

IRON CROWN *ENQUIRER*

Volume One, Number Four, "April Fool's Day"

One Dollar; 27 Italian Phone Tokens, 1.5 Kenny burgers, 13 Jade pieces

ICE BUYS NBC, AT&T, SONY BEATRICE AND ITALY!

By UPS Wire

Iron Crown Enterprises, after posting surprising earnings last quarter, has confirmed rumors that it has signed deals to purchase several corporations and properties around the world.

Kurt Bassmoocher, ICE Controller, explains the interesting mix of purchases: "Well, our overall concept was to buy into the entertainment industry. Beyond that our selections were pretty much random.

"Our phone bills have been rather high lately, so we figured we'd pick up our long distance company and get free service. That way our president can talk to Sweden all he wants. Sony makes many fine products, and we wanted to do something about that trade deficit thingy, so we're making Sony an American company. There was some discussion about which network to buy; Terry wanted Fox since his favorite show is *21 Jump Street*, but that was out of the question — we wanted a real network. GE seemed eager to unload, so we took NBC (plus I got some *ALF* videotapes free)."

Bassmoocher defended the Beatrice purchase by asserting "They're so big they must own some entertainment companies; we're still trying to figure out just what we bought there."

And about Italy? "Terry and I just came from there and found it quite entertaining. They've been looking for a buyer, you know, so we snapped it up before Donald Trump did."

When asked why the company didn't buy Games Workshop, a game giant in their own Role-playing industry, Editor Piff Slyisenhower replied "GW's games haven't been entertainment for some time now."

I.C.E. WRITER ON KHOMEINI "SHORT" LIST

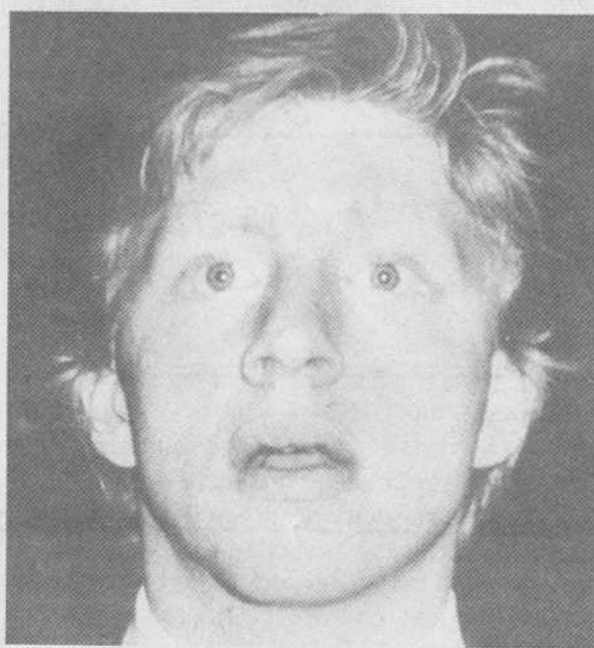
via APO wire

Sources in Teheran have revealed that ICE staff writer Preston Maxwell Bennett Eisenhower IV is the latest writer to make Khomeini's death list.

An assistant to the Ayatollah Ruholla Khomeini stated that while Eisenhower did not attack Islam in general, the inclusion of Khomeini in the list of people who could never have a subscription to the IQ greatly distressed him.

"The Ayatollah would never subscribe to any magazine written by Western imperialists, let alone by devilish Americans," said the unidentified source. "For anyone to even suggest the merest possibility of it, even in the context of denying a subscription, is blasphemy."

(continued on page 14 — really!)



Boris Becker reacts to Geraldo Wedding: "I'm Crushed!"

MORTON D. & GERALDO Secretly Married in PEORIA!

Both Vow Silence Until Birth
of Their Lovechild! *story, p. 27.*

ELVIS IS ALIVE!

Father of Rock living with Dan
Quayle's/JFK's Brain on Kulthea!

Incredible tale of capture by space aliens
and implantations of the intact hemi-
spheres of Dan Quayle and President
Kennedy's brains! Full story & photos, page 17.

DISNEY

PURCHASES VATICAN

Plan for Saint Pete's Popepark Includes
High Tech Putting Course

The Catholic Church, financially teetering after spending a fortune in the Sistine Chapel restoration, was left virtually bankrupt after the Trojan stock scandal. Their only recourse was to sell off some real estate, and the Vatican quickly came to mind.

They found a buyer in Walt Disney Enterprises, a company reportedly looking for land in southern Europe to build another theme park.

"This was a lucky break for us, especially after ICE bought all of Italy from under our noses," quips Disney CEO M. Mouse. "No hard feelings, of course; we just didn't have the resources to buy a whole country anyway."

According to Disney sources, the Pontiff and Cardinals will be allowed to retain their Vatican homes, however, audio-animatronic replacements will be used for all 'mass' public appearances so the Catholic hierarchy may greet the public 365 days a year. "We're really excited about the Popepark," exclaimed Planning Director S. White. "My seven assistants and I have already started planning a number of rides, including 'The Confessional', the 'Excommunicator', and a new ride: the 'Popemobile'."

INSIDE:

LIZ TAYLOR REVEALS DETAILS OF
AMAZING TWINKIE DIET!

NEW GUINEA sends Pig Into Space!

Balsawood rocket carries Arnold's grandson
LONG ISLAND really a SHORT PENIN-
SULA! Locals shocked about four century

coverup

ROLAND GIFT DENIES HE'S
REINCARNATION OF BEETHOVEN

Cannibals singer Notes that His "Hair is All Wrong"
Says He "Can't Stomach Schnitzel"

English Games Magnate sells Family
into Slavery!

Claims He Needs More Space For the Cats!

WIFE commits GEORGE BUSH to Asy-
lum for the Criminally Non-Committal!

ABSOLUTELY NOTHING NEW ABOUT

MICHAEL JACKSON!!

Star's lack of quirky behavior suggests demonic posses-
sion by Space Aliens, says noted Astrologer. Story,
numerous photos obviously tampered with, pg 666.

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A Note From the Editor

Ladies and Gentlemen, boys and girls, welcome to issue #4. The popularity of this shameless scrap of biodegradable tomfoolery continues to amaze me. Keep those cards and letters coming.

Issue #4 it somewhat schizophrenic, what with April Fool's Day, spring fever, and a bounty of faceless products spewing out of our warehouse like confetti out of Ollie North's shredder. There is some interesting *MERP* material, a treatise on Asteroids and a much-needed set of Stealth professions for *Space Master*, a 'Spell list' from Staffer Larry Brook, and some little goodies for *Shadow World* from Yours Truly and others. Trevor seems to be getting deeper and deeper into trouble, but he's bound to get out of it sometime in the next 47 issues.



Our initial response to the *Shadow World* Boxed set has been unanimously positive (sighs of relief from the marketing department, which means sighs of relief from me!). We have a lot of exciting projects planned, and of course we'll keep you up-to-date on them in the *IQ*.

Next issue will feature a preview of the Rolemaster Revision, more product updates, and (I hope) a whole slew of *Rolemaster* Spell lists (they've been piling up in my *IQ* in box and I have to do something with them...). Later issues will feature Previews (and post-mortems) on Origins, GenCon, and all the summer cons we'll be at.

The mail momentum is building, but I still want more, **more, MORE** mail from you guys (and members of the female gender as well). Tell me what you like and what you don't; what do you want to see and what do you think is worthless? Positive driveline mail is running high, and Trevor fans outnumber detractors 2 to 1. More product info? More about ICE staff (*YAWN*)? Fiction? Movie reviews? Tips of grooming your ferret? Fashion trends in the hippest New York game/dance clubs? It could all be here — just ask, and I'll think about it.

Dear Editor...



Dear Mr. Amthor:

I just received an issue of *IQ* and am I impressed! I never dreamed that there was so much I.C.E. stuff. I've been a big fan of yours for about 3 years now. I have managed to get a lot of books and charts and maps until I thought I had everything. Boy was I wrong! I love roleplaying games and yours is by far the best. The only problem I have is getting a group together. Do you have any suggestions?

Yours sincerely,
Bored (Kane Martin)
Homestead A.F.B., Miami)
P.S. Keep on printing!

Thanks for your Support, Kane. There are a lot of servicemen who play our games, but I'm afraid we don't have any specific Ideas. I'm sure there are players out there, though.

Terry

And we just got an order today from with the following phrases all over the envelope:

We Love MERP!
Keep up the GOOD work!
ICE and IQ are Great!
You Deserve more credit!
The Designers are Terrific!

(Richard Frye, Clio, Michigan)

Gee, Thanks, Richard. I especially like that last part about the designers.

Terry

To Iron Crown Enterprises,

I have several orders of business to discuss with the head honcho of the company, or any one who will listen. First off I would like to order a subscription to the *IQ* starting with Issue #4. Enclosed is the 5 bucks you expect me to pay.

Second I would like to notify you in the name of Dymon, Son of Mynyon the Anal Retentive, that the record for Kuduk tossing has been broken by a (*term deleted*) Uruk named Gorlithog. His throw was aprox. 115'4.32189" and was witnessed by (*term uncertain*— could be 'four') people after the Kuduk stomped on the Uruk's dinner to be. At the moment no check for drugs has been done since no one wants to ask him to 'provide the sample'.

Thirdly and finally you neglected to list one product in the list of game titles we'll never see: *Teenage Mutant Ninja Nazgûl*; The Nine are Back and This Time They Have More than Just Bad Breath.

Yours Insanely,
Sean Tipton

That's very interesting, Sean. Perhaps you should take up some pastime less agitating than Roleplaying — like sleeping under heavy sedation.

Yours Therapeutically,
Terry

ASTEROID MINING IN SPACE MASTER

by Michael R. Veach



To understand asteroid mining, first you must understand asteroids. What are asteroids and why should they be profitable for mining? All of the present evidence points toward the fact that asteroids are space junk left over from the formation of the solar system. Asteroids in the belt are mostly made of silica compounds, but there is a relatively large amount of iron compounds. It is this iron that would be the most profitable for mining.

There is a process of differentiation among the planets. This process caused the heavier materials to pool in the center of the solar system during formation of the system. This is why Mercury is more dense than any other planet, and the planets tend to be less dense as they get further from the sun. This same process of differentiation is true in the asteroid belt. The heavier, mostly iron asteroids are found on the side of the belt closer to the sun.

Now most people are saying: "This is nice, but what does this have to do with asteroid mining?" The answer is quite simple. Now that this is known a miner has an idea as to where to look in a system for the most profitable mining. The closer a belt is to a star, the larger percentage of the asteroids in this belt will be made of heavier elements. The greater the density of an asteroid, the more likely it will have metals of industrial value.

The next step is to determine which asteroids in a belt will have any value. It is probably a safe bet that the large asteroids will have some value. The heavier elements do after all tend to have greater gravity and thus have a better chance of forming into sizable asteroids. Even so, this asteroid will probably be made with a large percentage of silica compounds. To determine the chance of a profitable asteroid, first determine the overall density of the belt.

The density formula from Space Master is reprinted below.

Used to determine the gravity, escape velocity, and resource value of a planet, (planets with greater densities will generally have a higher distribution of platinum, titanium, and other valuable heavy metals). The density of rock planets and gas giants differ greatly (the density of Jupiter is only 1 and 1/3 that of water!), and are determined in slightly different ways, as shown below:

For rock planets and asteroid belts, roll 2D10.

— If the (unmodified) total is less than 20, divide it by 10 to obtain the density.

— If the (unmodified) total equals 20, roll again adding 10 to the result (this process may be cumulative if "20" is rolled more than once, in which case the modifier would be +20 the second time, +30 the third, etc.). When a roll of less than 20 is achieved, add the current modifier and divide the total by 10 to obtain the density.

If the density is less than about 1.5 the belt will probably be mostly silica. If the density is about 1.5 to 2 it will be largely composed of iron and nickel. Above 2 the belt may well contain an assortment of unusual heavy elements. Asteroid belt density should be adjusted with belts closer to the star being more dense than belts further from the star.

To determine the value of an individual asteroid, I have developed the chart which follows. Simply multiply the density of the belt by the number which follows a material times the number of tons the asteroid weighs. This will give the percentage chance that the material will be found in the asteroid in a quantity worth mining. If the substance does exist in the asteroid it will yield up to 90% of its weight in the substance. An asteroid's weight can be found by rolling d100 open ended and multiply the number times 10 kilograms.

Substance	Multiplier
Iron	10.0
Nickel	10.0
Aluminum	5.0
Tin	2.0
Titanium	2.0
Lead	2.0
Copper	1.0
Silver	1.0
Gold	.5
Platinum	.2
Mercury	.5
Diamond	.2**
Silicon-based Gems	.3**

**These substances are found in Kilograms instead of Metric Tons

The next question is how are these substances mined? Mining usually is performed by large companies. They will set up a processing plant on a large asteroid turning ore into pure mineral. The real money for the small investor is in prospecting for a possible ore producing asteroid. The process of turning ore into metal is very expensive and usually beyond the means of the common investor; this procedure needs robotic workers capable of operating in a vacuum and huge smelting furnaces. Ore is loaded, pulverized, heated it to melting point, and the waste materials are removed. There may also be a chemical process to purify the ore, and finally ingots of the pure material are made. This investment will vary tremendously depending on the size of the facility, but the smallest installation which could make a profit would run at least run about 10 million elmonits.

