Hello!

This is my second post for Harlequins role playing page, and I’ll set out some of the games I have and am prepared to run.

HOW WILL I DECIDE ON WHICH GAME TO RUN?

Depends on interest of people wanting to role play. I may take three votes per person with first choice, second and third choice, but I’ll wait to see if anyone wants to play in any game I run.

WHEN WILL THE GAME AT HARLEQUINS BE RUN?

I intend to run a once a month game on a group of 5-6 players at Harlequins Preston in 2017 from 2pm - 6.30pm on a Sunday afternoon, but I am prepared to stretch that number if there are one or two extra. I don’t live in Preston so mid-weeks are out, so I apologize now if you are interested but can’t make Sundays.

WHAT KIND OF GAME WILL BE RUN?

When choosing a game, a balance must be struck between the kind of game the players want to play, and the game the referee is prepared to run. That can be for a variety of reasons- number of players, cost of the game, availability, and so on.

WHAT WON’T I RUN?

I am aware the shop has had a lot of interest in 7th Edition AD&D. Due to the cost of buying 7th Edition outright (when I have the Players handbook, Dungeon Masters Guide, two monster manuals, Fiend Folio, 1st Edition World of Greyhawk and a number of modules for 1st Edition already) I will not be buying or running 7th Edition AD&D at Preston Harlequins.

If you’ve set your heart on playing 7th Edition AD&D: my apologies.

**THE GENRES AVAILABLE**

So what do I have and what am I prepared to run? Some of these systems come with their own campaign (MERP, Star Wars, etc) others are open to the referee writing a campaign and using the rules system as a framework against which the story is told (Star Frontiers).

FANTASY

What is Fantasy? From the globe-trotting Lord of the Rings, to Sinbad, Conan, and a host of novels found in any good bookshop, fantasy covers all realms of kingdoms, Empires, vast quests, sinister dungeons, mighty armies, wizards good and evil, and heroic quests. Fate balances on the swords of heroes, and sometimes the exploits of quieter folk make the best of tales.

ROLEMASTER- After D&D, Rolemaster is recognized as possibly most comprehensive fantasy system with nearly 100 professions, an extensive skill and spell list, and a lot of book keeping. The Campaign would depend on the characters created. (Experienced players only! *Not for those new to role playing*.)

MERP- Middle Earth Role Playing- or simplified Rolemaster. Set entirely in Tolkein’s Middle Earth in any age the referee wants, the Campaigns are best played around a journey. Explore the woods of the Elves, the great city of Minas Anor (Tirith), to the Dead Marshes, Mirkwood or even the Mines of Moria or Mordor itself- all of Middle Earth is open to you. Go where you will. (*A brilliant system, ideal for both those that have recently discovered role playing, and for experienced gamers wanting to let their hair down.*)

1st Edition AD&D - the game that started it all. Explore dungeons, vast overland areas, or sink into the murky cities of urbanization with danger around every corner. (*A great system for role players of all experiences)*

SCIENCE FICTION

From starships, to world hopping, to stories based in one advanced culture, Science Fiction encompasses a wealth of opportunity, heroism and adventure.

STAR WARS - (original West End Games) - This game doesn’t need introduction. A Star Wars Campaign would be set during episodes IV, V and VI with the players working alongside or for the Rebellion in missions of sabotage, theft, diplomacy, and inspiring people to outright rebellion. (*A great system for role players of all experiences- from first time gamers to experienced hands)*

STAR TREK - (original FASA rules) - You might have seen the odd television series. A Star Trek Campaign would be set in the Star Fleet Academy. Ten tests are given to the class of cadets as they (you) go through the Academy and discover if you have what it takes to be a Star Fleet Officer. I’ve done a lot of rules additions to this one). (*with my rules additions, this is not ideally suited to first time or new role players)*

TRAVELER- the original hard science fiction role playing game from the earliest days of role playing, Traveler inspired Joss Whedon’s firefly and was itself inspired by some of the greatest novels of the genre (Foundation and Empire, Dune, Starship Troopers, I Robot). With thousands of worlds to explore against the shifting politics of warring intergalactic powers, and a feudal-run Imperium plagued by rivalry, Traveler offers a galaxy of adventure. (note: while Star Wars is noted for a diversity of alien races and blasters / lasers, Traveler is more akin to the Alien series, Blade Runner, etc- projectile weapons, sci fi grounded in reality, almost no alien races and everyone you meet is human, more or less). Find a ship, find a crew, keep flying. *(a simple system for all levels of role playing experience)*

STAR FRONTIERS- From the creators of AD&D, a science fiction setting with a limited universe- so I changed it. The Campaign is a science fiction war set on a ravaged world. Escaping a corrupt Earth government, settlers built colony ships and escaped to the stars where they colonized over fifteen habitable star systems. The colonists lived a life of peace and expansion for over a century, until the Hive, a conglomeration of insectoid and serpentine races bombarded them without warning. On your world, humans live in subterranean cities (as per Matrix) but soldiers, technicians and runners ascend to fight the Hive for the surface. You don’t know if the other colonies survived, or if you are the last humans on the colonies. *(A great system for someone new to role playing)*

SUPERHERO

This isn’t strictly accurate, because I took a superhero rules system to write a game I am prepared to run again.

