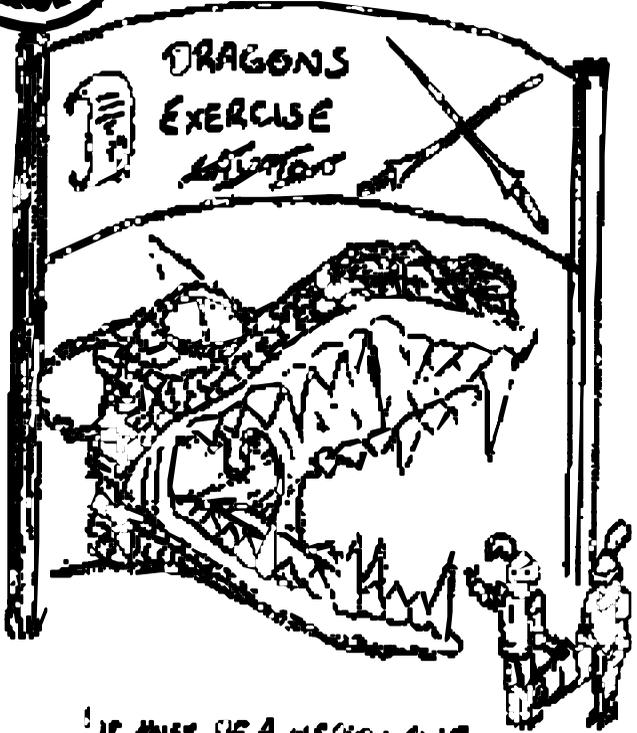


Newsletter of the SASRA Roleplaying and Wargames Club

Probably the least imaginatively named newsletter in the world..



*'IT MUST BE A HEALTHY CLUB,
THERE'S THE PINKY BAG'*

In this issue:-

A short story

In Brief

Personnal & Private Adverts

Obituaries

ISSUE 33

WINTER 1987

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

Coming up in Club News ##, we hope to bring you

and anything else you care to submit!

Club News

CONTENTS

Acknowledgements

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

Artwork by:

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@bigfoot.com

Mole@euphonium.freeserve.co.uk

Or even fax it to: 0870-164-0866

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

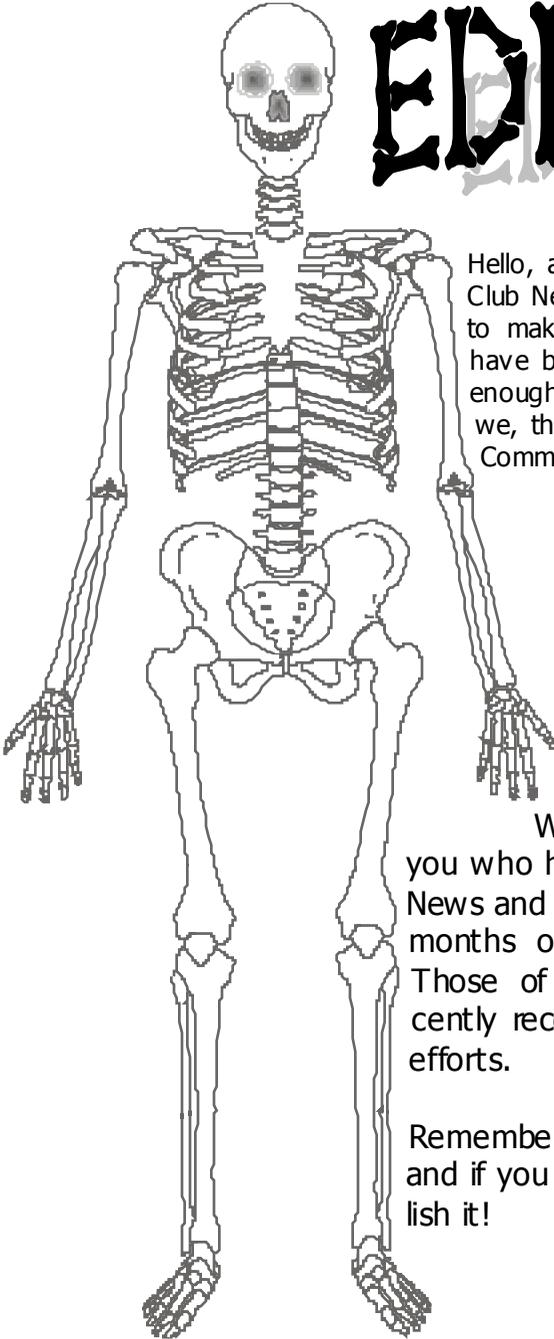
All submissions welcome... We support many different formats but prefer Microsoft Word. Artwork is especially appreciated. All materials will be returned if requested.

