

CEPHEUS JOURNAL

Issue #009

In this issue:

Monster Capybara

The Sins of Winter Last

Cepheus Deluxe Review

Raider's Lament Part 3

And More...



This page intentionally blank.



Table of Contents

From the Editors	2
2RAR for Modern War	3
Raider's Lament Part 3	5
Monster Capybara	10
Interview with Paul Elliott	14
Review: Cepheus Deluxe	18
The Sins of Winter Last	19
Chambersburg Subsector	26
The Krampus	29
What's New	30
Open Gaming License	31

Contributing Authors

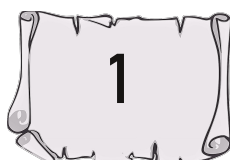
Brett Kruger	Ewan Spence
Jo Jaquinta	P-O Bergstedt
Paul Drye	

Art

Cover, Backpage	Wikimedia Commons & Ian Stead (edited by P-O Bergstedt)
Page elements, 27, 29	Pixabay
2	Earl Hickey - CC By SA 3.0 license
4, 13	Wikimedia Commons
9	Ron Stepp
13	Capybara Club by Will Bullas at willbullas.com
14, 17	Paul Elliott supplied
25	Maps by Dyson Logos
28	P-O Bergstedt

Layout and Editing

Brett Kruger	https://cepheusjournal.com/
--------------	---



From The Editors

"The Season" is approaching—not just religious holidays of various stripes but an astronomical phenomenon too. The Northern Hemisphere will have its winter solstice not long after this issue of *Cepheus Journal* could be in your hands (and its counterpart summer solstice for readers down south). To that end we've picked a particularly astronomical destination for the ship on this issue's cover: the Cone Nebula, and its appropriately named Christmas Tree Cluster, some 720 parsecs from Earth.

Human beings naturally divide smooth continua like years and lives into distinct stages with liminal spaces between them, and so the next few weeks have been the most fraught point of the year for many different cultures. Whether it's the Roman Saturnalia, Christmas, or the Chinese Dōngzhì Festival, people are concerned with life and death, light and dark. Even festivals not explicitly pinned to the return of the Sun like Hanukkah and Bodhi Day seem to be about light, either literal or metaphorical.

This dovetails nicely with games as we play them here, if you think about it. They trace their roots to wargames, after all, which are most definitely about life and death, and were (and are) used as teaching aids to bring light to the minds of dim young officer recruits. It's no accident that this issue's most-lengthy article deals with the fallout of one winter's bad deeds, as brought by some people angry about exactly _which_ side of the eternal veil they've found themselves on. Just because you've made it to spring doesn't mean that the cold and dark is done with you.

Don't let the long, dark nights* get you down, though. Sometimes gaming just brings you a giant capybara, and we have one of those too.

* Unless you're one of the aforementioned folks south of the equator, or close enough to it to not see any real difference any time of the year.

Paul Drye

Cepheus Journal Editorial Team

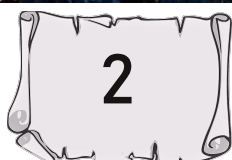
Michael James Cross

Brett Kruger

Ian Stead

PO Bergstedt

Paul Drye



2RAR for Modern War

By Ewan Spence

2nd Battalion Royal Australia Regiment for Modern War

The 2nd Battalion, Royal Australian Regiment (2RAR) is an amphibious light infantry battalion of the Australian Army and forms part of the 1st Division Amphibious Task Group based at Lavarack Barracks in Townsville, Queensland.

The battalion's primary role is to provide specialist capabilities to conduct pre-landing activities for other elements of the Army and includes small boat operators and reconnaissance and sniper teams as well as command, communications and logistics elements. 2RAR has approximately 350 personnel, which is smaller than the RAR's other infantry battalions.

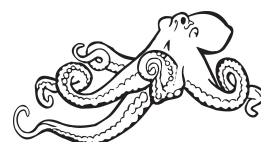
In its specialist role, 2RAR would be responsible for amphibious reconnaissance and surveillance, small boat operations and limited scale raiding in support of a Joint Amphibious Task Force. It would be responsible for reconnoitering and seizing beaches, helicopter landing zones and airfields for the Australian Amphibious Force's main ground combat element and following the completion of amphibious operations, the battalion will either re-embark or remain ashore as a reconnaissance unit. In the latter role, it is to be capable of conducting reconnaissance patrols well behind enemy lines and providing information to other units.

The section is perfect for use in the Modern War: China Sea War supplement by Zozer Games.

Section Role	Rank	Role Weaponry	Role
Alpha Brick			
Section Commander	Corporal	EF88	Squad Leader
LSW Gunner	Private	F89 LSW	Gunner
Grenadier	Private	EF88/SL40 UBGL	Grenadier
Rifleman	Private	EF88	Rifleman
Bravo Brick			
Section 2IC	Lance Corporal	EF88	Team Leader
LSW Gunner	Private	F89 LSW	Gunner
Grenadier	Private	EF88/SL40 UBGL	Grenadier
Rifleman	Private	EF88	Rifleman

The rifleman and grenadier may be equipped with the M72 LAW if required

Due to the battalion's role in amphibious operations characters have the additional skill option of Motorboat.



Australian Army Rank Table		
Modern Warfare Rank	Other Ranks	Officer
0	Private	
1	Private	2nd Lieutenant
2	Lance Corporal	Lieutenant
3	Corporal	Captain
4	Sergeant	Major
5	Staff Sergeant	Lieutenant Colonel
6	Sergeant Major	Colonel

EF88 (5.56mm)									
Dmg	Range Band	Base Range	Auto	UR	Length (cm)	Req Str	Wgt (kg)	Mag Wgt (kg)	Rds
3D6	Medium	110	4	7+	79	5/6/7	3.6	0.8	30
This is the Australian version of the Steyr AUG and is an enhanced version of the F88 (which originally entered Australian service in 1989).									

F89 (5.56mm)									
Dmg	Range Band	Base Range	Auto	UR	Length (cm)	Req Str	Wgt (kg)	Mag Wgt (kg)	Rds
3D6	Long	175	4	7+	104	5/6/7	7.5	3.0	100
This is the Australian designation for the FN Minimi and like the EF88 is manufactured by Lithgow Arms on Australia.									

SL40 (40mm)									
Dmg	Range Band	Base Range	Auto	UR	Length (cm)	Req Str	Wgt (kg)	Mag Wgt (kg)	Rds
Varies	Long	150	-	4+	18	-	1.2	0.2	1
The SL40 is a lightweight, side-opening grenade launcher with a double action trigger, and is a derivative of the Steyr ML40AUS grenade launcher assembly (GLA).									





Raider's Lament Part 3

Chapter 4 By Jo Jaquinta

Elise glowered at Kwok as he ambled into the Lament's dock. Juanita and Heleni moved around the outside of the ship performing last minute checks and retracting hoses. "Boarding call was an hour ago" she informed him.

"Hey, sorry! I had some very important people to say goodbye to" he said and gave her a knowing grin.

"Sorry doesn't cut it. We've got prep to do. Don't think it won't affect your leave privileges at our next port of call."

"That's not fair. What's all so important that I've missed? Do you need me to polish the gun?"

"It's not your duty to second guess the Captain's orders. We're not military, but we do have a business to run. Now stow your gear, stow that attitude and report to the Chief in Engineering for your duty roster."

He gave her a mock salute with a dirty look and headed up the ramp, grumbling. Juanita shook her head from nearby. "I think you almost enjoy the ball busting part of your job."

"Not half as much as the Chief will." She nodded at Heleni, "Watch and learn. Watch and learn."

Later, on the bridge, Heleni finished up her navigation plot. "Course laid in sir. On your console."

"Clearance received from station traffic control" added Elise. "Seniority accepted and no pilot boat has been assigned. It's all yours."