CHAMPIONS / HERO SYSTEM - a fantastic system capable of dealing with all aspects of scale. This is a complex system that covers movement, skills, combat, super powers of all descriptions, and enemies from that handbag-snatcher to a fully grown fire breathing Dragon. The Champions system has had several versions produced that can serve as a complex fantasy role playing system, a modern-day system, or a superhero system.

The Gifted Campaign: To be Gifted is to be the new minority. When Archaeologists unleash a power from beyond four gates to other dimensions, a fraction of the world’s population develops powers. Most affected cannot control their powers, rounded up and put in camps or behind walled “sanctuaries” in the poorest neighborhoods. Many others are murdered, lynched or lobotomized by government scientists, but some have full control over three powers. These are the Gifted, and while fighting to free or save the lives of other Gifted, they fracture into two warring camps; Supremacists, and Shepherds.

*This is a campaign for advanced role players only due to the complexity of the rules system.*

HISTORICAL

From ancient history to modern, there should be something for everyone. Of course, the earlier you go, the more likely you will find something we call “magic” and the earliest setting games blur the line between historical and fantasy.

Let’s start from the beginning.

WARHAMMER role playing - An excellent career progression system but flawed combat rules- I updated these myself. I use Warhammer to run a game set in the glory of Imperial Rome - 135AD to be exact. As sons of fathers who went missing with the IXth Legion after it crossed north of Hadrian’s wall, you will investigate what happened to your parents within the conspiracy that leads to the heart of the Roman Empire.

*A system for experienced role players, but can be for introductory players also.*

FLASHING BLADES (1560’s - 1700 AD)

Role playing in the era of the Three Musketeers. A fast and playable rules system without magic, limited by renaissance technology, and a fighting system I “borrowed a bit” for Warhammer. Whether you like the Dumas novel, the Princess Bride, or love mucking about in Assassin’s creed, this might be the game for you.

*(A system for role players of all experiences)*

BOOT HILL (1860 - 1900AD)

From the creators of AD&D, the only wild west role playing game that sold well. A very simple system, and an imagination as boundless as the American plains as you explore the Wild West from 1860 - 1900 with gunfights, train robberies, cattle drives, or as guns for hire.

*(A system for role players of all experiences)*

AFTERMATH (from tomorrow onwards)

A post-apocalypse system that works well for a modern game as a near future post-collapse setting. Aftermath is a complex system that covers all you need to know to survive a nuclear war, biological event, Tom-Clancy-Division survival scenario, or that Zombie apocalypse everyone keeps waiting for.

*This is a campaign for advanced role players only due to the complexity of the rules system.*

Other games I have:

Aliens - (*RPG of the film series)*

Farscape - *(RPG of the TV series)*

Bushido (*role playing in mythical / legendary / not exactly historical Japan) - a rules system for advanced players.*

Daredevils (*1920’s - 30’s adventuring- Indiana Jones / Mummy / Lara Croft / The librarians - pulp fiction adventuring in the art deco world between the world wars.) - a rules system for advanced players.*

Freedom Fighters (*world invaded by Russians, Chinese, Martian Tripods, V aliens, you name it. Works as a great modern game for any intel based campaign or techno-thriller game, but be warned- this is one of the most complex rules systems available)*

Psi World (*I took this as a source inspiration for my Gifted campaign above)*

Pendragon (*Arthurian legends)*

Serenity (*game of the series)*

Phoenix Command (*This is a modern combat rules system, not strictly an RPG but I use its combat in something I call “The Intel Game” where the players are modern spies in MI-5, 6, Mossad, CIA, etc)*

Merc - *(game of mercenary missions from The Wild Geese to any other war movie you’ve seen. Character generation takes two minutes, survival rate is just as fast. I ran a few games years ago where 5 players ran a squad / section of 8 mercenaries each, and played out more like a mini wargame than an RPG.)*

Traveller 2300 - (*variant of traveler, even more like the RPG of Aliens, Prometheus, Blade Runner, etc)*

Twilight 2000 - (*role playing in a post-conventional WW3 setting. I use this one for a great comedy game- “Great Bounders”- the role playing game of WW2 commando movies, not commando raids. You push that German car over a cliff, you just KNOW it’s going to explode half way down…)*

So that’s the list.

If it’s not on the list, I don’t have it.

Jacob Larch