



BAD DOG PUBLISHING PRESENTS

FUMBLE 26

NEWZINE

AUGUST 2018

IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH

EDITORIAL

General Data Protection Regulation (GDPR) has arrived. At this stage, those of you who are reading Fumble have either opted back into the distribution list or you have elected to download the issue from the Bad Dog Publishing (BDP) website. Either way, this will be a real test to see if Fumble Newszine survives the intricacies of new data protection regulations. We should know all too soon if our distribution numbers drop. For those who have any problems in relation to 'Data Protection' issues with either Fumble Newszine or indeed BDP in general, please do reach out to info@baddogpublishing.ie and mark any correspondence 'Data Protection Issue' and we will endeavour to assist where possible.

For anyone keeping up with BDP, by now you will be aware that Ripples from a Darkling Pool, the fifth book in the 'Darkling Pool' series will soon be on general release in both paperback and Kindle versions. Knightshade KST03 The Loremaster's Tome will be out later this year, along with Remnant, the fourth in the Vampire series.

I would love to be saying congratulations to the winner of our Short Story Competition, but alas, we have not received a suitable entry for publication. We will try again for issue FN28 (due out in February 2019) but for now we have had to fill the space in

this issue with an expanded look at KOMY's visit to Liverpool and a few snippets from KennelCon 2018.

This is a new game year for the Knights of Misspent Youth and it also marks the culmination of the first Campaign of stories for Knightshade the Role Playing Game with KS06 Darkest Raven. Once the playtesting has been completed, KST04 The Questmaster's Tome, will be put into production with a preliminary release date set for May 15th, 2019. This will mark the last of the tomes from the core modules.

So what's next for BDP – well, there are a few rumours going around that DEAD TO ME – The Many Deaths of Michaleen is in a very advanced stage and... is it true that DE CORK BOIs TOO is in the works? You will just have to watch for more information on BDP's social media platforms.

The game year begins, the calendar year has passed its mid-point, and to coin a phrase – Winter is Coming!

Master Sage

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Edited and Produced by Bad Dog Publishing:
Issue 23.3 www.baddogpublishing.ie



Welcome to the Letters page, where we review comments, answer the questions posed, and provide advice to all of our readers' queries.

Dear Fumble Readership,

Our Short Story Competition mentioned in last issue did not have the desired success. As such, we have decided to suspend our plans for a followup Poetry Competition and leave the Short Story Competition open until January 15th for publication in Issue 28. We will revisit the Poetry competition at a later date.

Thank you.
BDP Staff.

Fumble has not received any suitable letters to publish this issue.

BDP SHORT STORY COMPETITION

So, let's try again – Dig deep and find your inner muse. BDP in association with the Knights of Misspent Youth are hosting a Short Story Competition. The prize will be a copy of KST01: The Initiate's Tome, and publication in Issue 28. Closing date is January 11th, 2019.

- Maximum 2000 words.
- Minimum 1200 words.
- Submission in Word.doc format

only; double-spaced with the title clearly marked on each page. No identifying name(s) to appear on the document – this is to be noted along with word count in the body of the e-mail only.

- All genres accepted.
- Right to publish is only retained for a single issue of Fumble, but issue will be retained in back catalogue. Author retains rights to publish thereafter.
- Judges decision is final.

BDP retains the right to offer publication of other submissions in future issues with permission of Author(s).

Watch out for details of our Poetry Competition in Issue 28.

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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FUMBLE NEWSZINE STAFF

Editor: Master Sage.

Associate Editor: Wimpy Troll.



Here you will find the remaining brief updates from Calendar Year 2017/2018. The game year ended with a foray into Call of Cthulhu and the opening of Knightshade the Role Playing Game (RPG) KS06 Darkest Raven.

Wednesday, January 17, 2018

Knightshade RPG

KS05 Wrath of the Dove Part VII (continued from Issue FN25).

The Stone Golem fell but its coming was enough to give the party cause to wonder what they had unleashed. However, the prize beckoned in the Tower of Wrath.

Wednesday, January 31, 2018

Knightshade RPG

KS05 Wrath of the Dove Part VIII

The party travelled to the Tower of Wrath to acquire the next item – a sword hilt. A plan was put in motion.

Wednesday, March 07, 2018

Knightshade RPG

KS05 Wrath of the Dove Part IX

The trick was not to steal the Sword Hilt from the Audience Chamber of the Knights of the Dove, the trick was to steal it without the Order finding out that it was gone. The adventurers did just that but not without raising the ire of High Castellan Archon. Bondmaiden Mira was his target. She was punished

in open court in spite of Milford's chivalous attempts to take the punishment in her stead.

Wednesday, March 14, 2018

Knightshade RPG

KS05A Cravenfall Bound Part I

Cravenfall would be in desperate need of supplies and a stopover in Stepgard proved necessary. However, the party were attacked by yet another Stone Golem on their way to this waystop.

Wednesday, March 21, 2018

Knightshade RPG

KS05A Cravenfall Bound Part II

Brundesgard (the next town) proved more than just a stopover. The party acquired more supplies and participated in the seasonal fair. Milford wowed the crowd by climbing a slick 200' pole.

