

Friday

Leviathans

Live video: <https://www.youtube.com/live/n8fCnbSKirs?si=Uaw-keGwUSEqc91s&t=139>

Repost: <https://youtu.be/qtEHBVgHmf8>

Panel: Rem Alternis, CGL community and marketing developer; Randall Bills, GCL creative director; Bryn Bills, Leviathans Line Developer

- The original plan for the kickstarter was to release March-April 2022
- Manufacturers are on-schedule to finish production at the end of January
 - Books and other paper products are printed
 - Pins and patches are produced
- CGL are always more optimistic around what they can produce
- Mercs kickstarter drained company resources
- Bryn is a new line developer learning how to do it
- At this point everything is in motion
- Bryn is very confident that the manufacturer will hit these deadlines
- It's harder to commit to an exact timeframe for final fulfillment but hopefully it'll be before the end of Q1
- Distributors will be different in some parts of the world
- Distribution will be hubs - one for North America, one for UK and Europe, one for Australasia
- Bryn maintained his statement that if he was hit by a bus tomorrow the Kickstarter would still fulfill. Everything is set up to go.
- Products shown off:
 - Core rulebook, this is in a warehouse, the print edition matches the most recent corrected PDF.
 - A selection of ships, these were a mix of mass produced and printed prototypes. All pre-painted. The latest delays were making sure the painting was correct
 - Starter box
 - Quickstart rulebook
 - Operation Hannibal campaign box
 - Fjord/city map from the Operation Ragnar Campaign box
 - Operation Ragnar campaign map
- Several items are slotted in for the next 12-18 months, non-kickstarter items
 - Fleet boxes for US, Austria-Hungary and Japan
 - A new campaign box, centred on South America
 - A thing they'd love to do but they're not sure they can fulfil it so Bryn doesn't want to commit to it.
- After that depends on how it does at retail
- Randall expressed his deep appreciation for the fan community to get Leviathans back into production
- Randall also said he's really looking forward to seeing people delve into the campaign boxes

Q&A

- Can we get photos of the high-res models? Yes
- Why is Leviathans? Because Purple Bird Stupid (this was asked by Big Red and Bryn decided to tease him)
- Why are the fixed-wing aircraft swept-wing? Because it looks different and cool and to give Leviathans a distinct design style
- Are there plans for a Dice Core RPG for Leviathans? Yes, but no thought has been put into it until the game is out and they see how it sells.
- What are your favourite ship designs? Bryn: game design wise it's SML Wolve, the destroyer with armour and only one gun, designed to protect bigger German ships from torpedoes. Aesthetics-wise, the Italian ships, he adores the sleek racecar look, if he had to pick one he'd go for the Vulcano-class Battleship. For Randall it's the Italians for both, he designed them to be radically different from the French and UK and loves how manoeuvrable they are.
- Are we going to see aircraft carriers? Bryn would like to but he won't commit to anything
- Is there fiction included in the rulebooks? There's sourcebook material but no prose
- Will the missing/incorrect ship cards in the TTS mod be fixed? Bryn was unaware, he'll talk to James Kirtley to resolve it.
- Will the Demo Team be supporting Leviathans? Yes.
- What class is the US Cruiser from the Kickstarter? Frontier
- Bryn spoke about what Leviathans means to him, he's been involved with the game for so long, it means everything to him, he loves the game and universe from even before he was the developer. A lot of the delays are because they want it to be the best it can be and they're sorry it's taken so long.

BattleTech

<https://www.youtube.com/live/n8fCnbSKirs?si=r8CDUQIWYac1FbB1&t=3730>

Panel: Rem Alternis; Randall Bills; Ray Arrastia, BattleTech Line Developer (by video); Aaron Cahall, BattleTech Assistant Line Developer, Ray's Therapist, External Hard Drive and Wartime Consigliere (by video)

- Recent book releases:
 - Force Manual Kurita
 - BattleTech and Alpha Strike force building companion
 - Universe
 - Randall told Ray he felt a little bad for him, because he'll be working on BattleTech for many years to come and he didn't think Ray would make a better book than this
 - If the plastic minis are the most important thing done for BattleTech in the last 25 years, this is the second
 - Ray was incredibly stressed out when the proof arrived, everyone left him alone with it for a little while
 - It's already gone back to reprint despite a large initial print run
 - The book was a massive collaborative effort for all involved
 - Hot Spots Hinterlands
 - Randall had much less to do with this one - Ray, Aaron and Randall collaborate on the macro-scale, he gives them his ideas which they "run into the ground wonderfully"
 - Ray shouted out Josh Franklin as the developer/Alpha Strike overseer/revamper of the campaign rules
 - An expansion of Josh's rules in the Mercs box set
 - Even if you're not running a mercs campaign, there's a lot of useful material that you could use in your own games/campaigns.
 - Aaron described it as the payoff for Tamar Rising, the way to bring it to the table
 - He also shouted out the original 90s Hot Spots book, a collection of plot hooks for your Saturday game
 - There's a mission where you're hired to protect nukes but you can steal them and deal with the aftermath
 - There'll be an AMA with Josh Franklin soon
- Upcoming releases
 - BattleTech: Mercenaries box set
 - Should be at retail in January
 - The philosophy for the current box sets is that each one adds something else to your game, in this case campaign and battlefield support
 - BattleTech is a combined arms universe, but mechs are the kings of the battlefield, the Battlefield support rules are meant to reinforce that.
 - They're not getting rid of the existing vehicle and infantry rules, this is just a way to bring support elements to the table easily. Randall doesn't see himself going back to the old way fully

