

World-Cyberspace • Space Master • middle-earth • Rolemaster • Shadow World • Cyberspace • Metal Express • Space Master • middle-earth • Rolemaster • Shadow World • Cyberspace • Metal Express • Space Master

IRON • CROWN

QUARTERLY

Volume 1, #9 Extree-fun Convention Issue \$1 US, Several German Marks, Four bushels of Cacao

DAVE'S WORLD

BEING A STUDY OF HOW TO
AND WHY NOT

BY DAVE

Greetings dudes and dudettes out there in the most outstanding macocosm of what I—being that totally excellent lover of life, liberty, and the pursuit of leisure, Dave—call my world! This issue: Dave's Convention Advice

Yo dudes! I have provided the following list of cool and useful tips for doing up your next Game Con Thing! So lets get to it!

- Always leave two days before the Con starts. Go with lots of your most favorite people (this is important) and if possible drive extremely long distances to get there.
- Always go to a major amusement park on a Tuesday. Go on all the roller coasters and water rides first. If you don't like either type of ride, don't ever go to King's Island. Get a group discount at all costs — even if you have to beg.

(continued on page 11)

GENCON!!!

By Preston Eisenhower
IQ Managing Editor

It's that time of year again! Gamers have been saving up their money and warming up their dice for what has become the undisputed king of role playing orgies (Even I'm excited). If you saw ICE at last year's bash, you know that we've taken a bit of a turn off the deep end; count on that trend to continue. We plan the *Return of Christmas in August*, specials throughout the con, and more general silliness than adults should be allowed by law.

Inside this issue you'll find a guide to what's new, Aston's suggestions and tour of the product lines, a handy photo exposé of the most totally excellent booth staff, and a lot of other interesting (if sometimes not very practical) reading material for those slack times between events.

SEMINARS:

- "What's Happening at ICE?" Grill the designers!
- "Fantasy Hero" quiz those who did the revision and live to tell!

"Meet Hero Games" yet another chance to squeeze secrets from the designers and creators of Champions, Fantasy Hero and more!

DEMOS:

Silent Death: Metal Express: learn this new game from the Designer himself!

Bladestorm: get a sneak preview of ICE's upcoming fantasy miniatures game/system.

Name your Genre: HERO system pros take your challenge to game their rules anytime, anyone, anywhere!

REMEMBER:

BOOTHS 711, 713, 715-718

DEMO BOOTHS A & H



Is COMING!

FANTASY MINIATURES GAMING IN A DARK CHAOTIC WORLD

"Extree-fun Convention Issue", Summer-Fall, 1990

Iron Crown Quarterly

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

PUBLISHER

Peter Collier Fenlon Junior, Esquire & Guy

EDITOR-IN-ABSENTIA

Theoderic K. Amthor

MANAGING EDITOR/ACTING DESIGN CZAR
Preston Maxwell Bennett Eisenhower IV

ART DIRECTOR

Terry Kevin Amthor

CONTRIBUTING WRITERS

Kevin Barrett, Aston, Dave, Trevor Arain, John Brunkhart

CONTRIBUTING ARTISTS/PHOTOGRAPHERS

Kevin S. Williams, T. Kevin Amthor, David Taminger

FERRET-IN-RESIDENCE

S. Dinker Du, Esq.

PRODUCTION SUPERVISOR

Jennifer Kleine

PRINT BUYER

Bill Downs

PRODUCTION STAFF

William Hyde, Ted Dinwiddie,
Kevin Stuart Williams, Andrew Christensen,
Eric Bruns, B. T. Thompson

MARKETING CONSULTANT

John "Croc" Morgan

SALES MANAGER

Deane S. Begiebing

E&D MANAGER

S. Coleman Charlton

CONTROLLING/ACCOUNTING

Kurt Rasmussen, Chad McCully

CIRCULATION MANAGERS

John Brunkhart, Jo Lori Drake

CEO

Bruce Neidlinger

ICE EDITORIAL STAFF

John Ruemmler, Jessica M. Ney,
Rob Bell, Kevin Barrett, Chad Brinkley, Monte Cook

CIRCULATION

Aston, John Breckenridge

David Johnson, Kurt Fischer, David Mercier

Vol. I No.9 "Extree-fun Convention Issue"

© Copyright 1990 by Iron Crown Enterprises, Inc. *Iron Crown Quarterly* is published quarterly (i.e., about 5 times a year) by Iron Crown Enterprises, Inc., 108 Fifth St. SE, 3rd floor, Charlottesville, VA 22901. All MERP material is copyright Tolkien Enterprises. Illustrations in selected issues from the Dover books: *Humorous Victorian Spot Illustrations* and *1800 Woodcuts*. All rights reserved. Printed in U.S.A.
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

1989 FROM THE Editor

Since no one liked Brad/Chad's and my movie/TV reviews, I am forced to restrict my pontificating to the measly space allotted to the Editor's column (although I suppose I could expand it a bit...)

The most exciting news since last issue (aside from the renewal of *Twin Peaks*, of course) is that Wesley Crusher is a REAL Ensign now! At first we were tantalized by the possibility that the kid would finally go off to Star Fleet Academy (where he would get beat up every day by the bigger, dumber cadets), but of course he missed his flight, and what could Captain Picard do? Wes was looking pretty ridiculous in those grey drop-seat pajamas that were supposed to pass for an acting ensign uniform. Overall that episode gets a silliness rating of 8.5: the third appearance of Lwaxanna Troi (alias Majel Barrett-Roddenberry), this time in bed with a Ferengi *Ugh!* The only really good *STNG* in memory was the one where they got sucked into a parallel universe where the Federation was losing the big war with the Klingons. (I never thought I'd like an episode with that butch chick Crosby back, but it was pretty good despite the plot irregularities

you could drive a Galaxy-class starship through.) Oh, well. Actually, I give the final 'Borg' episode a one-snap-up; it wasn't bad.

On a more close-to-home front, this is our Convention issue of the *IQ*, and I am proud to say that we are nearly keeping up with our five issue a year goal for this stalwart quarterly (no thanks to Amthor). Speaking of the Production Tyrant, it seems that he's been up to no good this summer: buying (half) a motorcycle, skydiving (see pictorial, pg 11) and indulging in other feats of foolish, life-threatening behavior. There has been some snickering around Production that he's going through a mid-life crisis—at 31! I personally think something snapped after he finished *Emer*. Fine with me; I like editing the *IQ*. To quote Deborah Norville "I always said I'd get that midget's job."

But there is lots of useful info in this issue about GenCon, trust me. There may not be many illos, but then, as Jesse Helms might say, who needs art?

Biff.

Dear Biff...



Nobody wrote us any letters for this issue, so I'm forced to steal mail from other employees. I ripped this letter off the bulletin board just this morning. (Note that my answers do not reflect those of the E&D dept of ICE)

Dear Sirs:

I have a few questions to ask you concerning MERP, Rolemaster, and Shadow World and I hope you could answer them or relay to someone who can and I want your honest opinion too.

To give you a rough sketch of who I play with, I will list their characters and race and class, also there are five players (including me) ages 17-21. Most of the time we run 2-3 player-characters each so we have a fairly powerful party.

- Fred the warrior-monk, level 6, Silvan Elf, male
- Bumpy the fighter, level 5, Silvan Elf, female
- Patch the Warrior, level 5, Dwarf, male
- Myrkul the Mage, level 5, Noldor Elf, male
- Feanor Fingolfin the Paladin, level 5 Noldor Elf, male
- Stoneskull Sledgehammer, level 3 ? Elf male
- An unnamed Sorcerer, level 2, ? Elf female
- An unnamed Cleric, level 2, ? Elf female

A problem that I have when I'm GM is that the PCs are too powerful. They have a hard time finding things to kill them off. For instance, Fred the warrior monk's total DB w/full parry is 259 plus Fred parries with a mithril quarterstaff that gives him the luxury of continual Haste as long as he is holding it. I had thrown Smaug at the PCs once and they killed him! George, an extremely eccentric friend, player and GM gave Fred a quiver of arrows made by the Valar (hence Valar arrows) that cause the equivalent of a 20 megaton nuclear explosion in the diameter of 100'. Needless to say one arrow did the trick. I have tried to be fair about this and not say "Oh, they just disappeared." I have tried thieves, ambushes, poisoned food and drink, monsters and good people alike to get rid of them. The PCs are in Southern Mirkwood right now and they are seriously considering destroying Dol Guldur and Sauron with the arrows! I need help badly!!!

Sincerely, Michael Wagner

Dear Mike,

First of all, it's not your characters who are the problem, it's the ridiculously overpowered collection of junk that you guys give each other every week! All of you GMs need to make some sort of agreement about the level of power limits on magic items. Middle-earth is not a land rich with artifacts (certainly nothing like these thermonuclear arrows ever existed! What table did you use??). Perhaps you should consult *Treasures of Middle-earth* (don't look at the pictures) and agree to only use the most modest items for awhile.

However, you can rescue the situation right now, and have fun, too. Sauron has probably already noticed you guys with the doomsday arrows while in his Halls of Travel. He should be able to easily bend his will on these guys and take control of their minds — no matter what kind of magic items they have, Sauron can devote 7.5 times their level to controlling them (e.g., Sauron can use 45 levels on Fred alone. These guys are toast.

Now, Sauron is a cruel guy, so he won't kill them. Instead, he'll make them walk into Dol Guldur and hand over ALL of their magic items. He'll chain them up in his dungeon and make them watch while he (or one of his minions) breaks every item one at a time (he might melt that quarterstaff down into spoons). Then, if you feel really mean (remember, this IS Sauron, and these guys have got a lot of nerve plotting to attack HIM!) he will drain their best stats (Evil Magician Trait/Erosion) and give them a curse that they cannot ever use magical items again.

Hope that solves your problem.

Biff.

Dear Ice:

I have several questions I would like to ask of you. However, I would first like to say that I thought very little of Role-playing games (rather an avid war-gamer) until I discovered MERP. I am now an addict of your excellent system and support units. Keep it up!

Now the questions:

- 1) Why no Campaign books on the event-filled *1st Age* in Middle-earth?

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

2) Not to sound repetitious but why no campaigns on Mordor or post-Morgoth Utumno (this could be very big)?

3) Can you recommend any Middle-earth miniatures? Several companies have begun lines and then halted them. I have seen *Mithril Miniatures* but have been unable to locate them and beg for a catalogue.

In addition your new *Rolemaster War Law* will be greatly appreciated.

Sincerely,
James Cordell

Dear James Cordell,

It's wonderful to hear that you like the *MERP* rules and adventure supplements so much, and I hope that future modules please you as well or better! In answer to your questions: you'd be surprised how different than sales of the *Lord of the Rings* trilogy and those of the published notes such as *Silmarillion* look. Although many hardcore Tolkien fans would undoubtedly be interested in game supplements set in the First Age, our marketing staff tells us that their numbers would be insufficient to make such modules economically feasible. Alas for those of you who desire them! We do hope to publish a module on the ruins of Utumno (set in the Third Age), although probably not before 1991 at the earliest. (The author expressing an interest in writing the piece is one of our in-house editors - as such, a very busy man!) The address for Mithril Miniatures (the company doing Middle-earth miniatures) is Prince August UK Ltd., Small Dole, Henfield, BN5 (XH), UNITED KINGDOM. And *War Law* is in the works, being play tested and revised prior to publication. Thank you very much for your letter, and best wishes for continued fun with role playing in Middle-earth!

Sincerely,

Jessica Ney
Middle-earth Series Editor

**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:

- JEDKO GAMES, Australia
- FAFNERSPIL, Denmark
- PROTOCOL, Finland
- FANTASIAPELIT, Finland
- HEXAGONAL, France
- 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 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 USA.

ASTONS HOT PICKS

(AND GENERAL NEW RELEASE UPDATE)

ST.#	TITLE	PRICE	LINE
GENCON:			
	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
	502 Fantasy Hero	\$20.00	HERO
AUGUST:			
	9021 Armored Reserves	\$15.00	AAA
	503 Fantasy HERO Companion	\$15.00	HERO
	913 Blizzard	\$4.00	MXM
	914 Kosmos	\$4.00	MXM
	915 Hell Bender	\$4.00	MXM
	916 Death Wind	\$4.00	MXM
	917 Glaive	\$4.00	MXM
	918 Drakar	\$4.00	MXM
	1050 Mythic Egypt	\$16.00	CACL
	8016 Ghost Warriors	\$10.00	MEAM
	AC16 Adventurers Club No. 16	\$3.00	HERO
SEPTEMBER:			
	8016 Ghost Warriors	\$10.00	MEAB
	411 Champions in 3-D	\$16.00	HERO
	5106 Death Game 2090	\$9.00	CYSP
OCTOBER:			
	7011 Overkill: The Ptolemean Wars	\$14.00	MXE
	412 Demons Rule	\$7.00	HERO
	8007 Angus McBride's Characters of M-E	\$14.95	MESB
	9002 Space Master Companion I	\$13.00	SMS
	7600 Organized Crime	\$29.95	FBG
NOVEMBER:			
	7500 Bladestorm	\$30.00	FMG
	AC17 Adventurers Club No. 17	\$3.00	HERO

KEY: CACL = Campaign Classic; CHSP = Champions Sup port; 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; MXE = MetaExpress Expansion; RMSB = Rolemaster Sourcebook; SMAM = Space Master Adventure; SMBG = Space Master Boardgame; SMS = Space Master Support; SWSP = Shadow World Support; FMG: Fantasy Miniatures Game; FBG ICE Family Boardgame.

