.

At some point we encountered a huge wingless drake (I think on the mainland north of Arg-Sig, but I don't remember too good) that seemed rather fluent in word-magic (a powerful form of enchanting which is far more basic and powerful than the weakening spells us normal enchanters use; it may have something to do with the Music of the Ainur or somesuch). This I did not care for. We fled.

Then we ran around in central Arg-Sig for awhile, and got hassled by deviant Elves (not my kind of deviant, unfortunately) then I played Peeping Tom on this chick in a big house on the island in the middle of the lake in the middle of Arg-Sig. She turned out to be The Mediator and current wearer of one of the Helms of Ultimate Foolery. She also had golden dragonskin armor. We know what happened to K'd baby.

Anyway, I felt the weakness of normal lust briefly, having finally met a woman up to my standards. When it turned out that she was the Mediator, though, and not necessarily willing to be my wife and slave, I lost interest. Her loss. (She might also not be a 'she'. Oh, well).

Then there was another fight in which I refused to participate, not sure whose side I wanted to be on (still thinking about her). I got over that fast, though, and life returned to normal. The brief reprieve for the sheep population of Arg-Sig was over.

Let's see, next we ran around, got in trouble (especially Coma the Abomination) and got separated. M'raj and I got somehow stuck in the hills of W. Arg-Simourg, in a hut with this old (about 40) colgier named Who, and his four bunnies. This was a real weird trip, let me tell ya. The rabbits talked. No, I was NOT smoking Raemus stems again. Then M'raj woke up this tree, which talked about as fast as our younger brother T'jurn thinks; not too. Well, this place seemed to be the main highway for the 'old man - young girl' couples, who passed by often, along with some full beastes and war kites (I told you not to ask). I turned to prayer for awhile to calm my nerves, and we left for Xyrus once again to meet up with 'the guys'.

Once reunited with such personages as The Abomination, Ohnree of the Horsey Smell, Skahn the Suspicious and Nandar Who Isn't Really Darien Wearing Another Helm Of Ultimate Foolery (nudge, nudge, wink, wink).

We decided to attune our amulets (sort of like going bowling, I think) then do what I want (for a change): go to Rudge and see my uncle Dendenien, so we can figure out what's going on (I think he knows).

That's about it for this letter; I'll try to write again soon.

Trevor



"Summer Beach Issue", June, 1990

Letter Eight

Today
 Somewhere along the
 East Coast of Eorod

Dear Bro':

Every time I think things can't get worse, they do. Here we are, minding our own business attuning amulets, when we get mugged by dog dudes. I mean, whose side are these guys on?

Let me start over. We were attuning amulets, and got maybe two done, when we stopped at this friendly Inn in the middle of nowhere. Who do we run in to, but this kid, says he's from Xyrus, says he's looking for us (Oh, Valar, my first thought: not fatherhood!). Turns out though he is my nephew, and related to Dendenien. He's pretty flipped out; talks to Eru all the time. There was also this Bard who wanted to join our group, Mooldik or something.

Anyway, we're minding our own business, eating mutton stew, when these canine creeps attack the inn! They're basically all wet to my thinking, having these wierd arrows that turn anything to water. I mean anything.

So Hiri (that's the kid's name) and I are trying to slip out through the barn, when these guys blow the place up. Subtle. Then we try to climb out the chimney, when I hear somebody sneaking up behind us. I blast them (it turns out to be the innkeeper woman; oh well). We get outside, only to face (Duh-duh!) a woman on a horse with a water-bou. Hiri and I blast her (she has this twisted double crossbow), but she somehow eludes our fire, and shoots the kid! He turns to a puddle! This made me really angry. We wasted them.

I then went on a quest to reassemble Hiri. His soul was in the arrowhead, his body in the process of watering the grass. Darien (Oops, Ulu, Nandar) transferred his soul and body into a pile of ashes in some tricky box. "A big help that is", I said. But Nandar said he had... a Plan. We went to a 'B' bullic holy place where you're supposed to be able to put people like this back together again. I had a Lu-Jy-Mireenna bad vision, telling me (I think) it wouldn't work. It was really a punner. Then we went seeking Namu, 'cause if anyone could do it, Namu the Wee could.

At last we found him in Tarvus, and, in consultation with the flipped-out Mystic Carnil Knezo, Namu reassembled the kid. (What a relief!) We are doughnuts. The kid glowed with a strange silvery-white light. We decided to regroup and continue with our amulet stuff, when we discovered that Ohnree and The Bard (I wonder if he's from Weiwang?) had been captured in a raid up the coast. Great. We scope out the place: the Isle of Mirrors, complete with Dog-lords, water people, dudes flying war kites inside (didn't I tell you not to ask about those?) and a BIG ROOT. We attacked. I was the diversion while the others got the guys out. This weird old woman with a lisp asked me what my thname wath. I told her: 'Arxukanga'. She apparently didn't appreciate my humour, claiming that we all 'wood die a terrible death!' Get real dentures, lady. She asked Namu his name and he told her. Not smart, water-boy. She might be calling him for a date soon.

We finally got going, having escaped the Isle of Mirrors, the old woman, and more squadrons of Doglords, and took a ship north.

I have a strange feeling Hiri isn't telling me something; he's paying back my loan to him like a good kid, but I can't imagine where he's getting the bucks. I hope he isn't prostituting himself or something. Oh, well, it's none of my business what he does for kicks. I just wish he wouldn't call me 'uncle Trevor'.

I may be visiting you there soon if things heat up any more over here. I know Namu is ready for a vacation.

Trevor



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