Seldon activated the controls, brought the power up on the engines and lifted off. He minimized the navigational guide wires and brought them gently clear of the station. He punched up the autopilot to follow the guides at idle speed until they reached the station's slow zone perimeter.

He tapped the PA. "Attention crew. A thank you to the newcomers for signing on, and a thank you to everyone for their help in completing the refit. We are now on a shakedown cruise for both the ship and its personnel. The shift Rota will be established over the next twelve-hour period. For starters I'll sit bridge while Elise briefs Heleni and Kwok on operational procedure with regard to the exercises that will follow. Vikhagen, you will be on alternate shift, so I advise you to catch some sleep for the next four hours until we begin the training exercise. I leave it to you, Chief, to determine the shifts for your own staff. Captain out."

Elise locked down her console and settled her bandoliers. "I'll be conducting the briefing in the galley, by your leave sir." Seldon waved to her and Heleni and they moved to the lift.

"So, is the Captain intentionally separating Vikhagen and Kwok?" asked Heleni once they closed the seal.

"It's not your duty to second guess the Captain's orders." Elise gave her a sidelong look. "But it does make sense."

"I take it, then, this exercise will be a combat exercise with the dory as the target." Elise gave her another stare.





"Since they aren't familiar yet with how each other react it would be a good test."

Elise shook her head. "I can see we're going to have to watch you closely." Heleni smiled.

* * *

"Any questions?" asked Elise, shutting down her briefing.

"Can we reference all that in the ship's computer?" asked Heleni.

"Yes," said Elise. "Login with the identity we established and access the Document Library. Under the The Raider's Lament you will find an SOP category. This is all there."

Kwok raised his hand. "Is there going to be a test?"

"Duty will be your test," said Elise. "Speaking of which, we're fifteen away from the scheduled exercise. I'm available if you want to review anything we've covered at a later date. For now, you've got some live training to do."

"Do I get to actually fire the big gun?" said Kwok with excitement.

"You get to actually sit in the big turret," said Elise. "But this won't be a live fire exercise." Kwok sighed in exasperation. "I stowed some drones in the cargo bay. If you do well at this..."

"All right!" He performed a perfunctory salute, "pip, pip!" and dashed off.

Heleni paused, started to salute, and looked at her questioningly. "No need" said Elise, getting up and pulling a mug of coffee. "We're not military."

"Sorry," said Heleni. "It's just the uniform. It's a natural reaction."

Vikhagen stumbled in and Elise passed her the mug of coffee. "Ha, ha, ha." she laughed. "Elise here just likes the military drag." She rattled some of the many battle ribbons decorating Elise's lapel with her finger. "Her planet's seen so many juntas that paramilitary is high fashion."

"Soconusco, yes?" asked Heleni.

Elise nodded. "Been there?"

"Just in orbit. I didn't get past the station."

"You have to know who to bribe," she said.

"Elise promised to take me there someday" said Vikhagen wistfully.

"No," said Elise. "I promised to send you there someday. Like if you aren't ready for this exercise."

"Yeah, yeah, yeah" said Vikhagen. She refilled her coffee and started up the ladder to the dory's docking port. "Like I can't fly the Sweeping G in my sleep. I'll do you proud."

"I'll be running ops for the dory from here while you are running them on the bridge" Elise said to Heleni. "When you are done, come back down and we'll debrief."

"Anything I should know?" Heleni asked.

Elise smiled. "Expect Captain Seldon to give you a lot of leeway. Just be sure not to hang yourself with all that rope."

Heleni laughed, started to salute, caught herself and turned it into a wave.

Elise settled her imaging collar into her





helmet and projected an alternate ship's bridge around her. "Vikhagen, are you plugged in?"

"Ooooh, damn. I am. So, you did a complete refit on the whole ship but could you put heated seats into the dory like I asked? No."

Elise sighed. "Connection acknowledged. Beginning pre-flight checklist."

* * *

"Commencing run 12" said Seldon from the pilot seat next to Heleni. "Three potential hostiles on the monitor. Nav, please give me three guide wires for optimal evasion of each target independently. Gunnery line up arcs on worst case intercepts for each of those vectors."

Heleni busied herself setting up the plots. "Why don't we just do a high velocity strafe? That's the fastest take-out" said Kwok from the turret.

"Because they are potential hostiles, not hostiles. But when you are done setting up those arcs feel free to plot that option and send it to Nav's board."

"Pip, pip," he replied.

Seldon hailed the vessels. Minutes passed. "Acceleration burst!" shouted Heleni. "All three targets are closing at high acceleration!"

"Looks like we get to run your course Gunnery. Engineering, expect peak power demand." Seldon engaged the controls and the ship shuddered as the engines accelerated it several times faster than normal gravity. "No reply to hail. Hostile confirmed. Weapons unlocked." A cry of

joy came from the gunner.

"Missiles incoming," cried Heleni.

"Breaking course to evade" said Seldon. "Send telemetry to Gunnery. Kwok, incoming missiles are your top priority."

"Just a second, I've got a beautiful lineup" he shouted back. Simulated turret fire came over the ship's PA.

"Energy flare from beta ship. Something was hit. Missiles still incoming." Heleni reported. Seldon slewed the ship along a pattern partially randomly generated and partially instinctual. The PA turrets fired again, and two missiles went down. The third did not and proximity alarms went off. "Brace for impact!" warned Heleni.

Simulated explosions roared over the ship's internals. Boards lit red briefly, then most reset to yellow as damage control results came in. "Port hit" announced Heleni. "Stations report."

"Gunnery fine. Sorry I missed that one" reported Kwok.

"Engineering assessing" said Juanita. "We're losing fuel from the third compartment. Showing a breach on your deck."

Heleni looked over at Seldon. He was sitting there with his arms crossed. "Captain?" she asked. He drew his finger quietly across his neck. "Captain's down!" she cried. "Chief! Chief! Captain's down. You're in command."

"The Chief's buried in the engine" said Juanita. "Bridge always retains command in combat. SOP. The hot seat's yours Heleni."





She looked in panic to Seldon, but he had gotten up and was getting himself a cup of tea.

"Tac says they're coming in on another pass," said Kwok. "We gotta change vector or we're dust."

Heleni flipped pilot control over to her console. "Set up covering fire, please. I'm engaging in evasive maneuvers."

"Chief here. We've got a coolant leak on the powerplant. I can't give you power for both."

"OK. Gunnery go to point defense. Telemetry says we're faster. I'm cutting and running."

"No way! Get us closer. I'll take them out!"

"Look Kwok. If you had prioritized point defense like you were told last time we wouldn't have got hit and be in this position. This is what we're doing."

"Ooooh. Kitty cat's got a bite!" The power request level from the turret dropped. "Point taken, though. Going to defense."

Heleni took a deep breath and plotted their exit route. The two hostiles came about but set course for the third damaged one, and not them. Shortly thereafter they signaled concession of run 12.

"Eight to four!" crowed Kwok. "I know who's buying drinks next leave."

"Speaking as the casualty, Gunner, I think I might have an opinion on that as well," said Seldon, taking his seat back. "Prep for run 13."

* * *

The hull rang out as the dory mated with its docking bay on the dorsal ridge. After a quick post-flight countdown the inner hatch hissed open and Vikhagen slid down the ladder. Elise handed her a mug of coffee. "Wee ha. Nothing like sims to get the blood roaring."

Elise shut her station down. "There was good data capture. You aren't far off your reaction times since before leave."

"I only get better with age!"

The ventral hatch opened, and Kwok climbed out. "Hah!" he shouted. "18 to 6. I'm just so radical! Where's my drink?"

"Well, given the Lament outmasses the G by ten to one that makes it, oh, 18 to 60 by my count," said Vikhagen. She handed him a glass of cold water.