Wednesday, March 28, 2018

Knightshade RPG

KS05A Cravenfall Bound Part III

The party continued north but they had invited the attention of a band of thieves. They also saved a nobleman's child who was in the guise of a peasant pickpocket.

Wednesday, April 04, 2018

Knightshade RPG

KS05A Cravenfall Bound Part IV

The party travelled into the mountains and across an ancient Elven bridge guarded by two Stone Elementals.

Wednesday, April 11, 2018

Knightshade RPG

KS05A Cravenfall Bound Part V

The last leg of the journey took the wanderers through herds of the dead.

Wednesday, April 25, 2018

Call of Cthulhu RPG

Case File 4: The Rescue

With Special Agent (SA) Adam Westerlind captured by Agent Murphy in the opening of this story, the night promised to be an interesting stepping stone. Resources were gathered and plans made to take on a daring rescue. A truck travelling from New York to a known Sebastian Lynch site had to be intercepted. Information recovered by Murphy told Department X (DX) Operations that the prisoners on the truck were Assistant Director Wilhelm Vervoort, SA Julia Hayes-Vervoort, Agent Clint Walker (missing since the incident in Arizona with a macabre monolith) and... Agent Allison Crane. Of course DX didn't know the fourth prisoner was Crane until after the rescue. Sergeant Bob McCormack single handedly disabled the truck and after a fire fight he proceeded to disarm neck devices attached to each of the prisoners. Unfortunately, under orders from Agent Harris, Bob attempted to place a shape charge on the bulletproof windscreen of the overturned vehicle and blew his hands off, killing the occupants of the cab and in turn himself.

Alas, the rescue was short lived as it soon compromised DX Headquarters in Boston. Director Diane Watt-Crane ordered an evacuation and Doctor Mordecai Bromridge provided a safe haven, the same place where he incarcerated SA Westerlind for not following orders. One of the prisoners had an elevated intracellular fluid imbalance and Director Watt-Crane

could not take any chances. She ordered Agent Brant to take care of the situation. He did as ordered and executed Agent Walker. They could not afford another infiltration. Department X had suffered too many losses but it had already been compromised on more than one occasion and Director Watt-Crane was not about to take any more chances. Meanwhile, Agent Murphy was sent on assignment in New York, to follow a trail to the missing monolith.

Wednesday, May 02, 2018

Call of Cthulhu RPG

Case File 4: Point of the Sword

Department X found the central location of Sebastian Lynch's ambitions with the help of Kickapoo Murphy. The trail brought them back to New York and surprisingly to... West Point Military Academy. Agent Murphy was waiting to guide the team into a labyrinth of macabre passages, each one more difficult to traverse, some that did more than provide a dangerous obstacle; they played against the senses and every fibre of decency. Murphy revealed his traitorous intent before Agent Harris triggered a very special trap, one that had dire consequences as the vapour he absorbed began the process of turning the heroically brave Agent into a Ghoul.

Wednesday, May 09, 2018

Call of Cthulhu RPG

Case File 4: Countermove

Kickapoo Murphy proved a traitor. In fact, he was the traitor long suspected of infiltrating DX. After Murphy escaped, leaving the team in the midst of a

fiendishly unsettling underground complex of passages, choices seemed limited. They were caught between the traps behind and the unknown dangers in front, but forward was the only way.

The immensity and horror of the place did not get any better and Harris the Ghoul was becoming more and more of a concern with each passing moment. However, all was revealed after a desperate gamble that took the remaining Agents into a place that defied reason. In an immense cavern that stretched to a shadowy periphery they found the answer to many of their questions. Murphy was always Lynch's man. This was where the monolith was taken. Within the macabre and ancient stone the team found the real JFK, half embedded in the immense focus to the gates. He had been put here by the resurrected Aaron Jakes, who in turn had assumed Kennedy's identity. Only one path remained – JFK had to die, but to kill Jakes it would take something really special – it would take a plan and a... magic bullet!

Wednesday, June 20, 2018

Knightshade RPG

KS06 Darkest Raven Part I

Life in Cravenfall has never been easy, but with the dead literally knocking on the door, there is no day or night when the dwindling population can rest. Equally there is nowhere to run to as Taer and Lenica are overrun, Grail, Falhurst and Calliban have sealed their borders and the north provides too many unknowns to dare such an incursion, at least not by those common folk who would not fare well out there