- Randall pointed out that you can mix and match. At Masters and Minions last year they had four SM1s on a table, three were battlefield support and one was Callandre Kell in a full record sheet version.
- ilKhan's Eyes only
 - Randall notes the campaign map in the back, Randall frequently apologies to Ray for dropping it on him and adding it to the book series at the last moment
 - Randall shouted out the art team, saying that the space combat art is reaching the levels of what Doug Chaffee used to do, which is the highest compliment he can give
 - The final sourcebook in the "clock face" series of campaign books and the first book of the ilClan cycle
 - We get to see what's happening in the middle of the Inner Sphere, and what's happening on Terra
 - We're going to see things we've never seen happen in the Inner Sphere before
 - Brings the Capellans, Wolves and the ilClan-loyal clans up to 3152
 - Aaron shouted out Josh Perian, Stephen Toropov, Wunji Lau and Eric Salzman for developing and writing on the book. They took the top-level story ideas and turning them into a book. Paul Sjardijn did a lot of the early work, especially the logistics of unit moving around the map
 - This was the most difficult of the books to make, and it makes a capstone for the arc.
 - Aaron feels it'll be well-received, and will turn the ilClan era into more of a setting that players will want to inhabit.
 - The first two-thirds of the book is going to be similar to the first three books in the series, while the last section will recap the prior books and update the setting for each by a month or two
- Because of audio issues with Ray and Aaron's video connections, Rem is going to have Ray and Aaron on Tuesday Newsday stream to talk through their points on the panel.
- While they had more products to show and talk about last year, the first half of the Kickstarter items are hitting retail between January and July.
- Randall was asked how he sees BattleTech going over the next five years. He talked about the world tour being so amazing, he hit 100,000 miles of travel during his flight to Pax. He has some side projects he wants to do, like the new 4X game, COMMAND, and writing his Nova Cat novel, but his big goal is to have BattleTech be mentioned in the same breath as Warhammer, D&D and Magic, so if a granny is going into a game shop to buy a present for her grandkid she'll know the name when she's talking to the staff. He mentioned a YouTube video from a couple of years back called "the coolest SF universe you've never heard of", and how they're still in that niche.
- Rem asked Randall for his one sentence pitch, he called it "Big stompy robots blowing stuff up." Rem has two: "Game of Thrones with robots" and "40K but with hope"

- Mike Richie asked Randall what was BattleTech like, and Randall replied “I’m gonna talk for 20 minutes, is that OK?” Mike said yeah, so Randall proceed to infodump, and at the end Mike said “wow, this is much deeper than the box art suggests”
- Ray is very happy to see people finally getting their stuff, the videos and photos of unboxings
- New minis:
 - McCarron’s Armoured Cavalry Assault Lance
 - Barnes and Noble exclusive for six months.
 - B&N have been very happy with BattleTech and having it in new venues is great for the game’s expansion
 - Tian-Zong
 - Jumping Starslayer
 - Black Knight repose
 - Awesome 9Q
 - Black Remnant Command Lance
 - Surprise!
 - A lance covering the Penny Arcade guys’ let’s play series that’s been running for a couple of years
 - It all began when the PA guys open the Alpha Strike box on-stream and Jerry was almost complaining that the box was too good, there was too much stuff in the box for the price
 - They decided to stream the game and their Destiny/Alpha Strike hybrid with no house rules and it worked fine
 - They approached CGL with the idea of doing a forcepack and it was developed in secret, it’s on sale at Pax
 - Dragon Fire
 - Blood Asp I
 - Flashman repose
 - Cyclops 11H (rocket launcher variant)
 - Randall talked about how so many people talked to him on his world tour about how much they loved using rocket launcher mechs
 - General release in Q1
 - Third Star League Strike team
 - Pre-painted Lament
 - Kintaro
 - Hammerhead
 - Jackalope
 - Havoc
 - J-27
 - Battlefield Support: Emplacements
 - A selection of bunkers and turrets
 - These will be modular, so you can swap the turrets between the different bunkers and towers
 - They’re working to make the turrets compatible with the LRM and SRM carrier missile pods
 - The box will include BSP and Alpha Strike cards
 - There will be BattleTech structure record sheets for them as a download too.

- Randall will be at the Roundtable in Gwelf in Toronto on Tuesday and Zulus on the 14th
- Randall talked about how he, Bryn and some friends who aren't as BattleTech-literate have been playing MechWarrior 5: Clans. He and Bryn were excited when they got to Turtle Bay, while their friends were wondering what had them so giddy.

