

The Kid's Comic Review = Well I'm back, come in from out of the cold. The last month has been pretty dry comic-wise. but last week I bought a bunch. They were: Animal Man #44 and #45, Doom Patrol, Metropol, and The Lobo Paramilitary XMAS Special.

This week review is of The Lobo Paramilitary XMAS Special. It is a special edition Christmas story that didn't quite make it in time for Christmas, so what's new considering comic schedules, but I'm glad it was released anyway. It was written by Keith Geffen and Alan Grant and illustrated by Simon Bisley. I love Simon Bisley's art and bought the book because he illustrated it. You may remember Bisley's work from Slaine and the recent Lobo four parter. You Doom Patrol fans may also remember that Bisley illustrated issues 26-50. The storyline was mediocre, typical Lobo antics, lots of senseless violence and fraggin' obscene language, but the art was great. Bisley's art is a bit on the surreal and quite vivid, perfect for the gore necessary to illustrate a Lobo or Slaine comic. So while the comic might have been a great counterpoint to all the merry Christmas cheer in December, reading it in January it seemed flat. I'd say buy the book just for Bisley's art. Hell its only one issue right? (I have to throw in my comments. I also like the "X" comics in January. The art and story are better than any I've seen in a while. Marvel has a streak going. - Sweet.)

Soapbox = Hero System: Player Friendly, GM Ugly = Part 1 = (If this article does not finish this issue it will continue to the next issue.) Oh no, I can see it now, John's playing another sympathy for your GM ploy. Not really, let me explain. Just last week Debbie gave me a call at work and asked me how many points for a monster is needed to take on five 150 pt. Fantasy Hero characters. I sat there for a moment and said, it depends? Let me start at the beginning and try to explain the problem.

The Hero system allows the player great freedoms in character design. This means that players can spend hours making up Gonad the Destroyer or Meric the Magical and eke out every last point. The player has both the time and energy to put extra effort into their one character. The GM on the other hand has to make up several monsters for one adventure.
(Continued next issue.)

Product Grade = Champions Presents = Grade: A- = Champions Presents is a new 127 page Hero module that has three new Champions adventures. The idea of three full length adventures in one book is great. These adventures are very well presented and very interesting. Each adventure involves several parts and detailed villains. Storylines are rich and textured. The adventures mix magic, technology, and aliens. The only reason for the "-" grade is the cover art. Jackson Guice (famous for comic art) does only a fair cover. Hero is really starting to lose the art quality that they started with the hard cover 4th edition rules. This book is a must for the serious Champions GM.

AC's New Co-Editor = Bill Robinson is now co-editing the Adventurer's Club Magazine in his spare time. If you have anything that you might want to get published in AC, let me know and I will send your article to Bill. Good luck Bill!

Next Issue = Another Kid's Comic Review, and Paladin's personal choices for the best computer games of 1991! Same Merc time! Same Merc channel!

Soapbox = Hero System: Player Friendly, GM Ugly (Continued) = Part 2 = The other problem that Hero's character creation flexibility creates is a combat mismatch between characters of the same point level. For example, how is Bob's tinker going to take on a dragon with John's mage? The GM ugly problem is lot less severe in super-heroic campaigns. In these games the damage mismatch is less of a problem. If Weed Hopper throws a 8d6 martial punch and the Brick Layer can dish out 10d6 the difference is minor. It is easy to tell when the game is at the same power level. In a heroic games one character may do 3d6 with a sword and the other do 2d6. The distinction is larger. Average damage plays a much greater role in the super heroic campaign. When you have more dice the average roll that is generated is much more consistent. When a lower amount of dice is used, especially with killing attacks, the average variation in the data goes out. A lucky hit by a monster may knock Gonad off the planet, but will bounce off of Meric the next round.

In many cases the villains in Champions are also premade. This makes the GMs life a little easier. Pre-generated villains make for a easy way to run a Champions game. In Fantasy Hero the GM will want to create a lot of his own monsters.

There are a few saving graces for the Hero GM. One is to buy all of the monster handbooks from Hero. Use the Bestiary and all of the Villains books if possible. Maybe change the special effect of the villain or monster to suit your needs. If you are really imaginative you can use the Champions villains for Fantasy Hero. I had a great game when my FH group took on Wyvern. The characters didn't know that it was the stats for the Wyvern, but it was one less monster for me to design. (By the way, they kicked his but.) Another helpful rule for the Hero GM is never calculate the monsters points. The characters won't mind, and this way you can put down what you want without pulling out your HP calculator to do the math. Don't waste your time.