3. The Usual Blurb

Your Editorial Team is:

Thought for the Issue:

EDITORIAL



Hello, and welcome to the Skeleton edition of Club News. For once, the gremlins have failed to make an appearance, and the only delays have been due to the time it takes us to get enough material together. With this in mind, we, the editors (with full authorisation of the Committee), command you:-

SUBMIT!!!

We hearby command that those of you who have the privelige of reading Club News and have not given us an article for 12 months or more, start working at once. Those of you have have contributed recently receive our heartfelt thanks for your efforts.

Remember, Club News is your magazine, and if you don't write/draw it, we can't publish it!

Announcements

The Committee would like to remind everybody that the Club's official start time is 7:30pm, and at that time games should commence. If people want to talk or play Magic please see that this does not interfere with the games, which are the Club's primary purpose.



CHRISTMAS PARTY

The Club Christmas party will be held at The Stump at Kells, on December 18th starting at 2pm



Obituaries

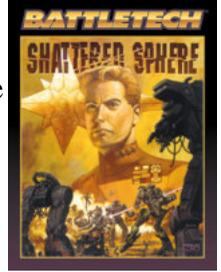
During an epic battle on the trail, against the overwhelming evil forces of darkness Freya, Stormbull and Hero against chaos, come to a grizzly end. Her final opponent was a black knight who used his evil powers and cunning to bring her downfall. Freya and her glorious deeds are still remembered by the Stormbull brotherhood and her many friends. Freya was buried on the trail to mark her passing. May all remember her courageousness, persistence and valour

Club News

Shattered Sphere

FASA stock no. 1712

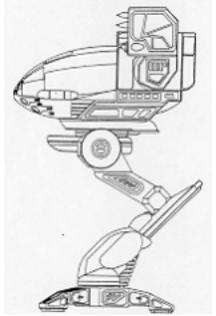
This is the long awaited summary of the recent events in the Battletech universe. The book pulls together information from novels and scenario sets already published and adds a few new scraps.



The last historical/political source book for Battletech was the '20 Year Update'. This source book follows a similar format in that it is written as a series of intelligence report to Victor Steiner-Davion the head of the newly formed Star League Defence Forces.

The book is split into three main sections;

- Universal summary of the history of the Inner Sphere.
- Summaries of the current political positions in each of the major power blocks;
 - Federated Commonwealth
 - Lyran Alliance
 - Capellan Confederation
 - Draconis Combine
 - Free Worlds League
 - The Clans
 - Word of Blake/Comstar
 - The Periphery states.
- A short technical readout with some new technology.



As this book has been published in the middle of the current revision of Field Manuals (detailed political and military reports on the main powers) there are references to the manuals that have been produced while those areas not covered by an updated manual have extra infor-

mation. For example the FC section includes an army distribution and composition while the CC section lists just political intrigue.

OK that's a quick summary of the book's contents now for my opinion on it.

If you just want to run a tabletop campaign with some relevance to the Battletech universe this is not the book for you. It is a good background source book if you want to play Mechwarrior in the current Battletech universe and you don't have the time or the money to read all the supporting novels that have been produced. However you will need a lot of extra information from Tech. Readouts and the Field Manuals to make full use of the background provided.

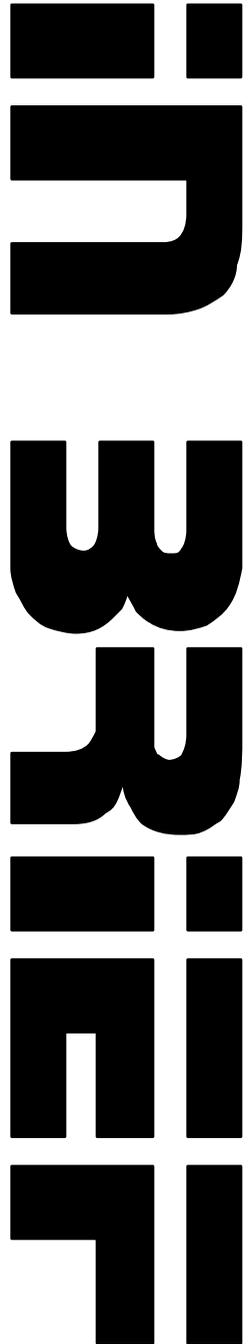
The book itself is a usual FASA production with slightly fewer editing mistakes than normal.

All things considered if you're a tabletop Battletech player this is probably not the book for you, I'd hang on and wait for the next rules update or Technical readout.

On the other hand if you want to add a bit of spice into a Mechwarrior game it's a reasonably good by, just about worth the price I paid, £13.99. (You might be able to find it cheaper now its been out a while.)



Steve Hastewell



Ghost In The Machine

A short story by John Weir

Ghost in the Machine.

A short story by John Weir

The part of the computer that had once been Chief Engineer Rikard Pureheart activated from its long pseudo-sleep as a query was flashed into its drive.

Good day.