BattleTech Fiction

<https://www.youtube.com/live/n8fCnbSKirs?si=YNdJRcgLCYWpA-JB&t=7778>

Panel: Michael Ciaravella, Author, CGL Events Manager; John Helfers, CGL Executive Editor; Bryan Young, fiction author (by video); Phil Lee, fiction and sourcebook author, Shrapnel editor, “CGL Swiss army knife” (by video)

- Letter of the Law by Phil Lee
 - Not exactly a sequel to Hunting Season, more another novel in the FWL
 - About a member of the Stewart family who decides to retake their homeworld now the Wolves aren't defending it, and a lot of people are unhappy
 - Phil ended up being the FWL expert by stepping up to write about then for a number of projects, and he ended up becoming an expert
 - When Shattered Fortress was being written, they had the idea to write and publish some novellas to promote it. Phil's idea was to do the investigation into Jessica Marik's death, and it became Hunting Season much further down the line. Phil basically fell in love with writing the League during this process.
- Shrapnel 19 drops next week.
 - A lot of new authors
 - Spirit Cat, Sea Fox and Periphery stories
 - A fun article where a bunch of ComStar Adepts argue about which era of their history was best
- Fox Patrol
 - Fox Tales was mentioned, a compilation of the initial Shrapnel stories plus a new one
 - Lone Wolf and Fox will be released in a single volume with a new story called Jade Foxes, showing the battle of Sudeten from the Patrol's point of view
 - A short novel about the Lone Wolves after they arrive at Almotacen, ties into Hot Spots: Hinterlands
- Bryan has plans for Jiyi's Falcons, one of the most consistent questions Bryan gets is when do they meet up with Stephanie Chistu, and this is still up in the air. Michael holds the keys to Stephanie's side of the equation and Bryan the Jiyi, so they've been discussing it but there's a lot of story to tell before it happens
- John is calling the next year for fiction “the year of Terra”
- Trial of Birthright by Michael Ciaravella is done!
 - Out by the end of December
 - The first of the Star League novels
 - Picks up moments after the end of Hour of the Wolf
 - Alaric need to figure out what he's going to do and how he's going to change the universe
 - It's more of a challenge than he's expecting
- Voidbreaker
 - Out January 24th
 - Also starts moments after the end of Hour of the Wolf
 - The Sea Foxes are trying to find Tucker Harwell following his disappearance and the chase for him

- The events are all about the attempts to control the HPG network into the future
 - As much as the book is stompy robots, it's also a spy thriller
 - Puts the technology and changing nature of the universe in the spotlight
- They're going to be catching up with a lot of the surviving Republic and Dark Age characters over the next few novels
- Blood will Rise by Tom Leveen
 - A follow-up to Blood will Tell by Jason Schmetzer
 - Tom's first full-length novel
 - Out in April
 - Deals with the Capellan attempts to breach the Fortress Wall, and Danais and Daoshen's evolving relationship.
- The Long Road by Jason Hansa
 - About Tara Campbell post-ilClan
 - Out maybe for Gencon
 - Jason pitched this to Ray last year and got it ready for publication in record time
- Other works brought up
 - The founding of the Clans Trilogy, as a jumping on point for people who came in with MW5 Clans
 - In The Shadow of the Dragon
 - About Yori Kurita solidifying her grasp on the Draconis Combine
 - Went through a lot of revision to encompass more detail around the Combine in the late Dark Age
 - Starts with a murder mystery, ends with a mech battle
- Michael has three more BattleTech projects on the go
 - A Treachery of Ravens, about the Snow Ravens is the only one mentioned
- They're in the process of bringing back the BattleCorps anthologies back, new cover art, revised, proofed interiors
 - The Corps is out now
 - Some of the short novels will be brought back too
- Den of Wolves is progressing. John said three quarters done and he's cracking the whip whenever he can
- Wars of Reaving Trilogy
 - Craig and Jason are making good progress on their books
 - Hoping to have them out next year
- Bryan has turned in a series of 4 novellas in the 30-40,000 word range covering the Ghost Bear civil war.
- Mike Stackpole and Bryan are hard at work on the graphic novels, the writing is almost done and it'll be turned over to editorial soon.

BattleTech Aces

<https://www.youtube.com/live/n8fCnbSKirs?si=AJH6JoWQiPh7WnFw&t=11151>

Panel: Michael Ciaravella; Randall Bills; Josh Derrickson, Aces Developer; Tommy Grofton, Lynnvander studios

- CGL have had a relationship with Lynnvander for some time, they've worked on games together. When Covid happened Randall and Bryn said they had a lot of time on their hands, so what can they do? Randall decided to become a miniatures games expert. One of the many games he played was Star Trek Alliance, a Lynnvander production. Randall and Bryn had a spreadsheet tracking elements of the games they played and Alliance had one of the best AI systems they'd seen. Randall and Bryn were thinking about how they could do something like this for Alpha Strike as they were working on the box set at the time. They pitched the idea to Tommy, and the initial idea was a deck of cards and a booklet. And then the project spiraled.
- Tommy talked about how they'd been pitching a lot of games unsuccessfully to Wizkids, and eventually they bit on Tommy's offhand idea of making Attack Wing co-op. The game was barely being supported and Alliance ended up being a major revitalisation for Attack Wing.
- They are working on a BattleTech Aces version, but Alpha Strike was easier to do and was a better place to start.
- Aces is built around 200-400 point games, a couple of lances on the table. But there's potential to build it out.
- When they decided the product shouldn't just be a deck of cards they fixed on adding a narrative focus as BattleTech is such a narrative game and universe. The campaign has a sort of choose your own adventure vibe
- Randall noted that Lynnvander did a lot of work to delve into the universe so there was very little feedback CGL had on the detail front.
- Randall taught Josh BattleTech two years ago, he's since read like 40 of the novels, many of the sourcebooks and TROs, and he says he knows BattleTech as well as Star Wars, which he's been into since he was 14
- CGL believe so strongly in Aces that they are committed to four box sets, each one linked to one of the IlClan-era sourcebooks
- The first box is called Scouring Sands, set in Tamar Rising, followed by one for Empire Alone, Dominions Divided, and IlKhan's Eyes Only
 - Cover by Marco Mazzoni. New cover style, does a full wraparound onto the sides of the lid. Each box is themed to a biome
 - New terrain
 - Randall talked about the cardboard terrain in the Alpha Strike box, he didn't get to see the buildings until a production set after championing them during production. He knew they had to add them to the Aces boxes as well.
 - hills. They're functionally the same as buildings in terms of how they're put together, but they help to break up the terrain. Josh was inspired by the depictions of Hall's terrain in Embers of War. The larger hills are strong enough to hold 4 metal mech minis. They're