A "  " Indicates Aston's Best Picks

MOVING?

If you want your subscription to *Iron Crown Quarterly* to keep up with you, send both your old address and your new one (and the ZIP codes for both, please!) to our subscription department: P.O. BOX 1605, Charlottesville, Virginia 22902 (804) 295-4280.

DARK SPACE

Dirrem fumbled frantically with the lock. Calm down, he told himself. He concentrated, letting his mind come in touch with the microrgs that flowed through his system. Tapping into the knowledge they stored, he attempted to pick the door's lock again.

The hallway was dimly lit, but the light from his lantern graft on his shoulder was enough to see by. As he fitted the iron lockpick into the door's lock, he quietly cursed the sorcerer who had cast that withering spell on his lockpick amoeba.

From behind him, Dirrem could hear the faint squishing sound of the Thing that followed him. Fear ran down his back and he began to sweat cold, sticky droplets.

Finally, the lock clicked and the door swung open—revealing a small dead end room beyond. "No!" he cried aloud. He had lost his bearings. He had gone the wrong way. He was trapped with the Thing.

Spinning about, he saw the Nathari'nacna spawned horror begin to enter into his light. It was covered with green and grey tentacles that slid along the floor making an unnervingly inhuman noise and leaving a trail of bluish purple ichor. Amidst the tentacles, he could make out red, piercing eyes that looked at him in a way that tore at his very being. There was no mouth on the creature, he knew, for it fed not on flesh but on souls.

Dropping the lockpick, he drew his spore pistol from its sheath bud. He did not take the time to aim, but fired numerous doses of the acidic spores into its alarmingly close body in rapid succession. There was no visible effect.

There was no one in the abandoned complex to hear his scream.

Dark Space is a *Rolemaster* Space Master genre book that provides a campaign setting usable for either game system, but preferably both. This setting is comprised of twenty worlds surrounding the Dark Nebula where both magic and technology exist. In the Dark Nebula (unknown to the inhabitants of these worlds) dwell the Nathari'nacna, also known as the Elder Worms, which are despicably foul and incredibly ancient alien beings who will stop at nothing to see the all of the creatures who inhabit this universe destroyed (many of these beings can be found in the "Entities From Deep Space" section of *Creatures and Treasures II*).

THE SETTING

The book contains a rich and detailed setting describing each of these twenty worlds, which unknowingly represent the universe's first line of defense against the evil within the Nebula. The powerful interworld organizations like the Citadel, a religious organization that controls much of society, and the Carrel, a corporate conglomerate that controls much of the society's commerce and economy, are presented in detail. Other organizations are described, as well as the races, creatures, political and social structures, modifications to magic, and environments that make each world unique and an interesting place to combat the Elder Worms and their servants or have a multitude of other adventures.

TECHNOLOGY AND MAGIC

One of the aspects making Dark Space unique from all other role playing settings is its use of a new technology called Softech. This new science deals with the process of bio-engineering and takes the principles of DNA and protoplasm design and modifications to new and original heights. With Softech, new and unique living creatures are created to perform the tasks that once only "hard" science could handle. Ranging from the microscopic microrgs which inhabit and assist the inner systems of a human to huge bio-engineered war beasts, Softech is a varied and complex science. All the necessary skills and processes are completely detailed in Dark Space and dozens of Softech items are given. These include biological armor, weapons, and tools which can be used by humans or simply "grafted" onto their bodies to become a part of them. Softech can even create thinking, sentient beings, such as alternate replicants and can grant these beings incredible super-human powers, making them metamorphs, which are feared throughout all of society (complete rules for generating metamorph characters are given). Even the starcraft that bridge the gap between the worlds are at least part biological in nature,

and are presented with layouts and diagrams along with their own rules for combat and damage.

Softech was introduced to the world of Dark Space after a terrible holy purge was made by a divergent faction of the Citadel called the Pirathon which eliminated most of the computers, robots and other items of advanced "inorganic" technology. For a time, only magic held the worlds together as a complete society, but in time, Softech came to take the place that Hardtech once held. The repercussions of the Pirathon Doctrine are still felt, however, and some Hardtech items (burner pistols, cyberdrugs, etc. — including anything from *Space Master* that the GM wants) still exist. Low tech items, such as wagons, indoor plumbing, manual typewriters, and ball point pens, have remained in use despite their inorganic nature, because of their simplistic nature.

Also included are new rules for spell casting (including rules for spell casting in a vacuum) and all new spell lists for dealing with the technology of the setting and for travel through space. A new plane of existence, nullspace, is introduced as a quick method of interworld transportation, but is not without its dangers. Deadly storms and undead pirates aboard bioships also cursed with unlife represent just some of the perils found there. Telepathic bioships use powerful psions of their own to travel to and from nullspace, but only a trained pilot can navigate his way through both realspace and nullspace and face the challenges therein.

THE NATHARI'NACNA

The Nathari'nacna and their foul minions are described in horrid detail, along with their own biotech items and starcraft. Their insidious plots can provide the basis for hundreds of exciting adventures, as they secretly infiltrate the human worlds and set in motion their plans of destruction.

Dark Space can be used as a complete campaign setting blending elements of science fiction, fantasy, and horror, or it can be worked into any *Space Master* campaign as a remote sector of space. A number of ideas are presented for taking *Rolemaster* characters away from their fantasy world (including *Shadow World*) to travel to Dark Space for a single adventure or a series of adventures. GMs can also opt to use just the technology, the spells, or the creatures presented and work them into his own campaign. However the GM wishes to use it, Dark Space is full of unique and original material that can provide hours of exciting play.

SAMPLE ITEMS

Here are some examples of Softech items. Many of these items (marked with a *) have a level of their own, like any living creature. This level gives a bonus (if any) that they confer, determined from the skill rank bonus table. Microrgs are injected into the host's system (except for bio-enhancers), while grafts are attached to the host's body externally. Unless otherwise noted, all of these organisms are non-intelligent (in some ways more like plants than animals).

MICRORGS

Organ Armorers* — Protects and strengthens all of the host's internals. Host ignores 3% of all organ criticals per level.

Metabolism Augmenters — Speeds up the host's metabolism for short periods of time. Host can "Haste" himself at will for 10 rounds/day.

Spell Casters* — These organisms have 3 PP/level. They are very intelligent and can cast spells through the host (at his behest, but without any effort by him). Note that if the host is a spell caster, this means that he can cast two spells at the same time. The microrgs know 1 spell list/level, up to their level.

Bio-enhancers* — These microrgs are semi-empathic and allow a person to use an item that they are currently living on as though it was more of an extension of his own body. This organic link between user and item gives a bonus determined by the level of the microrgs. The item must be coated with the nutrient solution every three days.

Knowledge Carriers* — These microrgs can be implanted with knowledge that is needed only temporarily such as the layout of a specific (yet unfamiliar) building complex or the personal file of an individual that the host is about to deal with, any relay that information to the host telepathically.

GRAFTS

Blade* — Fits onto and covers the host's hand. This chitinous blade acts as a short sword with a bonus per level due to its intimate and living interaction with the host; it is more of an extension of the host, not just a weapon.

Elemental Skin [Magical as well as biological in construction] — This grafts onto a host's entire body. It is keyed to a specific element (fire, cold, earth, etc.) and when the wearer wills it, he will become immolated in the element, giving an appropriate effect, and making the host immune to the element. Effects are as follows for an elemental type:

— earth — host is AT 12, encased in earth armor. Hand to hand attacks deliver an additional "A" Impact critical.

— fire — host inflicts additional Heat crits along with all others. Flammables within 5' may catch fire. Touch burns.

— electricity — host inflicts additional Electricity crits with all others.

— air — host is surrounded by swirling winds. He is at -15 to be hit by incoming attacks.

— cold — host is encased in ice, giving him AT 8, and inflicts additional Cold critical with all others.

Serpent* — This graft can attach anywhere on the host's body and appears to be a poisonous snake that is attached to the host via the serpent's tail. This graft is semi-intelligent and will attack of its own volition when mentally commanded. Its attack is a medium bite, with its OB depending on its level, and the level of its poison being 1/2 of its level (round up).

Other categories of Softech items besides microrgs and grafts include personality and instinct implants, healing applications, host armor, and sentient creatures that can serve as guards, tools, weapons and transportation.

NOTE: DARK SPACE WILL NOT BE AVAILABLE FROM ICE UNTIL THE WINTER/SPRING OF 1991

BLADESTORM

INTRODUCTION

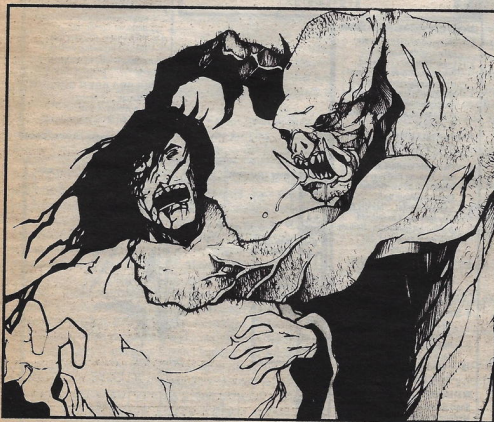
Bladestorm is a "skirmish-style" miniatures game. Each figure represents one person or creature. You can use these simple rules to regulate small-scale miniatures battles, skirmishes involving up to about fifty combatants. Simple and fast-paced, *Bladestorm* makes an ideal combat system for role players who are tired of boring battles. It is designed to stand alone, so you never need a referee.

You can use the *Bladestorm* rules to fight miniatures battles set in virtually any fantasy world, but we provide a complete sourcebook and set of scenarios to get you started. The sample setting, the Warring Holds, are set in the unique, isolated Bladelands — a vast, largely-uninhabited, unexplored wilderness shrouded within a mantle of ferocious magical gales called Bladestorms. Into this land of bizarre ruins and unspeakable beasts comes a host of adventurers, warriors, pirates, explorers, prospectors, freebooters, traders, and settlers, each searching for a fresh start in a new world. Here, a little battle can decide the fate of a budding tribe or nation, and a small group can conquer and forge an empire in an astonishingly short time. Since any skirmish impacts on history, it's an ideal setting for a miniatures game.



MINIATURES

Bladestorm will be fully supported by a complete line of miniatures from Grenadier Models. Based on ICE's designs and sculpted by Cliff Linton, these unique fantasy miniatures are among the best ever made. They have the realistic feel of a fine Grenadier piece, yet capture the tough, hard-edged quality associated with better Citadel figures. These miniatures are simply cool to paint and play with. Grenadier plans to release 6 blister sets in October 1990, and 3 more per month thereafter.



COMPONENTS

Bladestorm is easy to play, but you still get a ton of material. Lots of scenarios, colorful art, handy maps, and detailed background make this game an exceptional value for both miniatures enthusiasts and role players alike.

Each 2" deep box contains:

- 64 page **BLADESTORM RULESBOOK** containing simple, concise introductory guidelines and a host of standard, advanced and optional rules.
- 160 page **BLADELANDS SOURCEBOOK** containing a continental overview of the Bladelands and everything you need to know about the Warring Holds, the starting setting for the scenarios. You also get 32 pages of scenarios, so you can jump right into battle.
- 32 page **COLOR GUIDEBOOK** containing 18 color plates describing the principal uniforms found in the Warring Holds, a miniatures painting guide, photos of scenario dioramas, and dozens of faction summaries with accompanying color banners.
- 32 page **SCENARIO BOOK** containing 20 single-page, tear-out scenario cards and cut-out terrain forms.
- 8 pages of color maps, one set detailing the geography, political boundaries, and major features of the Bladelands, the other focusing on area of the Warring Holds. These maps are ideal for constructing new scenarios and campaigns.
- 6 six-sided and 2 ten-sided DICE.

