

MATT FORBECK

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CURRICULUM VITAE

FORTHCOMING

Wrote *Loot Drop*, a thriller novel, published by **Tor/Forge**, New York, NY.

Wrote *Monster Academy: I Will Burn Down the School*, a YA fantasy novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Monster Academy: I Will Not Destroy the Kingdom*, a YA fantasy novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote a yet-to-be-titled *Exalted* novel, based on the fantasy roleplaying game, published by **The Onyx Path**, Philadelphia, PA.

Revised *The Marvel Encyclopedia* for 2014, a nonfiction book published by **Dorling Kindersley Publishing**, London, UK.

Wrote *Dust: Blood & Lightning*, a novel based on the battle game *Dust*. Published by **Dust Publishing**, Hong Kong, China.

Wrote *Dust: Blood & Thunder*, a novel based on the battle game *Dust*. Published by **Dust Publishing**, Hong Kong, China.

Wrote *Nexopolis*, a setting for the *Lords of Gossamer & Shadow* roleplaying game, published by **Rite Publishing**, Plano, TX.

Wrote "The Bookrunner," a short story for *Sojourn: A Collection of Speculative Fiction*, published by **Fear the Boot**, St. Peters, MO.

Wrote "The Origins of the Term Munchkin," an essay for *The Munchkin Book*, based on the card game. Edited

by James Lowder and published by **BenBella Books**, Dallas, TX.

Wrote "Fulfill My Destiny—and Save the World!" a short story for *Help Fund My Robot Army*, an anthology edited and published by **John Joseph Adams**, Lompoc, CA.

Wrote "Meant to Know," a short story for *Cards of Cthulhu*, a card game published by **Dan Verssen Games**, Glendora, CA.

Wrote "Death and Vengeance," a short story for the *Cadaver Bone* anthology, edited by Chris Pramas and published by **Green Ronin Publishing**, Seattle, WA.

Wrote "The Last Great War," a setting for the *Witch Hunters* roleplaying game, published by **Paradigm Concepts**, Miami, FL.

Wrote the text for *Global Domination*, a game by Dan Verssen, published by **Dan Verssen Games**, Glendora, CA.

Wrote "The Temple of Death," a short story for the *Sovereign Stone* roleplaying game, published by **Timeout Diversions**, Redondo Beach, CA.

Wrote a story bible for an upcoming roleplaying game by Rian Sands, published by **Sandstorm**, Lawrence, KS.

Co-wrote *What's Your Pleasure?* an original screenplay for a short film from **Reactor 88 Studios**, Naperville, IL.

2014

Wrote *Monster Academy: I Will Not Eat People*, a YA fantasy novel, published by **Full Moon Enterprises**, Beloit, WI.

2013

Wrote *Leverage: The Con Job*, a novel based on the TV show, published by **Penguin**, New York, NY.

Wrote story bible and game text for two new iOS games, developed by **Ubisoft Shanghai** and published by **Ubisoft**, Montreuil-sous-Bois, France.

Co-wrote (with Jeff Dohm) and executive produced *InSpectres*, a screenplay for a feature film based on the *InSpectres* roleplaying game, for **Reactor 88 Studios**, Glen Ellyn, IL.

Wrote *Dangerous Games: How to Play*, a thriller novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Dangerous Games: How to Cheat*, a thriller novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Dangerous Games: How to Win*, a thriller novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Magic: The Gathering: The Spell Thief* #1–4, a fantasy comic based on the collectible card game, published by **IDW**, San Diego, CA.

Wrote *Magic: The Gathering: Path of Vengeance* #1–4, a fantasy comic based on the collectible card game, published by **IDW**, San Diego, CA.

Wrote *Hard Times in Dragon City*, a noir fantasy novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Bad Times in Dragon City*, a noir fantasy novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *End Times in Dragon City*, a noir fantasy novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote “Lost Vikings,” a short story based on the *Starcraft II* video game, published by **Blizzard Entertainment**, Irvine, CA.

Wrote “Cow & Dog,” a short story for *The Lion and the Aardvark: Aesop’s Modern Fables*, an anthology edited by Robin D. Laws, for **Stone Skin Press**, London, UK.

Wrote “WW 2.1,” a setting for the *Hillfolk* roleplaying game, published by **Pelgrane Press**, London, UK.

Wrote “The Deadline,” for *Cthulhu Haiku II and More Mythos Madness*, edited by Lester Smith and published by **Popcorn Press**, Delavan, WI.

Wrote “Fear of Life,” a short story for the *Dungeonlands* roleplaying game setting, published by **Savage Mojo**, Amsterdam, NY.

Wrote “The Trouble With the Irish,” a short story for the *Trigger Happy* roleplaying game, published by **TaleSpinner Holdings**, West Orange, NJ.

Wrote “Punk Rock Saves the World,” a setting for the *Cartoon Action Hour* roleplaying game, published by **Spectrum Games**, Parsons, KS.

Wrote *Battle Isle: Threshold Run*, a series of web comics based on the upcoming video game, published by **Stratotainment**, Cedar Park, TX.

Wrote the introduction to *I Can Transform You*, a novel by Maurice Broaddus, published by **Apex Books**.

Wrote the introduction to *The Awakened*, an anthology edited by Hal Greenberg and Neal Levin, published by **Dark Quest Books**.

Wrote several articles for the newly independent **GeekDad.com**.

2012

Wrote *Carpathia*, a science-fiction novel, published by **Angry Robot** (a division of **Osprey Publishing**), Nottingham, UK.

Wrote *Matt Forbeck’s Brave New World: Revolution*, a dystopian superheroes novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Matt Forbeck's Brave New World: Revelation*, a dystopian superheroes novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Matt Forbeck's Brave New World: Resolution*, a dystopian superheroes novel, published by **Full Moon Enterprises**, Beloit, WI.

Wrote *Magic: The Gathering #1-4*, a fantasy comic based on the collectible card game, published by **IDW**, San Diego, CA.

Contributed to *Marvel Heroic Roleplaying: Basic Game*, developed by Cam Banks and published by **Margaret Weis Productions**, Lake Geneva, WI.

Contributed to *Marvel Heroic Roleplaying: Civil War*, developed by Cam Banks and published by **Margaret Weis Productions**, Lake Geneva, WI.

Wrote "Don't Forget Your Kids," a short story for *Don't Read This Book*, an anthology edited by Chuck Wendig, based on the roleplaying game *Don't Rest Your Head*, for **Evil Hat Productions**.