"Enh. You're just jealous."

Heleni came in from the foredeck. She looked a little shaken. "Hey kiddo," said Vikhagen. "It was just a sim. You just wait till you hit the real thing." The prospect didn't seem to encourage her.

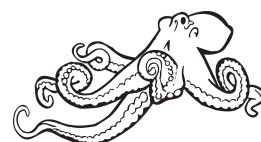
Kwok handed her the glass of cold water. She downed it immediately. "Thank you," she said.

"I'll keep the debrief short," said Elise. "Observations. What did you learn?"

Kwok sighed. "Defense before offense. Defense before offense." He did a fairly good impression of Seldon.

"No," said Elise. "Follow the Captain's orders."

"Yeah," said Kwok. "OK. Distinction noted."





She turned to Heleni. "Sorry, I'm still processing." Elise waited. It was clear she wasn't going to get out of it. "How about: I'm really not cut out for command?"

"Keep to the positive" instructed Elise.

She thought for a moment. "This ship can really move. I keep forgetting it's ex-Navy. I need to rethink my basic course plots."

"Better. Vikhagen?"

"I'm one kick-ass pilot!" she said.

"No," said Elise. "That was your opinion before we started the exercise."

"OK", she ticked points off on her fingers. "The dory has some latency with rapid thrust changes that didn't loosen up once we got warmed up. Something's sticking. Probably needs a lube after being in storage."

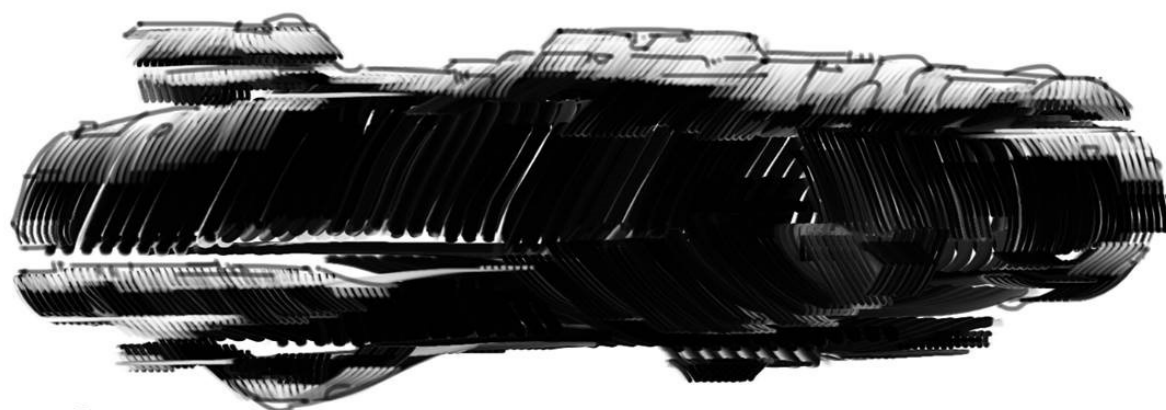
"Nav turns left twice as often as right. Makes for a killer sucker punch if you know what to look for."

"Gunnery is heavy on ammo. That's fine against a hot-head like me. I engage quickly and it'll take me out quickly. But if you were fighting some wishy washy conservative slug who actually hates the idea of dying, you're gonna blow all your chunks and leave the end game up to them."

"And, lastly, your AI sucks Elise. I felt like I was dancing with a gas giant. Did you get those random walks from a drunken spaceman?"

"Actually" said Elise. "I was doing a live template from your moves."

"Humph" said Vikhagen. "Clearly I need more coffee before I fly." They all laughed.





Monster Capybara

By Jo Jaquinta

The Cepheus Engine system is a very flexible aid. As a demonstration of that flexibility, we will take a ridiculous concept (or, rather, a ridiculous rodent) and turn it into a game aid...

Capybara

Game Statistics (Sword of Cepheus)

50kg Beast (Grazer), jungle walker, 46627A

#App: 3D

Treasure: None

Athletics-1, Melee Combat-1, Recon-1, Stealth-1, Survival-1

Attacks on 11+; flees on 7-

Teeth (1D); armor 1; speed 10m/action

Neutral; Morale DM+0

The capybara is a large, reddish-brown rodent with a heavy, barrel-shaped body and a short head. It is roughly the size of a large dog and is well-adapted to living in semi-aquatic environments.

They mostly eat aquatic plants, and are very picky eaters. They can live up to 12 years in captivity, but are subject to scurvy. In the wild they are favored prey of jaguars and the green anaconda.

They are almost exclusively found in groups of the size above, although in the dry season herds of up to 16D may be found. Their meat is palatable, and their hide makes adequate leather. Neither is outstanding and they are usually only hunted out of necessity or where no better game is available.

How to use Capybaras in your Game

Swamp Castle

So your players have performed great deeds in service to a local noble, been granted knighthood, and are generously given lands to hold and defend in the name of the King. They set out in high spirits, and discover the castle they have been given is in a swamp.

There are only a few retainers left, including a Dwarven architect. They claim that the castle has good foundations (having been built on top of three previous iterations that sunk into the swamp) and all that really is left to be done is some earthworks to divert some water, and drain the surrounding wetlands. They swear this will turn them into extremely fertile and abundant fields.

If they choose to take farming advice from a Dwarf, the results will pay off. It will take several peasant levies, a lot of hauling of muck, and weeks of being dirty, but the Dwarf is an excellent engineer. Water levels will drop and the normally morose peasants will begin to look encouraged.

However, not everyone is happy with the change to the surroundings.

The sloughs and fens of the region were the perfect habitat for herds of capybara. Now that they are drying up, the herds will start migrating, largely to the player's lands. Dozens of them will appear, and just sort of hang about. They will eat what they find, but they won't aggressively devour all in sight. If threatened, they will flee, but they continue to return.





The Dwarf will propose all sorts of complicated, over-engineered non-lethal traps if funds are available. They, and the peasants, are somewhat reluctant to just slaughter them, at least in large numbers, as they fear it will bring "Misfortune". What they fail to explain is that "Misfortune" is a local Druid, a "bog witch", whose magic is tied up in this swampy place and its natural inhabitants.

If the players become more aggressive than grumpily tolerating the capybara, they will eventually encounter one that seems smarter than the rest. It herds the others away from poisoned food or traps, seems to understand just where to gnaw through fences, and gives the characters steely disapproving glances when they say nasty things about the capybara.

If they provoke a confrontation with it, it will grow to three times its normal size and breathe fire on them, before shape shifting back into Misfortune.

How you, the referee, decide to wrap this up is up to you and what suits your players. If you want an all out, somewhat farcical, confrontation, they can fight it out tooth and claw with Misfortune. She'll use all of her druidic powers, plus no shortage of animal friends, and, of course, hundreds of capybara, to either teach the players a lesson, or go down in absurdist comical relief.

Or the characters could negotiate with her. She doesn't want much. The capybara are, more or less, as well suited to dryish land as wetish land. If they are mostly left unmolested, they will just wander about, being scenic. Adding them to their coat of arms would be an even better step to assure her that they will protect them. In return she'll be on call as a semi-retainer to deal with other swampy nuisances.

The Largest Rodent in the World

Capybara are, at least in this reality, the largest rodent in the world. However, in other realities, that may not be so. The arch-mage Gargantua is known for making any number of huge and giant relatives of normal creatures, including rodents. Many of her creations that got out of hand plague various parts of the world.

However, for some people, giant beavers, huge squirrels, and rodents of unusual size are just a step too far. Magistra Carmencita is an immense fan of the capybara. She feeds all the local herds, wears capybara print clothes, and has one as a familiar. Her tower and workshop are festooned with statuary and portraiture of the majestic and noble capybara. She has put much stock (and no little magical research) into the best diet and breeding to produce the largest in the region. She is entirely affronted by these unnatural magical aberrations of Gargantua. They are simply intolerable.