Fantasy Hero is probably the toughest game for the Hero GM. I wanted to add some extra hints that I use for Fantasy Hero. First off, put a tighter reign on the character creation than in the other genres. Tell the characters the max damage, the average damage, and the defenses that you would like them to have. Next study the characters closely. Look for the average dice again after you see all of the character. If the game is a single run, or the start of a campaign, I have another trick. For the first combat use a bunch of below average monsters. This way you can get a feel for the parties combat power. After this open up with a bigger monster and see what happens. One last tip for FH monster creation. Damage reduction from the 4th Ed. rules is a great way to make one monster last longer against a whole party. It will also tend to cause monsters to die than to just fall unconscious.

Deb, hopefully this will answer your question.

The Kid's Comic Review = Last Friday was a great day for comics. The two Lovecraft based stories have finally appeared and at the sane time yet. I purchased Shade #21, Miracle Man: Apocrypha 1 of 3, H.P. Lovecraft Master of Horror and H.P. Lovecraft Cthulhu.

H.P. Lovecraft's Cthulhu was published by Millennium. I've never heard of Millennium before, maybe you have. The last book was written by Lovecraft, of course, adopted for comics by Terry Collins and Mark Ellis, penciled by Darryl Banks and inked by Robert Lewis. I've never heard of the artist before either, but they've done a great job.
(Continued next issue...)

Next Issue = The conclusion of the Kid's review and Paladin's picks for the games of 1991!

The Kid's Comic Review (Continued from last issue) = The comic follows the storyline of Lovecraft's original "The Whisper in the Darkness" very closely. The story was tweaked a bit though. In the novelette, Wilmarth was recounting his story in a letter, in the comic, he was recounting it in person to a group of "investigators". The book is supposed to continue in a series like it will be a comic version of the game Call of Cthulhu. Indeed, the inside back cover of the comic contains an ad for Call of Cthulhu. The art was very good, precisely executed and had a feeling of reality to it. I couldn't quite place the time period, Wilmarth story takes place in 1927. When I read the Wilmarth and Akeley's correspondence in the comic it looked like there were "sticky notes" on the pages, so that tips me that the time period is the present. Too bad, I was hoping that it would be 20's and 30's. One last detail was nice, on page 23 frame 2, as Wilmarth descends the stairwell of Akeley's house note the portrait of H.P. Lovecraft. Nice touch and a tip of the hat to the original creator, comic book style. I haven't read the other books so I can't compare the two, but this one looks good. I only hope Millennium can continue producing them.

This is the Kid. signing off...(I didn't even pick these titles up, i felt the art was not all that great. My recommendation, read the novels. - Cakes.)

Paladin's Software Game Review = The Best PC Computer Games of 1991 = This Mad Merc fellow sure is pushy. Mr. Merc has contracted me to pick my favorite games of 1991 and review them. The categories that I will use include Arcade, Simulations - WWI/WWII, Simulations - Jet, Simulations - Other, Adventure - Fantasy, Adventure - Other, Sports, Strategy, All Time Honorable Mentions, and Game of the Year. This issue I will start with Adventure - Fantasy and Adventure - Other.

My award for Adventure - Fantasy game is SSI's **Eye of the Beholder II**. This game proves that the sequel can be better than the original. EOB II grabs the player and holds on tight. The adventure starts with a great animated sequence depicting Khelban Blackstaff, mage of Waterdeep, asking your help to defeat the evil of Darkmoon Temple. The temple is filled with a variety of evil nasty beasts. Traps and tricks await around every turn. The temple is run by an evil priest known as Dran Draggore. The game plays very much like the EOB I. Graphics and sound have the same awe inspiring feel of the first game. The only notable differences to game play are in the save games (now you are allowed six) and the spell casting menu. The greatest difference in the dungeons is the puzzles that are presented to the player. In EOB I, it was frustrating trying to map. Luckily, SSI seemed to listen to the players and make the mapping easier and the puzzles better. Only one puzzle, really was bogus and required a trip to Prodigy for a solution. (The room with the nine pressure plates. Put skulls in the corners then stand in the center. Be ready for a fight. This room was tough and no helpful clues were given.) Plan to spend a lot of time to finish EOB II. This is one of those few games that you don't ever want to finish.

