



Table of Contents

02

3. Who we are
4. Our terrain in a nutshell
5. Concept art
6. Campaign sourcebook
developments
7. The super spectacular reaper
mini kickstarter
8. Miniatures
9. Contest entries
10. Point totals
- 11-13. Painting tips
14. Deadly Denizens
15. Treasure Trove
16. How not to Dm
17. Coming soon

Who We Are

03

Welcome to issue 02 of the Rocket Propelled Games Newsletter, in the last issue we didn't really touch base on who we are or really what are ultimate goals are, so were going to solve that right now by telling you exactly that. We are a small group of gamers that are woefully tired of the lack of variety in today's miniature terrain market. Terrain found on the market today is either extremely expensive which is unkind to the casual gamers wallet, bulky, which makes storing difficult at best, and a lot of times the durability just isn't there. If

you drop a piece, or spill something, chances are you are going to ruin your terrain. The terrain market is mainly dominated by two-dimensional flat maps; while these have their uses at the table, they are hardly as stimulating as say three-dimensional terrain with fully detailed interiors and exteriors, removable floors and walls, usable props and furniture, operational doors, the list just goes on and on. Our ultimate goal is to provide modular terrain that will be detailed, inexpensive, and highly durable. We want to make life at the game table more fun for

all, and less stress for the game masters. Though We are not merely stopping at terrain, throughout each newsletter you will find helpful tips on painting and basing miniatures, information about our miniatures contests, tips and ideas for DIY terrain, new items, monsters, and encounters. Continue on to find all this and more, we hope you enjoy it.



Our terrain in a nutshell

04

Many of you have been wondering about the specifics of the terrain that we are designing. While we are still knee deep in design work on the structural design of the tavern, as well as the goodies you can expect to find on the inside; we wanted to touch base with you a little and explain exactly what we are doing, and go into a little about how were doing it at this point in the game.

Scale: Our terrain will be scaled just slightly larger than the 28 mm miniatures that most of you are using in your games, the reason for this is simple, when you measure the average miniature from the bottom of the base to the top of the head, they are typically

larger than 28 mm. Most walls can be expected to be anywhere from three to four inches in height.

Level of detail: At the moment we are hand carving each piece, so getting it absolutely perfect can take a long time, with lots of starting over. Our main pieces of equipment at the moment are the Dremel, a jigsaw, and a coping saw, we are awaiting the delivery of a variable speed scroll saw, and a table saw to streamline the development process. The only problem with this method arises when trying to reproduce a piece en masse, its just not feasible, this will be the primary issue being resolved once we launch our kickstarter campaign.



Features: All of our terrain will feature removable walls, floors, and accessories. If we put a door, you can be sure you will be able to open in. Doors will be mounted with actual hinges. Most things that you would expect to be able to interact with in the game world will have similar mechanics in our terrain, either by opening or being fully removable. Take the grate on the right hand side of the tavern that we showed you in the last issue for instance, say you have a group that wants to sneak into the tavern through that grate, you will be able to actually remove the grate quickly and easily. Want a trap door that actually opens, or how about a trap that you can actually spring in you dungeon? These are the types of things that we are working on every day.

What to expect out of our terrain: We will be making our terrain to suit two different types of people. Our bare bones line will include all of the carved pieces, but will be supplied unpainted, unsealed, and without effects such as the realistic water

effects, though we will include instructions on how you may add such effects yourself. Our

Premier line will include everything that the bare bones pieces do, but we will take the extra time and effort to paint, and apply any effects, and seal the pieces to protect from weathering and other on table hazards. As you might expect, the bare bones will be our economy selling point, and our premier line while costing more will be ready to use right out of the box

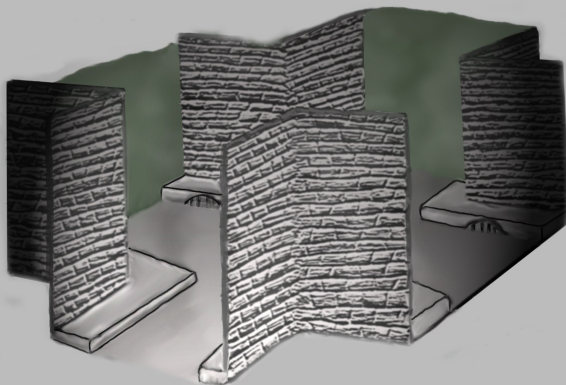


Our latest development brings you, the sewer intersection. The concept below is merely a portrayal of the direction we are going in and is not an accurate measure of the quality that the final product will receive.

