

FOR QUEEN & COUNTRY

Control, this is Calamity, mission completed...

Mission objective: Infiltrate gaming convention 'Conception 2008', recruit first batch of new agents for the NIA and get them out into the field.

Mission outcome: Convention successfully infiltrated. High number of 'Friendlies' located.

Recruitment update: Approximately 40 new agents have joined the agency, all of whom successfully completed their assigned missions.

Follow up: Continuation of recruitment and groundwork for future missions. Infiltration of future Conventions.

Calamity signing out... This message will self destruct (just kidding!)...

Hi guys,

Well the For Queen & Country team has returned home after an amazing Conception 2008.

Back in September 2007 when we met up in a pub in central London to discuss the end of the *Living Spycraft* campaign in the UK, and to decide if we could maybe come up with something good enough to take over, could we ever have imagined the response we would get to our début!

The turn-out was fantastic (if a little bit scary, as it meant that we really had to follow things through) and the feedback after the games was really constructive - and full of support and questions about our further plans.

The team would like to take this opportunity to thank all the players who took part and made us believe that we were on the right track with the campaign.

Keep you eyes peeled for future updates regarding the campaign on the For Queen & Country Web site: www.spycraft.lushsoft.co.uk and UK Roleplayers at www.ukroleplayers.com. A big thank you also goes out to Dave McAlister who is our web master and who did a sterling job

on the For Queen & Country website. His support really means a lot to us.

The first three modules were penned by our Plot Co-ordinator, Rob Edwards who wrote 'Footprints in Ash', Dave Smith who wrote 'The Shell Game' and Claire Morris, our Control, who wrote 'Owning the Sun'. Without these being ready for general release none of this would have been possible.

For those of you who have played any, or all, of the available mods there will be a 'debriefing' for each game. This will contain spoilers for those who have not yet played, as GCs will be recounting their 'memorable' moments and you will be able to see what the overall outcome was after all the missions were done and dusted.

Well that's it for the mo. We'll keep you updated ☺

See you at the next con!

Kim Osbourn (Known aliases: PR Bod / the Loud one), Codename: Calamity