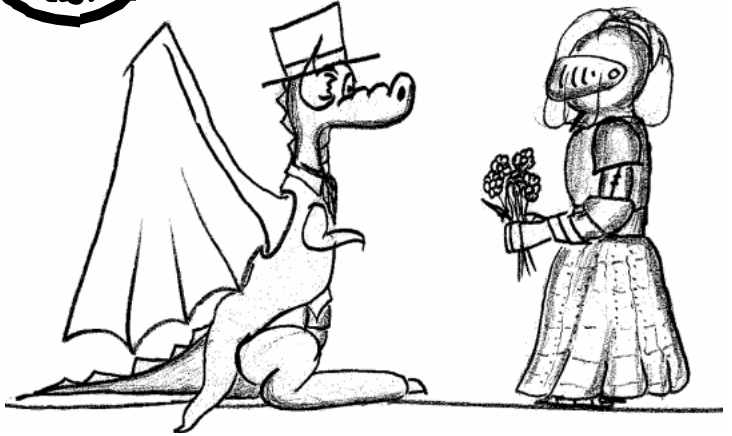


News

Newsletter of the SASRA Roleplaying and Wargames Club

Probably the least imaginatively named newsletter in the world..



In this issue:

LRP News

Local News From Lamordia

Telephone Helplines

Goodbye To A "Friend"

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Club

Issue 34 - August '99

CLUB NEWS

SASRA Roleplaying and Wargames Club

The Club holds regular meetings in the function room of the Falcon Club, Egremont starting at 7:30pm on Monday evenings.

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

The Club's activities include:

Table Top Roleplaying

Fantasy, Futuristic, Comic Book Superheroes, and Gothic Horror.

Live Roleplaying

Using the Club's own FADGES LRP rules... High Fantasy (KRYMSWORLD), Horror (HATCHET), Dark Future (CONCRETE DREAMING), Dark Fantasy.

Wargaming

Table-top battle enactments featuring Ancient Britons, Romans, Napoleonic, Wild West, Fantasy (WarHammer) to name but a few!

Play-By-Mail

The Club hopes to run a PBM game shortly. Some members play the infamous Quest game (and others) offered by KJC Games

You can contact the Club through and of these people:

Jacqui Hastewell

Tel: 01946-67611 (evenings)

Steve Proud

Tel: 01946-62312 (evenings)

Club News - Issue 35

The next issue of Club News is due for publication at the end of September. All submissions should reach the editors no later than September 15th.

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Acknowledgements

Thanks to all of this issue's contributors, who are:-

Barry Lace, Liz Regan, Steve Hastewell,
Geoff Brown, Steve Proud, Christine Lincoln-
Brown

Contributions

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

Alternatively, you can send it to:

Club News
29 Scalegill Road
Moor Row
Cumbria CA24 3JL

EMail it to:

ClubNews@fedges.demon.co.uk
Mole@euphonium.freeserve.co.uk

Or even fax it to: 0870-164-0866

(Calls charges at national rates – so do it cheap rate.)

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

3. The Usual Blurb
4. Editorial
Chairman's Address
5. Local News from
Lamordia
6. Commercial
Suppliment
8. LRP Page
9. Letters From America
Telephone Helplines
10. Goodbye to a Friend

Your Editorial Team is:

Bodgit & Scarpa...

Editorial



Well, the curse of Club News continues.....

Steve handed this to me after the Gremlins developed immunity to sunlight, so I hope I've filtered them all out.

As you can see, this is a very short issue of Club News. Even the Editors don't have much to say, as most of our energy has gone to fighting the Gremlins. We have also had a shortage of submissions for this issue, so please get writing (or typing) ready for Issue 35. Now, without further ado, we will leave you with the last article that never got written, the Chairman's Address. Don't say we didn't warn you Johnny.....

Chairman's Address

**John Graham
236 High Road
Kells
Whitehaven
Cumbria**

Count Urlic Skarsol has today appointed Jason Hamilton as the new sheriff of Long Hutton. Sheriff Hamilton replaces Sheriff Parker, who was killed last week while pursuing a group of Highwaymen. At his appointment, Sheriff Hamilton said that he would be leading a detachment of the Count's Militia to bring the Highwaymen to justice.