Concept art



SEWER CONCEPT



Handwritten signature

Campaign Sourcebook Developments



In response to Reaper Miniatures' spectacular Kickstarter campaign, we have decided to do something bold and a little daring. Over the next seven months or so, we will be building and designing a campaign source book that will utilize each and every miniature found in Reapers' Kickstarter campaign. This campaign source book will be designed for all your favorite systems, starting with 4th edition D&D and Pathfinder, and will gradually be ported to include the rulings for other systems. We have been granted permission

by Reaper Miniatures to utilize imagery from the different minis, so you can expect the source book to be fully illustrated.

Special terrain will be designed specifically for use in the campaign setting (available separately) to give you that extra oomph of exciting gameplay. The campaign setting will utilize an entirely new game world, new and interesting abilities for monsters, new items, well, lots of new things. We will keep everyone posted on the developments as they happen, and maybe possibly leak a few spoilers every now and then.

The Super Spectacular Reaper Mini Kickstarter



The Reaper Miniatures Kickstarter campaign came to a glorious end last week on August 25th, by raising over 3.42 Million dollars with a total of 17,744 backers, and finishing as #2 of the highest funded games projects on Kickstarter, #1 for board and card games.

The powerhouse miniature's spokesmen, Reaper Matt and Reaper Bryan did an absolute wonderful job sating the voracious appetites of the campaign backers, and stood up very nicely to the ferocious ranting's of many gamers and collectors alike, we salute you!

The sheer value of the Kickstarter to its backers is absolutely breathtaking coming in at an astounding 241 miniatures and 2 PDFs at the vampire reward level for only \$100 USD. In addition to awarded vampire level miniatures there are 37 optional minis for a grand total of 278 miniatures for the low price of \$347 USD, which is an amazing deal when you factor in that most of the optional buy ins are huge minis. We offer Reaper Miniatures kudos and good luck in the production of over 4.15 million miniatures, not including the optional buy in's which we have no numbers for as of yet.

Mini's are our pride and joy, they are the stars and terrain is their set, without them there wouldn't be much need for terrain now would there. So we gather today to honor these magnificent characters that were submitted to us for the miniatures competition. You know who you are, take a bow. Please note that we are changing the rules around just a tad, to benefit the beginner crowd and to encourage more to enter and continue painting. This weeks featured mini and his/her artist is :

Miniatures

08



Editors Piece



Richard Burge
Featured Submission

Competition Rules:

The contest will be running continuously from now until the kickstarter launch.

There is no fee for entry, all that is required is your name and email address, later on after the kickstarter you will be sent a email asking for your address and any other pertinent information.

Prizes will include terrain, bases and other items from the kickstarter campaign.

Submissions must be painted by you and fit the current theme

You may submit more than one entry, however only one will be judged during any given session.

A session last from the time you are given a theme until the time you are awarded your points for the entry at the next issue release.

The exact dates will be indicated in each issue in the allocated location at the end of these rules along with the new theme.

Limit your submission to 5 or less images, with at least 1 front view, and 1 back view.

All submissions should be made through a direct Facebook message or sent to us through email at rocketpropelledgames@yahoo.com

Whoever has the highest scoring miniature for the session will receive a spot in the featured column and as our Facebook cover photo for their mini.

Criteria for judging includes:

Craftsmanship, how good your mini looks when all is said and done, accounts for 50% of your points for the session.

