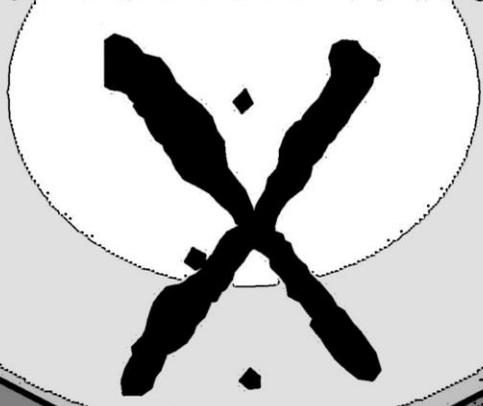


FUMBLE 33

NEWSZINE FEBRUARY 2020

DEPARTMENT



INFECTED!

BRETHREN!

7 2 0 0

DEMONS!

CULTS!

1

**2
ABC**

**3
DEF**

**4
GHI**

**5
JKL**

**6
MNO**

TEMPLARS!

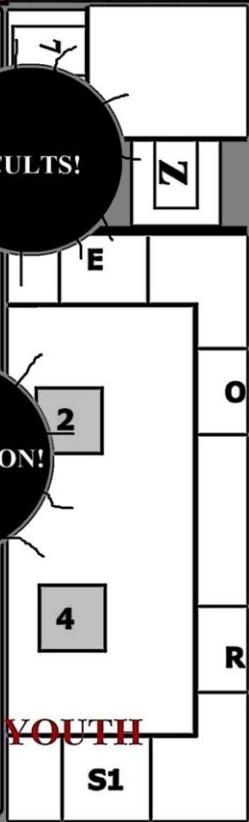
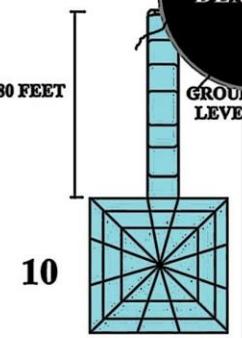
FOUNDATION!

**7
PQRS**

**8
TUV**

**9
WXYZ**

IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH



FLOOR ZERO



DX00 INITIATES – DEPARTMENT X

Department X the Role Playing Game (RPG) debuted at WarpCon XXX with the story DX00 Initiates. By all accounts the launch went quite well, though it proved necessary to include only four of the seven Professions for the Players present at the game. A second phase of the story will be run, and may in all likelihood have been completed prior to the release of this issue. The debut game unveiled the Professions: Analyst, Recon Scout, Specialist (Paramedic) and Theologist. As DX00 is a commercial product for Bad Dog Publishing (BDP) no further details of the story module can be provided here. There were a few unexpected *turns of events* on behalf of the Players, but the game largely went to form with the first four Characters succeeding in completing the story alive.

Department X RPG's DX00 Initiates will be released later this year along with DXJ01: The Investigator's Tome and DXJ02: The Director's Tome.

KNIGHTSHADE RPG

Campaign II: The Augur Stone

Wednesday, 09th October, 2019

KS07 Beyond the Night Part VII

Endings are just a stepping stone to new

beginnings. Leaving the Underway was not without its difficulties and could very well have cost the lives of those who had endured much. Sacrifices had to be made but the result of those costs might yet take a very long time to realise. Some would become apparent all too soon.

Outside the Underway, the weary companions encountered Water Voles worrying the remaining horses. Saving them proved no great difficulty. The journey south towards home beckoned and this was accomplished with the use of Shadow magic by Verbose and Alatoff. Cravenfall was under duress, occupied by a small contingent of Callibanese led by Sergeant Tobias Gallion. The others in his complement proved to be Inquisitor Initiates, tasked with holding Cravenfall until it could be occupied by a more formidable force. The companions had little difficulty in overwhelming this small occupying force, incarcerating any of those enemy who survived this rather one-sided conflict in the Tower cells, though one of the enemy chose to take his own life rather than be captured. Still, the real encounter occurred when Ricardo faced off against his wife, Rebecca, who was with child – a child that was not conceived naturally, and one who would in time prove to be like no other. She wanted to know what Ricardo had done to get her into this predicament...

Wednesday, 16th October, 2019

KS07 Beyond the Night Part VIII

The second piece of the Augur Stone beckoned but the more pressing matter was recovering Boris and Hamm, two of the young boys who had been taken from Cravenfall by the Callibanese forces, which headed south towards Grail took precedence. Suffice to say, the heroes pursued the Callibanese and rescued the boys, along with a young girl named Janette. The children returned to Cravenfall while the heroes continued on their journey into the heart of Grail.

Wednesday, 11th December, 2019
KS07A Cravenfall Demesne Part I &
Wednesday, 18th December, 2019
Cravenfall Demesne Part II

Another attack on Cravenfall was always inevitable. Given the last fleeting attempt to occupy the town, this waystop could not be ignored. The town had grown, and with the addition of fortifications, this way-stop habitat was poised to become a position of strategic importance to Calliban over time, especially as a resupply point for its efforts in the war against Grail. The heroes of Cravenfall had left several days before, following the next piece of the Augur Stone. Only a few capable Swordarms and trained Watch remained to protect the town. The only question was – would they be enough?