The Weisheim Sheriff is again calling for anyone who may have witnessed the group of Vandals who broke into the Theatre two night back to come forward. Although no-one was hurt, several hundred crowns worth of damage was done to the stage, the orchestra pit, and many fine musical instruments were destroyed in the apparently pointless violence.

Reward Offered

Count Urlic Skarsol offers a large reward for information leading to the apprehension of the group of Bandits that yesterday murdered Lady Joanna Skarsol, the Count's sister, and five men of her escort.

The leader of the Bandits is believed to be an escaped madman. He is using the name "Keldran, Rider of thewestwind", and claims to have God-given powers. He is about 5'10", with dark hair. He dresses extravagantly in a long blue cloak and embroidered purple gauntlets. He is armed with a great sword and carries small flasks of a powerful chemical that causes any touched by it to be hideously burned.

His accomplices are a giant barbarian warrior wearing studded leather armour and carrying two swords, a vagabond female minstrel of dubious character, a sickly looking fair haired man wearing the pink robes of an obscure Barovian order of monks, and a pallid pox marked man who claims to be the Count. This last bandit is known to have escaped from the madhouse at Senghausen where he was committed after an outbreak of White Fever almost three years ago. These bandits should be considered dangerous and any sightings reported immediately.

Harvest Fair Announced

Count Urlic and Lady Lyssa Skarsol today announced their annual Harvest Tide Festival. The festival will be held in the grounds of Skarsol House at the waning of the Harvest Moon in six days time. A public fair is to be held in the grounds, with Troubadours, Acrobats and diverse other entertainments. The Fair, to commence at noon, will be opened by Countess Lyssa, who is expected to announce that she and the Count will furnish the traditional roast ox and new seasons ale for the Harvest Supper. The Count and Countess will make the rounds of the fair at suppertime. All who wish to speak with the Count and his Lady are to present themselves at this time. The Count and his wife will then retire to the House, where they are holding their tradition Harvest Ball for a select party of guests.

CLUB NEWS

GAMBER IRONWORKS JEZZAIL ARMS & ARMOUR SPECIALISTS

If you need some kit just get in touch and I'll make it. I can make just about any type of armour or weapon and for excellent prices. All my prices are rough and will vary a little depending on what sort of design you would like. Just call me or write for a quote. I can also make items at short notice.

If you'd like any culturally specific design I have been playing Krym for 7+ years and so know the world well; any ideas you might have are no problem.

Plate Armour (Foam and Latex)

Breast and Back Plate	£ 70
Lower Arm Vambrace	pair £ 20 each £ 10
Upper Arm Vambrace	pair £ 25 each £ 15
Elbow	pair £ 15 each £ 8.50
Lower Leg Greave	pair £ 20 each £ 10
Upper Leg Greave	pair £ 25 each £ 15
Knee	pair £ 20 each
£12.50	
Helmet (basic)	£ 25+

All armour is made to measure. Armour prices are for simple fastenings (strip ties) but can be made with leather strips and buckles at a small extra cost (approx. + 10%) which are much more hard wearing.

(10% deposit required to begin construction.)