The award for Adventure - Other goes to Sierra On-Line's **Space Quest IV**. What would a "best of" column be without at least one Sierra On-Line game. These guys are getting better every game. SQ IV is no exception. The game has Roger Wilco heading through time to defeat an evil computer who has kidnapped his son. His son? As usual, things are not calm for our luckless hero. The game has Roger do everything from steal a time ship to serve burgers at the local space burger joint. The game uses the simple but powerful mouse interface famous from King's Quest V. The sounds are outrageous and the graphics are top notch.

Next Issue = Paladin's Best Simulators Games of 1991, and much, much more!!

Welcome to **SLAM-CON 3**! Hope you all have a great time.

Here is an events schedule:

Saturday:

10:00 Annual Family Business Tournament = Take first two winners of two games.

12:00 Croquet Tournament = The winner gets to wear the wonderful green jacket!

Sunday:

11:00 Aliens 3 = This year we are taking in a matinee movie. The movie will be Aliens 3 with Sigorney and a bunch of her close friends. You won't want to miss this one!

Here is a list of games that will be featured at **SLAM-CON 3**:

- **Time Travel D.I. Game** = A game run by John that will have the party against an evil foe in England in the year 1941!
- **AD&D** = The final installment of the hunt for Chillbite. Chillbite is a white dragon that invaded the Undermountain. Things can't get any worse? Can they?! John also runs this one. (This could be the last John campaign AD&D game for a while.)
- **Vampire** = Join Kim Fuentez in this new game that had a lot of role playing promise. Bring your canine sharpener for this one!
- **Fantasy Hero** = Continuation of Deb's quest to stop an evil curse and kill a dragon. If the dragon is anything like the hornets this one will be tough.
- **Danger International** = The second run of the Jeff Brickman post-holocaust game. A death in the party is likely to occur.

Paladin's Software Gaming Review = The Best Computer Games of 1991 = This week is simulators. These include WWI/WWII, Jets, and other.

The winner of the WWI/WWII simulator is Dynamix's **Red Baron**. This game uses the polygon fill method for backgrounds, but the action is smooth and fluid. The details and toughness of the missions can be altered. This add to the playability of the game. This is one of the toughest simulators that I have seen. Hopefully Dynamix will build on their awesome flight simulator line with the release of **Aces of the Pacific**. (Watch the gazette for a future update.)

Jetfighter II is the winner in the Simulators - Jet category. This game has all of the great features of the last version. The keys are easy, the graphics are breath taking, and the action is hot. Velocity can't make a bad game.

The winner of the Simulations - Other category was the hardest to decide. I gave the prize to Microprose's **M1 Tank Platoon**. This game has a great deal of strategy and action. The graphics are polygon fill, but the tank interiors are gorgeous. This one has all of the features of a great game. Play can be slow at times and mission selection is critical. Strap on some steel and go wild!

Next month will be the winners in Sports, Strategy, and All Time Honorable Mentions.

Announcement = The Number 93 issue of CGW (Computer Gaming World) featured the Champions computer game on the cover! The game that will be put out by Konami is reviewed. The reviewers are calling it the first game where fighting is not everything. The program will include a complete Champions spreadsheet character designer. The snapshots in the magazine article look incredible!

Last Weeks Games = Jeff's game was a slaughter...for the bad guys! ("Man a bow is gross in post-holocaust!") My game ended with the first encounter with the drow. I thought this was a dragon hunt. Boy the dragon has tough friends! Deb's Fantasy Hero game had zombies that duplicated.

Next Time = Paladin's Review and much more!

Note: This Gazette is long overdue. For a while my life was tied up with printers and other mysteries of the universe. Enjoy!

Paladin's Software Gaming Review = The Best Computer Games of 1991 = The next three categories include Sports, Strategy, and All Time Honorable Mentions.

This Sports award goes to **Jack Nicklaus v.1.5**. This game has great graphics and tons of playability. Most of the other games that were released in 1991 had great graphics and sound, but after 2 weeks they were deleted from the hard disk. **Jack Nicklaus** is a lasting favorite. The course design program is revolutionary. It adapts the idea of a paint program to golf course design.

RR Tycoon from Microprose wins the Strategy award. This game, like all good strategy games, is easy to learn but difficult to win. The graphics are very simple and the animation scenes almost gets in the way. The sound is only fair. The mouse interface is great. The game can be approached from several approaches. One can try to win by gaining money and playing the stocks, or by building and cutting off your enemy. There are 6 skill levels that can give the novice to the expert a run for their money.

