

VOLUME ONE ISSUE ONE PRINTER FRIENDLY VERSION

TRANSMISSION

THE NIGEL KNEALE ISSUE

STRANGE SPACES

Locations from the work of Nigel Kneale

THE QUATERMASS CONSOLIDATION

An overview of the Quatermass films and TV series

THE NEW COVENANT

A game creation sheet, plus characters, by Scott Dorward

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HOT WAR TRANSMISSION

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INTRODUCTION

It seems only fitting that this first instalment of the *Hot War Transmission* should focus on the work and creations of Nigel Kneale. As Mark Gatiss commented in the Guardian 'to anyone interested in TV drama, Kneale is a colossus'.¹ Although most famous for the irascible Professor Bernard Quatermass, his less well known blendings of science and superstition in plays such as *The Stone Tape* and *The Road* (no relation to the Cormac McCarthy book of the same name) had a lasting impact on popular television.

Kneale's work, alongside that of those other titans of the imagination J. G. Ballard and John Wyndham, exerted a huge influence on the background and tone of *Hot War*. For this reason, his work deserves a more detailed exploration. This issue will concentrate on the Quatermass series, although I'd certainly hope people to check out the huge range of other work produced by Kneale.

In these pages you will find a pre-written game creation sheet by Scott Dorward that drips with Kneale-esque darkness. I'm delighted to say that many future instalments of the *Hot War Transmission* will also feature Scott's work. Also featured are thoughts on some of the locations featured in the Quatermass stories and how to integrate them into *Hot War*. And, we also present thoughts on the series themselves and how their stories, scenes, and nuances might be incorporated into your games.

For those unfamiliar with Kneale or the Quatermass series, you'll find a good introductory biography at Quatermass.org.uk²

This first issue of the *Hot War Transmission* is free to download (as you may have noticed). Future issues will be priced at \$4 and will be available from Indie Press Revolution, DriveThruRPG, and RPGnow. A limited number of full-colour print versions will also be available.

Cheers,
Malcolm

¹ Mark Gatiss, 'The man who saw tomorrow', *The Guardian*, November 2, 2006
<http://www.guardian.co.uk/media/2006/nov/02/broadcasting.arts1>

² The [Quatermass.org.uk](http://www.quatermass.org.uk) website is no longer updated, but can still be found at
<http://www.quatermass.org.uk/kneale/index.htm>

THE QUATERMASS CONSOLIDATION

Since the transmission of *The Quatermass Experiment* on the BBC in 1953, there have been four subsequent TV series, three films, a radio series, and a modern live broadcast. The stolid character of Professor Bernard Quatermass has become an enduring part of the British cultural landscape, a reference character when one is examining maverick men of science.

For those not familiar with the stories, this article offers a very quick guide to the Quatermass canon. The parts will be presented in chronological order, going back to the grim Cold War days of 1953.

THE QUATERMASS EXPERIMENT

The first of the Quatermass TV series, and the one that set the basis for future instalments. It was the first major exploration of themes that would be common in Kneale's work: scientific rationalizations of motifs from horror fiction and mythology.³

The plot revolves around the flight of the first British manned rocket, launched under the auspices of the British Experimental Rocket Group, headed by Professor Bernard Quatermass. The rocket comes into contact with a mysterious force, resulting in the deaths of two crewmembers and the tragic infection of the third. Upon crashing back to earth, Victor Caroon, the remaining crewmember, undergoes a slow, painful transformation into something entirely alien. Kneale managed to tell a story that was at once fundamentally modern and science-fictional, but also drew upon very ancient fears. The traditional horror theme of possession was brought bang up to date.⁴

Sadly, the majority of the original 1953 TV series is lost to the mists of history, a result of a now thankfully rescinded BBC policy of either not recording, or wiping recordings of older programmes. Only the first two episodes are still extant.⁵

³ Clute, John and Nicholls, P., *The Encyclopedia of Science Fiction*, 2nd Edition (Orbit, 1994), p.672.

⁴ Clute & Nicholls, p.983

⁵ Pixley, Andrew, *The Quatermass Collection - Viewing Notes* (BBC Worldwide DVD, 2005)

Luckily for the modern viewer, two further versions of *The Quatermass Experiment* exist. The first of these is the 1955 film production, starring Brian Donlevy as Quatermass.⁶ The second is a live recording of the story, aired by the BBC in 2005, and starring David Tennant, just before his appearance as Doctor Who.

PLOT LIFT: A light plane crashes in London, apparently having flown from continental Europe. All but one of the three passengers on board is killed, although apparently not from the crash. The remaining survivor is conscious, but uncommunicative, his face locked in a rictus of pain and fear. Over time, he becomes a monster, driven by fear and pain. His own body melds with that of the plants, animals, and people that he comes into contact with.

QUATERMASS II

Following on from the success of *The Quatermass Experiment* came in 1955 the innovatively titled *Quatermass II*. Regarded by some as a 'British *Invasion of the Body Snatchers*' (which it preceded by a year), the feelings of powerlessness and horror slowly build as the conspiracy threatening mankind is revealed.

Plot-wise, *Quatermass II* focuses on the takeover of the British establishment by alien entities with strange powers of mind control. Much of their activity centres around the mysterious industrial facility at the fictional Winnerden Flats.

Kneale tapped into yet more major themes of the times, with concerns about Soviet communism, the nuclear age, and, perhaps most controversially, fears regarding the power of the state and how easily it could be subverted from within.⁷ Yet again, the ancient fear of possession was front and centre in an entirely modern setting.

Two years after the TV series aired, the film version of *Quatermass II*, again starring Brian Donlevy. Kneale was reportedly unhappy with both the portrayal of Quatermass given by Donlevy, and the changes to his script that director Val Guest had made.⁸ Despite this, the film remains an effective piece of 1950s British SF/horror with, some genuinely subtle and effective moments despite the dated effects work.

⁶ The title was changed slightly, to *The Quatermass Xperiment*, for the film version. It was released in the United States as *The Creeping Unknown*.

⁷ Duguid, Mark, *Quatermass II*, British Film Institute ScreenOnline, <http://www.screenonline.org.uk/tv/id/441212/index.html>

⁸ Clute and Nicholls, p.984

PLOT LIFT: A number of senior figures in the Government, Army, Navy, police, and even the SSG have begun to act in slightly odd ways. They have all been infected by 'disease' that makes them extremely susceptible to suggestion under certain circumstances. They have been infected during 'tours of inspection' to a scientific facility in Croydon, manned by scientists who fled from Winnerden Flats. Who is controlling the scientists is up to you. Perhaps it is another cabal within the Government. Maybe it is disaffected Army officers. Who knows?