DESIGNERS' NOTE

Bladestorm has been designed to be a raw, hard-edged game with an emphasis on action and color. It is not only fun and easy to play, it has a great feel; it's really entertaining. Everything from the setting and scenarios to the miniatures themselves is designed to capture a dangerous, chaotic, unexplored quality — the same feeling Cortez felt when he stepped off the boat in Mexico and banged back his first Margarita. It is a lot of bang for the buck.

ATTACK ON THE I.C.E. SHUTTLE

A Scenario for Silent Death

by John Brunkhart

While it is not uncommon for huge corporations to field small, private fighter detachments, never has a gaming company been able to do so. In Imperial Year 474, however, the first and only lethal combat between games manufacturers took place.

Note: This discounts the rebellion of SPI clones on Gyax 3 in Imp 212. The losing side of that action has since devolved into Arcturian Shock Rats, and thus were not actually killed.

This most unusual engagement took place when employees of I.C.E. (Iron Crown Extraterrestrial, a division of Iron Crown Transstellar Interactive Entertainment) attempted to travel to Tau Ceti for GenCon 8793 in a rented shuttle, rather than the usual spacelliner. It was the employees' mistaken belief that if they skipped on travel arrangements, they would get enough money in their meal allowance to be able to afford tickets to the once-again-rescheduled grand opening of FASA's much-heralded (and much-delayed) ESP Battle Center. The I.C.E. shuttle was loaded with spanking-new copies of IQ #11,346, Rolemaster Companion MCMXXLV, and "Noisy Death" A game of Land Combat in the Primitive and Brutal World of Ancient Californian Freeways. This shuttle became a prime target for rival game companies who wanted to increase their already burgeoning market share.

Midway through the journey, the shuttle was suddenly set upon by an *Epping Gunboat* and a battered *Thunderbird*. The marauding craft bore few markings. The *Thunderbird* showed Hobbits being disintegrated by multiple PPCs while the underside of the *Epping* displayed an intricate rendering of a bearded and spectacled game designer from Bloomington's World. The hapless shuttle would have been finished off in short order were it not for the spirit of the fearless crew and the timely intervention of two IQ subscribers who also happened to be members of the 141st Devonian Combat Wing. The following scenario depicts this rather unusual action.

FORCES

GOODGUYS. I.C.E. Shuttle: Set up first in Area H.

Shryak Shuttle —

Pilot Preston "Biff" Eisenhower CXXIII. Biff was up late last night spell-checking Shadow World manuscripts without the blessings of caffeine, and is thus currently only Pil 1, Gnr 1.

Gunner Shazbot Barrett. Current Metal Express Editor, he will do anything to keep "Noisy Death" from being blown up, and is therefore a very motivated Gnr 6.

BADGUYS. The Marauding Mystery Manufacturers: Set up second in Area C.

Epping Gunboat —

Pilot Brian G. "Screw Them All" Workshopper has Pil 5, Gnr 7.

Gunner A Frank "1899 Kills" Otherworkshopper has Gnr 4.

Gunner B Sam "Battleteched-out" Luise has Gnr 6.

Gunner C Mike "Cybermekton III" Bigpondman has Gnr 8.

Thunderbird —

Pilot Jordy "The Interceptor" Wiseguy has Pil 7, Gnr 3.

MORE GOODGUYS. The 141st Devonian IQ Subscribers: Set up last in Area A.

Pit Viper — Pilot "Dashing Dave" Haberdasher (Pil 10, Gnr 5)

Thunderbird — Pilot "Big John" Biggub (Pil 3, Gnr 9)

SPECIAL RULES

1) Each side rolls for initiative normally, but "Big John" is a very famous and very large wargamer. Because he knows tactics so well, his *Thunderbird* will automatically get the very last move for the first three turns of the game. However, because of his ponderous mass, Big John's *Thunderbird* only has a maximum move of "12", regardless of a better starting Drive value.

2) If things get desperate, Shazbot, Biff, and the rest of the booth staff in the shuttle can begin jettisoning IQs as chaff. Each bundle jettisoned will automatically jam one torpedo or foil one missile lock-on. IQs can be jettisoned at any time. This will tend to irritate Dashing Dave and Big John, however, who are loyal subscribers. For each bundle jettisoned, roll 1D4. If the result is a "1", then Dave and John are so ticked off at this shameless waste of their beloved tabloid that they will begin to attack the shuttle! Control of their ships moves to the Marauding Manufacturers' player.

VICTORY CONDITIONS

For the Goodguys to win, the I.C.E. Shuttle must escape off the map from an Area C edge hex (i.e., from the opposite corner). The area beyond this edge is in the jurisdiction of Tau Ceti's GenCon Security forces, and their CAP squadron of 16 Seraphs.

The Marauding Manufacturers must destroy the I.C.E. shuttle to win.

Any other result is a draw, although TPVs of ships destroyed may be counted to determine who has achieved a marginal victory, and therefore gets to brag about it in the next issue of *Space Gamer*.

SHRYAK SHUTTLE

TPV	32
Pilot	Missile Launcher (F)
To Hit:	2D8+1D6+3
Damage:	Low+3

Crew	Pil: 1
Gnr:	6

Gunner	4 Pulse Lasers (350)
To Hit:	2D8+1D6+3
Damage:	Low+3

Drive: 8
(A) Tight Turn Cost: 1D10+3

7	*	6	5
W	4	3	2
1			

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 1.
- Pulse Laser Targeters damaged. Pulse Lasers may not be fired until after the next game turn.
- Maneuver Thrusters damaged. All turns, including Tight Turns, cost one extra movement point to perform.
- Missile malfunction. Missile Launcher loses 1D4 of its remaining missiles.
- Electronic Warfare knocked out. Shryak Shuttle may no longer jam torps. Reduce Defensive Value by 3.
- Gunner killed. Shryak Shuttle loses use of its Pulse Lasers.
- Engines sputter. Shryak Shuttle may only use 2 movement points next game turn. Reduce Defensive Value by 4 due to additional damage.
- Armor Plate compromised. Reduce Dmg Reduction to 0.
- Pilot dazed. Craft may not move and Missile Launcher may not be fired until after the next game turn. The gunner may fire the Pulse Lasers while the pilot is dazed.
- Reactor hit. Shryak Shuttle suffers cataclysmic destruction.

PULSE LASER SPECS

Short Range: 1-3 hexes (-1 To Hit)
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit)

PIT VIPER

TPV	24
Pilot	4 Pulse Lasers (I)
To Hit:	2D8+1D6+4
Damage:	Low

Crew	Pil: 10
Gnr:	5

Gunner	4 Pulse Lasers (I)
To Hit:	2D8+1D6+3
Damage:	Low+3

Drive: 19
(A) Tight Turn Cost: 1D4+3

16	15	14	13	12
T	X	W	R	L
1				

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 2.
- Laser Targeters damaged. Pulse Lasers may not be fired until after the next game turn.
- Maneuver Thrusters damaged. All turns, including Tight Turns, cost one extra movement point to perform.
- Torp Load jettison. Thunder Bird loses 1D4 torps of the pilot's choice.
- Electronic Warfare knocked out. Thunder Bird may no longer jam torps. Reduce Defensive Value by 5.
- Engines sputter. Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- Engines severely damaged. Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- Pilot dazed. Thunder Bird may not move or fire until after the next game turn.
- Pilot killed. Thunder Bird may perform no further actions.
- Reactor hit. Craft detonates and is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (-1 To Hit)
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit)

IQ Volume 1, #9

EPPING

TPV: 58

Pilot
To Hit: 2D8+1D8
Damage: Medium

Gunner A
1 Pulse Laser (F)
To Hit: 2D8+1D4
Damage: Low

Gunner B
1 Pulse Laser (F)
To Hit: 2D8+1D6
Damage: Low

Gunner C
1 Pulse Laser (F)
To Hit: 2D8+1D8
Damage: Low

Missile Launcher
(SC)
Lock-on < 6

Missile Launcher
(SC)
Lock-on < 4

Missile Launcher
(SC)
Lock-on < 2

Crew
Pilot: 5
Gnr: 7
Gunner A: 4
Gunner B: 6
Gunner C: 8

Damage Track

11	10	9	8	7	6	5	4	3	2	1
W	W	W	W	W	W	W	W	W	W	W

THUNDER BIRD

TPV: 29

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+1D4+3
Damage: Low-3

Crew
Pilot: 7
Gnr: 3

Mk. 20 Torps
(F)
Damage: High

Mk. 10 Torps
(F)
Damage: High

Damage Track

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
T	*	W	W	W	W	W	W	W	W	W	W	W	W	W	W

KEVIN LOOKS AT SOME MORE GAMES

What kind of crazy company is this? Other gaming companies publish rags which they claim are industry-wide and objective, but are actually self-serving house organs. ICE, on the other hand, has a confessed house organ and what do we do? Let one of our editors write not one but a series of articles about games produced by other companies and let him give the competition better marks. As we used to say back at Exeter "Thank you very much, sir, may I have another?"
—Biff

In IQ issue #7 I started reviewing role playing games produced by other companies. That first installment included some words on Chaosium's *Call of Cuthulu* and Hero's *Champions*. (HERO is not another company, per se. The HERO line is part of the ICE family of game lines. Let's get this straight, Biff.) This time around we'll be looking at a game by West End.

Since this column is turning into a semi-regular feature (more semi and less regular when Marketing gets wind of this, KB! Biff), I'm going to start a rating system. One ☆ is absolutely horrible, while five ☆☆☆☆ brings highest accolades.

STAR WARS: THE ROLEPLAYING GAME

When I first saw this game at West End's GenCon booth three years ago, I almost broke down. If there was one game I would have wished to have designed myself, it would have been *Star Wars*.

Back in the mid-eighties, three companies were in the running for the *Star Wars* license: West End, TSR (we suspect) and ICE (in a partnership with FASA). We wanted that license bad. Imagine, with *Lord of the Rings* and *Star Wars*, ICE would have had the two most popular fictional environments tucked right under its belt. Well, that was not to be; and it was a bitter pill to swallow when we discovered that West End won out in the bidding with Lucasfilm. Stung by defeat, I could not bring myself to even look at this rules set until just this year.

What a surprise!

This is easily the best set of role playing rules I have ever read. Normally for these reviews the most I do is figure out how to create a character, then scan the game mechanics. The *Star Wars* rules told me all about this in just 10 very entertaining pages. I was so impressed, I continued to read the entire 142 page book.

Not only are the rules simple to learn, but the advice given by the designer, Greg Costikyan, on how to run a game with the feel of the movies, is invaluable. There is penetrating, mature text on the Code of the Jedi. Also; excellent guidelines for scripting adventures. Here you will get ideas for suspending player's disbelief, all the way down to finding out what sort of noises you should make when one of your stormtroopers fires his blaster. Examples of play abound, and for the most part, they're very witty.

Players in *Star Wars* are heroes. This idea is driven home again and again in the rule book. But that shows-up one minor fault in the system: starting characters tend to be pretty much on the wimpy side. I'd suggest starting characters as the designer intended, but grant plenty of experience points during the first few adventures in order to increase the skills of the characters rapidly. Soon they'll be ready to take on the Empire's worst (short of Vader, of course).

The game's "roll-XD6s-and-exceed-this-number" system is quick and sufficient for this role-playing-heavy environment. Like *Call of Cuthulu*, the source material is more than enough to prop up simple game mechanics. One thing I particularly liked was that the system was not "modifier hell". In fact most die roll modifiers in the game are considered to be optional rules. An adept GM could run a complete session without referring to the rules set once.

A question begs to be asked at this point: Why hasn't this fine game caught on? Why doesn't it seem to have a huge following? The key to the answer lies in the fact that after the rules and the sourcebook came out, there was no real support for the game for what seemed like at least a year. That's the kiss of death in this industry. New systems need tons of support. Have you looked at the *Torg* line that's just come out? Believe me, West End learned its lesson.

Back to the game.

As far as player characters go, you get 24 archetypal templates for character types like "Quixotic Jedi", "Pirate", and "Old Senatorial". Each has numerous game skills listed on his character sheet, each of which is covered by stock dice codes — the better the code, the greater the chance of success when using the skill. To personalize the character, players get seven extra "dice" to distribute among the skills that they'd like to specialize in. This is a very quick process.

As for me, I think I'd tend towards playing the "Brash Pilot" or "The Merc". I'd buy up Piloting and Blasters and let the Imperial Stormtroopers die where they fell. Now that's *Star Wars*.

By the way, I knew I was getting sucked into this game when I pulled out my old movie soundtracks and played them while I was reading the rules. 1977 was a great year.