in the wilds of Ayre. Life proved quieter within the walls of the town now that the adventurers had returned but alas, it did not last long. Ricardo Montebane returned home to find a pregnant Rebecca Reis in a sullen mood, which he then proceeded to aggravate by bringing home a Bondmaiden from Mir named Mira, who was bound to him by obligation and looked on the Swordarm as her saviour. Secretly she harboured feelings for Milford but her honour would not permit her to give into those emotions. Needless to say, Rebecca was not pleased and it took some time for Ricardo to realise why. Ricardo dealt with the issue in true 'Ricardo' fashion, he tried to give Mira away. This made Mira feel she had failed in her duty, incensed Rebecca further for his callous disregard for both her and the girl and annoyed Milford who did not like Ricardo treating Mira as property. The exchange between the two when Ricardo proposed that Milford buy Mira from him was priceless. Suffice to say after much confusion and negotiation, Ricardo managed to divest himself 'honourably' of Mira, who married Milford. Rebecca may not have forgiven Ricardo but she did marry him for the sake of their child. The whole affair required a lot of interference and support from Nora the Seamstress and Phonwright, who stepped in to conduct the required ceremonies under Miran culture – releasing a Bondmaiden from one master, betrothing her to another and providing an acceptable compensation to the former. The love triangle (or square) unentangled, the

adventurers turned their attention northward towards the next piece of a very long puzzle that began all the way back when they set forth to find the Tomb of Arloth.

AND NOW TO OTHER NEWS...

SENESCHAL 2017-2019

Sir Gully Troll.

FIRST GAME BACK

Wednesday, September 05, 2018

NOTE: Date may be pushed back to late September if there is a 2nd summer.

MANAGE BEGINS ON

Wednesday, August 29, 2018 – **NO EXCEPTIONS** – Manage will still begin on this week even if games commence later in September and will run for 38 weeks.

NEXT FUMBLE DUE

Thursday, November 15, 2018. (ALL SUBMISSIONS to be in by **COB on Friday, October 19, 2018.**

BEST DEATH

Sir Fergal of Moore

For the death of Bob in COC – Shape charge on the windscreen.

BEST ANTAGONIST

Sir William of Shea

For Kickapoo Murphy in COC.

MOST HEROIC MOMENT

Sir Fergal Moore

For Milford offering to take Mira's punishment in Knightshade RPG.

BEST SLIP OF THE TONGUE OR EXPRESSION

Sir Michael of Mahony

For every moment he opened his mouth

to explain to Rebecca why he came back to Cravenfall with a Bondmaiden, how he was going to sell her on, how he completely missed that he wasn't married to Rebecca who was 5 months pregnant with his child in Knightshade RPG.

BEST TRAP OR AMBUSH

Sir Michael of Mahony

For having to pay one quarter of the bill in Spice City when he only ordered a starter.

MOST COMIC MOMENT

Sir Shane of Walshe

For thinking Michael's T-Shirt was an impressive Cthulhu Tattoo.

MOST VILE ACT

Sir Michael of Mahony

For the graphic banana instructions provided to Dane & Luke in Liverpool.

BEST FUMBLE

Sir William of Shea

For not checking his 'own' passport had expired while being overly concerned about the others in the group.

BEST USE OF AN ITEM OR SPELL (OR APP)

Sir Shane of Walshe

For suggesting the WhatsApp for NextCon in Liverpool.

KNIGHT OF THE YEAR

Sir William of Shea.

SPECIAL MENTIONS

Richard Bartram a.k.a. Dicky Troll was squired to Sir Michael of Mahony.

Troy Donohue was given the status of Journeyman of the Knights of Misspent Youth.



THE GM's GUIDE

KNIGHTSHADE RPG

FREQUENTLY ASKED QUESTIONS (FAQs).

What benefit is there from using Status Points to increase Talents?

When taking a Talent at the initial Rank, a Character gets this at a skill level equal to the relevant Attribute, i.e. Riding at his current Agility Attribute. This progresses naturally at one-quarter of his Attribute per Rank, so if a Character has an Agility Attribute of 20, it would increase by 5 for each subsequent Rank. If a Character decides to also put an additional Status Point into the Talent, he would gain a further one-half the relevant Attribute, or 10 in this case. Thus, if a Character took the Riding Talent at Rank 0, and is currently Rank 3, his ability would be $20+5+5+5 = 35\%$. If he also put a Status Point into the Talent, this would rise to 45% . If in the same instance the Character added a Status Point for each subsequent Rank after the initial Rank, his ability would be $20+5+10+5+10+5+10 = 65\%$. Of course, expending Status Points like this will limit the diversity of a Character's Talents in favour of gaining an increased skill level in a particular Talent. It is a trade-off that the Player will need to measure carefully.

Do you have any unusual incentives to get Players to attend a game on time?

I like to award bonus KP for those attending a game and for being on time.

400 for the 1st Player to arrive; 100-200 for the 2nd Player; 50 for all others thereafter. However, recently I made this bonus contingent on a Player arriving on time with only half the bonus points for those who arrive late.

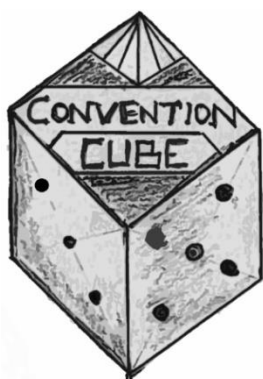
How do I keep Characters from falling behind when a Player is legitimately unable to attend a game?