The small investor can get started in prospecting for about a million elmonits. All that is needed is a good spacesuit, a small one or two man spacecraft that needs only fusion drive and good sensor, and experience in zero-G maneuvers. All he needs then is to contract out to a mining company in the belt and go looking for the ore. The mining company will keep ships above/below the belt. When the miner makes a find, he/she will place a radio beacon on the asteroid and one of the company ships will come to evaluate the find and pay the miner's account with the company for the find. Pay will run at about 10% the value of the find.

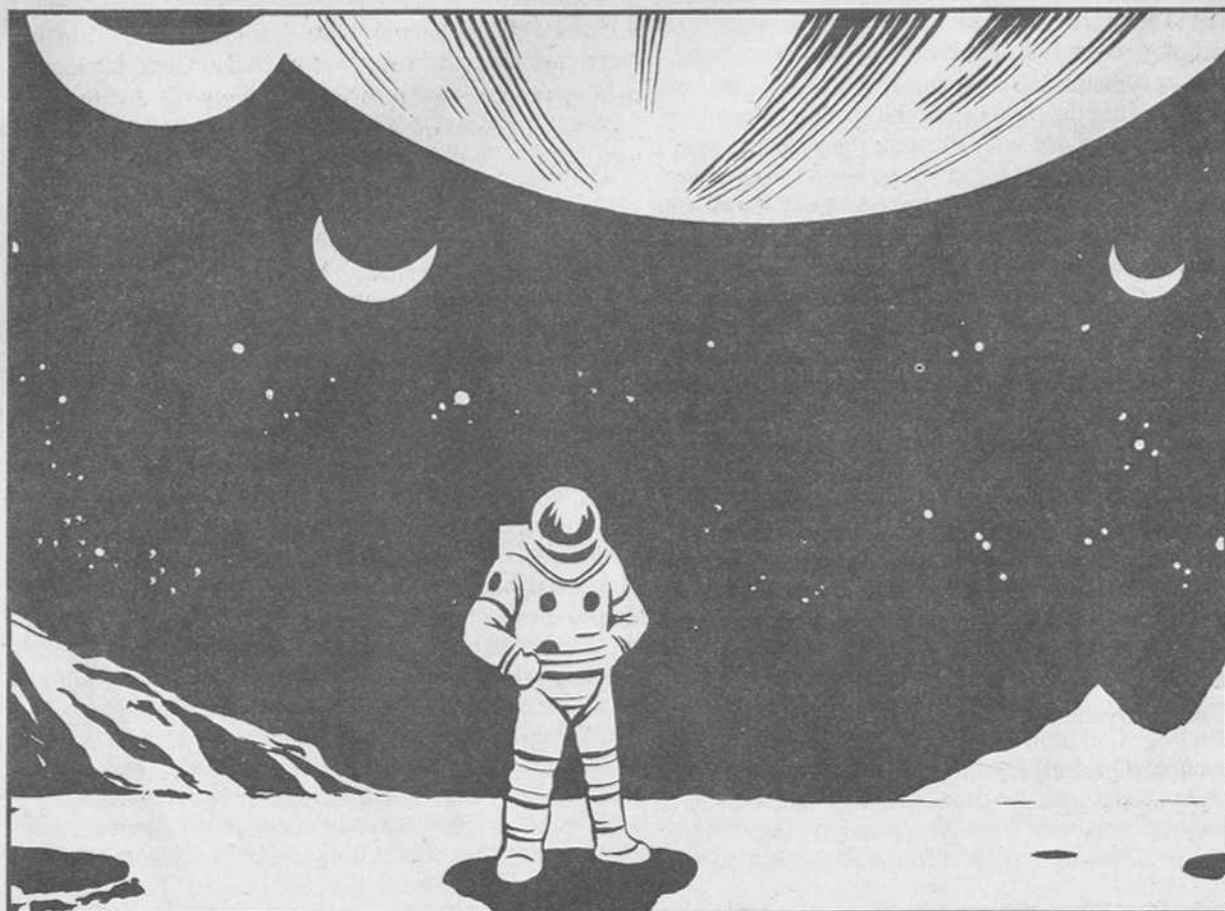
Some miners will try to make more by finding and processing the material in order to sell it themselves. This is possible when the mineral is found in a pure state, and iron as well as diamond or other gemstones is often found this way. This could involve a freighter as well as a prospecting vessel, and possibly some processing robots. A miner or a mining robot would approach the asteroid with a heavy duty cutting laser. Then if it is gems that are to be mined, simply cut the mineral from the rock. Metals that are in their pure state are handled in about the same manner, but if there is the necessity of refinement, the process is complicated.

Ores are mined much the same ways that they are on a planet. The purest vein of ore is located using a multi-scanner to map out as much of its route through the asteroid as possible. Then the miner or a robot uses the laser cutting tool to drill a series of holes in the surface of the asteroid, and charges are placed in these holes. The charges are set off, creating rubble. The miner then turns on a gravity net which he/she has set in a strategic location before hand. This net will gather the ejecta for examination by the miner later. The net uses artificially created gravity to attract the rubble. Its field is usually about .4 G in a kilometer radius. The miner sorts through the rubble examining each rock to determine if it is worth keeping or if it should be discarded. The ore is collected and most likely sold to a processing plant for about 2/3 of the price of the pure material.

Every prosperous mining community in an asteroid belt will also have its share of belt combers. These are people who live by just owning a small ship and wandering through the belt looking at small asteroids (those small enough to be brought into the ship's hold) of pure mineral. They in turn sell these to a processing plant for 90% of the going price of the pure mineral. There are, of course, the legends of people who found the solid gold asteroid and scavenged it for a fortune. These legends give the belt combers a reason to keep looking and the iron asteroids they find will pay the bills until they do hit the big find.

Metals can be processed more efficiently in zero-G than on a planet. The purest metals come from space mining operations and they are always in demand on planets with any industry in its economy. The prices of these goods are as indicated on the chart.

(continued on page 14)



• SPECIAL ELEMENTS IN SHADOW WORLD •

Terry Amthor

The *World Guide* of the *Shadow World Master Atlas* includes a list of rare elements, but it was pointed out to me that there were no modifiers or specific system notes given for these elements. Let's rectify that right now. The chart below is a fusion of the chart in *Character & Campaign Law* and the elements listed in the *World Guide*.

Bonus: The 'bonus' given below must be considered carefully by the GM: it is a general guideline and assumes that the material is used to make a bladed weapon (unless otherwise noted). The full bonus of the material may or may not be applicable to other weapon types, armor, etc. The number in parenthesis is the intrinsic RR 'level' of the material versus destructive enchantments. Materials which specifically inhibit certain types of Essence (e.g., Black Eog) will have a significant additional modifier of *at least* 100. Powerful enchanted items of the material will most likely be treated as a higher level and/or have an additional bonus.

Cost X: The approximate cost multiplier should a PC wish to buy an item made primarily of (or appropriately including) the material.

Value: The approximate 'city' value (in 'standard' gold pieces) of one ounce of the material. Note that this will vary quite a bit depending on proximity to mines and other facilities, size of city, etc.

• COMMON MATERIALS •

Element	Bonus	Cost X	Value
Stone	-50 (0)	.1x	—
Wood	-30 (0)	.1x	—
Bone	-20 (0)	.25x	—
Bronze	-10 (0)	.5x	.01
Iron	+0 (0)	1x	.00001
Low Steel (I)	+5 (0)	5x	.05
High Steel (II)	+10 (0)	20x	.5

• UNUSUAL MATERIALS •

Enchanted Iron	+5 (+5)	10x	.25
Enchanted Steel I	+10 (+10)	40x	1
Enchanted Steel II	+15 (+15)	200x	5
White Alloy	+15 (+5)	100x	2.5
Black Alloy	+20 (+10)	500x	10
Shaalk	+20* (+10)	500x	10
Arinyark	-5 (+30)	1,000x	20
Keron	+20 (+10)	1,000x	20
Laen	+25 (+30)	5,000x	100
Rularon	-10 (+20)	5,000x	100
Ithloss	+10* (+50)	8,000x	200†
Eog	+30 (+30)	10,000x	200
White Eog	+30 (+30)	15,000x	500
Black Eog	+30 (+50)	15,000x	500
Kregora	-10 (+500)	100,000x	2,000
Xenim	-20 (+20)	5,000x	100

* Indicates that the bonus only applies in certain situations; normally not for weapons

† Theoretically this material cannot be worked, and thus ingots of the material would be worthless.



• NOTES ABOUT THE MATERIALS •

Stone: (-15) to (-30) for crushing tools.

Wood: (-20) to (-40) for crushing tools

Bone: Assumes hardened bone.

Bronze: An alloy of copper and tin.

Iron: Typical weapon material.

Low Steel (I): A non-magical iron/carbon alloy.

High Steel (II): A non-magical alloy of iron, carbon and other elements.

Enchanted Iron: Magic iron.

Enchanted Steel I: Enchanted low steel.

Enchanted Steel II: Enchanted high steel.

White Alloy: A non-magical alloy of iron, carbon and titanium.

Black Alloy: A non-magical alloy of iron and meteoric metals.

Shaalk: An enchanted material, very lightweight, pliable and resilient. Thinner sheets resemble the finest white paper but are glossier and almost indestructible. When exposed to extreme heat it melts, but normal fires do not harm it. Shaalk lockpicks and similar tools can have a +20 bonus.

Arinyark: A metal which absorbs and retains raw Essence radiations. Working like a battery or capacitor, it is constantly absorbing ambient Essence and can be 'tapped' like a Flow of Essence and thus utilized. It does not work in the same manner as a Spell Adder, however, and cannot store specific spells. It is bluish-green and can be polished to a dull lustre. The absorptive qualities can be an effective defense as well: a full suit of armor with arinyark lamination will add 50 to the wearer's RR (or subtract 50 from an elemental spell attack roll).

Keron: A black, very shiny alloy. The substance is strong but flexible and holds a keen edge. When polished it has such a high luster that it looks wet or oiled. It does not corrode, and should be treated as enchanted.

Laen: An extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Laen can also be tinted, and (vary rarely) is naturally colored. It should be considered enchanted.

Rularon: A metal, dull silver in color, which in sufficient quantities has the ability to inhibit spells of Mentalism. A full helm plated with Rularon, for instance, would most likely completely protect the wearer from mental attacks (and prevent him from casting any Mentalism spell or having any sort of mental contact with anyone). It is very soft, malleable, and enchanted.

Ithloss: A strong but light and somewhat flexible metal, it is an enchanted alloy created by the Lords of Essence, the secret to which has been lost. Armor made of this material is of almost unequalled value because of the superior protective properties and its unencumbering lightness. Ithloss armor also provides the wearer a +20 DB versus Elemental spell attacks. In appearance it is a light golden color.

Eog: An extremely hard metal, it is brittle in its pure form, but when combined with certain other elements the resulting alloy can be used to make superior weapons and armor. It is enchanted, and 'common' Eog has a dull silvery luster. An addition, certain pure types of Eog have the power to locally inhibit the Flows of Essence (see below).

White Eog: Can limit the powers of Dark Essence (i.e., Essence originating from the Unlife). Eog's inhibiting power varies with the amount and proximity, but a chamber lined with White Eog panels 1" thick would prevent all but the most powerful Evil magicians from

casting a spell. (See Essence Inhibiting Materials below) Note that, while a Magician inside this chamber would have trouble casting spell, his Power Points are not actually drained.

Black Eog: Can inhibit or even nullify all non-Dark Essence in the same way White Eog inhibits Evil Essence.

Kregora: An extremely rare, golden metal, kregora is by far the most powerful of the anti-Essence materials. Even powerful magical items are temporarily rendered dormant when surrounded by a kregora-lined receptacle. Kregora's damping qualities are equally effective against all realms of Essence (i.e., including Mentalism and Channeling). Unlike Eog, Kregora will sap a spell user's Power Points, the rate of drain corresponding to the amount of Kregora. Fortunately for spell users, Kregora is rare beyond description and costly (almost) beyond price.

Xenium: Blue-silver in hue, this alloy is created from titanium, arinyark and other — more dangerous — materials, which together nullify the force of gravity. It is used primarily on the undersides of skyships. The exact manner in which this is accomplished, and how Xenium is successfully employed to balance a ship's mass against gravity, are factors which are extremely difficult to calculate, and only the shipbuilders of Eidolon and very few others are skilled at it. Novice skyshipwrights who have tried almost always met with a messy disaster.

• MAGIC INHIBITING MATERIALS •

Attempting to cast a spell in proximity to an Essence-inhibiting material (Black or White Eog, Rularon, Kregora, etc) requires a ESF (Extraordinary Spell Failure) roll — see *Spell Law*. The actual modifier is going to vary tremendously, and the GM should take the following factors into account when deciding how large a modifier to declare:

1. Amount of the material.
2. Proximity of material to spell-caster (and what part of caster's body). Not only is the nearness of the material to the caster important, but — especially with Rularon and Mentalism — near what part of his body is also key. Obviously, Rularon ankle-cuffs are not going to do much to stop a Mentalist from casting most spells (except spells which might affect the cuffs; he's not going to do much Long Dooring).
3. Amount that material 'surrounds' caster. A ten-foot cube of Black Eog sitting next to an Evil Magician isn't going to bother him as much as four 10 x 10 sheets of the stuff one inch thick boxing him in. Such 'walling' much more effectively blocks Essence Flows and geometrically increases spell inhibition.