Star Wars: the Roleplaying Game

Overall Rating: ☆☆☆☆
Ease of Understanding: ☆☆☆☆
Elegance of System: ☆☆☆☆
Interest Generated: ☆☆☆☆

Here are the rating summaries for the games reviewed in IQ issue #7.

Call of Cuthulu	Champions
Overall Rating: ☆☆☆☆	Overall Rating: ☆☆☆
Ease of Understanding: ☆☆☆☆	Ease of Understanding: ☆☆☆
Elegance of System: ☆☆☆☆	Elegance of System: ☆☆☆☆
Interest Generated: ☆☆☆☆	Interest Generated: ☆☆☆☆

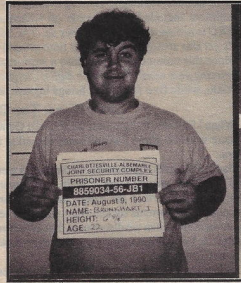
MUGSHOTS

In the interest of timeliness, we present the GenCon Booth Staff. Now you know who these people are and what to do to them when you see them

NAME: JOHN BRUNKHART
AKA: "JB", "The Destructor", "Master of the UNKOWN"
Height: 6' 5/8", several inches shorter when slouching (often)
Age: 22 11/12

Eye Color: White with a green/brown spot that has a black circle in the middle
Hair Color: Brownish (No style, just an uncombed jumble)
Cover: Customer Service, Suspected Sales Assistant
Suspected Offenses: Criminally negligent time management ("every other day's a holiday, every other day's a hell"), Falsifying Customs Documents "Because it saves time, and no one ever looks at those things anyway", Maintaining a hazardous disposable waste site in his office, Impersonating an Editing & Development employee, Exceeding government safety standards for number of Role-Playing campaigns run at one time. Serving customers with a smile and then grumbling at them once he hangs up (Oh, the Hypocrisy!), Spreading vicious rumors about Rob Bell

Identifying Features/Mannerisms: Absolutely no taste in clothes, hair styles, music, or movies. Easily induced into tirades against government regulation, liberals, recycling and the word "veggies". Known to consort with rats on a regular basis. Automatically chimes "Doo-Dah, Doo-Dah" after any piece of normal conversation which fits the meter to "Camptown Ladies". Ink stains on hands, food stains on shirt (after 2:00 PM). Raves about The Cincinnati Pops, Malted Milkshakes, and Nintendo. Sleeps only 60 hours/week (all on weekends). Loud but meek, grouchy but optimistic (you figure it out). Known to carry just about anything in his pockets. Should be considered armed and extremely harmless.

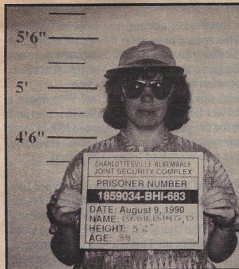


NO PHOTO AVAILABLE
(JUST LOOK FOR THE HAIR)

NAME: MONTE COOK
AKA: The Dakotian, Videoman, The Flallander
Height: 5'11"
Age: 22
Eye Color: Blue
Hair Color: Red, wanna make something of it?
Cover: ICE intern and writer of a book no one likes
Suspected Offenses: Suspected of being a corporate spy for Games Workshop, or an agent of Cthulhu. Subverted and convinced office staff to play other company's game once (well, twice). Actually tried to defend South Dakota as people berated it.

Numerous fraudulent claims of not being a yankee (its SOUTH Dakota). Convinced HERO editor, Rob Bell, to include stupid things (Wimp World?) in his latest book. Subliminally influenced everyone to make sure to leave out his name in most book credits. Provided Coleman Charlton the material for a series of bad, tired, and lame jokes. Continues an ongoing campaign to get ICE to publish a series of stranger and stranger manuscripts. **Most Serious Crime To Date:** Sucks at volleyball.

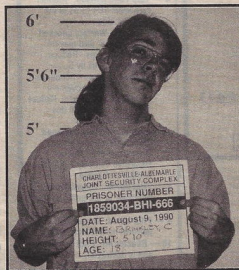
Identifying Features/Mannerisms: The person about the office who seems to have the least idea of what he is doing (and there is some tough competition for that title). Constantly defending against vicious verbal attacks upon his home and hearth. Often makes heinous spelling errors (oh, wait, thats not an identifying feature, that allows him to fit in easier in the Editing and Development Department). Generally nondescript (hey, do you work here?) and oblivious to all that is around him (perhaps thankfully so).



NAME: DEANE BEGIEBING
AKA: Aston
Height: Short
Age: 34 and damn proud of it, thank you!
Eye Color: Deadly, Deep, Dark Brown
Hair Color: Auburn, known to change hues depending on budget & season
Cover: Sales Manager, Export Encyclopedia, GENCON MASTER
Suspected Offenses: Habitual hit and run collisions with numerous office personnel en route to the copy machine. Chief conspirator behind unsuccessful plot to bring decent radio to Charlottesville. Accused of rerouting funds to purchase neat things for GENCON each year. Known traffic hazard en route to Depeche Mode concerts, ACC basketball games and parking spaces. Several counts of conspiracy to make unsuspecting victims buy

more ICE products; favorite weapons: eyes, telephone voice and the fax machine. Chronic addiction to TV sports. 21 reported counts of bodily assault on a dance floor. No convictions.

Identifying Features/Mannerisms: A face you know you can trust, even when those notorious eyes are behind shades. No rhyme or reason in dressing for daytime, though known to have acute aversion to the classic dress for success corporate business-woman look. Nighttime is another story... Consumed by the never ending quest for new music. Often found scanning any sports section for tennis & basketball results or any entertainment sections for live music. (love that newsprint smudge!). Annual habit of being stressed out before, during & after mid-August. Known to listen to Nitzer Ebb, Gene Loves Jezebel & Screaming Blue Messiahs at dangerous sound levels while plowing through reams of papers trying to "get everything done" before departing for business trips or vacation.

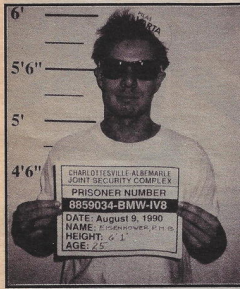


NAME: CHAD BRINKLEY
AKA: Chet, Nairobi, Uganda, Zimbabwe, The Xerox Man
Height: 5'10"
Age: 18 (Juvenile Delinquent)
Eye Color: Brown... No Blue
Hair Color: Brown (and really long.)
Cover: Hero Games Intern and Master of Photocopies
Suspected Offenses: Irritating numerous people by using the copy machine for 6 hours straight. Horrible abuse of the English language (exceeding even Coleman Charlton's.) Writing my first two manuscripts for a line other than Hero. Defending Space:1889 from unnamed members of the office staff. Shadow World sympathizer. Depeche Mode Junkie (2500 Miles for 2 Concerts in 1 Month.) Wearing a hairstyle

that's out of fashion. Six counts of impersonating Rob Bell, three counts of impersonating "Biff" Preston Maxwell Bennett Eisenhower IV, and twenty seven counts of impersonating Ted Theodore Logan.

Identifying Features/Mannerisms: Unprofessionally long hair tied back into a pony tail. Clothing varies but you can bet its not stylish or nice! And yes... he does have glasses (Contacts are for wimps!) Often heard uttering phrases such as: "That's so Cool!", "It's hip, it's hop, it's happening.", "Bogus" and "No... Really."

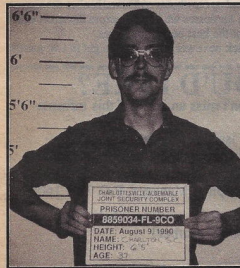
THE GENCON STAFF



NAME: PRESTON MAXWELL BENNETT EISENHOWER IV
AKA: "Biff", "Joe Ivy League"
Height: 6'1"
Age: 25 ("you want to see a driver's license? Isn't my Yacht Club membership card good enough?")
Eye Color: Blue-grey
Hair Color: Brown, sometimes moussed (though he'll deny it).
Cover: Editor, gofer, one-time receptionist and typist, all-around good guy
Suspected Offenses: Two counts of character assassination, Twenty-seven counts of being drunk at Happy Hour, innumerable moving traffic violations in his "bimmer". Has been known to freely misquote Wilde, Milton and Shakespeare. Unable to complete Master's in English Literature due to "Reader's Block." Hustled staff with claims "I'm not a jock" but turned

out to be a volleyball stud in *docsiders*, more formidable with every beer. **WARNING:** witnesses claim he **LIKES *New Kids on the Block* music!** Approach with earplugs. **Identifying Features/Mannerisms:** Always wears preppy attire, frequently in round spectacles or ray-ban wayfarers. Seems dull-witted and lethargic, but possesses a terrifying intellect. Suspected in *IQ* editorial takeover plot. Has unnatural fear of synthetic fibers and the nouveau riche. Likes to "Slum around" in Production Dept.

NAME: ROB BELL
AKA: That Damn Hero Editor, The Republican
Height: 6'0"
Age: 23
Eye Color: Hazel
Hair Color: Dirty Blonde (in a "conservative" cut)
Cover: HERO Series Editor
Suspected Offenses: Wakes up at 10:40 (to be at work by 11:00); forced unsuspecting minors (interns) into numerous all-nighters (to make up for his late arrival); Missing page-count estimates by, oh, 400% (and turning magazine articles into 160+ page books); Thinking he's Gygax's gift to volleyball—and then miffing the point; Taking leaves of absence to campaign for Republican candidates; Impersonating William S. Preston, Esq. and Jacko, the energizer battery guy; The *Champions* GM's Screen.
Identifying Features/Mannerisms: Arriving in the office at 11:30, scratching, reading the paper, and then leaving to go to lunch. Eating Froot Loops after 2:00 a.m. Striking fear into marketing with "I think this product will be a little long...". Drives a '77 sports car with "BE A HERO" plates.

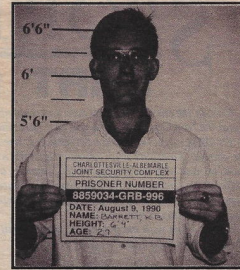


NAME: S. COLEMAN CHARLTON
AKA: "Doctor Dink", "Coolman", "Lucky"
Height: ~6'5" (taller than Kevin Barrett)
Age: 37 (old enough to know better)
Eye Color: ICEy Blue
Hair Color: Brown (unstylish by current standards?)
Cover: Editing and Development Manager & Rolemaster Guru (?)
Suspected Offenses: Five counts of editing (?) and developing the Rolemaster Companions and the Elemental Companion. Three counts of bringing in cheap (they never pick up a tab) foreign migrant laborers (yankees from Canada, South Dakota, and Illinois) to slave away in ICE's sweat shop: Editing & Development. Numerous counts of murdering da English language and misspelling on a felony level.

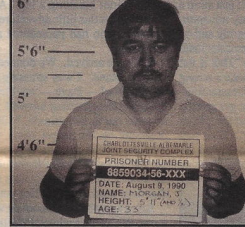
Uncountable counts of gross pickyness with regards to various manuscript routings. Also, suspected of involvement in unreasonable "discussions" during volleyball games and a multitudes of boardgames.
Identifying Features/Mannerisms: Tall, four-eyed athlete, specializing in beer can lifts and boardgaming. Nondescript, yet conservative dresser. Uses late 60s & early 70s slang with a Canadian accent (actually its an accent "oot" of Tidewater Va, Eh?). Listens to music from the same period while often commenting to nearby young punks: "They don't make music like this anymore!"

"*Xtree-fun Convention Issue*", Summer-Fall, 1990

NAME: KEVIN BARRETT
AKA: Alien
Height: 6'5" (or so)
Age: 27
Eye Color: Bloodshot green
Hair Color: Brown, short and kinda spiky
Cover: Editor of a bewildering array of ICE series.
Suspected Offenses: Part of international conspiracy which brought *Future Law* to US and thereafter developed into *Space Master*. Felony: System Sabotage for creating *Silent Death*. High Treason for failing to embrace all RMC supplement professions; Aggravated *Armed Assault* for several counts of Production Dept. terrorism. Including illegal *Star Strike*. Fourteen counts of Gross Indecency for overseeing the development of numerous gamebooks. Several immigration law violations have been sited, though more evidence is required for successful prosecution.
Identifying Features/Mannerisms: Goofy, four-eyed "geek" look. Berate's ICE game systems. Tends to wear T-shirts from other companies.