A GM can award static KP to a Character with an absent Player, but only if the Character is used (or of use) within the story. This may prove a bit of extra work for the GM to track, but he should note particular points that merit inclusion throughout the game. Any bonus KP in a game should be awarded at half that which is provided to attending Players. However, if a Player is persistently absent, a greater reduction may be warranted.

Is there any point in the development of a Character where he will not fumble using magic?

Yes, but only if the Character is a specialist, adopting only a single sphere of magic, other than the Initiate Sphere which every Mage gets. Once a specialist reaches 75% in his casting ability, thereafter he can only fail to cast. He can no longer fumble when casting magic.

If you have other questions about Knightshade the Role Playing Game, please use a subject line 'Knightshade Questions' and submit same to info@baddogpublishing.ie



NextCon & KennelCon have come and gone – where are we going next? GaelCon 2018, WarpCon 2019, RPC Cologne, UKGamesExpo and other events – should we be looking further afield or is the adventure just to find new places to visit? Does the event matter as much as spending time together?

Twenty-five years have passed since KOMY first set off to a convention outside of Ireland – the first being Gen Con UK 1993. Since then the group have chalked up quite a few events but in the last few years we have failed to find a recurring event to our liking. Of course, part of the problem might be an inclination to hold the time of the event to the last week of May, but in truth, it may be no appetite to undertake a journey that has too many parts. De Cork Bois (not the ones in the book) like to travel from Cork and return to Cork as directly as possible. Given that flights from this region are not exactly diverse, this can limit the possibility of attending venues outside of such a tight constraint. Still, perhaps we need to look at the expeditions out of Ireland differently – a stable, once a year,

excursion to a destination of choice that does not require a particular event and finding an event to attend as a secondary excursion for those who want to attend an event driven journey. Of course, this could lead to a split in the group where some attend one and not the other, but let's just see what's out there.

We want to keep it all together as much as possible but even this year, during our trip to Liverpool, there was a general separation into smaller groups, so something must be done to keep the whole group together by providing events to engage everyone.

At the moment, the forerunner for this stable event is Edinburgh/Glasgow. The preliminary dates are May 22-27, 2019. The standard Wednesday to Monday seems to work best. For the Cork contingent, this will mean flying to Edinburgh, staying there from Wednesday to Friday, moving to Glasgow on Friday and staying in that city until Monday. The Cork contingent will then fly back to Cork airport after getting the most (in time) out of the trip. A number of set events will be planned for this excursion, including a prepaid visit to Edinburgh Castle and a number of Brewery Tours. All of the proposed events and any side trips will be planned, rolled out to the group and debated prior to any final decision being made.

All input and queries are welcome, so for those planning to attend the NEXTCON event in 2019, start sending your suggestions and concerns now.

As for other events – an opportunity exists to attend Conventions or major events that might be of interest to some, if not all, of the group. Some suggestions follow:

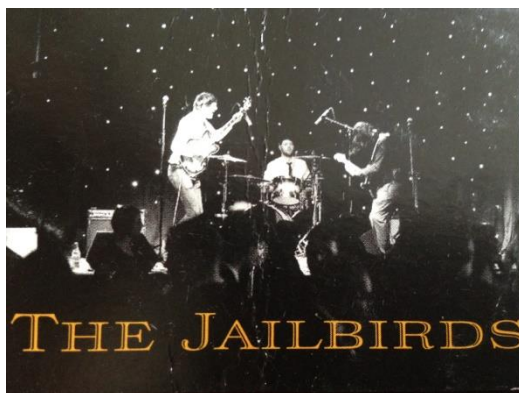
GAMESCON – A board game and RPG convention in Emsworth, Hampshire, UK with board game libraries, board game shops, Giant Takenoko (in all its giant glory), and RPGs for all levels! Tickets: <https://gamescon.co.uk> – September 1, 2018.

NFL Seattle Seahawks vs Oakland Raiders – Wembley, London: October 14, 2018 – kickoff 18:00.

NFL Tennessee Titans vs Los Angeles Chargers – Wembley, London: October 21, 2018 – kickoff 14:30.

NFL Philadelphia Eagles vs Jacksonville Jaguars – Wembley, London: October 28, 2018 – kickoff 13:30.

GAELCON – Gaelcon is a four day gaming event hosted in the Ballsbridge Inn, Dublin, on the Bank Holiday weekend of October, 26-29. This year it's a very special con, the 30th anniversary of GaelCon.



NEXTCON 2018





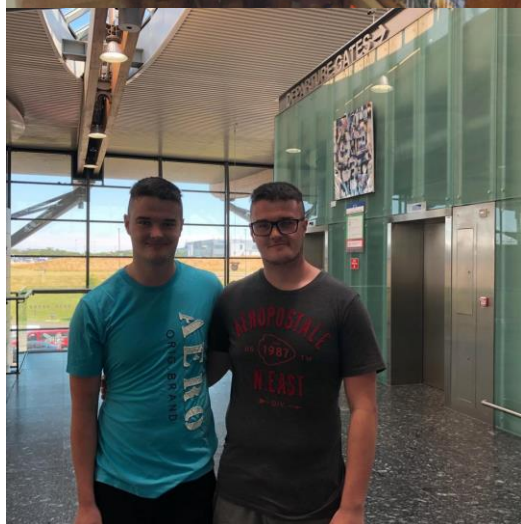
TRANSLATION: A GREAT DARKNESS HAS RISEN
BEWARE EL-MARTINN - THE DARK ONE







KENNELCON 2018



CALL OF CTHULHU

A Player's Perspective

By Michael O'Mahony

I began playing this game in the 1920s... well that is when my Character joined a secret government agency – and that's when the trouble started.