The nature of the attack on the town on this occasion proved to be a surprise given the propensity of the aggressor's pre-tentions towards a devotion to a divine cause and their condemnation of magic as heresy. Denying that which compelled their crusade against the other countries was the greatest perpetration of mass-delusion on their own population. Knowing the truth of the matter would not help Cravenfall. The Callibanese forces became a backdrop to a more sinister threat – thousands of walking dead urged on by knowledge of arcane lore that was carefully cloaked in a shroud of blind devotion. Hordes of Plague Zombies were directed against the defences of Cravenfall, but they were curiously held in situ by Callibanese Priests hidden within their ranks.

Petitions for the town to surrender were met with outright refusal and defiance by Mayor Pharan Caltaeran and Rebecca Reis-Montebane.

The siege of Cravenfall continued for several days, and it did not end without tragedy. Rebecca Reis led a scouting party outside the town to gauge the strength of

the enemy that remained largely concealed within the forests surrounding the fringes of the town. She also sought to use the Ring of Communication to call for help, which would not work within Cravenfall. Due to misfortune or the cruel hand of fate, she was captured by the Callibanese, tortured and exhibited before the gates of the town as a prize of war. Her lips had been sewn shut to keep the Scout from uttering the same protests of defiance she had shouted from behind the town walls before her capture. Pharan shot an arrow and pierced her heart to save her from humiliation and further torment at the hands of her captors. She died but the Callibanese made sure of her demise by pouring arcane oil over the Scout's remains and setting her alight.

Later, Boris went out over the wall to retrieve the ring of communication from Rebecca's hand. He ran into the forest and used the ring to call for help. Alas as he tried to return to Cravenfall he was killed by the Callibanese, but not before he flung the ring over the wall. Help was coming, but would it arrive in time? Had Boris died saving Cravenfall?

Verbose Prenderghast had ventured to Taer to solicit help before the siege started and the Taeran Guard came in response to that call. On his return to the town, his Shadow Carpet dissipated abruptly under the effect of a 'Null Ritual' centred around Janette, causing him to collide with Hudron's Perch, sorely wounding him, and rendering him unconscious. Janette was able to identify the one controlling the dead – a Priest who carried a book on his back imbued with arcane lore. If he was not destroyed, she too would die. Pharan and others in the town led an attack on the Callibanese forces, and located the focus of the magic holding the dead in check. They succeeded in destroying the focus, and with the Taeran Guard attacking from the north, won the day. Cravenfall is free, for now...

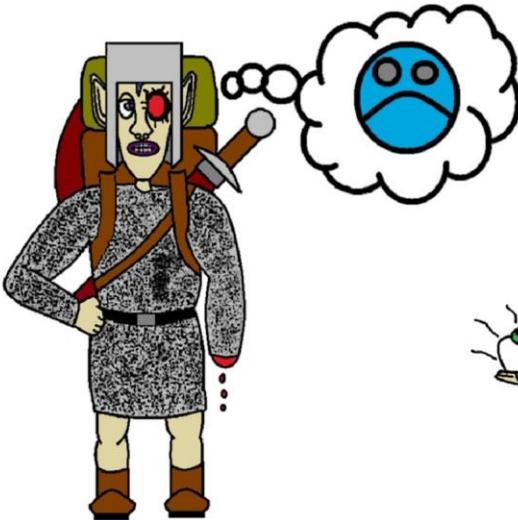


Illustrated



SIGH... WHY
DID I ATTACK
LOREN?

IT'S THE ONLY
WAY! DO YOU
WANT YOUR EYE
BACK OR NOT?



ALATOFF... WHAT,
WHAT ARE YOU
DOING...?

AAAAAAAGGHH!

WHAT DO YOU
MEAN, YOU
DID ME A
FAVOUR???

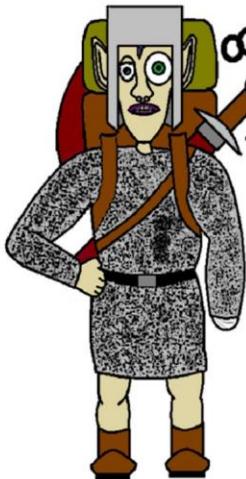




WHY IS IT ALWAYS ME WHO GETS HURT?



JUST UNLUCKY I GUESS.



BUT... BUT YOU NEVER SEEM TO GET A SCRATCH!



WHAT CAN I SAY, I'M NATURALLY BLESSED. MAYBE YOU SHOULD THINK ABOUT CHANGING FAITHS.

YOU POOR THING. WHY DO YOU HANG AROUND WITH THAT HORRID MAN?



WHAT... WHO SAID THAT?

DON'T WORRY SWEETIE, EYE'M GOING TO MAKE IT ALL BETTER.