To that end she will advertise widely for brave and hearty adventurers, doughty of sinew and hale of heart, to undertake a quest. She wishes them to travel to the Valley of Gargantua and to deliver to her a very sternly worded letter, berating her for her experiments. On the way they should try to kill as many of these deviations as possible. Especially the rodent ones. She promises them a rich reward.

The Valley of Gargantua is known quite widely through the land. Mostly as a place on people's "don't go there" list. It is, unsurprisingly, overrun with many huge and giant versions of creatures, said to be escapees from Gargantua's experiments. Many of these are of foul temperament and will, doubtless, attack the players as they journey through the land.





Gargantua's tower is a massive edifice made of cyclopean stone blocks. Much of it is given over to stables, and storage of fodder of mundane and esoteric varieties. Gangs of ogres and particularly large humans serve her and defend against anyone hostile. Although gruff, they will engage with non-hostile people, and will arrange a meeting, (especially if bribed) with their mistress.

Gargantua herself is either a hill giant, or has been experimenting on herself. She grumpily complains about the progress of her research, finding good staff, and decent clothes in a large size. If the characters eventually explain themselves and present the letter she will read it in silence. She'll shake her head and toss it aside. In general she has a pretty poor opinion of her own creations. At least any of the things she is not currently working on. She'll agree with Carmencita on this and have no objection to seeing them wiped off the face of the earth. If the players are up front about the creations of hers that they have killed, she will actually listen with interest, asking about how well or badly they fought. She will then nit-pick the flaws of each and proclaim it is for the better that they were killed as they were imperfect creations.

In the end she will send a letter back to Carmencita (possibly dictating it to the players as their handwriting is probably a lot better than her ogres) agreeing to her terms. She will pay the characters a gratuity for taking the letter and for cleaning up any of "her mess". Cash she is short of, but can give them potions of animal growth, enlarge, or other minor size magic.

When they return to Carmencita, she will be delighted with the reply, and consider it a big feather in her cap that her beloved

capybaras will remain the size queens of the jungle. She will be willing to grant any mage player a capybara familiar. If they are not enthusiastic about that, she will offer a magical lens that reveals the breeding potential of any capybara viewed. Or a wand of capybara summoning (as long as they don't refer to it as portable food). Or, as her last choice, some gold.

The Rare and Elusive Were-Capybara

Far from the haunts of Man, in distant, dismal miasmic swamps, dwell the reclusive were-capybara. Living in family units, and surrounded by their kin, these creatures ply the waters of the swamps in their shallow boats. Seeking nothing more than to be left alone.

When the moon is waning or below the horizon, they appear as primitive humans, with blocky faces and sloped foreheads. They are somewhat hirsute, but it can be hard to tell as they wear the skins of their departed companions in honor of them. They are exclusively vegetarian.

Why might this be of interest to a party of adventurers?

Some legends will speak of them, and how their creation was a joke amongst the gods. But older versions of the legends relate that it wasn't actually intended as a joke, for the god truly loved capybara and wanted to improve on humanity's creation by adding their traits to the mix. But it was so badly received by the other gods that they hid their true intention, pretended it was a joke all along, and banished them to the swamps. There, the god still sends them their blessings and good wishes.

Which god this is has long been kept secret, and only those initiants who have attained the deepest mysteries of the cult





participate in practices they are probably unaware relate to the capybara. But should that god be identified, it would be humiliating. Thus there are those who would really like to know, either as a power play, or for bribery potential. As the secrets have been very locked away, another approach might be to seek out the were-capybara themselves, and find out who their patron is.

the luster it once had, and they will develop strong opinions on leafy green vegetables.

As the weeks come and go, they may notice some other changes. They will be prone to toothache, and their teeth will seem to feel larger in their mouths at some times compared to other times. Then there will be the dreams.

It may be that an night time encounter with a very lost soul, or else someone being defiant about potion bottles labeled "do not drink" in a mage's laboratory, could lead to a player contracting a were-capybara form of lycanthropy.

They may start innocuous, with pleasant visions of paddling in a particularly large and warm bath. Or gnawing their problems away. But they may wake up occasionally, drenched in river water. Or the inn's stock of vegetables may go strangely missing during the night. Or finding rats, dead of apoplectic shock in the area.

After a day or so of chills and a fever, the main symptoms will recede and the character may not know anything is wrong. As the month progresses, they may find themselves uncharacteristically fond of very long baths, wearing backpacks, or giving kids piggyback rides. Meat will lack

Eventually, if their suspicions rise enough, they may discover the truth: they have become a were-capybara.

Capybara Images from Wikimedia Commons:

Illustration: <https://commons.wikimedia.org/wiki/File:Capybara.png>

Photos:

[https://commons.wikimedia.org/wiki/File:Capybara_\(Hydrochoerus_hydrochaeris\).JPG](https://commons.wikimedia.org/wiki/File:Capybara_(Hydrochoerus_hydrochaeris).JPG)

https://commons.wikimedia.org/wiki/File:Capybara_swimming.jpg

[https://commons.wikimedia.org/wiki/File:Capybara_\(4231977720\).jpg](https://commons.wikimedia.org/wiki/File:Capybara_(4231977720).jpg)

<https://commons.wikimedia.org/wiki/File:Wasserschwein-Capybara.JPG>





Interview with Paul Elliott

By Brett Kruger

In my second interview with Cepheus Engine publishers, I had a virtual sit-down with Paul Elliott of Zozer Games. Another great publisher you should check out, let's find out about Paul.

CJ - First up, thank you for taking time out of your busy schedule to answer some questions for our readers. Could you tell us when did you first get into roleplaying games, what was your first and what was your favourite?

PE – Hi! I started in around 1982, being invited into a D&D game, the classic Keep on the Borderlands module. It was amazing, and soon each of my friends had our own game. Mine was Classic Traveller – I'd always preferd SF to fantasy. It's remained a favourite ever since.

CJ – Tell us a little bit about yourself, besides being an RPG publisher, what else do you do? What do you like to do in your downtime?

PE – My wife and I both work in local schools; she's a teacher of the deaf and I've been a teaching assistant for twenty years, specialising in autistic behaviour. I've also been a writer of history books since the 1990s, with titles like Warrior Cults, Brotherhoods of Fear and Assassin.

In 2005 I got into historical re-enactment and today have extensive weaponry, kit, and belongings for a Victorian artillery major, Bronze Age farmer, Iron Age warrior, auxiliary Roman infantryman, 3rd century Roman legionary and 4th century ('Late') Roman infantryman. I think of it as another form of roleplaying, since you need to have



a person in mind, at a certain date and at a certain location. I still re-enact! Readers might not know about my history writing; my books are listed here: <https://www.paulelliottbooks.com/history-books>

CJ – How did you get into writing roleplaying games and what do you enjoy most about it? What inspiration do you draw from?

PE – I'm a referee, we all write new rules, don't we? And writing new games developed from that. I wrote a mini setting for Traveller in 1988, a sort of American dystopia based on movies I'd seen. Cyberpunk came out a year later and I dropped Traveller for the next ten years ... I like visuals, especially in movies, they get my imagination going

But literally anything can get a game idea going. I spent the late 90s with a great bunch of players and we were constantly writing one-shot games (settings & rules together) to run with each other. That was a real period of 'hothouse' games development that led





to my two most popular games: Zenobia and Zaibatsu.

CJ - Zozer Games, how did that name come about?

PE – I was after a dial-up email name when all that began, and even back then all the cool names were taken. I'd read a book on Egyptian history that used an alternative name for pharaoh Djoser, as 'Zozer', and went with that for my email and game company. It's novel enough that a Google search for 'zozer' puts me at the top of the page.

