Chapter 1 : The Guild Companion: RMSS vs RMFRP Part 5 - Overview of Remaining RMFRP Products

Talent Law is a supplement for the Rolemaster Standard System game that is designed to replace the "background options" section of the original rulebooks. Through a point-based system, players can now choose the Talents, Special Skills, Abilities and Flaws they want, rather than being completely random as is standard in the regular rules.

Edit Rolemaster uses a percentile dice system and employs both classes called "Professions" in Rolemaster and levels to describe character capabilities and advancement. Task resolution is straightforward: There are various charts available to increase the realism of the results, but most of these are optional, and many rolls can be made on a relatively small number of tables unless the group desires otherwise. Combat is similarly intuitive. In addition various modifiers for position, wounds, and other factors are present. If sufficient hits are dealt, the defender may go unconscious, but death seldom results purely from concussion hit damage. In addition to concussion hits, however, a critical hit can be dealt by the result on the weapon table. These are described by type slash, crush, puncture, etc. Critical Hits or simply "crits" , can inflict additional concussion hits, bleeding subtracted from concussion hits at the start of each new round , broken bones, loss of limbs or extremities, internal organ damage and outright death. If a crit is inflicted, a second roll is made on the appropriate critical table. Death occurs, for both player characters and Gamemaster-controlled adversaries, primarily through this critical damage, and not through loss of hit points. In addition, specific injuries carry with them injury penalties, which inhibit further actions on the part of the wounded part, and loss of concussion hits which represent overall health , can bring about similar penalties. Also, it will be noted that strike resolution in Rolemaster requires one, or at most two, die rolls, with no additional modifiers made to the second critical roll, except in certain circumstances when specific special abilities are in play. This means that a halfling does have a chance, albeit slight, to put down a troll with one well-placed and lucky dagger strike. Fans of the system maintain that this adds a great deal of realism not present in many other fantasy games, and reflects the true deadliness of a well-placed strike from a weapon, even a small one such as a dagger. Unarmored characters may very well suffer serious wounds when mauled by animals, but again this allows for more credible confrontations than in other fantasy games, where the threat posed by an "unfantastic" beast such as a wolf, grizzly bear, or tiger is considered minimal. Such characters can have a tough time prevailing against even fairly mundane opponents. This can prove frustrating for new players, and has given rise to hyperbolic tales of housecats cutting down promising young heroes in their prime. While Rolemaster does indeed offer many rules and tables, much of this content is strictly supplemental. The intent is for the gamemaster to pick the right tool for the right situation, rather than take an "everything-and-the-kitchen-sink" approach. The snag here is that some gamemasters do take the latter approach to heart. Practical or not, for them the intricacies of the rules and the unpredictability of consulting a table at every turn is what makes Rolemaster unique and endearing. A seasoned GM will therefore typically limit the rules rather brutally at the beginning of his or her game-mastering career in order to save trouble later. Character creation and development Edit Rolemaster is a skill-based system in which no absolute restrictions on skill selection are employed. All character abilities fighting, stealth, spell use, etc. These proficiencies are reflected in the costs expended to purchase the skills themselves. Rolemaster characters have ten attributes, called "stats", which represent their natural abilities in such areas as physical strength, memory, self-discipline, agility, and so forth. In character creation, and as characters advance in levels, Development Points are assigned, and can be used to purchase skills. These are optional, and can be ignored if the player prefers to design his or her character entirely from the ground up. Skills are purchased in Ranks; the more ranks a character has in a skill, the more able he is at actions covered by that skill. The number of ranks is multiplied by a set number dependent on the total number of ranks the character has, then added to the bonus for the relevant stats. As noted above, there are no absolute restrictions on which skills members of any Profession can purchase. If a fighter wants to learn a few spells, he can, but at a cost that may inhibit his mastery of weapons. History of Rolemaster Edit Over the years, a large number of products have been brought out for Rolemaster and it can be rather confusing to figure out which of these were put out for which version of the game and what books are needed to actually