Wrote "Friends Like These," a short story for *The New Hero: Volume 2*, an anthology edited by Robin D. Laws, for **Stone Skin Press**, London, UK.

Wrote the introduction to *Industry Talk: An Insider's Look at Writing RPGs and Editing Anthologies*, by Jennifer Brozek, published by **Apocalypse Ink Productions**, Kenmore, WA.

Wrote several articles for *Geek Dad*, a blog for **Wired.com**, starting in 2011.

2011

Wrote *Amortals*, a science-fiction novel, published by **Angry Robot** (a division of **Osprey Publishing**), Nottingham, UK.

Wrote *Vegas Knights*, an urban fantasy novel, published by **Angry Robot** (a division of **Osprey Publishing**), Nottingham, UK.

Wrote *Star Wars vs. Star Trek*, a nonfiction humor book, for **Adams Media**, Avon, MA.

Wrote story bible and game text for *Ghost Recon Online*, a Tom Clancy free-to-play MMO for the PC, developed by **Ubisoft Singapore** and published by **Ubisoft**, Montreuil-sous-Bois, France.

Wrote story material for *Conduit 2*, an FPS game for the Wii, developed by **High Voltage Software** and published by **Sega**, San Francisco, CA/Tokyo, Japan.

Wrote game text for the *Marvel Super Hero Squad Collectible Card Game*, published by **Gazillion Entertainment**, San Mateo, CA, as part of its *Marvel Super Hero Squad Online* free-to-play MMO for the PC.

Wrote game text for *Marvel Heroes*, an MMO for the PC, published by **Gazillion Entertainment**, San Mateo, CA.

Wrote a novella for *G.I. Joe: Tales of the Cobra Wars* for **IDW Publishing**, San Diego, CA. Edited by Max Brooks.

Co-wrote (with Kris Oprisko) *Book of Extreme Facts* for **IDW Publishing**, San Diego, CA.

Wrote "Metaphor vs. Mechanics: Don't Fight the Fusion," an essay for *The Kobold Guide to Board Game Design*, edited by Mike Selinker, for **Open Design**, Kirkland, WA.

Wrote "In the Belly of the Behemoth," a short story for *Hot & Steamy: Tales of Steampunk Romance*, an anthology edited by Jean Rabe and Martin H. Greenberg, for **DAW/Penguin**, New York, NY.

Wrote "Gobintown Justice," a short story for *Carnage & Consequences*, an anthology edited by Marc Tassin, for **Walkabout Publishing**, Kansasville, WI.

Wrote "The Fury Pact," a short story for *Tales of the Far West*, an anthology edited by Gareth-Michael Skarka, for **Adamant Entertainment**, Lawrence, KS.

Contributed to *The Geek Dad Book for Aspiring Mad Scientists* for **Gotham Books**, New York, NY. Edited by Ken Denmead.

Wrote a novella for an unnamed anthology for **IDW Publishing**, San Diego, CA. Publication suspended.

2010

Co-wrote (with Jeff Grubb) *Guild Wars: Ghosts of Ascalon*, a novel based on the hit massively multiplayer online roleplaying games *Guild Wars* and *Guild Wars 2*, produced by **ArenaNet** (a division of **NCSOFT**), for **Simon & Schuster**.

Wrote "No Such Luck," a short story for *Spells & Chrome*, a *Shadowrun* anthology, for **Catalyst Game Labs**, Lake Stevens, WA.

Developed characters and backstory for *Inazuma-Oh!*, a collectible line of toy cars, for **Playmates Toys**, El Segundo, CA.

Designed the logic for the *Yu-Gi-Oh! Figure Reader*, an electronic toy, for **Playmates Toys**, El Segundo, CA.

Wrote an essay for *Family Games: The 100 Best*, a nonfiction book, for **Green Ronin Publishing**, Seattle, WA.

Wrote an essay for *The Bones*, a nonfiction book about dice, for **Gameplaywright**.

Wrote part of *Leverage: The Roleplaying Game*, developed by Cam Banks and Rob Donoghue, published by **Margaret Weis Productions**, Lake Geneva, WI.

Wrote an ongoing column about tabletop games and designs for "Days of High Adventure," which appeared in *The Escapist Magazine* (www.escapistmagazine.com/articles/view/columns/days-of-high-adventure), starting in 2009, published by **Themis Group**, Durham, NC.

Wrote regular essays for *StorytellersUnplugged.com*, a communal writers' website, starting in 2007.

Developed story elements for an unnamed multiplatform video game, for **High Voltage Software**, Hoffman Estates, IL. Publication pending.

Wrote game text for a Tom Clancy PC game, developed by **Red Storm Entertainment** and published by **Ubisoft**, Montreuil-sous-Bois, France. Publication suspended.

Wrote game text for a racing game published by **Ubisoft**, Montreuil-sous-Bois, France. Publication suspended.

2009

Revised *The Marvel Encyclopedia*, a nonfiction book published by **Dorling Kindersley Publishing**, London, UK.

Designed the logic and wrote the script for *Star Trek Starfleet Command Mission Utility Belt*, a roleplay toy produced by **Playmates Toys**, Costa Mesa, CA.

Developed story elements for sequels to *The Conduit*, a video game (Wii), for **High Voltage Software**, Hoffman Estates, IL.

Wrote "Pinball Wizard," an adventure that appeared in *Descent: Journeys in the Dark: Quest Compendium Volume One*, for **Fantasy Flight Games**.

Wrote "Inn Peril," an adventure for *Dungeons & Dragons 4th Edition*, for *Game Trade Magazine*, published by **Alliance Game Distributors**, Baltimore, MD.

Edited a series of articles about *The Lord of the Rings Online*, a massively multiplayer online roleplaying game, for its official website, for **Turbine**, Westwood, MA.

Edited a series of articles about *Dungeons & Dragons Online*, a massively multiplayer online roleplaying game, for its official website, for **Turbine**, Westwood, MA.

2008

Wrote *Blood Bowl: Killer Contract*, a five-issue comic-book miniseries (and graphic novel collection) based upon

my series of *Blood Bowl* novels, for **BOOM! Studios**, Los Angeles, CA.

Wrote *Mutant Chronicles*, the novelization of the film, produced by **Paradox Entertainment** for **Del Rey/Random House**, New York, NY.

Wrote *More Forbidden Knowledge*, a nonfiction humor book, for **Adams Media**, Avon, MA.

Wrote missions for *Spineworld*, a massively multiplayer online game for children, for **Playdo.com**, Stockholm, Sweden.