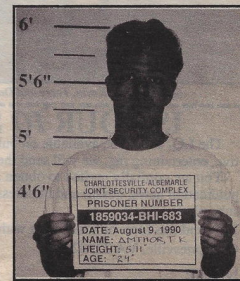


NAME: JOHN MORGAN
AKA: Croc (member of the O'dile mob.)
Height: A wee tad short of six foot.
Age: 33
Eye Color: Brown
Hair Color: Dark Brown
Cover: Marketing consultant, Australian
Expert.
Suspected Offenses: Confusing North American natives by talking in "voices", Computing America by introducing Queen's English spelling. Inducing a nervous breakdown in at least three members of ICE Production Staff using the insidious trial-by-idea method, Bull-dozing sacred cows. Taking the Iron Crown Enterprises out of ICE.
Identifying Features/Mannerisms: Frightening glare and clenching of fists



when discussing product delays. Repeated slapping of forehead when encountering standard operation procedure. Deep menacing growl when asked any question. Inserts colorful non-English phrases into conversation when excited. Tendency to hang around large bodies of water like coffee machines, wash-room sinks, air-conditioning units, and state parks. Misleads the casual observer with an apparent aura of inscrutability.

NAME: TERRY KEVIN AMTHOR
AKA: Ter-bob, Mr. Invisible
Height: 5'11"
Age: "Who wants to know? Hey, I still get carded for beer."
Eye Color: Blue
Hair Color: Brown (formerly blue or purple) and gelled into immobility
Cover: Art Director/Production Manager, master of the Macs and guardian of the secret software.
Suspected Offenses: Five counts of first degree manuscript murder, two counts of assault with a deadly disk drive, three felony counts of art attitude. Wrote ("butchered") several *Shadow World* modules including the infamous *Emer*. He may strike again. Suspected in famous *Cyberspace* system debacle. Frequently flees the US when threatened with deadlines; wanted in five countries. Suspected of having recently acquired half a motorcycle and taking up skydiving; may have death-wish (or is just plain stupid). May be armed with a bad attitude and a glare of death (usually aimed at Eisenhower, who is hanging around in Production). Hovers over Production and Graphics employees like a mother hen (see IQ #8 mugshots). Approach with caution.
Identifying Features/Mannerisms: Will wear anything from offensively bright beachwear to fashion noir (pretentious all-black, with Biff's Wayfarers). Occasionally in the company of a mustelid with brown fur, black tail and feet, answers (sometimes) to the name "Swink". May be the infamous Swinker-dinker-üü, fanged and dangerous.



SPORTIN FOOLS

PART 1: SKYDIVING

Well, in the survey you guys said you wanted to know more about the Iron Crown staff, so you can't say you didn't ask for it. On these pages we feature two articles: one is coverage of the annual Americas Pap tournament held at Origins and GenCon, and here is a brief pictorial featuring a couple of ICE staffers who appear to have a death wish. Future activities are rumored to include spelunking, bungee-jumping, deep-sea diving, and Niagara Falls rafting.
Hey, it's fine with me if Anthor wants to kill himself; I'm really enjoying the editor's chair.

— Biff

Few 'recreational' activities inspire more delicious fear than skydiving. It's one of those sports that people say "wouldn't it be great to..." but never get up the nerve. Well, Kevin Williams (of Production; see issue #8) and I steered ourselves (and our checkbooks: training and first jump cost a tidy \$125! Subsequent jumps on a static line are 'only' \$35) and headed to a nearby county airport determined to jump out of a perfectly good airplane.

But... it's not as simple as it sounds. They don't just strap a parachute to you and shove you out of a big military transport, where it all happens automatically and you land gently and on target without having to think. As Bryan (our jumpmaster) said at the beginning of the day-long training session "This is not like some roller coaster ride; you can die if you make a wrong decision." Uh, yeah. First of all, the plane is a Cessna four-seater with the furniture removed. You don't just get pushed out of the plane; oh, no. You have to climb out and hang from the under-wing strut, flapping in an 80 mph wind. Then you have to let go and assume a spreadeagle position (called the "arch") so that your chute (or "canopy" in the lingo) deploys



Sportin Fools Kevin, Terry and Dave

correctly. As you tumble through space accelerating towards 120 mph, you are to count to five ("Arch-thousand, two thousand", etc.). At "five", you look 'up' to see if your canopy has deployed — the main canopy is on a line attached to the plane and should open automatically. If not, it's time to pull the rip cord on your reserve canopy. Uh-huh. For those who think they might freeze up, there is one final fail-safe: a little black box attached to your reserve chute which senses that you have been falling too far too fast and after a certain period of time triggers an automatic reserve chute deployment. Bryan said they're pretty reliable — in fact one saved a guy's life just yesterday. Just great. My stomach started doing little 'Vogueing' moves all by itself.

Assuming you have 'canopy deployment', there are a number of nagging little things that can go wrong: line twists, semi-collapsed canopy, stuck steering toggles (you have to steer this thing!) and others. We learned how to deal with these as well.

Finally, there's the landing. The ground is zooming up towards you and you better know how and when to pull the brakes on that big piece of nylon over your head, and how to land without breaking a leg. As Kevin and I were psyching ourselves for this little adventure, it seemed like everyone knew *someone* who had parachuted and broken *something*. Most reassuring.

The time arrived. We donned our harnesses and clambered into the plane. I was stressing. Kevin was stoic. Our third sporting fool — Dave — was clearly having a great time. Dave doesn't understand fear too well. Slowly the little plane climbed towards our target altitude: 3500 feet. Hunkered in unnatural positions on the carpet floor, we peered anxiously out the windows. Then came the first moment of truth: our jumpmaster yelled "Door!" to let us know he was opening the big hatch in the side of the plane, right next to Kevin. I'd heard that when that door pops, you feel like you're about to be sucked out...

But it was a breath of cool air when the door flew up and a little more. We let out a whoop (of relief). Then it was time for Kevin to climb out on the strut. I had an excellent view as he scooted hand over hand to the outer end of the support — then at Bryan's signal... dropped out of sight like a rock.

Bryan leaned out of the hatch. "He seems to be doing OK..." he said noncommittally.

Then I scooted up. This isn't so bad, I thought, 3500 feet of pure nothingness within inches of my butt. That pretty green checkerboard below was miles of farmland. Somehow it just didn't register. Maybe it was all that adrenaline pumping through my system. We checked my static line and I swung out. The first shock was the blast of air; other than that I concentrated on holding on (I didn't look down). Then I looked back at Bryan and he said "Go!" I dropped into oblivion.



Terry gets ready to drop into oblivion

The sensation is oddly like being underwater and unable to tell which way is up or down. It seemed like I was tumbling as I counted... one thousand three... then I felt a strong but gentle pull at my shoulders. I looked 'up' to see my chute open perfectly; unfurling like a beautiful (and reassuring) flower before I had a chance to worry about that big red handle over my heart. But — the straps leading up to the canopy were twisted (oh, no!). Almost without thinking, I reached up and jerked on the straps, spinning my body around. One twirl and I was unknotted. I pulled my steering straps down and the fun began. Hanging there in space is like no other sensation I can think of. It's completely peaceful; there's no feeling of falling or turbulence (though I admit it was a calm day). You can aim the canopy (which is propelling you forward at 15 mph, though you can hardly tell it) by pulling your straps. Far below me was the airport: a tiny strip and a cluster of almost unidentifiable structures. I could also see Kevin's canopy much nearer the ground, making his final approach to the open field where we were to land.

For four minutes it was just me and the clouds. The view was incredible.

My landing was acceptable if not glorious: I prudently kept my feet together and collapsed in a three point landing. Dave bounced on his butt. Kevin proudly announced that he had landed on his feet (well!).

Then we gathered up our chutes and hiked back to the airport. After ditching our harnesses we headed across the street to the "Pizza Shanty" for the best beer of our lives.

We're going back next week; we hope to get in two jumps.

IS YOUR IQ SUBSCRIPTION LOWER THAN YOU'D LIKE?

The IQ should be available on publication at your favorite retail hobby store. But if you want to make sure you don't miss an issue of this informative, entertaining rag, we will send the IQ direct to your home.

You are cordially invited to obtain a membership in the *Iron Crown Quarterly Society*. Just Five Bucks for five full issues of System updates, pre-publication news, gossip and mindless drivel delivered to your own home. What more could you want? (Non-U.S. Subscribers write or call for exact subscription rates).

Just send this form or a facsimile with your payment (make check payable to I.C.E.) to: John Brunkhart, IQ Subscription Manager, P.O. Box 1605, Charlottesville, VA 22902

NAME _____

Address _____

City _____

State *IQ8* ZIP _____

Start my subscription with issue # _____*

SUBSCRIBERS! This may be your last issue! Check your mailing label; the number in the upper right is your last issue number!

JOE GAMER 8
1234 MAPLEVIEW DRIVE
CENTERVILLE, ILLINOIS 50301

*Note: you must start your subscription with the next issue or later

1990 America's Pup Report

ATLANTA (IQ News Service) — The 1990 America's Pup Competition began during the Origins '90 show in Atlanta. As usual, it was a grand affair by industry standards, full of the same color and pageantry you might see in a Bulgarian tick-jug contest. Millions, no dozens, of people showed, offering largely derisive support for their favorites and praying that they wouldn't get busted for defacing the Atlanta Hilton's acclaimed running track (where the contests were held).

FASA is the current Pup holder. They've owned the Pup for three years, despite a storm of constant accusations, investigations, justifiable abuse, and bad weather. The Tournament Co-chairmen, Jordan Weisman and Pete Fenlon, cajoled eight companies into entering this year's opening round. The illustrious participants included crack groups from R. Talsorian Games, Mayfair Games, The Armory, Task Force/Leading Edge Games, ICE, Chessex (the favorite), West End Games, and Grenadier Models. All eight teams were hoping to unseat the bastards... er, folks, from Chicago.

This year's game was a variation on an older model used in the 1984 competition. Three-man teams played soccer (aka "football") using a ping-pong ball. Each player held a raw egg in one hand and a water balloon in the other hand. The two goals were flanked by goal posts reflecting this year's latest big releases: WEG's *TORG*, Games Workshop's *Deathwing*, and TSR's vaunted *Buck Rogers RPG*, and ICE's *Silent Death*. Scoring (when there was any) went like this:

- 5 pts for a goal;
- -2 points for crushing the ball;
- -2 points for dropping and busting an egg;
- -5 to -10 points for throwing an egg;
- and -1 to -20 points for offering the Ref an unsatisfactory bribe.

As usual, all the games were played under protest. Mike ("Old Eyes") Stackpole served as Referee and accepted only cash... no checks, no credit cards. The current Pup Director, Dave Wylie of FASA, acted (and I mean, acted) as Umpire. Jordan Weisman stood around a lot, but I think he set up the field.

Mister Wylie chose the pairings in a complex and confusing show at the FASA booth. WEG faced The Armory in the first game, a close affair characterized by the kind of hard hitting you might see in debutants' badminton party. This game was long and ugly. Still, it was the best game of the day. WEG won in a rousing comeback.

The second pairing involved Mayfair and Task Force/LEG. Due to obvious impropriety, however, the ICE team greased Mr. Wylie's palm a bit and succeeded in moving their contest with Chessex into the second slot. A shrill protest from Mayfair ensued, but to no avail. ICE got to play, bumping the other four contingents. (This sort of psychological warfare is a mark of a seasoned Pup team.)

Unfortunately, ICE still couldn't win — even with crowd support, custom uniforms, and a good-looking seven-man team. First, they brought too many guys (including Kevin "Alien" Barrett, Rob Bell, Chad Brinkley, John Brunkhart, John "Croc" Morg n, and Hall-of-Famer Coleman Charlton) and killed their renowned rhythm. Second, they played the muggers from Chessex, a group noted for fielding huge dudes (e.g., Don Reents and Herb Barents) and vicious criminals (everyone else). Third, Chessex abused the unwritten rules, scoring two goals off plays which were later declared illegal. Fourth, Chessex abused the ICE players. Fifth, team captain Pete Fenlon was plagued with some sort of embarrassing spasms. Sixth, their overall play (excepting Kevin Barrett) sucked. Seventh, Chessex bribed the Referee at the start of the game. And eighth, ICE fielded an Australian. ICE was down by 15 points when they unleashed a hail of water balloons (or were those eggs?) and then began chanting "Disqualify ICE; disqualify ICE." The Ref ignored their pleas, but ICE was finally thrown off the court when they spouted inappropriate comments about the Director's unsuccessful vasectomy. Chessex won by default with less than a minute to go.

(Publisher's note: I think ICE could have come back.)

Mayfair squared off against Task Force/LEG in the third game. This was only the second time in Pup history that a predominately female squad (in this case Mayfair) took the field, and they kicked butt. Task Force/LEG didn't even score, despite the heroics of Hall-of-Famer John Olsen. It was a solid win.

