



Skirmisher Update Autumn 2008

Welcome to our quarterly newsletter! We hope you enjoy the information, free game content, and other material it contains. Even more will be available by the time you read this, however, so be sure to visit us at <http://www.skirmisher.com> for more information, access to a growing library of downloads, and the opportunity to participate in our interactive Forum. Skirmisher Update is published by Skirmisher Publishing LLC and Skirmisher Online Gaming Magazine. Feel free to print it out or forward it to anyone you think might be interested in what it contains!

==INSIDE THIS ISSUE==

NEWS: Gen Con After-Action Report, Dragon*Con After-Action Report — NEW RELEASES: *Quactica* (Print and PDF), *Murder at Miskatonic* (Print and PDF), *Old Man of Damascus* (Print and PDF), *Stevenson at Play* (PDF), *City Builder Series* (PDF) — FREEBIES: Skirmisher Forum, New *Nuisances* Feat and Defect — SKIRMISHER PRODUCT LIST

==NEWS==

--Gen Con After-Action Report--

Skirmisher Publishing LLC just participated in what was probably its most successful Gen Con yet and would like to thank all the people who helped make that possible! Foremost among these are Skirmisher's booth staff, consisting of Lindsey B., Will Thrasher, Emily H., Phill Uhlig, Paul Haynie, and Steve Lortz. Skirmisher could not have conducted editorial meetings, podcast interviews, business deals, and any number of other things without their hard work, reliability, and energy and is deeply grateful for their efforts. Other items of note include:

* Having our d20 book *The Noble Wild* nominated for an ENnie and being invited to attend the awards ceremony. We didn't win, but there is a pretty good chance we will get nominated again in 2009, and a better chance that we will win when we are!

* Releasing a number of new titles and products, including our *Quactica* miniatures rules, a print edition of the *Cthulhu Live 3rd Edition* script *The Old Man of Damascus*, and several new additions to our line of *Nuisances* miniatures, including obese and fat Caladin Pewslag.

* Announcing the release of a number of titles currently in development, including *A Game Retailer's Guide*, by gaming industry expert Lloyd Brown III.

* Welcoming on board Jessica McDevitt as Skirmisher's new PDF Publications Manager.

* Giving out to more than 700 people \$5 coupons good toward downloads of Skirmisher books on DriveThruRPG (http://rpg.drivethrustuff.com/index.php?manufacturers_id=2132&affiliate_id=200677).

* Hearing how much booth babe Emily enjoyed having Paul Haynie recite Gnoll love poetry to her.

* Meeting a number of talented artists and writers who we hope to work with over the coming months and years, including Brad McDevitt, Melissa D., and Phillippe St. Gerard.

* Thanks to Steve Wieck, Sean Patrick Fannon, and the whole OneBookShelf crew for a wonderful dinner and networking event, and to Steve and Davis Chenault of Troll Lord Games and Joe Goodman of Goodman Games for inviting the Skirmisher crew to their annual "BeerCon" bash!

* Thanks also to the Game Publisher's Association and all the hardworking volunteers who repped our products!

* Hanging out with all the above-named people, as well as with Matt Beman of Armorcast, Erik Morrice of Lance & Laser, Steve Strnad of Ginfritter's Gnomish Workshop, Jon Reichman, Marcy Ganow of the GPA, Greg Agostini of PST Productions, Matt Start, Bunky Gress, Scott Glancy of Pagan Publishing, and Jarred Wallace of Dagon Industries, Devra G., and Amanda S. and her friends from the Chicago Gay-Mers.

--Dragon*Con After-Action Report--

Skirmisher also exhibited this year at Dragon*Con in Atlanta for the first time! Skirmisher staff and affiliates included Robert "Mac" McLaughlin, Michael and Diane Varhola, and Lindsey B. Highlights included:

* Signing up about 670 people for free \$5 downloads of Skirmisher books on DriveThruRPG (http://rpg.drivethrustuff.com/index.php?manufacturers_id=2132&affiliate_id=200677).

* Carousing with Strychnine, Cybarite, Beer Monkey, and the other Party Hardcore forces and talking to them about ways we can work together in the future, to include collaborating on some books of drinking games.

* Hanging out with Aaron, Karma, and other members of the Wolfpack and helping the group out with a waterborne raid on an enemy objective.

==NEW RELEASES==

We've been busy this year and have thus far released more than 30 publications in PDF format in 2008! These have included the long-awaited *Noble Wild* d20 sourcebook, the first eight volumes in the *City Builder* series of universal fantasy sourcebooks, the quasi-academic essay *A Brief History of Gnolls*, *H.G. Wells' Floor Games*, and our new *Quactica* miniatures rules. Discounted copies of many of these publications are available in the Daywalker Bonus Content section of the Skirmisher Forum (<http://www.skirmisher.com/forum>) (contents of which are visible only to people who are both registered on the Forum and logged in).