OH CRIPES!

THE EYES HAVE IT * STORY & ART BY WAS

SHORT TALES

HUNTED PART III WILLIAM ANTHONY SHEA

The snow proved to be a hindrance only to Sir Talas. The aging knight's endurance was waning faster than his resolve. The furious movements of battle helped against the cold but they could not completely stave off the penetrating freeze that seemed to reach deep into his extremities and manifest as pain in his joints. The discomfort was worse in the tips of his fingers and toes. The furs that had covered his armour could not be used to hold back the chill lest they prove a greater burden against his efforts to counter an enemy who did not seem to suffer the same shortcomings. Sir Talas let out a telling sigh of resignation. The knight did not have time to think about the things that might see him undone. They would not serve him in the here and now. The enemy was upon him and the day was fading faster than hope.

Sir Talas braced himself against the onslaught. He had cleaved through the nearest hound but the weight of the creature fell towards him and pinned his arm beneath its heavy corpse as it expended any inclination towards a vital spark in the momentum of its ferocious efforts to consume him. The moments were slipping away. Trying to free himself was taking far too long. When

the aging knight had managed to move the dead hound he found that his sword arm and weapon had become encased in snow and ice. The rapidity with which this misfortune occurred told him that it would not be long before his heart arrested in the dropping temperature if he could not find a way to be quit of this place. He needed shelter or he would die out here but that was not foremost on his mind. Perhaps his fate had already been decided. Pegrina was all that mattered. She was the reason he had defied High Castellan Darius Archon.

Sir Talas struggled against the hold of the ice but could not pull his arm free. Another of the *fell* creatures was closing fast, the monstrously eager gait of the hound spurred on by its prey's predicament and the lingering odour of blood in the air. *Frenzied*. He was trapped. The icy chill was unbearable at first but soon it numbed all feeling against the pain. This was not a good sign. Then all at once the cold seemed to waver, a momentary unexpected change that defied reason – *a simple vain fleeting hope amidst hopelessness*.

Sir Talas pushed awkwardly at the side of the hound to uncover his trapped arm, gaining a foothold as he pressed against the weight that was still bearing down on him. The creature began to slide away on the snow but it gave the aging knight the purchase he needed. With tremendous effort Sir Talas brought the blade of his sword upward as the gnashing teeth of the second beast drew dangerously close.

'Thyrr help me,' he whispered, calling on his god to give him the strength to raise his weapon above the awful debilitation of the cold. It was

easing but the terrible chill only released his arm from the ice with spiteful reluctance. A sphere of blue light flashed about the aging knight. He could not determine the source even if he had time to ponder upon its appearance. All at once the cold dissipated around his arm and the sword swung upward with all the fury of a man unleashing every ounce of desperation. The blade sliced through the torso of the approaching hound, cleaving the beast in two with remarkable precision, almost as if the sword had found a will of its own or the old knight had remembered some exuberant skill from his forgotten youth. Sir Talas regained his feet and swung the sword again in an arc that made a whooshing sound due to the rapidity of the strike, severing the head of the fiendish hound with equal precision. And yet, he had no time to draw breath. The others were closing fast. The chilling cold had retreated. The sting in his fingertips and toes dissipated. The fatigue that dogged his aging body eased. He braced himself against the onslaught of the hounds. The relief was welcome, even if his gratitude for this godsend would be short lived. Even with his renewed vigour, he would not last long.

Just then, an arrow hit the foremost hound in the advancing pack – a shot that defied the sweeping bite of the wind, the awful cold, and the frantic speed of the beast. The creature came to a dead stop at Sir Talas's feet, sliding across the snow due to its momentum in closing the distance on the ailing knight. The hound came to rest beside its fallen brood. As it ground to a halt, Sir Talas noticed the missile was a bolt from a

crossbow – not an arrow. It had pierced the hound through the back of the skull and out through its right eye, now awash with the creature's dark blood. The remaining hounds halted in their advance, sensing some new danger. So too did their dark master on the periphery of the mountains. Sir Talas regarded this shadowy figure with disdain, the snarl of a bitter retort lost in the distance between them. The dark master of these hellish hounds retreated, sensing he would not now fare well against an enemy who had withstood three of the pack. It was only then that Sir Talas saw those who had come to his aid – seven riders bearing down on the hounds and their withdrawing macabre master. They wore the garb of the Order of the Knights of the Dove. Sir Talas let out another long sigh, accepting this twist of fate because he had no choice. They had found him.