By the fourth game, the court was so slippery that the Ref could barely stand. (No, he was not drunk.) It was no surprise that RTG took on Grenadier in a less than epic battle. Grenadier was led by another Hall-of-Famer, Bob ("Hairy Legs") Watts, and apparently trained for months before taking the field. The game began with the Ref slapping a -10 penalty on RTG's "Guest Star" (Mark Matthews-Simmons) for slamming an egg into an opponent's chest. It went downhill from there, with Grenadier winning by 25. RTG did pretty well for a rookie squad.) The only highlight of this game was a spectacular fall by a Grenadier player. He tore up his arm real good, forcing the Official Pup Medic (Ed Watts) to whip some serious bandages on the wound.

At this point about eight spectators rushed the field, tossing balloons at the Misters Stackpole, Weisman, and Wylie. Everyone missed, but one guy (I won't mention who) missed so badly (3 times!) that the crowd broke into thundering applause. I was really embarrassed. One guy's balloon, though, turned into an egg and hit Dave Wylie hard enough to draw blood. The audience was roused into a frenzy.

Thus ended the first round of the 1990 America's Pup. WEG, Chessex, Mayfair, and Grenadier advance into the quarter-finals, which will be held at GenCon. Two winners among the four will advance to the semi-finals. The winner of that round will advance to a "round-robin" final with The Californians (last year's finalists) and FASA (the Pup Holder).

HISTORICAL NOTE: The America's Pup Rules Committee consists of the two Co-Chairmen, two appointed Hall-of-Famers, and a representative from the Pup-holding squad. This Committee is responsible for choosing the game (which must involve a raw egg), setting the rules, and inviting the participant teams. This year's Committee consists of Jordan Weisman (Co-founder of the Pup), Pete Fenlon, Bob Watts, John Olsen, and Dave Wylie.

DAVE'S WORLD

(Continued from page 1)

- If you are travelling to the South, eat lots of grits, preferably at truck stops. Don't forget to pick up the latest issue of *Truckers Digest Magazine* (The Family Magazine of Trucking). If you get bored, play "Count the Waffle Houses".
- Chuck chickens and/or frogs into pots at every opportunity. I personally find that chickens are a bit more aerodynamic, but never play Tic-Tac-Toe against one, you just can't win!
- Never let an Artist drive. They have the tendency to practice the art of Zen Driving (find a car that looks like it knows where it's going and follow it).
- Beware of spring-loaded animals.
- Avoid the following areas at all cost: Big Bone Lick State Park; Stinking Creek Road; Raccoon Valley (They sell nightcrawler soft ice cream there - honest!); and all blasting zones.
- If things get slow, break into a few verses of "Oh, Possum Man".
- Be sure to go to church, especially if it's been converted into a restaurant and bar.
- Remember that Arby's won't sell you the Babar toys unless you buy a Fun Meal.
- It is possible to survive on Pop-Tarts and Mountain Dew alone.
- DON'T FORGET YOUR SHADES!!!

- Later Dudes!

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.

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 Eitennmoors, the Old Forest.

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

Fortresses of M.E.: Open topics include— Cair Andros, Mount Gram, any one of the seven Gondorian Beacons, Ar Pharazôn'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 Morgül, Linhir, Aldburg (Calmiré), Umbar, Calembel, Eadoras, etc.

Space Master 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.

Metal Express: Game systems and support products. 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 Ruemmler.
Campaign Classic series: Sourcebooks (for *Rolemaster*, *Fantasy Hero* and *MERP*) based on a readily recognizable topic / setting. For example we have published Robin Hood, Mythic Greece, Vikings, Pirates, and Egyptian module. ICE Contact: John Ruemmler.

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!

ASTON APPALLED

Hello fellow gaming enthusiasts! I'm taking this quick break from assuring the nervous Sales Manager that indeed everything for GENCON will be "just fine", really, honest, why I even bet all the New products will be there on time... (oh yeah, like for shure, count on it!). Just look at the reliable crew we're sending (see MUGSHOTS somewhere in this issue), well, on second thought maybe the Sales Manager shouldn't see that info just now... A more pleasant item of note is that the quiet, polite Swede won Wimbledon. Well, proper congratulations to you Mr. Edberg!

Enough with polite introductions, I have to devote some of this space to the most scary thought of this quarter. Some bozo (um, that's judge) in Nevada just might decide that a Judas Priest song caused two guys to off themselves. Oh give me a break! Well, I'll just go back listening to "My Life with the Thrill Kill Cult" while I wait for the final word to come out of Nevada...

Other appalling News, otherwise known as *vicious rumors heard in the industry*:

1. **GW is buying ICE:** Hey, they're getting ready for a big bash and buying coolers full of the cold stuff, BUT GW IS NOT BUYING IRON CROWN OK?? Their stores may be buying ICE product, BUT GW IS NOT BUYING IRON CROWN OK??
2. **ICE is trying to sell off the Middle-earth line:** Hmmm, our Middle-earth editing staff have been eyeing the help wanted ads, but that's because they need help keeping New Middle-earth RPG stuff coming your way! Besides, we have to keep Angus busy painting that great cover art, right? So, you heard it here, ICE is NOT SELLING OFF/GIVING AWAY THE MIDDLE-EARTH LINE!!
3. **A New IQ feature writer known only as Dave,** was in a totally altered state of mind during the entire ORIGINS show: Vicious rumor or fact too true to believe? Check out Dave's Convention Travel Tips (to be used at your risk) and decide for yourself, but in respect to the strain such rumors would put on everyone, we'll skip the "Dirt on Dave" item for this time.
4. **ICE won't have nearly as many New titles this year as last:** WRONG!! We are committed to swamping our consumers with MORE, MORE and MORE! And to help you sort through it all, consult *ASTON'S BUYING GUIDE TO NEW STUFF FROM ICE AT GENCON*, somewhere else in this issue.
5. **Driven insane by having no answer from ABC** as to "Who killed Laura Palmer?!", the IQ editor impulsively threw himself out of a plane (wearing a poly/cotton blend shirt no less!) Gee, guess all that Judas Priest music was to blame... ACTUALLY I hear it was planned all along except there was this parachute that was supposed to be attached you see, but he got it confused with that New motorbike of his and, ... well at least he had his Reeboks on! (and his T-shirt was 100% cotton, trust me! Biff.)

ASTON'S BUYING GUIDE TO NEW STUFF FROM ICE AT GENCON

First, a few pointers for the novice buyer:

1. Bring lots of money, travellers checks, and plastic (preferably MC or VISA).
2. Go directly to the ICE booth and salesperson of your choice.
3. Remember to inform your salesperson if you have any coupons/gift certificates to redeem.
4. Please have your name & address filled in on your coupons - that way we won't have to worry about you stealing our pens!
5. Check out the on site sales specials for great deals for big spenders!
6. Remember to ask for your own 10th anniversary ICE bag.

Okay, here's a check list of the New, Newer, Newest titles by series:

Middle-earth RPG:

- New: "Calenhad", \$9, Fortress, published March '90
- Newest: "Greater Harad", \$14, Campaign Module, published May '90
- Newest: "Gorgoroth", \$18, Campaign Module, published July '90
- Next: "Ghost Warriors", \$10, Adventure Module, scheduled for September

Rolemaster:

- New: "Elemental Companion", \$15, published January '90
- Newest: "Rolemaster Companion IV", \$13, published June '90
- Next: "War Law", maybe this year, don't call us, we'll let you know!

Campaign Classics:

- Newest: "Pirates", \$15, published February '90
- Next: "Mythic Egypt", \$16, scheduled for September

Shadow World:

- New: "Nomads of Nine Nations", \$12, Campaign, published April '90
- Newest: "Emer, The Great Continent", \$30, Atlas Addendum and Campaign, Box Set with huge color map, published June '90
- Newest: "Norek, City-state of Jaiman", \$13, Campaign, published July '90
- Next: The first novel, maybe this year, don't call us, we'll let you know!

Cyberspace:

- New: "Sprawlgangs & Megacorps", \$12, Organizations Sourcebook, published March '90
- Newest: "CyberRogues", \$10, Character Compendium, published May '90
- Newest: "The Body Bank", \$10, Character Compendium, published July '90
- "Death Valley Free Prison", \$16, Campaign, published July '90
- Next: "Death Game 2090", \$9, Cybereventure, scheduled for September

Metal Express: The Brand New Game Series where we provide the miniatures!

- Newest: "Silent Death", \$40, star fighter combat, published May '90
- Newest: Silent Death miniatures, \$4/blister (2 or 3 ships per blister), just out!
- Next: More New ship miniatures in September!
- "Overkill: The Prolemean Wars", \$14, Expansion Set, scheduled for October

Space Master:

- New: "Vessel Compendium #3, Imperial Ships", \$12, published January '90
- Next: "Armored Reserves", \$15, Vehicle Compendium for Armored Assault, scheduled for late August
- "Space Master Companion I", \$13, New Companion for Space Master RPG, scheduled for October/November

THF IQ:

- New: Issue 7, Emer & Silent Death preview, The Hour of Profession for RM, published April '90
- Newest: Issue 8, The Twin Peaks, Beach Issue, published June '90
- Newest: Issue 9, THE GENCON ISSUE YOU'RE READING NOW BRIGHTBRAINS!, guess when it was published?
- Next: Never again, Biff jumped remember? But if that was a rumor, the Next one will be in October or November, pumpkins or turkeys, or whatever....

HERO System:

- Newest: "HERO System Rulesbook", \$20, the HERO Rules System published on its own (it was already published in the "Champions" hardbound book, published solo March '90 "Ninja HERO", \$17, the first Campaign book, published March '90
- Now: "Fantasy HERO", \$20, finally, here AT GENCON!
- Next: "Fantasy HERO Companion", \$15, scheduled for later August

Champions:

- New: "Day of the Destroyer", \$7, Adventure, published May '90
- Newest: "Invaders From Below", \$10, Organization, published June '90
- Newest: "Kingdom of Champions", \$18, Sourcebook, published July '90
- Next: "Champions in 3-D", \$16, Campaign Supplement, scheduled for September

Adventurers Club:

- Newest: Issue 14, Hardware issue, comic size, \$3, published April '90
- Newest: Issue 15, the miracle (early) issue, published June '90
- Next: Issue 16, the Fantasy Hero issue, should be out any week now, by September at least, honest, really!

WHEW! I hope the booth staff appreciates me making it easier for them to answer your "informed buyer" questions! Have fun! Spend your money at our place! And sing Happy Birthday to ICE! You just might save a buck!

MYTHIC EGYPT

ROLE PLAY WITH THE PHARAOHS

This is another in a series of articles in the IQ which discuss an interesting upcoming product. *Mythic Egypt* is the newest in our line called *Campaign Classics*, sourcebooks which cover a specific milieu in Earth's dim past. As the title suggests, *Mythic Egypt* is much more than dusty history. In our *Egypt*, the gods live, magicians have very real power, and every day is an adventure.

It is also important to note that *Mythic Egypt* contains full system information not only for *Rolemaster/MERP*, but the *NEW Fantasy Hero!* We're also quite proud of the 'look' of this latest in the *Campaign Classics* series, a bit of a departure from the staid, 'texty' approach some people accuse us of. This 'sampler' page is meant to give you a taste of the exciting upcoming book. (Check *Aston's Picks* or *New Product Updates* for availability dates.)

—Biff

INTRODUCTION

Mythic Egypt is a campaign setting for fantasy role playing. It includes game statistics for the *Fantasy Hero* and the *Rolemaster/MERP* systems, but contains information useful to anyone who wants to fantasy game in ancient Egypt.

Mythic Egypt is about the Egypt of the imagination. The book includes a great deal of information about the Egypt of history, but goes beyond it, to include sinister pyramids, restless mummies, and ancient magics. I have also streamlined the mythology somewhat (the real ancient Egypt had at least four conflicting sets of myths about the same gods) and made up the Retid demi-gods out of whole cloth. So do not mistake this for a book on Egyptology, although I have used historical and archeological sources to provide a good deal of background detail.

The Egypt of the imagination is an excellent place for fantasy gamers to visit. It contains an ancient civilization, learned and aristocratic, with great cities full of wizards, thieves, and nobles. Yet just a short walk beyond the city is a wilderness alive with monsters, arcane folk, and the treasure-packed homes of the restless dead.

One of the dominating features of Egypt is Time, in great quantity. Egyptian history is far too long to ignore, yet Egyptian culture changes little over all that time. As a result, you can use *Mythic Egypt* to set an adventure in any of several periods — the fabulous eras when gods and demigods sat on the throne of the pharaohs, the many dynasties of human pharaohs tending their kingdoms in isolation, or the more turbulent and cosmopolitan times when Egypt was ruled by Persian emperors or the Ptolemies.