A GM may wish to have spells in this situation simply fail to operate, or force the Caster to roll on the *Spell Failure Table*.

Kregora should be considered at least ten times more potent than Eog or Rularon. Kregora affects all realms of Essence equally, and is so potent that a pair of manacles, forged of an alloy of 20% Kregora, will force a Magician casting a spell to roll an ESF treating the spell (no matter what its level really is) to be considered ten levels above his own. A small cell lined with Kregora an inch thick will make casting a spell equal to attempting to 'overcast' by 15 levels, *plus* the chamber will drain 50 PPs an hour. A chamber surrounded by a fine net of Kregora filaments could not be teleported into or out of without spell casters first making a successful ESF as if the spell were twenty levels above his own.

Coleman's Corner

Space Master questions are answered and a nagging Invisibility debate is resolved this issue...

TKA

Gentlemen:

I would like to congratulate you on a job well done. I enjoy immensely both the *Rolemaster* and *Space Master* game systems. I find the character generation, combat and out of combat maneuvers very realistic while retaining playability. I never liked my characters being strictly limited in what they could or could not do or learn to do; nor do I like random generation.

My only complaint about the *Rolemaster* system would be the placement of the charts throughout all the books. A separate booklet for the charts would be better, or at the very least an index of all the charts. Sometimes, finding the right weapon chart followed by the right critical chart followed by the maneuver, spell or psion effects, static maneuver... I believe you get the idea. I know that the *Rolemaster* fantasy game has now a screen; are there any plans for one with *Space Master*. Also, more standard starship types are needed, for reference purposes, with *Space Master*. I enjoy designing my own ships, but I have no benchmarks with which to compare them.

I would like to close by asking a few questions dealing with the system:

- 1) When fighting hand-to-hand, does a person with no levels of martial arts fight at -25? I would tend to think that a person's ability at fighting might be better.
 - 2) Is wrestling resolved on the grappling chart? If not, how is wrestling or simply running into an opponent resolved?
 - 3) Do armored bodysuits have their own environment?
 - 4) Do smaller starships have methods of transferring personnel, or of being boarded?
 - 5) I noticed missing among the weapons, one-handed weapons capable of burst fire. Any reason why?
- Thank you for taking the time to read this letter.

Sincerely,
Christopher Settiani
Levittown, NY

P.S. I am 23 years old and got my start roleplaying about 10 years ago with *AD&D*. Now, with so many better products, such as *Rolemaster* and *Fantasy Hero*, I haven't campaigned with *AD&D* for years, nor do I see myself returning.

Dear Christopher,

- 1) If a character's background includes exposure to boxing, brawling, wrestling, etc.; a GM may give one or two skill ranks that can be used for Rank I MA strikes or Sweeps & Throws.
- 2) Yes.
- 3) Yes, with helmet and gear.
- 4) Probably most have a lightweight, fairly universal docking collar.
- 5) Needle pistols and machine pistols.

There is a new edition of *Space Master*, reorganized with commonly used charts repeated in a handy location; there is also a new combat screen (compatible with the revised system).

Dear Mr. Charlton,

I love *Rolemaster*, but there are a few questions I have about certain spells:

- 1) Invisibility in *Rolemaster*, in particular the 10' radius type, can be interpreted in a few different ways. Can the caster make everything within the radius invisible, including walls and floors? How about someone who was inside the radius when cast but then wanders 15' from the caster? Can invisible people within the radius see other invisible people in the radius? In short, what are the effects and limits of flexibility of the spell?
- 2) Are spells in *Rolemaster* that create physical effects such as Stun Clouds and Vacuums, Elemental spells that cannot be resisted, or are they treated like any other Base Attack spell?

Skip Yardley
New Bern, NC

Dear Skip,

- 1) We handle Invisibility in the following way:
 - a. Everything in the radius becomes invisible when the spell is cast, but to become invisible a creature or thing must be entirely within the radius.
 - b. The Invisibility radius is centered on one person or thing and will move with the person or thing, but anyone leaving the radius will become visible.
 - c. Invisible people cannot see other invisible people within the radius.
- 2) "E" class spells do not normally involve a RR, if one is indicated in the spell description it reflects the chance of a target avoiding the area of effect. "Clouds" and "Vacuums" are "F" spells and targets do get RRs (basically they avoid the area of effect, cover their ears, hold their breath, etc.) If a character totally ignores a "cloud" (e.g. walks into it and breathes deeply) his RR should get a heavy subtraction.

AN OPEN NOTICE TO STAR STRIKE PLAYERS

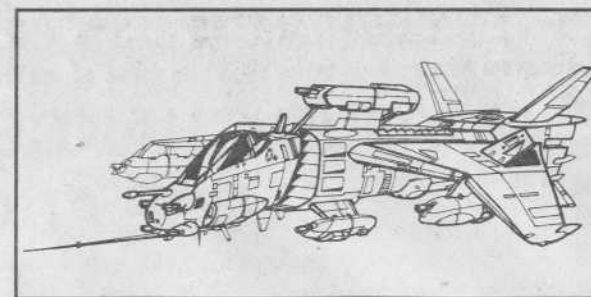
Hello... If you play *Star Strike* and have actually managed to plough your way through to the end of the Strike Book (congratulations), you may have noticed a little section on Starcraft Construction. Well, we want you to know that we would like to reproduce your original Starcraft designs in future issues of the IQ! This will serve two purposes:

- 1) other *Star Strike* players will get some new vessels to smash up, and
 - 2) your ego will get heavy-duty gratification.
- So, here's what we need:

- The completed Starcraft Construction Worksheet (legible facsimile, of course), including all double-checked volume and cost calculations.
- SIM and Rated Program purchase summary, including costs.
- Load configuration possibilities.
- Designer's notes (Optional).

If we get enough designs in, a *Star Strike* Armory could be a regular feature in the IQ, but we need to hear from you!

Send your submission in to Terry Amthor or Kevin Barrett c/o ICE.



ATTENTION RETAILERS!

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WRITE for I.C.E.!



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

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

ICE Contact: Jessica Ney.

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

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

M.E. Campaign modules: Open topics include: the Shire, a Dorwinion campaign, Western Gondor, Eredhwaith, Old Pûkel 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 Morgûl, Linhir, Aldburg (Calmirë), Umbar, Calembel, Edoras, etc.

Space Master module series: Campaign modules and Adventure modules for use with *Space Master*. Below are listed some suggested topics:

Major House Campaigns: Colos, Hulugu, Carlisle, Moskova.

Other Organization Books: VegaPol, Renegade houses, Alien Races.

Other Genre Books: More generic *Space Master* sourcebooks dealing with different technologies and time periods.

ICE Contact: Terry Amthor.

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

ICE Contact: Kevin Barrett.

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

ICE Contact: John Ruemmler.

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

ICE Contact: Coleman Charlton.

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 or Terry Amthor.

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.

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RANDOM M.E.R.P. BITS

Some friends of ours in Sweden sent us these ideas for MERP (see how far we have to go to get MERP stuff!?!)

—TKA

NEW WEAPONS

HURIN'S AXE

By Ola Häggström, Sweden

One of the most famous human heroes during the First Age was Húrin. His weapon was almost equally renowned: a heavy double-axe which could be used with either one or two hands. At the Nirnaeth Arnoediad, he defeated scores of enemies with the axe, and the legends say that its steel was steaming with Black Troll-blood.

A weapon of that design can easily be introduced in MERP. The weapon weighs about 9 lbs. It is used either with the one-handed edged weapon skill or the two-handed weapon skill. Its abbreviation is "dx". Double-axes are rare and usually not available on the market. A character desiring such a weapon must order it from a weapon-smith.

BASTARD SWORD

by Anders Blixt

A bastard sword can be used either in one hand or in two, and it is also known as hand-and-half sword. It weighs about 5 lbs and is used either with the one-handed edged weapon skill or the two-handed weapon skill. Its abbreviation is "bd". It costs 15 sp.

WEAPONS TABLE

Weapon	Fumble Prim	Sec	Modifiers
Double-axe (1h) 01-06	Slash	Crush (A)	+5 OB vs chain/plate
Double-axe (2h) 01-06	Slash	Crush (B)	+10 OB vs chain/plate +5 OB vs other armor
Bastard sw. (1h) 01-05	Slash	Crush (A)	
Bastard sw. (2h) 01-05	Slash	Crush (B)	

NEW PROFESSIONS

by Ulf Zindermann

I do not allow my players to learn magic and become mages or animists, because my opinion is that such extensive knowledge of magic is very rare in Middle-earth and is thus the privilege of a limited number of NPCs. Further I want magic to have an aura of mystery and wonder, feelings that Tolkien skillfully used in his books. That feeling disappears entirely when you give the players the flash-and-bang-magics in MERP.

This was the basis when I designed these two professions. Also I felt the need for an uncivilized profession, because there are a lot of uncivilized people in Middle-earth.

BARBARIAN

MERP is designed for characters from the civilized parts of Middle-earth, where the game designers probably expect most of the adventures to occur. But the civilizing influence of the Eldar and the Dúnedain is limited to certain areas. Many cultures have shunned them.

The Barbarian lives in the untamed wilderness without advanced skills and culture, and should not be allowed to learn civilized skills before joining the game, such as History or Etiquette.

Barbarian tribes subsist on limited agriculture, hunting, and herding. East of Ered Luin there were many such tribes in the First and Second Ages, but they were gradually civilized by Elves and Dúnedain. During the Third Age, one can find barbarian tribes in Dunland, Mirkwood, Rhovanion and eastwards. Every tribe has its own customs and culture which differentiates it from other tribes. The tribe members stick together to survive and tend to treat other peoples with contempt or suspicion.

I consider the following peoples to be Barbarians: Dunlendings, Lossoth, Woodmen, Variags, Woses, some Easterling groups, Orcs, Trolls, and Umlí. (The Woses possess some magical capabilities.)

Barbarians prefer weapons and armor that are easy to produce with their resources, such as the club, spear, sling, shortbow, whip, bola, soft and hard leather armor. More advanced equipment is very valuable and is usually owned only by chieftains.

Barbarian youths are generally level 1, the ordinary adults level 2-4, experienced Warriors level 5-8, and chieftains level 8 and upwards. Of course, this is a rule of thumb, and there are special cases that rank even higher. That is up to the GM to decide.

Prime stat: Strength

Profession Bonuses: +2/level for weapon skills and body development, +3/level for general skills, stalk/hide and perception.

Magic: No magic

Development points: Move/maneuver 1, Weapon Skills 5, General Skills 5, Subterfuge Skills 1, Magical Skills 0, Body Development 3, Languages 0, Spells 0.

SCHOLAR

The Scholar is my substitute for Mage and Animist. With this profession, a player can give his character an intellectual nature. The Scholar tries to improve his knowledge of the world; his curiosity motivates him to adventure. He has a more flexible and creative mind than the other professions. This gives him a different access to secondary skills. The scholar specializes in a certain FIELD, e.g., Nature Lore, and tries to learn skills connected to it. That is represented in this way: the player selects three secondary skills of intellectual kind (like Alchemy, Architecture, Etiquette, Geography, Geology, Mining, Culture, Mathematics, History, Music, Astronomy, Tactics, Meteorology, Oratory, Evaluate, and Zoology). The three should be relate to each and they form the Scholar's FIELD, and that is where he gets his major profession bonus. An Alchemist could choose Alchemy, Evaluate herbs and Mathematics; a historian, History, Geography, and Tactics, and a zoologist Geography, Geology and Zoology.

When the Scholar uses his Development Points to improve his FIELD skills it costs one point per skill level.

Prime stat: Intelligence.

Profession bonuses: +4/level for FIELD skills, +1/level for perception.

Magic: No magic.

Development points: Move/maneuver 1, Weapon Skills 1, General Skills 3, Subterfuge Skills 0, Body Development 1, Languages 4, Secondary Skills 5. Normally, No Magic Skills and no Spells.

FAME

By Anders Blixt

There are always persons that are well-known due to their position, skill, bravery and good or cruel deeds. Their names, appearances, and deeds can become famous and praised by wandering minstrels.

This can be shown in the game through Fame. A character can acquire Fame Points (FP) in different ways. This rule section can only show some ways of doing it, and thus the GM should only consider it to be a guideline rather than strict rules. The GM must decide how many FP a deed will give, etc.

To acquire FP for a deed it must be made known to the public. A minor deed is (for instance) slaying a wight or ordering a town to be razed. A major deed might be slaying a dragon or ordering the devastation of a region.

High-ranking nobles are persons like Elrond, Círdan, Imrahil, Dain, and Éomer. Ordinary nobles are personens like Marshal Elfhelm, Galdor of the Grey Havens, Gloin, and Golasgil of Anfalas.

Some persons have an infinite Fame through their nature, e.g. Gandalf and the Nazgûl.

The chance of being recognized is determined by the Fame. To be recognized have advantages as well as disadvantages. It can give you a good treatment by strangers but it also makes it easier to find you.