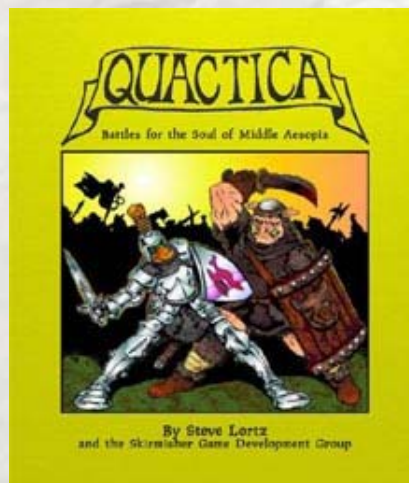
--*Quactica* (Print and PDF)--

Quactica: Battles for the Soul of Middle Aesopia was one of the new products Skirmisher released at Gen Con 2008 in Indianapolis. This innovative set of miniatures rules was created by veteran game designer and miniatures sculptor Steve Lortz, author of the famous *Perilous Encounters* rules released by Chaosium in 1978. Set in a world inhabited by various races of anthropomorphic animals â” including Ducks, Dwarfs, and Porks â” the *Quactica* rules tie in with a beautiful line of miniatures created by Lortz and produced by Lance & Laser.

Quactica is a 90-page softcover book that retails for \$9.95 and is available both at game stores and directly from the Skirmisher Online Store (<http://www.skirmisher.com/store>). It is also available as a PDF download from DriveThruRPG and other online venues for \$4.99.

In addition to the metal miniatures available for *Quactica*, there are also several free downloadable cardstock miniatures currently available for people who want to start playing this game right away. They include a Duck archer, a Gobbling archer, a Hawgzilla, and a Dwarf fighter. More will be available soon, so keep your eye on the Skirmisher Forum! *Quactica* is part of a thematic series of miniatures rules published by Skirmisher that includes the H.G. Wells books *Little Wars* and *Floor Games*, and foreshadows the release of a *Quactica* role-playing game currently in development.

http://www.rpgnow.com/product_info.php?products_id=56557&affiliate_id=200677



--*Old Man of Damascus* (Print and PDF)--

The Kingdom of Jerusalem in 1190 is in dire peril. Saladin's army has retaken Jerusalem. The crusader army is in tatters. The once-mighty Christian kingdoms of Palestine are crumbling.

In the easternmost provinces of the Christian kingdoms, the fortress of Li Vaux Moise has been under siege for three months. The defenders have tried to hold out, but the fortress is clearly about to fall, and the commander of the Muslim army has requested a meeting to discuss terms of the garrison's surrender.

But there are dark forces at work here far greater than any mortal army. Ancient evils from the wind-swept deserts stalk the stone walls, hungry for blood and power. Terrible, mind-shattering secrets from beyond the stars lie ripe to be exposed. Horrors beyond the comprehension of both Christian and Muslim threaten to devour them both – or force them into an unlikely alliance.

This full-length adventure for *Cthulhu Live 3rd Edition* places the players in the roles of the besieged Europeans and the Muslim ambassadors. Amidst their doom and desolation, they will face betrayal, intrigue, and a desperate fight for survival.

This adventure includes suggestions for props, costumes, and atmospheric effects; new arcane abilities and mystic artifacts; 27 pre-generated characters; and two versions of the adventure, one optimized for reading on-screen and the other for printing.

http://www.rpgnow.com/product_info.php?products_id=27780&it=1&affiliate_id=200677

--Murder at Miskatonic (Print and PDF)--

Miskatonic University, that ivy league institution of higher learning that has produced many a fine young adult ready to shape the world the way they see fit. With diverse courses such as Peruvian Basket Weaving, Modern Occult Legends, and Ancient Languages, Miskatonic has a class for any student. And with the award-winning sports team, the Fighting Cephalopods, even the athletic scholar can find his path to a brighter future among these hallowed halls. There is, however, a class not in the curriculum that one person on campus is about to earn a masters in. That class is Murder 101. This class has only one test, but the final is a real killer.

Who will pass this course? Will it be the jock? What about the bookworm? And let us not forget about the professional rival! Only time and your sleuthing skills will uncover who the culprit is in *Murder at Miskatonic*. Fail and they go free, succeed and be the savior of the campus. The choice is yours!