QUATERMASS AND THE PIT

Perhaps the most fondly remembered of all the Quatermass stories, *Quatermass and the Pit* is one of the finest blends of science and the occult ever to grace TV or cinema screens.

The airing of the original TV programme in late 1958 and early 1959 was a groundbreaking television event in the UK. This time around, Quatermass was pitted against an inimical and ancient intelligence from Mars, disturbed when workmen begin to dig deep into the clay underneath London. This alien intelligence gradually seeps out into the wider world, affecting the people of London in sinister and primal ways.

Quatermass and the Pit also addresses other issues, issues that were, and still are, very relevant to our own lives. As Mark Duguid of the British Film Institute comments 'Another interesting feature of the series is the way in which Kneale uses his creation to attack the military and government's subordination of science to their own ends. The story begins with the Professor furious after his rocket project is placed under military control. One of the more satisfying moments comes when Colonel Breen, Quatermass's arrogant and narrow-minded rival, meets an untimely end.'⁹

1967 saw Hammer studios produce a film version of the story, starring the redoubtable Andrew Keir as Quatermass. Although the plot was compressed somewhat and a few details were altered, the movie is still a faithful adaptation that manages to provide some genuinely unnerving sequences.

⁹ Duguid, Mark, *Quatermass and the Pit*, British Film Institute Screenonline, <http://www.screenonline.org.uk/tv/id/438573/>

The series and the film gave what are generally regarded as the two best portrayals of Quatermass: André Morell on TV and, as mentioned, Andrew Keir in the film. Their characterisations differed: Morell offering up an aloof, upright Quatermass with clipped-tones and trim moustache. Keir instead showed a more gruff side, yet both captured the essential qualities of Bernard Quatermass: intelligence, loyalty, distrust of authority, and a willingness to think the unthinkable.

PLOT LIFT: A Soviet agent has planted a strange device in the basement of a crowded slum building. The device contains the recorded 'memories' of a race from another plane of existence, and these start to infest the dreams of the residents, leading to a breakdown in their identity as humans. This escalates into full-scale rioting as the now alien residents panic at this strange world and try to defend themselves from the human invaders. The device itself is a bizarre melange of reel-to-reel magnetic tape player, thermionic valves and big batteries.

QUATERMASS (ALSO KNOWN AS THE QUATERMASS CONCLUSION)

After *Quatermass and the Pit*, there would be a twenty-year gap before the Professor once more graced the small screen. Having become disillusioned with the BBC, Kneale took his work to ITV (at the time the only commercial channel in the UK). Recognising the enduring popularity of Quatermass, a fourth instalment in the life of the irascible old scientist was commissioned and shown in 1979.

Starring distinguished British actor Sir John Mills as Quatermass, the final series sees a world on the brink of dissolution. Again, the theme of influence by an alien force provides the main thrust of the plot, with sub-plots involving inter-generational politics, and the 1970s oil crisis. Young people are being lured to Neolithic sites and then spirited away by a malign alien intelligence

Generally regarded by critics as the weakest of the four Quatermass series, this final instalment suffered from a lengthy gestation, resulting in elements such as a strong emphasis on the hippy movement meaning that the *Conclusion* has dated badly.¹⁰

¹⁰ Clute and Nicholls, p.983

Things to note in terms of inspiration for games of Hot War are the breakdown of law and order and the portrayal of a society in the process of tearing itself apart. The programme ends on a downbeat, apocalyptic note, with Quatermass detonating a nuclear bomb. He saves the planet at the cost of his own life.

PLOT LIFT: The RAF have, with what little fuel they have left, been conducting limited aerial reconnaissance over the South of England. Recently, a *Wessex* helicopter conducting a flight over the area of Avebury reported strange activity in the area: large numbers of people were seen converging on the village and blackened corpses were spotted within the great stone circle itself. The helicopter never made it back to London. An SSG team are despatched to investigate, along with an armed escort, and discover that the whole town has become a conduit to another plane. The few surviving people in the area have started worshipping the enigmatic and incomprehensibly alien entities in exchange for their protection, and try to draw the expedition into their cult with the promise that the other world could be a sanctuary from the madness of this one. But what horrors really wait on the other side?

STRANGE SPACES: LOCATIONS FROM THE QUATERMASS SERIES

In this article, we take a look at two particular locations from the Quatermass series: Hobbs Lane from *Quatermass and the Pit* and Winnerden Flats from *Quatermass II*. There will be a little overview of the location, plus how it could be fitted in to the world presented in *Hot War*.

HOBBS LANE (QUATERMASS AND THE PIT)

In Kneale's work: The central location for the action of *Quatermass and the Pit*, Hobbs Lane is a fictional London street, complete with Underground Station (supposedly built in 1926). In the film version of the series, the station was re-named Hobbs End. According to street signs seen in the TV series, Hobbs Lane is located in Knightsbridge, SW1. Knightsbridge has an eponymous Underground station on the Piccadilly Line, as well as being home to the abandoned Brompton Road station, closed in 1934. Tentatively, this places the Hobbs Lane station either somewhere near the old Brompton Road station, between Knightsbridge and South Kensington stations, or slightly further north, between Knightsbridge and Hyde Park Corner Stations. In any case, it's pretty much a certainty that the station sits on the Piccadilly Line. Interestingly, this places Hobbs Lane only two or three stops from, and on the same line as, the Down Street station headquarters of the SSG.

The area has a sinister reputation, with tales of ghosts, goblins, and spectres stretching back hundreds of years. Many houses are abandoned, some because of wartime bomb damage, others because people refuse to reside in them. Former residents cite strange noises, odd smells, and mysterious apparitions. Even the tough-as-old-boots local policeman is somewhat scared of entering the abandoned buildings.

The source of all these disturbances is the Martian spacecraft buried deep underground and kick-started back into life by the construction work.

In Hot War: Even before the war, Hobbs Lane station had a sinister reputation, with an unusual number of deaths on the line, strange sightings, curious disappearances. Most of this was nothing more than rumour and speculation. Perhaps.

The dripping, dark, abandoned platforms are now witness to something far more sinister. Elements within the SSG are using the station to 'disappear' terrorists, subversives, and political undesirables. Taken from the cages at Down Street, they are transported on handcarts through the Piccadilly Line tunnel to Hobbs Lane. There, away from the prying eyes of less brutal members of the SSG, the poor unfortunates are tortured and killed.