Call of Cthulhu, or COC, is a Role Playing Game (RPG) based on the works of H.P. Lovecraft; but unlike RPGs of the hack and slash variety, COC is a 'detective' type game where people try to solve mysteries; usually mysteries where the occult is involved. These investigators are generally from professions i.e. medicine, the military, the police or from a branch of science but this is optional. All a character really needs is the ability to run away, or not go raving mad at the first sight of a creature or being from another place, realm, dimension etc.

There is after all the ever-present risk of death, dismemberment, possession... and of course, insanity, with generally, death being the best option. With this in mind, try to keep the last bullet for yourself, but be sure to also carry edged and bludgeon weapons.

Now, when starting off a Keeper may want to have three or more backup Characters prepared in advance, to save time. There can be a high mortality/insanity rate at times, and to explain this

point a Gung Ho player a few years ago got three Characters killed in less than a minute. More Players got dismembered on another 'adventure,' including the poor guy who was just standing in the dark minding the car!!! Sometimes it is hardly worth naming your Characters.

So, my Character joined Department X (very imaginative) in the '20s, and after some disaster of gargantuan proportions, woke up in the '60s. Medicine, especially psychology, had improved so if you did go gibberingly crazy you could be back at work within a few months, yippee.

As for game mechanics, generally the same as for other RPGS, but includes sanity checks. There is a long list of 'conditions' for your Keeper to give a Character. Therapy will usually get you back on the horse, stop you being afraid of the horse, stop you thinking you are the horse... and some of these conditions can be quite funny... for the other Players. For example; the Character who had claustrophobia and agoraphobia at the same time, no cell was big enough, or small enough to hold him.

A word of advice, if you want to stay sane, try not to read, or even look at too many books covered in... how can I put this delicately, a skin like substance.

Scared yet, well, one of my original Characters is still alive, minus a leg of course. But he did get married and he found happiness... in between getting nearly killed all those times... but still good.

A change from the games where treasure is all important, COC is about saving the world from something

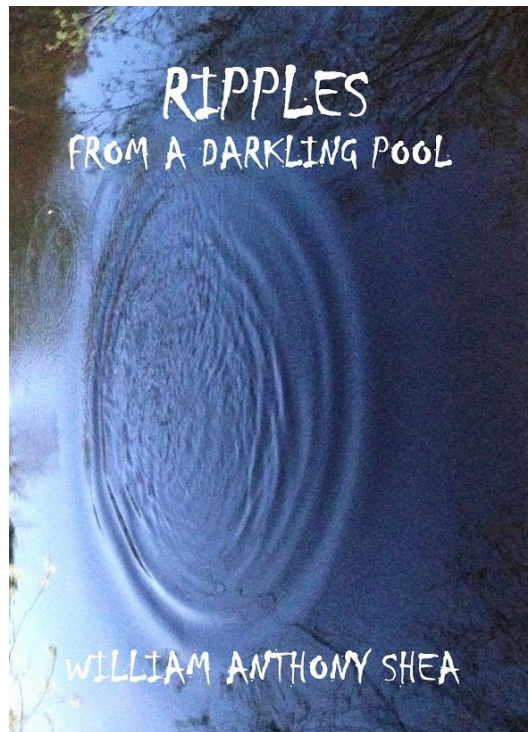
ordinary folk may never even have nightmares about, and in spite of all the insanity (he he) this is a game I enjoy returning to again and again.