Cthulhu Live's Mysteries of the Mythos: Murder at Miskatonic is a self-contained sleuthing game. It is based on the popular *Cthulhu Live 3rd Edition* live-action horror role-playing game but does not contain any complex rules or game mechanics and is instead based almost entirely on player interaction. It is very easy to run and will usually take about two hours to complete. And if you would like to try running or playing scenarios like this with rules for things like combat, skill resolution, sanity checks, and monsters, be sure to check out *Cthulhu Live*!

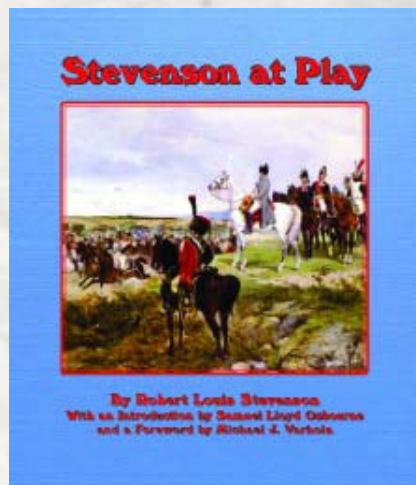
This download includes high-resolution versions of the basic murder mystery scenario (16 pages), bonus material designed to allow inclusion of an extra player (6 pages), and the booklet's covers.

http://www.rpgnow.com/product_info.php?products_id=56869&affiliate_id=200677



--Stevenson at Play (PDF)--

Famous as the author of such great works of literature as *Treasure Island*, *Kidnapped*, and *Strange Case of Dr. Jekyll and Mr. Hyde*, Robert Louis Stevenson was also a dedicated wargamer. *Stevenson at Play*, one of the lesser-known works of this "Grandfather of Modern Wargaming," describes a complex strategic wargame that the author and his stepson, Lloyd Osbourne, played in the early 1880s.



Skirmisher's edition of *Stevenson at Play* includes an Introduction by Osbourne, a Foreword by publisher and wargame designer Michael J. Varhola, and several period pieces of art, including some hand-drawn sketches by Stevenson himself.

This book is part of a thematic series of works on miniatures wargaming published by Skirmisher that includes the H.G. Wells books *Little Wars* and *Floor Games*, the company's spinoff *Little Orc Wars* rules, and the *Quactica* miniatures rules. This download includes low-resolution screen-friendly and high-resolution printer-friendly versions of both its interior pages and cover surfaces.

http://www.rpgnow.com/product_info.php?products_id=57991&affiliate_id=200677

--City Builder Series (PDF)--

Skirmisher Publishing LLC has released the first eight volumes in its new *City Builder* series, a collection of 11 complementary books that will help guide Game Masters through the process of designing exciting and compelling urban areas and places within them for their campaigns. The series is not specific to any particular game setting and is designed to be compatible with the needs of any ancient, Dark Ages, Middle Ages, Renaissance, or fantasy milieu. It was created and written by authors Michael J. Varhola and Jim Clunie.

Each of the *City Builder* volumes includes an Introduction that describes how to use the material it contains and one or more Adventure Hooks tying in with each described sort of place.

All of the currently available *City Builder* books can be downloaded at DriveThruRPG, RPGNow, and other online sites. Coupons for reduced-price downloads of the books are available through the Daywalker Bonus Content section of the Skirmisher Forum. All downloads in the series include both low-resolution screen-friendly and high-resolution printer-friendly versions of the books and their covers.

http://www.rpgnow.com/index.php?cPath=4417&affiliate_id=200677

==FREEBIES==

Skirmisher is devoted to supporting the games and supplements it publishes with all sorts of free material! Following is free content in support of our *Nuisances* sourcebook and *Nuisances: Director's Cut* PDF. Even more free material for them and other products can be found at the Skirmisher Forum (<http://www.skirmisher.com/forum>).

-- Skirmisher Forum --

Skirmisher's online Forum (<http://www.skirmisher.com/forum>) is full of free game content of all sorts, as well as coupons for discounted downloads of the latest Skirmisher PDF publications from DriveThruRPG in the Daywalker Bonus Content section. Such discounts range from 25% to 38% off the regular price and are available to anyone who is a registered member of the Forum. (Note that to even see the various items in this section, users must be both registered and logged in.) Anyone is welcome to register for free, become a member of the Skirmisher online community, and discuss any aspect of its books, miniatures, other products, and the games they support — often with the authors, artists, and developers who have created or contributed to them.

-- New Nuisances Material --

Nuisances remains our most popular OGL/d20 book ever! Following are one new Feat and one new Defect (credit for the Feat goes to Shane O'Connor and credit for the Defect goes to Michael J. Varhola). For more information about *Nuisances* or how to use Defects in your game or to submit your own Defects, Feats, or other material, visit the Skirmisher Forum at <http://www.skirmisher.com/forum> or contact us at d20@skirmisher.com.