IS IT?

Yes, but to business.

GO AHEAD.

Do you remember report 239/alpha/119 concerning the Cheops Stations?

WHAT THE EMPIRE CALLS BLACKSTONE FORTRESSES, YES.

Well, three have recently fallen into the hands of the Usurper Gods. They have already been used to destroy a number of systems in the Gothic sector.

AND? WHAT IS YOUR POINT!

I require access to the self-destruct programs for the stations, the only reason the Empire was allowed to use them was because they were Unable to harness the full capabilities of the stations.

Images of naval warfare within the Imperial Gothic sector were called up, gigantic warships met in combat in the vacuum of space. New images of a planet, Fularis II, formally an inhabited world, orbited its star a lifeless rock. Intercepted imperial reports told of the atmospheric destruction by captured Cheops stations. Pureheart knew that the power contained within the stations when used in numbers was highly destructive and power like that in the ethereal hands of the Usurper Gods

was the worst nightmare imaginable. Further images made themselves available, of the stations being used to completely destroy Imperial supply lines. Then came the acceleration of the star Tarantis until the instability of the sudden rush through the star into a nova, killing billions of innocents on three inhabited worlds.

YES, I SEE YOUR PREDICAMENT. HOW THE USURPER GODS GAINED CONTROL OF THE STATIONS IS UNIMPORTANT. THAT THEY HAVE AND ARE USING THEM FOR THEIR OWN APOCALYPTICAL ENDS IS. THE PROGRAMS ARE OPEN.

What had been Rikard Pureheart observed the activation codes for the destruction of the stations were entered. Within minutes the acknowledgements from the Bio-computers aboard the stations came through. From two stations however, the reports cut out half-way through, preceded by agonizing screams of the stations personalities, as if they had been ripped physically from the computers that provided their pseudo-life. What had been Rikard Pureheart screamed along with them?

You felt that?

YES! IT HURT! WHAT HAPPENED?

Four of the stations have self-destructed, but two which remain in the hands of the Usurper Gods... well its unclear. All telemetry stopped before the final confirmation came through.

DO THEY STILL FUNCTION?

It is... unknown.

KEEP ME POSTED. I MUST SLEEP.

Goodbye.

What had been Rikard Pureheart hardly registered the pleasantries of the operator. Power was already being thinned down to a minimum. Before it became too low, Rikard shunted the question of the two stations to a sub-driver. What had once been Rikard Pureheart again embraced the tranquility of pseudo-Sleep within his pseudo-life.

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WELCOME TO THE MULTIVERSE NEWS

Club News

PERSONAL

Nervous teenage combat mage seeks deceased shape-shifter for a loving relationship. Physical body not necessary. Advice from Great Dragons and Major universal powers is welcome. Meet me at the Jazz Hole.

Universe/Timeline: *Shadowrun 2052*

Horseless rider with collapsible pole seeks loving relationship with hairy beauty. Meet me at the crossroads at midnight.

Universe/Timeline: Red Death

English shaman in Seattle in search of anything male and willing. Long term relationships not necessary. Meet in Dante's Inferno, second circle. Be prepared to pay homage.

Universe/Timeline: *Shadowrun 2052*

Hammer wielding half giant seeks innocent human maiden for blissful matrimony. Noble blood is preferred.

Universe/Timeline: *Krymmsworld*

Confused porcupine seeks black robed skeleton, last seen at Garden party of the Gods, for mutual enlightenment. Can meet **anywhere!**

Universe/Timeline: *Any/All*

WANTED

Sad player seeks dice that can not be cursed to roll low at her sight or touch. Magical resistance is acceptable. Will negotiate price.

Well-educated cavalry man and his travel companions require a bat man with good organizational skills and some combat ability. Knowledge of first-aid would be an advantage.

Augustine Marcello and his comrades seek any information on the disappearance of their associates. Helpful information may be rewarded. Please meet at the Devil's Playground night club. Anonymous meetings can be arranged.

Panicked GM seeks advice and/or magical items to combat players who come up with flanges faster than the GM can. Replies will be anonymously forwarded by Club News Editors.

DISCLAIMER

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WHAT'S YOUR GAME?

Vampire

This bunch of blood-suckers are almost enough to make the Lawyers feel threatened!

GM: Steve P
Barry, Paul C, Paul L,
Reg, John Weir, Roger

Warhammer

The Man with the Mallet brings you a game named WarHAMMER!

GM: Mark R
Geoff, Chrissy, Liz,
Colin P, Mark T

Red Death

SASRA Holiday Club Special Offer
“See the sights in Transylvania”

GM: Jacqui
Barney, Steve H,
Steve T,

GURPS Space

“Lets kick some butt and save the universe. Oh, and pay off the debt on our ship...”

GM: Ray
Gary, Fudge, Andrew,
LST, Newton,
Johnny G

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 September 1999**