BLAST FROM THE PAST



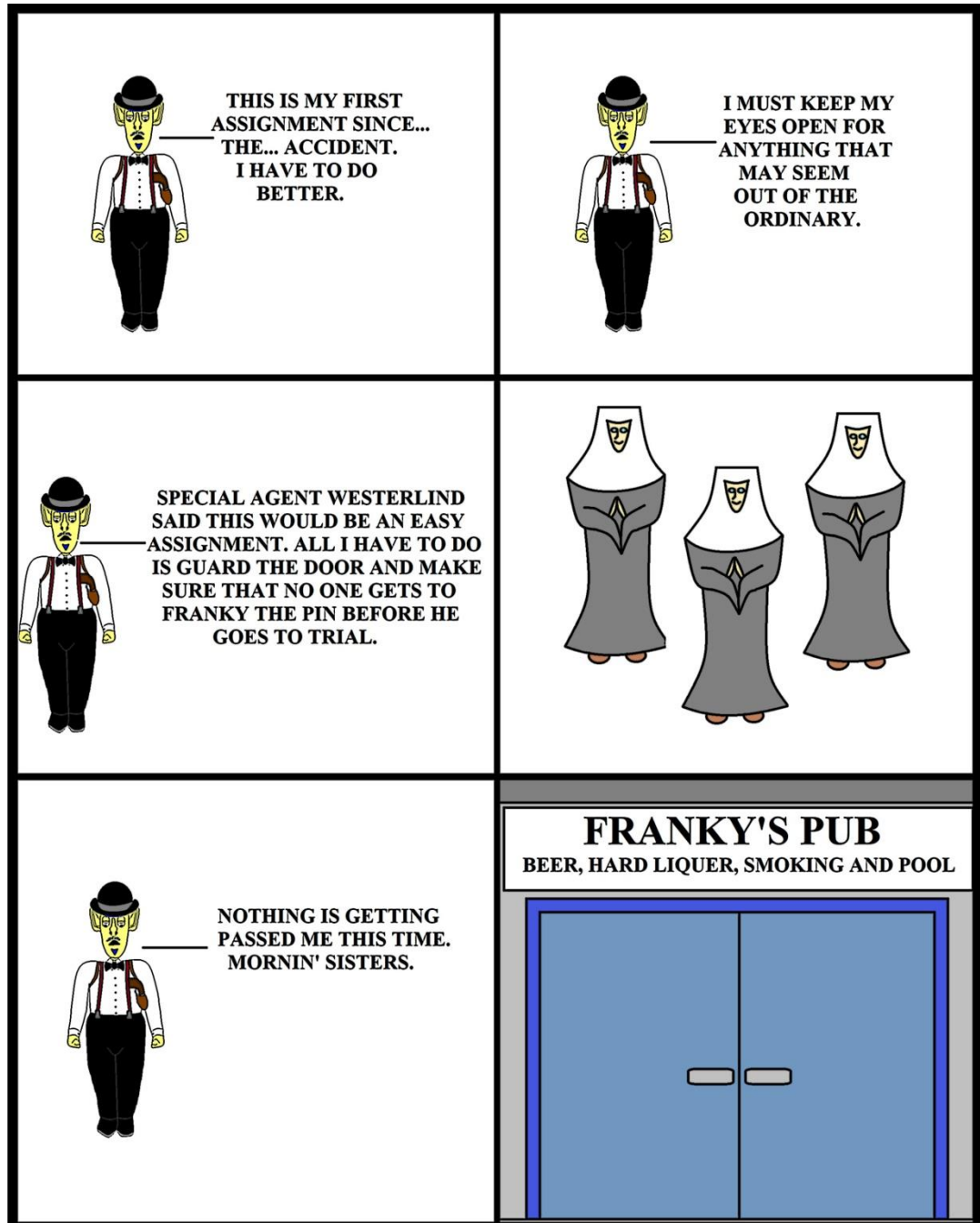
IT'S A PERFECT FIT!

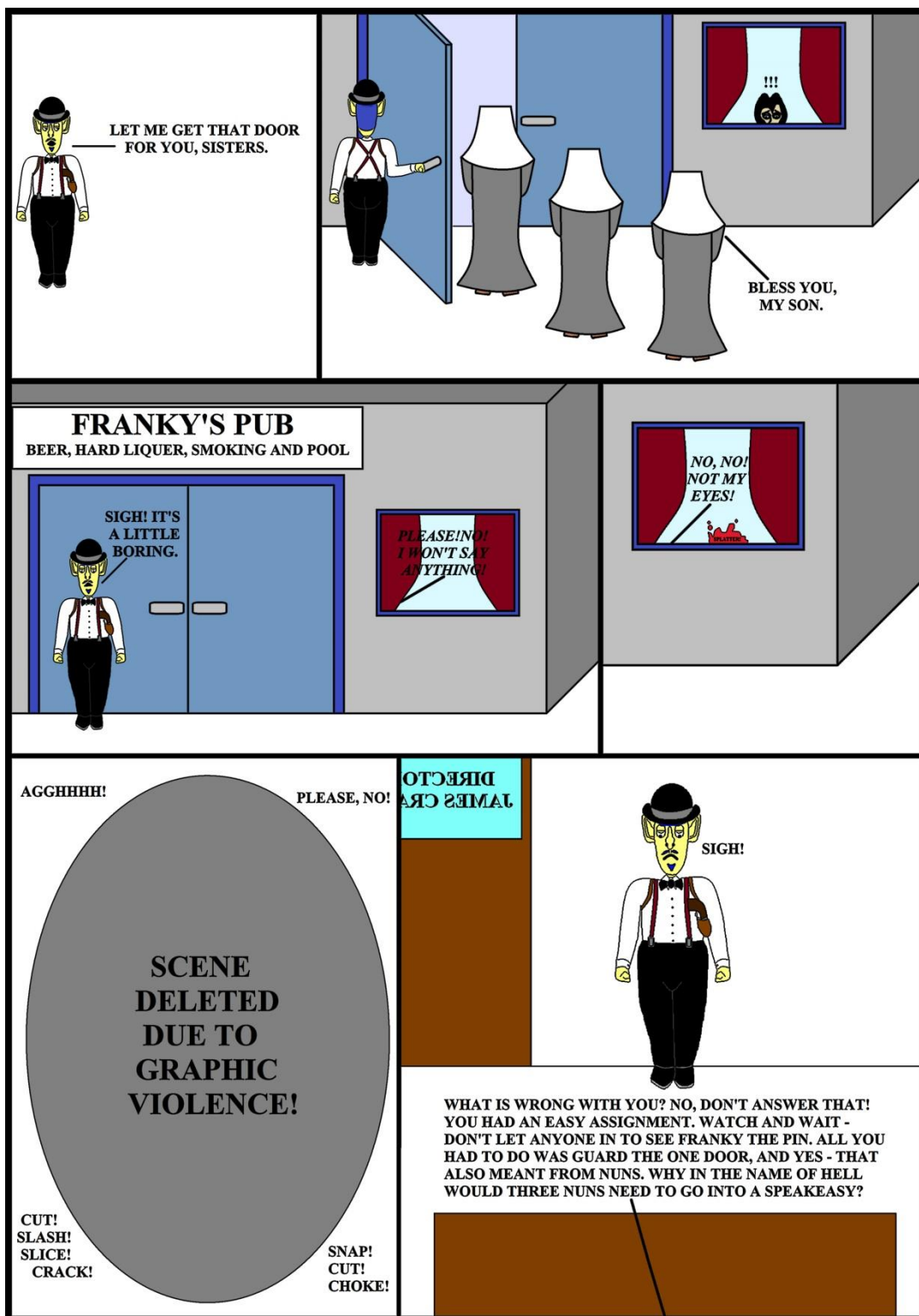
COMING SOON...