LOAD-BEARING BOSS [GENERAL]

When you die in your lair, it collapses.

Prerequisites: 10+ Hit Dice/levels, must have a lair.

Benefit: If killed inside your lair (e.g. dungeon, castle, etc.), the structure collapses after 4d4 rounds. During this time, progressively stronger shockwaves will shake the structure. After this time expires, the entire structure will collapse in on itself. Creatures and objects inside the structure when it collapses must make a Fortitude save (DC 25) or take 20d20 damage (half damage on a successful save); creatures that survive this damage are pinned underneath the rubble (see the spell *Earthquake*). At the GM's discretion, certain areas may survive the collapse of the structure. This feat's effects are considered to be supernatural. You may only have one lair at a time.

Special: This feat should only be given to the "boss" of a location. At the GM's discretion, this feat may be given as a bonus feat to the boss creature.

DEFECT: ROBOTIC VOICE [SCI-FI]

A creature with this defect speaks with a creepy, mechanical voice.

Prerequisite: Ability to speak.

Detriment: A creature with a Robotic Voice suffers a -2 penalty on Diplomacy skill checks with living beings that do not also suffer from this defect. Furthermore, creatures with phobias, bonuses against, or other effects applying to automatons, robots, or the like apply with regard to a creature with this defect (e.g., a Ranger with bonuses against automatons would be able to apply them against a creature with a Robotic Voice, even if it were not of the automaton type).

Normal: A creature that can speak can use this defect at will if desired (e.g., a wife might use it as a device for displaying displeasure with her husband, typically in conjunction with a patented catchphrase such as "I'm very pleased for you.").

Special: A GM might determine that this is a default defect that automatically applies to certain sorts of creatures, such as automatons, artificial intelligences, astro-physicists, or cyborgs.

==SKIRMISHER PRODUCT LIST==

SKIRMISHER ANALOG PRODUCTS

All of Skirmisher's print books and miniatures can be ordered directly from the the Skirmisher online store (<http://www.skirmisher.com/store>) and anyone who does so will receive free shipping and information about various special offers, discounts, and giveaways. More information about all our products is available at <http://www.skirmisher.com> or by emailing us at sales@skirmisher.com. To order any of these items with a check or money order, mail payment and this form to Skirmisher Publishing LLC, 9428 Park Hunt Court, Springfield, VA 22153 (please be sure to include full name, street address, city, state, zip code, and email address with all snail-mail orders!).

d20 Products

- _____ *Warriors* (d20 Fantasy Sourcebook); \$19.95
- _____ *Tests of Skill* (d20 Sourcebook & Adventures); \$19.95
- _____ *Experts v3.5* (d20 Sourcebook); \$24.95

Nuisances OGL/d20 Products

- _____ *Nuisances: Director's Cut* (OGL/d20 PDF Sourcebook on CD); \$15.95.
- _____ *Nuisances* (OGL/d20 Sourcebook); \$19.95
- _____ *Nuisances* book and *Nuisances: Director's Cut* PDF on CD; \$24.95
- _____ "Decapussywhipper" miniature; \$19.95
- _____ "Jester Dragon" miniature; \$9.95
- _____ "Peeslag" Anti-Paladin miniature; \$8.95
- _____ "Spinnerette" miniature; \$7.95
- _____ "Loleda Schoolgirl" miniature; \$4.95
- _____ "Loleda Rogue" miniature; \$4.95
- _____ "Loleda Nude" miniature; \$4.95

Self-Standing Books and Games

- _____ *USSMC FM 7-22: Space Boarding Operations* (Futuristic Field Manual); \$9.95
- _____ *Control: The Game of Absolute Conception* (Conspiracy RPG); \$9.95

H.G. Wells Game Reprints/Miniatures Rules

- _____ *H.G. Wells' Little Wars* (Miniatures Rules/Historic Reprint); \$9.95
- _____ *H.G. Wells' Floor Games* (Miniatures Rules/Historic Reprint); \$11.95
- _____ *H.G. Wells' Little Orc Wars* quick-play rules (Miniatures Rules); \$2.95
- _____ *Quactica* (Miniatures Rules); \$8.99

Cthulhu Live 3rd Edition Products

- _____ *Cthulhu Live 3rd Edition* (Cthulhu Mythos LARP Rules); \$19.95
- _____ *Cthulhu Live 3rd Edition* Companion CD-ROM (CL3 Supplement); \$9.95
- _____ *Cthulhu Live 3rd Edition* and Companion CD-ROM; \$24.95
- _____ *The Old Man of Damascus* (Cthulhu Live 3rd Edition script booklet); \$9.95
- _____ *House of Pain* (Cthulhu Live 3rd Edition script/scenario in PDF format on CD); \$6.99

Miniatures

All of the following miniatures are hand-painted and come with full d20 stats and free miniatures rules.