The Operational Field Unit tasked with maintaining this clandestine torture factory always signs prisoners out as 'released, due to lack of evidence'. Although questions have been asked, those who probe too deeply have ended up getting a personal tour of the facility.

WINNERDEN FLATS (QUATERMASS II)

In Kneale's work: Winnerden Flats sits at the heart of the awful conspiracy in *Quatermass II*. The sprawling facility, somewhere North of London on the fictional 'Carlisle Road', resembles an oil refinery that has had several huge pressure domes planted in it.¹¹

The industrial plant is a very concrete demonstration of the 'white heat of technology' that Britain was embracing as it dragged itself out of the austerity years, and also symbolic of an underlying fear that the Cold War promoted.¹² Sinister manipulation by barely understood 'alien' forces and the omnipresent threat of science wiping out mankind are themes built into the bleak landscape of the Flats.

In Hot War: The Flats sit to the north of London, just on the edge of the Zone of Alienation.¹³ The domes, cooling towers, and pipeworks of the facility were home to a biological weapons project attempting to manipulate a self-replicating, directable, all-corroding black ooze.¹⁴

Abandoned shortly after war broke out, the domes are beginning to split and containment is breaking down. A few small groups, mainly families seeking shelter, live amongst the dilapidated industrial equipment. Most have tales of the sloshing, banging sounds coming from inside the massive structures. Many of the families living in the industrial wreck are quite mad and have integrated the omnipresent noise into their social routine. They dance to the sounds or mumble and hum along to the staccato rhythm.

¹¹ Indeed, the scenes for Winnerden Flats in the film version of *Quatermass II* were filmed at an oil refinery in the South of England.

¹² Although, my use of the term 'white heat of technology' is somewhat anachronistic, as the term was not coined until Harold Wilson used it in his famous speech to the 1963 Labour Party Conference. It does, however, feel appropriate, so you'll hopefully allow me such an indulgence.

¹³ Craig, Malcolm, *Hot War* (Contested Ground Studios, 2008), p.174

¹⁴ Those who see their *Hot War* games within a Lovecraftian frame may wish to think of this as an attempt to control and manipulate Shoggoths.

THE NEW COVENANT

The New Covenant, by Scott Dorward, is an appropriately Kneale-esque situation for Hot War games. Four pre-generated characters are presented, along with appropriate hidden agendas. However, individual groups should feel free to substitute their own characters and agendas for those given here.

TO NE

British catastrophe, very much in the mould of the Quatermass series. Science, religion, politics, and superstition are all woven together, ripe for conflict and drama.

WHAT ARE THE CHARACTERS DOING?

There are rumours of a new popular movement forming among the refugees in the shanty town that was Hyde Park. Details are sketchy, and no one knows yet whether it could pose a threat to national security. The team have been tasked with finding out exactly what is happening, and dealing with those involved if their activities prove seditious.

Once in the park, the first suspicious thing the team may notice is a shifty-looking man staring at them and then diving into a tent. The man is Ricky Halshaw, a Citizens Defence Army (*Hot War*, p.154) member, but not of Sloane's cell; while the two of them may have heard of each other, they don't recognise one another by sight. He has seen strangers moving through the park and correctly assumed that they're SSG. He will stick a gun in the face of the first person who enters his tent and threaten to kill them. His main aim is to destroy the stock of the CDA newsletter, *The People's Voice*, (a badly-printed one sheet flyer, filled with calls to action against the state) that he has in the tent, for distribution around the park, before it can fall into the hands of the SSG. If this means shooting people, he will.

Any fights may be complicated by the fact that there is only thin canvas between any participants and innocent parties on all sides. Further complications may arise as word starts spreading that Bright has arrived, causing throngs of people to push past the tent on the way to Speakers' Corner.

Halshaw is aware of Bright's mission, and knows that it's the main force energising the people in the park at present. He is a bit suspicious, as he sees religion as a distraction from the political struggle that should drive the refugees, but he is also happy that they seem to be bringing hope.

BRIGHT'S SERMON

For the last two weeks, Reverend Jeremy Bright (p.15) has been bringing the Ark of the New Covenant to Speakers' Corner. Word of mouth has spread, and now people are coming from all over London to see the miraculous box that can let them speak to the loved ones they have lost. Today's turnout will be the biggest yet, and the crowd has now reached a level where not everyone who wants to is going to be able to get to touch the Ark, which will make the crowd tense and prone to anger. Attempts to agitate or sway the crowds will require a conflict -- usually Influence, but Insight may be appropriate for some tactics -- against a pool of five dice, representing the collective mood of the people.

For every sermon, Bright and his volunteers (including his wife, Theresa, and Bill Cutter, as well as a few other parishioners) erect a wooden platform with a set of steps leading up on either side, and place the Ark at the top of the steps. Bright gives a sermon about how he believed, in the aftermath of the war, that God had abandoned humanity and that by our actions we had proved ourselves unworthy of His redemption. As he wandered the land, lost, he met an angel who showed him the Kingdom of God made manifest, and gave him the Ark as proof of God's forgiveness and His new covenant with man. He now shares the Ark with all so that they can experience evidence of God's love and forgiveness for themselves.

As Bright speaks, his assistants help people up the stairs to touch the Ark. The Ark is always hidden behind a tatty, moth eaten velvet curtain. Only those who go forward to witness it's power see what it actually looks like. Some convulse and collapse when they do so, others hold it tight and cry tears of joy. All of them come away talking of having seen visions of or even having spoken to people they loved but lost in the war.

One of the people in the queue is Ailsa Gow. This will be the third sermon of Bright's that she has attended, and she is desperate to speak to Cameron again.

WHO ARE THE ANTAGONISTS?

JEREMY BRIGHT

Before the war, Jeremy Bright was an unremarkable priest with a small church in central London and a history of doing good works for the poor of his parish. Then the war came and changed everything. Food was in short supply, and clean water almost impossible to find. Many of Bright's congregation succumbed to disease or radiation poisoning, including his beloved wife Theresa.

Shocked and desolate, he abandoned his parish and wandered, lost, through a London he barely recognised any more. After a few days he found himself in a strange wasteland, where time and space had no meaning, and ethereal voices carried on the air. After forty days and forty nights, one of the singers, who he later identified as an angel, came to him and embraced him. Before he knew it, he was holding his wife again, now restored to life by a miracle.

