

Darrell Hardy

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Publications

New Gods of Mankind RPG (2007)	Wrote background and rules
The Old Man (Cthulhu Live RPG) (2007)	Edited, laid out
House of Pain (Cthulhu Live RPG) (2007)	Edited, laid out
Green Fairy (Cthulhu Live RPG) (2007)	Edited, laid out
Warrior Knights (2006)	Managed production
Drakon 3E (2006)	Managed production
Great Wall of China (2006)	Managed production
MagBlast 3E (2006)	Managed production
World of Warcraft: The Boardgame (2005)	Managed production
Descent (2005)	Managed production
Twilight Imperium 3E (2005)	Managed production
Britannia (2005)	Managed production
Fury of Dracula (2005)	Managed production
Arkham Horror (2005)	Managed production
Runebound (2004)	Co-designed, developed, art direction, wrote rules
Doom (2004)	Managed production
Call of Cthulhu CCG (2004)	Art direction, story editor
Fireborn RPG (2004)	Wrote background and rules, art direction
Warcraft: The Boardgame (2003)	Developed, wrote rules, managed production
Dragonball Z Battle Boardgame (2003)	Co-designed, developed, wrote rules
Wreckage (2003)	Co-designed, developed, art direction, wrote rules
Quicksand (2003)	Wrote rules
Frenzy (2003)	Developed, art direction, wrote rules
Dawnforge RPG (2003)	Wrote background and rules
Redline RPG (2003)	Wrote background and rules
Citadels (2002)	Art direction, wrote English rules
MagBlast SE (2002)	Developed, art direction, wrote rules
Scarab Lords (2002)	Art direction, wrote rules
Galactic Races (Dragonstar RPG) (2002)	Wrote background and rules
Nocturnum (CoC d20 RPG) (2002)	Wrote background and rules
King's Gate (2002)	Developed, art direction, wrote rules
Drakon (2001)	Developed, art direction, wrote rules
Twilight Imperium Armada (2001)	Co-designed, developed, art direction, wrote rules
Vortex (2001)	Co-designed, developed, art direction, wrote rules
Mythic Races (d20 RPG) (2001)	Wrote background and rules
Olenar's Heartstone (d20 RPG) (2001)	Wrote background and rules
Raid on Tonwell (d20 RPG) (2001)	Wrote background and rules
The Black Stairs (d20 RPG) (2001)	Wrote background and rules
Delta V (2001)	Co-Designed, developed, wrote rules
Kingdoms (2001)	Developed, art direction, wrote rules
Range Wars (2000)	Co-Designed, developed, wrote background and rules