play. There have been four versions of the game produced, which fall into two major groups. Lists with cover images of the all the products for the various Rolemaster versions can be found here. However, with the publication of Character Law, the full Rolemaster system became able to stand on its own as a distinct game system. In the information in the books was expanded and revised and some of the books were combined and the material in them rearranged. Several additional books were published from to , including Rolemaster Companions 1, 2, and 3 and the first Creatures and Treasures book. Technically, the products released between and are also First Edition Rolemaster products, but actual differences between RM1 and RM2 were slight limited to a minor modification to the combat sequence, some rearranging of material, and a major graphical overhaul , and few if any compatibility issues ever arose. This means that, in common parlance, the term "Rolemaster Second Edition" RM2 is often used to refer everything published from to In particular, Rolemaster Companion II included the complete Skill list and descriptions section and Master Development Point Cost Tables as well as several Professions that are often considered the distinguishing features of Rolemaster Second Edition. Much of this material, and the material that was published under the aegis of the first edition, took the form of optional and variant rules some of which, like the greatly expanded skill system of Rolemaster Companion II, were widely adopted , and new professions and spell lists. Some variants even replaced whole sections of distinctively "Rolemaster" rules, such as the combat system, with more traditional systems closer to the line established by Advanced Dungeons and Dragons. Ultimately it made for a very flexible system with a vast array of options, but could easily suffer from play balance problems if particular sets of rules were used together, since little effort was made to balance different variants against each other, and power creep in the later professions and spell lists was very much in evidence. The biggest changes were to Character Generation, particularly in the number of skills available and the way bonuses for the skills were calculated. Skills were now grouped into Categories of similar skills and one could buy ranks separately in the Category and the actual Skill. Also the combat sequence was revised again, and some of the details of spellcasting were changed. The way Spell Lists were learned was completely overhauled and most of the Spell lists were adjusted and rebalanced. Like most changes, opinions on whether the changes were for the better or not vary widely; some fans really liked the changes, while others were unimpressed and elected to stick with the more familiar RM2. For the most part the objections from RM2 players had more to do with feeling that Rolemaster did not need such a radical overhaul, and disappointment over the fact that RM2 was no longer going to be supported as such. Rolemaster Fantasy Roleplaying Edit In the game underwent a slight restructuring when Rolemaster Fantasy Roleplaying RMFRP was released, but this was mostly a rearranging of material with very few changes to the rules themselves. One positive change made in RMFRP was a single core book, containing a stripped-down version of the complete game, so that only one book was necessary for play. Arms Law adds additional Attack and Critical tables, while Character Law adds additional races, professions, skills and the full talent and flaw system. RMFRP has broken the older single-volume Spell Law into three separate books, Of Essence, Of Channelling and Of Mentalism, each of which expands that realm of power with additional professions and spell lists, and expanding each spell list to 50th level spells. There are other supplements as well, but most of them build upon the material presented in the books listed. Such as the Channeling Companion, which introduces a new profession called the Priest and adds a passel of new rules. Another supplement is Fire and Ice: This book contains all you need to know to add elementalism to Rolemaster.

Chapter 2 : Past Versions of Rolemaster | Rolemaster

Talent Law is a supplement for the Rolemaster Standard System game that is designed to replace the "background options" section of the original rulebooks.

This is due to how the stat bonuses are applied to the skills see below. RMFRP only has 5 races in its core book. Cultures Culture has no effect except to determine what languages might be available. Of those 15 spell using professions, 3 are Semi-spell Users, 3 are Hybrid Spell Users and the rest are Pure spell users. Skills RMC has a core list of 28 primary skills. It also has a list of 43 optional Secondary skills. The Secondary skills may be added in any combination by the GM. Each skill is associated with 1 or 2 stats, and uses the average of those stats as a bonus to the skill itself. The GM is the one who determines what skills will be used in the game. A player is able to purchase skill ranks in both categories and individual skills. Each skill is associated with 3 stats and the stat bonuses from each are all added to the bonus from the skill ranks. Different categories and skills use different progression rates for determining their bonuses In addition to the standard costs for the profession, RMFRP also include Restricted, Everyman, and Occupational skill classifications. These classifications can change the number of ranks actually received from the purchase of a single rank, from requiring 2 purchased ranks to gain a single actual rank to receiving 3 ranks for each one purchased. In RMFRP, professional bonuses are a single static bonus that is applied when the character is first created. In RMFRP, Training Packages TPs are special packages that when purchased, grant the character a number of ranks spread across several skills, as well as the chance to gain some special items. You also get evil spell lists for each realm. In RMC, the core method of learning spells is relatively simple, but of a random nature. If the total is or higher, then the character learns a portion of the spell list determined by both profession and the type of list â€" Open, Closed, or Base. There are also other optional methods of Spell List aquisition available. The spell type known as Passive in RM2, now has those spells identified as either Informational or Utility. Each book contains all of the spells needed for that realm, including the evil spell lists for that realm. Each rank purchased in a spell list indicates that the character knows that particular spell list to a level equal to the number of ranks known. Characters have different costs for the different spell lists based on the type of list that they are purchasing i. It is an activity percentage system that allows for a simple, yet flexible method of handling actions in combat. RMFRP contains a condensed set of combat tables in its core book with one attack table for each basic type of attack. The critical table format differs from RMC. RMFRP has its own version of Arms Law which is essentially the same as in RMC except for the critical descriptions as noted above and some of the additional text that it contains. These 5 categories of Background Options provide the character with free skill ranks, special backgrounds that affect the game in play i. This alternative involves a very well defined system of Talents and Flaws as separate entities that can be acquired to help make characters even more unique. Rolemaster Classic has few expansion books available, though most of the RM2 products are fully compatible. However, that is not the only core book. That is a single book introduction to the system, and as noted in several places above, only contains a subset of the full RMFRP system. Iron Crown News Join our mailing list to receive the most.