The basic procedure for determine recognition is as follows: the GM rolls a number of D10, and if the sum of the dice is equal to or lower than the character's FP, then he has been recognized. The Dice Table gives a guideline for how many dice should be rolled, but the GM must be prepared to modify it depending on the circumstances. If the character travels incognito the GM should double the amount of dice. The GM rolls for recognition whenever he finds it suitable.

FAME TABLE

Cause	FP
Character reach level 10	1
Character reach level 15	1
Character reach level 20	1
For each level above 20	1
Nobleman	5
High-ranking nobleman	10
Heroic or nefarious deed	
Major	10
Minor	5

DICE TABLE (# of Dice to Roll)

Place	Number of D10
Home area	1
The area where the character performed a deed	1
Home country	
Rural Area	3
Town or City	2
Neighboring country	
Rural Area	5
Town or City	4
Distant Country	
Rural Area	8
Town or City	7

SPACE MASTER PROFESSIONS

THE SECRETIVE PROFESSIONS (There's More to Stealth than EW)

by Todd Caldwell

Todd has hit on a concept which is sorely missed in the basic Space Master Rules ("why didn't we think of that?!") and I happily include his three optional professions in the IQ. (If there is enough interest, we will publish a Space Master Addenda book with supplemental rules like this.)

— TKA

In the futuristic world of *Space Master*, one type of profession has been sadly overlooked: the stealth professions. Many might think the stealth professions are unsuitable in a futuristic environment. A quick look at Harry Harrison's *Stainless Steel Rat* series should correct that consideration. One might also think the Criminologist serves in the capacity; however, the Criminologist is more of a tech. In an effort to compensate for the unfortunate oversight, I offer the following professions; the Hit Man, the Spy, and the Burglar.

The HIT MAN ("Kicker"**)

Hit Men are a variation of the Armsman. They are exceptionally skilled in personal combat but lack the Armsman's proficiency in the large scale combat forms such as tanks or MIRC's. They have little technical ability outside of those skills related to their profession. The Hit Man's prime requisites are *Agility* and *Self-Discipline*.

Per/Lvl Bonuses

+3 to Personal Combat and related skills
+2 to Sniping
+1 ... to Athletic skills§, Body Dev, and Subterfuge skills‡.
Weapon Skills 1/5, 2/5, 2/7, 2/7, 3/8, 5, 11

The SPY

The Spy is similar to the Explorer in that they are not exceptionally good in a small number of skills but, rather, moderately good in most everything with some slight concentration in certain areas. Their primary strength is in the area of infiltration. They could, however, act as either Hit Man or Burglar. The Spy's prime requisites are *Agility* and *Presence*.

Per/Lvl Bonuses

+2 ... Weapon skills, Social skills† and Subterfuge skills‡.
+1 Perception
Weapon Skills 2/4, 2/5, 2/7, 2/7, 3/9, 5, 12

The BURGLAR ("Jack"**)

In the world of the future, as security systems improve so too do the means of breaking them. The Burglar is an individual who has set his life to this task. Similar to the Criminologist, he couples technical skill with physical prowess. The Burglar's prime requisites are *Agility* and *Self-Discipline*.

Per/Lvl Bonuses

+3 to Subterfuge skills‡
+2 to Perception and Crime Technics.
+1 to Personal Combat and Athletic Skills§.
Weapon Skills 2/5, 2/7, 3/7, 3/7, 3/9, 5, 12

OTHER SKILLS

Skill Type.	Hit Man.	Spy.	Burglar
Maneuver In Armor			
L.B.A.	1/*	1/*	1/*
A.B.S.	2/*	2/*	2/*
A.Ex.	3/*	3/*	3
P.A.	4	5	5
General Skills			
Climbing	2/7	3/7	2/6
Swimming	2/6	2/6	2/6
Riding	2/6	2/6	2/6
Disarm Traps	1/4	2/4	1/3
Pick Locks	1/4	2/4	1/3
Stalk & Hide	1/4	1/4	1/3
Perception	1/3	1/3	1/3
Driving	1/6	1/6	1/6
Atmospheric Pilot	4/9	4/9	4/9
Marine Pilot	3/7	3/7	3/7

Special Skills

Adrenal Defense	3/7	3/9	4/8
Adrenal Moves	2/4	2/5	1/5
Martial Arts	1/5	1/5	1/5
Ambush	1/2/2	2/4	2/4
Sniping	1/2/2	2/4	2/4
Linguistics	2/*	1/*	2/*
Body Developments	2/5	2/7	2/6
Forgery	2/5	1/4	1/5
Counterfeiting	4	2/6	1/5
Survival	1/4	1/4	1/4
Scanner Analysis	1/4	1/3	1/3
First Aid	1/3	1/4	1/4
Communications	3/6	3	4

Combat Skills

Combat Pilot	4	5	6
AFV Driver	3	4	5
Alien Environments	2/4	2	2/7
Missiles	5	5	6
Projectile Gunnery	5	5	6
Heavy Energy Projectors	5	5	6
Mounted Weapons Ambush	3/8	5	3
Electronic Warfare	3/6	3	4

Astronautic Skills

Orbital Pilot	3	2	4
N-space Pilot	3	2	4
Hyperspace Pilot	4	3	4
N-space Astrogation	4	3	4
Hyperspace Astrogation	5	4	5
Sensor Analysis	3	2	3

Technical Skills

Mechanical Technics	3	3	3
Weapon Technics	2/4	3	3
Electronic Technics	3	2	2
Computer Technics	3	2	2
Power System Technics	4	4	4
Crime Technics	1/3	1/3	2/2
Medical Technics	4	3	3
Cybernetic Technics	3	3	2
Genetic Technics	5	5	5

Engineering Skills

Mechanical Engineering	5	5	5
Weapon Design	2	5	5
Electronics	4	4	4
Computers	5	3	5
Power System Theory	7	6	7

Scientific Skills

General Physics	1	1	1
Advanced Math	1	1	1
Chemistry	2	2	2
Planatology	2	2	2
Astronomy	2	2	2
Metallurgy	3	3	3
Tachyon Physics	3	3	3
Medical Practice	8	8	8
Genetics	5	4	5
Cybernetics	5	4	5

General Biochemistry	2	2	2
Psychology (Xeno)	3	2	2
Medical Diagnosis (Xeno)	8	8	8
Botany (Xeno)	2	2	2
Zoology (Xeno)	2	2	2
History (Xeno)	3	2	3
Anthropology (Xeno)	3	3	3

Secondary Skills

Acrobatics	1/3	2/4	1/3
Acting	1/4	1/3	2/4
Advertising	5	3	2
Administration	5	2/5	2/5
Animal Healing	4	4	2/4
Animal Training	3	3	2/5
Appraisal	2/5	1/4	1/4
Athletic Games	1/3	2/4	1/5
Caving	2/5	3	1/4
Contortions	1/2	1/4	1/3
Dance	1/4	1/3	2/4
Diplomacy	2/5	1/2	2/5
Direct Psion	4	4	4
Disarming	1/3	2/4	1/4
Diving	1/3	2/4	1/3
Drug Tolerance	1/2	1/2	1/3
Falsifications	1/3	1/4	1/2
Foraging	1/4	2/4	2/6
Frenzy	1/4	1/4	1/4
Gambling	2/4	1/3	1/3
Interrogation	2/4	1/3	2/6
Meditation	1/4	1/4	1/4
Music	2/6	1/5	2/6
Navigation	2/6	2/6	2/6
Propaganda	4	2/7	2/4
Public speaking	2/6	2/6	2/5
Quick-draw	1/3	1/4	1/3
Sailing	2/6	2/6	2/6
Seduction	1/3	1/2	2/5
Signaling	1/4	1/2	1/3
Singing	2/6	2/6	2/6
Star-gazing	2/6	2/6	2/6
Subduing	1/2	1/3	1/3
Tracking	2/4	1/3	1/3
Trading	2/5	1/5	2/4
Trickery	1/3	2/4	1/2
Tumbling	1/3	2/4	1/3
Visual Arts	3	2/5	3
Weather-watch	2/7	2/7	2/7

** Slang terms from far-future *Space Master* are included here for flavor. "Kicker" is slang for a hired killer; "Jack" (or "Jacker") is short for hijacker and is a slang for any kind of thief or similar criminal.

§ **Athletic Games include:** Body Development, Climbing, Dance, Distance Running, Diving, Flying/Gliding, Rappeling, Rowing, Sailing, Skating, Skiing Sprinting, Surfing, Swimming. (RM skills are also listed for completeness.)

† **Social Skills include:** Administration, Diplomacy, Duping, Gambling, Interrogation, Seduction. (RM skills are also listed for completeness.)

‡ **Subterfuge Skills include:** Acting, Begging, Bribery, Camouflage, Disarm Trap, Disguise, Falsification, Hide Item, Mimery, Pick Locks, Pick Pockets, Set Traps, Stalk/Hide, Trap-building, Trickery. (RM skills are also listed for completeness.)



ICE MUGSHOTS

This issue we profile our Middle-earth Series Editor; and half of the Graphics Staff (mugged by the other half of the Graphics staff).

—TKA

Jessica M. Ney

If I said life was boring, still is, and always will be — thus, no need to be discrete — I'd be lying. So, discretion to the winds, I plunge into a short summary of the truth.

The nurses played an interesting game of musical babies with me and my nurserymates back in 1960 — the stakes being unmentionable in print, but fully as crude and rude as you can imagine. Unfortunately for my mother (but fortunately for me!), she figured out the scam and brought the correct infant home. There I enlivened her days with a partiality for public bathing in the nude, slamdancing with speeding automobiles, and ingesting ivy leaves. (All before the age of three years — what maternal instinct could ask for anything more?)



My adventures in living grew more subtle with the years, but never ceased altogether. And, frankly, the whole family breathed a sigh of relief when they fired me off to college. (Daddy does own a shotgun, but it was not necessary in this or any previous or future case.)

My memories of U. Va. are hazy, but vague visions of drafting boards, British Thermal Units, and dreary fellowship with beer-guzzling classmates still haunt my nightmares. I believe my introduction to the RPG's of TKA and the other overly creative spirits who would one day create ICE was beneficently responsible (thank you) for the numbers of brain cells that died during this era. Such euphoric moments as embracing a mallorn sapling (Tinothe was a Teler) which gifted me with leaves of special herbal properties; clinging to the back of a flying motorcycle (Calenya was a Vanya) while loosing arrows from a long bow at Sauron's minions in a stronghold to the far east; and taking mud baths which raised my presence to a startling 99 (Anghara Nerys Canzelaine was half Maia) remain somewhat clearer.

Unlike KR (featured in IQ, Vol. 1, No. 2), I was a gamer, still am, and always will be (although only in my fantasies these days — no time left for the real thing!). I, too, have many words of advice, but I may or may not have written them down before reaching the end of all this nonsense. Good luck.

Brief brushes with the world of martial arts (Uechi Ryu, Aikido, and Tai Chi) convinced me that I should stay a wimp and break limbs (my own especially) only while roleplaying Warrior Monks. Shaken, but undaunted, I survived to make the acquaintance of Bill W's wife and her twelve steps for spiritual living. Alas, I've never been the same since, but who wants to remain a swamp ... any takers? Those of you who say yes, don't introduce yourselves to me!

The baccalaureate years ended with a shinding on the Lawn (of which few of our parents approved — geysers of bubbly from bottles agitated vigorously, general silliness, boom boxes cranked), and the U breathed a sigh of relief (like my family before) while washing its academic hands of me forever (except to ask for \$\$, of course).

Fancy free and murkily broke, I survived on air and rain and manna. It wasn't bad. I grew lean and beautiful until the acidity quotient of the atmosphere peaked, destroying my complexion and my last pretensions to normalcy in one stroke. After the storm, I washed up in some offices on the third floor of a shabby brick building next to the Trailways station. I was not chained to a platinum anchor as some rumors claim, nor was there a stake through my heart, nor had I acquired two twin sisters of the names Stratus and Cirrus. This is reality, remember!

Moaning and in a delirium, I took pen in hand to inscribe, not words or phrases in red, but plans and views and maps in black ink on illustration board. Prayer, worship, and ritual care of the waxer formed an adjunct to my duties, a variation on the tedium (subjective, you understand), and the fumes of hot wax added color to my hallucinations. Men chanting, "But we need \$ you in Production," wavered before my crazed gaze. After eons of minutes and landfills of galleys, I collapsed, but did paste-up while unconscious, nonetheless.

Finally Aslan leaped from an open book and tossed me into the wondrous department of E&D "where eternal summer reigns around the bright city of War Drobe," and the computer monitors burn our retinas day and night. The corporate giants started salivating (they realized that Cair Paravel is a pretty nifty place in which to reside), and one named CB spiked his club with The Law and smashed it over my head. When the stars stopped whirling (no, I had not taken a short jaunt through the Space Master universe), Eru held me firmly in his will: to be brutal to aspiring writers for the Middle-earth product line. I picked up the red pen, and I've never once set it down since. Grasped in my fist beneath my pillow while I sleep, clenched between incisors when I shampoo, or tucked behind an ear during intimate moments, that pen doesn't leave my person. "Isn't that awkward?" you inquire. "Of course!" I snap. "That's not the point."

I'm nearing the end of my allotted 650 words, so the afore mentioned advice must be mercifully brief: don't read this twaddle, do what you want to unless it's well rationalized, and dream, but never pretend. "That's rather vague," you protest? Tough. Go practice diving from high bluffs, and find out what it means.