Shields

Small (18")	£ 20
Medium (30")	£ 25
Large (42")	£ 30
X-Large (42"+)	£ 40+

Clubs, Maces, Hammers

One Handed	£ 25
Two Handed	£ 35

Swords

Dagger	£ 10
One Handed	£ 27.50
Two Handed	£ 40

Throwing Weapons

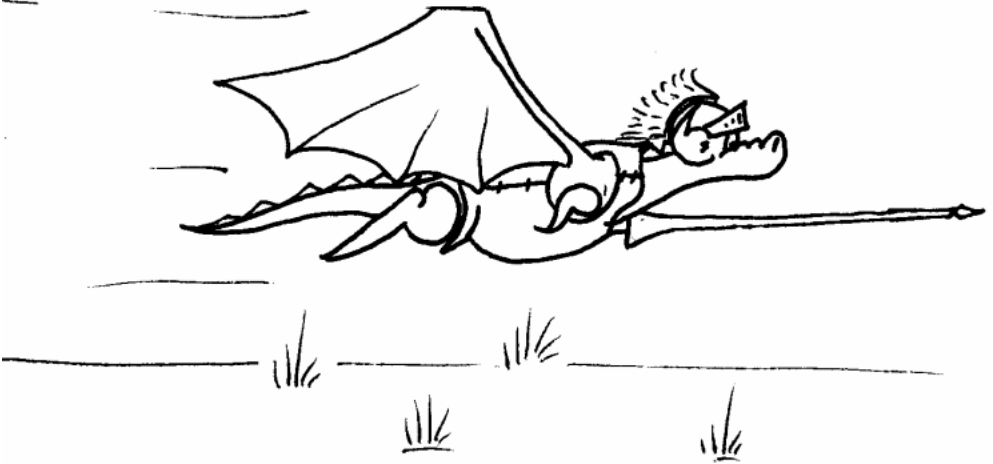
Daggers, Clubs	£ 5
Rocks	£ 3.50
Axes	£ 10
Javelins (24")	£ 10

Pole Weapons

Staffs (42")	£ 20
Staffs (43"-60")	£ 25-35
Halberds (60")	£ 40
Spears (42")	£ 20
Spears (43"-60")	£ 35

Ryan Robbins, 16 St Johns Rd, Annan, Dumfriesshire, DG12 6AW.
(01461) 205703.

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BRAINCARE SPECIALIST

Part of the Gag-Halfrunt practice - as recommended by Zaphod Beeblebrox



Do you want to get right inside your PC's heads?

See if there's actually anything there??

Now available (for a nominal fee - about 2 pints),
psych. evals for your campaign characters.

This is particularly suitable for modern or futuristic campaigns, but could be adapted for others. Questionnaires and feedback can be tailored to the GM's requirements or a more general format.

Approximately one weeks turnaround (but may be quicker), full feedback report and profiling for PC's, professional format.

For more information talk to Jacqui H. at the club on a Thursday, phone on (01946) 67611 or email on jeb54@student.open.ac.uk.
References available.

Member Service

CLUB NEWS



THE LRP PAGES

LRP Comment

Firstly, would people who are wanting to run in the near future please get in touch and we can sort out sites, dates, etc.

Secondly, thank you to Ray, Steve & Jacqui for the recent LRP. Almost all of the feedback from these 2 events has been positive.

The political and personal ramification of the Kingdom of the Fields being split, back into Mimbria, Lortivia and Montrass, will echo around the Krym's world campaign for a while. There was plenty of opportunity to deal with the new rulers; King Tristram of Lortivia, formerly Lord Garamond of Boundary and Governor Varek of Montrass. Personally I was too busy reconciling with Jacob to be too political but the future could be very interesting for trade!

On Saturday, the new Teolvar "Elven" event was also political but it became a very personal event! I think everyone enjoyed their new characters. We all especially enjoyed Rik's new Character, Tiki, - who can forget "Do I take my clothes off now?" and him bringing sex into every conversation - a lot of fun. All in all an enjoyable weekend.

I look forward to many more events, there are quite a few in the pipeline - if you have any idea's do let me know but be prepared to get involved in running the event yourself - with as much help as you need.

Thank you to everyone who made the events enjoyable.

Liz (Your LRP Co-ordinator)

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LETTER FROM AMERICA.

Hello Everyone,

I just wanted to give a quick belated thank you for the wonderful card, gifts, and going anyway party from my last trip. It nearly broke my heart to see how much you all cared and meant more than words could possibly say, so Thanks. The "Hug" doll sat with me on the plane ride back to America and got lots of use. Also a special thanks to Liz for organizing everything.

For those of you who weren't sure am here for good now (Stage 1 of the invasion force;) so my final thanks is below. Feel free to use any time. Moi ☺



"Welcome to the Psychiatric Hotline."

