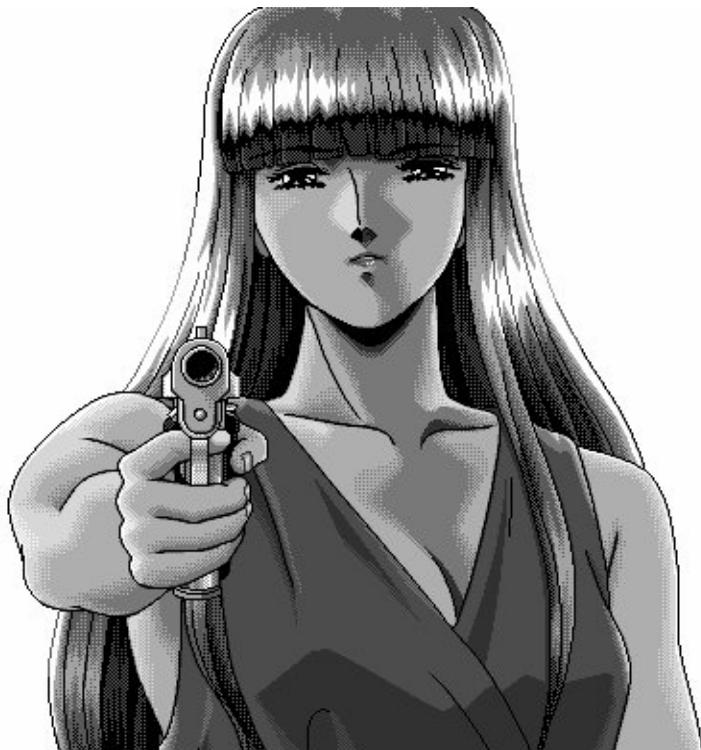


Club News

*Newsletter of the SASRA
Roleplaying and Wargames Club
Probably the least imaginatively named newsletter in the world..*



Congratulations on joining the Club News '98 Beta Testing Team! This edition of Club News contains everything you will need to be informed about and entertained by the SASRA Roleplay and Wargaming Club, including everything from Big Game Hunting to comparative Religion, and full Windows compatibility (i.e. it is full of bugs, and crashes without warning)! Club News '98 (formerly Club News '97) also supports fully interactive multimedia feedback mechanisms, including audio (talk to the editors), video (send them a picture), and optical character recognition (write something for the next issue)! Other special features include humour, dragons, and an original title. Club News '98 is currently available on hard copy, floppy disc, zip disc, and e-mail. We hope to press the gold master CDs shortly

ISSUE 31 MAY 1998

Club News

SASRA Roleplaying & Wargames Club

The Club holds regular meetings in the function room of the Calder Club, Whitehaven Starting at 7:30 pm on Thursday evenings.

Anyone is welcome to turn up and play. If you're really SAD, you can just watch, but be warned: Roleplaying is a participation hobby and makes dull viewing.

The Clubs Activities Include:

Table top Roleplaying	Fantasy, Futuristic, Comic Book Super-Heroes, Gothic and Personal Horror.
Live Role Playing	Using the Clubs own FADGES LRP rules High Fantasy (KRYMSWORLD), Dark Fantasy (TREGARON) and Horror (HATCHET)
Wargaming	Table Top battle re-enactments featuring Ancient Britons, Romans, Napolionic and Wild West, to name but a few!

Thanks to all of this issues
contributors who are

Steve Hastewell
Steve Proud
Steve Turner
Geoff Brown
Chris Lincoln
Mike & Kerri
Andrew Dixon
Ryan Robbins
Dan Matthews
Jacqui Beck

CONTRIBUTIONS

To put your article in Club News
Give it Trevor Pearson, Steve Turner or
Geoff Brown at the club

Send it to: Club News
29 Mill Street,
WHITEHAVEN
Cumbria
CA28 7QS

E-mail it to:
Club.News@haven.demon.co.uk
Mole@euphonium.freeserve.co.uk
Wildmoose@Fadges.demon.co.uk

Club News Contents

The Committee are:

Chairbeing: Steve Hastewell
(01946) 67611
Secretary: Jacqui Beck
Treasure Hoarder: Johnathon Hardy
Games Coordinator: Andrew Dixon
LRP Coordinator: Steve Thomason
Club News Editor: Trevor Pearson

- 4 Chairbeing speaks
- 5 Farewell from Dan
- 6 Wellspring Adventures
- 7a Your handy guide to Dragon Slaying
- 9 Obituaries
- 10 An American Rigger in Germany
- 14 Victoria's Secrets
- 17 A Kind Of Magic...
- 20 Kingdom Chronicles
- 21 Club FRP Resources
- 24 Small Gods



Christmas Party

The Club Christmas Party will be at the Stump, Kells, on December 12th. The party starts at 1pm and food is provided.

IMPORTANT

THERE ARE NO REGULAR CLUB MEETING IN DECEMBER, AS THE CALDER CLUB IS FULLY BOOKED. THE FIRST WEEK OF THE NEXT SESSION IS 7TH JANUARY 1999 AT THE CALDER CLUB AT 7:30PM. FOR INFORMATION ON WHAT GAMES WILL BE RUNNING CONTACT ANDREW DIXON.

IF THE COVER OF THE
CLUB NEWS HAD ANY
SPACING MANGLED, PLEASE
CALL A COPY BEHIND IT
WE WOULD COMPENSATE
YOURSELF



Club News '98 was produced on 14 cans of cider, a bottle of Glenfiddich, many mugs of tea, and two all-night sessions. Alpha Testing performed on a custom built multi-processor system:

AMD K6/2 at 300MHz and AMD K6/2 at 333MHz
9 dedicated graphics processors with 30Mb dedicated RAM
320Mb 8ns SDRAM
21Gb Storage
Canon BJC 4000

Club News

The Chairmans Address

Hello, Greetings and thank you for electing me.