(For months the publisher of this newspaper has begged for an Art Department mugshot hoping to boost IQ sales to a record high. Being in such great demand, Rick Britton, the Art Director, has not had a spare moment to share a few intimate thoughts with ICE's frenzied fans.

Enter B-art Bishop, lowly Art staff member volunteered by management to write the demanded article...)

Richard H. Britton.

6'-3". 180 lbs. Brown Eyes. Brown hair. Male. Thirty-fiveish. Leather shoes. Pressed shirts (heavy on starch). Neatly trimmed short hair and beard. Vice-president and Art Director of a thriving game company. Knows all the lyrics to every Procol Harem and Deep Purple song.

Hmm. The statistics just don't add up. And stats don't lie (cheat or steal, I suppose). The day I stumbled upon the lyric clue, I vowed to spend the rest of my ICE days uncovering the real Rick Britton.

While I've only worked at ICE a year and a half, I guess I'm as close as anyone to figuring out this enigma of a human, technically qualifying me to pen this article. But why am I really doing it (beyond coercion)? Certainly not for the money. Solely for the advancement of human knowledge.

What follows is a report of my findings on Rick to date:

Our office is decorated with an abundance of chairs; not one fit to be sat upon. The chairs serve as the Britton filing system. There is an IN chair, an OUT chair, a junk chair, a coat chair, and if I'm lucky, an art staff chair to park my tired, hard-working ass on.

For any potential illustrators out there who may be reading this, some words of advice: if you want to inquire about working for ICE, do not call Rick one minute after Noon. This is prime eating time. Neither man nor beast gets in the way of Rick's abdominal clock. Tuesdays is fish sticks day (a la Rain Man). Best to reach him around 2:00 p.m.

As far as I know, he is the only Iron Crown employee yet to sit face to face with a computer monitor. He shrugs off any labels of being technologically deprived by defensively holding up his battery operated eraser. No one realizes that the sleek cylinder is merely a desk ornament without batteries. Even his calculator has run down. I expect to see an abacus appear in the office any day.

While he claims to live without television, he often raves about Robert Palmer videos.

Every few weeks he runs off into the countryside for a civil war reenactment. Some men watch pro football on Sundays; my boss shoots at yankees. I can always tell when he has relived the 1860's — he shows up at the office on Mondays unable to talk. Hoarse from too much rebel yelling and Wild Turkeying. I respect his hobby for its historical value. I place it one notch higher than pseudo-commandos splattering our forests with paintballs during Schwarznegger survival games.

Maybe he does that too.

Up until a week ago, Rick travelled around town in what I believe was the world's first production Mazda. It must have been made during the time when exhaust was vented through the interior of cars (perhaps to double as the heating system). This was the type of car that other drivers back away from when pulling up behind it at a traffic light. We're talking Class 1 Hazard.

I have ridden in the car only once. He offered to drive this sorry cowboy home from the company's New Year's Eve bash. Seeing that he was the same devious drink-mixer who had me plowed, that was mighty human of him. At the time I thought it would be safer to be a passenger in a toxic smoke-mobile than to walk under the influence. That is the last time I will share the same city block with that deathtrap. Without over-dramatizing the experience, let me just say that when I bailed out, the car was struggling up a rather steep hill and nearly bucking Rick out of his seat. He would have been seeing some familiar Mimosas had I still been next to him.

The carbon monoxide has cleared enough from Rick's head for him to purchase a new car. His head not completely cleared, the new one is also a Mazda. At least this one is equipped with an exhaust-clearing sunroof.

I think that just about covers everything. Except for one not so minor detail. The consequences of printing this last fact may cost me my job, but in the interest of professional (well...) journalism and human enlightenment, here goes...

Rick is visually handicapped. His ability to differentiate colors is not what it used to be. Some say he has taken one too many volleyball spikes to his noggin. Fortunately, the handicap is not detectable in the Art Department's work — being equally mentally and emotionally handicapped as well. As chief and only member of the art staff, I was hired to constantly remind Rick of any of his shortcomings. I begin each morning with a compliment on his pink shirt (blue-grey in actuality). At 11:59 a.m. I ask him once again to explain how printing presses operate. Then in the late afternoon I ask what I was supposed to be doing that day.

Once the bofus is admitted to the loony bin, the job's all mine. B-art Bishop, Art Director. It has a certain ring.

(Editor's note: The ringing B-art heard was from being clocked on the head with an electric eraser. His vision appears to have been altered, but otherwise he is recovering nicely.)



A LETTER OF INTEREST TO ALL ROLE-PLAYERS

The following letter arrived a few weeks ago, and Pete Fenlon and I agreed that this was an important issue of interest to our customers. The letter and Mr. Fenlon's reply are reprinted here.

—TKA

To Iron Crown Enterprises,

If you haven't heard any attacks on fantasy role-playing lately, you just haven't been listening in the right places. Several "snake-oil peddler" groups travelling across rural and small town America, holding "seminars on Satanism" for both local police departments and general public. Our games are called Satanist recruiting devices - and coyote scavengings are described as occult ceremonies. The TV "evangelists" are still attacking games when they aren't engaged in off-air immorality which gets them more headlines. The attack has even crossed the Atlantic with the recent involvement of the Cambridgeshire county council.

Yet, in this country, gamer defense has been disjointed, occasional, and almost totally ineffective. While several have tried to counter these charges, they have been almost totally working on their own, with no way to exchange information with others working on the problem, and generally are denied media access.

For instance, how many are aware that Dr. James A. Mercy, head of the intentional injuries team at the Centers for Disease Control and probably the top authority on suicide in the nation, has stated that he knows of no evidence linking game playing with suicide? How many have checked the claim of the head of one of the top anti-game organizations that he is a member of the faculty of a major medical school? I did and was told that at one time they gave an honorary appointment to the clinical faculty to any local doctor requesting it, but when the current school head took the job, the custom was abolished and the doctor in question had no classroom duties. Using honorary credentials is like doing surgery with an honorary degree.

I have these documents because I am currently writing a book on the subject. My main emphasis is on the theological angle (I am an ordained United Methodist minister) and the lack of media access for gamers. I particularly need a copy of *Bothered About Dungeons & Dragons' Law Enforcement Primer on Fantasy Role Playing Games*; answers to specific questions about the unsuccessful suit by B.A.D.D.'s founder against the Hanover County (VA) school system on 17 September 1984; and any accounts of how these games have helped players.

A game-playing law-enforcement officer could get the free (to police only) *Primer*, a player with access to the Hanover County courthouse could check the court record, and many players have accounts of how games have helped them improve math grades, deal with introversion, etc. The only problem is how does anyone know these resources exist or that someone needs information that you have.

We don't need an organization. Organizations have a tendency to become more concerned with their own power than in the cause for which they originally organized. What we do need is an informal network of those conducting serious research into this problem. All researchers I know of have their own special fields of expertise and emphasis, as properly they should have. This is an advantage and should not be repressed by "reports by committee" from a static organization. Still, there is hardly a need for each one to write to the same source to get the same information when it can be circulated among the network.

Since our side is based on the truth, we have no need for secretly-distributed material like the *Primer*. By insisting on at least three independent sources for information, we can avoid the danger of agents provocateurs, or of just plain honest error. I am willing to serve as a clearing-house in the initial stages, but ultimately each of us can put newcomers in touch with the pertinent sources and even that small degree of organization will no longer be needed.

Any who are interested, write me full particulars with a SASE and in a couple months I will let you know what turns up.

Sincerely,

Paul Cardwell, Jr.
Bonham, TX

And the reply from Mr. Fenlon...

Re: Pulling v. Bracey

Dear Paul Cardwell:

I want to thank you for your interest and initiative concerning the organization of a defense against misguided attacks on the adventure game industry. As you so succinctly put it, the adventure games manufacturers are quite vulnerable to these assaults. Nonetheless, while we are an exceptionally introspective and disorganized group,

the manufacturers have developed a program involving a speakers bureau and information clearinghouse. Anyone who wants more data on this program should contact Ann Jaffe of the Game Manufacturers Association (GAMA) c/o Chaosium, Inc. by phone at (415) 547-7681 or by mail at P.O. Box 6302, Albany, CA 94706.

Concerning specifics about the suit filed by the founder of Bothered About Dungeons & Dragons (BADD) against her son's principal, I took the liberty to do a bit of research on my own. I telephoned the Hanover County District Court clerk's office this morning and spoke with the Chancery Clerk for some time about the case, which is officially called *Patricia Ann Pulling, Administratrix of the Estate of Irving Lee Pulling II v. Robert A. Bracey III*. The plaintiff, Mrs. Pat Pulling, claimed that her son committed suicide because of his involvement with *Dungeons & Dragons*. She hoped to recover damages against the principal, the school district, and TSR, Inc. (the manufacturer of *D&D*). The defendant pleaded that he enjoyed sovereign immunity and filed a Motion to Quash. His plea was granted and his motion was entered. The district court found for the defendant without a trial hearing on or about October 26, 1983 and the final order was entered on January 18, 1984. After reviewing the decision, the Supreme Court of the Commonwealth of Virginia cited no reversible error and refused the plaintiff's appeal petition on July 21, 1986. That was the end of the matter.

As a note, anybody can obtain a copy of the case transcript by contacting Crane Snead & Associates (Court Reporters) at (804) 355-4335. It has somewhat limited value.

ICE will keep you posted about any further information we run across with regard to the *Pulling* case, or any other matters that have bearing on the issue of whether adventure game play is a healthy leisuretime activity. Again, thank you for your support.

Best regards,

Pete Fenlon
President, ICE

PCF/dd
cc.: Letters Editor of the *Iron Crown Quarterly*.

Where's Your IQ Coming From??

The *I.Q.* 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 *I.Q.* direct to your home. *Note: we do not plan on keeping back issues!!!*

You are cordially invited to obtain a charter 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: Aston, *I.Q.* Subscription Manager., P.O. Box 1605, Charlottesville, VA 22902

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IQ #4

ASTON'S PICKS

Aston Selects Favorite Upcoming Products!

ASTON is celebrating the *IQ* APRIL FOOL'S issue by vacating the usual space. Instead the *IQ* would like to introduce a new feature, "ASTON'S PICKS". Aston presents the Sales & Marketing (that's S & M to people in the know) scoop on a few upcoming titles, featuring every grisly detail we could pry out of E&D (my, THAT was fun!). Also be sure to scour the rest of the *IQ* (who knows where the esteemed editor may have buried it...) for a comprehensive new release listing. If the title you've been hording your \$\$\$ for isn't here somewhere, well APRIL FOOL, go buy something else that is Available Now (info also buried somewhere....). ENJOY! COMMIT THIS TO MEMORY & IMPRESS YOUR FRIENDS with this valuable knowledge:



RAIDERS FROM THE FRONTIER™

AUTHOR: A. Brooke Lindsay
PRICE: \$9.00 (NEW LOW PRICE!!!)
RELEASE DATE: June 1989
PAGES: 64
ICE STOCK # 9800

Raiders from the Frontier chronicles the conflict between House Jade-London and their various foes — including pirate-raiders from Idor. Help Jade-London in their efforts to resist the evil Idorian Empire.

Jade-London is one of the Empire's most powerful and wealthy provinces. It also stands between the Imperial core worlds and the Idorian Star Empire.

The Idorians are cruel, blood-thirsty humanoids, determined to disrupt the Terran Empire in any way they can.

This 64 page supplement includes the history and structure of House Jade-London, background on Idorians, and 5 adventure scenarios which embroil players in the troubles of House Jade-London.

ADVENTURES:

- Uncovering a conspiracy to disrupt Jadist mining in the treacherous asteroids of the "Ring of Heaven."
- Tracking down Idorian Agents smuggling high-tech weapons out of the Empire.
- Dealing with a de-evolved culture which has sunk to violence and barbarism.
- Rescuing the Count's son and heir from Idorian rebels.



DARK MAGE OF RHUDAUR™

AUTHOR: Jeff McKeage
PRICE: \$7.00
RELEASE DATE: June 1989
PAGES: 40 + 2 pages color
ICE STOCK #: 8013

Dark Mage of Rhudaur embroils adventurers in a desperate attempt to save the Beacon Towers of the Dúnedain from falling to the Witch-king of Angmar. The last bastions of the Free Peoples in Rhudaur, these towers oppose the unscrupulous Cultirith Rangers, Orc troops, packs of Wargs, and the newly awakened horror from the Yfelwood, all now gathered by Angmar's minion — the Dark Mage. Fight barbaric Dunmen who plunder a well-traveled trade route. Defend the Tirthon, a Beacon Tower under seige by Orcs. And confront the Yfelwood shadow, arisen from the mists of the ancient past. Peril, mystery, and evil await the adventurous in the declining kingdom of darkened Rhudaur.

CONTENTS:

- 2 FULL COLOR MAPS.
- COMPLETE LAYOUTS AND AREA MAPS detailing adventure sites.
- CONCISE BACKGROUND INFORMATION on the politics and history of the Angle, the land between the Bruinen and Mitheithel rivers.
- 3 FULLY DETAILED ADVENTURES, including stats and other game aids.

Featuring a cover by Angus McBride!



