

Network News, February 2010

Welcome to the Second issue of Network News, the bi-monthly Bedrock Games news letter. In each issue we will highlight our latest release and offer a glimpse of our future releases. This month's issue provides an overview of Terror Network, our first game, and explains our design philosophy.

Crime Network: March 2010

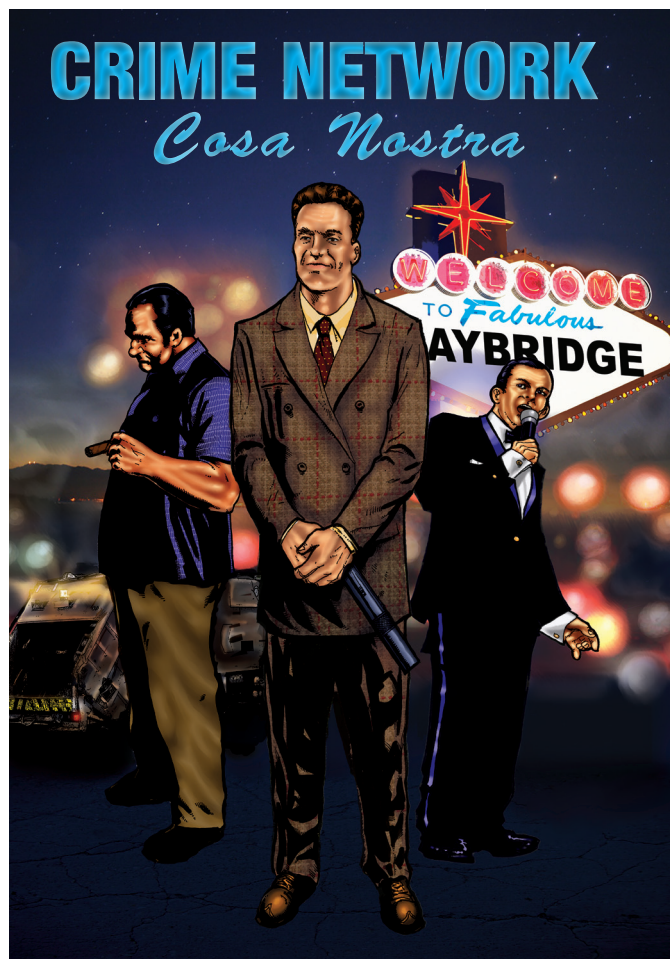
Crime Network: Cosa Nostra comes out in March, and we are truly excited. As the name suggests, the game is all about the mafia. In Crime Network, everyone is in the mob trying to rise through the ranks. Modeled after the best movies in the genre, Crime Network captures all the fear, passion and excitement of mob cinema. How so?

Anyone who's watched Goodfellas or Donnie Brasco knows part of the fun, is not knowing who's about to get whacked. In Crime Network, we take the same nigh body count approach we took in Terror Network and put it to work to keep players on their toes. Players must work hard to please the bosses and avoid being rubbed out. When their number is up, the person next to them at the table could be the one pulling the trigger. Crime Network isn't a total free for all, but it uses competition and uncertainty to heighten the mood.

Like Terror Network, Crime Network was well researched. The rule book contains tons of useful information about mafia life, structure and history. We also included a beefier GM section, with adventure ideas, mafia themes, etc; so the GM has more to drawn on when designing a campaign. Unlike Terror Network, Crime Network comes with its own setting: the fictional city of Baybridge.

In Crime Network Players and GMs will find many of the same things they loved about Terror Network, as well as some important innovations. The game introduces Crime Families, Crime Skills, Shortcomings, and an entire setting. We also streamlined the skill groups, for maximum effectiveness.

Crime Network was truly a labor of love. We hope you enjoy it.



Anytime But the Present: Making the case for modern RPGs

by Brendan Davis

Let's face it, fantasy and science fiction dominate the RPG market and the hobby in general. There are a lot of good reasons for this; who wants to play a cop or a mafia don, when you can play a wizard capable of incinerating the opposition? But modern RPGs, if given a chance, can be just as fun, as fantasy.

A friend of mine, who is a strict fantasy/science fiction RPG guy, told me "It boils down to this, I play RPGs to take a break from the every-day world. Give me the past, the future, anywhere but the present". I think he hit on an important point. Most people believe modern settings are boring because they are too much like real life. But are they really?

Anyone who plays modern RPGs knows, they are not about simply replicating our every day actions, they are

about showing us worlds we haven't seen. In Terror Network, for example, you can be a CIA agent infiltrating Al Qaeda in Pakistan, or an FBI hot on the trail of a Terror Suspect in New York. These are exciting worlds few of us ever get to really experience, and those who do rarely get to experience them from the comfort of their home. In Crime Network, players navigate the mafia ranks from the inside, making power plays and discovering the dark underbelly of society. To my mind, this is just as timeless and mythic an experience as exploring dungeons in a land of make believe.

For lots of people, the godfather is a sacred trilogy just like Star Wars or Lord of the Rings. Like them it deals with timeless themes: family, religion, war, power and freedom. Michael Corleone is as much on a heroic journey (if a dark one) as Luke Skywalker or Frodo Baggins. It hits all the same spots in our psyche it's fantasy and science fiction counter parts, and in my opinion, is as fertile ground for a campaign as are they.

Don't get me wrong, I love fantasy RPGs. In fact right now, we are hard at work on a fantasy game for the Network System. But I also think opening yourself up to the world of modern RPGs can only be a good thing. There are just as many places to explore in the real world, as there are in Middle Earth. This is why Bedrock Games is dedicated to its line of modern games.



Operation Hydra

In stores soon, experience the thrill of Operation Hydra, a new Terror Network module, by Reuben Hinman. Operation Hydra is set against the backdrop of Dallas Texas, and follows a team of agents as they race against time to stop an attack somewhere in the city.

The first module for the Terror Network game line, Operation Hydra takes a sandbox approach, giving the players freedom to explore and investigate on their own. As the timeline ticks by, they need to uncover enough clues to stop the threat. It comes with a map of the Dallas area, a complete cast of suspects, and over fifteen locations to explore.

Coming Soon:

Old Country: May 2010

Dominic Russo is a rat. A deal gone wrong landed his pals in jail—and Russo in the witness protection program. While his buddies got old and angry in the pen, Russo spent five years relaxing on the beach.

But now, his number's come up. Russo's beach is located in Conaca, a small city on the western coast of Sicily. The family he turned his back on knows this – and they've got people they can count on to make sure Russo gets what he deserves.

In Old Country, a module for the Crime Network role-playing system, players travel far from home to take care of a traitor, and find themselves embroiled in a city-wide manhunt. Russo's connections in his Italy are stronger than ever, and the network that protects him is as old as the island itself.

Far from their America, in a mob paradise where they have no foothold, players will be forced to rely on their wits to accomplish this mission, and every last drop of their mettle to determine how far they'll go for mob justice.

Operation Hydra Den: July 2010

Operation Hydra Den is the second installment in the Al Mahara campaign modules for the Terror Network Role-Playing Game. Designed as a Mission/Investigation module, Operation Hydra Den takes players across the globe and into the sweltering heat of Saudi Arabia, one of the known locations of the terrorist group Al Mahara. A special Joint Task Force has been assembled to investigate a deadly operation being conducted by

two Al Mahara cells, the (Cobra), and the (Lion), and eliminate the leaders of each cell, in retaliation for the attack on the Dallas Federal Reserve. Players must also gather enough evidence to initiate an international investigation against the Al Mahara leader, Muhammad Abaza. Come join the excitement as danger and intrigue await players in this fast paced Black Ops mission.