CJ – Besides yourself, is there anyone else in Zozer Games? (If there is, what unique qualities do they bring to the company?)

PE – I have talented freelance partner called Ian Stead who has produced a lot of material for me. He's a great Alien fan like myself, so when I mentioned an Alien-themed Cepheus setting, we became partners on the project. I usually do my own layout and design all the covers. I can create quite a bit of art for my Hostile setting with various Photoshop trickery.

I've worked very closely with another game writer, Shawn Fisher, who has created ideas for new books wholesale. He is responsible for both the Synthetics and Colony Builder products, he's a great guy who is also very easy to work with.

CJ – When was Zozer Games founded, what was your first product, which is your best-selling product and which product are you most proud of?

PE – Zozer Games published its first game in Summer 2011, GRUNT, a Vietnam War squad RPG with some innovative mechanics. Those mechanics made their way, years later into the 'Cepheus-based'

Modern War (2020), a game I am proudest of because it was the hardest I'd ever had to work on a setting. My biggest seller is the Cepheus supplement Solo, that enables solitaire play of Cepheus Engine. I'd like to expand on that book at some point in the future.

CJ – Zozer Games has a quite a range of diverse settings and rules, was there a plan for how these titles came out, or just an organic growth, or maybe something else?

PE – No, I have the freedom to go with whatever obsesses me at the moment. I'm an avid reader of non-fiction, I watch documentaries on all kinds of subjects. I see some visual, or some situation and realise there is a game there!

I tend to move on to something new, but the tremendous popularity of the Alien-themed Hostile setting book took me by surprise. It's not like me at all, but I've followed that up with around eighteen supplements so far.

CJ – What attracted you to the Cepheus Engine? Which of your titles was the most fun to write?

PE – I always loved Traveller, but hated the Third Imperium setting, well .. some of the setting. When Mongoose introduced the Traveller license, I knew this was a chance to put out an alternative setting for Traveller and brought out Orbital 2100, a hard-SF solar system SF setting.

When the license ended, and Jason Kemp utilised the open content aspect to produce Cepheus Engine I was all-aboard 100%. It was for me, a setting-less Classic Traveller, but updated and cleaned up. Perfection!





In 2017 I got to write the setting of my dreams for Cepheus Engine, Hostile, with Ian Stead working the art, maps and cover. This is a gritty, retro setting that harkens back to late-70s, early-80s movies like Outland, Alien, Silent Running, Dark Star and many others.

We immersed ourselves in the genre and looked at scripts, production stills, concept art, and subtly worked some of that into the setting through the art and the text. It's my favourite book, and my customers' favourite book, so far.

As an aside, the Swedish game company Free League, who had gained the licence to create the official Alien roleplaying game emailed me and invited me to write a couple of chapters and create several in-depth locations for their new game. I'm proud to see my work in the Alien RPG and its supplement, the Colonial Marines Handbook.

CJ - Speaking of Orbital 2100, Mongoose recently announced (yesterday as of this email) that next year they will be releasing a new setting - Traveller: Pioneer, which sounds like it will have a very similar feel to Orbital 2100.

Not surprising given recent successes for tv shows like The Expanse, how do you see the harder sci-fi RPGs like Orbital 2100, Hostile and Traveller: Pioneer stacking up against their softer far-future cousins?

PE - Well, Traveller: Pioneer is a surprise to me. The early period of space exploration, with spin habitats and rovers, is ripe for roleplaying, emphasized by the long distances and times involved and the isolation inherent in that situation. Of course it is (or should be) more dangerous than your usual jaunt from star system to star system.

I tried to emphasize the fragility of space suits and spacecraft in Orbital 2100, my Cepheus Engine near future space exploration setting. You lose the space opera, but you gain that knife-like edge of realism and danger.

CJ - What are you working on now? Any plans for future titles you would like to share with our readers?

PE - I'm busy with Ian Stead putting the finishing touches to the Hostile Rules, a companion rulebook based on the Cepheus Engine rules that allows Hostile players to play the game using those two books alone. The rules have been tailored to the setting and expanded with new rules scattered through several of the supplements. After that, Hostile Solo, and then ... I'm not sure... so many ideas. So little time.

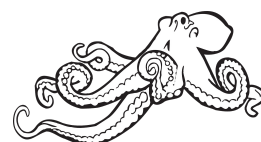
CJ - Besides DriveThruRPG, what other avenues are available for purchasing your books? Any other web presences (blogs, Facebook, etc.) you'd like to promote for Zozer Games?

PE - I publish softback (and a few hardback) versions of my games on Lulu.com. Search for Zozer. And everything I've published is listed on my website at <https://www.paulelliottbooks.com>

I have a Zozer facebook page also, and I'm very active on all of the Traveller fb groups, including the Cepheus Engine Discussion group. I don't do Twitter.

CJ - Do you/Zozer Games, ever make it to any conventions, at least before Covid? Do you get to interact much with fans?

PE - No, I don't attend conventions here



in the UK (I'm based in East Yorkshire, a pretty part of northern England). Fans are constantly in touch by email or fb Messenger or through my website, querying rules, wanting clarifications and ... my favourite ... suggesting new titles for publication!

Colonial Freighter was a fan's suggestion, as was Colony Builder, China Sea War and Synthetics. I have massive respect for all of my great customers.

CJ – Again, thank you for your time, Paul.

PE - Thanks! There's nothing I love more than talking about roleplaying games, and Cepheus Engine in particular!





Review: Cepheus Deluxe

By Brett Kruger

At 227 pages Cepheus Deluxe is a good-sized rulebook. I got my PDF copy from DriveThruRPG, as shipping a physical book to Australia costs way more than the PDF itself. One day I'll try Lulu....

The cover is a beautiful design, the sunrise on the edge of the planet's surface contrasting well with the plain black and white cover. Looking inside the layout is clean and formatted well, everything I've come to expect from the team at Stellagama Publishing.

The artwork for the most part is pretty plain grayscale work, which I think gives the whole book a rather vintage feel and lends itself to the overall crispness of the design.

The rules have all the common sections of Cepheus Engine, as well as the original sci-fi RPG. Basic rules cover game mechanics, as well as option rules I've seen in other Stellagama products. That in itself is a really is a good touch and shows that Cepheus Deluxe really is a complete rule set.

Skills covers, of course, all 31 skills. While this may be less than some of its big brothers, 31 skills is a nice set for the fast game play Cepheus Deluxe is meant to foster.

Next comes character generation, with a total of 12 careers to choose from. Again, nice, simple and quick so your players get into gaming as quickly as possible. Traits is the next section, with seven pages to choose from.

To be honest, I've never gamed with traits but once I'd read them, I'm keen to get into a game with them. Anyone got an opening at present?

The next sections are equipment, environmental hazards, personal & vehicle combat, and psionics. Equipment is the usual stuff, plenty to choose from. Cybernetics is a nice inclusion for anyone wanting to run with a cyberpunk style game.

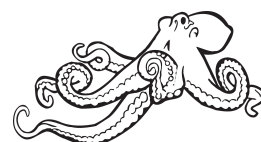
There's a mini robot design sequence in there, and one for vehicles, all quick and designed to game fast. Environmental hazards give just enough information to give Gm's an idea on how to use them in game play.

Psionics has always been a game favorite of mine, though usually in the background. Cepheus Deluxe give it just enough coverage to allow it to make an appearance in any game.

Next sections cover starships, their operations, trade, smuggling, design and construction, encounters and, of course, combat. Each area has enough detail to allow for good gaming, but not too much that it gets in the way.

The final sections are world creation and social/xenofauna encounters. This is followed by referee advice and adventure seeds, as well as five appendices to help the Gm start building their own worlds.