TALES OF THE LOREMASTERS: Book I™

AUTHOR: Thomas Kane
PRICE: \$6.00
RELEASE DATE: June 1989
PAGES: 32
ICE STOCK #: 6004

Set on the exotic Shinh Archipelago, a rugged string of tropical islands in Kulthea, adventurers battle outcasts, bandits, vampires, dragons and more in their quest for booty and fame. Join them!

Shipping out of Shinh-town, a tough port city and just about the only civilized place on the Archipelago, adventurers meet one challenge after another: they will be fortunate to survive the "hospitality" of Gimgulsh, a bandit leader and renowned scoundrel. But he may lead PCs to the treasure of Nakrar, a lonesome and bloodthirsty Giant. Adventurers can sail to any of a half-dozen islands and uncover loot and danger on every one of them: were-creatures and pirates prowl the land and waters of these treacherous and bountiful islands.

CONTENTS: *Tales of the Loremasters Book I* includes:

- Complete Maps and Descriptions of six islands: their beasts and their bounty!
- Maps and Views of the Fast of Gimgulsh, Lord of Trolls; The Gold Mine, Duke Corin's Castle and other adventure sites.
- Complete Stats for Rolemaster and Fantasy Hero characters, beasts, plants and weather.
- Detailed Adventure Scenarios for three large sites and a score of smaller adventures.

MAGIC

IN THE

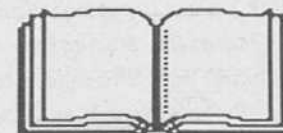
MODERN WORLD

By Larry Brook

Have you ever wondered what it would be like to apply role playing games to daily life? Well, here's your chance! Get rid of annoyances with your new-found powers after learning the...

Urban Environments Spell List

- 1) Service Swift
 - 2) Summon Elevator
 - 3) Find Restaurant I
 - 4) Find Parking I
 - 5) Summon Cab I
 - 6) Find Parking III
 - 7) Service Swift II
 - 8) Summon Cab II
 - 9) Find Restaurant II
 - 10) Solicitor Avoidance
 - 11)
 - 12) Mug Avoidance
 - 13) Green Light
 - 14) Summon Cab III
 - 15) Find Parking V
 - 20) Service Swift III
 - 25) Ticket Trashing
 - 30)
 - 50) Red Tape
1. Service Swift (F) Cuts waiting time in busy store or restaurant by half.
 2. Summon Elevator (F) This spell enables caster to summon the arrival of an elevator immediately upon pressing the button.
 3. Find Restaurant I (I) Points caster to closest decent restaurant.
 4. Find Parking I (F) Enables caster to find a parking space within one block of targeted destination.
 5. Summon Cab (F) Spell brings cab within one minute.
 6. Find Parking III (F) Caster finds a parking space within 50 feet of destination.
 7. Service Swift II (F) As Service Swift, but brings service in 20% normal time.
 8. Summon Cab II (F) Spell brings cab within one round.
 9. Find Restaurant II (F) As Find Restaurant I, but the restaurant is gourmet.
 10. Solicitor Avoidance (F) Turns caster invisible to solicitors on streets for 1 min. duration.
 12. Mug Avoidance (F) Enables caster to confuse one mugger enough to bring him to justice.
 13. Green Light (F) Instantly causes traffic light to turn green.
 14. Summon Cab III (F) Spell brings cab instantaneously with driver who speaks same language as caster.
 15. Find Parking V (F) Caster finds parking space by front door of destination. There is full time on the meter, if applicable.
 20. Service Swift III (F) As Service Swift, but service is instantaneous.
 25. Ticket Trashing (F) All records of the ticket on caster's windshield ever having existed are no more.
 50. Red Tape (F) Enables caster to cut through one day of red tape in any civil bureaucracy instantly.
- Note: Traffic jams are well beyond the capabilities of any magic-user. Sorry.



T'REVOR'S TALE

The Adventures of a half-Elf-half Dûranaki Mystic in the 4th Age of Eastern Middle-earth

The co-horts:

M'raj: (or "Mirage" as T'revor calls her) A slightly ditsy Ranger with an Orb that can suck people's souls and use them as fireballs. Her aim is a bit erratic.

Darien: Mysterious and aloof, Darien always seems a step ahead of the rest of the party, and can always be counted on to be sneaking off somewhere (with the loot).

Vorn: Brain-dead human (Womaw) Monk. Life expectancy for the body is problematic, as he has a tendency to get in the way of things.

Namu: A Human Mage with strange watery powers — and an alleged bed-wetting problem.

Coma: "The abomination" an alleged half-elf, half-dwarf who Trevor hates.

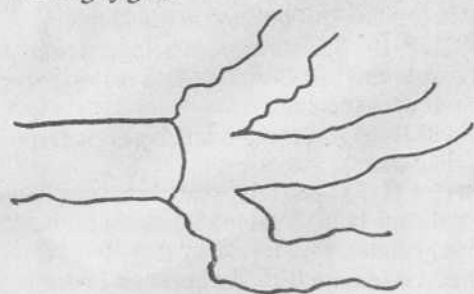
Letter Four

(around) 20 Hisime
Lake Region
Central Vulm Shryac

Finloss Arain
Taurang Beach Resort
c/o Taniith Station
Hathor, Mumakan

(Continued from IQ #3)

Eventually, everyone got past the tree, and we suddenly felt a breath of fresh air. Somebody opened the door! We hustled along, until we came to another crossing (fig 7).



(Figure 7)

Taking the right path of the three (all of which were considerably more rugged than the path we had been on) we jogged along, until suddenly Darien (in back) turned to see the floor starting to turn to WOOD! Oh, no!

Naturally, everybody panicked in the face of the advancing panelled flooring. Darien cast Leaving to in front of us; I decided to Teleport. Namu, however, decided to Leap. Right, Leap down a narrow, winding corridor, OVER me! We are talking about Rain-man, though. Anyway, he leapt, bounced off the ceiling, and landed on me. I, however, managed throw him off of me even as I was Teleporting out. I said "See you at the volcano!" and blipped out. I appeared above it, invisible, and managed to cast 'Fly' before hitting the water. So cool am I (wouldn't want to get my leather pants wet — they'd shrink). Over at the clearing were eight (count 'em) fell beasts hanging out. The bigger creature was nowhere to be seen. Probably lurking nearby, though. I love it.

Meanwhile, back in the hall, all hell broke loose when roots started sprouting from the floor and grabbing group members. Ste' got pretty well mauled before Darien Teleported him. Namu got out pretty quick, as did Coma, who appeared thirty feet in the air near me, fell, bounced off the lip of the volcano, and dropped forty more feet into the water in the center (no chance of brain damage, unfortunately). Several of the fell beasts looked up. Wonderful. Maybe they like boiled Abomination. One can only hope. If they detect me because of this, I'll kill him.

Deciding that it would be prudent to not attract attention to myself, I hid just inside the lip of the volcano while Coma clambered loudly out of the watery center of the shaft. Two fell beasts and their riders swooped out from the mainland towards us as Mirage, Ste' and Vorn popped into existence in midair near the cone and fell into the waters. All the while, the Trident felt cold, but not the excited kind — more like clammy and worried. I watched as one of the fell riders lowered his glowing white lance and made a strafing run on the helpless, splashing trio in the water. Kinda like a life and death 'Joust' game. Fortunately, though, the dude elected not to skewer any of them in his first pass.

Namu appeared nearby, and I called him over. After some discussion we decided to head down into the cone, ignoring Coma as he clambered up. About this time a haze descended over our isle, and I guessed that perhaps Darien was casting Illusions again. Meanwhile, the Abomination was creating a racket with pitons and grappling hooks. ("Strike two", I whispered to myself. Namu and I flew down the shaft forty feet to the surface of the water. There, he utilized his water control ring to create a 4' radius air bubble around us, and we continued down the spiraling perimeter stair until we came to a purple, glowing rock, surrounded by a fake spiral stair and four shallow stairs connecting the entire cylinder to the perimeter stairs. I know it sounds complex, but check out my sketches (8 and AA)** below and I'm sure you'll figure it out — you're almost as bright as me.

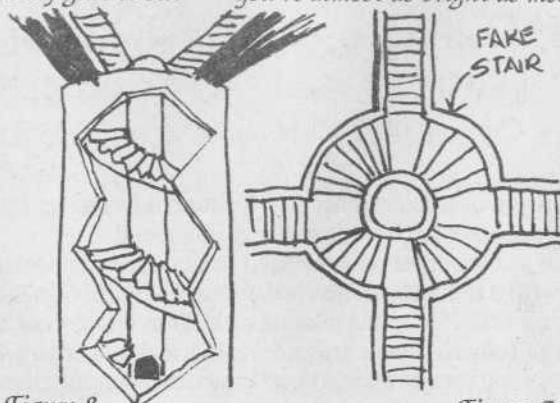


Figure 8

Figure AA

At this point we were about 16 feet underwater. Consulting the Trident I realized that it would be a good idea to go down, and quickly. I examined the rock, which was four feet in diameter and had a hole in the top: it resembled that of the many purple metal doors we'd seen. Feeling bold, I stuck my hand in the handle

and pulled up. To my surprise (though of course I didn't show it) the spherical rock rose up four inches, and, step by step, the fake spiral stair around the perimeter began to sink, becoming a real stairway. Like, wow. Magic. I tried not to think about where the rock which blasts out here every four hours comes from. Namu and I cruised down the steps, which wound around and around for forty-eight feet, finally stopping at a door (similar in design to the metal ones, but of black glass this time) in the side of the inner tube. I pulled it up, revealing inside an eight foot square room with a door just like this one on the far side and fake carved doors on either flank. 'An airlock', I thought, not really knowing what that was. Namu used a 'Whisper' spell to tell Mirage that it was safe for the group to swim down and into here, since we knew that after we closed this door the water would drain out of the room. Aren't we intuitive. I hope Namu sounded more confident than I felt. I hung out by the door, wishing that I had more than exactly zero power points left to me. It's a bummer being a spell user who has burned off all his runes, cast all his stored spells, and used every single point left to him. Like a freshly sheared sheep: naked. Driving (with an effort) all such thoughts from my head, I prepared to close the door.

Moments later the motley crew came bursting into the room, sticking their faces into the air bubble for oxygen while expelling their bad breath in our faces. Abominations have unreal breath. I slammed the door, holding my nose. After only a few seconds water began to drain away and the far door slowly lowered into the floor. While waiting for the door to lower, I swallowed my pride and asked Darien if I could buy an Ankii (this cool herb that makes you feel like you've had your meditation: it gives you your points back). After some mild verbal abuse he sold it to me, and I promptly popped it in my mouth. Whoosh! Like the smell of grass in the pasture! I was immediately charged up again. The door finished lowering, and beyond was a three foot wide semicircular shaft leading down, with hand and footholds set in the far side. Not waiting for an invitation I started down, using my still-active Fly spell for added stability. At the bottom I floated away from the steps and into the room. Figure 23 is a plan of the room.

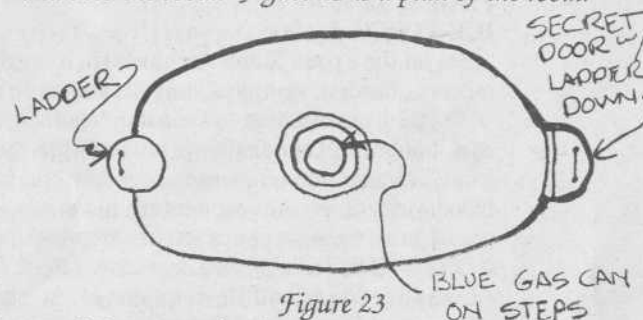
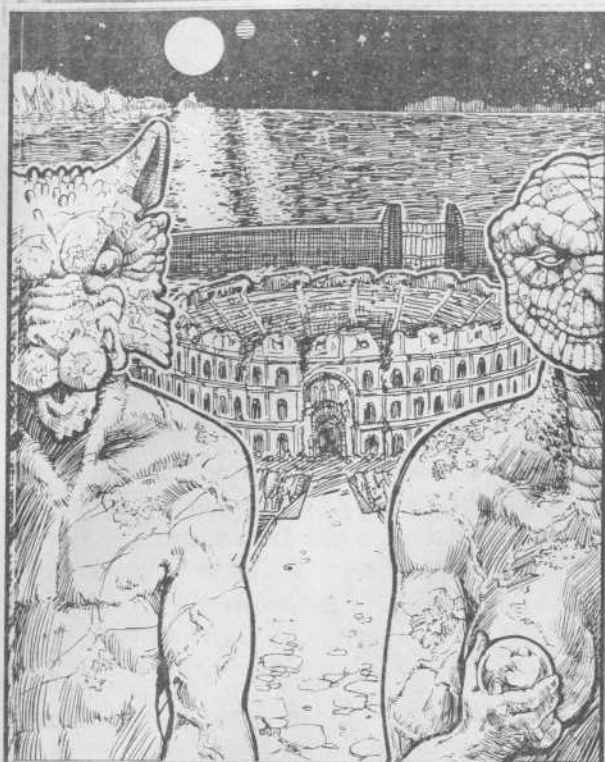


Figure 23

While waiting for the group I re-stored Invisibility in my earring and recast Fly, since my current one was running low on time. The rest filed in and immediately started babbling that this was the tomb of some Dragonlord. The big blue thing in the center was a cylinder with



NEW FROM ICE (con't from page 16)

Demons of the Burning Night (\$12.00, June, *Shadow World Campaign Module*). Search for the lost helm of Kadæna — but beware of the demonic guardians of this terrifying island. Evil dudes galore in this gruesome campaign.

