



RuneQuest 6th Edition - Your Questions Answered

The Design Mechanism team answer a few commonly asked questions.

What is RuneQuest 6th Edition?

RuneQuest is one of the oldest and most respected roleplaying games available. Originally designed and published by Chaosium in the late 1970s it created a system for characters that does not rely on experience points or character classes, does not use levels to track progress, and introduced a gritty and realistic combat system. Since then it has been through several different editions; two published by Chaosium, a third by Avalon Hill, two more editions published by Mongoose Publishing and now, this most recent version, published by The Design Mechanism. RuneQuest 6th Edition maintains the venerable tradition of the original game and develops on the work of its previous incarnations to bring the most complete, cohesive and satisfying version of RuneQuest yet.

I'm confused about who owns it...

RuneQuest is a trademark owned by Issaries Inc, along with the Glorantha and HeroQuest trademarks. Issaries acts as a licensor for these properties, and The Design Mechanism has secured the license from Issaries to produce the core rules and supplements for RuneQuest.

I've heard its similar to the Legend roleplaying game from Mongoose. Is this true?

The design team who originally wrote Mongoose's Legend RPG is the same team behind RuneQuest 6th Edition. Rules and concepts developed for Legend – which began life as Mongoose's RuneQuest II system – form the core of RQ6. If you've played Legend and have supplements for it, then you'll find they have a very high degree of compatibility with RuneQuest 6th Edition.

So what are the differences?

In developing RuneQuest 6th Edition The Design Mechanism has taken the opportunity to clarify, clean-up and expand the rules and concepts developed for Mongoose's RuneQuest II. You'll find that they are clear, easy to understand, internally elegant, and present everything you need to play in just one book. We've also added new elements to make RQ6 a far more complete game: expanded magic systems, extensive guides and notes for Games Masters, a whole host of creatures, and a few other elements to get you started. Despite RQ6's similarities to its predecessor you'll find a lot of very subtle differences that make for a unique and compelling game.



www.thedesignmechanism.com



RuneQuest

I've heard that RuneQuest is all about Glorantha. Is this true?

It used to be. RQ was originally developed to allow roleplaying in Greg Stafford's wonderful world of Glorantha. This continued in Mongoose's RuneQuest releases too, but for RuneQuest 6th Edition we've carefully divorced the rules from the setting. RQ6 is intended to be a basis for roleplaying in any kind of fantasy setting – with an emphasis on heroic sword and sorcery – and is not tied to Glorantha.

That's a shame. I love Glorantha.

The Design Mechanism, working in partnership with Moon Design, fully intends to bring you RQ supplements and adventures set in Glorantha – both its Second and Third Ages. Watch this space!

So does the game have its own world or setting?

Not in the core rules. However we are keen to develop a couple of bespoke fantasy settings to provide GMs and players with ready-made worlds to adventure in. One of these is called Gwenthia, which has already undergone a huge amount of development. We will also be releasing several mythic historical settings for the game, including Mythic Greece, Mythic Briton and Mythic Constantinople. Two of our first releases for RQ6, *Monster Island* and *The Book of Quests* will offer generic fantasy settings to give context and an added dimension to their subjects – a dark, Swords and Sorcery island of fantastical and dangerous creatures; and a book of stand-alone scenarios that can be linked together to form a full campaign.

Tell me something about the system.

RuneQuest is, at its heart, very simple. Characters are described by a range of seven characteristics. These then define several different abilities used in a variety of situations, and form the basis of a character's skills. Skills are developed by the character's cultural profession and background and are rated between 1 and 100 (although they can go higher). To succeed at a skill, roll equal to, or less than its rating on percentile dice. It really is that simple!

I've heard that combat in RuneQuest is very gritty but also very exciting...

Yes it is. Success over your opponent generates an opportunity to apply one (or more) special effects – such as tripping a foe or blinding him – which leads to fast, brutal, exciting combats that don't always end in sudden death. Neither do they result in foes slugging away at each other for unending combat rounds; combat is swift and nasty, just as in real life. The Design Mechanism team has extensive experience of realistic close and ranged combat, and so the combat system mirrors what can actually happen in a fight.

RuneQuest

Is it also true everyone can use magic?