All up Cepheus Deluxe is a great rule book that stands on its own. I can't wait to see what settings will come from it.





The Sins of Winter Last

By Paul Drye

It was not an important affair as these things go. The young Count Arvandus left this world suddenly and without an obvious heir, leaving two claimants with the power to take his lands. Hardaric of Viljana had the upper hand, being on the right side of a mountain range to move his men into possession, but the aptly named Odianas the Bold decided on a coup de main—to strike across the high Ilderean Pass directly at Arvandus' lands and take them before his opponent could arrive.

But there is a fine line between boldness and rashness, and the young count had died as winter approached. The people of Vindobriga, a small town at the far end of the pass, were loath to have Odianas as their new lord and made a fateful choice. When a goat herder from high up the in the mountains arrived breathless to tell them that an army was coming, the canny Vindobrigans ascended their side of the pass and caused a small rockslide right where the route went through a narrow defile. No-one was hurt, and that was that: thus blocked, Odianas could not reach Arvandus' manor before Hardaric did and the town had its preferred choice for Count.

However, Odianas' men reached the rockfall not long before night and before they could clear it to move forward or get morning light to journey home, the first blizzard of the coming winter swept out from the north and did not stop for three days. None of them survived, all frozen to death for lack of the supplies they had left behind so they could advance as quickly as possible.

"That was not our intention," said the Vindobrigans, and they shrugged their shoulders before returning to their hearths. Now spring has come and so has a sudden presence. Dead or not, the army has come this night; some of them whole, many in pieces scattered by scavengers months ago, always mindless except for one purpose. They will have their revenge, and no matter if some of those in the town now were not even present the winter last. Whether those chance newcomers' swords and spells will be enough to save the Vindobrigans along with their own lives now hangs in the balance.

The Adventure

The task at hand is simple—as night falls the adventurers must defend themselves when the undead horde arrives and, hopefully, save the lives of the townspeople plus the town too. Dawn is the time for which they must aim (unless the GM chooses to have a specific number of zombies to defeat) as Count Hardaric and his warband of 16 men will arrive to turn the tide just as the cock crows.

The attackers will approach from the north and west, cutting off the town on two sides, and will quickly overlap to the northeast unless they encounter resistance. Unless the adventurers are quick, they will be trapped with their backs to the sea and, while they themselves might escape through the Little Wood (#7 on the map) before that route is cut off, they will not be able to get all of the townspeople through that gap in time—not least because some of





second, when he finally overcomes that pain to make his final attack, he cannot stand sunlight. While it will not kill him, he will retreat if the sun rises and he has not yet destroyed Vindobriga, even if it means leaving his zombies behind to be massacred. He will return, eventually, but may have transferred (or enlarged) his hatred to the adventurers and so may not even be in the vicinity of the town when he strikes again.

Odianas is substantially more powerful than his minions and GMs should make it clear to their players that attacking him directly is borderline suicidal. If nothing else works, Rudimierva (see Townspeople, below) can explain this to them. When dealing with him, delay is the adventuring party's best option, not combat. Fortunately, he will not attack the town himself except by spells until the last minutes before dawn or if it appears that the adventurers have defeated all his followers, though his menacing presence will be seen in the background on occasion during zombie attacks.

Townspeople

Friulf the Mayor

UPP: 868679

Athletics-0, Carousing-1, Leadership-1, Liaison-2, Melee Combat-0, Rulership-2

The mayor of Vindobriga has it all—he is large and handsome, he lives in one of the best houses in the town (only surpassed by that of Thulais the Merchant), and he has been the mayor by acclamation for most of his adult life. All of this is threatened this night, and not just because the undead seek to kill him and burn Vindobriga to the ground.

First, he was one of those most responsible for the decision to trap Odianas and his men in the pass. While this is familiar in town, all those who share the knowledge are sworn to secrecy and Friulf's standing among the rulers and wealthy of other towns would suffer if it became more generally known. The second problem will become evident as the night wears on. While he is confident at first and will help direct Vindobriga's defense, his morale will crumble if someone is killed within his sight. He will break and run, seeking to hide somewhere in town or in the Little Wood to the southeast. If he is prevented from running, he will ally with Thulais and join him in craven behaviour. This will change the opinion many townspeople have of him for the worse, and he will act rashly to cover his cowardly deeds and recover his reputation once morning comes and the town is safe again.

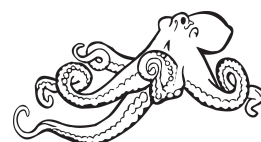
Valdegern the Tavernkeeper

UPP: 687846

Animals-1, Carousing-0, Leadership-0, Melee Combat-2, Riding-1, Steward-2.

The owner of the town's one tavern and social hub, his father was an adventurer who used what treasure he obtained to buy the establishment and retire in his old age. Valdegern is no warrior himself, having grown up a tavern boy, but he learned bravery from his father and picked up a few tips from him over the years. He also keeps the old man's sword well-oiled (if seldom used) ever since he passed away and Valdegern took over as the town's tavernkeeper.

He is stocky, short, bald, and heavily moustached. He presents a certain battered appearance, including a crooked once-broken nose he obtained in a bar fight years ago.









villager (Animals-1, Riding-1, Watercraft-1).

3. The Funereal Beach

Children are non-combatants. They have Melee-0 for the purposes of defense and if hit will be killed.

Places Around Town

1. Valdegern's Tavern

Located at the bridge entering town to the west, this is the sole place in Vindobriga where travellers can stay or get a meal as well as being a good place for drink—the adventurers are, accordingly, located here to start the adventure. The tavern itself is on the east side of the road and is a building is made of solid field stone with open windows covered by leather shades to keep the wind out now that the sun has set. A wooden stable and small storage hut are to the west. Valdegern, Ildanca, and Allaim will be here too.

2. Nausel's Farm

The farm will be overrun before the adventurers know of the attack. Nevertheless, the defenders may want to sally forth from the town in this direction for one of two reasons. If they decide to try and break through the zombie horde (a forlorn hope, but they can try), this is the obvious direction as the only bridge away from town is here and Count Hardaric's manor lies to the southwest.

Alternatively, they may want to raid the barn (the larger of the two buildings at this location). Friulf, Thulais, Allaim, and Rudimierva are unarmed and, being a farmer, Nausel has various implements—another hay fork, a hoe, some threshing flails—that could be used in a pinch.

A typical beach strand, it is notable only for its role in town funerals, as noted earlier. The scarp next to it ranges from 10 feet (3 meters) high on the east end and 3 feet (1 meter) on the west, so it is possible to remain hidden, or at least partly so, from the road. The derelict structures on the cliff's edge are old fishing huts, not used in many years.

4. Thulais' House

Most of Vindobriga's houses are of wood with thatched roofs, but Thulais lives in a fine stone building protected from the weather by clay tiles imported at some expense from the South. This makes it one of the more defensible buildings in town, but early in the attack the horde will force a crossing of the stream's northern branch here so they can cut off the town from the north. Fleeing, Thulais will head south to the bridge and will arrive at Valdegern's Tavern after the first attack is driven off, or on the road north from there if they fall back.

5. The Church

Normally the home and workplace of a priestess named Munia, she is currently providing spiritual services to a dying man well to the north of the town. She will play no part in this night, but her church could serve as a focus and Friulf will be found here. By far the most stoutly built building in town, it is made of 3-foot (1-meter) thick ashlar of granite pierced only by a few tall and thin windows covered by wooden shutters on their interior side. The doors are solid oak bound with iron, and the roof is made from tiles of lead on thick wooden beams—the tiles will melt if the horde can set the beams on fire, but this is far from easy to do.