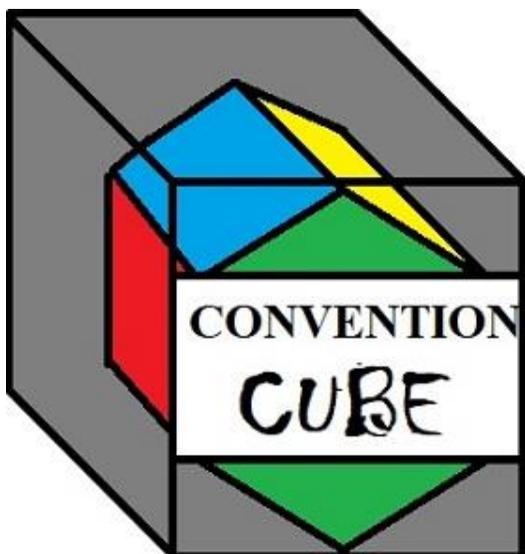
Pegrina had reached the mountains and in spite of the welcome reprieve from the debilitating cold, Sir Talas was spent. Only his unwillingness to concede to that fact had kept him fighting on beyond all hope as it now tempered his resolve against accepting the limitations imposed by his age. If these knights had come in answer to Sir Talas's whispered prayer to Thyrr, his god had a strange sense of humour. Sir Talas had been saved from the hounds but those he sought to elude had overtaken his position – Knights of the Dove, but not just any knights. They had been his initiates, the last in a long line of young men who had served as Squires to the aging Castellan when he had been master of the Tower of Haven on the periphery of the country of

Falhurst. They had been some of his finest acolytes – Sir Wentworth Smyde, Sir Malachy Plain, Sir Byron D’Guerre, Sir Lorien Faust, Sir Sonan Hazlehurst, Sir Maximillian McLough, and Sir Madric Reichman. They had been little more than boys then. They were men now – knights tempered by hardship and experience. Sir Talas watched as his protégés cut a swathe through the remaining hounds. Their dark master retreated and left his pack to the absent mercies of the approaching knights, seeking the safety of the mountains and higher ground on which to elude capture or death. Sir Talas let out a muffled retort that was lost on the rising gale sweeping across these snowy plains, thankful that he was spared the severe bite of the cold by the waning magical emanations that still protected him from lasting harm. He offered a prayer of thanks to Thyrr for delivering him from certain death. If there was any reluctance to this supplication, it did not tell in the steady devotion of his words.

The aging knight, who had once been Castellan of the Tower of Haven, leaned heavily on his blood-stained greatsword, the shining metal dulled by its necessary employment. Sir Talas had been saved. So too had Pegrina, but if they had come to take him back to face High Castellan Darius Archon, it had all been for nought.

NEXT ISSUE:
THE MORALITY CODE:
INVASIVE
WILLIAM ANTHONY SHEA





KENNELCON 2020 (A.K.A. The Kennel Party)

Regrettably, KennelCon 2020 has been **CANCELLED**. KOMY will host a minor, low-key event to address the Knight of the Year & Fumble Awards.

PLEASE TAKE NOTE: Any events and activities noted for KOMY are only suggestions but, if selected, they require 'participation', and it means just that! If you want to go it alone or stay behind during any planned activities (including meals) please do so. Social protocol states that **ALL BILLS WILL BE SHARED EQUALLY, WITHOUT EXCEPTION.**

Meals include drinks. Some activities may also include drinks. If you are participating, then all bills will be settled equally. If you decide that you are not willing to abide by this rule – do not attend the activities or events!

There will be many opportunities to step in and out of group events throughout the gaming year.

WARPCON XXX – POST MOTEM

WarpCon XXX was largely a success for the Knights of Misspent Youth with the debut of *Department X RPG DX00: Initiates* on Saturday, 25th January and a reasonably good turnout overall given the circumstances of KOMY membership at this time. Yes, the Quiz was a non-starter due to late arrivals and the game in question only had four core Players, but the event was predictably enjoyable.

And now we turn our attention fully towards NEXTCON & UK Games Expo 2020. The details below are provided as a guideline. There are no events that must be attended. Saying that, we will be taking a trip out to UK Games Expo on Saturday, 30th May, and celebrating the milestone 'Birthdays' of the Irish Twins later that evening. Please be mindful of the note provided on events and do let the Seneschal know if you wish to be excluded!

NEXTCON 2020

*****CELEBRATING*****

RANDO'S & TIED-ON'S 50th BIRTHDAYS
& attending UK GAMES EXPO

28th May – 02nd June 2020
Birmingham, UK.

FOR THE CORK CONTINGENT:
Try to be at Cork Airport by 05:00!

Thursday, 28th May
Depart Cork @06:40
Arrive in Birmingham @08:25

Train to City Centre and breakfast in Wetherspoons The Briar Rose.

Drop bags at Premier Inn Bridge Street

& refreshments in Wetherspoons The Figure of Eight & other pubs on Broad Street and Canal area.

Book into Hotel @14:00 & onward!!!
Dinner in Wetherspoons The Figure of Eight @19:00-19:30 – CURRY CLUB!

Back on the 'Refreshments' trail!

Friday, 29th May

Up and at 'em @08:30
Walk, Run or Crawl with Liam.
Breakfast @09:30 in Wetherspoons The Figure of Eight.

Comic Book Store & Refreshments in The Brew Dog...