There are no classes that restrict access to spells. Your character can be a superb swordsman *and* a cunning sorcerer. He might have access to a few simple spells and cantrips that give him a combat edge. Or perhaps start as a lowly peasant and work his way up to becoming a powerful Rune Lord, channelling the magical power of his gods. RQ6's magic systems are extensive and ostensibly open to everyone – although different settings may restrict the use of magic in some shape or form.

And ducks? What about ducks? Isn't RQ the game with ducks in it?

Ducks are a part of *Glorantha* – and, because the rules are separate from Glorantha, you won't find any ducks in the RuneQuest 6th edition rules. However, in Gloranthan supplements that may be a different matter.

This sounds great! Where can I get a copy?

You can buy RuneQuest 6th Edition directly from our partners, Moon Design Publishing. Its available as a PDF from DrivethruRPG and we are also planning to release a special ePub format edition for e-readers and Kindle.

I'm a game publisher and would like to make some of my products RQ-compatible. Is this possible? Will RuneQuest 6th Edition be OGL?

It won't be OGL (Open Game License) but we're developing the *RQ Gateway License* which will allow third party publishers to create their own, RQ-compatible branded products, for independent release. The license will be very similar to Moon Design's HeroQuest Gateway license, which is a very straightforward agreement with a minimum of legal red tape. We should be able to provide more information on RQ Gateway very soon.

When will RQ6 be available?

We're working on it right now, with a view to an early 2012 release. We can give more specifics towards the end of 2011. We're also working on the first supporting releases too, which we hope will be published either at the same time as the rulebook or very shortly after.

How can I get a copy?

We'll be releasing RQ for direct sale through a variety of channels. You can buy hard copies direct from Design Mechanism using the Moon Design ecommerce facilities at moondesignpublishing.com. It will also be available in PDF at DrivethruRPG.



Why do I have to buy a physical copy through Moon Design?

We have a very, very strong partnership with the wonderful team at Moon, and they have been gracious enough to allow Design Mechanism to plug into their existing production infrastructure. The Design Mechanism is, first and foremost, a design house; this allows us to concentrate on producing the best games and supplements we can, and then using Moon Design's resources to get it to market. We also intend to develop other strategic partnerships to get the game to your Friendly Local Game Store too.

And it costs?

We've yet to set a price, but we will be offering a discount for pre-orders and we are looking at producing a limited edition hardback copy, again available only by pre-order. We'll be able to give price details soon, we hope, but its likely to be *in the region of* \$45.00/£28.00/€31.00 (256 pages, perfect bound, colour cover).

How about forums and discussion boards?

Again, our partnership with Moon Design includes full forum support. The RuneQuest pages and forums on moondesignpublishing.com are the place for all RQ and Design Mechanism news, rules questions, discussions and so on. We want to build an extensive, informed RQ community, and this will be the place to do it. To begin with, we have an informal public forum at www.thedesignmechanism.com but as RuneQuest develops we will be moving the core of our discussions to the Moon Design secure servers where much more sophisticated forums will be available to us.

I have some great RuneQuest scenarios I've written. Would you be interested in publishing them?

The Design Mechanism is always keen to work with freelance writers, new or established, on its games and supplements. From time to time we actively seek submissions and always welcome proposals for new books to add to our catalogue.

We do, however, work to a release schedule. The easiest way to have your work published by us is to contribute to a book that forms part of this release schedule. That said, we will always consider books outside of the schedule if they are interesting, unique and fit with our overall catalogue.

The best way to write for Design Mechanism is to do the following:

- Contact us *first* with your idea. We will tell you if this might fit with our current plans and, if so, how.
- Send us a 500 word proposal that sets-out your idea and gives us a good idea of how the idea will translate into finished product.

RuneQuest

- We will send you our Submission Guidelines which tell you more about what we want to see and how we want to see it. Some Submission Guidelines are tailored to a particular release and some are open-ended. We will send the most appropriate based on our discussions.

DO NOT SEND US UNSOLICITED MATERIAL. You might have that perfect 30 page scenario, playtested and neatly written-up, but we may not have time to read it. It may not fit with our plans. It is far better for you to contact us first, as outlined above. If we really want to see material you've already prepared then we'll ask for it at the appropriate time.