Should the adventurers become a little too secure in this impromptu fortress, they will be dismayed to discover in the worst possible way that there is a catacomb beneath it connected by a nearly forgotten tunnel to the cemetery (#6). If things become too hot, however, the tunnel could serve as a means to escape. Of those potentially present, only Rudimierva knows of it and will only remember if prompted or in a dire emergency.

6. The Cemetery

While wealthy or otherwise prominent Vindobrigans enter the afterworld via the Funereal Beach, most of the townspeople end up here, in the modest cemetery. As well as headstones of various ages, there are also three small mausolea, old relics of the days before customs changed and the rich and wealthy were launched to sea.

7. The Little Wood

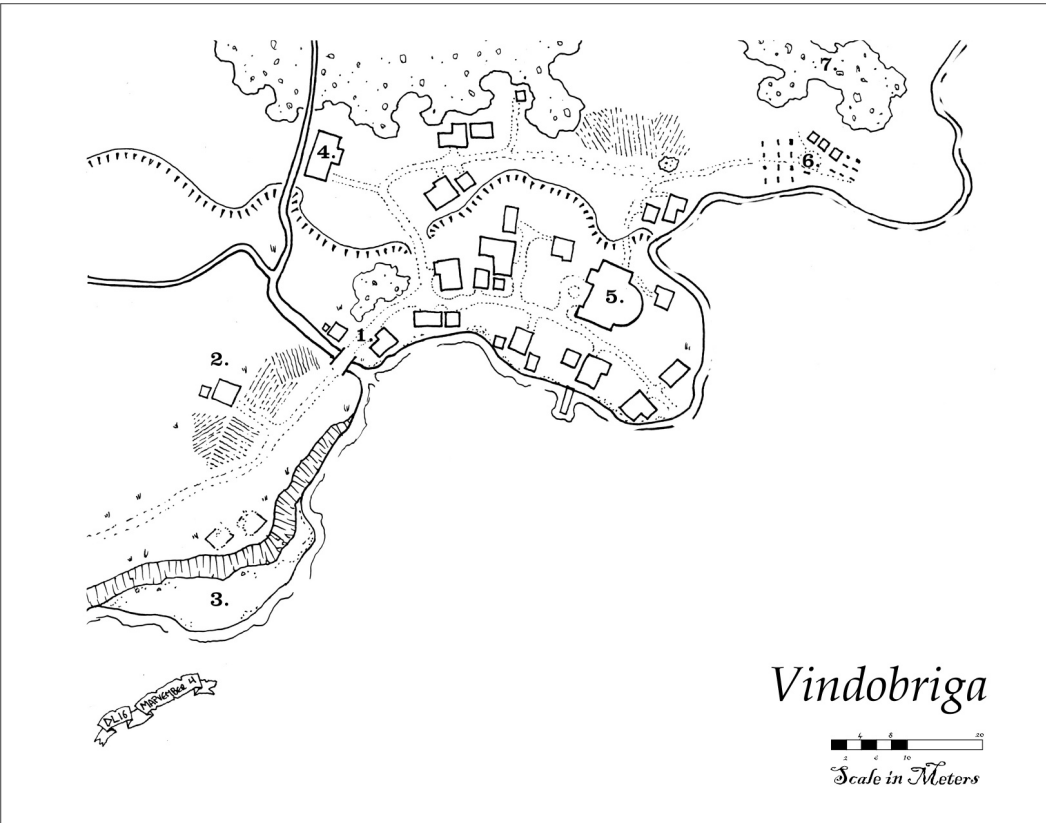
Either an escape route early on or perhaps the site of a last stand if the Church falls, the Little Wood is a copse of beech and maple trees essentially farmed by the town for its various products. While the horde will try to get it into their possession after taking Thulais' house and Rudimierva's hut, any zombies that make it here will turn south and west in ones and twos to attack the main body of the town. There will be fewer encounters here than anywhere else in the

attackers' lines and with its cover the Wood offers a little safety if no other options remain

Epilogue

The people of Vindobriga will be duly grateful to their saviours, but perhaps less than might at first be expected. After all, they are guilty of causing the deaths of Odianas and his men, a fact which they do not wish anyone to think about too closely.

As for the attack, while their untimely deaths and desire for revenge might be sufficient reason for the dead to have marched on Vindobriga, it may not be all of the story. Stalwart adventurers may wish to ascend the Ilderean Pass and determine if there is a more organized evil magic behind these events, perhaps encountering Odianas again when they are more seasoned and better able to defeat him permanently.





Chambersburg Subsector

By P-O Bergstedt

Chambersburg Subsector

Chambersburg Subsector is from a setting where the crew of the Starship Notorious tries to make a living.

McConnellsburg	0115	E554223-3	Lo	212	Pa
Union Rock	0211	E100344-5	Va Lo	112	Pa
Shade Gap	0212	X89A000-0	Wa Ba	R 012	Pa
Burnt Bases	0213	X200000-0	Va Ba	R 030	Pa
Martinsburg	0218	C433547-6	Ni Po	802	Sv
Hager's World	0317	C766689-8	S Ga Ri Ni Ag	722	Md
Charles' Planet	0320	D665455-5	Ni Ga Pa	102	Sv
Chambersburg	0414	B767687-A	N Cp Ni Ag Ga Ri	112	Pa
Waynesboro	0416	D344521-3	Ni Ag	A 120	Pa
Newburg	0513	E899100-4	Lo	110	Pa
Thurmont	0517	D322437-4	Ni Po He	A 200	Md
Frederick	0519	B754755-B	N Ag	212	Md
Newville	0612	E222200-5	Lo Po	A 220	Pa
Emmitsburg	0616	D454334-4	S Lo	310	Md
Carlisle	0713	C533589-8	Ni Po	512	Pa
Gettysburg	0716	C000469-A	S As Va Ni O:0414	342	Pa
Airy Rock	0719	E100455-6	Ni Va	A 912	Md
Duncannon	0811	C543248-7	Lo Po	322	Pa
New Oxford	0815	E889211-4	Lo	510	Pa
Westminster	0817	C433589-7	Ni Po	522	Md

The coreward side belongs to the Pennsylvani Confederation and on rimward side belongs to the Free State of Maryland. There is an ongoing cold war between these two pocket empires and there are various trade embargoes in effect. (In the spinward rimward corner are two worlds that belong to the Spinward Virginia Cluster.)

The total population of the subsector is just 30 million (Most of them live on Frederick). The highest tech-level is 11 at Frederick. This makes Chambersburg Subsector a backwater area of space.

Short Write-Ups:

Burnt Bases X200000-0 **Red Zone**

Not a lot is known about the red-zoned system called Burnt Bases. There is a rumor that something terrible has happened here, but this is not confirmed in regular history books. No reasons are given for why this is a red zone. The interdiction is controlled by the Pennsylvani Navy.

Chambersburg B767687-A

Chambersburg is the Subsector capital on the Pennsylvani side. It is a nice planet to live on. There are no (known) flora and





fauna that are very dangerous to humans. The atmosphere smells nice. If the system wasn't in such a poor location, it would have attracted a lot more sophonts.

At Chambersburg there is a university that is known for the study of history. Here you can find the experts on the big space battle at Gettysburg, a system 3 parsecs away that Chambersburg controls.

Carlisle C533589-8

Carlisle is an uninteresting stop between Harrisburg and Chambersburg. The atmosphere is so thin that compressor masks are needed outside. The world is poor and non-industrial, so it may be difficult to find a cargo.