Wrote *The Complete Idiot's Guide to Drawing Manga, Illustrated: Shoujo*, a nonfiction book produced by **IDW Publishing** for **Alpha Books/Penguin Group**, New York, NY.

Wrote *The Complete Idiot's Guide to Superheroes and Villains, Illustrated*, a nonfiction book produced by **IDW Publishing** for **Alpha Books/Penguin Group**, New York, NY.

Wrote the rules for *Yu-Gi-Oh Capsule Monsters*, a collectible figures game, for **Mattel**, El Segundo, CA.

Wrote "The Hollow Wee 'Un," a monster profile, for **FlamesRising.com**, Madison, WI.

Wrote *Orcs*, a nonfiction book produced by Gusto Books for **Del Rey/Random House**, New York, NY. Publication pending.

Wrote *Matt Forbeck's Brave New World: Revolution*, a screenplay for a feature film based on the *Brave New World* roleplaying game I created, for **Reactor 88 Studios**, Glen Ellyn, IL. The film is currently in preproduction.

Developed the story and characters for a video game (PC, Xbox 360) for **Avalanche Studios**, Stockholm, Sweden. Publication suspended.

Developed the story for an unnamed video game (Wii) for **High Voltage Software**, Hoffman Estates, IL. Publication suspended.

2007

Co-wrote *Harvey Birdman, Attorney at Law*, a video game (PS2, PSP, and Wii) based on the Cartoon Network TV show, developed by **High Voltage Software** and published by **Capcom**, San Mateo, CA.

Wrote *Blood Bowl: The Omnibus*, a collection of my first three *Blood Bowl* novels, for **Games Workshop/BL Publishing**, Nottingham, UK.

Wrote *Blood Bowl: Rumble in the Jungle*, the fourth in my series of *Blood Bowl* novels, for **Games Workshop/BL Publishing**, Nottingham, UK.

Wrote *The Complete Idiot's Guide to Manga Fantasy Creatures, Illustrated*, a nonfiction book produced by **IDW Publishing** for **Alpha Books/Penguin Group**, New York, NY.

Co-wrote *1 vs. 100 DVD Game*, a trivia game produced on DVD, based on the TV show, for **Mattel**, El Segundo, CA.

Wrote "Space Hulk", an essay about the board game, for *Hobby Games: The 100 Best*, a nonfiction book published by **Green Ronin Publishing**, Seattle, WA.

Wrote cutscene dialog for *ArmA: Combat Operations*, a video game (PC) developed by **Bohemia Interactive** and published by **Atari**, New York, NY.

Wrote *The Complete Idiot's Guide to Creating Dungeons & Dragons Characters*, a nonfiction book produced by **IDW Publishing** for **Alpha Books/Penguin Group**, New York, NY. Publication suspended.

Developed the story for a video game (PC, Xbox 360) for **Ubisoft**, Montreuil-sous-Bois, France. Publication suspended.

2006

Designed *Marvel Heroes Battle Dice: Series 1*, a collectible dice and figures game, for **Playmates Toys**, Costa Mesa, CA.

- Wrote *The Road to Death*, the second in *The Lost Mark* trilogy of *Dungeons & Dragons* novels in the *Eberron* setting, for **Wizards of the Coast/ Hasbro**, Renton, WA.
- Wrote *The Queen of Death*, the third in *The Lost Mark* trilogy of *Dungeons & Dragons* novels in the *Eberron* setting, for **Wizards of the Coast/ Hasbro**, Renton, WA.
- Wrote *Death Match*, the third in a trilogy of *Blood Bowl* novels, for **Games Workshop/BL Publishing**, Nottingham, UK.
- Wrote *Prophecy of the Dragons*, the thirteenth in the *Knights of the Silver Dragon* series of young adult *Dungeons & Dragons* novels, for **Wizards of the Coast/Hasbro**, Renton, WA.
- Wrote *The Dragons Revealed*, the fourteenth in the *Knights of the Silver Dragon* series of young adult *Dungeons & Dragons* novels, for **Wizards of the Coast/Hasbro**, Renton, WA.
- Wrote "Random Lies," an article for *Games Quarterly Magazine* #8, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote "Games Playmates Play," an article for *Games Quarterly Magazine* #9, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote "Spiel des Jahres 2006" and "An Interview with Wil Wheaton," articles for *Games Quarterly Magazine* #10, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote "An Interview with Anthony Zuiker," an article for *Games Quarterly Magazine* #11, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote "An Interview with Billy Campbell," an article for *Games Quarterly Magazine* #12, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Co-wrote "Tournament of the Fey," an introductory pack for *Faery's Tale*, a roleplaying game published by **Firefly Games**, Carmichael, CA.
- Edited *Winds of the Wild Sea*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA/New York, NY.
- Edited *Dawn of the Ice Bear*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA/New York, NY.
- Edited *The God in the Moon*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA/New York, NY.
- Edited *The Eye of Charon*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA/New York, NY.
- Edited *The Silent Enemy*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA/New York, NY.
- Wrote "The Haunted Castle," an adventure for *Faery's Tale*, for **Firefly Games**, Carmichael, CA.
- Created the characters, names, and storyline for *R.E.V.s: Radically Engineered Vehicles*, a toy line, for **Playmates Toys**, Costa Mesa, CA.
- Wrote and produced a comic book for *R.E.V.s: Radically Engineered Vehicles*, a toy line, for **Playmates Toys**, Costa Mesa, CA.
- Wrote, produced, and directed an animated comic book for *R.E.V.s: Radically Engineered Vehicles*, a toy line, for **Playmates Toys**, Costa Mesa, CA.
- Designed *DC Battle Dice: Series 1*, a collectible dice and figures game, for **Playmates Toys**, Costa Mesa, CA. Publication suspended.
- Wrote the rules for *Yu-Gi-Oh! Capsule Monsters*, a collectible figures game, for **Mattel**, El Segundo, CA. Publication suspended.
- Designed *Marvel Heroes Battle Dice: Series 2*, a collectible dice and figures game, for **Playmates Toys**, Costa Mesa, CA. Publication suspended.