There are two All-time Honorable Mention awards. This award can only be given to games older than 1991 that maintain interest. The two games that I decided to elect are strategy classics. The winners are **Sim City** from Maxis and **Red Storm Rising** from Microsoft.

Sim City is the first game from Maxis. It put Maxis on map and gave them money to create classics like Sim Earth, Sim Ant, Robosport, and recently A-Train. The concept of the game is to build a city for computer people called "sims". **Sim City** is simply (pun intended) the most addicting game I have ever played. This game is impossible to stop playing.

Microprose has been in the Best 1992 awards quite a lot and for good reason. Microprose is on my list of companies that can't put out bad games. **Red Storm Rising** is a submarine only strategy game. It is not a simulator. The game is very easy to play, but hard to master. The tricks to success must be learned the hard way in most cases. This game brings one from a tense waiting to a fever pitched battle. This game has been changed several times so the latest revision is a must.

Note: Attached is an origin presented by Chris Armstrong. I like it...see what you think. Thanks for the entry Chris.

Next Time = Paladin's Best Arcade and Best Overall Game of 1992! Also next issue, an official, in person, **GEN CON 25** review!

The Saga Of Rolf Sanswit

Gleaming chainmail armor, partially covered by a white linen surcoat, encased his body. Blazoned on the surcoat was a red flame, as if from a candle, as large as the man's chest and stomach. Rolf's chain coif was pushed back off his head as he regarded the pool. The pool was fed by a small spring that welled out of the rocks a few feet above the pool. The spring had been reduced to a trickle of rank smelling brown water. The pool itself was filled with putrid brown water that was fouled with the carcass of a large buck that had been brutally hacked to pieces and dumped into the water. The sight repulsed Rolf, but as a seasoned warrior he was accustomed to the sight of gore. What truly sickened Rolf, what caused him to stand stricken in disbelief, was the fact that this holy pool, dedicated to his god Mithris, had been desecrated by some creature. The stench of evil was as pungent as the decaying body of the deer before him. Finally able to come to grips with the sight before him, Rolf bent down to start removing the carcass from the once gleaming pool. As he bent down, Rolf was again rooted to his spot, this time by the baying of wolves very near to him. Rolf slowly stood up, drawing his broadsword at the same time. As he scanned the rocks above him he noted movement behind some bushes several yards up the hill. Again the baying. Rolf moved cautiously toward his horse Valor, another seasoned warrior, to retrieve his shield which lie slung over the back of his horse. Rolf barely had time to retrieve his shield before the monsters revealed themselves. These were no ordinary wolves, they were giants, twice the size of the ordinary hunters one would expect to see prowling these mountains. As the beasts rounded the corner of the well Rolf tried desperately to fix his shield upon his right arm. He retreated a few steps and realized that the rocky, steep hillside would be very difficult to maneuver on. Rolf began to have serious doubts about his chances in this encounter. In another second the dire looking creatures would be upon him. They leaped and Rolf stood ready to meet their charge, but they were intercepted by Valor, Rolf's one true companion beside his god. The horse was in a frenzy, lashing out with hooves and teeth to protect his master. One wolf collapsed, its head cloven in by the iron shod hoof of Valor. The rest of the pack retreated a bit, wary of this powerful adversary. As they regrouped, Rolf advanced again to stand with his horse. The two had been through many engagements together and Rolf knew that here they would be sorely pressed. It was useless to flee, the warhorse could never negotiate the narrow track fast enough to escape the monstrous wolves, especially with a rider on its back. the wolves circled, fanning out to press the flanks of their prey. As if on cue they lunged, four at the horse and one at the man. The man was skilled. As the wolf leaped, Rolf thrust with his sword gripped in both hands and drove it through the chest of the beast. As it fell, Rolf pivoted and twisted his blade. The wolf fell heavily, dead before it hit the ground. The horse didn't fare so well. It was overwhelmed by the ferocity and sheer numbers of its attackers. Valor went down screaming and kicking futilely. The valiant warhorse

would bear its master no more. The frenzied wolves were rabid with blood lust. They began tearing the horse, rending the flesh from its carcass. Rolf looked on in horror, anger and sorrow welling up in him simultaneously. However, he realized the futility of his situation, he could not withstand the wolves on this narrow, rock strewn terrace. As the wolves satiated their frenzy, they temporarily forgot the man. Rolf carefully picked his way to the trail and then ran as fast as his legs would carry him. He slipped several times on the way down, but the wolves were baying again. The hunt was up. Rolf emerged from the trees at a full run. He was slowed somewhat by the chain armor he wore. Up ahead, a few hundred yard away, he could see the roadside shrine that marked the trail to the sacred pool. Now the remaining wolves emerged from the trees, also at a full run. It was a footrace with death. If only Rolf could get to the shrine, get the brick walled terrace to his back, he might stand a chance against these evil beasts. For evil they were, that much he could sense. As evil as the foulness that tainted the pool above. ...