stackable and designed to easily be put beside each other to make bigger ones

- 2-sided river and canyon pieces, they have jigsaw connections on the ends. 6 pieces in the box with endcaps, it'll run about 4 feet long in total, pieces allow for bends in the rivers
- A trussed bridge
- MSRP is \$79.99
- New reference card to make it easy to do combined arms
- Campaign book, at its core it's a variation on Chaos Campaign
 - Book may be spiral bound, the prototype they showed is but it might not make it to production
 - The campaign is set on Apolakkia, on the border between the Alyina Mercantile League and Jiyi's Falcons
 - Each scenario has a 2-page spread, has some fiction by Russel Zimmerman and preface on one side, map and force on the other
 - Lots of tokens that trigger cutscenes as you play, there's waypoint that trigger blurbs, many with gameplay effects in the back
 - Edge point tokens with triggerable edge ability cards. Because Aces is meant to be co-op, players will have a small number of units and you're less likely to have one or two highly elite pilots supported by a larger number of less skilled ones. To make the character pilots into heroes they'll have one or more edge abilities.
 - Cardboard tokens for infantry, armour and emplacements, plus Battlefield support cards even though there's no other BattleTech content in the box
 - Alpha Strike cards for a lot of units that have yet to have colour cards, such as Elementals and emplacements
 - Aces decks, many changes since the open beta.
 - There are now two card types, commanders and units
 - The unit cards have three stances: balanced, aggressive or cautious.
 - The commander cards will alter these behavioral stances, giving the units personalities
 - There are now specialist roles, such as a Skirmisher (JMPS) that will more aggressively exploit the ability
 - Wheeled and hover vehicles have special deck, VTOLs will have a special deck too in a later product
 - Randall talked about how a lot of people on his world tour told him their friends, family, partners and so on have gotten into BattleTech via Aces, because it's co-op, which is a lot more popular these days. He hopes this will spark more co-op modes for minis games
 - Minis
 - Similar to Alpha Strike, there are two brand-new minis in the set

- Thunderbolt IIc
 - 2 Fulcrum hovertanks
- Locust IIc 4
- Baboon 6
- Thor H
- Marauder IIc 6
- Rifleman C 2. The Project Phoenix-style fins will be an optional piece
- Kraken 3

Aces Actual Play

<https://www.youtube.com/live/n8fCnbSKirs?si=D7ZxvdKI4q3V7DPQ&t=15871>

Players: Tommy Grofton, Josh Derrickson, Randall Bills

- Randall was up in Canada filming a MechWarrior Destiny game series with Lynnvander. The team is the Mech 7.
 - Randall pilots a Banshee
 - Tex an Awesome
 - Tommy a Highlander
 - Big Red a Wolverine
 - Paul from Focht's network in a Spector
 - New players Maryam and Sage piloting an Ostroc and Scorpion
- They played mission 00, which is going to be in each box set, and each version is slightly different. It's meant to have you playing a minor variation of the second training game in the Alpha Strike box set. But they're using the Scouring Sands minis for the enemy and playing with the Mech 7
- After table setup they shuffled the waypoint tokens and placed them face down on the table.
- Objectives:
 - cripple three enemies
 - Destroy up to 4 supply caches
 - Lose no more than 4 units
 - Game ends after 7 turns or when one force is wiped out
- Both sides were under forced withdrawal, there's an aces card to cover the AI behaviour
- When a player unit is in 6" and LOS of one of the waypoints, reveal the token, 4 of them are cache buildings with CF 4, and some have story elements that are revealed when the tokens are flipped
- Three named character units were given a random edge ability. In the regular games players get to pick their ability when creating their force.
- One player is designated commander. If the force commander on either side is destroyed, you have -2 to initiative for the rest of the game.
- There is an initiative track, allows you to note which turn you're on and who won initiative.
- Aces defaults to front-loaded initiative
- You place the aces deck for a unit below the unit card, and just slide the unit card off to check turn order and instructions,
- The aces cards have conditions on them to determine whether they fight cautious, balanced or aggressive in a given turn. The commander card will help with target selection.
- The attack instructions are now on the back of the card, so after you move you flip the card over and put it back under the stat card after movement to indicate the user has moved and you can't see the fire instructions yet. The attack instructions also have an order of actions, which isn't always the same as the move order. After you fire you just slide the card to the bottom of the deck and you're ready for next turn.