2005

- Designed *High Stakes Drifter*, a collectible card game, for **WizKids/Topps**, Bellevue, WA.
- Wrote *Dead Ball*, the second in a trilogy of *Blood Bowl* novels, for **Games Workshop/BL Publishing**, Nottingham, UK.
- Wrote *Marked for Death*, the first in *The Lost Mark* trilogy of *Dungeons & Dragons* novels in the *Eberron* setting, for **Wizards of the Coast/Hasbro**, Renton, WA.
- Wrote "Coming Home," a *Dungeons & Dragons* short story in the *Eberron* setting for *Dragon Magazine* #330, for **Paizo Publishing**, Bellevue, WA.
- Wrote "Truth and Lies in the Big Easy," a true story for *Beyond the Storm: Shadows of the Big Easy*, a roleplaying game and fiction book published to raise money for the Red Cross for victims of Hurricane Katrina. **David Wendt**, Renton, WA.
- Wrote "Cannibal Doppelganger," a d20 monster, for *Hungry Little Monsters*, a d20 System sourcebook published electronically to raise money for Food for All. **Sean K. Reynolds**, Renton, WA.
- Wrote "A Novel Approach: *Marked for Death*," a *Dungeons & Dragons* article in the *Eberron* setting for *Dragon Magazine* #329, for **Paizo Publishing**, Bellevue, WA.
- Wrote "Patch's Family Game: Domination" an article for *Games Quarterly Magazine* #4, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote "Got Clout?" an article for *Games Quarterly Magazine* #5, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote "The Original Games Week," an article for *Games Quarterly Magazine* #6, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.

- Wrote "Every Game Tells a Story," an article for *Games Quarterly Magazine* #7, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.
- Wrote *Blood Bowl*, the first in a trilogy of *Blood Bowl* novels, for **Games Workshop/BL Publishing**, Nottingham, UK.
- Designed and produced *Frankenstein's Children*, a horror-themed board game, for **Human Head Studios**, Madison, WI.
- Edited *Cimmerian Rage*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA / New York, NY.
- Edited *Songs of Victory*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA / New York, NY.
- Edited *Heretic of Set*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA / New York, NY.
- Edited *Venom of Luxur*, an Age of Conan novel, for **Conan Properties/Ace Publishing**, Sherman Oaks, CA / New York, NY.

2004

- Wrote *Secret of the Spiritkeeper*, the first in the *Knights of the Silver Dragon* series of young adult *Dungeons & Dragons* novels I created, for **Wizards of the Coast/Hasbro**, Renton, WA. Nominated for the Origins Award for Best Fiction Publication.
- Wrote *Dracula's Revenge*, a two-issue comic book miniseries based on the board game from **Human Head Studios**, for **Idea + Design Works**, San Diego, CA.
- Designed and produced *Dracula's Revenge*, a horror-themed board game, for **Human Head Studios**, Madison, WI.
- Wrote the player's chapter of *The Authority Roleplaying Game*, a roleplaying game based on the comic

book from **WildStorm Productions/DC Comics**, for **Guardians of Order**, Guelph, Ontario, Canada. Nominated for the Origins Award for Best Roleplaying Game, and nominated for the ENnies for Best Cover Art and Best Production Values.

Wrote "Play This! *Fluxx*," an article for *Games Quarterly Magazine* #1, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.

Wrote "Spiele Über Alles," an article for *Games Quarterly Magazine* #2, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.

Wrote "Play This! *Once Upon a Time*," an article for *Games Quarterly Magazine* #3, a magazine published by **Matthews-Simmons Marketing**, Boulder, CO.

2003

Co-wrote, developed, and produced *The Redhurst Academy of Magic*, a d20 System sourcebook. **Human Head Studios**, Madison, WI. Winner of the Origins Awards for Best Roleplaying Supplement and Best Graphic Design of a Book, and winner of the Silver ENnies for Best Campaign Setting, Best Cartography, and Best Graphic Design and Layout.

Co-wrote *The Unapproachable East*, a sourcebook for the *Forgotten Realms* setting for *Dungeons & Dragons*. **Wizards of the Coast/Hasbro**, Renton, WA.

Developed *Fell Beasts & Wondrous Magic*, a sourcebook for *The Lord of the Rings Roleplaying Game* for **Decipher**, Norfolk, VA.

Co-wrote and developed *The Two Towers Sourcebook*, a sourcebook for *The Lord of the Rings Roleplaying Game* for **Decipher**, Norfolk, VA.

Developed *Moria*, a boxed set of sourcebooks and maps for *The Lord of the Rings Roleplaying Game* for **Decipher**, Norfolk, VA.

Wrote and developed *The Fellowship of the Ring Sourcebook*, a sourcebook for *The Lord of the Rings Roleplaying Game* for **Decipher**, Norfolk, VA.

Co-wrote *Races of Faerûn*, a sourcebook for the *Forgotten Realms* setting for *Dungeons & Dragons*. **Wizards of the Coast/Hasbro**, Renton, WA.

Wrote "The Price of Freedom," a short story for the *Mage Knight* collectible miniatures game, for **WizKids/Topps**, Bellevue, WA. Published on the web at: <http://www.wizkidsgames.com/mageknight/chamber/fiction.asp?cid=38245>.

2002

Co-wrote and developed *The Lord of the Rings Roleplaying Game* for **Decipher**, Norfolk, VA. Nominated for the Origins Award for Best Roleplaying Game. Winner of the Origins Award for Best Roleplaying Game and the *InQuest Gamer Fan Award* for Best Roleplaying Game.

Wrote "Running a Con Game," an essay for *Game Mastering Secrets*. **Grey Ghost Press**, Randolph, MA. Winner of the Origins Award for Best Game Aid or Accessory.

Wrote several short stories for *When Darkness Comes...*, a horror board game series. **Twilight Creations**, Cold Spring, KY. Nominated for Best Science Fiction or Fantasy Board Game. It included "The Enemy of My Enemy" and "Head Games," both nominated for the Origins Award for Best Game-Related Fiction Short Form.

Wrote "Fists of Fury" for *Swords into Plowshares*, a d20 System sourcebook published electronically to raise money for the Afghan Girls Fund. **Sean K. Reynolds**, Renton, WA.

Wrote *The Slayer's Guide to Orcs*, a d20 System sourcebook. **Mongoose Publishing**, Swindon, UK.

Co-wrote *The Stronghold Builder's Guide*, a sourcebook for *Dungeons & Dragons*.

Wizards of the Coast/Hasbro, Renton, WA.

Co-wrote *The Guide to the Galaxy*, a d20 System corebook for the *Dragonstar* setting. **Fantasy Flight Games**, Roseville, MN. Nominated for the ENnie Awards for Best Campaign Setting and Best Art (Interior).