Creativity, we want to see the best you can do, make your pieces interesting, nobody is going to judge you, except for maybe the judges, but that's our job, the majority of creativity takes place in the base, but modifying minis also works to this advantage, just be sure to include a photo of the unmodified mini when you submit. This accounts for an additional 50% of your points for the session. Theme modifier, if your submission obviously fits the theme you will be awarded an additional 10% to the total points earned for the session, if your submission does not somehow fall into the initial theme, you will only be eligible for half of the total points for the session. Note that since this rule has been made after the beginning of the first competition all entries from the first session are eligible for full points for the first session regardless of whether it falls into the theme or not.

Each session you are eligible for 100 points, 110 if you count the theme modifier. At the end of each session your points will be added up and your progress will be shown.

Surprise us with something truly spectacular and you may be awarded some bonus points.

There are quite a few different tiers for prizes, based on the amount of points you accrue, as points are earned new tiers will unlock showing how many points you need to get to the next tier, and the approximate value of the prize for that tier.

Once you have reached a tier you are eligible for a prize, keep painting minis to make the prizes better.

Theme for session 2 : The unwanted hero/ heroine. Usually a hero/heroine would be brave, and fit of body and mind, and astound all that they meet. Not in this case, we want you to paint up a hero/heroine that is the complete opposite, they should be cowardly, unkept, and drive those around them to tears and laughter.

Have fun with this, be creative and remember, everyone can be a winner.