<https://www.brewdog.com/uk/bars/uk/brewdog-birmingham-/>

@19:30: Dinner in Brew Dog or alternative, followed by music and drinks.

Saturday, 30th May

Up and at 'em @08:30
Walk, Run or Crawl with Liam.

Breakfast @09:30 in Wetherspoons The Figure of Eight.

@10:30: Train to Birmingham NEC & UK Games Expo 2020.

Games, Games, Games throughout the day and a chance to pick up that special themed T-Shirt you have always been looking for (or to replace).

@18:30-19:00: Train to Birmingham City Centre.

**EVENT starting between 19:30-20:00
THE IRISH TWINS 50TH BIRTHDAY
DINNER!**

Venue TBA, followed by music and

drinks... & Goodbye to Gully!

Sunday, 31st May

Up and at 'em @08:30
Walk, Run or Crawl with Liam.
Breakfast @09:30 in Wetherspoons The Figure of Eight.

Early excursion to Cinema – Black Widow or other appropriate movie.

Goodbye to the Irish Twins!

A tour of Birmingham (and some refreshments)

@19:30: Dinner in a suitable Chinese/Asian Restaurant followed by music and drinks – Juke Box preferred.

Monday, 01st June

Up and at 'em @08:30
Walk, Run or Crawl with Liam.
Breakfast @09:30 in Wetherspoons The Figure of Eight.

A special day of gaming – Event to be announced.

@19:30: Dinner in a suitable Indian followed by music and drinks.

Tuesday, 02nd June

Up and at 'em @08:30
Walk, Run or Crawl with Liam.
Breakfast @09:30 in Wetherspoons The Figure of Eight.

Cocktails & Cards (lot and lots of cards)...

Goodbye to those who are leaving early!

@15:30: Lunch/Dinner – Venue to be advised, followed by train to airport.

NOTE: If attendees have any special

events that might be of interest to the group, please do let the Seneschal know. Every effort will be made to incorporate same into the event.

Potential Activity:

Haunted Birmingham City Exploration Game & Tour

Go on a quest around Birmingham by following clues and solving puzzles that will unlock haunted stories about St. Philip's Cathedral, New Street, Baskerville House and more. Start the quest whenever you want and explore on your own, without a guide.

- Discover the most haunted places in Birmingham
- Find out the horror stories of the people who used to live in Birmingham
- Solve clues on your phone while you visit the haunted Birmingham
- Try a new type of experience, the perfect mix between a tour, outdoor escape game, and treasure hunt.

NOTE: The game requires a charged Smartphone with an internet connection and it is best played at night.

BLAST FROM THE PAST

JUST LOOK AT THE GLEE IN HIS EYES!



El Martino – Watch out for this Desperado at NEXTCON... HE WILL NOT SHARE!

'DRINKERYS' ON BENNETTS HILL

The Briar Rose and The Wellington are still here but there have been a few additions for you to try if so inclined; however, these are only guidelines as we have not visited all of the noted establishments in the past:

Food and drink:

Cosy Club: 33 Bennetts Hill, Birmingham, B2 5SN

<https://cosyclub.co.uk/>

The Lost & Found: 8 Bennetts Hill, Birmingham, B2 5RS, England

<https://the-lostandfound.co.uk/restaurant/birmingham>

The Briar Rose: 25 Bennetts Hill, Birmingham, West Midlands, B2 5RE

<https://www.jdwetherspoon.com/pubs/all-pubs/england/west-midlands/the-briar-rose-birmingham>

Food, drink, cocktails:

Dirty Martini: 7 Bennetts Hill, Birmingham B2 5ST

<https://dirtymartini.uk.com/bars/birmingham/>

Craft beer

Pint Shop: 38 Bennetts Hill, Birmingham, B2 5SN

<https://pintshop.co.uk/locations/birmingham/#birmingham>

Specialist real ales

The Wellington: 37 Bennetts Hill, Birmingham B2 5SN

<https://www.thewellingtonrealale.co.uk/contact>





TABLETOP CAFÉ MICHAEL D O'MAHONY

Tabletop, Cork opened in 2018 and is, according to www.tabletopcork.ie 'Ireland's first board game café.'

The store/café offers customers the options of in store gaming from their Games library or you can buy games in store, or online through their website.

At www.tabletopcork.ie/games-library/#mgames you will find an alphabetical overview of the games, or just ask the staff for help if you are looking to play a specific game type, 2/4 player etc.

As well as games, Tapletop provides tea, coffee, wines, craft beers, soft drinks, food, and cakes/pastries for their customers; with vegetarian, vegan and gluten free options.

The counter top and tables are kept clean. The staff are helpful and friendly. There is a nice atmosphere in the shop as people relax and experience/ play the games on offer; use your brain, solve

the mystery, save the world, have fun.

In 2019 Tabletop opened their second café, Tabletop West in Bantry, Co. Cork; with a full bar license apparently, woo hoo.