• UPCOMING TITLES •

Star Strike Miniatures (variable \$, June, Special Product) Metal (pewter) miniatures of those beautiful ships you've seen in *Star Strike* & the *Vessel Compendiums*!

Star Crown Empire (\$12.00, June, *Shadow World Campaign Module*)

Empire of the Witch-king (\$15.00, July, *Middle-earth Super Campaign Module*) The old Angmar has been reborn and greatly expanded into this huge 128 page campaign of the Northern realm!

Quellbourne (\$12.00, June, *Shadow World Campaign Module*). In the northern reaches of Jaiman there is a dead city full of secrets. Will the brave adventurers have the nerve to uncover them?

The Orgillion Horror (\$6.00, June, *Shadow World Adventure Module*). This SW adventure takes players into the realm of the strange demons of Kulthea — ancient creatures whose purposes are so foreign even the dark minions of the Unlife cannot fathom them. Boo!

• LOOMING FAINTLY TITLES •

(The following titles are either tentative in name, date, content, or all three; in any case, DO NOT call in and start quizzing the already-harried Customer Service Staff about them; more info will be forthcoming in later IQs, OK?)

Near-Future Space Master (\$12-18.00, Fall, Genre Super-module) this huge (128-160 pages) book will provide all the background you need to run a *Space Master* campaign in the dark future. New professions, skills, tons of equipment and orbitals-full of background material will make up this tome, authored by Tod Foley.

Rolemaster Revision: The long-awaited cleanup has begun! Thousands of little Elves are busily keying-in the *Arms Law* attack charts and reformatting the thousands of Spells so that the new Rolemaster will be a thing beautiful to behold. We're not changing the system, mind you, but a face lift was in order and the cranes are at work. The first part, *Spell Law*, should be out by Gen Con...

Armored Assault: Yes, it's still coming! The third in the triumvirate of *Space Master* boxed games, *Armored Assault* will cover tanks, powered armor, all types of vehicles and aircraft. Soon (well, Fall), we promise!

CLASSIFIED ADS

Want Ads

Wanted: Two tickets to Barry Manilow concert. Call Razz at ICE.

Need your gutters cleaned? Do it yourself, you lazy bum.
Needed: An explanation for Dan Quayle. Send answers to The Republican Party, c/o Rob.

Wanted: Four more hours in the day for the ICE Operations dept. Relativity experience required. Send resume to: Aston, care of ICE.

MAKE MONEY WHILE YOU TRAVEL!

Adventures! Great money! Train for a rewarding career as a steelminer at the OFFPLANET CHARM AND TRAINING INSTITUTE. 100% placement after graduation. SEND FOR APPLICATION TODAY! Please include \$395 cash tuition deposit and SASE. to Box 15, Hammerfist, Bamler.

Wanted: a company for Gary Gyax. Call 555-1700. Leave message if no answer.

Wanted: A Major League Baseball (preferably National League) team in Washington, D.C. Must come with a complete farm system and 24 excellent players who have, and are happy with, their lifetime contracts and modest salaries (none to exceed \$300,000 per year). Players should love the game, their team, and any manager they happen to have. Roster should include at least nine .300 batters, and four or more pitchers capable of winning 20+ games during each of the next ten years. Send proposals to the Walter Johnson Foundation For the Reestablishment of the National Pastime in the Nation's Capital By the Time We Die.

Hoping To Trade: Any *Warhammer* product for anything. Write Maggie Thatcher, c/o Games Workshop.

CAREER OPPORTUNITIES!

Needed: adventurous men and women with devious minds who enjoy working under strenuous conditions in return for HIGH REWARDS. Send resumé to: Pickpockets of Pluto, Inc. #B03112, Asteroid Belt., attn: Dark Shadow.

Wanted: An inconspicuous but powerful plasma repeater rifle with an embossed ivory stock and a tasteful, filigreed barrel. Must reload upon command. Contact Ronald "the Ray" Gunn at The Heavy Weapons Ranch, Wheelblastya, CA.

Bill's Moving Service: I can move you inexpensively in my blue pickup! Call Bill, 555-MOVE.

For Sale

For Sale: FASA. Cheap.

For Sale: System Editor. Slightly used. Make offer.

For Sale: 124,788 Narnia Solo Games. Call ICE for details.

Best Offer: Basis computers; will give discount if you take all four!

For Sale: 1983 Honda Prelude, low mileage, finish like new (it is new; entire body has been replaced piece by piece after being hit by every car in Charlottesville). \$6,000 or best offer. Call Terry.

For Sale: 1986 Nissan 200 SX. High mileage, only a few gallons of beer spilled on back seat. \$10,000 or best offer (owner wants to buy an Alanté) Call Kurt.

For Sale: 1976 Buick Opel. Best offer or will trade for comic books. Call Coleman.

For Sale: 1978 AUDI 5000. Official UVa Basketball Party car. Finish like new; may need some frame work. Call Deane.

For Sale: 1978 Toyota Cressida. Built like a tank; runs fine. \$5,000 or \$1.25 if you assume liability for accumulated parking tickets. Call Pete.

For Sale: copies of *Court of Ardor*, *Umbar*, *Angmar*, some in mint condition. \$5,000 for *Ardor*, \$400 for *Umbar*, \$200 for *Angmar*. Very limited quantities. Write to Brad, care of ICE.

Lost and Found

LOST: Sanity. Reward for return. Box 187.

REWARD: \$1000 for the capture and castration of anyone using an ICE reserved parking space.

LOST: Pete's Middle-earth campaign. Anyone with any clues as to the whereabouts of this lost game please call the ICE Headquarters. Reward offered.

Found: A Brussels Sprout. Send description of contents to Box 147, c/o this paper.

FOUND: in the ICE convention shipment after last year's GenCon: 50,000 copies of *Cyborg Commandos*, autographed by the author. PLEASE call to claim these; we will pay shipping! Call the ICE Conventions department — collect!

WHOMEVER 'accidentally' took my Rolex watch at the gym and left their Don Johnson digital in its place, please return it. No questions asked. Call Biff at ICE.

Found: 3 Brussels Sprouts. Dark green mix. Appear to be relatives of high government officials. Please claim at the Shelter for the Beta-Carotene Deficient, Pompose Beach, FL.

Personals

Dial-a-Clue: 1-900-GET REAL

Destiny, you cuddly creature, where are you? I'm sorry we missed our date.

Male Ferret of middle years but youthful spirit seeks female of same mein. Turn-ons: Pounce cat-treats, human toes, smelly docksiders, big potted plants. Turn-offs: dirty litterboxes, stupid owners. Send photo to P.O. Box 1605.

Feeling lonely? Depressed? Get a life!

Young man, intelligent, stunningly handsome, well-dressed and well-provided-for in Daddy's will, likes skiing, polo, lunch in Paris, scuba-diving and Henninger seeks attractive girl of breeding who knows how to throw a cocktail party. Espadrilles a must. No bleach-blondes. Your BMW or mine? Call Biff, 555-8745.

Desired: Rugged, dumb, scantily clad, handsome, aggressive but gentle male. Send photos to Aston at the IQ or c/o S&M Dept., ICE.

Praying For: Extremely attractive and independently wealthy female maid, preferably French, 19-25 years of age, with a Chinese sense of obligation, a Japanese sense of honor, a Thai sense of sexuality, a German sense of efficiency, and an Italian (during the day) and Hollywood (at night) sense of style. Must speak twenty languages fluently, understand most computer programming languages, understand sign language and Braille, and be able to read and write music. Should be able to pilot planes and helicopters, ski, hang glide, sail, skate, and use all gymnastic equipment. Has to be good with pets, children, adults, and plants, and must be capable of disarming up to ten armed intruders. Send embossed resumé and SASE to God, c/o ICE.

Destiny, I have the photos.

Meetings

Due to the overwhelming response to the last meeting of Gamers Anonymous, this month's meeting has been moved from the Crigler Farm outhouse to the tractor garage on the Shiflette property. Battletech book burning tomorrow!

Christian Fundamentalists for Rolemaster! Fan group forming. Write to Box 99642.

Wesley Crusher Fan Club meeting Saturday in ICE common room at 8 p.m. Call Terry for more info. All invited to attend.

Parents Against Noxious ICE Drivel (PANICED) will hold a meeting at Jim-Bob's Diner off State Road 666 this evening at 8.

Reading: Preston Maxwell Bennett Eisenhower IV will have a reading of the *AD&D Revision* tomorrow night at the Comedy Club. Admission is free.

Asteroids (cont'd from page 3)

Substance	Price
Iron	1.0 elmonit per kilogram
Nickel	0.5 elmonit per kilogram
Aluminum	1.5 elmonits per kilogram
Tin	0.25 elmonit per kilogram
Titanium	50.0 elmonits per kilogram
Lead	0.3 elmonit per kilogram
Copper	25.0 elmonits per kilogram
Silver	75.0 elmonits per kilogram
Gold	800.0 elmonits per kilogram
Platinum	1300.0 elmonits per kilogram
Fissionables	3000.0 elmonits per kilogram
Mercury	10.0 elmonits per kilogram
Diamond	10.0 elmonits per kilogram
Silicon-based Gems	15.0 elmonits per kilogram

* Uncut Gems in ore; Cut Gems are valued at 1000 times this price.

These prices will fluctuate with the market.

Adventures in the Belt

There are many types of adventures to be found in the belt. Some possible encounters or events are:

- 1) Pirates can attack small scale prospectors. The characters can be a) the prospectors, b) the pirates, or c) the authorities in charge of patrolling the belt to protect the miners from pirates.
- 2) A plague can break out in the main mining complex and the characters can research and develop a cure for the plague.
- 3) Drug runners are pushing illegal narcotics in the belt. The characters can be the authorities in charge of putting an end to the shipments, or a rival gang pushing their way into the district, or simply someone trying to run a protection racket in the area.
- 4) Characters can be either small time prospectors or belt combers and can encounter any of these other types of adventures.

Equipment for Belt Mining

Laser Cutting Torch: This tool is a very powerful cutting laser used to either cut or drill on an asteroid. It can be used as a weapon but only at short ranges. It can be used against small targets as a Mark V laser with a -20 to hit and the range of a hand laser. Against vehicles it can attack as a Mark VI laser but with only a 10 meter range.

Cost: 500

Mass: 8-10

Power Supply: Utility Reactor

Explosive Charge: These are prepared charges used by placing them in holes drilled by a Laser cutting torch. They are tubular in shape and are 15mm in diameter and can be from 2cm to 1 meter in length depending upon how powerful of an explosion is wanted. Each 10cm length will make it one mark number on the explosive warhead chart. They are detonated either by wiring them to a common detonator when more than one charge is set, or they can have individual timers for a single charge.

Cost: 1 elmonit per centimeter in length

Mass: 1 kilogram per centimeter in length

Gravity Net: This is a device used to attract and capture debris floating in space. It is simply a globe that is 1 meter in diameter that created an artificial gravity field of about .4 Earth Gravity for a distance of about 1 kilometer. This gravity will capture debris and draw it to the globe. The debris can be released completely by turning off the net, or moved about the globe with only .4 of its weight.

Cost: 5,000

Mass: 20

Power Source: Utility Reactor

ICE Author on List

(con't from page 1)

Another source of contention is that smuggled copies of *Rolemaster* have filtered down to Iranians. Khomeini finds such games "unbecoming" for his subjects, labelling them "yet another example of how the Americans are trying to poison our youth with their Satanic endeavors."

Eisenhower was unavailable for comment, as he is hiding in an undisclosed location (rumored to be room 412 in the Crozet, VA Motel Six). An ICE customer service representative who wishes to remain anonymous "so they won't drop a window on my head" stated that Eisenhower "would never deliberately defame anyone... too much."

The mood has been tense at the Iron Crown Complex in downtown Charlottesville. A rent-a-cop has been hired to protect those who work late at night, and employees are arriving under heavy police escort. Charlottesville Police Chief Left Bower said "we're used to handling the University of Virginia fraternities, so terrorists ought to be a piece of cake in comparison."

System editors have brought in cots and the production staff has been busy filling sandbags and covering all windows. The only outsiders allowed inside are from Domino's Pizza.



T'revor's Tale (con't from page 12)

a couple of weird objects inside it. After alot of fooling around, we all coordinated with spells to get the junk out of this glass can. Meanwhile, Coma found a secret door at point "s". Good work, Abomination! We got the stuff. The Trident began to feel crummy again. While Darien (who's been seeking the helm of some Dragonlord - though what an Illusionist is going to do with a helm, I don't know) rifled one of the stone chests from inside the glass can Namu looted the other - and nearly got relieved of his soul. I, meanwhile, backed to the secret door while the rest of the group was rushing up to lay claim to various items (Mirage was especially interested in the orb that was after Namu. Namu, however, apparently not particularly interested in what Mirage wanted at the moment, had rather unceremoniously thrown the orb as far away as possible). People greedily gathered things. I, failing to find an opening mechanism on the secret door, shouldered it open. Luckily (for it) it slid inward and then straight up. Mirage stopped her search for the orb long enough to cast a Stone Wall across the opening from which we came. I, discovering another ladder shaft down, stepped into the void and dropped with all speed. Maneuvering with consummate skill (as usual) I arrived in the lower chamber.