- Aces uses multiple attack rolls by default.
- There are three default edge abilities you can use
 - Increase or decrease one weapon dice roll by one per turn
 - Reroll a motive crit on a vehicle a character is controlling
 - Reroll a critical hit against a unit a character is controlling
- The commander's deck changes at the end of the turn based on the events in the current turn, you check conditions and might swap out the commander card based on the instructions.
- Some events will trigger on turn changes as well, for example in turn 2 the players got a -2 to their initiative roll. But still won the roll.
- At the start of Turn 4 a waypoint on the turn track was triggered that gave the AI player reinforcements
- At the end of the game there's an evaluation that gives different dialogue depending on the victory conditions

Saturday

REDACTED announcement

<https://www.youtube.com/live/CObhbxXojQ?si=NpxAU-17j3nrvGAr&t=635>

Panel: Rem Alternis; Randall Bills; Ken F Levin, writer, producer, co-founder of First Comics, co-founder of First Games. Involved in bringing Road to Perdition, Wanted and Hellboy to movies, Producer on The Boys, GenV and Vought Rising, partner with Tommy Rice on The Lok; Tommy Rice, writer of The Lok novels, game designer, ex-NFL player, actor.

- New minis game called Lok: Partha Wars, based on Tommy's novels.
- As a kid, Tommy was an army brat, he travelled a lot and got into tabletop games as a kid. He and his father would do scenarios together. After his father died, he focused his emotions into writing around these scenarios, showed them to some friends who really liked them and eventually worked them into a novel.
- He's worked in the gaming industry for a long time, including at Games Workshop. He loves sitting down to play with people and painting mins.
- Tommy pitched the game to Loren and Randall at Origins and most of the work was done.
- Tommy came over to Randall's house and brought him through the game and he really enjoyed it.
- Ken talked about how Tommy was reticent to push The Lok on him, but Ken insisted that he give the elevator pitch, and then half-joked that three hours later he was still talking about it... Ken said that Tommy has passion but passion isn't enough and Tommy's story is great as well. He said it was as exciting as when Garth Ennis talked to him about the Boys
- First games is run by Ken's son John, who he describes as a gaming savant and also loved the game. He then reached out to Randall and Loren at CGL
- Ken talked about how he worked on the pilot of Amazing Screw-on Head with Chris Pynowski, they met up again a couple of years ago and they might do an animation of The Lok together.
- Ken mentioned First Comics as the publisher of Badger and they're planning a board game of Badger through First Games.
- Tommy has done some Shadowrun let's play with Rem
- Ken talked about having overheard the fans in the CGL booth being so passionate about their games.
- The novels are described as a mix between Star Wars, Lord of the Rings and Full-Metal Alchemist
- Tommy had a deal with Penguin that fell through, so he's self-publishing now. CBR put it at number 1 in a top 10 of indie books
- The setting is Science Fantasy. Tommy has a degree in biology and this has informed the science side of the setting.
- Preview art showed characters in armour, trench warfare, and spacecraft

- CGL and Tommy are working closely together to make sure the game fits to the background material. He likened it to Henry Cavill's attitude around the tie-in shows he's been on.
- Xenigogs are an orc-like race but they're not stupid like the stereotypical orcs.
- The main villain in the novels is described as Legolas meets the Joker
- There are mech suits!
- A number of renders for minis were shown.
- The game has a lot of factions and character concepts so as many people as possible can find something that appeals to them or suits them
- A number of 3D printed prototypes were shown as well
- A revised version of the first novel will be out next year, the second is finished and the third is being worked on.
- The game will be on Kickstarter in 2025

RPG Announcements

https://www.youtube.com/live/CObhbxXojQ?si=s6_ePBb5uflP0MtO&t=4272

<https://www.youtube.com/live/CObhbxXojQ?si=O3Gg9brmRFM-DWf0&t=6551>

Panel: Rem Alternis; Jason Hardy, CGL RPG Director (on video)

Note there was a lot of time lost due to sound issues,

- This is the first anniversary of the announcement of the RPG division
- Wizard Riders will probably be out 4th quarter 2025
 - Uses dice core rules
 - Post-apocalyptic dying earth setting
 - The PCs are magic-using bikers
- There's a dice core quickstart as part of the Voltron Kickstarter page
- Rem asked Jason how he's feeling about dice core with feedback from players at cons. He's really happy about it, people who he's played with think it's great, they love the quick feedback the game gives from their decisions and actions.
- Frostpunk kickstarter will happen "at some point". The main delays have been working with the owners, they had to change their release schedule for Frostpunk 2 and that knocked stuff out of sync. Currently hoping to launch early next year.
- Jason has more chances to write for Shadowrun now that he's no longer line developer.
- Discussions are ongoing about at least two more IPs
- The RPG division has a dedicated facebook page now.
- Jason loves how well dice core has worked out as a system that fits disparate settings like Voltron and Frostpunk