At Theresa's suggestion, he gathered a handful of the dust from the wasteland, which he now believed to be God's kingdom manifest on Earth, and walked out of the wilderness and back to London to bring hope and the good news of God's forgiveness to the rest of the world. Almost a year had passed back in the mundane world while he was away.

Over the course of the past fortnight, he has been bringing the Ark and his message of hope to the poor, desperate masses of London. The word has spread, and today will be his biggest rally to date.

Reverend Bright is a complicated man. He genuinely believes that the Zone of Alienation is where the hand of God touched the earth and made it into an extension of heaven. He believes that the creatures from the Zone are angels, and that the box he carries around is a gift from God, his forgiveness for the folly and horror of the war and a conduit between heaven and earth.

On the other hand, he knows that Theresa isn't quite the woman she used to be. She behaves like the wife he remembers and loves, but she rarely does anything unexpected; she is more like an echo or recording. He also knows that she has an unearthly hunger. This is a small price to pay for having her, or an angel in her form, back in his life.

He has seen that other angels can come through the Ark, and knows that they have the same hunger. This is all part of God's plan, though, and Bright's faith is strong. He will do everything he can to bring the Ark and its gifts to as many people as possible, no matter the cost in lives.

Bright will be genuinely delighted to see Josef again, having assumed that he died in the war. He may suspect that Josef is an angel in the form of his dead friend.

Action: 2

Influence: 4

Insight: 2

Traits: Blessed by God (+), Firm in his Faith (+), Powerful speaker (+),
Doubts about his 'wife' (-), Suffering from traumatic stress (-)

Relationships: Teresa Bright, his wife come back from the dead +3, God +2, Bill Cutter -1

Hidden Agenda: Use the Ark to create God's Kingdom Upon the Earth
(Rating: 5, and he's already assumed to have one successful use of this)

THERESA BRIGHT

The angel in the form of Theresa Bright is unusual, in that she has a clearer idea of what she is than any of her kind. The circumstances of her meeting Bright and the conversations they have had since about the other angels and God's plan for the world have lent her a large degree of mental clarity. She half-believes in Bright's religious interpretation, but she also feels a connection with her own race and part of her acknowledges that she is using Bright as a way of getting more of them to enter our world to feed.

She has become quite good at playing the role of Theresa, and while she does not share any of her template's memories, she did absorb a lot of Reverend Bright's tortured recollections. This means that she will recognise Herbert and Josef, and know to act very pleased to see them. She is ruthless, however, and as soon as anyone poses a risk to her plan, the Ark or her husband, she will try to get them alone to devour them.

BILL CUTTER

Cutter has always been an opportunist, and his membership of the Union Movement was based solely on his perception that they would be a powerful force in British politics again. When Philip Hawes started infiltrating his life, he had the opportunity to meet Caroline Hawes, and there was an immediate attraction between the two of them, which led to an affair. When Caroline started asking Cutter to leave his wife, Margaret, and threatening to go public if he didn't, he panicked and strangled her, then dumped her body in the remains of a collapsed building.

As the guilt over his actions ate away at Cutter, his personality changed. He is haunted and genuinely repentant, and has abandoned his wife and his political career to try to help mitigate the suffering he sees around him. This has brought him into contact with Reverend Bright, whose congregation he has now joined.

There is still enough of the ruthless and ambitious man he was that he can become dangerous if he believes that Caroline Hawes is still alive and can expose him. He will not hesitate to try to kill anyone who endangers him over this.

Action: 1
 Influence: 4
 Insight: 3

Traits: Committed to doing good works (+), Dangerous when stressed (+),
 Haunted by his murderous past (-)

Relationships: Philip Hawes -1, Reverend Bright +2

RICKY HALSHAW

A political activist, who distributes scrappy little CDA newsletters among the underclass of London. He has a tent in the middle of the Hyde Park shanty town which is filled with mildewed copies of the Voice. Halshaw is a thin, nervous, twitchy man, who carries a small service revolver from his army days. He is quite paranoid, and will need to be beaten in a conflict in order to be convinced that a PC is not a threat to him.

Action: 2
 Influence: 2
 Insight: 4

Traits: Army training (+), Committed to his political ideals (+),
 Paranoid and twitchy (-)

Relationships: The Citizen Defence Army +2, All representatives of the Government -1

THE ANGELS

As Reverend Bright discovered, the Zone of Alienation has residents. In their natural form, they appear as vaguely humanoid figures made of light of a colour that no one can quite identify with tendrils drifting around them. They give off a high-pitched sound that resembles a choir of voices singing.

When they come into contact with people, they can act in a couple of different ways. If they encounter someone directly and are hungry, they will just attempt to consume the person, sucking the life out of their body through their illuminated tendrils and leaving a withered husk behind. Someone who survives one of these attacks will be left with wasted muscles and dried, dead skin in the area affected.

If an angel is drawn through the Ark then they will construct a physical form from the memories of the person who contacted them; usually someone they love and have lost. Once an angel does this, they become indistinguishable from the person whose form they have taken. although they will take their age and appearance from the image in the mind of the person making contact. The appearance of the physical form depends on the strongest memories of the contactee: for example, if the strongest memory is of the person as a child, then they will appear as a child.

Moreover, they will assume the role so completely that they will largely forget that they are not the actual person, and may be surprised or frightened when confronted by the evidence of their true nature. The only exception to this is that they still have to feed but will blank the incident from their minds afterwards. Feeding still requires closeness as the angel draws their target into their embrace .

When an angel in human guise is injured, bits of their human form will break or crumble off like clay, and they will bleed otherworldly light from the wounds. If they die, the light will just dissipate, leaving only broken fragments of a husk that still resembles the person they thought they were.

Action: 5
 Influence: 3
 Insight: 3

Traits: Psychic link with target (+), Consume life (+),
 Insatiable hunger (-), Confused identity (-)

THE ARK OF THE NEW COVENANT

When Reverend Bright brought his pocket full of dust back from the Zone, he placed it in a wooden tea chest. The dust quickly spread and expanded, filling the chest entirely.

In order to make the chest look more imposing, Bright painted it gold, but anyone who gets close to it will still immediately identify it as a painted tea chest. His followers carry it around using a couple of gold-painted broom handles stuck through loops attached to the chest, or transport it through London on the back of a wooden cart.

The dust very much wants to escape the chest. If anyone opens the chest, the first thing they will notice will be the strange light -- the same as the colour of the light in the Zone -- shortly followed by the sound of voices singing in the distance. The dust will start to spill over the lip of the chest and pool out like liquid. It spreads slowly but steadily, and it becomes quickly apparent that the volume is growing without any obvious source feeding it. Any dust separated from the chest will behave in the same manner. Ultimately, unless it is contained or otherwise checked, it will grow until it creates a new Zone of Alienation centred on the spill.