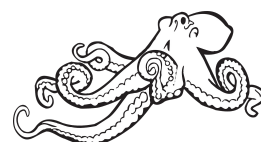
Some farmers make a very good brandy. This is a small-scale production and the

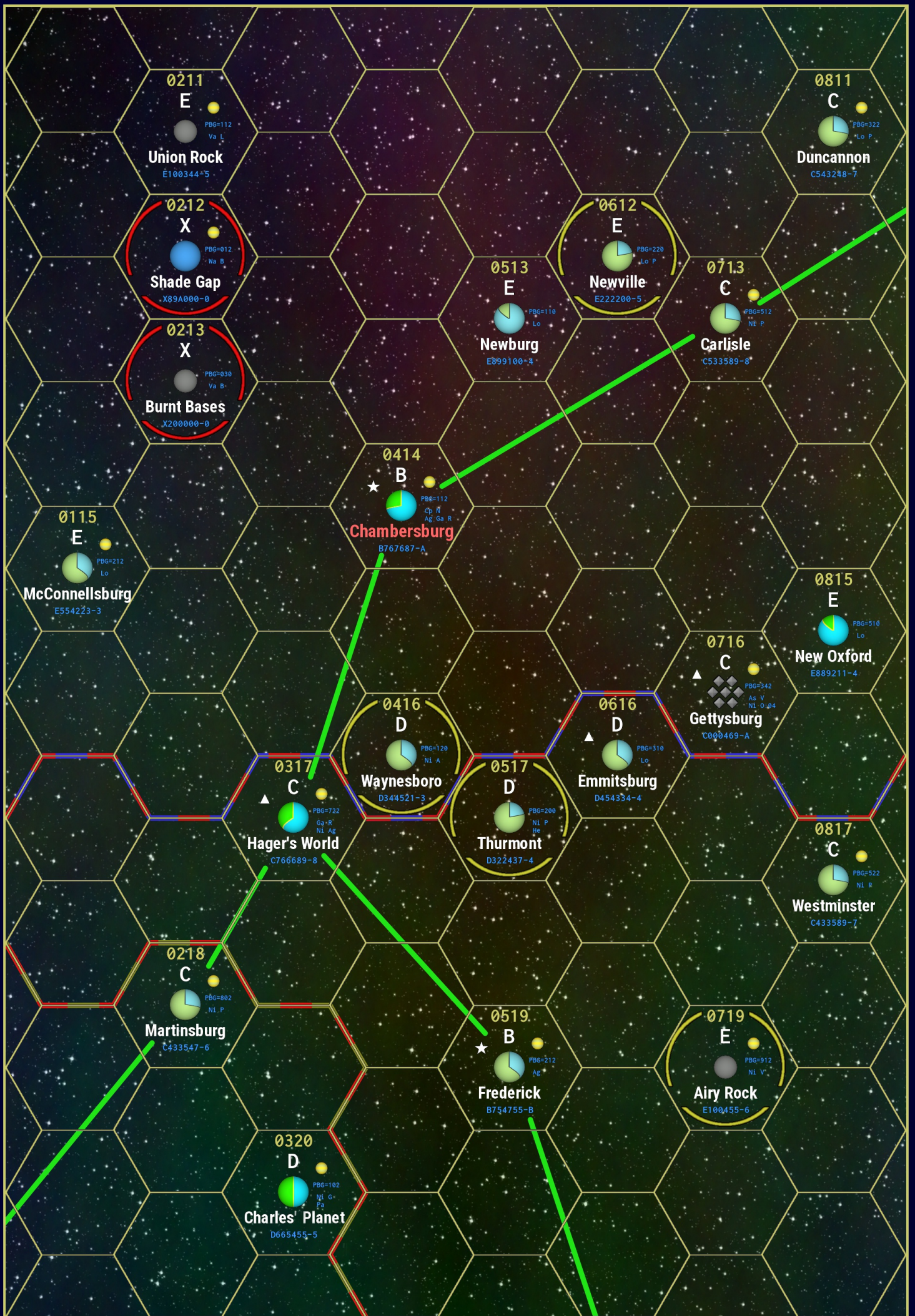
Carlislesian brandy cannot be found at the starport. It is only available a few months each year and can only be bought directly from the farmers that make the brandy.

Gettysburg C000469-A

The asteroid system of Gettysburg is known for a major space battle that took place here about 150 years ago after the "Rimmies" declares war on the Pennsylvani Confederation, the Free State of Maryland, and several other pocket empires.

Tourist tours are now available from the starport. The tours take you through the battlefield and also to the spaceship graveyard and to the eternal plasma monument. The tours use standard shuttles but with a transparent top.





The Krampus

An Alien Race By P-O Bergstedt

The Krampus is an alien race that can be found in The Galactic Empire. They are a very old race that had spread to many planets before the rise of the Empire. They usually live on glacier worlds or in the cold parts of garden planets. Their home world is unknown but is sometimes referred to as Krampia.

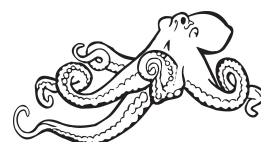
The Krampus are bipedal beings with two arms. The size is similar to Humans, but there are a greater variety in sizes. A big Krampus can be 3 m, and a small one 1 m. The appearance on their head can be scary to humans. Some say they look like an evil goat.

The Krampus usually don't use any technology higher than tech level 5. But

they have been known to occasionally operate star ships and other high-tech equipment.

There have been several incidents where some Krampus have kidnapped (and even killed or eaten) human children. This has led to a bad reputation for all Krampus. Several towns close to Krampus settlements have strict rules for where and when the Krampus could enter the towns.

The Krampus are citizens of the Galactic Empire by default. There have not been any negotiations or formal treaty. They are considered citizens since they are sentients living within the borders of the Galactic Empire.





What's New

By Brett Kruger

The following products were released during the months of October and November. All in all, it was a rather quiet couple of months for releases. Let's hope something big is coming in December.

Monachus Press
Moose Transport

Jon Brazer Enterprises
d66 Planetary Holidays

Felbrigg Herriot
Salvage
Cepheus Space Encounters
Gravtics: The New Spaceman

Stellagama Publishing
Cepheus Deluxe Galaxy
It Came from the Scriptorium

Zozer Games
Sundivers
Modern War: China Sea War

Monachus Press
Triaina Strike Boat

Independence Games
Wendy's Guide to the Fleets of Earth
Sector, Volume 3

R. Rook Games
Enoch's Wake: A Player's Guide to
the Infinite Void

Ordo Arcanorum
Opus Magi: Hidden Ways

Old School Role Playing
Frontier Trading Post
The Mines of Skavhal

Michael Brown
Subzero
Vampyr!



This fanzine and more can be downloaded from the official Cepheus Journal Website!





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards').

All Rights Reserved.

1. Definitions:

(a)'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content;

(b)'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d)'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

(g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

(h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License:

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.





3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorised version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.





15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

High Guard System Reference Document Copyright © 2008, Mongoose Publishing.

Mercenary System Reference Document Copyright © 2008, Mongoose Publishing.

Modern System Reference Document Copyright 20022004, Wizards of the Coast, Inc.;

Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

T20 The Traveller's Handbook Copyright 2002, Quiklink Interactive, Inc. Traveller is a trademark of Far Future Enterprises and is used under license.

Traveller System Reference Document Copyright © 2008, Mongoose Publishing.

Traveller is © 2008 Mongoose Publishing. Traveller and related logos, character, names, and distinctive likenesses thereof are trademarks of Far Future Enterprises unless otherwise noted. All Rights Reserved.

Mongoose Publishing Ltd Authorized User.

Cepheus Engine System Reference Document, Copyright © 2016 Samardan Press; Author Jason "Flynn" Kemp

Sword of Cepheus, Copyright © 2020 Stellagama Publishing, Authors Omer Golan-Joel, Richard Hazlewood, and Josh Peters

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) and are not open content: All trademarks or registered trademarks, proper names (characters, organizations etc.), dialogue, plots, storylines, locations, characters, artwork and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as product identity (see above) any game mechanics are Open Game Content as defined in the Open Gaming License version 1.0a section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. None of this product is open content.