Shadowrun Announcements

<https://www.youtube.com/live/COhbixXojQ?si=85u47AMPRjABgmcv&t=7439>

Panel: Rem Alternis; Jason Hardy; RJ Thomas, Shadowrun Line Developer

- Recent releases
 - 35th anniversary mug. Neither Jason nor RJ have gotten one yet
 - Reprint of Shadowrun 1st edition
 - A faithful reproduction of SR1, typos and all, almost down to the paper quality
 - The biggest difference is the CGL and 35th anniversary logos replacing FASA ones
 - They didn't have a digital version of the book, they had to scan in physical books and then work to ensure it looked the same as the old book
 - Even though they scanned and OCR'd the text, they had to proof the book to ensure there were no errors generated by the OCR, but then keep the original typos.
 - They had a layout pass to ensure the words ending each line was in the right place.
 - There was talk of a reprint of 2nd edition, they're gonna take stock and decide if it's worth it next year.
 - SR2 might be easier to do, they have better digital copies, and a lot of the art is recycled from SR1 so the effort to digitise it has been done
 - Smooth Operations
 - The Face sourcebook.
 - A much more in-depth look at Faces than prior books
 - Has practical guidance and advice, ways to make Faces more integral to the team and ideas around operations to centre Faces in.
 - Gives Faces a lot more to do beyond just negotiating the contract with Mister Johnston, like talking your way out of fights, convincing people to help and so on
 - Tarnished Star
 - RJ was still technically a project developer when this book was announced but it was his first book as lead dev.
 - The book on law enforcement and crime in the 6th World
 - RJ has a background in law enforcement so it means a lot to him.
 - It talks a lot about police procedures, how to do an investigation, how law enforcement fits into the game and the world
 - Covers the different dynamics between Shadowrunners and cops, like how it can be adversarial but sometimes you'll need to team up. It's common to have a beat cop as a contact, so it gives story hooks to work off of.
 - RJ is very happy with how it handles the topic. It's been well-received so far. Was number 1 on DriveThru RPG for some time
 - Munchkin Shadowrun
 - RJ didn't know about it until after he got the line dev job, it was pretty much done by then so he was a little sad to not be able to help

- Steve Jackson Games reached out a lot to Jason during production to see if the jokes were good and fit the universe
 - RJ was at a small con recently, they got to play the game and had a lot of fun.
- Coming in 2025
 - Lethal Harvest
 - Out in January
 - The conclusion to the Dyssian Shadow War storyline
 - There will be a lot of repercussions, sets up a lot of things going forward.
 - The entire 6th World will be changed
 - RJ wasn't line developer when this book started and he's grateful that Jason let him run with the ideas
 - Deadly Arts
 - March release
 - Advanced combat book
 - New weapons and gear
 - Rules to integrate milspec technology up to and including tanks, jets and naval vessels
 - Margin Calls
 - May release
 - Updating corporate shenanigans
 - Covers the Big Ten, AAs and even As to some degree
 - There's been significant shakeups after Lethal Harvest.
 - Risks and Rewards
 - July release
 - A campaign companion to Margin Calls
 - Gets players involved in some of the plotlines
 - Deus Ex Arcana
 - Advanced magic book
 - The magic status quo has been shaken up by Lethal Harvest
 - New ways to use magic in the game setting
 - Might be revisiting material from older editions.
 - Hopefully they'll have copies at Gencon
- They're trying to get more of the Missions played at cons available for purchase. They've got a lot in the pipeline hopefully coming out in the near future.
 - Legends of the Shadows at Gencon 2024 was a tie-in to Lethal Harvest, and an event in the book is left vague because it's the events of that game. The PDF for the adventure should be out the same time as Lethal Harvest.
- Some ebooks are in the works, RJ is finalising the details, they should be out next year
 - One is about Wetworks
 - One is a Missions tie-in about Korea
- Anarchy 2nd edition
 - Co-produced with Black Books Publishing, the French Shadowrun licensee.
 - Hopefully out by Gencon
 - Rem has the playtest doc, they're going to do a liveplay later today with the World of Shadows cast.

- RJ's not a huge fan of Anarchy 1, but he's always had fun playing it. He likes the attention to detail and work done streamlining the game
- Rem described it as pretty easy and straightforward.
- The French playerbase is evenly split between Anarchy and SR6, which is not reflected in the US. The popularity and love of the game is reflected in the work Black Books are putting into it.
- Augment, the Shadowrun magazine
 - Instead of a straightforward fiction magazine, it's themed as an in-universe publication that straddles high and low-life
 - Has open submissions like Shrapnel, Jennifer Brozek is editing
 - The magazine is published in-universe by Horizon. Elisa Teague's World of Shadows character Nyx escaped from Horizon and she's writing in-character pieces for Augment that have hidden anti-Horizon messages and are subtly revealing the truth about them
- Shadowrun Takedown
 - Final proofing comments for the rulebook are in
 - Final proofing is happening for the campaign book now
 - Should be out next year, Jason is hoping it'll be at the printer very soon.

Shadowrun Fiction

<https://www.youtube.com/live/CObhbxXojQ?si=yz0TRT69hYnqip3P&t=11131>

Panel: Mike Ciaravella; John Helfers; Jason Hardy; Jennifer Brozek, author (by video); Bryan CP Steele, author

- Recent releases
 - Through the Decades
 - New stories from each decade of the setting
 - Magic Machine and Mayhem
 - The stories published for the Edgezone kickstarter, now out in general release
 - The Mosaic Run by Jennifer Brozek
 - A heist gone wrong
 - What happens when you create a home that's so secure it keeps you trapped?
 - A sequel to Auditions, which won the Scribe Award
 - The cast of the Auditions stories come together to
 - Dark Synergy by Russell Zimmerman
 - Main character is a corporate agent who learns that things aren't how they thought it was
- Knight Court by Bryan CP Steele
 - Currently in editing
 - A team is thrown together to help with the Dyssian infiltration
 - Knight Errant and the Faerie Court are involved
 - Described as raw fantasy overlaid into the Shadowrun world
 - One of the characters is Fae Court and is a fish out of water in the story
- A book featuring the World of Shadows cast by Bryan CP Steele