While the dust isn't an intelligent entity as such, it has instincts and will, and attempts to combat or contain it must be handled as conflicts. It has Action 5 and Insight 5; Influence conflicts are inappropriate, as it is not sentient.

When someone touches the Ark, they make a psychic link with the angel's space and its inhabitants. The physical world falls away, and they find themselves apparently in contact with someone they have loved and lost. This person is able to talk to them, and will sometimes beg for their help, or sometimes just say comforting things. Once the bond is established, the entity can ultimately use it as a conduit to manifest in our world, taking their form from the mind of the person who brought them through. This usually takes several days, but it can be much shorter if the psychic link is strong, contact is prolonged or if the person actively wills them to come through.

The manifestation usually happens by degrees, with the returnee whispering from shadows or appearing in dreams before appearing physically. Again, where the link is strong, they may give the impression of just appearing out of thin air, but this is very rare.

CAMERON GOW (DEAD)

Cameron is Ailsa's dead son. Shortly after the current conflict started, Ailsa, Brodie and Cameron were caught up in a demonstration in Wembley. The army was called in, and they suppressed the crowd with gunfire. One of the casualties was Cameron, and although there was nothing really that Brodie could have done to stop this, part of Ailsa has always blamed him.

Cameron was seven years old when he died; a quiet boy with big eyes and a mop of dirty blond hair.

Ailsa has had a chance to touch the Ark a couple of times during Bright's previous sermons, so it is only a matter of time before an angel bearing Cameron's form comes to visit her. He will try to protect his mother if anyone threatens her -- especially Brodie.

CHAS GRIFFITHS (DEAD)

Chas was an army buddy of Sloane's, and they fought together in the second world war. During one conflict, the Germans tested a weapon which would be the prototype for the British device which created the Zone of Alienation. Both Chas and Sloane were drawn into the Zone, but only Sloane made it out, with uncertain memories but some belief that Chas had helped him escape.

If Herbert touches the Ark, he can make a connection with Chas and bring him back. Whether this is the real Chas or an angel is ambiguous, and best resolved through a conflict at an appropriate point.

CAROLINE HAWES (DEAD)

Caroline is long dead, murdered by Bill Cutter in the early stages of the war (see below). On some level, Hawes knows that she is dead, so it is inevitable that touching the Ark will bring forth an angel with her face. Of course the angel has no knowledge of how she died, but will bear the marks of a violent death if that is what Hawes expects. Her presence will spook Cutter badly should they meet.

An angel modelled on Caroline will pick up on her brother's fear that she met a violent end; she will also be confused, and desperate for her brother's protection.

WHO ELSE IS INVOLVED?

AILSA GOW

Ailsa is Brodie's cousin and lover. Since the death of her husband and son, she has become dependent on Brodie in a deeply unhealthy way. She fears more than loves him, and part of her hates him for what happened to Cameron. The loss of her son is never far from her mind, and while she has learned not to discuss him with Brodie, she is delighted that her new friendship with Austerlitz gives her an opportunity to talk and keep her son's memory alive.

She is a quiet and withdrawn woman, with sad eyes and a nervous disposition. She regularly has to explain the bruises that Brodie leaves on her, and doesn't trust people easily.

If Cameron comes back, her maternal instincts will return, along with some of her inner strength. As much as she fears Brodie, the protection of her son comes first.

LIEUTENANT-COLONEL AUBREY FULLER

Fuller is a retired army officer and committed fascist. He is busy trying to build support among former colleagues, and is trying to create the perfect environment for a joint fascist/military takeover. He sees working-class Unionists like Brodie as useful tools, but despises them as individuals, and is not very good at concealing his contempt.

MALCOLM ATHILL

As a long-time anarchist agitator, Athill has viewed the country's slide into a police state over the last year as a catastrophe, and the most important battle of his life. He has become quite desperate, willing to kill and maim the innocent as collateral damage in pursuit of the greater good. He seems Sloane as being too soft, and will be more than willing to arrange for other, less-restrained cell members to get involved if he feels that Sloane is making no progress, possibly abducting Bright by force.

SIR EDGAR WHISTLER

Whistler has been in the service since the Second World War, and has seen it all. He is level-headed, pragmatic and a good judge of character. It is obvious to him that Hawes is a damaged individual, on the verge of a complete breakdown, but he also knows that this fragility makes him suspicious and willing to do whatever is necessary in pursuit of his goal. It is no accident that Whistler has charged Hawes with such a difficult and dangerous task.

DOCTOR BARTHOLOMEW RICE

While Dr. Rice was initially squeamish about the idea of taking on a former Nazi at the BERB, he has come to respect Austerlitz's skills and believes that the man has changed his ways. He sees Austerlitz's secondment to the SSG as the perfect opportunity to get hold of some unknown twisted technology which can be used as a weapon against the Soviets, and is willing to pull as many strings as necessary to make this happen, even if it causes political discord in the long run.

LOCATIONS**HYDE PARK**

Hyde Park is a large (350 acre) expanse of park and woodland to the west of central London. Since the war started, it has become a huge shanty town, filled to bursting with thousands of refugees from mainland Europe. They have erected temporary structures out of whatever materials they have been able to find: cloth, waste wood, corrugated aluminium and the like. Most of the trees have been felled for fuel and building materials. There is no sanitation, and the smell of the place is overpoweringly foul. The Serpentine, the small body of water that runs through the park, is now so polluted with human waste that it is little more than a breeding ground for cholera.

There is something of a sense of community in the park: the people look out for each other, as no one else will look out for them. The CDA have managed to establish a presence among the desperate and angry residents. There is some crime, but most of it is directed at outsiders. People living around the area hate the refugees, but some church groups -- most recently, the Church of the New Covenant -- distribute food and medical supplies.

Speakers' Corner, the most famous feature of Hyde Park, has fallen into disuse. For almost a hundred years, people have gathered at the corner on Sundays to hear speeches by political activists, religious evangelists and great British eccentrics, but few of them have been moved to speak there any more; not until Reverend Bright returned to London, at least.

THE CHURCH OF THE NEW COVENANT

The church is a fairly simple Victorian structure in Islington. It has a small rectory, a tiny graveyard around the back and a set of cellars underneath. There is a crudely-painted wooden sign over the front entrance that reads: "The Church of the New Covenant". The building is in poor repair as, apart from a few squatters, it was abandoned when Reverend Bright disappeared.