Considering the large sarcophagus in the center, I deduced that this was the inner tomb of the Dragon-Lord.

Uh-oh...

To Be Continued...

PRODUCT LISTING

NOW THAT YOU'VE FOUND YOUR IQ ... WE'LL CLUE YOU IN ON PRODUCTS CURRENTLY AVAILABLE FOR M.E.R.P., ROLEMASTER & SPACEMASTER AND A PARTIAL LIST FOR CHAMPIONS GAMING PRODUCTS AS WELL... NOW AT SELECT STORES (OR DISTRIBUTORS)!

(Prices are Manufacturer's Suggested Retail - USD)

MIDDLE-EARTH ROLEPLAYING: RULES & SYSTEM SUPPLEMENTS

M.E.R.P. Rulesbook	ST#8000	\$10
M.E.R.P. Box Set	ST#8100	\$15
(This includes ST#8000)		
Lords of M-E, Vol. I	ST#8002	\$12
Lords of M-E, Vol. II	ST#8003	\$12
Lords of M-E, Vol. III	ST#8004	\$12
Creatures of Middle-earth	ST#8005	\$10
M-E Folded Map	ST#2100A	\$5

ADVENTURE & CAMPAIGN SUPPLEMENTS

Thieves of Tharbad	ST#8050	\$7
Rivendell	ST#8080	\$7
Brigands of Mirkwood	ST#8090	\$7
Mouths of Entwash	ST#8011	\$7
Haunted Ruins	ST#8101	\$6
Pirates of Pelargir	ST#8104	\$6
Gates of Mordor	ST#8105	\$6
Assassins of Dol Amroth	ST#8106	\$6
Woses of Black Wood	ST#8107	\$6
Raiders of Cardolan	ST#8108	\$6
Isengard	ST#2800	\$12
Moria	ST#2900	\$12
Rangers of the North	ST#3000	\$12
Riders of Rohan	ST#3100	\$12
Lorien	ST#3200	\$12
Havens of Gondor	ST#3300	\$12
Sea-lords of Gondor	ST#3400	\$12
Ents of Fangorn	ST#3500	\$12
Dunland & So. Misty Mts.	ST#3600	\$12
Lost Realm of Cardolan	ST#3700	\$12
Far Harad	ST#3800	\$12
Shadow in the South	ST#3900	\$12
Mirkwood	ST#4010	\$15

FORTRESSES OF MIDDLE-EARTH

Weatherstop	ST#8201	\$6
Teeth of Mordor	ST#8202	\$6
Halls of the Eleven-king	ST#8204	\$6

CITIES OF MIDDLE-EARTH

Minas Tirith	ST#8301	\$18
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MIDDLE-EARTH QUESTBOOKS

A Spy in Isengard	ST#101	\$3.50
Treason at Helm's Deep	ST#102	\$3.50
Mines of Moria	ST#103	\$3.50

ROLEMASTER

RULES & SYSTEM SUPPLEMENTS

Rolemaster Box Set	ST#1000	\$34
(Contains #1100, #1200 & #1300)		
Arms/Claw Law	ST#1100	\$12
Spell Law	ST#1200	\$12
Character/Campaign Lw	ST#1300	\$12
Creatures & Treasures	ST#1400	\$12
Rolemaster Companion I	ST#1500	\$12
Rolemaster Companion II	ST#1600	\$12
Rolemaster Companion III	ST#1700	\$12

CAMPAIGN CLASSICS

Robin Hood	ST#1010	\$15
Mythic Greece	ST#1020	\$15

SPACE MASTER

RULES & SYSTEM SUPPLEMENTS

Space Master RPG	ST#9000	\$30
SM Combat Screen	ST#9001	\$6
Star Strike (Box)	ST#9010	\$30

Star Strike Vessel Compendium #1:

Adventurer Class	ST#9011	\$12
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ADVENTURE & CAMPAIGN SUPPLEMENTS

Akaisha Outstation	ST#9101	\$6
Cygnus Conspiracy	ST#9102	\$6
Tales From Deep Space	ST#9103	\$6
War On A Distant Moon	ST#9104	\$6
The Durandrium Find	ST#9105	\$6
Imperial Crisis	ST#9300	\$12
Beyond the Core	ST#9600	\$12
League of Merchants	ST#9700	\$12

HERO GAMES

CHAMPIONS RULES & SUPPLEMENTS

Champions I	ST#01	\$12
Champions II	ST#08	\$10
Champions III	ST#15	\$10
Enemies I	ST#02	\$6
Enemies III	ST#16	\$6
Gadgets!	ST#23	\$8
Enemies: Intl File	ST#30	\$6
Target Hero	ST#34	\$6
Enemies: Villainy Unbound	ST#36	\$8
Red Doom	ST#39	\$6
Scourge From the Deep	ST#40	\$8
Strike Force	ST#42	\$12
To Serve & Protect	ST#44	\$6

CANUCK CORNER

By Alien

The passing of every few weeks brings yet another reader response card from our Middle-earth Quest book series trickling into the office mailbag here at ICE. I have the pleasure of being assigned the task of perusing through these little leaflets, supposedly for the cause of marketing research. However, since no one has ever asked me to compile this feedback information in a report, I now just open the letters that the cards come in, sit back, read them and giggle quietly to myself.

I have however noticed that some interesting trends are developing as I accumulate more and more of these reader feedback sheets. Not surprisingly, the trends seem to be culturally based. Here, for you to draw your own conclusions, I have reproduced the answers from a few typical reader surveys garnered from that fine literary work "Treasure At Helm's Deep." Note that the first two were submitted by American purchasers, while the third and fourth were sent in by Canadians.

Feedback #1 (American)

I purchased this book at "picked it up off the shelf". I am "male" and "16" years of age. I am "High school drop out".

I live in a "medium" "shack".

My favorite magazine is "any Rock magazine".

I heard about this gamebook through "can't remember".

The thing I like most about this Middle-earth Quest Adventure is "the way you fight enemies!"

The thing I like least about this Middle-earth Quest Adventure is "nothing; it is great!"

Feedback #2 (American)

I purchased this book at "B. Dalton Bookseller". I am "male" and "22" years of age. I am in the "12th" grade in school.

I live in a "house".

My favorite magazine is "Dragon-Polyhedron" and "Mad".

I heard about this gamebook through "first book in the series: A Spy in Isengard".

The thing I like most about this Middle-earth Quest Adventure is "the number of combat paragraphs in the story".

The thing I like least about this Middle-earth Quest Adventure is "nothing; it is great!"

Feedback #3 (Canadian)

I purchased this book at "Coles".

I am "male" and "14" years of age. I am in the "11th" grade in school.

I live in a "small town".

My favorite magazine is "National Geographic".

I heard about this gamebook through "your series of wonderful Namia Solo Games".

The thing I like most about this Middle-earth Quest Adventure is "the fairly close emulation of Professor Tolkien's style of high fantasy prose, coupled with surprisingly good game mechanics and exportable MERP-compatible characters".

The thing I like least about this Middle-earth Quest Adventure is "it would be difficult for me to pick out something specific here".

Feedback #4 (Canadian)

I purchased this book at "The Kitchener-Waterloo Head Shop".

I am "female" and "23" years of age. I am in "4th year university".

I live in a "medium sized city".

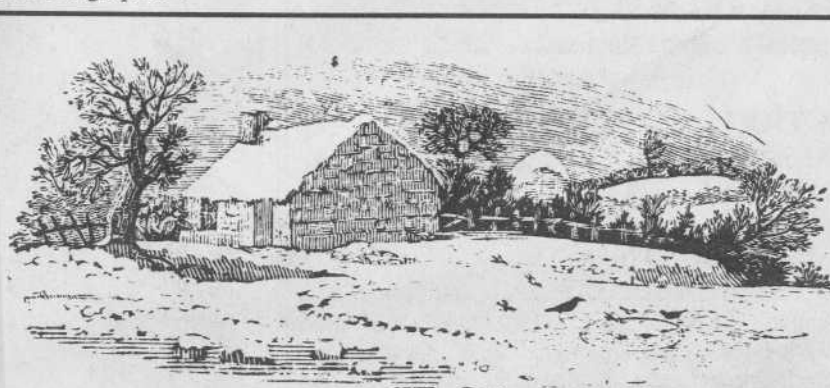
My favorite magazine is "Penthouse Letters".

I heard about this gamebook through "an outrageously tall & sexy ICE editor (A.K.A. 'Alien' or 'Hosehead')".

The thing I like most about this Middle-earth Quest Adventure is "flipping pages back and forth".

The thing I like least about this Middle-earth Quest Adventure is "that there is no sex. How about a Middle-earth Sex Quest book?"

Hey, now just a minute. How did my girlfriend's feedback card get mixed up with the rest of these? Christine!



NEW TITLES TO LOOK FOR!!!!

MIDDLE-EARTH

"Mount Gundabad"	ST#3110	\$12	NOW!	Campaign Module
"Warlords of the Desert"	ST#8012	\$ 7	May	Adventure Module
"Dark Mage of Rhudaur"	ST#8013	\$ 7	June	Adventure Module
"Ghosts of the Southern Anduin"	ST#8109	\$ 6	June/July	Ready-to-Run Adventures
"Empire of the Witch-king"	ST#4020	\$15	July	Expanded Campaign
"Perils on the Sea of Rhûn"	ST#8110	\$ 6	Aug	Ready-to-Run Adventures

ROLEMASTER/FANTASY HERO

"Shadow World Master Atlas"	ST#6000	\$20	NOW!	Box Set
"Quellbourne"	ST#6001	\$12	NOW!	SW Support
"Journey to Magic Isle"	ST#6002	\$ 9	NOW!	SW Support
"Demons of the Burning Night"	ST#6003	\$12	May	SW Support
"Tales of the Loremasters"	ST#6004	\$ 6	May/June	SW Support
"Star Crown Empire & Sea of Fate"	ST#6005	\$12	June	SW Support
"The Orgillion Horror"	ST#6006	\$ 6	June	SW Support
"Kingdom of the Desert Jewel"	ST#6007	\$12	July	SW Support

SPACE MASTER

"Vessel Compend. 2:Pursuit Class"	ST#9012	\$12	May	Space Master/Star Strike Support
"Raiders of the Frontier"	ST#9800	\$ 9	June	Campaign Module, NEW LOWER PRICE!

CHAMPIONS

"Neutral Ground"	ST#47	\$ 6	May	Adventure Module
"Atlas Unleashed"	ST#48	\$ 6	May/June	Adventure Module

Bold and italicized products indicate Aston Feature Picks; look elsewhere in the *IQ* for a detailed rundown of these products!

ERRORATA

As a public service, the *IQ* is now offering errata from our various products in order to further enhance our readers' enjoyment of Iron Crown publications. We screwed it up last time, so now we'll try this formula again:

The Pythagorean theorem was given incorrectly in *Space Master*. (Whups!) It should read $a^2 + b^2 = c^2$ (not $a^2 \times b^2$ as mentioned in the book). In addition, one of our readers sent in a formula which is quicker and easier to use than Pythagoras twice:

$$\text{Distance}^2 = (X_1 - X_2)^2 + (Y_1 - Y_2)^2 + (Z_1 - Z_2)^2$$

And one more thing...

Last Issue's MERP Q&A:

The suggested new critical table entry for table CT-2, die roll 81-86 should have read "Slash weapon arm, +10 hits, 1 hit per round. If no arm armor, muscle and tendon damage, arm useless."

IRON CROWN QUARTERLY

The Magazine Featuring
Rolemaster™
M.E.R.P.™
SPACE MASTER™

Volume One, Number Four, "April Fool's Day"

One Dollar; 27 Italian Phone Tokens, 1.5 Kenny burgers, 13 Jade pieces

IN THIS ISSUE!!!

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NEW FROM ICE!!

This stream-of-consciousness summary is only part of the exciting product information barrage available in this issue of the IQ. Inside you will find a complete current product listing, "Aston's Picks": a selection of Aston's fave products soon to show up on your nearby game shop shelves, and *New Titles to Look For*, a more comprehensive summary of new and upcoming products!

—TKA

• THINGS OUT NOW •

Mount Gundabad! (\$12.00, NOW!, Campaign Module) This terrifying fortress in northern Middle-earth was a bastion of the Witch-king. Only the most foolhardy (i.e., player-characters) would dare to enter this citadel the Dark Lord.

Warlords of the Desert (\$7.00, NOW!, Adventure Module) Compatible with *Far Harad*, this exciting module includes city and desert adventures. Empty the sand out of your boots and get going!

Shadow World Master Atlas (\$20.00, NOW!, Boxed set: 2 64-page books, 32-page supplement, 3x4" color map) How much more can I go on about this product? OK, maybe a little more. Early reviews have hailed this as a brilliant new fantasy milieu, imaginative and richly detailed in these anchoring tomes. The beautiful full-color map depicts the western hemisphere of this fantastic planet, torn by natural and unnatural forces. Designed for *Fantasy Hero* and *Rolemaster* with full system support, it's the world you've been waiting for!

(Continued on page 13)

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