Chapter 3 : Rolemaster - Wikipedia

Rolemaster SS - Talent racedaydvl.com - Download as PDF File .pdf) or read online.

It adds 11 additional races and cultures, 11 additional professions, 21 additional training packages, 5 additional skill categories and dozens of additional skills. It also presents a detailed system for determining what flaws, talents, status, wealth and starting items your character has. For those who are familiar with the previous incarnation of Rolemaster, the Rolemaster Standard System RMSS , Character Law finishes reprinting the Character information that was available in that product, as well as incorporating the majority of what was in Talent Law. Unlike some systems, you are not locked into only having a certain set of skills and abilities once you choose your profession. For example, a thief in Rolemaster can still learn spells if he or she wants. It will be more difficult to learn than it would be for a magic-using character, but not impossible. With the inclusion of a carefully selected Talent or two, even the difficulty can be reduced. If you are tired of playing systems with restricted choices for characters and want something more flexible, this is a system definitely worth looking into. The potential combination of Races, Professions, Training Packages, Skills, and Talents and Flaws provides for an almost endless variety of characters. The rest of this review will consist of an overview of each of the sections in Character Law. Section 1 of Character Law presents additional Races and Cultures. The new Races presented are: Six new Cultures are also presented. Section 2 details the new Professions. The last three of these are Hybrid spell users, which are characters who combine some of the powers of two different realms of magic. It also has a short section on Evil Spell users. Each of the new Professions is then given a full page description. The description of each profession has a paragraph on what the profession is, what the prime stats for the profession are, what spell lists if any are available to the profession, and what Skills or Skill Categories the profession gets bonuses to. It then lists what the costs of Skills and Skill Categories are for that profession, and what skills are Everyman, Occupational, or Restricted. The new training packages are: Each Training Package has a paragraph that describes what a character that has this package would be like, or a basic definition of what the package entails. It then lists what Categories and Skills are obtained by taking this package, what Stat Gains might be gained, and finally, what the cost of the package is for each Profession. Section 4 presents six new skill categories as well as adding new skills to existing categories. The skills that are added to existing categories are: Communications Skill Category - Magical Languages. Influence Skill Category - Propaganda. The new Skill Categories, and their associated skills, that are added are: The previous sections were just expansions of material that was presented in the original book. Talents and Flaws are primarily meant to be a way of giving your character background material. It is expected that the players will come up with a story that explains how their character obtained a particular Talent or Flaw. Talents are things that affect your character in a positive way, an ability that grants you some sort of advantage. There is a table that breaks down the way you can obtain Talents and Flaws, allowing variations of player-selected Talents, randomly generated Talents, and Talents that come with or without associated Flaws of various degrees. The Talents are broken into five different categories: There are twenty two pages that are then devoted to describing the Talents that are available. Each description includes a paragraph that describes the game mechanics of the talent, then a paragraph of flavor text to help clarify the Talent and provide an example of how to incorporate it into your characters background. You cannot always depend on it, but it has certainly saved your life on more than one occasion. You do not tell people about your sense because they would not believe you. You use it to your advantage, though. Section 7 - Flaws are basically the mirrors to talents. They are things that can affect your character in a negative way. These are broken down into the same sorts of categories as Talents and described in a similar manner. It describes what other things should be considered when creating a character, such as who his parents and siblings are and where his home was. What religious affiliations does he have? An example is then given of the creation of a fully rounded character background. As the title of this sections suggests, optional rules such as modifications to the costs and availability of talents and flaws are presented, as well as a Point Based system for purchasing Talents and Flaws are presented here. Personally, I think this space would have been better used to reprint the