Now that Bright is back, the refugees who were there have been convinced by the power of the Ark to join his congregation, and this church is beginning to thrive again. More and more people are travelling from all over London to experience the Ark, and there is always a group of such pilgrims waiting outside.

AILSA GOW'S FLAT

Ailsa lives on her own in a tiny, two room flat in a grubby building in Shepherds Bush. It is neat, clean and largely devoid of personal possessions. She has kept some of Cameron's clothes and toys, but hides them under her bed.

THE ZONE OF ALIENATION

The New Covenant presents a version of the Zone of Alienation (*Hot War*, p.174) that should in no way be considered definitive. It is simply an interpretation that suits the needs of this situation, and other games may provide completely different versions.

The Zone was first prototyped as a weapon by Nazi scientists in the second world war. They found a way to imprint the physics of an alien dimension on a given location, and experimented with using it as a battlefield weapon to disorient enemy troops, possibly even leading to their mental breakdown or disappearance. When the scientists discovered that this alien dimension was populated by dangerous entities, they stopped the experiments for fear of losing containment. It was one of these proto-Zones that swallowed up Herbert Sloane and Chas Griffiths on a battlefield in Belgium. It is entirely possible that Josef Austerlitz was involved with some of this research, or was at least aware of it.

The British government uncovered the details of the experiments through their operatives in Berlin in the 1950s. They continued with the research in a secret base in the Hertfordshire countryside. At the start of the current war, the base was bombed by the Soviet forces, and containment was lost, leading to the creation of the Zone of Alienation. Few people know the truth behind this, and the government wants very much to keep it this way.

Physically, the Zone is a wasteland: almost a desert, but oddly coloured dust instead of sand, and a strange light that suffuses the landscape. The sound of the native lifeforms singing can often be heard on the wind, and sometimes their glowing forms can be seen floating in the distance. Time and space behave in unexpected ways here, with a few steps into the Zone being enough to take one miles into uncharted territory. Someone lost in the Zone may turn up again years later, or possibly even before they ever entered it.

If dust from the Ark gets loose in London and starts spreading, it will modify its environment to resemble the reality of the Zone. A doorway to another room may suddenly open out into empty space a few hundred feet up in the air instead; the person who was in front of you a moment ago may suddenly appear to be fifty yards behind; a storeroom may take on the dimensions of the Albert Hall; or figures within the dust may seem to be frozen in time. Someone lost in such a place will have to enter into some kind of Insight conflict with the Zone's insight of 5 to work out how to understand its laws, and doing so could give them unusual tactical advantages as they outflank enemies from impossible angles. They may also try reasoning with the angels who live there, but the angels are more likely to want to eat any visitors than help them.

EVENTS

The following events can be used to keep the game moving, if required.

Cameron Gow returns to his mother; she draws strength from this and pulls away from Brodie. She will not want to reveal her son to Brodie, and will instead try to hide him in her flat. There are patches of dead skin on her hands and arms, some of them showing the outline of a child's handprint where Cameron has touched her and leached some of her life essence away.

Depending on who touches the Ark, Catherine and Chas may start to manifest, eventually taking full form and attempting to reintegrate themselves into the lives of the PC who called them back.

Catherine will be very confused and frightened, as Philip has no real idea of what happened to her, and will demand protection from him.

Chas still believes that it's 1944 and he is in Belgium. His disorientation will diminish eventually, but he will need reassurance and compassion in the meantime.

Ultimately, any character who has come back as an angel will need to feed, taking a human life and leaving a dessicated husk behind. Discovering either the evidence or the angel in the process of feeding will present a terrible conflict for any PC who cares about them.

As PCs discover the truth about the angels, Bright will attempt to convince them to join his cause, and that any deaths are necessary as part of God's plan.

NOTES

Resolving agendas: Some of the player character agendas -- particularly Sloane's personal agenda -- have outcomes that are not completely explained by the background provided. This is deliberate: when a player completes an agenda which reveals new information, the nature of this information should be up to the player in question to define. It may turn out that Herbert was replaced by an angel during the war, that he still exists in the Zone as well as the real world, or that he holds some key to understanding the other world. In this choice, as in all others, the players should be encouraged to be as creative as possible.

Credits: This game creation sheet uses a number of characters and situations from an early Hot War playtest with members of the Milton Keynes RPG club. A great debt of thanks is owed to the players from this game: David Arthur, James Mullen and Robin Poole.

SPECIAL SITUATIONS GROUP

Identification Document

PARTICULARS

1.a. Name: Josef Austerlitz

1.b. Concept: Former Nazi scientist, seeking redemption

1.b. Faction: British Experimental Rocket Bureau (BERB)

2.a. Action: Original 2 Current

2.b. Influence: Original 2 Current

2.c. Insight: Original 4 Current

3.a. Factional Agenda: Rating 3 Bonus +4
Secure twisted technology for use in the war effort

Uses: 3 5 9

3.b. Personal Agenda: Rating 5 Bonus +3
Win the heart of Ailsa Gow

Uses: 3 5 9

4. Traits: +/-? Locked?

Wide experience of twisted technology +

Authoritative manner +

Access to good technical resources +

Devout Christian +

Strong German accent -

Puts results ahead of people -

Guilt-ridden over wartime atrocities -

5. Relationships: +/-? Rating

Ailsa Gow + 2
Is she frightened of your love for her, or just of Duncan?

Duncan Brodie - 3
Hates you for being German and caring for Ailsa.

Doctor Bartholomew Rice + 1
Has helped to fit into British society.

Reverend Jeremy Bright + 2
Saw the good in you when you couldn't see it yourself.

JOSEF AUSTERLITZ – GENERAL NOTES

Despite everything that has happened, there are still good people in this world; after years of trying to make amends, you hope that you can now count yourself as one of them.

During the Second World War, you were part of a team of scientists working under the Ahnenerbe SS, trying to create new weapons out of artefacts and concepts that straddled the worlds of science and the occult. You did things to human beings in the name of the Reich that are almost beyond the capacity of God himself to forgive.

While a number of your colleagues went to the US after the war, you were recruited by the BERB, who hoped to use your unique talents to advance British science. Between the mentorship of Professor Rice and the spiritual guidance of your former vicar, Reverend Bright, you have found a kind of inner peace. You haven't seen Bright since the current war started, though; he seems to have disappeared in the chaos of London's teeming masses.

