



WINTER 2001/2002

ISSN 1476-1939

VOLUME 1 Nº 1

THE BLACK SEAL

The magazine of modern horror gaming

FOR CALL OF CTHULHU®:

CTHULHU NOW



The Delta Green logo is a trademark of the Delta Green Publishing and is used with permission.

This issue:

Strange Britain, Secret Country



Unusual Suspects: Sermon Grant

by Jonathan Turner

He's a fairy-tale, a bad joke, a cliché amongst Britain's occult community...

Page **04**



Mental Health in the United Kingdom

by Phil Ward

An introduction to modern mental health laws in the UK for keepers...

Page **07**

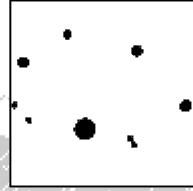


Let Sleeping Gods Lie: PISCES Section H

by Graeme Price

Providing ARCHINT to PISCES is a dirty business...

Page **10**



Dangerous Places: The Devil's Rings

by Rik Kershaw Moore

The Devil's Rings harbour a deadly secret...

Page **14**

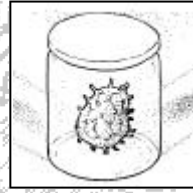


Lock, Stock & Two Smoking Barrels

by Nick Brownlow

An in-depth review of the perils of dealing with Britain's illegal weapons trade...

Page **16**



The Further Files of Prof. Grant Emerson

by Graeme Price

Delta Green's resident pathologist continues his reports...

Page **19**



With Extreme Prejudice...

by Jonathan Turner

A look into the shadowy world of PISCES' special forces...

Page **21**

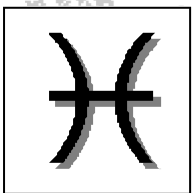


Unusual Suspects: Michael Scrimgoer

by Nick Lowson

A useful contact in the City...

Page **25**

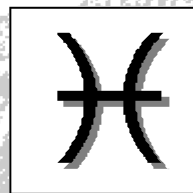


ZODIAC Clearance

by Phil Ward

An introduction to a UK-based Delta Green campaign...

Page **28**



Drive Through Carefully

by Phil Ward

The introductory scenario of the ZODIAC Clearance campaign...

Page **32**



A Landscape of Barrows and Stones

by Davide Mana

An examination of stone circles, standing stones and ley lines...

Page **42**



Tales of Terror

by Phil Ward

Two short tales of terror to inspire keepers...

Page **52**

1167	2556	2564
1248	4659	4587
4589	1258	4796
1459	1238	4789
4578	1023	0018
0128	4798	1026
0489	1069	5871
1469	0236	8720

The Tombola Cipher

by Rik Kershaw Moore

How the Army of the Third Eye
communicate under the ever
vigilant gaze of PISCES... Page **53**



Firearms of the UK & Irish Police & Military

by Hans-Christian Vortisch

An armoury of information on
what the boys in blue or khaki
use when they need to... Page **58**



The Mythos Gazetteer of the British Isles

by Adam Crossingham

A graphical representation of all
the Mythos sites in the British
Isles from tales and scenarios... Page **65**



British Investigator Templates

by Nick Brownlow and
Adam Crossingham

From the 16 Airborne Assault Brigade
to the UK Atomic Energy Authority
Constabulary... Page **69**



Green Box

by Jonathan Turner and
Adam Crossingham

The latest gear for the well-
equipped investigator... Page **79**



Call of Cthulhu Reviews

by Nick Brownlow and
Adam Crossingham

'Unseen Masters' and 'Goatswood' Page **80**
reviewed and rated...

CTHULHU NOW



THE BLACK SEAL

The magazine of modern horror gaming

Editor: Adam Crossingham

Co-editor: Jonathan Turner

Webmonkey: Nick Brownlow

<http://www.theblackseal.org>

Articles

All articles are © 2001 by their respective authors:
Nick Brownlow, Adam Crossingham, Rik Kershaw Moore,
Nick Lowson, Davide Mana, Graeme Price, Jonathan
Turner, Hans-Christian Vortisch, & Phil Ward

Artwork

Cover: 'The Black Seal' © 2001 Charlotte Ronald
Page 6 'Grant' © 2001 Paul J Holden; P.8 'Mental' © 2001
David Lee Ingersoll; P.10 'Hennessey' © 2001 Paul J
Holden; P.12 'Dig' © 2001 David Lee Ingersoll; P.16
'Shooter' © 2001 Robert Corcoran; P.17 'Shop' © 2001
Robert Corcoran; P.19 'Corpse' © 2001 David Lee
Ingersoll; P.20 'Cyst' © 2001 David Lee Ingersoll; P.22
'Bike' © 2001 Robert Corcoran; P.25 'Scrimgoer' © 2001
Paul J Holden; P.38 'Victor Simon' © 2002 David Lee
Ingersoll; P.42 'Lloigor' © 2001 Stephane Gesbert; P.57
'Desktop' © 2001 David Lee Ingersoll; P.58 'SO19' © 2001
Robert Corcoran

Back Cover: 'The Black Seal' © 2001 Robert Corcoran

Legalese

Call of Cthulhu ® is Chaosium Inc.'s trademarked role-
playing game of horror and wonder. Call of Cthulhu is the
Registered Trademark of Chaosium Inc., and is used with
their permission. Chaosium Inc. is the Registered Trademark
of Chaosium Inc.

Published by arrangement with the Delta Green Partnership.
The intellectual property known as Delta Green is ™ and ©
the Delta Green Partnership, who has licensed its use here.
The contents of this document are © Nick Brownlow, Adam
Crossingham, Rik Kershaw Moore, Nick Lowson, Davide
Mana, Graeme Price, Jonathan Turner, Hans-Christian
Vortisch, & Phil Ward, excepting those elements that are
components of the Delta Green intellectual property. The
Delta Green logo is a trademark of the Delta Green
Partnership and is used with permission.

The Black Seal is published by the Brichester University
Press, 74 Union Street, Farnborough, Hampshire
GU14 7QA, United Kingdom

Printed by Simmons Printers, Chelmsford, CM1 2UP

ISSN 1476-1939 – Product Code BUP101T

ᄀᄀ ᄀᄀᄀᄀᄀ, ᄀᄀ ᄀᄀᄀᄀ ᄀᄀᄀᄀᄀᄀ,
ᄀᄀ ᄀᄀᄀᄀᄀᄀᄀᄀᄀ ᄀᄀᄀᄀᄀᄀᄀ ᄀᄀᄀᄀᄀᄀᄀ

Unusual Suspects:

Sermon Grant, antiquarian, occultist and gentleman adventurer

by Jonathan Turner

Sermon Grant does not exist. He's a fairy-tale, a bad joke, a cliché among people in the know of Britain's occult community. At least, that's what Sermon Grant wants you to believe. Grant did not start out in life with the name he uses now, or even the same appearance. But his unusual talents and experiences have forced him to cover his tracks more than once.