Co-wrote *Freeport: City of Adventure*, a d20 System sourcebook. **Green Ronin Publishing**, Seattle, WA. Nominated for the Origins Award for Best Roleplaying Supplement. Winner of the ENnie Awards for Best Setting Supplement and Best Cartography. Nominated for the ENnie Award for Best Graphic Design and Layout. Nominated for the InQuest Gamer Fan Award for Best Roleplaying Game Supplement (Fantasy).

Wrote *The Big Dance*, a novella set in the C.A.V. universe. **Reaper Miniatures**, Lewisville, TX.

Wrote *Seven Cities*, a d20 System sourcebook. **Atlas Games**, Roseville, MN.

Wrote *Hostile Climes: Depths of Despair*, a d20 System sourcebook. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote "Designer's Notes," a monthly column for d20weekly.com. **Steve Jackson Games**, Austin, TX.

Wrote "The State of the Gaming Industry 2002," an article for *Games Unplugged* #17. **Fast Forward Entertainment**, Lake Geneva, WI.

Wrote "What I Think of the d20 System," an essay for *Campaign Magazine* #2. **Fast Forward Entertainment**, Lake Geneva, WI.

Wrote several bits of color text for two sets of cards for *Mage Knight* expansions. **WizKids**, Bellevue, WA.

Japanese cell phones. **Microsoft**, Redmond, WA. *Time's* #5 marketing campaign of the year, *Entertainment Weekly's* #1 internet event, and part of the *New York Times's* Best Ideas of 2001.

Wrote "Prometheus Unwound," a short story appearing in *The Book of All Flesh*, an anthology of stories based upon the *All Flesh Must Be Eaten* zombie roleplaying game. **Eden Studios**, Los Angeles, CA. Winner of the Origins Award for Best Game-Related Short Work.

Co-wrote *The Starfarer's Handbook*, a d20 System corebook for the *Dragonstar* setting. **Fantasy Flight Games**, Roseville, MN. Nominated for the ENnie Awards for Best Rules Supplement and Best Graphic Design and Layout.

Co-wrote *En Route*, a d20 System sourcebook. **Atlas Games**, Roseville, MN.

Co-wrote *Codex Arcanis*, a d20 System sourcebook for the *Arcanis* setting. **Paradigm Concepts**, Miami, FL.

Edited *Madness in Freeport*, a d20 System adventure for the *Freeport* setting. **Green Ronin Publishing**, Seattle, WA. Winner of the ENnie Award for Best Cartography. Nominated for the Origins Award for Best Roleplaying Adventure. Nominated for the ENnie Award for Best Art (Cover).

Co-wrote C.A.V., a science-fiction miniatures battle game. **Reaper Miniatures**, Lewisville, TX. Nominated for the Origins Award for Best Science Fiction or Fantasy Miniatures Rules.

Wrote and laid out *The Covenant*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Wrote a biweekly column for the web version of *Games Unplugged*, starting in June, 2000, ending in June 2001. **Dynasty Publications**, Lake Geneva, WI.

2001

Worked on the A.I. web game produced to promote the Stephen Spielberg film. Designed websites, wrote text, and consulted on i-Mod games for

Wrote and laid out *Evil Unlimited*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Wrote *Bring Him Back Alive!*, a d20 System adventure. **Alderac Entertainment Group**, Ontario, CA.

Edited *The Last Gods*, a d20 fantasy adventure by Kevin Wilson. **Alderac Entertainment Group**, Ontario, CA.

Edited *Servants of the Blood Moon*, a d20 fantasy adventure by Ree Soesbee. **Alderac Entertainment Group**, Ontario, CA.

Edited *The Ice Caves of Azinth*, a d20 fantasy adventure by James Macduff (Rob Vaux). **Alderac Entertainment Group**, Ontario, CA.

Edited *Dead Man's Cove*, a d20 fantasy adventure by Ken Carpenter. **Alderac Entertainment Group**, Ontario, CA.

Wrote "Confessions," a serialized novella appearing in issues 1–3 of *Thrilling Tales Magazine*. Magazine was subsequently cancelled.

2000

Designed the *Monster Rancher Collectible Card Game*, based on the hit cartoon playing on the Fox network every weekday afternoon. **Artbox Entertainment**, Lakewood, CA.

Wrote "What Was I Thinking?" for *Horsemen of the Apocalypse: Essays on Roleplaying*, a charity project. **Jolly Roger Games**, Charleston, IL.

Wrote news bits and "In the Cards," a column about collectible card games, for Fandom.com's news website: Mania.com, starting in October, 2000. **Fandom.com**, Manassas, VA. Available at www.mania.com.

Wrote and laid out *Glory Days*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Wrote and laid out *Defiants*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Wrote and laid out *Delta Prime*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Wrote and laid out *Bargainers*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Wrote and laid out *Crescent City*, a sourcebook for *Brave New World*. **Alderac Entertainment Group**, Ontario, CA.

Edited *The Murders of the Seven Points*, a d20 fantasy adventure by Erik Yapple. **Alderac Entertainment Group**, Ontario, CA.

Edited *Tomb of the Overseers*, a d20 fantasy adventure by John S. Zinser. **Alderac Entertainment Group**, Ontario, CA.

Edited *Kurishan's Garden*, a d20 fantasy adventure by Ken Carpenter. **Alderac Entertainment Group**, Ontario, CA.

Edited *Sundered Faith*, a d20 fantasy adventure by Kevin Wilson. **Alderac Entertainment Group**, Ontario, CA.

Edited *The Heart of Amun Khonshu*, a d20 fantasy adventure by Marcelo and Kat Figueroa. **Alderac Entertainment Group**, Ontario, CA.

Edited *Out of Body, Out of Mind*, a d20 fantasy adventure by Patrick Kapera. **Alderac Entertainment Group**, Ontario, CA.

Edited *Jerimond's Orb*, a d20 fantasy adventure by Ree Soesbee. **Alderac Entertainment Group**, Ontario, CA.

Edited *Castle Zadrian*, a d20 fantasy adventure by Rich Wolf. **Alderac Entertainment Group**, Ontario, CA.

Edited *Things that go Bump*, a d20 fantasy adventure by James Macduff (Rob Vaux). **Alderac Entertainment Group**, Ontario, CA.

Edited *Necropolis*, a *Warhammer 40,000* novel by Dan Abnett, **Games Workshop**, Nottingham, England. Nominated for the Origins Award for best novel.

Edited "Battle of the Archaeosaurs," a short story by Barrington J. Bailey, for *Inferno Magazine* #18. **Games Workshop**, Nottingham, England.