The submission cutoff date is September 19th 2012 at 11.59 PM PST

contest entries

09



Featured — Richard Burge
110 Points



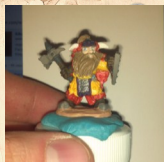
Kristina Golubiewski



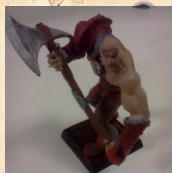
Diana Snook



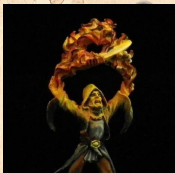
David Cruthfield



Christopher Fudge



Austin Smith



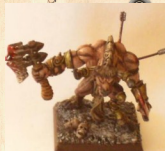
Tiffany Rogers



Themudhead



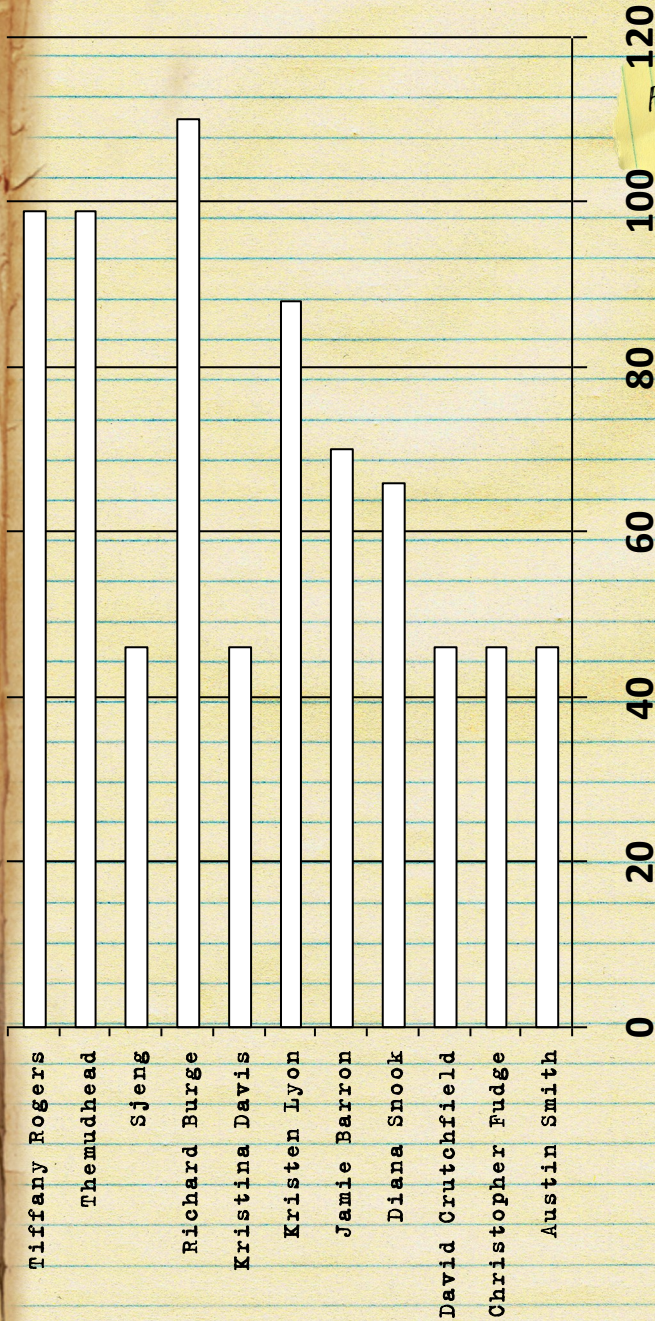
Sseng



Jamie Barron



Kristen Lyon



Point Totals



Painting Tips

11

This is for you beginner painters out there, we all started off where you are and it can be intimidating at times when looking at others miniatures compared to your own. I will go over a few things that I believe will benefit most of you.

This is not meant to be an all encompassing tutorial, and is merely advice given from a fellow miniature painter. These guidelines are not the only ways to go about painting a miniature, but they are how I do them, and they work for me.

#1) Touch your mini as little as possible, our hands have all kinds of dirt and oils on them that when they come off on a mini, it can make it difficult for paint to stick.

#2) Creating your miniature pedestal, this is what you will use to maneuver your miniature while you are trying to paint it. Cut a 4 inch long piece from a 1 inch diameter dowel. Using wax, stick your mini to one end of the dowel. Now you can paint your mini without your pesky hands getting in the way.

#3) Optimus Prime, Many of you may be painting Reaper brand bones miniatures that say they do not require priming. I highly suggest you prime your minis in black

anyway, this serves a couple purposes, first it

makes it a lot easier to shadow your minis. If you make a mistake, or miss a spot with the paint brush, a black primer coat does a very good job of concealing the error.

#4) "This mini is amazing, it has fantastic detail and I have no idea where to begin." Usually the best places to start are the hardest spots to paint,

anywhere there is a hidden crevice. With the face, the eyes should be the first thing you do in that region since they are the smallest detail. By painting the hard to reach areas first, you are reducing the amount of touch ups your going to have to do later from where your brush stroke erred.



<http://www.reapermini.com/OnlineStore/LearnToPaintKits/sku-down>

#5) Basing your miniatures can bring out the character in you mini, that the paintjob couldn't do by itself, scrap book items and other neat stuff found at your local hobby store can make your mini stand out better than just leaving it blank.

#6) shading your mini, there are many ways to do this, but the easiest I have found is to apply a wash to the low points in the miniature where light just doesn't quite reach, if you make a mistake and your quick enough, a wet brush will take the applied wash right off in a few quick strokes, if you thinned your wash enough (if you are using craft paints) it wont hurt anything if you lose sight of fine details in you miniature momentarily, when the wash dries, your details will be visible once again, this is because most of your wash is water, and when the water evaporates it leaves only a thin layer of pigment on the surface of your mini.

#7) highlights, by far the best way to apply highlights is through a method called dry brushing, in this method you get a bit of paint on your brush, and wipe most of it off on your paper towel , this leaves very little paint on you brush and makes the placement of highlights much easier than trying to do it with a big ole glob of paint on the end of your brush, remember, you want the color from underneath to show through.

#8) What paint brushes should I buy? I recommend choosing a paint brush that is comfortable in your hands, painting minis is fun, but that can change quickly if you are not comfortable while doing it. In my

opinion, natural brushes seam to do a much better job than the synthetics, and will last a long time if properly cared for, don't let paint dry on the brush or get into the ferrule, that's the little metal part where the bristles come out, this almost

Painting Tips

12

always ruins the brush, though sometimes they can be saved if your quick about cleaning them up.