- Writing at the moment
- The story begins while they're waiting for someone to arrive, each chapter is an individual character's story where the end of one sparks the start of the next one.
- Bryan found that the intense filming schedule of World of Shadows helped him get the voice of the cast down. He also sent each player a questionnaire, and then the individual stories when they were done to get feedback.
- Stolen thoughts by Jason Hardy
 - A novella Jason wrote after seeing a piece of tech that you could put in someone's brain that could read their thoughts
 - He extrapolated it to the 6th world and having someone someone hack into a brain to read their thoughts
 - It ended at "what if a guy hacked into his ex-girlfriend's thoughts, that would be creepy and bad", and he is indeed creepy and bad
 - The main character is basically
- Bad Faith by Jason Hardy
 - A full novel
 - The main character is a former Shadowrunner who works for a high-powered law firm which is infamous in the Shadowrun universe
 - The protagonist has to make choices around his life as a result of learning more about the firm and their clients.
- Emrik by Jennifer Brozek
 - Not out til 2026
- Augment
 - First issue is dated "Spring 2083", releasing February 2025
 - Bryan and Mike Stackpole are writing VIP lifestyle and Ask a Runner columns respectively. The Runner in Stackpole's column is a mystery figure, could be Harlequin, could be Wolf or Raven...
 - Running Dark, a series of story hooks
 - Classified ads
 - Brendan O'Brien is writing stuff set in the Caribbean
 - Jennifer is writing a lot of the editorial comments
 - There are plotlines happening amongst the staff that will develop over the years
 - Augment will be mentioned in mainline books too
 - 4 issues to begin, it will continue if sales are good.
 - Open call for writing 2-3,000 word Dear Abby style confessionals about life in the shadows.
 - Kat Hardy is the art director for the magazine. Aaron Dykstra is the lead fact checker
 - There will be NERPS ads
- The Dyssian storyline is ramping up in fiction even as it's winding down in sourcebooks
 - Bad Faith ties into the arc
- Marie Billados has a 4-part novella series about a rock band/Shadowrunner team. Top Drek, the first one is out. A compilation will be released when they're all out

- RJ and Jason want to ensure that Shadowrun is still the punk in cyberpunk. It's not just nihilism, but the characters are working in a very DIY way to make the world a better place.
- More than anything, Bryan wants to create characters you can see in your head, not just on the page. That's what makes characters you latch onto. He'd love to see some recurring bad guys too. To create characters where if the GM drops that name, the players around the table gasp.
- John would love to see more collaboration, both between fiction authors and between fiction and sourcebooks. RJ has a novel pitch in too.
- Jennifer is excited about all the stuff in the background that she's editing and upcoming collaborations. She's working on intertwining stories, so the hero in one might be the villain in the next and then a sidekick.

REDACTED Liveplay

It's Anarchy 2.0!

<https://www.youtube.com/live/CObhbxXojQ?si=2wThR5nJDFFGqne&t=15145>

Cast: Rem Alternis, GM; Bryan CP Steele, Hollywood; Alisa Teague, Nyx; Tommy Grofton, Kronostatik; Devin Wilson, L33roy

- Though this game was played after World of Shadows series 2, that hasn't come out yet so it's set before it
- Advantage and Disadvantage - if you have advantage 4+ is success, disadvantage only 6s are success (not sure if this is Anarchy or Anarchy 2)
- Risk dice, a new mechanic. In some cases a number of dice can be designated as risky if you can justify it to the GM. Every hit on these dice you get is 2 successes, but every 1 you roll is a glitch, the more 1s the worse it gets. You can offset glitches with Shadowamps, basically your character's special gear or abilities that narratively fit the situation
- Glitches only seem to happen if you use risk dice, unlike regular Shadowrun
- Alisa talks about how cracking for a technomancer is now Stealth+Electronics, presumably a similar combination for Deckers
- Edge
 - Allows rerolls
 - To gain advantage
- They talked about the legwork, which didn't come up in the game. In Anarchy 2, you roleplay your legwork, roll dice, and your successes become an edge pool for the team.
- Rem suggested switching to Anarchy for World of Shadows series 3, and the players liked the idea.
- It seems easy to take material from SR6 and convert it into the Shadowamp and Keyword mechanics in Anarchy 2.
- A bunch of the con one-shot games will be up on YouTube at some point soon-ish

Sunday

Board Game Division Announcements

<https://www.youtube.com/live/el4st5S1k-M?si=-lwOp0h9YcTzaU8X&t=803>

Panel: Michael Ciaravella; Loren Coleman, Catalyst owner and CEO; Mike Richie, CGL Boardgames Division director.