Gen Con / Origins 25 Convention Review = Where can I start...well first some stats and then some personal insight.

Statistics:

* Site = Gen Con 25 was held at the Milwaukee Convention Center (MECC). The MECC is connected to the Hilton, Bucks Stadium, and a 3 story mall by walkways. An attendee does not even have to go outside to attend.

* Attendance = 15,000 people attended! 12,000 people were at Gen Con 24.

* Con schedule = The con schedule was 208 pages long, contained over 250 role playing events, and cost \$1.00 if lost.

* Dealers room = The dealers room had 940 booths. The highlight of the room was a 30 foot tall castle erected by TSR. Other memorable booths include the FASA table, the White Wolf pillar, the Cyberpunk diorama, and the chain mail wearing harlots.

* Guests = Some of the famous names at Gen Con 25 included Hickman and Weis, Lord British and Dr. Specter, George McDonald, Steve Peterson, Ray Greer, Bruce Harlick, Timothy Bradstreet, Larry Elmore, Brom, Tom Dowd, Dave Arneson, Mike Stackpole, Fred Field, Jeff Easley, Frank Freas, Aaron Allston, Steve Jackson, and Sam Lewis. This list is just a sampling of the gaming experts who attended.

* Seminars = Ran in 7 rooms at the same time for 12 hours a day.
(Continued next issue.)

Paladin's Software Gaming Review = The Best Computer Games of 1991 = We have finally reached the end of this article. This time the best has been saved for last. The best computer game and best arcade game of 1992 go to **Wing Commander II**.

WC II (Wing Commander II) is designed by Origin systems. They are the company made famous by Lord British and the world of Ultima. Origin assigned Chris Roberts to do the game design on **WC II**. Chris Roberts was made famous when he created the software megahit **Wing Commander** in 1990.

WC II is an arcade action game with a flair of a simulator. The game follows a luckless pilot (the player) who is wrongly accused of causing the destruction of the Tigers Claw. The game plays like a well crafted movie. Interesting plot scenes mix with hot action sequences to produce dazzling playability. Characters from the first game make appearances in the second installment.

The game contain top notch graphics and high quality sound. **WC II**, like **WC I**, pushes PC requirements to the maximum. A 386 is a requirement, not just a recommendation. The game requirements include VGA, 1 MB expanded memory, Sound Blaster compatible sound, 386, and DOS 5.0.

I can't say enough about this game. **WC II** is worth buying a 386 to play. The best of the best.

Next Time = Gen Con 25 Review Concludes, Gamer Magazine product review, new product releases, and a Pacificon review!

Cake's Critique = Gamer Magazine = B+ = The Gamer magazine is self titled, "The independent magazine of adventure gaming." Well the magazine stands up to its name. The Gamer is packed with interesting gaming articles (Dark Role-playing, Live Adventures, etc.) and tons of great reviews. The best thing about the reviews is the mags "independence". Products are graded by letter grades (like this column). Game reviews are accurate and helpful. The only reason for the "B+" grade is the quality of the cover art. Out of five issues the mag has three awful cover designs. A mag by gamers for gamers.

Gen Con / Origins 25 Convention Review = (Here is the conclusion of the article started last issue.)

Personal Insight:

- * Tuesday = I arrived at the hotel. Scouted the mall. Waited for Rudy.
- * Wednesday = First we pre-registered. The pre-registration line went around corner of the convention center. Rudy and I then toured Milwaukee. We went to the city museum and the Brewers game. The game was a rousing success as the Brewers beat the Blue Jays (World Series Champions) 10-5 after losing the night before 1-12.
- * Thursday = The Con began. We checked out the dealers room and gamed.
- * Friday = The Con continues. The amount of people really start to increase. There are gaming rooms everywhere. Every scrap of space has a table. The Bucks stadium is completely divided into gaming rooms. Even the halls are gaming rooms.
- * Saturday = More gaming. We played the Champions tournament. The game was a gritty graphic novel tale with tons of role-playing. The game was designed by Keith Hannigan of the HAC (Hero Auxiliary Corp.). This was a Champions game to remember. We also attended the Games Critics awards and an excellent Star Wars seminar.
- * Sunday = Things started to wrap up. We played a few more games.
- * Monday = We flew home.