If you are obsessive-compulsive, please press 1 repeatedly.

If you are codependent, please ask someone to press 2.

If you have multiple personalities, please press 3, 4, 5, and 6.

If you are paranoid-delusional, we know who you are and what you want. Just stay on line so we can trace your call.

If you are schizophrenic, listen carefully and a little voice will tell you which number to press.

If you are manic-depressive, it doesn't matter which number you press, No one will answer.

CLUB NEWS

Goodbye to a “Friend” - *An extract from the diary of Kai Ander*

I knew it would happen sooner or later. I always hoped it would be later, after me. What a team we all made. You would think that we had been a team for years, but let me set the record straight. J, Hotstuff, Stunty and I only met about a year ago. In that time we have all grown and learned different things about each other. One of the most important things the team found out about me was that I don't make friends easily. All the years of working alone had made me, some might say, paranoid.

When we first met, I thought that the team were beneath me. They weren't of the calibre that I would normally work with, and I couldn't wait to get the job over with.

Well, that run was memorable. Hotstuff saved my life, and for that I will always be grateful. She was a bit strange. A young girl, nearly seven years my junior, but incredibly fierce with sharp instincts and a strength that most Samurai would be envious. I didn't know it then, but meeting Hotstuff would change my life.

In some ways, Hotstuff and I were similar. Our instincts were pretty much always bang on the mark, and we had both spent years of our lives disciplining ourselves not to react like normal people. My family told me that it made me seem cold and emotionless. Being a Bodyguard, you have to be. Hotstuff too, seemed very cold to me when I first met her. Now I understand why.

From what I had heard from her, she had led a very difficult life. Being orphaned due to your family being massacred would take it's toll on anyone. I had always told her that should she ever need any help, she should call. I said the same to the rest of the team. Stunty obliged when he lost his eyes, and I went to J's aid in a case of mistaken identity, but Hotstuff is a different story.

All the time, she approached each new challenge in the same manner. I always thought cats were practical, resourceful and inventive, but this cat was just plain aggressive. Her attitude was primal; If there's a wall in my way, it's dead; If there's a person in my way, they're dead. That attitude, combined with her refusal to ask for help was the catalyst that led to her demise in my opinion.

I honestly didn't think anything I said to her would get through her cold exterior. Yet, the letter she left thanked me for teaching her that sticking to your code of eth-

CLUB NEWS

ics, and honour regardless of what it costs proved otherwise. I didn't even mean to teach her that, but now that I think, it was probably the most precious gift I could have given her.

Poor Stunty seems to have taken it very hard, and I'm not sure about J. For a walking tank, he is a pretty sensitive guy. Well, if he needs anything, he knows where to find me. To be quite honest, I don't know what to feel. I can't let go, because nothing like a funeral is going to ever happen. There was that wake, but I don't understand such matters. Maybe someone should organise a small memorial service for us "MUNDANE" CREATURES THAT DON'T KNOW WHAT MAGIC IS, OR HOW IT WORKS. All anyone has been bothered about is how Stunty will cope. What about J and I. Maybe I should do it. Until something is done, I cannot let go.

Farewell Hotstuff. I hope that you met death with your eyes wide open, and that it was an honourable one. From what I've heard, it didn't have much purpose. Rest in peace my friend, for I shall truly miss you.

- Barry Lace

The Great First Annual *SASRA Roleplaying and Wargames Club*

CONVENTION

All your favourites... All the fun of the Fayre...

But who knows who's coming...

? November ?

Expected Date: ~~Weekend of 11th Sept 1999~~



- WATCH THIS SPACE

Coming Soon

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What's your game...

WE DON'T HAVE A FULL LIST OF WHAT GAMES ARE RUNNING AT THE MOMENT, BUT AS CLUB NEWS IS BEING PUBLISHED MID-SESSION, YOU SHOULD ALREADY KNOW BY NOW!

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

**NEXT SESSION BEGINS:
16th Spetember 1999**