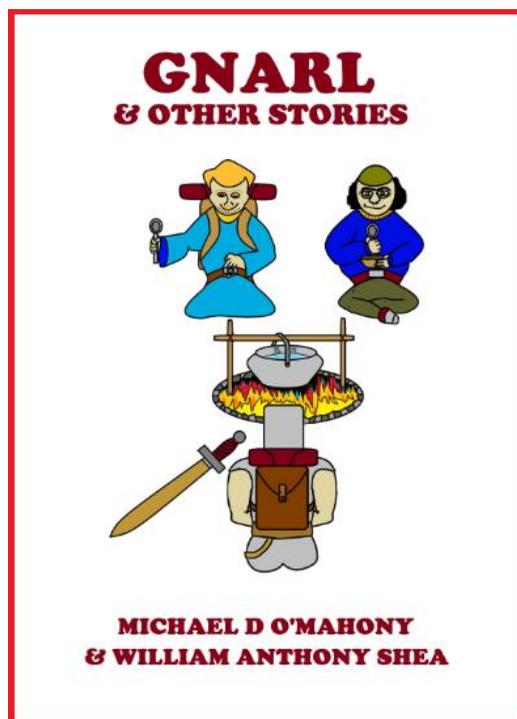
You will find opening times and contact details on the website:

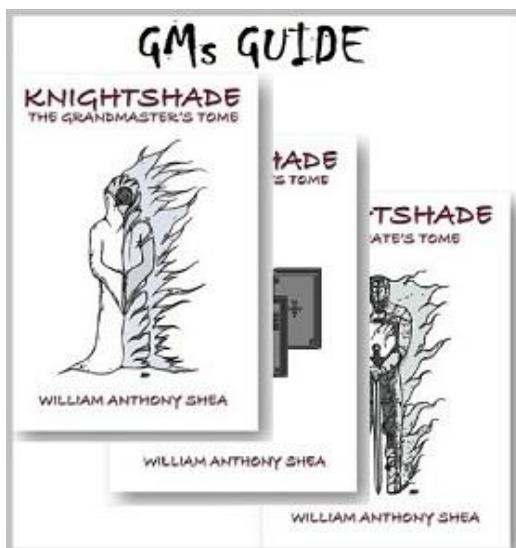
<https://www.tabletopcork.ie/> or for more information, check out their Blog @ www.tabletopcork.ie/blog/ or their Facebook page @ <https://www.facebook.com/tabletopcork/>

Tabletop Cork
9 Castle Street, Cork City, Co. Cork
T12 CF2R
Phone: +353 (21) 241 6992

Tabletop West
High St, Bantry, County Cork.
Phone: +353 (27) 53844

Any questions to info@tabletopcork.ie





HEROES & HEROICS

We are switching the focus to the Players in a game this issue, and yet, the advice is appropriate for GMs as well. There are many moments for heroics in *Knightshade the Role Playing Game (RPG)*, and to become a hero to those in real need, but a Player has to think about combining actions to make him, well... heroic. Whether you are entering a room or a fray, think like a hero and don't just charge in – do it with guile and do it with panache. Swing down from the chandelier, vault over the table, jump from that high vantage area, but most of all, make everyone think that you belong here and that you are a force to be reckoned with. In essence – role play your Character into the scene and be more than just another rushing mechanical cardboard cutout. Knightshade allows for drama and dramatics. Sure, it might not always work out, but when a moment clicks, the scene will be something to remember.

How do I inject a little flair into the scene? Well, do something more is the

simplest answer. To give it a game mechanics overview – use Talents to augment a scene. A number of actions have already been suggested and the appropriate Talents could range from Acrobatics to Jump to a combination of Hide & Sneak. Yes, you will probably attack later than normal, or skip a round or two in the setup of your approach, but it's all about the drama. Make the enemy or your audience think you have all the time in the world because such actions might just make them pause to inadvertently give you that time when perceiving something unexpected in the challenge.

What if I make a mess of it? At least you tried. Even mishaps can add colour to a scene. Do you remember the time when you tried to vault over the table and blundered right into that guard? The soldier was so surprised he nearly cut himself trying to get his sword out of its scabbard. At least it distracted the others long enough for your companions to win the day. The townsfolk appreciated the help. I still laugh at that one.

However it is achieved, think about the way your Character interacts with the world he lives in. You don't have to be dramatic in every scene, but do something more from time to time to keep the perception of who you are in the game fresh. Look at your Talents, your skill level with weapons and other items. Maybe you are an exceptional rider. Use that Talent to do something more. The GM might assign a penalty or a delay in action but it will be worth the effort if the moment leads to a memorable outcome. Not all efforts will go to plan, but the occasional injection of drama will be respected by the GM.



Welcome to Fumble's letter and information page where we give our readers an opportunity to ask questions, provide feedback and receive occasional updates on important communications.