New Products Alert! = Several new products have hit the market for the Christmas rush. The products include:

- **Normals Unbound** = Champions supplement to add more umph' to NPCs. (Review next issue.)
- **Champions Universe** = The entire Champions world from the creators of Hero Games. Villains and original heroes are reprinted in this book. Hero's second attempt at a Champions campaign book.
- **Cyberhero** = Cyberpunk with Hero rules. I haven't read this yet. I will do a review after I read the book.
- **Shadowrun II** = This book is a rewrite of the former Shadowrun. Organization is a focus of the new edition. Slight changes to the gun rules seem to improve the armor versus bullets situation.
- **Vampire 2 Ed.** = White Wolf rewrite of their first Vampire book. This game could be the most intriguing new genre since Cyberpunk. White Wolf has a hit with Vampire. (I wonder what Rambo would look like with fangs?)
- **Star Wars 2 Ed.** = This is another rewrite of a classic game. The second edition looks great, but some of the rules could use some help. There is also no index. The wild dice idea creates a real "wild" game.

Last Game = Several games have occurred since the writing of this newsletter. Some of the games that have been run include several sessions of Deb's AD&D, several Alien Legion Hero games, and a Star Wars game. Lots of good stuff! Some stuff that is on the horizon include Jeff's Vampire game (hinted to above) and a new surprise campaign from me! Don't open till Christmas.

Next Issue = Normal Unbound Critique, Hero Trivia Challenge, and more!!!

Rival-Con 3 Issue: Hello! Welcome to our gala event. This year promises to be a blast.

Here are some of the scheduled games:

- **Tod and Rudy's Vampire Game** = The start of the duel run Cycle of Vengeance campaign. You won't want to miss this one. This game is slotted for Friday night.
- **John's Time Traveler D.I. Game** = Another segment in this con classic. This adventure brings the group to 6th century England. Things are not always what they seem?
- **Debbie's AD&D Campaign** = MIRG goes on another fantastic escapade. Watch out for the fallout!
- **Rudy's Cthulhu Game** = Rudy has a non-campaign Cthulhu game set in the familiar Arkham setting.
- **Kim's Vampire Game** = Rumors are that Kim Fuentez will be here to run Vampire. This game is the new fad that has definite staying power. Remember, you heard it here first!
- **John's Champions Campaign** = Muscini will have to deal with these heroes in his own terms. Quick and painfully... Sit back and enjoy another episode of VG theater.

Other events include:

- **Paintball** = Remember that everyone will owe me \$20.00 for paintball. The caravan leaves at 4 PM on Saturday afternoon.
- **Game Store Visit** = A trip to D&J Hobbies to check out the new releases.
- **BBQ Lunch** = This won't be catered. BYOB (Bring your own beef).

Cake's Critique = Normals Unbound = B+ = This book has some good things going for it! The layouts are great and the material is very complete. There are good NPC characters for any GM or any campaign. Many of the normals will work fine in DI, JI, Champions, or even Fantasy Hero. The only drawbacks are the art and the lack of adventure ideas. The cover art was fair at best and the internal art was marginal. The characters could have used adventure ideas as part of the description. This book is anything but normal!

Important Hero News! = Many of you know that Bill is currently co-editing the AC (Adventure's Club) with Bruce Harlick. Well... Bruce will announce next week that he will be replacing Cook as the head of Hero Games at ICE. Bruce will bring his unique talents to Hero Games with a more direct role in editing Hero/ICE products. Good luck Bruce!

Hero Trivia Challenge = I decided that this might be fun. We all claim to be experts, so here are three questions. The first one is easy and the second two are a little tougher. Here goes...

- What are the exact changes in Density Increase from 3rd. Ed. to 4th. Ed.?
- What was the first complete Champions campaign book? (Hint: It was reviewed in MMGG #32.)
- What are the complete stats for the 4th. Ed. M16 rifle? 3rd. Ed.?

Last Game = There were several last games. The one that comes to mind is Deb's AD&D. Deb had the group fighting a group of power-hungry thieves for a "piece of the action". Garity (or is that Jerity) was the character of attention. This adventure concluded with a knock down fight that pitted the party against the thieves and 20 elite men at arms. This was a large battle royale!

Next Issue = More Hero Trivia, a character origin, and a Rival-Con 3 wrap up...