I hope this is the last thing you have to read which is written by me as your chairmen. If everything goes ok the committe should be nice and hidden in the background letting you enjoy your games with the least hassle.

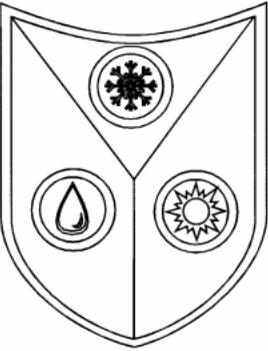
Well thats about it, you don't have to listen to me anymore

Steve

Your Chairman

Gamber Goods

Interested in the highest quality goods at the lowest prices? Come to Gamber Goods where we pride our selves on providing our customers with the best service in the Kingdom of the Fields. Not only do we sell to individual customers but we are also happy to provide bulk goods for other merchants. With outlets throughout the Kingdom, you can be sure of setting what you want at the price you want at Gamber Goods.



Our word is our bond

“So Long and Thanks for all the Fish.....”

Dear All,

As you may or may not know I'll be leaving you all soon to go and explore a new career.

I joined the club in April last year just after taking part in the Naming Ceremony LRP and I wanted to write to you all to say thank you for making me feel welcome and to put up with me for the past year or so...

However, you won't get rid of me that easily! I will be coming back for the LRP events (watch out you lot!) and also on a more regular basis to visit my other half who I've left behind (sob, sob).

I'm not really very good at writing long letters laced with dubious humour so I'll just say a few specific “Thank You's” and I'll let you get on with reading another quality edition of Club News....

Firstly and most importantly I want to thank Ray without whom I would never have got to meet any of you lot (Well, OK, is it a blessing or a curse?!)

I would like to thank Johnny who helped create me a suitably dodgy character for LRP.

Then there's Howard and Bob who got me playing in a band again after so

many years of being an “out of work drummer”.

Finally, I'd like to say a big thank you to all those of you who have made me feel welcome and encouraged me over the past year I hope you'll all keep in touch and I'll no doubt see you all soon after I leave.

TTFN & all the best,

Dan.



Club News

The Editor, Club News

From Mike Simpson, Wellspring Adventures

In response to the article ran in “letters from the Editor” in issue 30 [Jan ‘98] of Club News I would like to take the opportunity you have offered to clarify the position of the Wellspring Adventures the Tregaron world, and the LRP games run within it, with respect to Krimsworld and its associated rank structure of world, system and event referee’s and their assistants.

The Tregaron gameworld was conceived and created by myself, and unlike Krimsworld, at the time of its inception there was also written a complete campaign, principally revolving around the Altrech invasion.

With this in mind I hope that people will recognise my reasons for then saying that whilst I will welcome with open arms anyone who may have any burning ideas for the current plot, etc I will be running closely with the original formula of the campaign.

Unlike Krimsworld, Tregaron, As I’m sure most people realise, is not a “club world” and so is not open to anyone else apart from myself to run events within.

Of course I am not closed to the Time-In input of characters, nor the Time-Out suggestions of their players, as the campaign direction is re-evaluated after each event to take into account players actions and the subsequent effects. For example, one PC’s actions on the Sundering of Tregaron event affected the entire gameworld in one night.

On the subject of Wellspring Adventures, the duo responsible for bringing you Tregaron events, the duty of co-ordinating the campaign, including the consequences of players actions (or inaction!) and updating players and other interested parties with briefs and mailshots belongs to Mike Simpson. (There isn’t a fancy title for the job, but if you like, you can make one up.)

Costuming, propping, site matters, logistics and assisting in everything listed under what I do is the task of Kerri Goulding. (as well as the small matter of bringing up the kids!)

This represents the staff of Wellspring Adventures, who cover all of what needs doing after each event up until the point where there is a transition from aftermath to preparing for the next event.

In the past we have been assisted (with much thanks) by Ian ‘Jim’ Ferguson, both in the weeks leading up to and in reffing Tregaron’s first weekend interactive. We have also had a lot of help and support from LRP’ers and friends from within and outside of the SASRA club. Many thanks to you all.

With a brief note to the future of the campaign, after a 12 month hiatus of me changing careers, us having more children, etc., etc. we are now back on track, and likely to be running the second Tregaron scenario toward the close of summer 1998.

All current players who wish to conduct affairs prior to the event are asked to

Club News

start thinking about their turnsheets, and anyone with any inquiries of a general nature, e.g. playing for the first time or introducing a new character - please get in touch. (see contact at end of letter)

There will be several major changes since the last event, due both to events within the game world and technicalities which came up during the running of the event, and discussion with players and crew afterwards.

Firstly, and I'm sure the most impacting change from the players point of view, is that future Tregaron games will not be run using the FADGES system as it has proved too exacting and unwieldy, sacrificing continuity of events within the flow of the scenario for unnecessary points monitoring and paper shuffling. Instead we shall be using a system designed with Tregaron in mind, and which we hope will allow players greater flexibility and independence, and be less obtrusive during the running game.

Please don't think that I am rubbishing the FADGES system, I more than most have put in a lot of work on the rules over the years and I'm very proud of the results. But it is still to me a system best suited to Linear scenarios, which is what it originally was designed around, and which is reflected in its stop/start nature of battle board, re-group, next encounter.

Details of existing characters transition to the new system will be made available to their players nearer to the date of the next event. All I will say is don't worry - no one will come out of it worse off, everyone will gain by the change.

Secondly, after much confusion amongst ourselves and the players, the paper currency will be giving way to a hard gem system. There will be a simplification of the value of goods and services - though players should remain aware that prices of some items are likely to fluctuate wildly as the war worsens and shortages and supply difficulties become more common.