Background

Born David Cambridge in Hong Kong in 1958, he was the second son of a British diplomat and his wife. Even as a child, his natural charm and intelligence shone through. He and his younger brother Harry were inseparable, enjoying the endless stream of parties and special events laid on for his parents. Grant was tutored privately at his family's palatial home, enjoying the freedom to pursue those topics he excelled in. The teacher who most impressed him was the gentle Chinaman who was his language tutor. From him Grant learned not only the native language but also the history and mythology of the country. Grant was fascinated with the myths and legends, and his interest in the occult was born.

In his late teens, Grant left with several friends for a mountaineering expedition to the Solo Khumbu region of Nepal. Harry, struck down by a bout of 'flu, did not go with him, but promised to catch up later. The party were all reasonably experienced climbers, and the route they had chosen did not appear to be difficult. Destiny, though, had other plans. Somewhere on the frozen slopes of Tawache, Grant's expedition strayed close to a Mi-Go mining operation. The creatures elected to dispose of the threat by way of a simple avalanche. Grant's companions were swept away, but he managed to survive by sheltering under a rock overhang.

When the wall of snow had passed, he dug himself out, and was dismayed to find his friends had utterly disappeared, swept into the abyss by the avalanche. Things looked desperate for Grant himself, as he had lost his climbing gear and all his other supplies. By a sheer fluke, the Sherpa guides of a French expedition climbing nearby spotted Grant. They had watched the avalanche sweep the group away, but were guided to Grant by his brightly-coloured climbing jacket. Two of the Sherpas took him to the village of Namche Bazar, where he was allowed to rest and recover while cared for by locals. But the Mythos had not finished with him yet. Through the mists of time, the Great Race were watching Solo Khumbu for their own inscrutable ends. Impressed by Grant's survival, they seized his body to personally investigate the region. It was two years later before Grant was allowed to regain control.

He opened his eyes one morning to find himself in a tent, but this time it was on the slopes of the Aberdare mountains in Kenya. Totally bewildered, he made his way down the mountain and eventually encountered some natives who pointed him towards Nairobi. From there, Grant managed to contact his family, who had believed he was dead and had returned to England. Within a few weeks, he was back in Great Britain.

But memories from his mysterious amnesia kept intruding, sometimes in dreams and sometimes in waking visions. He saw the monstrous pyramid forms of the Great Race, their forbidding libraries, and the covered pits that filled them with fear and terror. Perplexed by the visions, and terrified that his amnesia may overcome him again, Grant sought help from many conventional doctors and psychiatrists, all to no avail. In desperation, he returned to the source of his strange episode, and travelled with Harry to Solo Khumbu.

The Sherpas remembered Grant, but they were wary of the sudden change they remembered in him. They told him of his odd habits and insatiable curiosity, and his obsession with the slopes of Tawache. Demanding answers, the brothers were steered towards the Buddhist monks at the monastery of Thyangboche. The monks there greeted Grant with kindness and respect. Within their ranks were those who carefully watched the machinations of the Mi-Go on the Himalayan slopes, where they were one of the original sources of the Yeti legend. The monks' knowledge of the Mythos was reasonably broad, and with their help and guidance, Grant was able to use meditation to tease out more of the memories buried by the Yithians.

The brothers returned to England determined to find out more, and their studies over the next decade took them to America and the shores of the Miskatonic, to Eastern Europe and back to Africa in search of texts and artefacts which helped fill out a terrifying, chilling picture. By the time he was in his late twenties, Grant and his younger brother were aware of the general myth cycle of the Great Old Ones. They knew of most of the major gods, and had some knowledge of the Great Race. In England, the pair had gathered an impressive array of Mythos texts and objects from their treks across the globe. Sadly, that was to be their undoing. Eventually, PISCES came calling.

The four agents who arrived at their home in Sevenoaks were nondescript in the extreme. They bore Customs and Excise identification, claiming the brothers had been illegally importing valuable antiquities. The brothers saw through the ruse immediately. There was a struggle, and Grant managed to kill one of the agents with a shotgun. Horrified, he watched as the Shan erupted from the agent's face and flew straight into his brother's skull. In his terror, Grant fled the house and into the countryside, pursued by the remaining agents. Fortunately, the brothers' experiences had taught them to be paranoid, and well prepared. Grant went to a house in London, rented with his brother under false names, where he obtained enough money to escape the country. On the plane to America, he read a newspaper report detailing a fire at his home which had killed his parents and brother. Grant was named as a suspect in the

Mental Health in the UK^{CN}

Or “No, he’s not mad, there really are spiders in his brain!”

by Phil Ward with Adam Crossingham

After a nasty experience with the minions of the Lloigor in the Scottish lochs, your investigator’s team wants to put the latest casualty into care, or the police have picked up the missing investigator and want to stop him scrawling on the cell walls with his own bodily waste. Just how do you get someone locked away?

HOW TO GET SOMEONE COMMITTED

Under the Mental Health Act 1983, people can be “detained” for 28 days for assessment (Section 2), 6 months for treatment (Section 3), or 72 hours for emergency treatment (Section 4). It is possible, though not common, for a Section 2 to be renewed at the end of the 28-day period.

Applications can be made by a Social Worker or Nearest Relative and must be backed by two medical recommendations¹ (one for Section 4), that agree on the mental disorder² the patient suffers from. The patient must have been seen within the last 14 days (24 hours for Section 4). The disorder must warrant detention for the patient’s own safety, or for the protection of others.

Under Section 3, the patient can only be held for treatment if the treatment is likely to result in improvement. Personality disorders, which cannot be treated, mean that the patient cannot be detained. Persuading psychopaths to voluntarily commit themselves is difficult. This can lead to complications in dealing with cult leaders legally.

Section 4 is most probable for investigators. If a second recommendation is made during the 72-hour period, it can become a Section 2 committal, and the period extended to 28 days. This can (and has) been abused in the past, because it’s easier to get a doctor to visit them when they’re already in his hospital, than to get one to do a home visit. The Mental Health Commission comes down heavily on this administrative convenience but that won’t help the investigator for some time.

