
News and Filler

I read last month's issue on the plane back from a business trip in Germany. Work travel has eaten into my schedule and will continue to kick my ass through March at least. I am now dreadfully behind in my game preparations for DunDra-Con, so there are only comments this month.

Comments on #377

Michael Cule

I too bought the Abstract Nova edition of *Heaven and Earth*. Like you, I was underwhelmed with the Big Secret. After reading it, I simply was not left with any scenario ideas and put the game on my shelf, where it sits among the dozens of other games I am highly unlikely to play. This is the third edition of the rules and (as I understand) the third set of mechanics. I agree that it doesn't really need its own system and any group could simply use their favorite system.

One of the most annoying question I see on RPGnet is "What system should I use to run X?" where "X" is any movie, novel, or oddball concept the poster has in mind. For me, the answer is always the same: your favorite system. Any system will require some adaptation on some level, so you might as well use the system you are most comfortable with and can adapt best, whether it be GURPS, OTE, Unisystem, Savage Worlds...

Lee Gold

California has significant wind farms at Altamont Pass, San Geronio Pass, and Tehachapi Pass, so I would say the technology to harvest the winds does exist in the state. Whether or not it is cost-effective to harness the power of your windstorms (rather than more reliable sources of wind in the passes) is a different question.

Spike Y Jones

So far, the PCs have encountered two established heroes. One, Nighthawk, is a gadgeteer who wears a matte black power suit. The other, Echo (one of the teachers at the school, having entered semi-retirement from superheroing), has a leather suit of black with wide green highlights. They used to be teammates (and are still close friends). I have not figured out what other active heroes wear.

Louis La Mancusa

The Boomerang Effect article struck me as idiotic and paranoid. The parallels to the USSR were erroneous and misleading. The references to "stable families" is the same conservative claptrap we've been hearing for decades. Before Iraq, before 9/11, there was Oklahoma City and the Unabomber. I notice a distinct lack of constructive solutions or a call to action. Rather than blame the war for disenfranchised veterans becoming terrorists, focus on the underlying the class and racial strife. Rather than sow the seeds of fear, fight for social justice and against inequality (in all its forms, including income).

Brian Misiaszek

RAE Fessenden's Raiders, though I'm not too keen on the name. It needs more panache, mystery, or maybe just alliteration. :)

The *Traveller* CD sounds cool, but the poor scan quality keeps me away. Awhile ago, I picked up the first compilation book, *The Classic Books (0-8)*, from Far Future Enterprises to scratch the nostalgia itch, but I haven't done anything with it nor even read the whole thing.

Lisa Padol

I'm always in favor of a well-written rant, which yours was (if a bit meandering). I have not read *Sorcerer* or dealt with Ron or The Forge, but I agree that support via forums is no substitute for proper FAQ, errata, etc. *Truth & Justice* is similarly supported by its dedicated Yahoo group, but I have not bothered to use that resource (or incorporate it into my recent review). My experience with *DitV* was marred by a GM who had trouble figuring out the rules (and he even runs demos of various indie games at the Forge booth at Gen-Con). The indie game authors are certainly not helping their cause. I thought one of their goals was to eliminate the disconnect between the system as written and the system as actually played. *Sorcerer* certainly seems to fail this criteria.

Brian Rogers

Regarding *The Perfect Age*, you bring up excellent points on both sides. I was reminded of the Perma Puppies at www.nextgencode.com (based on a Michael Crichton book). This is exactly the kind of issue science-fiction is well suited to tackle; *Star Trek* would be a great fit (though the various series tended to be heavy-handed with their allegories).