The last piece needed to reconstruct your heart was Ailsa Gow. Her relationship with her cousin and your SSG colleague, Duncan Brodie, is questionable and quite possibly abusive. She lost her young son at the start of this conflict and her emotional vulnerability helps make her a victim. You can save her, though. Your love for her can heal you both.

The BERB need you to secure any twisted technology that you find so that they can analyse it to either find a way to defend against it or use it to fight the Soviets. Of course they'll be more responsible with it than your former Nazi masters...

SPECIAL SITUATIONS GROUP

Identification Document

PARTICULARS

1.a. Name: Duncan Brodie

1.b. Concept: Repairman, man of the people, fascist agitator

1.b. Faction: Union Movement

2.a. Action: Original Current
 2

2.b. Influence: Original Current
 4

2.c. Insight: Original Current
 2

3.a. Factional Agenda: Rating **5** Bonus **+3**
Exacerbate civil unrest so that the government is forced to become more draconian

Uses: 3 5 9

3.b. Personal Agenda: Rating **3** Bonus **+4**
Help Ailsa put the memory of her dead son, Cameron, behind her

Uses: 3 5 9

4. Traits:	+/-?	Locked?
<u>Good repairman</u>	<u>+</u>	<u></u>
<u>Makes friends easily</u>	<u>+</u>	<u></u>
<u>Can blend into the background</u>	<u>+</u>	<u></u>
<u>Sadistic streak</u>	<u>-</u>	<u></u>
<u>Slow moving due to a bad limp</u>	<u>-</u>	<u></u>
<u>Obsessed with small details</u>	<u>-</u>	<u></u>
<u>Distrusts children</u>	<u>-</u>	<u></u>
<u></u>	<u></u>	<u></u>
<u></u>	<u></u>	<u></u>
<u></u>	<u></u>	<u></u>

5. Relationships:	+/-?	Rating
<u>Ailsa Gow</u>	<u>-</u>	<u>4</u>
<u>Under your thumb, where she belongs.</u>		
<u>Aubrey Fuller</u>	<u>-</u>	<u>2</u>
<u>Looks down on you for your working class roots.</u>		
<u>Josef Austerlitz</u>	<u>+</u>	<u>1</u>
<u>Sucks up to you like he wants something.</u>		
<u>Bill Cutter</u>	<u>+</u>	<u>2</u>
<u>A traitor who fears what you want to do to him.</u>		

DUNCAN BRODIE - GENERAL NOTES

Many people would say you're not a particularly pleasant human being, but you know that you represent the kind of strong character and authority that will save this country from the chaos that threatens to destroy it.

You and your widowed cousin Ailsa have always been close. When her seven-year-old son, Cameron, was shot during a riot at the start of the current war, you took the opportunity of her emotional turmoil to exert control over her and make her yours. Her attachment to you is now more driven by fear than love, and you're happy with that. If only she would accept the fact that her brat of a son is dead.

Josef Austerlitz, that Kraut bastard you're stuck with on the SSG, seems to have been sniffing around Ailsa. You've instilled enough good British values into her that she wouldn't be tempted by a foreigner, but it's still a problem that should be dealt with.

Aubrey Fuller is your overseer in the Union Movement. He doesn't see your potential and just uses you as a blunt instrument.

Bill Cutter is an old friend and associate from the Union Movement who claims to have found God and is now working with London's refugees, even the foreigners. This mission should bring you back in contact with him for the first time since his betrayal. Maybe you should make an example of him.

SPECIAL SITUATIONS GROUP

Identification Document

PARTICULARS

1.a. Name: Philip Hawes

1.b. Concept: Burnt-out spook, searching for his lost sister

1.b. Faction: Secret Service

2.a. Action: Original Current **2**

2.b. Influence: Original Current **3**

2.c. Insight: Original Current **3**

3.a. Factional Agenda: Rating **5** Bonus **+3**
Cover up the British government's involvement in creating the Zone of Alienation

Uses: 3 5 9

3.b. Personal Agenda: Rating **3** Bonus **+4**
Find out what happened to Caroline, your missing sister

Uses: 3 5 9

4. Traits:	+/-?	Locked?
<u>Dirty fighter</u>	<u>+</u>	<u></u>
<u>Understands bureaucracy</u>	<u>+</u>	<u></u>
<u>Has something on everyone</u>	<u>+</u>	<u></u>
<u>Skilled at spotting weaknesses</u>	<u>+</u>	<u></u>
<u>Lost faith in humanity</u>	<u>-</u>	<u></u>
<u>Vengeful</u>	<u>-</u>	<u></u>
<u>Plagued by nightmares</u>	<u>-</u>	<u></u>
<u></u>	<u></u>	<u></u>
<u></u>	<u></u>	<u></u>
<u></u>	<u></u>	<u></u>

5. Relationships:	+/-?	Rating
<u>Caroline Hawes</u>	<u>+</u>	<u>3</u>
<u>Your sister, the one person who ever understood you.</u>		
<u>Herbert Sloane</u>	<u>-</u>	<u>2</u>
<u>May be a good recruit for SIS, but seems nervous when you watch him.</u>		
<u>Bill Cutter</u>	<u>-</u>	<u>2</u>
<u>Former fascist, turned leftie do-gooder. Possible Soviet spy.</u>		
<u>Sir Edgar Whistler</u>	<u>+</u>	<u>1</u>
<u>Your Security Service superior.</u>		
<u>Still sees good in you, the fool.</u>		

PHILIP HAWES - GENERAL NOTES

You know too many secrets to have had a good night's sleep in years. You know just how many of the eldritch terrors that face London were created on British soil and accidentally loosed when the bombs fell or, worse, deployed deliberately in an attempt to fight the Soviet invasion. If the public found out then their outrage could tear what's left of the country apart. This must never happen.

Your younger sister Caroline disappeared in the turmoil that followed the first Soviet attack. The logical thing would be to assume that she's dead, but she was your only surviving family and represents your only emotional connection to the human race. Maybe once you find out the truth of her disappearance then you'll know some peace.

You've been keeping half an eye on Bill Cutter, a former agitator from the Union Movement, even the war started. You've heard that he has abandoned politics to perform good works. No one changes like this, and he must have an angle; he could even be a Soviet spy. Apparently he's working among the refugees in Hyde Park and so you signed up for this detail to try to find out more about him.