non magic-using professions. As the magic-using professions are all reprinted in the various Spell Law books, it would be nice to have the non-magic professions in this book to reduce the number of books you need to haul around. Character Law is published by Iron Crown Enterprises. Their contact details are as follows: Iron Crown Enterprises, Inc.

Character Law is the latest supplement for Rolemaster Fantasy Role Playing, or RMFRP for short, from Iron Crown Enterprises. It expands on the Character Creation system that is given in the basic book (RMFRP).

It adds 11 additional races and cultures, 11 additional professions, 21 additional training packages, 5 additional skill categories and dozens of additional skills. It also presents a detailed system for determining what flaws, talents, status, wealth and starting items your character has. For those who are familiar with the previous incarnation of Rolemaster, the Rolemaster Standard System RMSS , Character Law finishes reprinting the Character information that was available in that product, as well as incorporating the majority of what was in Talent Law. Unlike some systems, you are not locked into only having a certain set of skills and abilities once you choose your profession. For example, a thief in Rolemaster can still learn spells if he or she wants. It will be more difficult to learn than it would be for a Magic using character, but not impossible. With the inclusion of a carefully selected Talent or two, even the difficulty can be reduced. If you are tired of playing systems with restricted choices for characters and want something more flexible, this is a system definitely worth looking into. The potential combinations of Races, Professions, Training Packages, Skills, and Talents and Flaws provides for an almost endless variety of characters. The rest of this review will consist of an overview of each of the sections of the Character Law book. This portion of the review assumes that you have some familiarity with the Rolemaster Fantasy RolePlaying book already, or at least the Rolemaster System in general. Section 1 of Character Law presents additional Races and Cultures. Six new Cultures are also presented. Section 2 details the new Professions. The last three of these are Hybrid spell users, which are characters who combine some of the powers of two different realms of magic. It also has a short section on Evil Spell users. Each of the new Professions is then given a full page description. The description of each profession has a paragraph on what the profession is, what the prime stats for the profession are, what spell lists if any are available to the profession, and what Skills or Skill Categories the profession gets bonuses to. It then lists what the costs of Skills and Skill Categories are for that profession, and what skills are Everyman, Occupational, or Restricted. The new training packages are: Each Training Package has a paragraph that describes what a character that has this package would be like, or a basic definition of what the package entails. It then lists what Categories and Skills are obtained by taking this package, what Stat Gains might be gained, and finally, what the cost of the package is for each Profession. Section 4 presents four new skill categories as well as adding new skills to existing categories. The skills that are added to existing categories are: The new Skill Categories, and their associated skills, that are added are: The previous sections were just expansions of material that was presented in the original RMFRP book. Talents and Flaws are primarily meant to be a way of giving your character background material. It is expected that the players will come up with a story that explains how their Character obtained a particular Talent or Flaw. Talents are things that affect your character in a positive way, an ability that grants you some sort of advantage. There is a table that breaks down the way you can obtain Talents and Flaws, allowing variations of player selected Talents, randomly generated Talents, and Talents that come with or without associated Flaws of various degrees. There are twenty two pages that are then devoted to describing the Talents that are available. Each description includes a paragraph that describes the game mechanics of the talent, then a paragraph of flavour text to help clarify the Talent and provide an example of how to incorporate it into your characters background. You cannot always depend on it, but it has certainly saved your life on more than one occasion. You do not tell people about your sense because they would not believe you. You use it to your advantage, though. Section 7 â€" Flaws are basically the mirror to talents. They are things that can affect your character in a negative way. These are broken down into the same sorts of categories as Talents and described in a similar manner. It describes what other things should be considered when creating a character, such as who his parents and siblings are, where his home was. What religious affiliations does he have? An example is then given of the creation of a fully rounded character background. As the title of this sections suggests, optional rules such as modifications to the costs and availability of talents and flaws are presented, as well as a Point Based system for purchasing Talents and

Flaws are presented here. Personally, I think this space would have been better used to reprint the non-magic using professions. The magic using professions are all reprinted in the various Spell Law books, it would be nice to have the non-magic professions in this book to reduce the number of books you need to haul around. Character Law is published by Iron Crown Enterprises. Their contact details are as follows: Iron Crown Enterprises, Inc.

