

Newsletter of the SASRA Roleplaying and Wargames Club

Probably the least imaginatively named newsletter in the world...

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JUNE 30 AUGUST 2000

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, Horror, Dark Future, Dark Fantasy.
Wargaming	Table-top battle enactments featuring Ancient Britons, Romans, Napoleonic, Wild West, Fantasy, 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 40

Coming up in Club News 40, we hope to bring you some of the articles you promised to write when we ran the Club News Survey before Issue 37.

Acknowledgements

Thanks to all of this issue's contributors, who are:- Colin Proud, Steve₄ Proud, Reg, Geoff

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@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.

Your Editorial Team is:

Happy. My second issue of Club News seems to be going OK, even if everyone missed the typo that was on almost every single page of the last issue ...

3. The Usual Blurb
4. Editorial & Wanted Notice
5. Submission Guide
6. Memoirs of a Madman
8. Etiquette Guide
10. The Death of A Shadowrunner
12. In Brief

Thought for the Issue:

Every man should believe something—
I believe I'll have another drink.

EDITORIAL

Welcome to another edition of Club News. Each issue seems to be getting a little thinner again, as fewer people submit articles. In the hopes of encouraging you all, I've put the submission guidelines in again so that you have an idea of what we are looking for.

I would also like to take this opportunity to say a big thankyou to Steve & Colin Proud, who between them have submitted more articles in the last three issues than everyone else put together!

Finally, Club News is now available for download, at www.idrive.com. Use the "Visit an I-Drive" box, and enter the name "euphonium". We currently have issues 29, 31a and 35 onwards available, and more will be made available as we convert them to PDF format. You will need Adobe Acrobat v3 or later to read them.

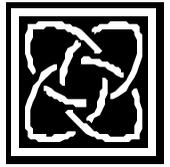
Wanted

Any copies of old issues of the Kingdom Chronicle.

We are looking to borrow old issues of the Kingdom Chronicle in order to scan them and produce an archive of back issues as a source of information on past events in Krymmsworld. If you have any you are willing to loan, please hand them to Geoff at Club, or any other time you get the chance.

Thankyou

Club News



We are always glad to receive your submissions for Club News. Here are some guidelines to the format we prefer:-

Content - You can write/draw about any Club or game related topic as long as it is not obscene or designed to cause offence. Types of articles we have published in the past include: Character and GM diaries, in CHR adverts, announcements (weddings & funerals a speciality), cartoons, LRP photographs, game reviews, short stories etc. It must be your own work - because of copyright problems we can NOT accept articles downloaded from the internet unless you can give us written proof of permission from the author(s).

Size - The longest single article we are prepared to publish in one issue is four pages length. One page A4 normally equals one page in Club News. If you wish to submit a larger article, we will consider serialising it.

Format - We prefer MS Word documents, by disc or e-mail, but can accept almost any document format on PC disk. We can scan artwork and photographs, and will return originals on request. We will accept paper/handwritten articles if you do not have access to a computer.

Date - To submit an article for a specific issue of Club News, we require the article two weeks before publishing date unless you can negotiate a different time for a specific article. If you submit an article after this deadline it will be held for inclusion in the next issue.



Submission Guidelines

CN39

Memoirs of a Mad Man Masquerading as a (Games) Master

Colin Proud

What happens when your campaign gets to high powered? fed up of slaying gods and their hordes of dragons at every corner in the road. Every campaign at some point stagnates or loses its challenge what can a gm do, destroy the world? retire in tears and force someone else to take over? start again (can you remember how lethal low levels were since then with your 30th level character - I think not!)

Sometimes the ends are not satisfactory, I remember how we had fought our way from low level to renown then invited to join the courts of Norwold with tiles and lands. Oh boy were we suckered, hook line sinker, rod fisherman and ground.

"Yes, your highness, I shall indeed claim this area of land and rule it wisely under your flag" Only to find out the area I had chosen did not exist, the map was wrong and I had inherited the biggest part of the central grasslands, nothing but herds of elephants and horses. Where was the money coming from to build a castle? Never mind that, where were the ***** resources to build it with!!!! Pastoral land and tribes of wandering nomads, if only I had decided to stay by the sea, or near the capitol. I would kill for a stone quarry, even a small wood no wonder the King would grant me more land than the others.

Anyhow I digress, with our nobles being the premier adventurers, we were always snooping around at legends of dungeons and monsters in preference to court and heraldry even fighting wars was more fun. Yes, we found the forgotten dwarven stronghold and went in, my thief looking and disarming traps as we went

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(wicked dwarves!). Then disaster struck, I found a trap in corridor to the treasury, a simple pressure plate running the width of the corridor leading to death by dead fall. Success disarmed and off we went, straight down the pivot pit trap just afterwards.