Lastly, it has come to my notice that a great many people did not receive the second post-event mailshot. This was a "general information bulletin" in the style of a diary excerpt of a social and political commentator of the day and as such contains no character specific details, though should be of interest to everyone currently playing, or thinking of playing in the future. Hopefully it will be included elsewhere in this Issue.

That's all for this letter, I hope this clarifies the situation for both the editor and the readership. Please feel free to contact either myself or Kerri if you have any outstanding queries or character stuff you wish to discuss.

Thanks. Mike Simpson

Wellspring.

Adventures.

AKA. Mike & Kerri

01946 69 04 24

4pm - 9pm, 7 days/week.

Club News

Safari Special

Chris Gregg's Top Ten Tips for Dragonslaying

1. Take your friends along.
2. Listen to what people tell you.
3. Camp in an open place so the dragon can't sneak up on you.
4. Attract your dragon by making a loud noise (for example music)
5. Make sure you have plenty of light so you can see your target.
6. If the dragon can fly take away this advantage by shooting out it's wings.
7. Arrows tend to rebound off Dragons and can hit you.
8. Once you have chosen your ground do not move from it.
9. Once breached on, don't move.
10. Dragons breach more often than once on their targets.
11. Dragons DO breach more often than once on their targets.



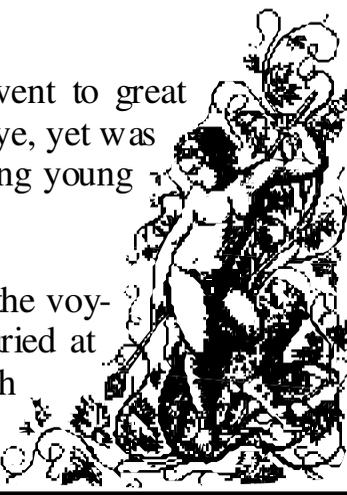
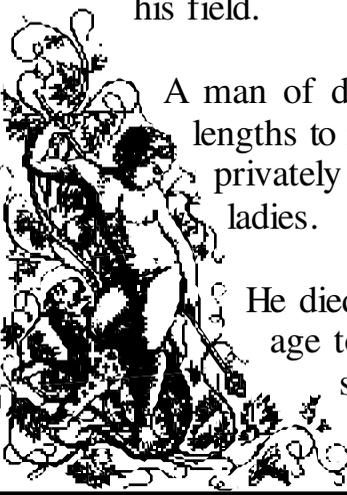
Yes, We know it's eleven, but I thought that No. 10 was such an important fact, that I had to mention it again.



Obituaries

Beck's Circus regret to announce the death of their employee, Mr Darius Bane.

Mr Bane joined the circus during a tour of his native Puerto Rico, and quickly made a name for himself amongst the performers. He was both an expert knife thrower, well known for his displays of pinpoint accuracy, and an escape artist without equal in his field.



A man of distinct character, he went to great lengths to remain in the public eye, yet was privately bowled over on meeting young ladies.

He died of a long illness on the voyage to England and was buried at sea in accordance with his last request.

Club News

A Shadowrunner's European Vacation

Afterall, you know you can trust Mr. Johnson when he tells you it's an easy job...

Hey folks, how ya' doing? My name is Mover and I'm going to talk to you guys about that place few know about and fewer admit to, The Shadows. Why? Well... let's pass on that question for now. If you are interested, then read on. If not, then don't. It doesn't bother me either way.

Let's start off by discussing me, The Shadows, and my last mission. I'm a rigger. For those who don't that means I'm into transport. Cars, Bikes, Rotorcraft... I like to drive them, so much that I let the corp. I was raised in implant my body with a Vehicle Control Rig. I jack into my car, then I become the car. I *feel* the road beneath my wheels, I see the traffic through the car's sensors. I have an internal combustion engine for a heart and gasoline for blood. I don't use the steering wheel or pedals, but rather I control the car directly with my mind. It's an amazing experience, every time, but I don't expect you to really understand. Don't think it's a piece of cake though. If my car crashes when I'm jacked in, I crash too. The feedback of the crash could kill me, but I think the pros outweigh the cons. Some people have their pets, magic, religion, Simsense, BTL's (Better Than Life chips), or drugs. You can keep it, I live to drive.

Enough about me, let's talk about The Shadows. You may have seen the movies on TriDee and simsense, but don't like that fool you, you don't know the reality of The Shadows, until you've lived them. The

Shadows are teaming with life, activity, secrets, and death. It isn't the pretty picture you see on the big screen. But don't start thinking that only a select few are involved. Sure the Mobsters and those people without System Identity Numbers (SIN for short, and isn't that ironic) are involved, but it doesn't stop there. The corps, especially the big ones, the rich, and even Lone Star all get a piece of the action. Now, I know that some of you are thinking, 'Lone Star? They are the cops, the good guys... They're trying to stop the crime' Quit dreaming. I admit, I hope that there are some good honest people in Lone Star, but I know that they are not the ones at the top. Lone Star is a corporation, just like all of the rest. The famous motto of "Protect and Serve" works for those who pay the most. That is, it works for SINners who can afford it. The SINless don't have a chance, even if they have and pay the Nu¥en. If you don't exist, you can't complain

So here we live, the Shadowrunners versus the rest of the world. Taking the jobs we can, hoping that we're not being lied to or set-up, hoping to get paid, and most of all hoping to survive. Some live here because fate dumped them here and they'll work until they can get out, or die, whichever comes first. Others are here by choice, for the money, or the thrills. Which am I? Well, I came here to visit my brother, a family vacation if you like, and I never went back. As to the rest, don't ask 'cause I'm not saying. Most of us won't tell you much

Club News

of our true history. That's one of the first survival tricks you learn in *The Shadows*.

There's your introduction to *The Shadows*. It barely breaks the ice, but there's no way around that. If you want to understand *The Shadows*, truly understand them, then you are going to have to live them, but don't mistake that for a suggestion. Most people who try learn they've made a mistake right when it kills them. So instead, I'll tell you about my last mission, my last run as we Shadowrunners call it. It's not a pretty, suspenseful, thriller like you would see on the big screen. To me it's just another job, like any of the ones I've done in the past and all the ones I'll do in the future.

This job started out like most of the others, with a call from one of my contacts. "There's a Mr. Johnson offering a job, interested?" Now, for those who don't know, Mr. Johnson is the man (or woman or elf or troll etc....) who represents the corp. to the runners. It's always Mr. Johnson and it's always a different face (or body or suit) Generally you run with your own team, but this team was organised by Mr. Johnson. It happens, but the runners tend to be wary about working with someone that don't know enough to trust. The nice side was Mr. Johnson picked up the tab for a good meal where we all meet. It was pretty standard till the bodyguard type passed a note across the table to Mr. Johnson, and they both stepped out of the room for a few minutes. I don't see anything come of it, but I marked that runner to watch, just in case.

Now at this point I want to mention that I won't use any names or physical descriptions. That's a privacy issue as far as

I'm concerned, so instead I'll use job descriptions. The other point I want to make is the in *The Shadows* you often work with people you don't know, don't like or don't trust. Either way, you do get the job done. Then you decide if you will work with them again or not.

This was a relatively large team, but it was also a large job. We were sent to Germany where we were given a box. All that we had to do was storm the castle of some baron and exchange the box for a medieval grimoire. Mr. Johnson would have equipment there for us and transportation was arranged for us. The team consisted of two stealthy combat freaks, (one of them was a physical adept, I don't know if the other used magic or chrome for her edge) a wiz kid mage, a bodyguard type, a street samurai, a gun bunny, the most intelligent troll I've ever met, and me, the rigger.

Getting to Germany wasn't too bad. Mr. Johnson had supplied fake IDs, and no one was foolish enough to try and smuggle their own weapons through. I never feel comfy when someone else is doing the flying, but semi-ballistic airliner crews don't appreciate company on the flight decks, so I have to put up with it. We completed our journey by train. There was some minor unpleasantness on route, but bandits robbing the train is so clichéd that I won't say any more.

On arrival at our destination we checked into the hotel Mr. Johnson had booked. It's not the best place I've ever had to spend a night, but it's a *big* improvement on the worst. Mr. Johnson had sent us gear, including mountaineering kit, headset radios, a good supply of weapons (mostly silenced), armour, and first aid kits. He had even given us a missile launcher, but having

Club News

to use that on what was looking increasingly like a stealth job would mean that we were already in way too deep. Most importantly he had given us a bug scanner and a jammer, both in the first case, so that we could secure our rooms before unpacking the less legal toys.

We spent our first day doing touristy things, with a bit of legwork thrown in. Our two sneaky types went rock climbing on a crag that incidentally let them look down into the castle grounds while myself and the mage went down to the Tourist Information Office to read through the guide books, buy maps and so on. Unfortunately two of the party decided that playing tourists meant getting drunk and disappearing for several hours late at night, but if they're going to act like that on a job I'm glad we didn't have to put up with their feeble ideas at planning. We agreed we would leave the village in the afternoon, on a publicly announced three day hiking trip. Once we hit the woods, the sneaky types broke off from us to scale the cliff below the castle, while we set up camp in the woods and waited for the all clear. There was some dispute over who would be in the scout party, but we eventually convinced the bodyguard type that it was best to leave late night ice climbing to the experts. The mage wasn't cut out for stealth work, so he would leave his meat body behind and do overwatch from the astral plane. We also left the gun bunny to guard the camp and set up an ambush on the road to the castle, just in case.

Our scouts made the climb without trouble and made it over the castle wall just before the floodlights came on. The rest of us took up position in the forest just back from the castle. The scouts made their way along the wall, left a tower window with a

rope for us, then continued on into the keep.

We were over the wall almost all the way through the gardens when the scouts were discovered. One guard managed to get a shot off (he missed) before they could clear the upper guardroom, and after that all hell broke loose. We made it into the keep before the Baron's troops could get to us, and secured the ground floor. The mage and one of the sneaky types ran into a pair of fire elementals which kept them busy for a few minutes, while the phys. ad. searched the library. He found a book that looked like what we were after, but realised it was a fake. The phys. ad. thought he saw someone escaping upstairs, so I joined him in pursuit. The only people we found were some maids and the crew for the Baron's helicopter. It was a nice machine, a Hughes Airstar. The Phys. ad. went back to join the search on the first floor while I secured the second. I had just begun to head back down when the phys. ad. announced that he had found the grimoire, and we began to evacuate. Most of the party headed back out through the grounds but I headed back to the helicopter, intending to create a diversion. I was just airborne when a quick call-off revealed that one of our scouts was missing. The bodyguard headed back to search, while I brought the chopper back to the roof pad to lift them off. The scout had been surprised and captured by pair of the Baron's guards, but managed to escape before we could reach her. I picked up the bodyguard and we were all clear.

I landed the helicopter about 5 miles north of the keep to draw off searchers in that direction (our escape route was southwest, to the railway), and we made a hasty march back to the rest of the party. Our only casualty was the mage, who had taken

Club News

some nasty wounds on the astral before blacking out from the strain of casting one too many combat spells. Our gun bunny got to build up a jeep with the missile launcher, and the samurai and the scout helped him capture the second. This speeded us on our way south, and we made the morning train out without further trouble. We did have one strange encounter though. A remarkably mobile willow tree met us just before the station with messages for one of the scouts and the mage, who was just regaining consciousness. Apparently we hadn't been the only intruders in the castle, as the notes were a thank you from some unknown intruder for providing a distraction.

The journey home was uneventful after that, and Mr. Johnson paid promptly and on

time, which doesn't always happen.

So there's a quick breakdown of a fairly typical Shadowrun for you. It could have been better, it could have gone a lot worse, and there are certain people I'd rather avoid working with again, but overall, we all made it back (I like that in a job), and my credstick is happy.

I'd talk some more, but it's time to see a man about a car. Maybe I'll see y'all sometime, someplace where there's just enough light to cast Shadows.....

Mover

(Christine Lincoln)

Where the quill and sword rest side by side as equals.

Brotherhood

Power

Circle of Bladecasters

Unlock all of you inner sternngth by joining the Circle of Blade Casters.

Comrades in arms, fighting for knowlegde and righteousness.

The new force in magic, our numbers are growing as quickly as flames on a summers day.

All the forces of the arcane will be yours to command.

We can help you be all that you can be.

Be a part of the future of magic.

Strength

Join today at the Obsidian Citadel, Adventure

Jezzail

All welcome regardless of past, race, or social standing.

Club News

Excerpt from the Journal of Victoria Reynard

11th April 2051, Entry 482

Almost finished the road trip of Europe, I've only one more stop to make, to a private library in Germany, then back home to England. Generally it's been a productive vacation, 20 ghosts laid to rest around France and Spain, a Roman gladius from the catacombs as a souvenir, and a trip to the Vatican in addition to picking up a suntan while crossing the Alps.

I need to make a copy of a page from the *Liber Demonicus Faustus*. There is the ghost of a monk out on Iona who can't rest until he sees the entry he was working on finished. The book was destroyed by raiders when he was killed in the tenth century. He was halfway through illuminating the demonology of Mephistopheles when he died. Unfortunately the Vatican library didn't have a copy but did know where to find one, so a side trip to Germany is in order.

The trip through the Vatican was interesting in itself. The black library was larger than I thought. I'd say there was about a quarter of a million books in there. It took me most of the day to find and liberate Hitler's diary from it. Anyway it's on it's way to Arkham to join the rest of them, and I'm now initiated into the Order. Another responsibility. Still that's me, Victoria Reynard - professional exorcist, part time hunt saboteur, and now knight errant for a magical order, hunting down and dealing with dangerous magical texts. I'll need to spend some time practising the astral mask I was taught though. It doesn't quite feel right yet, I'm still loos-

ing some astral perception when it's up.

Anyway there's no urgent need to get back home yet, so I'll play tourist and make a proper job of this. If all goes well I should be in, out and back home across the channel within a week.

29th April 2051, Entry 483

Well, that was *almost* a fiasco. I've spent the last week and a bit hiding down a fox hole playing the dumb animal thanks to a group of trigger happy lunatics who decided to break into the castle the same night I did. In the resulting confusion nobody knew what was happening.

My plan worked fine at first. I entered town as a tourist hiking across Germany on holiday. I got a room at the local YMCA and played tourist for a couple of days. Then I left town as though hiking onwards through the Black Forest. Once I was a couple of hours in I stopped, found an abandoned fox hole, disassembled my kit and spent a couple of hours transporting it down into the hole. When night came I moved back to the castle as a prowling vixen and spent the remainder of the night sleeping outside the walls in a freshly dug den.

When the morning arrived I sneaked invisibly into the castle when they opened the gates to let a guard truck inside. From there I was able to move out of the courtyard, into the castle kitchens and then down into the wine cellars. I spent an hour finding a comfortable den in the cellar and then slipped out and back to my kit to collect the bundle I would need and back in as servants came

Club News

and went. The remainder of the day I spent down in the wine cellar listening to a long dead Magus talk nonsense about changelings.

When night came I slipped out and prowled around the ground floor of the keep, making a mental map of the place. In the guardroom I heard a voice I recognised, one of the tour guides from town. By the way the guards were talking to her she had to be some type of spy for the Graf.

I also came across some long forgotten passages, judging by the amount of dust. These gave me access to what must have been a personal escape route through the outer wall. Going up came out behind a fireplace from which loud snores could be heard. Going down led to a room full of ghosts in what obviously used to be a hidden cell, with whom I spent most of the night talking. Sometimes there is a downside to helping ghosts pass on - a splitting headache from constant astral chatter.

I spent the next two days exploring the keep by trailing behind the maids as they did their job during the day and doing my own exploring at night. Then when I was ready I stole a maid's uniform and pass keys and hid in the spare bedroom opposite the library. An hour after dark I quietly crossed over to the library and altered the angles of the security cameras to create a blind spot. Unfortunately the libram was not present, having been replaced with a fake, however it looked a reasonable copy so I drafted out the page layout and scribbled down the text figuring I could look for the real thing the following evening. I had finished and was doing some browsing, to give the Graf time to get to sleep before I checked his study and bedroom, when the

library door opened and two people dressed in black ninja type outfits and gas masks entered carrying rifles. One was obviously female with long hair coming out from the hood. The other was male and had the physique of a young god.

When they entered I automatically raised the invisibility spell I had ready and went for the door opposite them. They must have been enhanced as they reacted faster than was humanly possible as the man gave chase. When I got to the long gallery I looked back to see him pointing a rifle at me and firing. By the moonlight I could see his hood had come down in the chase and he had strikingly bright red hair. He fired a gas grenade at me and I ducked through a door into the Graf's private chambers. As I tried the key to the closest door the woman appeared through the rising gas cloud. She stared down the corridor at me and then exclaimed aloud "Stunty! There's a fire elemental here". At this a voice exclaimed aloud "I know!" At this, an apparition of a kid facing off a wall of fire faded in from the astral plane before vanishing. This surprised me enough to try the wrong key. Seconds later the woman was engulfed in a ball of flame as I got the door open and bolted in.

As I had entered the Graf's study I gave it a quick check for the libram. Having confirmed it's absence here I moved through the connecting door to the Graf's bedroom, which was empty - the Graf must have been sitting up late that night. Searching through the room, I found the libram in the bedside cabinet. The screams from the corridor outside had stopped by now so I was startled into dropping the libram by the triumphant roar of a large feline from outside. This then

Club News

turned into the sound of a large feline coughing it's guts up so I was able to cast a torch spell and begin checking my draft for accuracy undisturbed.

I had finished and was about to return the libram when the study door behind me suddenly opened. I heard the sound of a gun discharging and reacted by dropping the light spell and changing to fox form to try and avoid the shot. My senses told me there was an elf behind me with the lingering traces of tear gas, cordite and a cocktail of drugs on him. The scent of disturbed soot from the fireplace told me where his shot had hit. Trying to confuse him I bolted for the bed and changed back to human, screaming and pulling the bedclothes off the bed. Given the Graf's reputation as a playboy in his younger days, I figured the discovery of the maid's uniform on the floor and a naked woman trying to hide under the bed might cause the elf to put two and two together and get four and a half. With the result that he would leave me alone, presuming I was an innocent.

This seemed to work for a couple of seconds until a large, badly burnt tiger entered the room. The tiger was obviously some kind of magic user, as her wounds were healing as I watched. The elf grabbed the libram from the floor where I had dropped it and left. However the tiger was growling angrily and looking straight at me. Rather than find out the colour of my guts I dived under the bed, changed form and went for the fireplace to get out through the hidden passage. The tiger followed my flight and so was looking the other way when two of the Graf's guards came in through a hidden door and gunned it down. I hid in the chimney long enough to

hear them drag the tiger's body away then came back down the chimney. I changed back to human long enough to bundle my pen, paper and body stocking in the maid's uniform for easy carrying as a fox before leaving the keep via the passage.

Once outside the keep I activated my invisibility spell and slipped out through the main gates, through the confusion of soldiers in the courtyard. Heading through the woods I made a wide detour around the bridge down to the village. There was the scent of someone waiting in ambush there - an unwashed human male, his scent almost overwhelmed by the greases and oils of machinery around him.

Once past him, I dropped the invisibility and continued on to my den. However as I came to a melt water stream I found a new scent. Following it along I came to an occupied survival bag lying under a tree. Nuzzling it open I was confronted by the pizza face of the kid who had appeared earlier. Astral perception showed him to be magically active, and totally alone out here. On a whim I kissed the kid on the cheek, to see if he would wake, and what he would do if he found a naked woman next to him. There was no response, obviously still too young.

I decided to teach him a lesson on safety. I stayed in human form long enough to write a couple of short notes to him and his comrades thanking them for their help. I then neatly folded the maid's uniform and put it in his survival bag as a pillow, and then summoned a forest spirit into the shape of a willow over the bag. I asked the spirit to deliver the notes to both the kid, when he woke up, and to the woman, when she ar-

rived, and put them in it's branches. I changed back to fox form, picked up my gear and proceeded on to my den. I arrived as dawn was breaking and settled down for a long sleep.

the search to finish. Now it has I'll head back to town and catch the evening train to Berlin. This has delayed me long enough, I need to get to France quickly to make my connection.

When I woke up it was to the sounds of men grumbling in German outside as they beat the bushes. Since then I've been waiting for

Steve Proud.



Magic: The Gathering THE CHALLENGE LEAGUE

The rules governing the Club League are as follows.

1. The Club League will follow the Duelist's Convocation Rules with the exception, that, if the Convocation rules conflict in any way with the Club rules, the Club rules with which they conflict shall have precedence.
2. The Club League will follow the Classic Restricted (Type 1.5) format with regard to banned cards. These cards are listed below and may not be used in any league matches.
3. All league decks must contain at least 60 cards. Sideboards of cards, which can be rotated into the deck, are limited to a maximum of 15 cards. Your opponent's permission is required to use a card sideboard in a league match.
4. Any Player may challenge those in the league. If a duel is not played within 14 Days or by an agreed date, at the judge's discretion, the defender will forfeit the match to the challenger by default, unless the challenger is at fault. Challenges will be made on a Thursday night session and normally resolved by the close of the following Thursday session, unless both players involved agrees upon a specific date with the judge.
5. The League will be based on a Chess style rating system. Players may challenge any other player to a duel. A player's rating will alter depending on both match results and the difference in rating between the players.
6. A Duel (Match) will consist of 3 games (or rounds) of Magic. If no outright winner is evident, because of a draw, a further single game will be played

Club News

until there is a winner. It is the defender's choice as to who will play first for the first round of play. For the following rounds, the loser of the previous round plays first.

7. All Duels that take place as part of the League must be reported to a Judge either on or by the following Thursday after the challenge was issued.
8. The Judges shall make available an up to date copy of the League table for the opening of a Club session on a Thursday night. At other times, a judge may be referred to for an enquiry as to who has what rating in the league, but this may refer to the League positions at the close of the prior Thursday session. The league table will be updated during a session after duels played are reported to the judge.
9. Duels not reported before 5pm on a Thursday cannot be included in the League for the opening of the Clubs session that night, but may be included for the close of that session.
10. To prevent any dispute and problems that will arise from player's changing their minds about cards they have played, any actions taken by a player are said to have taken place and are not reversible, to paraphrase, "What's done is done." This includes tapping for mana.
11. All involuntary upkeep costs must be paid; they can not be ignored or forgotten. If a player does not pay an involuntary upkeep then his opponent is obliged to point it out and play is suspended until the cost is paid. Forgotten voluntary upkeep costs are assumed to not be in play, and any consequences arising from such an act must then occur.
12. New challenges cannot be resolved until any existing challenges involving both new parties are resolved. If an existing challenge prevents a new challenge, the challenge is placed in the queue, and when the existing challenge is resolved then that challenge may take place.
13. All matches are to be fitted in around other club activities. The league does not take priority. Any league players who can not attend for a period of time (for example university or holidays) will have their rating suspended at it's current level upon notifying a judge. This will last until they notify the judges that they are able to resume.

Any questions concerning the league should be passed onto the League judge. Currently this is Steve Proud .

Club News

Banned Cards

Amulet of Quoz	Divine Intervention	Rebirth
Ancestral Recall	Falling Star	Recall
Balance		Regrowth
Berserk	Fastbond	
	Fork	Shahrazad
Black Vise	Ivory Tower	Sol Ring
Braingeyser	Jeweled Bird	Strip Mine
Bronze Tablet		Tempest Efreet
Candelabra of Tawnos	Library of Alexandria	
	Maze of Ith	Time Walk
Channel	Mind Twist	Time Twister
Chaos Orb	Mirror Universe	Timmerian Fiends
Contract from Below		Underworld Dreams
Darkpact	Mox Emerald	
	Mox Jet	Wheel of Fortune
Demonic Attorney	Mox Pearl	Zuran Orb
Demonic Tutor	Mox Ruby	
	Mox Sapphire	

League Ratings as of 19th November 1998.

Posn	Name	Rating	Played	Won	Lost
1	Jacqui Beck	133	1	1	0
2	Steve Turner	132	5	3	2
3	Trevor Pearson	122	0	0	0
4	Paul Hodgson	121	3	1	2
5	Paul Caughy	118	5	4	1
6	Steve Proud	117	3	1	2
7	Reg	116	0	0	0
8	Andrew Dixon	114	0	0	0
9	Barry Lace	111	5	1	4
10	Colin Proud	107	2	2	0
11	Paul Lace	103	2	1	1
12	John Weir	98	1	0	1

Club News

Kingdom Chronicles

Events in the Forbidden.

Rumours have reached the Kingdom Chronicles offices of a major change in the fighting North of Boundary. It appears that the King has organised his forces for a final push into the heart of the enemy. The fighting to date has appeared to be mere skirmishes as both sides test each others strengths. Due to superior fighting prowess and tactics the Kings forces have so far repulsed all probes.

On a slightly more worrying note the kings command centre was attacked. The King was not present at the time and so was in no danger. It has, however, been suggested that the enemy forces used demonic magic in the attack. The attack was countered but not without some deaths among the kings Staff. It is with regret that we announce the deaths of Oswald Goodbody, Kings Librarian and priest of Phyloqure; Radox the Green, Protector of the Sacred Empire and independent mage; and Menyin, Protector of the Sacred Empire, an adventurer from Boundary.

The form of this attack raises a number of worrying points; Have the demons aligned themselves with the other inhabitants of the Forbidden, the followers of the foul head taking religion, or the renegade knights? Will the barbarian forces remain in support of the King or could they suddenly change sides to join their brother Forbidden inhabitants?

On a more hopeful note it has been rumoured that an unprecedented number of dwarves, under the command of one Halak Earthshaker, have been seen moving into a support position for the King's forces. No one can estimate the affects that this will have. The King has stated in the past that he feels that the campaign should be handled by the Kingdom as it is a Kingdom problem. This attitude has already been stretched by the inclusion of two legions of Kopesh in the King's forces. Whether the King will look kindly on the help of the none human aid provided by the dwarves has yet to be seen.

Kingdom News.

The price of basic foods within Mimbria continues to rise. With a large contingent of peasantry taking part in the fighting in the Forbidden a number of crops failed to be correctly harvested and stored as such supplies are being bought in from Montrasia, Lautivia and the Bridgeland. The Kings continued control of the trade routes appears unable to cope with the demand. Merchants from the Golden Scales have attempted to petition Queen Christede, in the Kings absence. They argue that they are more capable of handling the volume of traffic needed. The Queens reply on this has not been publicised.

To help the food situation it should be noted that the last of the Jezzail Warehouses, destroyed during the barbarian raid on the city last year, has been rebuilt.

Club News

The Black Library

Club Resources are available for loan to members on a per session basis. If you want to borrow anything, see the FRP co-ordinator (currently Andrew Dixon). Other, more exotic, tomes and grimoires, such as Primus Albus Minimus, may be available through members' private collections.

TSR AD&D BATTLE SYSTEM

Battle System
Skirmishers

TSR AD&D 1st Edition

City State of the Invincible Overlord
Dungeon Masters Adventure Log
Dungeon Masters Design Kit
Dungeon Masters Guide. HB
Dungeon Masters Screen
Dungeoneers Survival Guide. HB
Players Handbook. HB
Players Handbook. HB
Players Reference Guide/Screen
The Rogues Gallery
Tournament Scenario's
Unearthed Arcana. HB
Wilderness Survival Guide. HB
Lanhkmar. City of Adventure
Lanhkmar. City of Adventure

TSR AD&D 2nd Edition

Campaign Sourcebook & Catacomb
Guide
Dungeon Master Guide
The Complete Thieves Handbook
Adventurers Guide to Zakhara
Al-Qadim. Land of Fate. BOXED
Dark Sun. BOXED
Adventures
Anauroch
Cyclopedia of the Realms
Dwarves Deep

DM's Sourcebook for the Forgotten
Realms

Dreams of the Red Wizards
Forgotten Realms. BOXED
Forgotten Realms. BOXED
Hall of Heroes
Moonshae
Old Empires
Shadowdale
The Forgotten Realms Atlas
The Great Glacier
The Magister
The Magister
The Savage Frontier
Volo's Guide to Water Deep
Water Deep
Water Deep & the North

Alternaty

Alternaty Gamesmasters Guide. HB
Alternaty Players Handbook

Ars Magica

Beyond the Supernatural
Covenants
Faeries
Over the Edge
Sage Pack
The Primal Order

Blood Bowl

Blood Bowl Companion
Blood Bowl Star Players

Club News

Call of Cthulhu

Call of Cthulhu 2nd ED
Call of Cthulhu 3rd ED. HB
Cthulhu by Gaslight. 1890's
Sourcebook
Cthulhu Companion
Cthulhu Now
Green & Pleasant Land. 20s-30s
Sourcebook
Keepers Screen & Kit

Cyberpunk

Chrome Book
Chromebook
Chromebook 2
Cyberpunk 1st ED
Cyberpunk 1st ED. BOXED
Deep Space
Eurosource
Hardwired
Players Screen
Protect & Serve
Solo of Fortune
When Gravity Falls

Cyberpunk 2020

Corporation Report 2020. Vol. 1
Corporation Report 2020. Vol. 2
Corporation Report 2020. Vol. 3
Cyber Generations 2nd ED
Nightsedge

Earthdawn

Denizens of Earthdawn
Earthdawn
Earthdawn
Earthdawn Companion

Misc Systems

Sprawlgangs & Megacorps (Cyberpunk/
Cyberspace)

Dark Conspiracy - Dark Tek
DC Heroes. BOXED
Dungeon Floorplans
Dungeon Floorplans
En Garde
Fantasy Wargaming
Fudge
Master of the Game
The Campaign Book, Vol. 1. Fantasy
The Holdelvers Catalogue
Rebel Planet
Heroes System Rulebook. HB
Middle Earth Role Playing
Paranoia
Starwars 1st ED. HB
Trinity - Aeon Trinity

GURPS

GURPS Auto Duel
GURPS Conan Beyond Thunder River
GURPS Conan Sourcebook
GURPS Cyberpunk
GURPS HighTech
GURPS Horror
GURPS Magic
GURPS Space
GURPS Space 2nd ED
GURPS Special Ops
GURPS Ultratech
GURPS 3rd ED
GURPS 3rd ED
GURPS 3rd ED
GURPS 3rd ED. HB

Champions

Champions in 3-D
Champion 3. Another Super Supplement
Champions 2. Super Supplement
Champions Rules. HB
Champions Rules. HB
Champions Rules. HB
Mystic Masters

Club News

Primus & Demon. Organisations 2
Red Doom. Soviet Organisations
The Circle & M.E.T.E. Organisations 1

Street Samurai Catalogue 2nd ED
The London Source Book
The Rigger Blackbook

Judge Dredd

Games Masters Book
Judge Dredd Companion
Judges Manual

Labyrinth LRP System

Labyrinth Live Role-playing
Real Life Role-playing Handbook

Rolemaster

Arms Law
Arms Law & Claw Law
Character Law
Character Law & Campaign Law
Claw Law
Of Channelling. Book 1
Of Essence. Book 2
Of Mentalism. Book 3
Rolemaster Companion
Rolemaster Companion 2
Spell Law
Spell Law

Runequest

Cults of Prax
Cults of Terror
Fangs. Pre-rolled Characters
Runequest 2nd ED
Runequest 3rd ED. Standard Set.
BOXED
Runequest 3rd ED. Deluxe Version.
BOXED
Runequest Companion

Shadowrun

Grimoire 2nd ED
Shadowrun 1st ED. HB
Shadowrun 2nd ED. HB

Wargames/DBA Rules

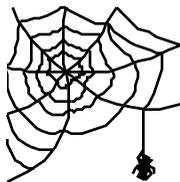
DBM & Lists
DBM & Army Lists
DBR
Kill Zone
Hell fire
Hell on the Margin
Reaper Wargame Rules
Warhammer Fantasy Battle. BOXED
Warhammer Fantasy Battle. HB
Hordes of the Things

Warhammer Fantasy

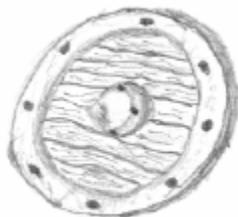
Death on the Reich
Warhammer City. Guide to
Middenheim
Warhammer Fantasy Roleplay. HB
Warhammer Fantasy Roleplay

White Wolf – World of Darkness

Changeling Players Guide
Changeling the Dreaming 2nd ED. HB
Mage Players Guide
Book of Shadows
Mage Storytellers Handbook
Book of Mirrors
Mage the Ascension 2nd ED. HB
Sorcerer-Hedge Wizards
A World of Darkness
Vampire Storytellers Handbook
Vampire the Dark Ages. HB
Vampire the Masquerade 1st ED. HB
Vampires Players Guide 2nd ED. HB
Werewolf Players Guide
Werewolf Storytellers Handbook
Werewolf the Apocalypse 2nd ED. HB



The Lankmar Player's Prayer



Our Steve, who art the GM,
Hastewell be thy Name;
thy kingdom come;
thy plotline be done;



on earth, as it isn't in Lankmar.

Give us this day our Godlike powers.

And forgive us our plot evasionz,

While we slaughter those who trespass against us.

And lead us not into common sense;

but deliver us from April.

For thine is the Plotline,

the NPCz and the XP awards,

for eber and eber.

(Or at least another session)

Amen

Geoff Brown