Mythic Egypt also contains a wealth of suggestions for forging crossovers between Egypt and other realms of adventure in 10.0.

HOW TO USE THIS BOOK

Mythic Egypt has four main parts. The first is the *Player's Section*, which gives information about generating characters and provides essential background about Egypt.

The second section is the *Gamemaster's Section* and contains several scenarios and adventure ideas for GMs.

The third section is the *Setting*, which gives geographical information about Egypt and its neighbors.

Part IV provides the Game Statistics about non-player characters (NPCs) such as monsters and gods. Treasures, valuable tips to the GM, *Fantasy Hero* Spell Colleges and Magic Items round out this part of the book (which also includes a bibliography and an Appendix).

CREATING CHARACTER BACKGROUNDS

You can play any of the usual fantasy role playing professions in *Mythic Egypt*, except that professional human fighters must be low-class or foreign. But profession, race, and stats do not make a character. They are only the framework for the game mechanics. To give the character dramatic reality, you must create one just as you would create a character for a novel or a play.

Is your character someone else, or just you, transposed to the fantasy world? If you are simply projecting yourself into the fantasy world, it makes your acting job much easier, you simply ask, "What would I do in this situation?"

On the other hand, to play a character with a personality not your own offers a challenge and a satisfaction similar to stage-acting; you must then keep this imaginary personality in mind and ask, "What would Thnex (or whoever) do in this situation?"

Both methods can provide a satisfying roleplaying experience. It simply depends on what you want. For the rest of this section, I will assume that you are composing an imaginary personality. But even if you are not, your projected self still needs a background.

Why are you here? This is an especially urgent question in Egypt, where few of the human natives go adventuring unless it is thrust upon them. Here are some briefly-sketched sample careers:

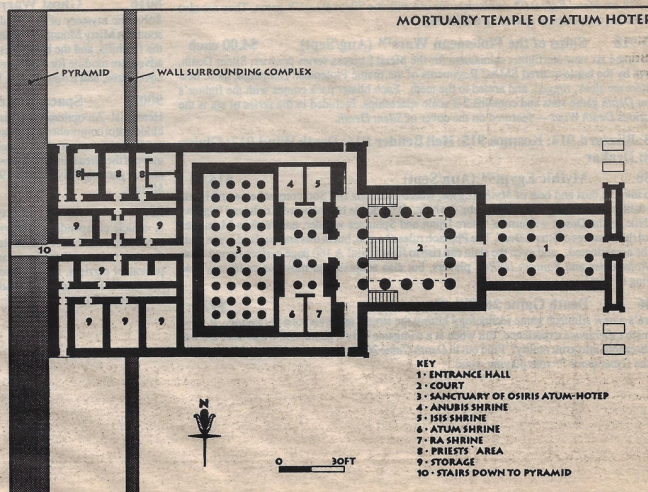
- A professional magic-worker waiting for the next high-paying client.
- A merchant specializing in trade of magic items between Egypt and Phoenecia, with some smuggling on the side. (Rogue or Ranger)
- A tomb-robber from a long line of hereditary tomb-robbers.

Some people are starting their first careers and are at loose ends:

- A magic-worker's apprentice, especially one whose master disappeared under mysterious circumstances.

Some people are fresh from a disaster:

- A Greek warrior who came as part of the guard attached to a diplomatic mission but screwed up, was sacked and is now looking for work.
- A priestess of Isis, sent away from her home temple because of poverty, looking for a new position.



NEW RELEASES

(See Aston's Picks for Release Dates)

Stock	Title	Price	Stock	Title	Price
AC16	Adventurers Club No. 16 (Aug/Sept)	\$3.00	7011	Overkill: The Ptolemean Wars™ (October)	\$14.00
<p>The Fantasy HERO issue! AC16 will contain a complete Fantasy HERO adventure. It also contains the long-awaited Champions® hardcover errata. Add on new product previews, regular features, and a new Champions cartoon, and AC16 is a must-buy for HERO fans. This will be the first issue in our "beefed-up" 48 page format.</p>			<p>The province of Greater House Ptolemus has been invaded by Colosian troops along with war-mongering hordes from the Black Plague and Behemoth Warbands. Interstellar war is at hand. In the vanguard of the deep space invasion fleets fly elite squadrons of starfighters. They will have first contact with the enemy. Overkill: The Ptolemean Wars is a grand campaign expansion set for the Silent Death™ Metal Express™ game. Included are new ship displays for players who wish to use new spaceships produced since the initial release of Silent Death. A counter-sheet of these new ships and additional game markers is supplied with the 64 page book.</p>		
AC17	Adventurers Club No. 17 (Oct/Nov)	\$3.00	7500	BladeStorm™ boxed miniatures rules (November)	\$30.00
<p>Now in its eighth year of publication, the AC is the perfect companion for players interested in the super hero role playing and universal role playing systems designed by Hero Games. Edited by Jeff George with contributions from HERO authors, this comic-book size (10.25" X 6.625") quarterly publication with a heavy-stock cover, now has 48 pages. Each issue has a high "shell-life" due to the important gaming support contained and the strong-wearing cover. It hosts scores of articles on <i>Champions</i>®, <i>Hero System Rules</i>™, <i>Fantasy Hero</i>™, and all of the other Hero Games. Recent and upcoming issues include material complementary to the revised rules of <i>Champions</i> and <i>Fantasy HERO</i>. There are also columns previewing upcoming products. Find out where Hero Games is going and what we are doing.</p>			<p>The Bladlands are a wild, chaotic area shrouded within a mantle of ferocious magical gales called Bladestorms. Here, a little battle can decide the fate of a budding tribe or nation. <i>BladeStorm</i> is a skirmish-style fantasy miniatures game. Each figure represents one person or creature. Simple rules regulate small-scale miniatures battles in any fantasy world. <i>BladeStorm</i> is a fast-paced combat system for fighting miniatures battles in any fantasy world, but we provide a sourcebook and set of scenarios to get you started in the Bladlands. This rich background material helps players set up their own miniatures campaigns and provides an ideal setting for a miniatures game. <i>BladeStorm</i> contains: a 64 page rulebook, a 160 page Bladlands sourcebook, a 32 page scenario book, a 32 page color guide, two full color maps, and a set of eight dice. Miniatures are available separately from Grenadier Models Inc.</p>		
411	Champions in 3-D™ (September)	\$16.00	7600	Organized Crime™ boxed boardgame. (Oct/Nov)	\$29.95
<p>Ever wonder what happens after your superhero steps through that flickering portal? And exactly where do you go when the Necromancer banishes you to another Plane? Champions in 3-D answers these questions and much, much, more. This huge 144 page sourcebook has extensive guidelines for running extra-dimensional Champions® adventures. Complete, detailed dimensions have been supplied by some of the BIG Champions authors: Aaron Allston, Rob Bell, Scott Benne, George MacDonald, and Allen Varney. Toss in a campaign to tie it all together and <i>Champions in 3-D</i> is a must-have item for all HERO fans.</p>			<p>The Gangs now have boardroom meetings and a National focus. In <i>Organized Crime</i>, up to four players assume the mantle of the Boss and try to survive the gangland world of dirty dealing and double-cross. The winner of the game is the sole surviving Boss. Players generate revenue from controlling cities (turf), business investments, and illegal activities. The game also includes Hit Men, Corrupt Officials; and the all-important National Commission for keeping people honest. Rules allow from 2-4 players. Components include: a mounted board, four sets of playing pieces, playing cards, scrip money, and dice.</p>		
412	Demons Rule™ (October)	\$7.00	8007	Angus McBride's Characters of Middle-earth™ (Oct)	\$14.95
<p>A new gang of punks — The Demons — have hit town. They are giving other street gangs and law enforcement authorities a lot of trouble as the gang carves out new territory. Some of these dudes are so tough they have superpowers! Is it possible that <i>The Demons</i> are really...demons? <i>Demons Rule</i> is a 32 page adventure for <i>Champions</i>®.</p>			<p>At last the long wait is over. Enthusiasts and collectors alike now have access to the incomparable art and characters created by Angus McBride for the <i>Middle-earth Role Playing</i>™ game over the past ten years. This glossy 64 page book measures 8.5" X 11" and features dozens of examples of Angus McBride's best work. Each color plate is accompanied by a one page brief fantasy description of the action and full game statistics for the characters depicted. An ideal Christmas gift for Tolkien fans, connoisseurs of fantasy art, and fantasy role playing gamers.</p>		
503	Fantasy Hero Companion™ (August)	\$15.00	8016	Ghost Warriors™ (September)	\$10.00
<p>More, more, more! Hot on the heels of the revised (and desperately awaited) Fantasy HERO™, the 144+ page Fantasy Hero Companion 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>. 913-918 are <i>Metal Express</i>™ miniatures for use with the <i>Silent Death</i>™ game. They are also suitable for collectors of spaceship miniatures.</p>			<p>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.</p>		
913-918	Ships of the Ptolemean Wars™ (Aug/Sept)	\$4.00 each	9002	Space Master Companion I™ (October)	\$13.00
<p>Here come six new starfighter miniatures for the Metal Express series premier, <i>Silent Death</i>. Flown by the battle-scarred SMAC Regiments of the titanic Ptolemean campaign, these new fighters are sleek, rugged, and armed to the teeth. Each blister pack comes with the fighter's <i>Silent Death</i> game stats and contains 2-3 scale spaceships. Included in the series of six is the notorious <i>Death Wind</i> — featured on the cover of <i>Silent Death</i>.</p>			<p>Here it is! An optional and variant rules compilation for the popular <i>Space Master RPG</i>. Included are: comprehensive new skill listings with new professions and development point costs, guidelines for a complete strategic-level game for <i>Space Master</i> allowing players to run one or more of the Great Houses in a sweeping campaign, and an update on the current state of the <i>Space Master</i> gaming Universe. This 96 page sourcebook will be a must-have item for players of <i>Space Master</i>.</p>		
913: Blizzard 914: Kosmos 915: Hell Bender 916: Death Wind 917: Glaive 918: Drakar			9021	Armored Reserves™ (late August)	\$15.00
1050	Mythic Egypt™ (Aug/Sept)	\$16.00	<p>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.</p>		
<p>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.</p>			<p>ICE, Inc P.O. Box 1605 Charlottesville, Va, 22902 USA</p>		
5106	Death Game 2090™ (September)	\$9.00			
<p>There's a new stimech game technology hitting the streets and everyone is playing. It's the ultimate <i>cyberspace</i> experience. But when is a stimech game only a game, and when does it cross the threshold into grim reality? Find out in <i>Death Game 2090</i>, the second 48 page <i>Mission File</i> for the <i>Cyberspace</i>™ role playing game.</p>					

T'REVOR'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.
Hiiri: A boy of perhaps 15 who claims to be Trevor's nephew and has an aura like a Maia
AND THE ASSOCIATES:
Nandar: Darien's "Pack Human"
Senkay: A Spastic mortal.

Letter Nine

Today
East of Argent

Dear Brother of Leisure:
I should tell you that some of the group members are referring to this journey as "Trevor's Big Adventure". If they want to call it that, OX, but I really wish they would call me by my true name, Arxdukganga.
We got out of Argon, travelling in an uneventful manner to Dar Dunadir, where everybody folds paper. Paper houses, paper boats, paper boats. And you know what a little piro I was as a child. It was hard not setting fire to the whole place.
We bought this boat shaped like a beaver (or was it a beaver shaped like a boat?) and started sailing along. For extra effect, Nandar caused the eyes to glow, and smoke to come from the nostrils. It became Theodor, Beaver Boat from Hell. I rode on top, appearing in my true form as Arxdukganga.
Well, some buffoons pulled up in a lizard boat and wanted money. Of all the stupid ideas. I informed them that Arxdukganga pays tribute to no one. They were unimpressed until Namu did some water tricks, and they left quietly.
The rest of the day passed uneventfully — unless you count the monk getting yanked off the boat by fish an' ev'ry — until we neared a Daz bridge across the river that evening. Suddenly, a flaming net dropped in front of us, and we were attacked by oil, dudes and fireballs! 'Oooo', you say, 'scary!' Not for Arxdukganga.
Hiiri and I flew out of the way, and while Nandar's "fire lizard" took out the flanks, Namu and I blasted the net. Unfortunately, the Beaver Boat took the Big Hit. We had to salvage some blubbering group members, then climbed up to the side.
Namu had a close encounter with a trap, but, despite the superb coordination and healing skills of The Amulet Which Speaks and (sometimes) heals, he survived. Then we pressed on, into the wilderness, without our boat or a clue. Hiiri robbed Málldik, and I had to pay the creep back. Parenthood!
We ran into these bear bridges, bear statues, and other general bear crap (not literally) including a bear attack in the woods. Well, we had to take a few of the little furballs out, but overall it wasn't a big deal.
Oh, yeah, the Torak the monk got his foot shot off somehow. 'Uduu if I know how he did it; just one day he had no foot. Must've been one of those battles I slept through.