There were over 23,000 admissions to NHS facilities under the act during the year 1996-1997, half of these were admissions for assessment (section 2), most of the rest were for treatment (Section 3).

MENTAL HEALTH AND PRISONS

Based on medical recommendations, the court can detain

convicted criminals in hospital for up to six months, instead of a prison sentence. Unconvicted prisoners can be sent to hospital if medical recommendations agree, and the court is satisfied that they committed the crime! The criminal cannot be discharged by a relative (unsurprisingly), and cannot appeal against their detention for at least six months.

TREATMENT DURING PRISON SENTENCES

Prisoners can be transferred to hospitals during a sentence, but run the risk of their treatment lasting for longer than their original prison sentence. It is not an easy or quick way out of prison.

PLACE OF SAFETY ORDERS (Section 135)

Issued by a Justice of the Peace, these allow police officers to enter a residence (by force) to search for people with mental disorders to take them to “A Place of Safety” for up to 72 hours. Normally for assessment prior to a Section 2, the place of safety is commonly a police cell. A Social Worker and Doctor must accompany the police officer. They can also be issued to pick up AWOL patients already under a detainment order, and to remove people from a public place, in which case a doctor is not necessary.

These orders are, of course, ideal for investigators who need a legal reason to break into a residence!

CARE IN THE COMMUNITY

After the Mental Health (Patients in the Community) Act, 1995, local authorities can place discharged patients under supervision. The orders requires that the patient live in a specific location, attend specified places for treatment, education or training, and that their supervisor, social worker or doctor can access them at their place of residence.

It does not force patients to accept treatment, nor does it force them to allow social workers or doctors into their home, they can merely shout at them through the window, or meet them on the doorstep. It does not allow investigators with the proper credentials to break down doors.

In effect this Act abdicated responsibility for the actions of the patient after they left care, and allowed the government to shut down state-run asylums, in some cases it has lead to former mental patients injuring/killing people or themselves (famously by entering the lion cage at a zoo).

1. *Medical Recommendations*

One must be from an approved doctor (with experience in mental health treatment and/or diagnosis), commonly from the admitting hospital. The second from a doctor who has had previous acquaintance of the patient, most commonly their GP, although an investigator might suffice, and this second opinion can be omitted if circumstances dictate. For a Section 4 committal, the doctor must know the patient.

2. *Mental Disorders*

The first three definitions must all result in aggressive (a danger to others) or irresponsible behaviour (a danger to yourself), though they have different causes. So, investigators who want to destroy-all-the-lizards-masquerading-as-humans or who “wants the bug removed from his head with a drill” automatically qualify.

Severe Mental Impairment – impairment of intelligence, social functioning.

Mental Impairment – arrested or incomplete mental development.

Psychopathic Disorder – a persistent disability, with or without impairment of intelligence.

Mental Illness – is legally undefined, and is unsurprisingly the most commonly used reason for a committal.

LET SLEEPING GODS LIE:

PISCES "SECTION H"

by Graeme Price

If you cross the river Thames from the south to the north bank using London Bridge, you will pass the magnificent gothic buildings that are the Houses of Parliament. Turning left onto Parliament Square you will pass the clock tower, which supports the bell called "Big Ben" and see the ancient grey stone building of Westminster Abbey across the street on your right. If you cross the street and continue to walk past the Houses of Parliament, you will pass a small swath of grass, usually with BBC journalists camped out on it, and come to a small, quiet street to the right, which leads off the busy thoroughfare. Careful observers may notice a small sign saying "Great College Street, SW1" about 10 feet off the ground on the wall of a brick building. Turning onto Great College Street, you would notice the old office buildings with dirty windows on the left and the offices of the Church of England on the right (in fact they back on to Westminster Abbey). About halfway along the street on the left is a short flight of steps leading to a dimly lit and slightly musty corridor, with yellowed paint peeling from the walls. At the end of the passage is a large locked wooden door, which when opened leads into a room with a desk. Next to the desk is the ubiquitous "threat board" which tells government employees of the current security alert status. At the desk is a polite, uniformed security guard in his mid-40's.

Let us call him "Alf". He may be reading either the News of the World, or the Evening Standard, depending on the time of the day. Behind the desk at Alf's left hand are the buttons controlling the steel shutters which drop to secure the room. At his right hand is the HK MP5, plus spare magazines, which he learnt how to use during his two tours in the SAS. Assuming you make it past Alf, the other door reveals a flight of stairs which lead up to the offices of PISCES Section H.

Section H is PISCES' historical intelligence department, they are responsible for research and investigation of ancient sites, artefacts and historical events. Section H is a small department, even within PISCES, and is composed of about 50 people, 10 of whom are secretarial, cleaning, and security staff. Of the remainder, 20 are researchers (15 have PhD.'s in archaeology, history, classics, or palaeontology) and the rest are field investigators from a variety of backgrounds (civilian and military). Given the rather academic background of the staff, it is an in-joke around the rest of PISCES that the "H" stands for "Highbrow". Almost all of the staff of Section H believe that they are actually employed by MI-5, the Security Service, and few if any of them have ever heard of PISCES. The exception is the section chief, John Hennessey.

Dr. John W. S. Hennessey, CBE

PISCES ARCHINT guru, age 63

Race: Caucasian (English)

STR	8	CON	13	SIZ	12	INT	17	POW	15
DEX	11	APP	9	EDU	23	SAN	68	HP	13

Damage Bonus:+0

Education: BA. European History (Cambridge)
PhD. Medieval History (Cambridge)

Occupation: Director of PISCES Section H

Skills: Anthropology 45%, Archaeology: 60%, Credit Rating 60%,
Cthulhu Mythos 8%, History 80%, Law 25%, Library Use 75%,
Occult 45%, Persuade 35%, Psychology 35%

Languages: French 80%, German 40%, Latin 60%, Greek 60%

Attacks: Browning HP (9mm Pistol): 35% 1d10



Physical Description: Hennessey is quite portly and is developing a double chin, although he is always immaculately shaven. He stands 5'8" and weighs in at 190lbs. His left arm is noticeably limp as a result of injuries he has sustained in the line of duty. His features are rather jowly and his black hair is starting to recede, but what one immediately notices is his piercing blue eyes which he stares with over the top of his half-moon reading glasses.

History: John William Sutcliffe Hennessey is one of the longest serving PISCES officers, and one of the most senior free from Shan control. He is distantly related to the brandy empire of the same name and, as such, is independently wealthy. Having left public school, Hennessey entered Trinity College, Cambridge and graduated with a double first in History and French. Proceeding straight to a PhD., it was on the publication of his doctoral thesis on "The Dragon Myth in European

Lock, Stock and Two Smoking Barrels

Some things to think about when buying illegal firearms in the UK

by Nick Brownlow

“People used to be known as hard men. They’d win a reputation by having lots of tough fights and coming out on top. Nowadays, if you’re that good, you just get shot. There are no hard men anymore, just nutters.” – Anonymous South London Gun Dealer, ‘Gangland Britain’

The UK’s strict firearms laws can provide a welcome and sobering change for Call of Cthulhu players accustomed to having the latest military hardware readily available in their high street shops (at least from the keeper’s point of view). However there are almost certainly going to be times when expecting them to go out and face the horrors of the mythos armed only with pocket knives will seem just a little, well, cruel.

Just to briefly recap the current state of play, it is presently illegal for UK citizens to own handguns of a calibre larger than a .22, barring legitimate ‘antiques’ used purely for ornamental purposes. The sale of rifles chambered for anything other than .22 ammunition or lower is heavily restricted, and you need a license to own any firearm (including shotguns) which the local police must approve. The most recent legislation came about following the “Dunblane massacre” in 1996, when Thomas Hamilton walked into a Scottish primary school and killed seventeen people, sixteen of which were children.

Despite the steadily increasing severity of firearms legislation in the wake of the Hungerford and Dunblane shootings, violent crime in the UK – and particularly violent crime involving firearms – has actually increased. In 1998, the year following the Firearms Act amendment, incidences of armed crime rose by 10% – and have continued to rise since (there were more than 20 fatal shootings in London last year, compared with just nine in 1998).

The type of weaponry used in these incidents has started to

change as well; – in the early 1990s around a third of all gun murders were committed with handguns – last year it was more like two thirds. In April 1998, two youths – a 14 and a 17 year old – were gunned down in a London street by rival gang members armed with sub-machine guns, in what has become (we are told) a wave of ‘American-style’ gang violence.

A recent parliamentary enquiry estimated the number of illegal firearms in circulation in the UK at over three million. The upshot of all this is, that if you are a player, and really need to get your hands on a gun – someone out there has just what you’re after. All you have to do is find them. As a Keeper, of course, that doesn’t mean you have to make it easy for them.

How readily obtainable a particular firearm will be should vary wildly depending on what it is the players require. Keepers out to realistically assess the availability of illicit weaponry should bear the following facts in mind:

Despite the concerns of the popular press, the vast majority of black market firearms bought and sold in the UK still originates from one of two sources; – theft from private owners, and illegal, under the counter trade by otherwise legitimate gun dealers. As a consequence, most of the weapons used by British villains – even the ones who work for the top London firms – remain surprisingly unglamorous and/or dated.

Shotguns are still by far the most widely used firearm – the weapon of choice for armed robberies and gangland executions; whilst most handguns used tend to be old British Service issue, such as Webley revolvers dating back to the 1930s and 1940s. These sorts of weapon form the staple stock of most gun dealers’ armouries; they will almost always be readily available, and at a reasonable price.



With Extreme Prejudice...

JAGUAR special forces groups in Delta Green

by Jonathan Turner

"We had just stopped at a red light when they hit us. Foster saw the first car pulling out from a side road and tried to shout a warning, but it was too late. A second later, the other car hit us from behind and the airbags went off.

"I managed to get the door open and kinda fell out onto the pavement. Pieces of glass cut my face as the windscreen shattered, and I saw Foster's blood spray all over the dashboard. I can remember I didn't hear any gunfire.

"I could see them coming out of the cars – two crappy little Vauxhalls – submachineguns at the ready. One of them was firing a suppressed pistol through the windshield at Foster.

"I got my hand onto the butt of my Glock, but then there was this flash of greenish light and pain ripped right through me. It was like an explosion in my head, my armpits, my groin. I could hardly see with agony.

"There was blood in my mouth - I found out later I'd bitten the end of my tongue off. I lay there writhing and watched as two of them dragged Reynolds from the back seat of our car. He wasn't moving, and his jacket was covered in blood. One of them, a woman, stood over his body and shot him, very deliberately, twice in the head.

"I can remember thinking, when are they going to do me? But they never did. They needed one of us alive..."

Introduction:

In their arrogance, the Shan would like to believe they are the undisputed masters of Great Britain. But there are many groups in the British Isles who choose to oppose their plans. Obviously, the Army of the Third Eye is a constant thorn in their side, but there are many others. As religious bigots, the Shan find themselves in conflict with cultists worshipping gods like Y'gonolac and Glaaki; the white supremacist stooges of the Karotechia; independent Mythos sorcerers, investigators and occultists. And as for the Mi-Go, well, that's another story in itself.

PISCES Internal Affairs are the eyes and ears of the Shan, eternally vigilant for any sign of dissent or treachery. But when it comes to tackling threats at the sharp end, PISCES has another, far deadlier weapon in their arsenal: JAGUAR teams. Drawn up along the same lines as the British army's covert surveillance units in Northern Ireland, JAGUAR fills a similar role to MJ-12's NRO Delta agents. Their tactics are simple: extensive covert surveillance followed by a brutal and bloody pre-emptive strike. Where the threat is obviously dangerous and illegal, like the Army of the Third Eye, such a strike can be in public if necessary. JAGUAR engagements that make the headlines are palmed off as SAS or police actions. Officers required to give evidence inevitably do so from behind a screen, their identities protected by Public Immunity Certificates. Often, the same actors are used again and again.

For other threats, such as the respected academic, the CIA case officer on vacation or the high-profile civil rights lawyer, there is always the hidden heroin addiction which leads to an overdose; the car accident on a lonely road; or the fatal stabbing by a briefly shan-infested schizophrenic. And in the background, watching from the shadows, are the men and women of JAGUAR.

History:

In the early 1970s, the British army set up the 14th Intelligence Detachment in Northern Ireland. Known as the Det, or the Company, this group of soldiers was deployed on covert surveillance operations in Ulster. Its members were drawn from

the army, navy and RAF. Unusually for special forces, women were also encouraged to join, for reasons explained later. The selection process was gruelling, even by the British Army's exacting standards. Training covered electronics, photography, offensive driving, map reading, weapons handling and all aspects of covert surveillance.

As usual, PISCES and its masters the Shan, were watching. Even today, PISCES still rely mainly on the Special Air Service for its military needs. Because most soldiers only spend two years in the SAS, there is little chance they will come across more than one inexplicable, sanity-blasting operation.

But PISCES recognised that some horrors would be too much even for them. And what the Shan needed was something more – a group which could be used both to watch their more esoteric enemies, and be able to strike without mercy when necessary.

No other group in the British security services had the same training and experience of the Det – and the Shan wanted to make use of it.

The Shan cobbled together their first JAGUAR teams in the late seventies with troops from the Det. Some recruits "died" in accidents, others simply disappeared. As they developed their control of PISCES, the Shan set up their own training facilities across the UK.

But there was one important difference between JAGUAR and the SAS troops PISCES used. To ensure unshakeable operational security, every member of JAGUAR took on a Shan tenant. Today, PISCES uses JAGUAR to watch and where necessary, deal with anything that might threaten the Shans' interests especially where the Mythos is involved.

Embassy Row:

It has been necessary to keep JAGUAR as small as possible to maintain secrecy, but in the past this policy has left PISCES spread dangerously thin. JAGUAR's most public, and most infamous, engagement to date was their involvement in the Embassy Row shootings, which left two Delta Green agents and numerous SAS soldiers dead.

When PISCES learned of the Americans' presence, they

ZODIAC CLEARANCE

A British style DG campaign by Phil Ward

After the disastrous Operation EARL GREY, A-Cell knew that somebody had to investigate the current situation in the UK. But with the enemy apparently being insects that could shift phase and take control of a man's body, let alone access his mind and memory, it would have to be an extremely circumspect investigation. Delta Green could not afford to be compromised in the United States by losing a unit in the United Kingdom to these Ghosts from Space.

A meeting between all three members of A-Cell was arranged, and a plan was formed. A new cell, separate from the main body of Delta Green, with almost no contact, and NEVER any face-to-face meetings. All communications to be controlled through a new set of ultra-secure servers, which would only be used for Z-Cell. As ANDREA said at the time; "We're gonna tell these boys ZERO, absolutely ZILCH, but we're gonna have to make them feel important otherwise we're just gonna lose them"

ECHELON SIG-INT TRANSCRIPT

[Key-Words: Grovesnor Square, cell, trade-craft, surveillance, government, security.

Rating: PISCES, 53%; Good.

Action: Operator intervention flagged]

VOICE A (Male, Old)

VOICE B (Female, younger)

VOICE C (Male, middle-aged)

A: You know why I've called this meeting?

B: Earl Grey?

A: Yes, Grovesnor Square.

B: Unfortunate. Have our people been secured?

C: The survivors have been returned to their respective agencies by the UK government, they're resting and we have them under surveillance. The bodies have been disposed of cleanly; there will be no comebacks from their remains.

B: Good! Last time's mistakes were... poor trade-craft.

C: [Unintelligible]

A: There's no time to bicker, we need to decide what to do now.

We can't ignore the problem, who knows who they've taken, and what their goal is.

Obviously we can't trust the "special relationship" to take care of this problem either.

B: And we can't trust any existing cell to investigate this. These things could be very [Emphasis] persuasive [/Emphasis] in getting information out of our agents.

C: Then a new cell?

B: The franchise for 'Z' recently came up for... renewal.

C: [Unintelligible]

A: True. Then we compartmentalise even further. Recruit foreign nationals. Keep their information to a bare minimum. Stop the others from learning about them too. All information through us, and we don't even tell them all that we know. Let them learn it all for themselves.

C: A new security rating?

B: Yes, We're gonna tell these poor bastards zero, absolutely zilch, but we're gonna have to make them feel important otherwise we're just gonna lose them, the clearance will help. Nothing that comes back from them gets out of a cell to the others either.

C: [Angry] If they go in blind, they'll be killed.

A: Perhaps.... Maybe they'll surprise us. So many people have.

B: Then it's settled, Zodiac Clearance is approved. I have just the friendly I can activate to take charge of the new cell. A very old contact with no knowledge of our current situation. British as well. He'll do fine.

A: Issue a general order, all cells with contacts in the British Government, military or security apparatuses to compile a dossier on each of those contacts, we vet them and pass them on to the new leader of Z Cell, Agent...

B: ZODIAC.

C: Then it's decided.

A: Yes, be seeing you.

Transcript Ends

Contextual Analysis: Addition of Earl Grey as a low-priority indicator to PISCES rating recommended.

THROUGH ~~PLEASE~~ DRIVE CAREFULLY

By Phil Ward

There are certain A-roads through Britain that seemingly start nowhere, and lead nowhere. They go up hill and down dale, following trails once blazed by shepherds and their flocks. The national speed limit applies, although only a rally driver would go faster than twenty miles an hour.

Halfway along one of these forgotten byways is the village of Flaxley Mitcheldean, an idyllic little piece of little England basking in the sun and living out its days until death. Forgotten that is by all but the younger shan. The Riders bring exhausted Mounts here and then make them disappear. The village is populated by a priest on the sex offenders' list, a publican with a criminal record, a homicidal landlady and a home for the damned. Things are not looking good for Flaxley-Mitcheldean

Agent ZODIAC however has noticed the strange occurrences in the village, and realised it is being used as a dumping ground for the shans' broken toys, he has decided to make it the starting point of his cell's investigation into the Shan.

KEEPER'S INTRODUCTION

This adventure is an introduction to the Zodiac Clearance campaign for 2-4 investigators with no prior knowledge of each other. It is intended to bind them together and give them many leads carry them forward into the early part of the campaign. There is little chance of character death, though the situation may become violent if they insist.

Agent ZODIAC contacts every character for the first time. Each receives a fax, an e-mail or a bundle of newspaper clippings and photo's, each containing information about the current state of their lives. They may be wary of how it was gathered, but the information itself is compelling as it drags them into the Conspiracy.

INTRODUCTORY PACKAGES

Agent ZODIAC has compiled each of the Packages from various sources. Those that are posted have been sent first-class, with the post-mark originating in London; it's impossible for a private individual to trace the package back to its sender. E-mails are passed through anonymous routers, and the faxes have no return number and no CLID (Caller Line Identification) trace.

There is no clue as to the identity of the sender, other than a business card bearing only a Zodiac logo, which accompanies each one. Observant agents might note that Pisces is shown out of place, at the bottom of the zodiac.