Boxed set that contained Rolemaster Standard System, Spell Law, and Arms Law. This book is now available for purchase as a pdf file from the ICE racedaydvl.com Rolemaster is a skill based system, all abilities of a character are.

Basic game mechanics[edit] Rolemaster uses two ten-sided dice Rolemaster uses a percentile dice system and employs both classes called "Professions" in Rolemaster and levels to describe character capabilities and advancement. Task resolution is done by rolling percentile dice, applying relevant modifiers, and looking the result up on the appropriate chart to determine the result. There are various charts to increase the realism of the results, but most of these are optional, and many rolls can be made on a relatively small number of tables. In addition various modifiers for position, wounds, and other factors are present. If sufficient hits are dealt, the defender may go unconscious, but death seldom results purely from concussion hit damage. In addition to concussion hits, however, a critical hit can be dealt by the result on the weapon table. These are described by type slash, crush, puncture, etc. Critical Hits or simply "crits" , can inflict additional concussion hits, bleeding subtracted from concussion hits at the start of each new round , broken bones, loss of limbs or extremities, internal organ damage and outright death. If a crit is inflicted, a second roll is made on the appropriate critical table. Death occurs, for both player characters and Gamemaster-controlled adversaries, primarily through this critical damage, and not through loss of hit points. In addition, specific injuries carry with them injury penalties, which inhibit further actions on the part of the wounded part, and loss of concussion hits which represent overall health , can bring about similar penalties. This means that a halfling does have a chance, albeit slight, to put down a troll with one well-placed and lucky dagger strike. Fans of the system maintain that this adds a great deal of realism not present in many other fantasy games, and reflects the true deadliness of a well-placed strike from a weapon, even a small one such as a dagger. Unarmored characters may very well suffer serious wounds when mauled by animals, but again this allows for more credible confrontations than in other fantasy games, where the threat posed by an "unfantastic" beast such as a wolf, grizzly bear, or tiger is considered minimal. Such characters can have a tough time prevailing against even fairly mundane opponents. This can prove frustrating for new players, and has given rise to hyperbolic tales of housecats cutting down promising young heroes in their prime. Supporters of the game argue that many of these rules and charts are entirely optional. Character creation and development[edit] Rolemaster is a skill-based system in which very few absolute restrictions on skill selection are employed. All character abilities fighting, stealth, spell use, etc. These proficiencies are reflected in the cost to purchase the skills themselves. Rolemaster characters have ten attributes, called "stats", which represent their natural abilities in such areas as physical strength, memory, self-discipline, agility. A self-governing system is in place also such that each skill closer to is more costly than the last. Moving a skill from 50 to 51 is almost trivial; from 98 to 99 nigh impossible. In character creation, and as characters advance in levels, Development Points are assigned, and can be used to purchase skills. These are optional, and can be ignored if the player prefers to design his or her character entirely from the ground up. Skills are purchased in Ranks; the more ranks a character has in a skill, the more able he is at actions covered by that skill. The number of ranks is multiplied by a set number dependent on the total number of ranks the character has, then added to the bonus for the relevant stats. History[edit] Over the years, a large number of products have been brought out for Rolemaster and it can be rather confusing to figure out which of these were put out for which version of the game and what books are needed to actually play. There have been four versions of the game produced, which fall into two major groups with a fifth currently in the beta testing phase. The latest release of Rolemaster which was released for playtesting in September is an attempt to unify all previous versions of the game. However, with the publication of Character Law, the full Rolemaster system became able to stand on its own as a distinct game system. In the information in the books was expanded and revised and some of the books were combined and the material in them rearranged. Several additional books were published from to , including Rolemaster Companions 1, 2, and 3 and the first Creatures and Treasures book. Technically, the products released between and are also First Edition Rolemaster products, but actual differences between RM1 and RM2 were slight limited to a minor modification to the combat sequence, some