- Flippin Ninjas, described as Stratego meets Chess. Based around hidden movement, revealing to challenge and then try and capture enemy pieces.
 - Hoping for March retail release
- Current releases
 - Mike hoped to show off Parachute Panda, a popular game from this year but it had completely sold out at the con and is indeed sold out at the warehouse as well. Reprint is on the way
 - Fandoodle and the Dragon's Eye, a push your luck dice game that's been out for a while
 - Very quick to play but very immersive. Mike knows some people who've incorporated it into their Pathfinder games as something they play in-character in taverns
 - Overlords in training
 - Designed by Randall and his son Kenyon.
 - Art and setting is all by Kenyon, a macabre stick-figure setting he calls Doodle realms
 - The players are minions of Boss Mike, vying for power and trying to take him down.
- Upcoming releases
 - Parkour Panda, a followup to Parachute Panda
 - Southbound Sloth, another Parachute Panda followup, has sloths trying to cross a highway without being hit by traffic. (Think Frogger with sloths)
 - Voltron board game, part of the RPG kickstarter.
 - Fully co-op Dungeon crawl-style
 - The players are the netflix cast, working to power-up
 - Eventually one of five ro-beasts will appear, at which point the players will have to form Voltron together to defeat the beast
 - Kung-Fu Panda: Street food showdown (working title)
 - Partial set collection, partial elbow in the face game
 - Runefire was mentioned
 - Shadowrun Crossfire is being reprinted
 - They're looking at other IPs to use with the Crossfire engine
 - Tavern Tactics, another Paizo collaboration. Mike described it as a silly "someone vs someone" one-off game, like your Pathfinder PCs are sitting around arguing about who'd win in a fight. The idea is any antagonist deck can fight any antagonist deck in the game series
 - Shadowrun Takedown. Described as 90% at print, out late spring.

- Element reprint with art by Echo Chernik
- Po's Dumpling Dash. A hungry hungry hippos like game with a Kung-Fu Panda skin. Their first venture into toy-style games
- They're looking at a number of abstract and party games
- Duke reprint is on the way
 - They thought Centurion sold out over the weekend but they found another box
 - Another game using the system is on the way
- BattleTech's renaissance has enabled CGL to expand and explore publishing new and different games. Similarly Shadowrun carried CGL while BattleTech was waning.
- When asked about how big the boardgames division could get, Loren said that even though they've been making boardgames for about 15 years, they're still not known as a boardgame company. YET.
- Is there any boardgame concept they've yet to work on and they want to? Mike said that game design feels a lot like music for him, people who make music always have more to do and the same way he'll die with board game concepts unmade. Loren mentioned 4X games, other minis game styles they've yet to work on, one is in active development.

Runefire Discussion with Paizo

<https://www.youtube.com/live/el4st5S1k-M?si=7sntm2s4wuy4gyUC&t=4409>

Panel: Randall Bills; Loren Coleman; Alex Speidel, Paizo Organised Play Coordinator; Rue, Marketing and Media specialist at Paizo

- They went through the game components, some of which are near completion, others were reuse of Dragonfire parts, others were just printed pieces in sleeves.
 - Components are similar to Crossfire/Dragonfire.
 - Character cards with abilities, space for upgrade stickers, damage track.
 - Market deck, full of equipment cards to do into your deck
 - The Omen deck, the bad stuff happens cards
 - Encounter cards
 - Counters
- Randall and Loren talked a fair bit about how Dragonfire especially allowed for roleplaying within the framework of the card game, like you'd make suboptimal decisions if it felt right for your character
 - Loren said that they felt you could go more into that side of things, especially with campaign play and they hope to get there with Runefire
- Randall and Loren repeatedly extolled the virtue of working with Paizo, how great they were and how much leeway CGL were given. Alex mentioned how they love having partners who are enthusiastic about their games.

- Randall put in a proposal about where to set the events of the game in the Pathfinder universe, and he put it way off in the boonies. Paizo came back saying “why not put it somewhere more prominent?”, so he did, and they suggested making it even more prominent again.
- Randall’s gotten into Pathfinder in a big way as a result and has started running a game
- They’ve added Hero Points as a mechanism to Runefire to add to the Pathfinder feel of the game. Randall had some metal Norse Foundry tokens to use for the live play. Spend to discard a card and draw a new one, or to heal from 0 to 1 life.
- They pitched the difficulty to come in around Dragonfire, saying Crossfire is harder in their estimation
- The characters start with little tokens on an adventure environment card. This is a visual aid as players might get separated out or moved around during the game.
- Each turn you cycle a card from the equipment deck regardless of whether you buy something or not
- There are tailored encounter decks for different environments
- 4 starting stats: gold, hit points, starting cards, starting deck. Race and class combinations affect the deck while they don’t in Crossfire.
- There are 16 players in the base game so there’s been a lot of discussion about what races and gender combinations to have. Promo cards and hero packs will allow for more diversity
- Basic classes are Fighter, Rogue, Cleric, Wizard. First player expansion will have Ranger, Bard and Witch
- Features are the sticker upgrades. The background ability tended to go away fast in Dragonfire so it’s a separate thing from the other upgrades here.
- Some omen cards are tagged to different locations, especially for campaign play.
 - As many as 5 Omen cards in a deck will have choices for players to make
- Damage types are called divine, magic, arcane and deception
- Skill checks - reveal the top card of your deck, if it matches your class colour, you pass. This encourages players to buy fewer off-colour cards

Runefire Live Play

<https://www.youtube.com/live/el4st5S1k-M?si=ManW2Rz4H-vmANbr&t=7898>

With Randall Bills, Loren Coleman, Alex Speidel, Rue, Bryn Bills and Michael Ciaravella

- Like in Dragonfire, counter enemies exist, these must be destroyed before cards can be damaged. They generally take one damage of a specific colour to kill
- Locations are Obstacle cards, where players are moved into this space and other players can’t play assists. The player/players in the location have a damage track they need to destroy and the players on the outside have a separate track they need to destroy. Other players can move into the location, and obstacles they’re fighting go with them. So long as at least one player is in the location the other players can move out