Pack 1 – The Abuse Victim/Social Worker

The pack contains photographs and press clippings, as well as smudged copies of faxes. The pictures are of a variety of people entering the lobby of a building; just visible at the top of one picture is a sign that says Flaxley-Mitcheldean Retirement Home.

The fax is a copy of an offer letter from a recruitment agency sent to a Mr. Arthur Jenkins, stating that his qualifications for the job are excellent, that an interview has been waived, and the job starts immediately. The fax has been sent from the Flaxley-Mitcheldean Sunnyside Retirement home.

The press clippings are taken from local papers, and are of three different sexual/physical abuse cases in homes around the country. Beneath each headline is a picture of the guilty, matching the photographs of people entering the building.

Each of the pictures is dated (in marker pen) after the corresponding headlines, as is the job offer.

And finally there is a small business card, blank but for a

symbol which can be identified as representing the Zodiac.

Notes: For the Social Worker, one of the faces is a former-carer that they know to be on the danger-list of people who should not be allowed to work with old people again. For the Abuse Victim, this carer was a particularly brutal person who was sacked from their secure unit for beating one of the other kids.

Research: Each of the faces can be found to match a care-worker sacked in an abuse scandal, mostly violent abuse, rather than sexual.

Pack 2 – The Historian/Occultist

The pack contains a series of pictures showing first, the front of a church, and the parish notice board to one side, with the name 'St Illtid's in the Woods' visible at the top; then a series of pictures of the graveyard, with close-ups of gravestones. Featured are two aged graves dating from 1650, one of which bears the name of the author of the journal that was taken by Mr. Smith and Mr. Jones!

Also featured are more recent graves, several from the early 1970s. The names on the gravestones are not English, and the stones state simply 'Died far from home for the good of all England'. With research it can be discovered that the names on the stones are Nepalese, they are the graves of Ghurkhas killed in PISCES' Severn Valley campaign.

The last three photos are Polaroid prints, showing an angry clergyman striding towards the cameraman. He is tall, wide and heavily bearded with a high forehead. His face is twisted in anger, and the last Polaroid shows sky through a hand over the lens. It bears the legend "Never trust a man with two names" in marker pen.

And finally there is a small business card, blank but for the zodiac symbols.

Research: The location of the church can be easily ascertained, although according to church authorities, there has been no consecrated church in the village of Flaxley-Mitcheldean for over two hundred years, and there is certainly no Saint Illtid.

The Ghurkhas were indeed members of the British armed forces, but their unit lists them as having been lost in a training accident in Nepal, and certainly not as having been Killed In Action and buried in Britain.



A Landscape of Barrows and Stones

by Davide Mana

'The garbling of fact in the interest of a good tale is just one of the ways in which legends and traditions come into being.'
Jennifer Westwood, introduction to *Albion, A Guide to Legendary Britain*, 1985

One of the best known, relatively commonplace, and yet most striking features of the British landscape is represented by the stones, standing alone or grouped in lines and circles, that can be spotted as the traveller passes through stretches of countryside.

In the last four centuries, oceans of ink have been poured over pages by the most disparate collection of researchers on the matter of these stones, their purpose and the plan, if any, underlying their silent presence on the land. Serious students have shared the stage with independent thinkers claiming to have traced the true origin of Stonehenge (or Callanish, or any other rock group in Britain) to a number of highly dubious sources including King Arthur and Merlin, the Druids, Muvian or Atlantean refugees, alien visitors, the Secret Masters of Agartha, early Freemasons, old and new practitioners of magick (with or without a final 'k'), orgone-powered UFOs from Tibet, or whatever it is that causes crop circles. A veritable circus.

What follows is a general overview of the subject, an overview that is neither comprehensive nor unbiased.

And yet, even if we are more than willing to garble a few facts in the interest of a good tale, we'll stick to strict actual data as far as the basics are concerned, entering the realms of speculations only in the final chapter, where we'll explore the Mythos angle.

In other words, very little of what follows, outlandish as it might be, is made up. Honest.

Ley Lines

'My main theme is the alignment across miles of country of a great number of objects, or sites of objects, of prehistoric antiquity. And this, not in one or a few instances, but in scores and hundreds. Such alignments are either facts beyond the possibility of accidental coincidence or they are not.'

Alfred Watkins, introduction to *The Old Straight Track*, 1925

Mild mannered Alfred Watkins was a merchant long acquainted with the topography and the antiquarian attractions of his native Hertfordshire. Watkins probably did not imagine that his investigations of the alignments of objects observed in the British countryside would, over time, move from the uncharted but crowded territory of archaeological heresy to the halls (or at least the backyards) of scientific orthodoxy. Or that his observations would attract the attention of students of astronomy, geology, nationalism, mysticism, new age sensibility and neopaganism.

Watkins' initial observation, first expressed in 1922, was a very simple one – elements of the English landscape appear to be aligned, marking out straight tracks often many miles long. The objects Watkins pointed out as **markers** for his alignments were the most heterogeneous – mounds, rock outcrops, copses,

The Tombola Cipher ^{DG}

by Rik Kershaw Moore

In all the years of being a Keeper I have noticed that nothing galvanises a certain type of roleplayer more than something written in code. Not only that but in a dark campaign with almost omnipotent foes the fact that the characters have a secure means of communication can be comforting, no matter how false it may turn out to be.

Recently the less insane members of the Army of the Third Eye have become aware that they are probably being targeted by AZURE¹ teams, and few of the more paranoid members also believe that they are probably referenced in at least one ECHELON² dictionary. As a result they have started to encode their communications. The code that they have developed is secure without relying on electronic technology or computer systems which might become vulnerable to TEMPEST³ Attacks.

The code, called 'Tombola' is essentially a random number system that generates letters by using the balls drawn by the UK National Lottery⁴; an irony not missed by certain members of the Army. While Tombola is secure, it is slow as it is a manual system, and it can take upwards of a whole evening to encrypt or decrypt a reasonably long message.

Encrypting a Message

Tombola belongs to a class of ciphers known as output-feedback mode streams or Key Generation ciphers. It's strength comes from using a random keystream of numbers between 1 and 26. To encrypt a message you simply need to generate the same number of keystream letters as plaintext (or message) letters. Then add the two sets of numbers, one at a time, using modulo 26 to create the ciphertext. To decrypt the message simply generate the same keystream series and subtract using modulo 26 from the ciphertext to give you the plaintext.