- _____ Orcs of the Triple Death: Orc Champions (two miniatures); \$7.95
- _____ Orcs of the Triple Death: Orc Archers (three miniatures); \$11.95
- _____ Orcs of the Triple Death: Orc Berserkers (three miniatures); \$11.95
- _____ Orcs of the Triple Death: Orc Halberdiers (three miniatures); \$11.95
- _____ Orcs of the Triple Death: Orc Swordsmen (three miniatures); \$11.95
- _____ Orcs of the Triple Death: Orc Taskforce (eight miniatures); \$31.95
- _____ Orcs of the Triple Death: Orc Army (100 miniatures); \$199.95



SKIRMISHER ELECTRONIC PRODUCTS

Many of Skirmisher's books and games are available in PDF format — some of them exclusively in this form — as download from various commercial sites, including DriveThruRPG (http://rpg.drivethrustuff.com/index.php?manufacturers_id=2132&affiliate_id=200677), RPGNow, Paizo, YourGamesNow, and the Skirmisher online store (<http://www.skirmisher.com/store>); a few are also available via email by request. Coupons for reduced-price and free versions of several of the for-sale books are available for subscribers to the *Skirmisher Update* newsletter and registered members of the interactive Skirmisher Forum (<http://www.skirmisher.com/forum>). Prices and release dates are subject to change!

d20 Products

The Noble Wild (d20 Fantasy Sourcebook); \$17.99

Nominated for a 2008 ENnie!

Experts v.3.5 (d20 Fantasy Sourcebook); \$12.99

Nuisances: Director's Cut (d20 Fantasy Sourcebook); \$12.99

Edgar Rice Burroughs' Mars: Shadows of a Dying World

(d20 Science Fiction Sourcebook); \$11.99

Warriors (d20 Fantasy Sourcebook); \$9.99

Tests of Skill v.3.5 (d20 Fantasy Sourcebook); \$11.99 (October 2008)

Generic Fantasy Products

City Builder Volume 1: Communities (Fantasy Sourcebook); \$3.99

City Builder Volume 2: Craftsman Places (Fantasy Sourcebook); \$1.99

City Builder Volume 3: Entertainment Places (Fantasy Sourcebook); \$1.99

City Builder Volume 4: Professional Places (Fantasy Sourcebook); \$1.99

City Builder Volume 5: Tradesman Places (Fantasy Sourcebook); \$1.99

City Builder Volume 6: Mercantile Places (Fantasy Sourcebook); \$1.99

City Builder Volume 7: Service Places (Fantasy Sourcebook); \$2.99

City Builder Volume 8: Scholarly Places (Fantasy Sourcebook); \$2.99

City Builder Volume 9: Religious Places (Fantasy Sourcebook); \$1.99

City Builder Volume 10: Governmental Places (Fantasy Sourcebook); \$2.99

(November 2008)

City Builder Volume 11: Underworld Places (Fantasy Sourcebook); \$1.99

(December 2008)

Self-Standing Books and Games

USSMC 7-22: Space Boarding Operations (Futuristic Field Manual); \$4.99

Stevenson at Play (Miniatures Rules/Historic Reprint); \$4.99

Quactica (Miniatures Rules); \$4.99

A Brief History of Gnolls (Quasi-Academic Essay); \$2.99

H.G. Wells Game Reprints/Miniatures Rules

H.G. Wells' Little Wars (Miniatures Rules/Historic Reprint); \$4.99

H.G. Wells' Floor Games (Miniatures Rules/Historic Reprint); \$4.99

H.G. Wells' Little Orc Wars quick-play rules (Miniatures Rules); \$2.99

Cthulhu Live 3rd Edition Products

House of Pain (CL3 Script); \$6.99

Old Man of Damascus (CL3 Script); \$4.99

Green Fairy (CL3 Script); \$4.99 (October 2008)

Sight Unseen (CL3 Script); \$4.99 (November 2008)

Email Freebies (Just send a request to sales@skirmisher.com; some are also available as downloads at the sites noted above)

Skirmisher Update (electronic quarterly newsletter containing news and free game content); FREE.

PowerLunch™ collectible trading business card game (CTBCG) (self-standing game); FREE.

Noble Animal Spell Lists (*The Noble Wild* rules supplement); FREE.