Edited "Tybalt's Quest," a short story by Gav Thorpe, for *Inferno Magazine* #18. **Games Workshop**, Nottingham, England.

Edited "White Heat," a short story by Dan Abnett, for *Inferno Magazine* #18. **Games Workshop**, Nottingham, England.

Wrote the prologue to *Core*, the main rulebook for the *Shards of the Stone Roleplaying Game*, **Obsidian Studios**, Jacksonville, FL.

Wrote "Monster Rancher Designer Notes" for the web version of *Games Unplugged* **Dynasty Publications**, Lake Geneva, WI. Available at www.gamesunplugged.com.

Co-wrote *JLA Sourcebook* for the *DC Universe Roleplaying Game*. **West End Games**, Honesdale, PA.

Designed *Monster Rancher: Battleground*, the first expansion for the *Monster Rancher Collectible Card Game*. **Artbox Entertainment**, Lakewood, CA. Publication suspended.

1999

Wrote, developed, and handled graphic design for *Brave New World*, a superhero roleplaying game. **Pinnacle Entertainment Group**, Blacksburg, VA. Nominated for the Origins Award for Best Graphic Design of a Roleplaying Game, Supplement, or Adventure.

Edited *Infestations*, a Dime Novel for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA. Nominated for the Origins Award for Best Game-Related Short Work.

Wrote and developed *Ravaged Planet*, a sourcebook for *Brave New World*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed and edited *Power Shield*, a gamemaster's screen and adventure for *Brave New World*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote, produced, laid out, and lettered *Deadlands: One Shot*, a comic book set in *Deadlands: The Weird West*. **Image Comics**, Fullerton, CA.

Co-wrote the revised edition of *Deadlands: The Weird West Player's Guide*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Co-wrote the revised edition of *Deadlands: The Weird West Marshal's Handbook*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote a short story entitled "Reborn on the Bayou" for *A Fist Full of Dead Guys*, a paperback anthology set in *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote a short story entitled "Head Games" for *A Few Dead Guys More*, a paperback anthology set in *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote a short story entitled "Talking Heads" for *The Good, the Bad, and the Dead*, a paperback anthology set in *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Co-wrote and developed *Lost Angels*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *River o' Blood*, a boxed sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Boomtowns*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group, Inc.**, Blacksburg, VA.

Edited *Bloody Old Muddy*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Adios, A-Mi-Go!*, a Dime Novel for *Deadlands: The Weird West* and Chaosium's *Call of Cthulhu*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Brainburners*, a sourcebook for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Cry Havoc!*, a rules supplement for *Deadlands: The Great Rail Wars*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Hell or High Water*, an adventure for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA.

1998

Edited the rules for *Doomtown*, the *Deadlands: The Weird West* collectible card game. **Wizards of the Coast**, Renton, WA. Winner of the Origins Awards for Best Collectible Card Game and Best Graphic Design of a Collectible Card Game.

Managed the development of the *Deadlands: The Great Rail Wars* miniatures line. Winner of the Origins Awards for Best Miniature (Fantasy or Science Fiction) of 1998 and Best Vehicle (Fantasy or Science Fiction) of 1998. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed, co-wrote, and edited *Leftovers*, a Dime Novel (fiction & adventure) for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA. Winner of the Origins Award for Best Game-Related Short Work of 1998.

Developed and edited *Deadlands: Hell on Earth*, a Wasted West roleplaying game. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed and edited *The Wasted West*, a sourcebook for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote and developed *Ground Zero*, a Dime Novel for *Deadlands: The Weird West* and White Wolf Publishing's *Werewolf: The Wild West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote and developed *Savage Passage*, a Dime Novel for *Deadlands: The Weird West* and White Wolf Publishing's *Werewolf: The Wild West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote and developed *Strange Bedfellows*, a Dime Novel for *Deadlands: The Weird West* and White Wolf Publishing's *Werewolf: The Wild West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Tales o' Terror: 1877*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Fire & Brimstone*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Law Dogs*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited and developed the story for *Devils Tower 1: Road to Hell*, an adventure for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited and developed the story for *Devils Tower 2: Heart o' Darkness*, an adventure for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote and developed *Devils Tower 3: Fortress o' Fear*, a boxed adventure set for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Forbidden God*, a Dime Novel for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Radiation Screen*, an adventure and gamemaster's screen for

Deadlands: Hell on Earth. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed *Toxic Tales*, a character journal for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Children o' the Atom*, a sourcebook for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Road Warriors*, a sourcebook for *Deadlands: Hell on Earth*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Derailed!*, a rules supplement for *Deadlands: The Great Rail Wars*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *A Fist Full o' Ghost Rock*, a scenario pack for *Deadlands: The Great Rail Wars*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Ghost Dancers*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *City o' Gloom*, a boxed sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

1997

Developed and edited *Deadlands: The Great Rail Wars*, a miniatures game set in *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA. Winner of the Origins Award for Best Miniatures Game of 1997.

Co-wrote, developed, and edited *Independence Day*, a Dime Novel (fiction & adventure) for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA. Winner of the Origins Award for Best Adventure.

Co-wrote and coedited *Mutant Chronicles: Second Edition*. **Heartbreaker/Target Games AB**,

Clifton Heights, PA/Stockholm, Sweden.

Designed *WildStorms: Legends*, a solitaire edition of *WildStorms: The Expandable Superhero Collectible Card Game* for **WildStorm Productions**, La Jolla, CA.

Co-designed *WildStorms: The Best of WildStorms*, an expansion set for *WildStorms: The Expandable Superhero Collectible Card Game* for **WildStorm Productions**, La Jolla, CA.

Managed the development of the *Deadlands: The Great Rail Wars* miniatures line. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Night Train*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Produced *Deadlands Double Poker Deck*, an accessory for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Hucksters & Hexes*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Smith & Robards*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *Rascals, Varmints & Critters*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed *Twisted Tales*, a character journal for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Edited *The Great Maze*, a boxed sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed and edited *The Quick & the Dead*, a sourcebook for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed and edited *Book o' the Dead*, a sourcebook for *Deadlands: The Weird*

West. **Pinnacle Entertainment Group**, Blacksburg, VA.

Wrote "Gen Con '97 Preview," an article for *InQuest* #29. **Wizard Press**, Congers, NY.

Designed *Q*, a supplement for *James Bond: The Collectable Card Game* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden. Unpublished.

Designed *Villains and Women*, a supplement for *James Bond: The Collectable Card Game* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden. Unpublished.

Edited *Beyond the Pale*, an adventure for *Mutant Chronicles*. **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Contributed to *Warzone: Dark Eden*, a supplement for *Warzone*. **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Contributed to *Warzone: Beasts of War*, a supplement for *Warzone*. **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Contributed to *Warzone: Casualties of War*, a supplement for *Warzone*. **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote *Dark Eden*, a four-issue, comic-book mini-series for *Mutant Chronicles* published by **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden, **Top Dollar Comics/Edward R. Pressman Film Corporation**, Hollywood, CA, and **Acclaim Comics**, New York, NY. Unpublished.

Wrote an inventory issue of *WildC.A.T.s*, a topselling, superhero comic book, for **WildStorm Productions**, La Jolla, CA, a division of **DC Comics**. Unpublished.

1996

Co-founded Pinnacle Entertainment Group, Inc., and named president of corporation.

Developed and edited *Deadlands: The Weird West*, a roleplaying game. **Pinnacle Entertainment Group**, Blacksburg, VA. Winner of the Origins Awards for Best Roleplaying Game and Best Graphic Presentation of a Roleplaying Game, Adventure, or Supplement.

Developed and wrote *Silent Death: The Next Millennium: Rookie Rules*, a beginner's version of the science fiction miniatures game. **Iron Crown Enterprises**, Charlottesville, VA. Nominated for the Origins Award for Best Fantasy or Science Fiction Miniatures Rules.

Co-designed *WildStorms: Image Universe*, an expansion set for *WildStorms: The Expandable Superhero Collectible Card Game* for **WildStorm Productions**, La Jolla, CA.

Co-designed *WildStorms: Conflict!*, an expansion set for *WildStorms: The Expandable Superhero Collectible Card Game* for **WildStorm Productions**, La Jolla, CA, a division of **Image Comics**.

Edited *KULT: The Collectable Card Game* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Designed *Fast Break*, a basketball collectible card game for **WildStorm Productions**, La Jolla, CA.

Wrote and edited *Cybertronic*, a supplement for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote *Mind Lords of the Last Sea*, a *Dark Sun* supplement for *Advanced Dungeons & Dragons*, for **TSR, Inc.**, Lake Geneva, WI.

Wrote the color text for and edited *James Bond: The Collectable Card Game* for **Heartbreaker/Target Games AB**,

Clifton Heights, PA/Stockholm, Sweden.

Wrote *Sages & Specialists*, a supplement for *Advanced Dungeons & Dragons*, for **TSR, Inc.**, Lake Geneva, WI.

Developed and edited *Marshal Law*, an adventure and screen for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Developed and edited *Perdition's Daughter*, a Dime Novel (fiction & adventure) for *Deadlands: The Weird West*. **Pinnacle Entertainment Group**, Blacksburg, VA.

Contributed to *Warzone: Dawn of War*, a supplement for *Warzone*. **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Edited *The Four Riders*, an adventure for *Mutant Chronicles*. **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote the backup feature article for *Fallen Angel: A Magic: The Gathering Legend*, a comic book, for **Acclaim Comics**, New York, NY.

Wrote "A Sneak Peek at the *Star Trek: TOS CCG*," an article for *InQuest* #12. **Wizard Press**, Congers, NY.

Wrote "On the Shelves," a regular column, and other news bits for *InQuest* #12–28. **Wizard Press**, Congers, NY.

Wrote "Role Call," a regular column for *InQuest* #21–28. **Wizard Press**, Congers, NY.

Edited parts of *Mishima*, a supplement for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote *Ilian*, a supplement for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Edited *Volvo Presents: Global Challenge*, a trivia board game. **Target Games AB**, Stockholm, Sweden.

Wrote the backup feature articles for the two-issue, comic-book mini-series, *The Urza-Mishra War* for **Acclaim Comics**, New York, NY.

Co-wrote "Gen Con '96 Preview," an article for *InQuest* #17. **Wizard Press**, Congers, NY.

Co-wrote "A Look Ahead to 1997," an article for *InQuest* #20. **Wizard Press**, Congers, NY.

Wrote "1996 in Review," an article for *InQuest* #20. **Wizard Press**, Congers, NY.

1995

Edited *Warzone*, a miniatures game for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden. Winner of the Origins Award for Best Fantasy or Science-Fiction Miniatures Rules.

Developed and wrote *Silent Death: The Next Millennium*, the second edition of *Silent Death*, a science-fiction board game. **Iron Crown Enterprises**, Charlottesville, VA. Nominated for the Origins Award for Best Fantasy or Science Fiction Miniatures Rules.

Co-designed *WildStorms: The Expandable Superhero Collectible Card Game* for **WildStorm Productions**, La Jolla, CA, a division of **Image Comics**.

Edited *The Complete Book of Necromancers*, a supplement for *Advanced Dungeons & Dragons*, for **TSR, Inc.**, Lake Geneva, WI.

Edited *Inquisition*, an expansion set for the *Doomtrooper* collectible card game, for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote a short story entitled "Reconciliation" for *City of Darkness: Unseen*, a paperback anthology set in the universe of *Vampire: The*

Masquerade. **White Wolf**, Stone Mountain, GA.

Wrote a short story entitled "Musings" for *The Splendour Falls*, a paperback anthology set in the universe of *Changeling*, a horror roleplaying game. **White Wolf**, Stone Mountain, GA.

Wrote a *Mutant Chronicles* short story entitled "Inquisition" for issue #5 of *Conjure*, a magazine dedicated to collectible card games. **Conjure**, Amherst, OH.

Developed and edited *Chronomancer*, a supplement for *Advanced Dungeons & Dragons*, for **TSR, Inc.**, Lake Geneva, WI.

Wrote *Renegades*, the first supplement for *Silent Death: The Next Millennium*, for **Iron Crown Enterprises**, Charlottesville, VA.

Contributed to *Elves*, a supplement for the *Middleearth Role Playing Game*, for **Iron Crown Enterprises**, Charlottesville, VA.

Edited *Bauhaus*, a supplement for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Interviewed Jackson Guice of **Valiant Comics** of New York, NY, for **Valiant's** marketing division. Article to appear in several trade publications.

Interviewed Norm Breyfogle of **Valiant Comics** of New York, NY, for **Valiant's** marketing division. Article to appear in several trade publications.

Wrote "Game Warden," an interview of TSR's Director of Creative Services, Jim Ward, for issue #3 of *InQuest*, a gaming-oriented magazine. **Wizard Press**, Congers, NY.