To generate a Tombola code message you first need a 1d10 dice, and the first 400 lottery draw results. (See Table 1). Lets suppose that Alice being a member of the Army of the Third Eye wants to send the following message to fellow member Bob:

WATCH OUT YOU ARE BEING FOLLOWED

She first splits her message into groups of five characters. There is nothing significant about these groups, it is just one of those cryptographic traditions. She finds that her message doesn't split evenly into groups of five so she pads it out with X's.

WATCH OUTYO UAREB EINGF OLLow EDXXX

The next thing Alice has to do is to generate the starting position of the key stream so that she can let Bob know what it is. She takes her d10 and rolls it three times. The first number will be the hundreds, the second tens and the final roll the units. Since the Army is only using the first 400 draws Alice needs to take her first roll and divide it by 2, (rounding up any fractions) and then subtract 1. Giving Alice either 0,1,2,3 or 4.

For example Alice rolls a 7. She divides this by 2 and gets 3.5. She rounds it up to 4 and then takes 1 away, leaving her with 3 or 300. Her next roll is 4 which gives us 40, and her final roll is 8. This means that Alice will use draw number 348 as her starting point.

Finally Alice converts the three numbers that make up the starting position into the letters C, D and H so that Bob will know where to look when it comes time to decode the message. If the message line number ends with a zero, e.g. 110 then simply replace the letter O for zero, so that 110 becomes AAO. Alice also adds two leading X's and place this at the end of the message so that the whole message reads:

WATCH OUTYO UAREB EINGF OLLow EDXXX XXCDH

Alice then counts the letters in the message except for the letters CDH, which are the position marker, and finds that it totals 32. This means that Alice will need to generate a 32 letter key stream. For the last three letters Alice will simply use zeros.

The rules for generating the key stream are simple. Alice takes the lottery draw table and find the 348th draw. Then starting from the first ball drawn, Alice finds 32 numbers that are in the range 1- 26. Although Alice doesn't, if she were to come to the end of the table before she had finished she would then simply start again at the top. When Alice has finished, she has the following number sequence:

08 25 11 03 24 15 23 11 24 07 20 22 07 17 13 18 01 12 24 07
08 26 09 24 14 18 04 05 02 01 24 26 00 00 00

Alice then converts the plain text phrase into numbers, giving her:

23 01 20 03 08 15 21 20 25 15 21 01 18 05 02 05 09 14 07 06
15 12 12 15 23 05 04 24 24 24 24 24 03 04 08

And finally she adds each number to it's key stream pair using Modulo 26 arithmetic. In Modulo 26 if the sum of the two numbers is greater than 26 then you subtract 26. For example $23 + 8 = 31$ so $31 - 26 = 5$.

This gives Alice the following results:

05 26 05 06 06 04 18 05 23 22 15 23 25 22 15 23 10 26 05 13
23 12 21 13 11 23 08 03 26 25 22 24 03 04 08

Which when Alice converts them into letters gives her the encrypted message:

EZEFF DREWV OWYVO WJZEM WLUMK WHCZY
VXCDH

Decrypting A Message

With the message passed safely to Bob, he first examines the last three letters of the message; CDH which when converted to

Firearms of the UK and Irish Police and Military

by Hans-Christian Vortisch with Adam Crossingham

What weapons can an undercover SAS operator be expected to carry? What will Scotland Yard's SWAT officers bring along when the agents tried to break into the "restricted" area of the British Museum's more sinister holdings? Will the Irish Rangers who come to the agents' help after a botched operation on the Green Isle be able to deal with whatever was awakened from its sleep under the stones?

Of course, the keeper could make up the inventories of the units and agencies concerned, but after reading this article, she should not need to. Although both the United Kingdom and the Republic of Ireland are proud of their unarmed police officers (and rightly so), they have coppers with guns. And while the British military is notorious for its paranoid secrecy about the armament of its troops, especially the more interesting units, some data could be collected to aid the keeper in determining the weaponry likely carried by members of the agencies concerned.

Finally, all the weapons noted are listed with their complete game statistics in a table at the end of the article.

UNITED KINGDOM

London Metropolitan Police (Scotland Yard) Special Branch SO19 Firearms Unit

The coppers of the Met are generally unarmed, but some of the specialised units of Special Branch are armed. These include SO13, the Hostage Rescue Unit, and SO19, the Firearms Unit. SO19 is a SWAT-type unit, which in contrast to many similar outfits also recruits female officers (since late 1996).

Since 1991, the handgun has been the 9×19mm Glock 17 pistol. The main weapons are the 9×19mm H&K MP5A2 and MP5A3 submachine guns, typically fitted with a flashlight under the muzzle. Some 9×19mm H&K MP5SD3 sound-suppressed submachine guns have been bought since 1976 (in secret violation of British laws then in force forbidding the police to carry full-automatic firearms!). In the 1980s, all these guns were converted by unit armourers to semi-automatic fire only. The only full-automatic weapon currently in service is the 9×19mm H&K MP5KA4 machine pistol, which is restricted to VIP protection details. In 2001, the 5.56×45mm H&K G36KSF carbine was procured to partially replace the MP5-series.

Long-range weapons include the 5.56×45mm H&K HK33SG1 sniper rifle (with 6× scope and bipod, also semi-automatic only) and 7.62×51mm Steyr SSG-PI bolt-action sniper rifle (with 6× scope). Some 18.5×76mmR (12-gauge) Remington Model 870P pump-action shotguns and 37×122mmR Enfield L67A1 grenade launchers are

also in service. The later is being phased out in favour of the 37×122mmR H&K L104A1 (a variant of the MZP1). It can be used to fire batons, tear gas and other less-than-lethal munitions.

The Met has Eurocopter AS 355N *Twin Squirrel* and MD Helicopters MD 900 *Explorer* helicopters in service, but SO19's usual means of transportation are Armed Response Vehicles (ARV), a number of unmarked vans (called the "Trojan Horse").

Greater Manchester Police Tactical Firearms Unit (TFU)

TFU officers are armed with the 9×19mm Glock 17 pistol, 9×19mm H&K MP5SF3 semi-automatic carbine, 5.56×45mm H&K HK53SF3 semi-automatic carbine (few), 5.56×45mm G36KSF semi-automatic carbine (adopted in 2001, to replace the HK53SF3), 7.62×51mm Accuracy International PM bolt-action sniper rifle, 7.62×51mm H&K PSG1 sniper rifle,



The Mythos Gazetteer of the British Isles

By Adam Crossingham

This article is inspired by the gazetteer in the *Green and Pleasant Land* supplement published by Games Workshop way back in 1987 and now sadly very out of print. I've corrected mistaken inclusions in the original gazetteer, added some references that were missed the first time around, and updated the gazetteer to reflect the 14 years worth of Call of Cthulhu publications that have since appeared.

