

# Unearthed Arcana

Your monthly Excelsior Entertainment Newsletters

## Volume 2, March 2002

Welcome to Unearthed Arcana, Excelsior Entertainment's monthly newsletter.

My name is Thom Talamini, and I am the President/Creative Director here at Excelsior Entertainment. If it's happening at Excelsior this is where you'll find out about it. If you have questions or comments, just let me know at [thom@excelsiorgames.info](mailto:thom@excelsiorgames.info). I'll do my very best to answer promptly.

The format of this newsletter is set up to focus on the various activities here at Excelsior Manufacturing & Design

## Exciting News for MC: Warzone & Chronopia

### Chronopia: Ware in the Eternal Realm

At last, a sigh of relief is issued. With months of play testing and revising, careful development and plotting, the dark fantasy TTG Chronopia is at last finished. The massive undertaking has been sent to press and experienced its first of two delays. First was the mistakes made in coding the files that caused problems with printer. Ultimately this was my mistake and as the first printed item we did, it has been a learning experience.

The second mistake was a pagination issue uncovered as the blue lines were sent back for proofing. This combined with a font problem caused the next delay. So where does this leave us? Well, it now means that the book will be shipped this month instead of last and while we wish it didn't happen, it did and we have learned from it.

On the plus side, the books near three hundred pages will probably be some of the best reading and gaming material compiled for Chronopia. It is important to convey here that redoing Chronopia wasn't a matter of simply doing a reprint of the older rules. Mechanically the Excelsior Design Team had to bring the five books worth of materials together and break them down to create a design template from which all models were developed from. This is a design precept that everything here must adhere to and one that allows us to expand the game consistently and without unbalancing it with future expansions.

Dave Jones, Project Lead for Chronopia, spent considerable time reviewing years of posts, suggestions and questions regarding the evolution of this game. As Dave was one of the original designers for the game, he had a very clear image of how it was to evolve. I know that the play testing group, interested parties and vigilant Crusaders offered up hundreds of

thousands of words and thought to help him make sure everything was adequately covered and explained.

I believe what Second Edition will offer mechanically is a superior version of first edition that is easily built upon without any radical changes to the mechanic. Fans of first edition will easily recognize the design changes and will seamlessly adapt their game play able to incorporate the alterations without it seeming like a different game.

The history of Chronopia, its world setting and races have all been revised and detailed. The works that preceded this one were excellent in their ability to keep you the reader interested and excited about what was happening. Under the new design format, every troop type has an explanation and reason for being, every spell and magic items is explained and put into the context of the world at large. Many of the intriguing questions asked about Chronopia are examined and expounded upon making it not only a great game to play, but a delightful read as well.

On the BRR Scale we use here at Excelsior, this product rates a strong 10. We think you will agree too, and yes, all the core races can be found in the main book now. Details of upcoming Chronopia projects can be found in the [Rules & Information Section](#) of our website.

### **Mutant Chronicles: Warzone**

What's happening with MC: Warzone? The only answer I can muster is what isn't. After weighing countless issues and concerns from retailers, players and interested parties, we decided that the game needed to be revised. What this means is that the complaints about the lack of fluff and emasculation of forces had to be addressed.

There was too much work done by extremely talented writers and designers that was absent from second edition that had to be brought back into the game. Ideas by industry veterans like Bill King, Henrick Strandberg and Mike Stackpole are not to be shirked off lightly. While second edition did bring a more balanced game mechanic to the game, it lacked the unique feel of its predecessor. The challenge for us was to design a game that met both concerns equally while ultimately remaining true to the original setting of the Mutant Chronicles.

Alpha play tests and information gathering happened months ago and the beta test is about to go out the door to the registered play testers and Crusaders. When we are finished the play testing and design in April, we can compile this information and release Ultimate Warzone, the next evolution in the Mutant Chronicles: Warzone setting. There seemed little point releasing the long awaited Mercury FOW book without a solid foundation to build upon.

I am delighted to report that all the fluff and flavor has been restored to the game while keeping a balanced game mechanic in place. We achieved this by using a template similar to the one we used in Chronopia to design forces. By using such a template, we can generate an endless series of game additions that will allow the games progression to stay in balance and exciting.