ILLUSTRATED

FUMBLE VOLUME THREE PREVIEW – ANGELS, OH MERCY!





DE CORK BOIs

A.K.A THE CORK BOYS

**AVAILABLE FROM AMAZON, BARNES & NOBLE,
THE BOOK DEPOSITORY AND MANY MORE...**



**AVAILABLE FROM AMAZON, BARNES & NOBLE,
THE BOOK DEPOSITORY AND MANY MORE...**

L SHEA



THE KNIGHTS OF MISSPENT YOUTH

Seneschal's Declaration



Welcome to one and all.

I would like to officially welcome both our new Journeyman (Sir Troy) and our new Squire (Richard) into the Knights of Misspent Youth. Squire Richard will serve under the guidance of Sir Michael. I believe that he will be Sir Michael's first Squire and I am certain that he will guide and look after Squire Richard to the best of his abilities.

Since my last communication we have had both NextCon and KennelCon, which were very successful indeed.

Congratulations to Sirs Dane and Luke on finding their sea-legs. Let's hope they have great adventures in their travels (and not come back full of tattoos like two old seasoned sailors). We will await the tales from their voyages on their return.

We do however need to talk about our failing funds. These have been falling year on year in spite of steady attendance numbers. We will need to be diligent about these tax collections going forward and I would like to ask each of the attending Knights to be as generous as their pockets will allow. It would be nice to have our funds back to the levels that they were in years gone by. Unfortunately, as our funds

are lower than expected this year, we have a 'BYOB' during the games for the moment. Yes 'BYOB' does mean 'Bring Your Own Booze'. Might I suggest that you bring an extra bottle/can (or two) for your GM/DM for all the hard work he puts in to preparing and running the game for your entertainment. He may even reward you for it.

May I congratulate Sir William of Shea on his 'Knight of the Year' Award. It was well deserved.

NextCon 2019 – It appears that bonny Scotland seems to be the forerunner for this event at the moment with a mix of both Edinburgh and Glasgow. For the Cork contingent it would mean direct flights from Cork with Air Lingus. Sir William is researching hotels, costs and some suitable events, but I know that wherever we end up we will have a blast.

Here's to looking forward to catching up with everyone in person once the games resume. For those who cannot make it to the games be assured that we will have a drink in your honour.

Now, as you all know that I am not one for long speeches I will not delay other than to wish you all good health for the future whilst together we look forward to the exciting times ahead.

YOUR SENESCHAL - SIR GULLY TROLL

NOTE: Please review the Schedule on page 22 to be mindful of Game dates, and forthcoming special events. The calendar will also be updated periodically here:

<http://www.baddogpublishing.ie/index.php/the-knights-of-misspent-youth/games-events-calendar/>