England

1. Ahu-Y'hloa, Atlantic: A Deep One city being built in the Atlantic to the south-west of Cornwall – The Return of the Deep Ones, Brian Lumley
2. Wanfield, Berkshire: Home of a Shub-Niggurath cult – Trilogy of Terror, White Dwarf 97
3. The Room Beyond, The Pellgraine Estate, Loughton, Buckinghamshire: Opened into the abyss – The Room Beyond, The Golden Dawn
4. Throdag House, Chetwood, Buckinghamshire: The ruins of a sorcerer's residence – The Last Rite, Brian Lumley
5. Jermyn House, Cambridgeshire: Scene of the horrors of the Jermyn's family secrets – Arthur Jermyn, H.P. Lovecraft
6. The Oaks, Guyhirn, Cambridgeshire: A strange house that connects to different times – The Running Man, Brian Lumley
7. Carn Gluze, Cornwall: A place of the First Stories and of sacrifice – Lord of the Dance, Dark Designs
8. Innsmouth, Cornwall: Birthplace of King Kuranos – Celephais, The Dream-Quest of Unknown Kadath, H.P. Lovecraft
9. Seaham, Cornwall: Centre of Deep One conspiracy in Britain – The Return of the Deep Ones, Brian Lumley
10. The moors, near the Kent manor, Cornwall: Home to a temple and a cult dedicated to Bubastis – The Brood of Bubastis, Robert Bloch
11. Kettlethorp Farm, Kettlethorp Dene, County Durham: A place of Dagon worship and Deep One interaction since Phoenician times – Dagon's Bell, Brian Lumley
12. Black Annie's Bower, Oak Wood, Beck Green, Derbyshire: Accused dwelling place of an ancient witch – Hell Hath No Fury, The Golden Dawn
13. Castle Plum, Lesser-Edale, Derbyshire: Home of the cursed Derbyshire Monster – London chapter, The Complete Masks of Nyarlathotep
14. St. Michael's Chapel, Oak Wood, Beck Green, Derbyshire: Ancient place of imprisonment for Arthur – Hell Hath No Fury, The Golden Dawn
15. Forby House, Granton's Bridge, Essex: Where the implement of Forby's curse can be found – The Masterwork of Nicholas Forby, Sacraments of Evil
16. Misr House, The Naze, Essex: Edward Gavigan's estates, scene of much Mythos depravity – London chapter, The Complete Masks of Nyarlathotep
17. The Sunken City, Shinglehead Point, Essex: A physical connection with the Dreamlands lies in the River Blackwater – Lord of the Dance, Dark Designs
18. Severn Valley, Gloucestershire: See the separate Severn Valley map
19. Braylea, Home counties: Home of a small Shub-Niggurath cult and a series of grisly murders – Trilogy of Terror, White Dwarf 97
20. Middle Hamborough, Lancashire: A lost dimension of man-eating houses – No Way Home, Brian Lumley
21. Pine Dunes, Lancashire: An ancient haunt of witches – The Faces at Pine Dunes, Ramsey Campbell
22. The Moon Gate, Grimsdale & Martin Colliery, St. Bees, Lancashire: A long-buried gate leads to the Moon and a Yithian base – Bad Moon Rising, The Great Old Ones
23. London, London: See the separate London map
24. Shalladholm, Lower Shallad, Norfolk: Home of the shantak-like Sqarch – The Horse of the Invisible, White Dwarf 66
25. Delaware House, Weirton, North Country: A link between Yaddith and Earth exists at this ancient dwelling site – Dreams in the House of Weir, Lin Carter
26. Appledore, North Devon: Small fishing port plagued by mysterious abductions; also has a 'gate' to Innsmouth, Massachusetts – The Crossing, Adrian Cole
27. Sea-Maid, off Hunterby Head, North Sea: A lesser Great Old One lies imprisoned beneath the North Sea – The Night the Sea-Maid Went Down, Brian Lumley
28. Hagdon Manor, Hagdon, Northumberland: Scene of witchcraft by Sir Roderick and Lady Elinor Hagdon – The Necromantic Tale, Clark Ashton Smith
29. Falstone castle, Northumberland: Heathen activities of the resident monks led to massacre by Northern raiders – Recognition, Brian Lumley
30. Briddock Fort, Hadrian's Wall, Northumberland: Site of the final battle between Yegg-Ha and a Centuria of Roman soldiers – An Item of Supporting Evidence, Brian Lumley
31. Limestone Bank, Hadrian's Wall, Northumberland: A place of cthonian worship – Cement Surroundings, Brian Lumley
32. Edge Hill Tunnel, Oxford Canal, Oxfordshire: A temporal vortex leads to Zothique – Slow Boat, Fearless Passages
33. Walberswick, Suffolk: A den of Deep Ones – The Watchers of Walberswick, White Dwarf 50

How to obtain The Black Seal

In Shops:

United Kingdom

You can buy The Black Seal in all good games shops in the UK. If your local retailer does not stock The Black Seal, they can order it from Esdevium Games. The anticipated release date is week ending March 22nd or 29th 2002.

Europe

You may be able to buy The Black Seal in European games shops if they have a relationship with Esdevium Games. Ask your local retailer if they do.

North America

The Black Seal is working towards a North American distribution deal. Details will be released when it is achieved.

Direct by Post:

United Kingdom

The Black Seal costs £7.00 including postage and packing. Make cheques payable to 'A F Crossingham'. Only sterling cheques drawn on UK banks will be accepted. Send payments and your address to Brichester University Press, 74 Union Street, Farnborough, Hants, GU14 7QA

Europe

Payment will be by PayPal. Announcements will be made when the PayPal facility is in place.

United States

Payment will be by PayPal. Announcements will be made when the PayPal facility is in place.

Canada

Payment will be by PayPal. Announcements will be made when the PayPal facility is in place.

Australia

Payment will be by PayPal. Announcements will be made when the PayPal facility is in place.

New Zealand

Payment will be by PayPal. Announcements will be made when the PayPal facility is in place.

South Africa

Payment will be by PayPal. Announcements will be made when the PayPal facility is in place.

In the meantime, Leisure Games (<http://www.leisuregames.com>) is recommended to supply European and International orders.