IMPORTANT ANNOUNCEMENT KOMY 2020/21 GAME CALENDAR

The game calendar for 2020/21 will be truncated to reduce the number of playing nights available to KOMY from September 2020 onwards. The proposal is to reduce game nights by one game per Calendar month. JOES night may also be removed in the current year, and special events further reduced. If you have any concerns about this issue, please reach out to the Seneschal of the Knights of Misspent Youth. This alteration will not affect the current Game Calendar due to culminate on 24th June 2020.

NOTICE – MANAGE 2020/21

The 'Manage' for next year will only be collected during game nights. There will be no provision for intermediary weeks. As such, all members planning to travel with the main KOMY group in 2021 may need to increase their respective payments to ensure that all costs are covered for any forthcoming events. This will not affect the current 'Manage' due to culminate on 20th May, 2020.

NOTICE: KOMY CARD GAME NIGHTS

Where possible – ALL KOMY Card Game nights will be held in The Poor Relation for the Calendar year 2020/21. If you have any concerns about this transition, please feel free to contact the KOMY Seneschal.

Once again we have not received any letters for this issue. If you have concerns regarding the games calendar, Newszine, BDP publications or any other issues, please do let us know. If you would like particular material featured, you know where we are...

Please send any letters and submissions to:

<http://www.baddogpublishing.ie/index.php/contact-us/submissions/>

Alternatively you can e-mail:

submissions@baddogpublishing.ie

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Get writing those letters of appreciation, criticism or otherwise – or just send us your opinions.

FUMBLE NEWSZINE STAFF

Editor: Master Sage.

Associate Editor: Wimpy Troll.

Technical Editor: Webster Troll.



There is no end. The games will always go on, though at moments there was a doubt. A new year brings the promise of beginnings and the possibility of a fresh perspective. However, if that renewed viewpoint is not embraced and nurtured, it begins to wane and fade into the inevitable background of life's requirements to be in the here and now. We play the games to dare to dream and sometimes forget to do the same in life. This year is about being more, embracing that initial vitality and taking it further. In games, this means taking a leap into old territory, but with a whole new angle.

As of writing this declaration, the Knights of Misspent Youth (KOMY) are about to engage in a second outing of a game that has its roots in the past. *Department X the Role Playing Game (RPG)*, based on *Knightshade RPG* core rules was playtested in WarpCon XXX with the debut module '*DX00 Initiates*'. All going well, the second foray will already have happened by the time this issue of Fumble comes out.

I remember this time last year – the long lonely road to the local gaming convention should always culminate in something a little more enjoyable than the long lonely wait for everyone to turn up. I don't mean the general casually familiar conventioner one comes across from time to time, but the '*friends*' you expect to show up. Alas, that moment led to thinking the time

had come to seek new avenues of enjoyment because heading to the Con did not seem to be working out. I know all about life getting in the way – work family, & other commitments – and in most instances – rightly so. However, keeping it all together is hard and it often feels unappreciated. I too have a life. Perhaps the other stuff just doesn't matter as much as it once did. So, for a change, let's make this about living. The game may wane from time to time. Someday, it may all be but over. I have often stated that 2020 is about a clearer vision. Perhaps I will be the last Player in a game that has now run its course, but I want to believe it will go on forever. Thirty years is a long time for a Con to run. Thirty years is a long time for anything.

A year went by and little changed on that long lonely road to a convention that seems remarkably unchanged. The games too, go on.

The KOMY CHARTER is due to be revised in the coming year, with the expectation that all amendments will be finalised by July with a release to the membership for ratification in August. If you have any suggestions or additions to be included in the Charter, these need to be forwarded before the end of June.