SPECIAL SITUATIONS GROUP

Identification Document

PARTICULARS

1.a. Name: Herbert Sloane
 1.b. Concept: Shell-shocked former soldier in search of the truth
 1.b. Faction: Citizen's Defence Army

2.a. Action: Original Current 4
 2.b. Influence: Original Current 2

2.c. Insight: Original Current 2

3.a. Factional Agenda: Rating 5 Bonus +3
Recruit Jeremy Bright, a charismatic preacher and community leader, to the CDA

Uses: 3 5 9

3.b. Personal Agenda: Rating 3 Bonus +4
Find out what happened to you in the proto-Zone during the second world war

Uses: 3 5 9

4. Traits:	+/-?	Locked?	5. Relationships:	+/-?	Rating
<u>Hard as nails</u>	<u>+</u>	<u></u>	<u>Chas Griffiths</u>	<u>+</u>	<u>3</u>
<u>Knows the streets</u>	<u>+</u>	<u></u>	<u>Old WWII army mate, missing in action. Saved your life in the war.</u>		
<u>Easy to trust</u>	<u>+</u>	<u></u>	<u>Philip Hawes</u>	<u>+</u>	<u>1</u>
<u>The hero of Croydon</u>	<u>+</u>	<u></u>	<u>He seems to like you, but is he just trying to get your guard down?</u>		
<u>Wild, unkempt and unwashed</u>	<u>-</u>	<u></u>	<u>Theresa Bright</u>	<u>+</u>	<u>1</u>
<u>Visions from the Zone</u>	<u>-</u>	<u></u>	<u>Runs a soup kitchen and cares for homeless wretches like you.</u>		
<u>Paranoid, even of his friends</u>	<u>-</u>	<u></u>	<u>Malcolm Athill</u>	<u>-</u>	<u>3</u>
<u></u>	<u></u>	<u></u>	<u>Your cell leader in the CDA. Sees you as weak and a possible risk.</u>		
<u></u>	<u></u>	<u></u>			
<u></u>	<u></u>	<u></u>			
<u></u>	<u></u>	<u></u>			

HERBERT SLOANE – GENERAL NOTES

You're a WWII army veteran who has been living as a tramp for years, making you better suited than most to cope with the giant refugee camp that London has become. Your knowledge of the streets and military training have made you an asset to both the SSG and the CDA.

You help the CDA fight for social justice. Some people would call you a terrorist, but you try to draw the line short of killing innocent people; they're the ones you're trying to help, after all. If only your superiors in the CDA had your moral compass...

The CDA want you to recruit Jeremy Bright. Luckily you know his wife, Theresa, through her good work with London's refugees. You've heard that Bright has been working with the refugees in Hyde park, and have volunteered for this detail to try to spend more time with him.

During the war you were caught in the effects of a German experimental weapon that warped space and time, trapping you in a nightmare world for what felt like eternity. You still don't know exactly what happened to you there, but you haven't felt like the same man since your escape. Now you hear stories of the Zone of Alienation north of London, and it all sounds horrifically familiar.

You remember that your old war buddy Chas was instrumental in your escape from the proto-Zone, but he wasn't lucky enough to get out himself .

At the start of the current conflict you took up arms (albeit in an unofficial capacity) against the first wave of Soviet troops. Your rag-tag company of irregulars drove the Red menace out of Croydon in a bloody battle, and you are still sometimes recognised as a hero.

IN THE BACK

BOOKS

A good starting point for those interesting in further exploration of the life and works of Nigel Kneale is *Into the Unknown: The Fantastic Life of Nigel Kneale* by Andy Murray.¹⁵

DVDS

For those who are interested in viewing the original Quatermass TV series, *The Quatermass Collection* is available from BBC Worldwide. The collection features the extant episodes of *The Quatermass Experiment*, and the full series of *Quatermass II* and *Quatermass and the Pit*. The John Mills Quatermass series is also available, but it somewhat more expensive and harder to get hold of. The film versions of all three original Quatermass productions are available on DVD in a variety of issues.

GAMES

This is the bit where I get to talk about some upcoming, or recently released, games that I think are worthy of your time.

DEAD OF NIGHT. 2ND EDITION

The critically acclaimed *Dead of Night* is now back in a stunning new edition. If you like horror movies, then this is the game to get. Not only does it feature quick to learn, easy to use mechanics that support the creation of horror games, it also contains brilliant illustration and design by none other than our very own Paul Bourne!

Dead of Night, 2nd Edition, is available from Steampower Publishing – www.steampowerpublishing.com

¹⁵ Murray, Andy, *Into The Unknown: The Fantastic Life of Nigel Kneale*, London, 2006

HELL 4 LEATHER

A collaborative venture between Joe J. Prince (Prince of Darkness Games) and Gregor Hutton (BoxNinja), Hell 4 Leather spins a tale of revenge and death. Using a fast-paced Tarot card mechanic and intuitive presentation, one player takes the role of a rough, tough biker, back from Hell for one night to take vengeance on his former buddies.

Hell 4 Leather is available from Prince of Darkness Games – www.princeofdarknessgames.com

HELL FOR LEATHER

Sound a bit similar to *Hell 4 Leather*? Well, similar name, totally different game. Both games sprang from the 'Two Games, One Name' design contest. *Hell for Leather* is a game of violence and pursuit, where the characters are chased by forces determined to kill them. Taking inspiration from works such as *The Running Man*, *Hell for Leather* will be released in 2010 and is the first published game from Irish designer Sebastian Hickey.

Find out more at the Cobweb Games website – cobwebgames.com

REMEMBER TOMORROW

A game of literary cyberpunk stories from award-winning designer Gregor Hutton (*Best Friends*, *3:16*, *Carnage Amongst the Stars*). Taking inspiration from William Gibson, Rudy Rucker, Bruce Sterling, Jeff Noon, and others, *Remember Tomorrow* gives you powerful tools to create engaging and exciting cyberpunk tales.

You can find out more, including where to buy, at the BoxNinja website – www.boxninja.com

NEXT ISSUE

The next issue of the *Hot War Transmission* will have a political theme, examining some figures in the Government, how to bring political issues into your games in a satisfying, meaty way, and the excellent 'Things Fall Apart' game outline by Scott Dorward.

HOT WAR TRANSMISSION

Volume One, Issue One, July 2010: The Nigel Kneale Issue

This first issue of the *Hot War Transmission* explores the worlds devised by the late, great Nigel Kneale, creator of the acclaimed *Quatermass* TV series and films.

Add elements inspired by the *Quatermass* canon to your game, with supplemental material like strange locations, story hints, and advice on achieving the feel of these British TV classics. Or else create a whole game from scratch with the dis

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