"Then Málldik and Namu and Ohnree apparently couldn't take it anymore and left. I know Namu was a little concerned about the fishy witch who knew his name, and Ohnree heard the plains calling ("... Ohnreeeeeeee, Ohnreeeeeeee....") kinda like a kid calling it's mommie, like you used to do when I beat you up, little brother. That was fun. Nandar went on a short trip to make sure the guys who stole were OX, and came back different somehow... not sure how. The Trident knows, though.

Leading the group with my usual wit and charm, we crossed a river north of Bear-land (actually called 'Toph' I learned) to avoid the mountains shaped like bears. Torak (the club-foot Monk) and Coma jeered at me, and I finally got tired of it. Finding the situation un-bearable I left, dragging Hiiri with me.

We had a short argument about responsibility and the lack of practicality of the way of us travelling through Sylax without reinforcements. I told Hiiri he could go back to the group if he wanted. He did.

After giving the situation some thought, I realized that it was stupid to go on alone. Now, I may be a lot of things (ajerk, an creep, a stubborn creepy dunderhead, a good-for-nothing son of a b'irog, a not-nice guy, etc.), but let it never be said that Trevor is stupid. I also didn't want to leave Hiiri unprotected. So, I returned to the group and flew ahead, invisible and backing for presence. I kept in touch with Hiiri and led the group. It was kind of funny; this 16 year old kid directing a crew of tough, hardened adventurers. "Snicker".

We got out of Toph — bear-ly slipping unobtrusively through the perimeter defenses — and hustled onward south and west. Many days and miles later we arrived in Rhalan, at the fine stacked city of Reen. It even had high-rises. Hiiri decided that it was time to sleep in a real bed again.

We spent a few days in Reen, Coma (did I mention that he now goes by 'Amoc', as he is wanted in just about every region of the East?) getting into trouble of various types. Forcing the group to action after defending the town against some rabble, I led us north and west towards my goal, Sylax! Ah, Sylax, a city infamous for bringing us such evils as the White Mages (Sitarus Dónax), and ugly flags. Slipping past the city, we arrived at an ancient temple with a chair on top. I hopped up, and proceeded to have the vision which was the culmination of my Big Adventure (Phase 1)..

I sit in the chair and let my mind wander. I set aside the Trident so that it would not interfere with the objectivity of the vision, and am immediately blinded. By a purple reflection from four pools of water. From the swirling water in one pool, a fish pops up and looks at an old man in deep blue robes sitting in a purple chair. The fish speaks: "My Lord Virdiak, who do you summon from the well today?"

"You, Dendien; that is why you are here."

"Why? I have been asleep for so long."

"To finish your chore, for you have made the top of my staff; it seeks completion."

"Where shall I go?"

"From my home to the wells of the Uttersouth, to the isle farthest south. You shall find that which you made long ago. Unite the parts, and bring them to my lovely home in X'u'ish. You have seen how you will die."

"My Lord, that fate is what binds me to you; nothing more."

"Yes that is enough." In his eyes, there is a flat blue-glass (like death; the absence of life); there is also a warm-out quality to him, tired and complacent. A glimmer from a ring on his finger; bright, blinding, flickering purple.

A break, and I see Uncle Dendien (no longer a fish) standing before three Elves, all kneeling and bound. He says: "You have betrayed your mistress; my master's love, in order to serve the Sleeping Spirits that do not move, except to break the ground we walk on. By this you shall pay."

The first Elf, Sylvan, says "How, my Shepherd?"

"You shall pay as I have: You shall know your end."

The second Elf speaks: "I shall sooner die."

"In a sense, you shall."

From a mist behind the Elves a door opens and a light blinds me again. The mist clears, and I see Dendien shepherding on a hill in E—Sordul-Sare. Beside him is a young girl. He speaks to her: "I am

going to a south isle far away. There I shall unite a great wand of power with its body. And there shall be a staff like that of my master's master. And Fate shall once again rule, but now no one, not even men shall escape its law. And all will serve their destiny, just as I. And although this is sad, my dear, it is my destiny to do this; I have no choice.

The little girl asks: "Brother, why?" (she is my mother?)

"Because that is Fate. That is the Law."

"I am scared."

"I understand, though I no longer feel as you do. Run along." The girl begins to cry, and wanders back over the hill and waves. He nods, and looks south to the sea. The sun sets in the west. I see into his eyes, and there is no glimmer, only dark blue like a deep pool. Into that image comes a room, and in the room are eight men (four seated on each side). On the left is the Fisherman Virdiak, Lianis, Pallandil, my uncle, and two others. On the right is a man in blue-green (Alatar, the Bearer of the Root) robes which are brighter. I cannot see his face (typical). Beside him are three. The two wizards converse, Alatar speaking first:

"My Lord wanderer, your aimless journey will never end, so long as you betray your fate."

"I make my fate, so I am Fate."

(Alatar laughs!) "Your order is built upon the spirits that will pass in the night; they are but caretakers, servants, transient wanderers in the dusk. My order, my son, is coming soon, and the world will be as a garden without need for the tears of your aimless sheep."

"I called you friend once, now I pity you, for your destiny is to wither in the darkness, just as your servants die beneath the Night of the Long Winter." I see the dark pools of Pallando's eyes, the bright light of the setting sun, then nothing but darkness.

Suddenly in the darkness I hear a woman's voice: "I loved your uncle. I love you." I sense a calm familiarity. "I would rescue his spirit, just as I shall rescue the spirit of his lord, who I have loved; and your kind whose oldest blood is bound by fate shall be free like that of the men who walk these shores. Love me and you shall be free. I am now mistress here, and I am love."

I realize that it is M'ormazé!

The chair grows warm, as if it is endowed with a power or presence. I feel my dream has been ended prematurely — and I am in communication with the Mediator.

"Where is my uncle?"

"Batting his fate, and yet defending his end far to the south. He shall, as he knows, never see you. He does not understand my love."

"And Virdiak understands?"

"No, his spirit wandered, and love is order."

"What about the faceless man?"

"There is no love where there is no spirit."

"What is your purpose?"

"Come to me; I am of your kind. This is our world not theirs." She sits on a small stool, on a balcony of her palace, a beauty beyond description.

Then the Trident speaks: "She would dissuade the course by dissuading the dissuader. Her love would change things."

I ask the Mediator: "How do you feel about the Trident?"

"It is the dark side of my love's spirit."

I decline the offer, but get some insights into the Mediator: she is like the wind, a dark spirit, full of passion, hungry and imperfect. Old and gifted, she seeks to be rid of the shackles of her race. She is Avari, yet she knows the Elder will. She knows their lords.

I break contact.

As I awoke, fires erupted from the sky above Sylax, and war kites descended from above. Málldik (remember him?) and a pair of wandering vagrants burst out of the woods at that moment to rejoin M'raj.

Nandar, Darien, Cavetud, Hiiri and myself.

Oh, well. I know you're on the edge of your (each) recliner, so I'll write again soon as the Big Climax of My Big Adventure nears.

Trevor.

1. Well, actually, but I couldn't resist. James Dean's got nothing on me...
2. Oh, yes. Arxdukganga (also known as Luinurgurh the swordmaker) was a famous Sorcerer-lord and Melkorite Priest of the Second Age, creator of the Fygaak-swords. Ed..
3. Assumptions of other identities are mine, but there isn't much doubt.
4. Again, who do we think we're fooling here?
5. The Mediator, the Sylvan Elf-woman with golden-white hair who has one of the Helms of Ultimate Futility and wears golden-dragonskin armor. Yeah, that hot witch.

"Extree-fun Convention Issue", Summer-Fall, 1990

CLASSIFIEDS

As a **FREE** service, IQ will commence accepting all gaming-related classified ads, subject to the amount of space available and good (or bad) taste. IQ plan to have a special classified section in every issue available for this purpose. Free Display Ads for fanzines will be permitted. Ads will run for at least one issue, but IQ will re-run ads at its own discretion. IQ will not be held liable for errors occurring in advertising. Any reasonable length is accepted, but all ads are subject to editing.

This is your opportunity to contact new gamers in your area, sell off old game collections, find that out-of-print item, promote your fanzine, your convention, your club, and anything else legal.

Iron Crown Enterprises and the IQ take no responsibility for the content of these Classified ads. Do not contact ICE directly when responding to the ads.

\$ GAMES TO SELL \$

Free list of AD&D and Marvel Super Hero modules for sale at greatly reduced prices. New unopened packages. Write to Pantechnicon, 1165 E. Thousand Oak Bvlys, in Thousand Oaks, Calif. 91365 9

\$ WANTED TO BUY \$

WANTED: the *MERP* campaign module *The Court of Ardor* in good condition with map. Call (805) 947-6799 and ask for James. 8

WANTED: *Trolls of the Misty Mountains* and *Umbar: Haven of the Corsairs*. Will buy or trade. Call (717) 492-9139 after 5:30 or write G. Daub, P.O. Box 44, Franklinton, PA 17323. 8

Old *MERP* modules wanted! *Trolls of the MMs*, etc. Call (714) 796-8031 and ask for Krister. 9

CLASSIFIEDS

The committee for the advancement of role-playing games has extensive information on religious groups opposed to role-playing games. Would you believe, the leading anti-D&D critics are linked to racist groups? The earliest critic thinks George Bush is a Satanist? Find out more, and never feel ashamed of your gaming hobby ever again! Claims of "suicides" and "Satanism" associated with a game have all been found to be hoaxes. Write us for free information (although return postage would help!) to either: Mr. Pierre Savoie, 22-B Harris Ave., Toronto, Ontario, M4C 1P4; CANADA; or Mr. William Platt, 8032 Locust Ave., Miller, IN, 46403, USA.

OPTICON 91

May 31-June 2, 1991

University of Akron, Akron, Ohio
Guest list to be announced

Special events include: A variety of tournaments (including RPGA [tm]) and individual events of all types. Auction, Dealers area, Painting contest, Art show
Pre-registration: \$15/weekend
Dorm rooms available. Write for room rates.
For information write:
OPTICON 91, P.O. Box 4876, Akron, OH 44310, Or call: (216) 972-7713

QUAD CON '90 October 12-14

Staged by the Riverbend Gamers Club and the Game Emporium staff, this gaming con, now in its fifth year, will be held once again at Palmer Auditorium, 1000 Brady Street, Davenport, IA. Featured are role playing games (AD&D, Battletech, Call of Cthulu, CHAMPIONS, Marvel Heroes, Shadowrun, and many, many more), historical and computer games, a silent auction, dealers' room, miniatures painting competition, and on-site food. Pre-registration is available from July 15th to September 30th. \$4 per day or \$7 for the weekend. Send a SASE to: QUAD CON, The Game Emporium, 3213 23rd Avenue, Moline, IL 61265 — or call (309) 762-5577 (collect calls will not be accepted).

ROCK-CON XVII GAME FAIR

November 3rd & 4th, 1990

Rockford, IL

Admission (for one or both days)- \$5.00

NO GAME FEES

Special Guests: Jim Ward, Tom Wham, Lou Zocchi

Rock-Con Game Fair is the Midwest's premier regional gaming convention. The convention features historical, fantasy and boardgaming events covering the entire spectrum of adventure gaming. Last year's convention was attended by over 1100 enthusiastic gamers. Over 100 various gaming events.

Over 20 dealers and manufacturers will be represented this year in Rock-Con's dealer area. Some of the products that will be represented include TSR, Ral Partha, FASA, RAFM and Games Workshop and ICE.

For more information or to inquire about hosting an event write to:
Rock-Con XVII Game Fair
14255 Hansberry Road
Rockton, IL 61072

Grey Worlds

A fan supported publication for *Rolemaster* and *Space Master*. *It's more than a magazine, it's a fanzine.*

For more information, write to
Grey Worlds
123 Heritage Lane #204
Denton, Texas, 76201

Grey Worlds magazine and Iron Crown Enterprises are unaffiliated companies, and Iron Crown Enterprises is in no way responsible for the material or content of *Grey Worlds* magazine, and Iron Crown Enterprises owns no interest in *Grey Worlds* of *Grey Worlds* Magazine. *Grey Worlds* magazine is printed with permission of Iron Crown Enterprises.

From: ICE
P.O. Box 1605
Charlottesville, VA 22902

Bulk Rate
U.S. Postage PAID
Charlottesville, VA
Permit # 471

TO: