

Newsletter of the SASRA
Roleplaying and Wargames Club



NEWSLET

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LRP Events Diary
Meet ye olde Committee
News from the
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Issue 32 - March '99

Club News

SASRA ROLEPLAYING AND WARGAMES CLUB

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

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

The Clubs Activities Include:

Table Top Role playing Fantasy, Futuristic, Comic Book Superheroes, Gothic and Personal Horror.

Live Role Playing Using the Clubs own FADGESLRP rules... High Fantasy (KRYMSWORLD), Horror (HATCHET), Dark Fantasy, Dark Future (Concrete Dreaming).

Wargaming Table-Top battle enactments featuring Ancient Britons, Romans, Napolionic and Wild West, Fantasy (Warhammer) to name but a few!

Play-By-Mail The club hopes to run aPBM game shortly. Some members also play the infamous Quest game (and others) offered by KJC Games.

You can contact the Club through any of these people:

John Graham Tel: 01946-xxxxxx (evenings)

Mark Tremble Tel: 01946-64123 (evenings)

or Robinson's Model Centre, 108 Duke Street, Whitehaven.

CLUB NEWS - ISSUE 33

The next issue of Club News is due for publication on the 6th of May. All submissions should reach the editors no later than the 22nd of April.

Club News

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ACKNOWLEDGEMENTS

Thanks to all of this issues contributors, who are:

Trevor Pearson, Derek Harrison, Liz Regan, Mark Tremble, Jacqui Beck, the Committee, and the Evil One's.

CONTRIBUTIONS

To put your article in Club News, give it to Steve Turner or Geoff Brown at the Club.

Alternatively, you can send it to:

Club News
63 Dent View
Egremont
Cumbria CA22 2ET

or Email to:

ClubNews@fades.demon.co.uk
Mole@euphonium.freemove.co.uk

All submissions are welcome... We support many different formats but prefer Microsoft Word. Artwork is especially appreciated. All materials will be returned if requested.

THE EDITORIAL TEAM



THE SHADOWS .

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Club News 32 was produced with the aid of all together too much computing hardware and a slice of lemon...

Club News



John Graham
Chairbeing



Howard Cooper
Scribe
(Secretary)



Jonathan Hardy
Treasure Horder
(Treasurer)

Another year has passed and so another AGM has come and gone, and with it a new committee. This... erm... nice group of people for those of you with short memories, are they. If you have any problems, complaints, or indeed suggestions for things you would like to see happen, then please come and see one of us... We are here to listen and act on the Clubs behalf and we can't give you want you want unless you tell us... so please do.



Liz Regan
Mistress of Chaos
(LRP Coordinator)



Mark Tremble
Keeper of the Black Library
(FRP/Games Coordinator)



Steve Turner
Rumour Monger
(Club News Editor)

*No doubt I'm gonna get lynched...
So I'll just hide over there in the
Shadows for the moment...*



Editorial



Before I begin, I'd really like to thank everyone for voting for me. I stood for editor to bring the fun and excitement I used to feel as every issue came out, and I certainly hope that over the next couple of issues we manage to achieve it, it's been missed, but we're back!

Anyway, enough of my drivel, down to a little business. No doubt I'm gonna get some complaints about this issue before I even get out of the building... *'What's with all the LRP stuff??'* Well, it did start out as a small issue, and sort of grew and grew, most of the information has been collected from various sources and it was the best way to distribute it. So that's it.

Anyway, I'm sure that over the next few issues you'll notice much more than just LRP, especially considering some of the stuff we've got planned. Talking about plans, we've managed to raid the annals of history and gather an almost complete collection of past issues of Club News, we're only missing issues 12-14 and if anyone's got them (still) we'd appreciate borrowing them for a little while, as we intend to scan and make available again as electronic files (or prints for those without computer). Other schemes include a Club Web presence, so we're open to ideas about that as well.

Also, we'll be trying to keep you up to date with events in SASRA, everyone keeps complaining about how we never 'seem' to see any benefits from being members of SASRA, so we'll be bringing you news and offers from them as well. Anyway, I've prattled enough for one issue, see you around, although I'll probably be 'inviting' most of you to write something for 'the news' at some point...

Club News

THE LRP

PAGES



Just a short LRP Pages this month [Hmmm - Ed] to report a few things that are going on. So far, there are a few Krym events planned for this year including an all Elven Event, Kings Council, and the Druith Wedding, with the possibility of a Chun Quo event (I think I spelled that write! – Ed]. There are also plans for a Concrete Dreaming event for the later half of the year.

I have been in touch with a number of the other clubs that we share the insurance policy through the Adventurers Guild with, there is a very great interest from them regarding attendance at our events, and I can only hope that we share a similar motivation to do so.

We'll be placing an order with Kin Cheap at the end of April, as it's club month, we'll have 15% off, if there is any requests for items which you wish the club to purchase, or if you would like to purchase anything for yourself, then let me know. I have a set of catalogues should you wish to look, and I gather the web site is currently quite good to look at as well.

Finally, if anyone needs help on anything LRP related, whether it's equipment, or wanting to run an event, please talk to me.

LIZ

EVENTS DIARY

Cost £20

Spring Council and training camp.

Contact:

Emma Jones, 152 Brookfield Road, Cheadle,
Cheshire SK8 1EY

APRIL EVENTS

Omega LRP

Phoenix

2-5 April 1999, Middlewood Scout Camp,
Greater Manchester

Cost £20 February, £30 March, £40 gate.

A new large-scale fantasy LRP event. Points-based character generation system, 11 sentient races to choose from, elemental and spirit magic and even skills your character can earn his living from!!

Contact:

Omega LRP, 14 Kempton Close, Hazel
Grove, Stockport, Cheshire SK7 4SG
Email: phoenix@omegalrp.demon.co.uk
<http://www.omegalrp.demon.co.uk>

First Night

A Lorien Trust sanctioned event.

3 April 1999 - Mead Hall

Cost £10

A Tavern Night, the grand opening of the
Mead Hall.

Contact:

Katherine or Smurf - 0125 2549480

The Harts Great Council

A Lorien Trust sanctioned event

9 April 1999 - Cobham

Starlore Adventures - The Pit

April 16-18 1999; Walesby Forest Scout
Camp, Nottingham

Players £35; NPCs £17

After ploughing millions of pounds into the Geodyssey space project, the British government is demanding results. Despite not being fully proven, the British Rocket Group have been told to prepare a series of launches. In order to facilitate this, BRG must finish work on the Q-series booster rockets. With the recovery of the original probe wreckage and the examination of the alien space craft on Spaunton Moor they have found themselves spread pretty thin. Work at the North Yorkshire recovery site has been hampered by a number of strange occurrences... and UNIT is brought in to assist in the investigation.

Contact:

3 Hardys Drive, Gedling, Nottingham NG4
3HR

email: starlore@inc.co.uk

Song of Steel

30 April - 1 May 1999 - Bispham Hall Scout
Camp, nr. Wigan.

£5 attendance plus £5 per 2 to 3 hour linear
adventure.

Join the Company of the Song in Nastrond,
both in their halls and adventuring. Freeform
and linear fantasy LRP, bunk room accommo-
dation and cooking facilities provided.

Club News

Contact:-

Katie, Flat 6, 642 Wilmslow Road, Manchester M20 6AH

Tel: 0161 445 0495

<http://www.compsoc.man.ac.uk/~richc/sos/>

Pearl to Tears.

Organiser:- Advent (in collaboration with Heroquest, Behind the Mask and Labyrinthe).

Date:- 2-5th April 1999.

Cost:- £40.00 (Before February 28th), £45.00 (Gate).

Location:- ?.

Pearl to Tears is set in a period reminiscent of that of Spanish Conquistadors and Buccaneers, with a distinct element of fantasy. Heroquest will organise the Buccaneers, Behind the Mask the Spanish Conquistadors whilst Labyrinthe will take charge of the natives.

A full character bar will be provided by Bod Dagon's travelling Tavern, while additional hot IC food being available to purchase.

This is a camping event.

Address:- Advent. Tel:- 01233 566569

E-Mail:- Advent@dial.pipex.com.

Gospels

Organiser:- Britannia Rex.

Date:- 9-11th April 1999.

Cost:- £40.00 Players, £20.00 Monsters.

Location:- Butterton, Derbyshire.

Full payment is required to secure a place. Money received before 28th February will receive a 5 price reduction. Cheques should be made payable to 'Britannia Rex'. This payment is non-returnable

Contact: Dave Barnett.

E-Mail:- D.Barnett1@lboro.ac.uk.

HeroQuest.

Organiser:- Heroquest.

Date:- 19th April 1999.

Cost:- £20.00 Members, £25 Non-members.

Location:- TBA.

8 Hour mid level adventure.

Contact: Mark Roberts 01452 546871

The Treowen Enigma.

Organiser:- Enigma.

Date:- 16-18th April 1999.

Cost:- £120.00 (Catered indoor accommodation).

Location:- Near Monmouth.

Once again Enigma invite you back to the 1920's.

Chemists at Oxford University have synthesised a new chemical, which may enhance the capacity of the human mind to perceive the supernatural. You are invited to be one of the very first to try it. A weekend of 1920's adventure in a genuine 17th century mansion house, including two nights accommodation, all meals, refreshments, help with costuming, an intricate and interactive plot, special effects and an unforgettable quality event.

Please note. This event is identical to the one running 19-21st March.

Address:- J.B. 0117 9620718

E-Mail:- Enig@cableinet.co.uk.

Ad Infinitum (LT Sanction Pending).

Organiser:- Chris Le-Court

Date:- 24th April 1999.

Cost:- £10.00

Location:- New Brighton.

Archancellor Kippen Bongo invites all colleagues and friends to celebrate the opening of the new university. But is the building free from the Legacy of the deRichlieu family? What is the dark past of the Archancellor that threatens all Cats on Erdreja. And what is it that they put in those after dinner mints?

Contact: Chris Le-Court (Mobile):- 0961 331777

E-Mail:- Chris.Le-Court@Thrustworld.co.uk

MAY EVENTS

Mission TBA

14-16 May 1999, new site near Kirklington
£55

Science Fiction roleplaying, laser-tag moderated custom-built combat system. Price includes accommodation, food, equipment hire, no hidden extras! Become a Colonial Marine in a fully-developed universe which has been running for over 10 years...

Contact:

Tony Gill, 25 St. John's Road, Harrogate,
North Yorkshire HG1 3AF.

Telephone: 01423 568407

Email: tony@darkstar0.demon.co.uk

<http://www.darkstar0.demon.co.uk>

South London Warlords

Day event

15 May 1999 - Downgate Woods, Kent

Laser-tag event

Contact:

Dave Harvey, 0171 701 8981

Dropzone

8th National Lasertag Live Roleplaying Weekend

28-30 May 1999; Harmergreen Wood, near
Welwyn Garden City

£25

Camping event (price includes barbecue on Saturday night). Series of short games. Laser-tag equipment available for hire.

Contact:

18 Rivemead, Cotgrave, Notts NG12 3LQ

Telephone: 0115 9893192

Email: dropzone@runabout.demon.co.uk

[http://www.runabout.demon.co.uk/](http://www.runabout.demon.co.uk/dropzone.htm)

[dropzone.htm](http://www.runabout.demon.co.uk/dropzone.htm)

Beyond the Forest of Ashville.

Organiser:- White Warlock.

Date:- 7-9th May 1999.

Cost:- £20.00 - 30.00.

Location:- Uckfield, Sussex.

Contact: White Warlock. Tel:- Barry 0181
333 9893 (evenings).

Mobile:- Phil 07957 696985 (evenings).

E-Mail:- WhiteWarlock@pemail.net.

<http://nip.to/whitewarlock>

Borderlands 3.

Organiser:- Britannia Rex.

Date:- 28-31st May 1999.

Cost:- £45.00 Players, £25.00 Monsters.

Location:- Shining Cliff YH, Derbyshire.

Full payment is required to secure a place.

Money received before 12th April will receive a 5 price reduction. Cheques should be made payable to 'Britannia Rex'. This payment is non-returnable.

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Contact:- Dave Barnett.
E-Mail:- D.Barnett1@lboro.ac.uk

The Lorien Trust

The Hartland Games
28-31 May 1999 - Locko Park, Spondon, Derbyshire
Cost £35 (£40 on gate) - contact the Lorien Trust for details of discounts for multiple event bookings.

A Grand Tournament of Competitions and Activities for individuals and teams of all races, factions and ages to compete in. Including Troll Ball, Battle Chess, The Oracle, Gladiatorial Arena fights and the new grand version of last years' hideous Dungeon, to name but a few.

Contact:
The Lorien Trust, 68 High Street, Eaton Bray, Bedfordshire LU6 2DP.
Telephone: 01525 222884

JUNE EVENTS

The Lorien Trust - Faction Moot I

25-27 June 1999 - Locko Park, Spondon, Derbyshire
Cost £25 (£30 on gate) - contact the Lorien Trust for details of discounts for multiple event bookings.

A chance to catch up on all the gossip and rumours. A chance to order that special magic item or potion that you want for The Gathering, wander through the market or just to wait around for one of those unexpected situations to occur. A time for the Factions to plan, plot and organise themselves prior to The Gathering.

Faction Moot I is for members of the Dragons, Gryphons, Lions and Vipers factions.

Contact:
The Lorien Trust, 68 High Street, Eaton Bray, Bedfordshire LU6 2DP.
Telephone: 01525 222884

JULY EVENTS

Tag-Rag

2-4 July 1999 - Downgate Woods, Kent
£15

A weekend of short laser-tag scenarios, games and competitions. Camping event, price includes barbecue. A cheap bar is also promised!

Contact:
John Blau, Lane Cottage, Whitbread Lane, Northiam, Rye, East Sussex TN31 6QU
Telephone: 01797 252537

The Lorien Trust - Faction Moot II

2-4 July 1999 - Locko Park, Spondon, Derbyshire
Cost £25 (£30 on gate) - contact the Lorien Trust for details of discounts for multiple event bookings.

A chance to catch up on all the gossip and rumours. A chance to order that special magic item or potion that you want for The Gathering, wander through the market or just to wait around for one of those unexpected situations to occur. A time for the Factions to plan, plot and organise themselves prior to The Gathering.

Faction Moot II is for members of the Bears, Harts, Tarantulas, Unicorns and Wolves fac-

tions.

Contact:
The Lorien Trust, 68 High Street, Eaton Bray,
Bedfordshire LU6 2DP.
Telephone: 01525 222884

Bug Hunt

A Lorien Trust sanctioned event
31 July 1999 - The Tower, Burnley
(provisional)
Cost £20-25.

A 24 hour Saturday/Sunday event. All invited.

Contact:
Imagine LRP - 07971 670 233

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[There are many more events we just don't have space to print details of. If your looking for one we haven't listed, ask and we'll see if we can find it. There are 5 events currently planned by Curious Pastimes (Renewal) as well as others organised by groups such as TTSNB. - Ed.]

Club News

CLUB LRP COMPETITION

THE RE-RUN

It's Competition Time again [I think I'm suffering from Deja Vu - Ed], so here's your chance to get behind the scenes and "Write an LRP Scenario" for BIG PRIZES....

Entrants need to write the basis for an LRP scenario that may be run by the club.



The submission should include at least the following:

1. Statement of rough type/location of event (eg. Linear, Interactive, Combination)
2. Basic plot outline
3. Background reasoning for where the plot sits in the game world (Note that any game world can be used, eg. Cyberpunk, Krym, Concrete Dreaming.... Etc...)
4. Outlines for the key incidents/encounters.
5. Outlines for major NPC's.
6. Outline of major props.

The competition will be judged by the LRP Co-ordinator and two other judges selected from the committee.



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Prizes:

1st Prize - £50 towards any 'Kin Cheap' LRP purchases.

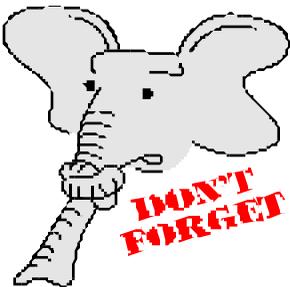
2nd Prize - £25 towards any 'Kin Cheap' LRP purchase.

Note, purchases to be made through LRP co-ordinator. Also note that with club membership of Kin Cheap, these prizes could have effective values of £62.50 and £31.25 if the 20% discount available on club months is included.



Last but not least, the closing date for the competition has been extended to the end of April 1999, after which they will be judged by the LRP Co-ordinator and two other judges. Announcements of the winners will then take place in the following issue of Club news.

Don't forget though... no entries... no prizes... So get writing and get those scenarios in...



The competition is open to any Club Member. The decision of the Judges is Final.

If anyone requires guidance on requirements, please talk to one of the committee.

Club News

News from the Front

by Trevor (Piers Son) and Derek



And it came to pass upon the Feast of Saints Leobinus and Eutychus in the second year of the hegemony of the despot Blayre, that there was domestic discord in the Kingdom of Sasrania, and this was brought to a conclusion upon the field of Mylstrete. King Lazoonie XXXIII, the last of a long and increasingly feeble-minded line, had died without issue: having failed to stop giggling for long enough to fulfil the minimum requirement of kingship, that is to say “I do” and thereby delegate the production of an heir to a consort. The Regent, Roger of Rodham, claimed the Crown and his accession was loudly acclaimed by the Church (for whom he had hinted at tax breaks), and the commoners, to whom the Church preached Roger’s doctrine of “New Feudalism”. But the Lords were sore troubled by the prospect of a diminution of their ancient privileges, and gathered behind a symbol of their cause, Duke Piers, who claimed right of succession by a circuitous route through his venerable lineage. This exalted throng, recessive of gene and chin, were allied with Magus the Court Wizard (*Magician, 4pts*), who was greatly jealous of the status of the Royal Artillery (*Artillery, 3 pts*) which had been instituted by Roger. (“Tawdry mechanical thunderbolts” and such were the scornful epithets he laid upon them at every opportunity.) Sir Grimblade the Grey, a mighty and seasoned warrior (*Hero, 4 pts.*), was the champion of the nobility, but mightier yet was Sir Peder, drawn to Roger’s side by his piety and reverence for the Church. (*Paladin, 4 pts.*) The nobility gathered at Mylstrete, in the fief of Trevor, Pier’s son, who arrayed them upon the field; while King Roger’s forces were marshalled by Deryk of Homewood, a man of less guile and fortune than may hap he hoped.

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Now the forces were disposed thus: Duke Piers, being disappointed in his foot, his mercenary crossbowmen having absconded (*shooters, 2pts., accidentally left off the table!*), was obliged to deploy some of his knights afoot, forming them in four bands (*blades, 4 elements @ 2pts.*). Piers placed himself upon their right, (*General, knights, 2pts.*) with Grimblade by him, then two more great Lords and their mesnies (*knights, 2 elements @ 2pts.*), Magus to their rear. King Roger also stood upon the right of his foot (*General, knights, 2pts.*), his fewer knights by him ahorse (*knights, 2pts.*), and Sir Peredur upon the flank. Hard by the King's left hand were Spearmen in great depth (*spears, 2 elements @ 2pts., one behind the other for +1 on combat dice*), beyond them Yeomen with longbows (*shooters, 2 elements @ 2pts.*), and upon that flank the Royal Artillery's Bombard. Before the bowmen stood a mass of peasants (*hordes, 2 elements @ 1pt.*), to their rear Zadok the Priest (*cleric, 3pts.*).



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Both armies advanced resolutely, then as Roger's force paused to dress ranks the peasants surged forward, swinging towards their high-born oppressors, sped on their way by the exhortations of Zadok the Priest from his point of vantage behind the line of bowmen. Throwing themselves manfully forward, loudly crying the precepts of New Feudalism ("The Yokels control the means of Agronomy" and the like), the peasants were ridden down by the armoured avalanche of outraged privilege. But then the reason for their sacrifice became clear, for Duke Piers' knights impetuosity had carried them within bowshot of Roger's Yeomen. (*Behemoths, Knights and Warband must follow a withdrawing opponent, and advance their own base depth from the position they destroy an element.*) But arrows and even cannon shot failed to discomfit them: the stratagem had failed. Similarly Magus' Bolts of Power had proved ineffectual, fizzling out within Zadok's Aura of Sanctity.



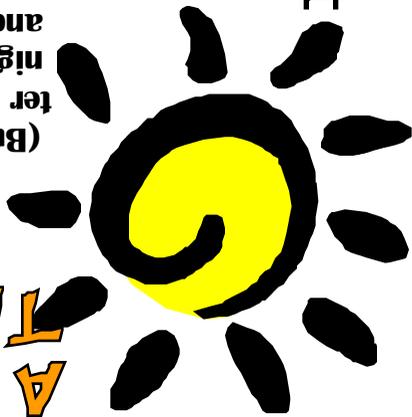
Club News

Now Roger advanced his Horse and Spearmen upon the knights on foot, and began a long and vigorous dispute. But after their initial pause Piers' mounted chivalry fell upon Roger's foot, and the Spearmen having thinned their formation, Duke Piers and his body guard broke through King Roger's line. King Roger, having disposed of his immediate opponent moved to confront his rival: and was thrown back. Again and again he was forced to withdraw, but just when it appeared he would be forced to quit the field, with renewed vigour he turned upon his tormentor. Now no sooner had their fellows been so quickly slaughtered new strength of peasants had come to the field (*only destroyed Hordes may be replaced: this costs one Player Initiative Point per element*), and now they hurled themselves upon Duke Piers. But so great was the force of the King's renewed onset the fight swiftly passed beyond them, and it was at this point Duke Piers was overthrown by his Majesty's own hand. With that the fight was ended, as was Magus' private dispute with the Royal Artillery and to his satisfaction: his bolts had driven them back some time before, and neither had played any further part in the struggle.

And so the civil strife was ended, but envious eyes looked from afar upon the wealth of the disunited kingdom. Who would come first was the question uppermost in everyone's mind: the Barbarians of the north, or the Orcs of the east?

All the wargame equipment (except Trev's big wooden dice) used for this game (Armies, Rules, Terrain and Scenery) and mentioned above is property of the club and available for YOUR use.

A LETTER FROM THE UNDER SIDE



You all should know who I am, if you don't I'm the one who asks (Bullies) people into running games. After all a game without a GM is like the night sky, it's full of stars (and clusters) and you've no one to blame when it goes tits up.

This message is just to let you know if you have any problems with your game feel free to tell my deputy, Barry Lacey, and leave me out of it. Only joking. Or indeed if you have any GM-ing Problems I'm very approachable, so long as you have a suitable Bribe. Hint something else you might find in the night sky.

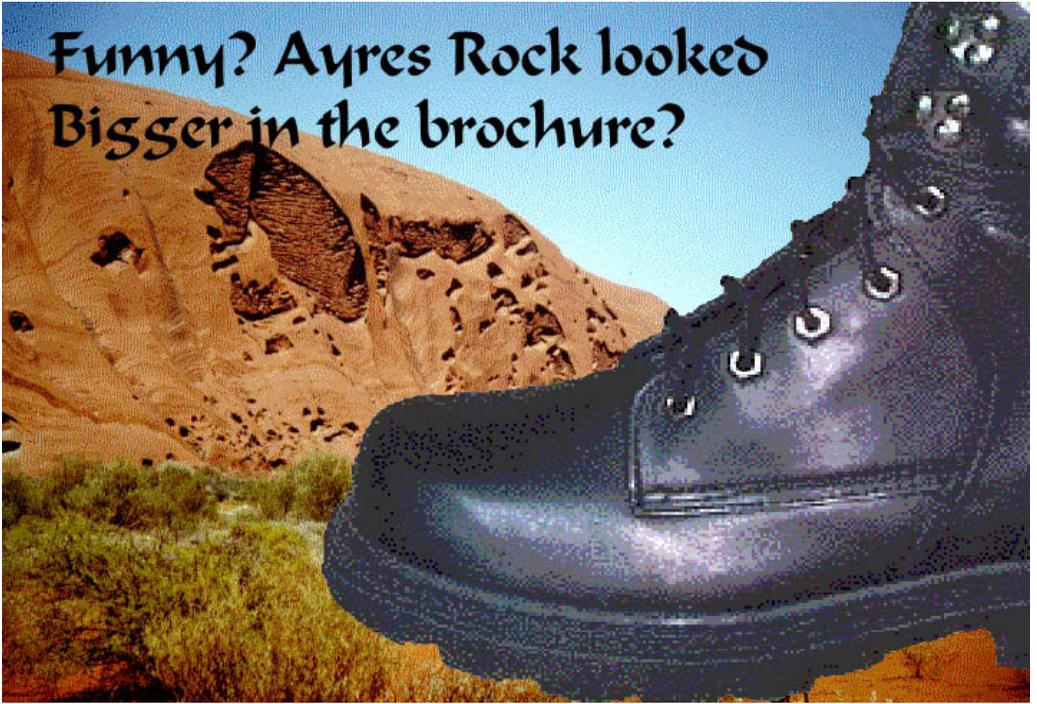
Any way back to the message, I do care and I have the interest of you, both players and GM's, at heart. I'll be here for you if you have any problems so please don't hesitate to contact me, although I would prefer it if you could wait until I'm back off holiday. Which is where this message has been sent to you all from.

Mark Tremble
Games Co-ordinator.

P.S. Weather's fine, having a lovely time, wish you were all here.

A Short note from our
Australian Correspondent

Funny? Ayres Rock looked
Bigger in the brochure?



CLUB NEWS NEED YOUR
ARTICLES, ARTWORK,
SUGGESTIONS... IF YOU
WANT TO SEE SOMETHING IN
PARTICULAR, TELL US..

● Roleplaying AWARDS

The 1998 SASRA

Well, they're back. With the return of Club News comes the return of being hassled by the editors to fill in questionnaires and hand them back. After leafing through the Club News archives and seeing how the number of awards had increased over the years, this year we decided to go back to the basics. And now you get to see who won....

The first award is for the BEST ROLEPLAYED FRP CHARACTER. As with all the FRP awards this year, this was extremely close run, with Liz and Trumpet getting a joint first prize for Avril and Mr Tsu, both in Steve Hastewell's Lankhmar campaign. Runners up were Jim for Gideon and Jenoa from Barry's Agency, LST for his MERP character (name forgotten!) and Rikki for Agent C in Reg's MIB.

The second award is for BEST FRP NPC. 1998 was a bad year for this award, with only three nominees, each with one vote. With a turnout like that it's hard to declare a winner, so this year the credit is split between the three, for being remember at all! The entries are Harlequin (Reg's Shadowrun), Wildcard (Barry's Agency) and Kos, Barbarian God of War (Steve H's Lankhmar). A special mention goes

to the note that came with the latter entry - "He's Father Christmas in leather armour"

Next we come to the award for BEST FRP GAME. This year's winner is the Collective, with 2 of 7 and 4 of 7 both getting the same number of votes for their Lankmar and Savage Coast games respectively. Honourable mention goes to Reg & Geoff for their Shadowrun games, and Trumpet for Starwars.

Last of the FRP awards is the much coveted BEST GM award, won by a *very* narrow margin by Steve H, with Reg and Steve P tied in second. Others in the running were Trumpet and Andrew Dixon.

The LRP awards were much more clear cut. The first award, BEST ROLEPLAYED LRP CHARACTER was won by Pukah, Reg's genie, who first appeared at the Double-Booked event. Second place goes to Castigir, played by Johnny G, with honourable mentions going to Lupus (Rikki), Azalyn (Fudge) and Mercury (Nige).

The BEST LRP NPC award was won by a large margin by Rastlin (played in a quiet, unassuming way by Trumpet - the only person I know who could make a purple

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bath robe look so... Runners up are Envy (no event or player given), Baron de Roevêr (again, no event or played given), the High Priest of Tien (played by Reggs, in Send Three & Four Pence), and the Wood Sprite (“*Bells!*” played by Chris Lincoln on Double Booked.).

BEST LRP SCENARIO was the closest run LRP award, with “Double-Booked” beating “Send Three & Four Pence, We’re Going To A Dance” by a single vote. Also mentioned was Spirit Quest.

The BEST LRP COSTUME award was won by an overwhelming margin (6 votes clear) by Pukah, making Reg the only person to win two awards this year. Runners up were Rikki for Lupus, Reggs for Malim, and Liz’s Healer (no name or event supplied - just “for the head dress.”)

The final official award, BIGGEST LRP FLANGE, again had a clear winner, with most votes going to the fact that only three PCs died on Send Three & Four Pence. Other mentions go to the summoning of half an elf on Double-Booked, Castigir’s invisibility trick during his duel with Ozric during Double-Booked, and the return (and escape) of Drulit during the Spirit Quest event.

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The final item on the voting sheet was a catch-all, this being ANYTHING ELSE WORTHY OF AN AWARD. Entries were as follows:-

QUOTE OF THE YEAR - “Og og, ogog og. OG!” (Og, played by Colin Proud in Starwars)

MOST REALISTIC EVENT ON AN LRP - Lupus torturing the Orcish rent collector on Double-Booked.

PERSON YOU’D LEAST LIKE TO BE SURPRISED BY ON AN LRP - Lupus, for terrifying a troll on Double-Booked.

And finally (and we didn’t vote for this one ourselves either!), The Shadows, for getting Club News back in print.

WHAT'S YOUR GAME...

Mech Clans
Chuthulu Gypsies
Ravenloft

?

GM: Andrew
Golin, Jordan, Paul L
Paul C, Liz, Mark T.

Conciousness 'will' hit
you like a wet fish....

GM:Rikki
Reg, Carl
Jacqui, Fudge

Prepare to die for the
honour of your Clan...

GM:Steve Hastewell
Barney, Mark R, Geoff
Jim, Scoot, Ray

The invasion begins...

Sunny Days and Quiet
evenings in the land of
dread.. I wonder who's
coming to tea...?

GM:Paul King
John W, Barry, Steve P
Mike R, Steve T

If there's a game you want to see run, or even run... see the FRP Games coordinator (Mark Tremble), and sign up. If you want to run and are unsure of the in's and out's of running a game, there are GM's who can assist you in planning and running your campaign. See Mark for details or to sign up to help for a particular system if you want to help out...

NEXT SESSION BEGINS: 13th May 1999