Like Chronopia, you will find the New MC: Warzone to be not only an exciting game to play, but a delightful read as well. The vast depth of the Mutant Chronicles Universe have been opened up and updated making your games a truly entertaining event. Details of upcoming MCW projects can be found in the [Rules & Information Section](#) of our website.

## **Miniatures Updates**

Lots to talk about here. Many of you have asked us for a release schedule for upcoming models and Dave and I are coordinating with our various sculptors to provide one for you. With over twelve sculptors signed on to work on these two exciting projects we should see a steady stream of top quality miniatures coming down the pike.

Currently we are taking applications for in-house sculptors to step up production in this area. For updates on new releases keep an eye on the News Section of the Website to let you know what just came in. This can be found by following this [link](#).

## **Packaging and its Role in the Games**

Yes the packaging has changed, and boy does it look great. We have had nothing but excited comments on how this is some of the nicest packaging around today. What makes it all the more special for us is that in addition to looking great and displaying beautifully, it also significantly changes the games Chronopia and MC: Warzone by adding the first double-blind deployment element to the game. Details of this mechanic can be found [here](#) for Chronopia and [here](#) for MC: Warzone. If you'd like to actually see the Unit Cards that come in the new clamshells, follow this [link](#) and select the appropriate cards of interest.

## **The Naughty Bits**

By popular request, Excelsior will make bits available for both its MC: Warzone and Chronopia lines. If you need some extra weapons, backpacks or other pieces to augment your MC: Warzone and Chronopia figures, simply email us at [sales@excelsiorgames.info](mailto:sales@excelsiorgames.info) and we will let get you a price quote. All you need to do is describe the piece you'd like and if possible give us a part number, for example- ten upper torsos of the Pegasus pilot EXE-30152. It's that simple.

## **Sanctioned Play Leagues Are Finalized**

Wouldn't it be great to test your mettle on the field of battle against all the other players in the world? We think so and we did something about it. After careful review and development, the Sanctioned Play Leagues have been completed. Under these rules, players can now play MC: Warzone and Chronopia competitively at conventions and in participating stores and see how they rank against other players from all across the globe. In the coming week you will see the League Rules posted.

One of the biggest problems we saw when looking at these kinds of events was that it would be easy to exploit a handicap in the beginning and skew ones rankings. To eliminate this, players in Sanctioned League Play must first participate in ranking matches to establish their

initial base rank. Played under very exact conditions, this set of three games will give a player his initial score and allow him to participate in sanctioned events everywhere. Each new player will receive a League card that his rankings are updated upon at each event and serves as a record of his achievements.

Score will be kept online here at the Excelsior Website. For more information about Sanctioned Leagues check out this [link](#). Qualifying information and Ranking events will be posted shortly. The first Sanctioned Event will debut this April at the Egyptian Campaign in Carbondale Illinois. An official officer of the company will be on hand to talk to players, answer questions and officiate when necessary. If you're a fan of these games, don't miss out on this event. Hundreds of dollars in prizes will be at stake.

## Other Valuable News

### Iron Claw Miniatures

The first batch of Iron Claw characters has hit the streets. Following these releases, the next batch of figures will focus more on the generic characters of this exciting world. In addition to the various races found in the Iron Claw RPG wonderfully designed by Sanguine productions, we are also drawing from the races of their newest release, Jade Claw. Anthropomorphic players are sure to enjoy these exciting new releases beginning this May.

You may find these miniatures on our website under [Iron Claw](#), expertly painted by our dear friend Chris Smith. Haven't seen the Iron Claw world before, you can see their products under the [Excelsior's Sanguine Section](#) of the website. Retailers will find a list of current distributors in the [Retailer Section](#).

### Larry Elmore's Visions

Having completed our schedule with industry icon Larry Elmore, Excelsior is now ready to launch its tribute to a man who has contributed to our collective imaginations. A revised copy of this release schedule will be posted on our website under the coming Visions Section. The first release, the Offering is pictured here.



### Inferno

Looking to add some of the vilest demonic scum to your miniatures game? The Inferno line of miniatures is just about ready for retail sales. In the mean time, they should go up on the sight at the end of the month.

## **Conventions and Upcoming Events**

Want to know where fun games are happening or what conventions Excelsior will be at, this is where you should go to find updates and after reports. This link, found under the Community section of the website will keep current. If you are interested in hosting an event, please let us know and we will help you advertise it.

With kind regards until next issue,

Thom

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