Good brushes to start out with would be :

10/0 flat shader

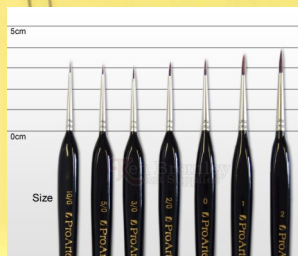
3/0 spotter

10/0 spotter

20/0 spotter

Remember the larger the first number, the smaller the brush.

Some companies do things differently, it is not uncommon at all to find a brush that says it is one size, yet looks like another, always look for brushes with a nice sharp point with minimal bristle displacement.



<http://www.reapermini.com/OnlineStore/Brushes/latest>

Painting Tips

13

#9) choosing paint; I have always found that the cheap craft paint found at your local craft store, works quite well if prepared correctly. Don't go with the cheapest thing they have though, I find the Delta Ceramcoat paints to be pretty much the best of the hobby paints. Due to the nature of craft acrylic paints, you will always need to thin your paint to a almost watery viscosity to avoid clumping. I also recommend picking up some different effects type paints such as glow in the dark paint, pearlizing medium, and super fine glitter paint can make doing certain textures easier than without them, such as painting glass, gems, etc..

protecting your minis. My preferred method of sealing is through the use of a spray on fixative, be sure the one you pick is safe for acrylics or whatever type of paint you decide to go with, because some chemicals react harshly with some paint and you wouldn't want to ruin that fancy new paintjob. When choosing the type of fixative, unless you want a super glossy look, I recommend going with a matte finish, they do still tend to be slightly glossy no matter which you use though.

#10) I typically like to seal my miniatures after I am done painting them so that the paint doesn't inadvertently come off from rough players, or during transit. The later not usually being a problem if you keep your minis in a case with the foam inserts, these do a great job at

I hope these tips have helped you in one way or another, if you find that there is something that I missed, or a tip that you have that you think I should include, please feel free to email me suggestions to be included in future issues.

Deadly Denizens will be a featured section in our newsletter. Its content will vary each issue, including anywhere from modifications of current monsters like what we did in this issue, to all new spectacular never before seen monsters that will haunt your games for years to come.

Deadly Denizens

14

Goblin Blowgun Artist

Level 1 Minion

Small natural humanoid

XP 25

Initiative +3 **Senses** Perception +1; low-light vision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 12; **Reflex** 14; **Will** 11

Speed 6; see also Goblin Tactics

⚔ **Dagger** (standard; at-will)

+4 vs. AC; 1d4 + 1 damage

☞ **Blowgun** (standard; recharge ⓧ ⓧ)

Ranged 10/15; +8 vs. Fortitude; 1d2 + ongoing 5 poison damage and slowed (save ends both)

Goblin Tactics (immediate reaction; at-will)

When missed by a melee attack, shift 1 square

Sniper (free; at-will)

When a Goblin Blowgun Artist makes a ranged attack from hiding and misses, it is still considered to be hiding

Alignment Chaotic Evil

Languages Goblin, Common

Skills Stealth +5, Thievery +5

Str 14 (+2)

Dex 17 (+3)

Wis 12 (+1)

Con 13 (+1)

Int 8 (-1)

Cha 8 (-1)

Equipment Blowgun, Blowgun Needles x24, Dagger

© 2009 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This monster statistics block has been generated using the D&D Adventure Tools.

Goblin Blowgun Artist

Description: The goblin blowgun artist fires its poisonous barbed needles with precision accuracy against their foe, weakening and sub doing their enemy for an easy kill.