rearranging of material, and a major graphical overhaul , and few if any compatibility issues ever arose. This means that, in common parlance, the term "Rolemaster Second Edition" RM2 is often used to refer everything published from to In particular, Rolemaster Companion II included the complete Skill list and descriptions section and Master Development Point Cost Tables as well as several Professions that are often considered the distinguishing features of Rolemaster Second Edition. Much of this material, and the material that was published under the aegis of the first edition, took the form of optional and variant rules some of which, like the greatly expanded skill system of Rolemaster Companion II, were widely adopted , and new professions and spell lists. Ultimately it made for a very flexible system with a vast array of options, but could easily suffer from play balance problems if particular sets of rules were used together, since little effort was made to balance different variants against each other, and power creep in the later professions and spell lists was very much in evidence. The biggest changes were to Character Generation, particularly in the number of skills available and the way bonuses for the skills were calculated. Skills were now grouped into Categories of similar skills and one could buy ranks separately in the Category and the actual Skill. Also the combat sequence was revised again, and some of the details of spellcasting were changed. The way Spell Lists were learned was completely overhauled and most of the Spell lists were adjusted and rebalanced. Like most changes, opinions on whether the changes were for the better or not vary widely; some fans really liked the changes, while others were unimpressed and elected to stick with the more familiar RM2. For the most part the objections from RM2 players had more to do with feeling that Rolemaster did not need such a radical overhaul, and disappointment over the fact that RM2 was no longer going to be supported as such. Rolemaster Fantasy Roleplaying[edit] In the game underwent a slight restructuring when Rolemaster Fantasy Roleplaying RMFRP was released, but this was mostly a rearranging of material with very few changes to the rules themselves. Rolemaster Fantasy Roleplaying is the current edition of the Rolemaster rules, and is thus well-supported and easier for interested new players to pick up and try out. One positive change made in RMFRP was a single core book Rolemaster Fantasy Roleplaying , containing a stripped-down version of the complete game, so that only one book was necessary for play. Arms Law adds additional Attack and Critical tables, while Character Law adds additional races, professions, skills and the full talent and flaw system. RMFRP has broken the older single-volume Spell Law into three separate books, Of Essence, Of Channelling and Of Mentalism, each of which expands that realm of power with additional professions and spell lists, and expanding each spell list to 50th level spells. Rolemaster Classic[edit] The problems that drove Iron Crown Enterprises into voluntary receivership [2] also created problems with the intellectual property that was the RM1 and RM2 systems. Rolemaster Express[edit] Iron Crown also published the core of the Rolemaster Classic rules, with most of the options removed, as Rolemaster Express. The company describes RMX as an experimental publication, [3] designed to address the persistent criticism of Rolemaster as being too complex. Rolemaster Express is a single, page book that contains everything necessary to play. Unified Rolemaster[edit] In September Iron Crown Enterprises announced the release of a new version of Rolemaster for playtesting. Known as Rolemaster Unified, the game is an attempt to combine the previous versions of the game into one system. Reception[edit] Rolemaster was ranked 15th in the reader poll of Arcane magazine to determine the 50 most popular roleplaying games of all time. The rules are fairly well organised and very flexible, easily adaptable to a wide variety of situations.

Chapter 6 : Rolemaster | Ogres Wiki | FANDOM powered by Wikia

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Chapter 7 : RMFRP Character Law Â« ICEWEBRING

Talent Law provides GMs and players with a new system of customizing characters through background options. In addition, GMs can now create new races that are inherently balanced against all other From the ranks of the paupers,

comes the champion of kings!

Chapter 8 : Rolemaster Companion | Download eBook PDF/EPUB

Rolemaster talent law halflings pdf This means that a halfling does have a chance, albeit slight, to put down a troll. Rolemaster is a skill-based system in which very few absolute.

Chapter 9 : Rolemaster Annual (RMSS, 3rd Edition) | RPG Item | RPGGeek

Character Law A Supplement for ROLEMASTER Fantasy Role Playing. IRON CROWN ENTERPRISES. Reviewed by Brent Knorr. Character Law is the latest supplement for Rolemaster Fantasy Role Playing, or RMFRP for short, from Iron Crown Enterprises.