SENESCHAL

WILLIAM OF SHEA

WEEK	DATE	GAME	GM/DM	SLOT	MANAGE
WK35	28-Aug	PRE-GAME PREP TO KNIGHTSHADE CAMPAIGN II	MS	N/A	1
WK36	04-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART I	MS	2	2
WK37	11-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART II	MS	3	3
WK38	18-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART III	MS	4	4
WK39	25-Sep	FN31: FUMBLE ISSUE THIRTY-ONE	BDP	N/A	N/A
WK39	25-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART IV	MS	5	5
WK40	02-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART V	MS	6	6
WK41	09-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VI	MS	7	7
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A	N/A
WK42	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A	N/A
WK42	16-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VII	MS	8	8
WK43	23-Oct	CARD GAME	WIMPY	9	9
WK44	30-Oct	MANAGE ONLY	N/A	N/A	10
WK45	06-Nov	NEXTCON Pre-Planning Night & CARDS	KOMY & WIMPY	10	11
WK45	09-Nov	CORK RPG CON 1	KOMY	11	N/A
WK46	12-Nov	HIPPY TROLL	BIRTHDAY	N/A	N/A
WK46	13-Nov	MUTANTS & MASTERMINDS	TIPSY	12	12
WK47	18-Nov	JULIUS TROLL	BIRTHDAY	N/A	N/A
WK47	19-Nov	SULLY TROLL	BIRTHDAY	N/A	N/A
WK47	20-Nov	MUTANTS & MASTERMINDS	TIPSY	13	13
WK48	27-Nov	MUTANTS & MASTERMINDS	TIPSY	14	14
WK49	04-Dec	MUTANTS & MASTERMINDS	TIPSY	15	15
WK50	11-Dec	KNIGHTSHADE - KS07A CRAVENFALL DEMESNE PART I	MS	16	16
WK50	13-Dec	FN32: FUMBLE ISSUE THIRTY-TWO	BDP	N/A	N/A
WK50	13-Dec	RANDO TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	TIED-ON TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	KOMY JOES CHRISTMAS NIGHT OUT	EVENT	17	N/A
WK51	18-Dec	KNIGHTSHADE - KS07A CRAVENFALL DEMESNE PART II	MS	19	17
WK52	25-Dec	MANAGE ONLY	N/A	N/A	18
WK01	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A	N/A
WK01	01-Jan	MANAGE ONLY	N/A	N/A	19
WK02	08-Jan	CARD GAME	WIMPY	20	20
WK03	15-Jan	MUTANTS & MASTERMINDS	TIPSY	21	21
WK04	19-Jan	AFC & NFC AMERICAN FOOTBALL	KOMY	22	N/A
WK04	22-Jan	MUTANTS & MASTERMINDS	TIPSY	23	22
WK04	24-Jan	WARPCON XXX	EVENT	24	N/A
WK04	25-Jan	WARPCON XXX: DEPARTMENT X RPG: DX00 INITIATES	EVENT	25	N/A
WK05	26-Jan	WARPCON XXX	EVENT	26	N/A
WK05	29-Jan	MUTANTS & MASTERMINDS	TIPSY	27	23
WK06	05-Feb	MUTANTS & MASTERMINDS	TIPSY	28	24
WK07	12-Feb	DEPARTMENT X RPG: DX INITIATES (2nd Chance)	MS	29	25
WK07	15-Feb	FN33: FUMBLE ISSUE THIRTY-THREE	BDP	N/A	N/A
WK08	19-Feb	MANAGE ONLY	N/A	N/A	26
WK09	26-Feb	CARD GAME	WIMPY	30	27
WK10	04-Mar	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART I	MS	31	28
WK11	11-Mar	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART II	MS	32	29
WK12	18-Mar	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART III	MS	33	30
WK13	25-Mar	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART IV	MS	34	31
WK14	01-Apr	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART V	MS	35	32
WK15	08-Apr	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART VI	MS	36	33
WK16	15-Apr	MANAGE ONLY	N/A	N/A	34
WK17	22-Apr	MANAGE ONLY	N/A	N/A	35
WK18	29-Apr	MUTANTS & MASTERMINDS	TIPSY	37	36
WK19	04-May	GULLY TROLL	BIRTHDAY	N/A	N/A
WK19	06-May	MUTANTS & MASTERMINDS	TIPSY	38	37
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A	N/A
WK20	13-May	MUTANTS & MASTERMINDS	TIPSY	39	38
WK20	15-May	FN34: FUMBLE ISSUE THIRTY-FOUR	BDP	N/A	N/A
WK21	20-May	MUTANTS & MASTERMINDS	TIPSY	40	39
WK22	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAY	N/A	N/A
WK22	28-May	NEXTCON	EVENT	41	N/A
WK22	29-May	NEXTCON	EVENT	42	N/A
WK22	30-May	NEXTCON: UK GAMES EXPO: DX CASE 001 - ORIGINS	EVENT	43	N/A
WK22	31-May	NEXTCON	EVENT	44	N/A
WK23	01-Jun	NEXTCON	EVENT	45	N/A
WK23	02-Jun	NEXTCON	EVENT	46	N/A
WK23	03-Jun	CARD GAME	WIMPY	47	N/A
WK24	07-Jun	TIPSY TROLL	BIRTHDAY	N/A	N/A
WK24	10-Jun	KNIGHTSHADE - FRACTURED TEARS PART I	MS	48	N/A
WK25	17-Jun	KNIGHTSHADE - FRACTURED TEARS PART II	MS	49	N/A
WK26	24-Jun	THE FUMBLE AWARDS & CARDS	KOMY	50	N/A
Cancelled	TBA	KENNELCON - The Kennel Party	EVENT	N/A	Cancelled

COMING

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MAY 2020

ILLUSTRATED

From Gunslinger RPG

DANDY JIM & LOCO MOTO

WAS

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SHORT TALES

THE MORALITY CODE: INVASIVE

William Anthony Shea

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THE IRISH TWINS

RANDO & TIED-ON

A look into the past for a forthcoming 50/50 Birthday Celebration

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INNER CIRCLE

Game updates from the Knights of Misspent Youth

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CONVENTION CUBE

KOMY'S CONVENTIONS

Conventions and Events

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DEAR FUMBLE

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THE SENESCHAL'S DECLARATION

SIR WILLIAM

Words of wisdom from the Seneschal of the Knights of Misspent Youth



FN33

FN33FUMBLEBDP02