Goblin Arsonist

Level 2 Artillery

Small natural humanoid

XP 125

Initiative +5 **Senses** Perception +2; low-light vision

HP 33; **Bloodied** 16

AC 16; **Fortitude** 12; **Reflex** 14; **Will** 11

Speed 6; see also Goblin Tactics

☞ **Rain of Fire** (standard; recharge ⓧ ⓧ)

Siege weapon; Ranged 10/100; Indirect; +11 vs. AC; 8d6 Fire damage. Can only indirectly attack characters due to high level of difficulty in aiming, meant as a destructive weapon against buildings and other large structures. A successful dexterity check (DC 15) will allow player to safely escape the blast radius and avoid damage. If player is caught in attack they may make an additional check to only take 1/4 th damage, otherwise they suffer half damage

☹ **Goblin Frenzy** (standard; at-will)

Close burst 1; +5 vs. Ref; 1d4 + 1 physical damage

Goblin Tactics (immediate reaction; at-will)

When missed by a melee attack, shift 1 square

Alignment Chaotic Evil

Languages Goblin, Common

Skills Stealth +5, Thievery +5

Str 14 (+3)

Dex 18 (+5)

Wis 13 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

© 2009 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All rights reserved. This monster statistics block has been generated using the D&D Adventure Tools.

Goblin Arsonist

Description: Using their siege cannon, goblin arsonist fire a volley of explosive gels down upon their enemy, extremely difficult to aim, its only practical use is against large and slow moving objects.

Like the Deadly Denizens featured section of our newsletter , The Treasure Trove will also be featured in each issue including a range of new and ludicrous magical items for you to surprise, amaze, and demolish your players with. Good luck not getting splattered.

Treasure Trove



Siege Cannon

Level 3

The siege cannon levels mountains, burns forests, and disintegrates flesh

Lvl 3 +1 900 gp

Lvl 18 +4 57,000 gp

Lvl 8 +2 2,700 gp

Lvl 23 +5 424,000gp

Lvl 13 +3 17,800 gp

Lvl 28 +6 1,620,000 gp

Implement (Mounted Blunderbuss)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When fired deals damage similar to the meteor swarm wizard spell, dealing 8d6 fire and explosive damage to its target, and has a range of up to 100 yards, despite being a blunderbuss, this weapon is far from portable and is extraordinarily difficult to aim. Cannot target small or fast moving objects. Players may make a dexterity check (DC 15) to dive out of the blast zone, if they fail, make an additional check to take only 1/4 the damage , otherwise they take half the total damage.

This will be an ongoing article corner with lots of ideas to DM badly. If you have suggestions of your own please submit them to rocketpropelledgames@yahoo.com and your name will appear next to your submission in the next Issue. Have a great time DM'ing

- #024 - Encourage players to argue for lengths at a time, especially for the entire gaming time
- #157 - Allow players to continuously roll their dice while you talk
- #012 - Allow one person to dominate the response in RP
 - #361 - Talk monotone the entire session
 - #294 - Send players into hopeless situations
 - #194 - Don't be prepared
- #836 - Ignore certain players because you hate them
 - #002 - "Roll" Crits all night long
- #239 - "Who cares if the players dont like your game. Its YOUR game"!!!!
- #629 - Smash a mini to pieces if the PC dies
- #910 - "Rules, Smules... Im the DM fools!!!!"
- #492 - Overcomplicate everything
- #235 - Stall the game as much as possible

Coming soon

17

In the next issue we will be debuting two new article sections "DIY terrain, miniature mods, conversions & presentation techniques" where we will discuss all sorts of neat things, followed by "Fatal Encounters" where we will be giving you challenging adventures for 4th edition Dungeons and Dragons.

Newsletter Design by Matt Russell

Artwork by Jeremy Kleve

Articles by Jeremy Kleve, Matt Russell, Edgar Caceros, Adam Akselsen, Adrian Shaw, Christopher Levy

We would like to thank Wizards of the Coast for their great Adventure tools, and Reaper Mini for keeping all of us knee deep in fresh new miniatures, and lastly we would like to thank all the gamers out there, our current and future subscribers.

Subscribe by sending an email to
rocketpropelledgames@yahoo.com

Or visit us on www.facebook.com/rpgstandard