Wrote "How to Break Into Gaming," for *InQuest* #5. **Wizard Press**, Congers, NY.

Wrote a review of *Gridiron*, a fantasy football collectible card game from **Precedence and Upper Deck**, for

InQuest #7. **Wizard Press**, Congers, NY.

Wrote "Building a Better Deck," an article about *WildStorms* for *WildStorm Productions*, La Jolla, CA, a division of **Image Comics**. Appeared in *WetWorks* #10.

Co-wrote "A Look Ahead to 1996," an article for *InQuest* #9. **Wizard Press**, Congers, NY.

Wrote "1995 in Review," an article for *InQuest* #10. **Wizard Press**, Congers, NY.

1994

Edited *Doomtrooper*, a collectible card game set in the *Mutant Chronicles* universe for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote a short story entitled "Interesting Times" for *The Beast Within*, a paperback anthology set in the universe of *Vampire: The Masquerade*, a horror roleplaying game. **White Wolf**, Stone Mountain, GA.

Wrote a short story entitled "Space Station Boomtown 13" for a paperback anthology set in the universe of *Shatterzone*, a science fiction roleplaying game. **West End Games**, Honesdale, PA.

Wrote *Imperial*, a supplement for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Edited *The Will and the Way*, a supplement for *Dark Sun*, a new setting for *Advanced Dungeons & Dragons*, for **TSR, Inc.**, Lake Geneva, WI.

Edited *TABLOID!*, a supplement for *Amazing Engine*, for **TSR, Inc.**, Lake Geneva, WI.

Wrote adventures for *Moria*, a supplement for the *Middle-earth Role Playing Game*, for **Iron Crown Enterprises**, Charlottesville, VA.

Edited *Cutthroats of Lankhmar*, a supplement for *Advanced Dungeons &*

Dragons, for **TSR, Inc.**, Lake Geneva, WI.

Wrote adventures for *Minas Tirith*, a supplement for the *Middle-earth Role Playing Game*, for Iron Crown Enterprises, Charlottesville, VA.

Wrote a short roleplaying adventure entitled "Space Station Boomtown 13" for *Through the Cracks*, a game supplement for **Shatterzone**. West End Games, Honesdale, PA.

Edited *Fury of the Clansmen*, a board game for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Edited *The Freelancer's Guide*, a supplement and screen for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Edited *Capitol*, a supplement for *Mutant Chronicles* for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Wrote "Ramming Speed: The Evolution of Silent Death," an article for *Grey Worlds* #2, for **Grey Worlds**, Lewisville, TX.

Interviewed Tony Bedard of **Valiant Comics** of New York, NY, for **Valiant's** marketing division. Published in several trade publications.

Interviewed Bernard Chang of **Valiant Comics** of New York, NY, for **Valiant's** marketing division. Published in several trade publications.

Interviewed Kevin VanHook of **Valiant Comics** of New York, NY, for **Valiant's** marketing division. Published in several trade publications.

1993

Edited a film treatment for the *Mutant Chronicles* film and wrote a second original treatment for **Heartbreaker/Target Games AB**,

Clifton Heights, PA/Stockholm, Sweden. The edited treatment was accepted by Pressman Films. The film debuted in 2009.

Wrote *The Brotherhood*, a supplement for *Mutant Chronicles*, a techno-fantasy roleplaying game, for **Heartbreaker/Target Games AB**, Clifton Heights, PA/Stockholm, Sweden.

Edited *Greek Age of Heroes*, a supplement for *Advanced Dungeons & Dragons*, a fantasy roleplaying game, for **TSR, Inc.**, Lake Geneva, WI.

Edited and developed *Dragon Lords*, a fantasy miniatures board game involving battle between flying dragons, for **Grenadier Models**, Folcroft, PA.

Wrote an in-depth review of **Milton Bradley's** *Battle Masters*, a fantasy miniatures board game, for *The Gamer* #6. The Gamer, Pasadena, CA.

Interviewed Don Perlin of **Valiant Comics** of New York, NY, for **Valiant's** marketing division. Published in several trade publications.

1992

Wrote a short story entitled "Crocodilopolis" which appeared in *Strange Tales from the Nile Empire*, a paperback anthology, set in the universe of *TORG*, a modern fantastic roleplaying game. **West End Games**, Honesdale, PA.

Designed card and box backs for miniatures packaging. **Grenadier Models**, Folcroft, PA.

Wrote the *Western Hero* article "Hi-Ho, Silver, Away!" which appeared in *Adventurer's Club Quarterly* #17. **Iron Crown Enterprises**, Charlottesville, VA.

Edited, produced, and wrote large sections of the bimonthly magazine *The Grenadier Bulletin*, starting in 1991, **Grenadier Models**, Folcroft, PA. This included a scenario for the *Fantasy*

Warriors fantasy battles miniatures game in issue #1, a mini-board game entitled *The Labyrinth of Doom* in issue #3, and "Reflections," a *Fantasy Warriors* short story, in issue #4.

1991

Wrote *Western Hero*, a genre book for the *Champions/The Hero System* roleplaying game set in the Old West. **Iron Crown Enterprises**, Charlottesville, VA.

Wrote *Outlaw*, a genre book for the *Rolemaster* roleplaying game set in the Old West. **Iron Crown Enterprises**, Charlottesville, VA.

Contributed to *Chill*, a modern horror roleplaying game. **Mayfair Games**, Niles, IL.

1990

Co-designed the second *Space Hulk* supplement *Genestealer* with Richard Halliwell and Jervis Johnson. **Games Workshop**, Nottingham, England. Winner of the Origins Award for Best Fantasy or Science-Fiction Board Game.

Co-edited and developed *The Blood Bowl Companion*, a supplement for *Blood Bowl*, a board game of fantasy football. **Games Workshop**, Nottingham, England.

1989

Went to work for **Games Workshop**, Nottingham, England, in September. Left after student work visa expired in February of 1990. Amongst other things, worked on the following:

Edited *Deathwing*, a boxed game supplement for *Space Hulk*, a science fiction board game, now a computer game from **Electronic Arts**.

Edited and wrote selections of *White Dwarf Magazine* issues #119-123, most notably two *Space Hulk* articles in issues #121 and 122.

1988

Wrote and developed the rules for *Myth Fortunes*, a game based on Robert Lynn Aspelin's bestselling series of humorous fantasy novels. **Mayfair Games**, Niles, IL.