WEEK	DATE	GAME	GM/DM	SLOT	MANAGE
WK34	24-Aug	FN26: FUMBLE ISSUE TWENTY-SIX	BDP	N/A	N/A
WK35	29-Aug	MANAGE ONLY	N/A	N/A	1
WK36	05-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART II	MS	2	2
WK37	12-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART III	MS	3	3
WK38	19-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART IV	MS	4	4
WK39	26-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART V	MS	5	5
WK40	03-Oct	TBA	TIPSY	6	6
WK41	10-Oct	TBA	TIPSY	7	7
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A	N/A
WK41	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A	N/A
WK42	17-Oct	TBA	TIPSY	8	8
WK43	24-Oct	GROO	WIMPY	9	9
WK44	31-Oct	MANAGE ONLY	N/A	N/A	10
WK45	07-Nov	TBA	TBA	10	11
WK45	12-Nov	HIPPY TROLL	BIRTHDAY	N/A	N/A
WK46	14-Nov	TBA	TBA	11	12
WK46	15-Nov	FN27: FUMBLE ISSUE TWENTY-SEVEN	BDP	N/A	N/A
WK46	16-Nov	BOOK NEXTCON HOTEL & FLIGHTS	MS	N/A	N/A
WK46	18-Nov	JULIUS TROLL	BIRTHDAY	N/A	N/A
WK46	19-Nov	SULLY TROLL	BIRTHDAY	N/A	N/A
WK47	21-Nov	TBA	TBA	12	13
WK48	28-Nov	NEXTCON Pre-Planning Night & CHEZ GEEK	WIMPY	13	14
WK48	03-Dec	BOOK NEXTCON SHUTTLE/TRANSFERS	MS	N/A	N/A
WK49	05-Dec	KNIGHTSHADE - KS06 DARKEST RAVEN PART VI	MS	14	15
WK50	12-Dec	KNIGHTSHADE - KS06 DARKEST RAVEN PART VII	MS	15	16
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 (19th DEC Manage)	EVENT	16	17 (19th DEC)
WK51	26-Dec	MANAGE ONLY	N/A	N/A	18
WK01	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A	N/A
WK01	02-Jan	MANAGE ONLY	N/A	N/A	19
WK02	09-Jan	TBA	TIPSY	17	20
WK03	16-Jan	TBA	TIPSY	18	21
WK04	23-Jan	TBA	TIPSY	19	22
WK04	25-Jan	WARPCON XXVIII	EVENT	20	N/A
WK04	26-Jan	WARPCON XXVIII - DARKEST RAVEN PART VIII	EVENT	21	N/A
WK05	27-Jan	WARPCON XXVIII	EVENT	22	N/A
WK05	30-Jan	TBA	TBA	23	23
WK06	06-Feb	TBA	TBA	24	24
WK07	13-Feb	MANAGE ONLY	N/A	N/A	25
WK07	15-Feb	FN28: FUMBLE ISSUE TWENTY-EIGHT	BDP	N/A	N/A
WK08	20-Feb	TBA	TBA	25	26
WK09	27-Feb	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	N/A	27
WK10	06-Mar	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	26	28
WK11	13-Mar	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	27	29
WK12	20-Mar	MUNCHKIN	WIMPY	28	30
WK13	27-Mar	TBA	TIPSY	29	31
WK14	03-Apr	TBA	TIPSY	30	32
WK15	10-Apr	TBA	TIPSY	31	33
WK15	11-Apr	BAGGAGE & SEATS BOOKED	LOS	N/A	N/A
WK16	17-Apr	KS06A CRAVENFALL NOW	MS	32	34
WK17	24-Apr	KS06A CRAVENFALL NOW	MS	33	35
WK18	01-May	KS06A CRAVENFALL NOW	MS	34	36
WK18	04-May	GULLY TROLL	BIRTHDAY	N/A	N/A
WK19	08-May	CHEZ GEEK	WIMPY	35	37
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A	N/A
WK20	15-May	FN25: FUMBLE ISSUE TWENTY-FIVE	BDP	N/A	N/A
WK20	15-May	NEXTCON PREP & CARDS	KOMY	36	38
WK21	22-May	NEXTCON	EVENT	37	N/A
WK21	23-May	NEXTCON	EVENT	38	N/A
WK21	24-May	NEXTCON	EVENT	39	N/A
WK21	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAY	N/A	N/A
WK21	25-May	NEXTCON	EVENT	40	N/A
WK22	26-May	NEXTCON	EVENT	41	N/A
WK22	27-May	NEXTCON	EVENT	42	N/A
WK23	05-Jun	GROO	WIMPY	43	N/A
WK23	07-Jun	TIPSY TROLL	BIRTHDAY	N/A	N/A
WK24	12-Jun	CALL OF CTHULHU - ENDGAME	MS	44	N/A
WK25	19-Jun	THE FUMBLE AWARDS	KOMY	45	N/A
WK26	22-Jun	KENNELCON - The Kennel Party	EVENT	1	Preliminary Date Only

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DEAR FUMBLE

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More letters from our readers.

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MICHAEL D O'MAHONY

THE GMs GUIDE

KNIGHTSHADE RPG

Frequently Asked Questions (FAQs).

CONVENTION CUBE

WARPCON, NEXTCON, KENNELCON & THE NEXT STEP

Convention and Events!

INNER CIRCLE

KNIGHTSHADE RPG & CALL OF CTHULHU

Game updates from the Knights of Misspent Youth.

SHORT STORY

THE FRIENDSHIP TREE

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MICHAEL D O'MAHONY & WAS

THE SENESCHAL'S DECLARATION

SIR GULLY TROLL

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