Seven of the best straight down ten foot into a thirty foot green slime pool. The fighters died almost instantly sinking under the weight of their armour, followed closely by my thief. How can you scale walls whilst your hands and legs are dissolving (just one lighted torch that's all I asked but No we HAD to have CONTINUAL LIGHT CAST - blooming poncy clerics). The mage died second last, slowly melted as his feather fall kicked in, allowing him to start descent as soon as he landed in the slime, poor fellow. all those spells and no components to cast them with! And lastly the good cleric, died after she ran out of cure diseases. there was just too much to kill off.

Lesson learned:

1. Remember that a find traps roll only works once, remember to check twice at least!
2. ALWAYS carry lighted TORCHES underground.
3. Good idea, wonder if I can pinch that myself (Have and used it on more than one occasion, the look on peoples faces - BUT I MADE MY FIND TRAPS ROLL. Yes you found A trap.)

Anyway all this talk about killing brings me onto my other subjects



Messrs Proud, Proud & Broton proudly present

The Etiquette of

Bar Room Brawling

- Whatever the cause, the first few punches thrown must always expand the fight by involving more people.
- No Escalation. If a weapon designed for combat is drawn then the fight becomes serious.
- There is no such thing as a foul punch or kick.



- All things within reach (including people) are valid improvised weapons.
- Armour is an unfair advantage and must not be worn in the interests of a fair fight.
- The card game will always be won by whoever grabs the most of the pot after a body lands on it.
- The bottles behind the bar will always get broken in one way or another.



- The chandelier, if present, must be involved during the fight
- All drinks not used as weapons will be spilled.
- Musicians may only fight in the defence of their instruments. Otherwise, they should play on.
- All teams are temporary.
- Except for people sent out windows or through doors the brawl must not spread outside, in order to avoid involving the law.
- If the law arrives it becomes everyone against them.
- At the end of the brawl everyone goes in the same cell. Grudges can not be carried over.
- The winner is the last man standing who hasn't been arrested



Death of a Shadowrunner

By Reg

It was a dark night in the Redmond barrens as the brave and fearless Shadowrunners walked along the deserted street. The tall and menacing troll street samurai, armoured jacket open to the waist and broken combat axe in hand (a strange story involving a dog with the accident power and very hard wall) not in the best of moods muttering under his breath. The human “mage” who doesn’t go into the astral with the weird aura who has had far to much to do with dragons to be healthy with his trusty sword scabbarded over his back and his annoying free spirit watcher who seems to have adopted him after a strange encounter with a man of the woods. The paranoid human samurai with a flavour for flechette guns and not getting involved if he can at all help it (sounds like a survival strategy to me GM) going by the implausible name of Mr. Stoke Surrey and last but by all means least the Japanese shaman

new into town and in with the yakuza up to his back legs and a demeaning attitude towards meta-humans its only a miracle he was still alive at this point and the fact the troll doesn’t understand Japanese and lets not forget the NPC Bart who asked to come along with his car trunk full of state of the art weaponry and himself full of cyberware the runners could only dream about owning and a strange knife that cut right through the trolls cyber spur.

So they are going back to Bart's car when they hear running footsteps and round the corner comes a Hispanic man in a panic wearing an armoured jacket and carrying an Ares Predator (doesn't everyone?), the troll decides to stop the man by almost clothes lining him and picks him up.

The man rambles that he's coming and let him go, the brave runners deciding what to do see an apparition come around the corner,

it's a man almost completely made of metal with what looks like a strange appendage over his shoulder. The troll lets the Hispanic go who proceeds to run down the street.

The troll shoots at the metal mans shoulder with the strange appendage resides and scores a good hit and then shits himself

when the appendage unfolds over the shoulder and transforms in some sort of tri-barrelled assault rifle and proceeds to open up at the fleeing Hispanic. Just six rounds, all of which enter the Hispanic's back and exit his front, right through the armoured jacket. The man goes down. For his next burst he pro-



ceeds to give the troll some ventilation through his jacket on both sides and the troll collapses. Mr. Surrey seeks cover behind a wall; complete cover behind nice safe plascrete and the mage follows.

Nando, the Japanese shaman, decides to cast a spell at the metal

man from his completely untenable position in the middle of the road and it doesn't have the effect he intended because metal man doesn't seem affected at all. "Bugger comes to mind". The metal man then proceeds to fill poor Nando full of APDS (unknown to the GM that

poor Nando was already injured) and he collapses and informs Reg that he is dead.

Whoops ah well an important lesson there that not all battles have to be fought at all and those that do are better fought from behind cover.

The rest of the runners survived thanks to a helicopter arriving and thanks to recovering a data

crystal from the body of the Hispanic proceed to make money from the whole debacle - not too bad.

DocWagon turn up and take the troll to hospital and recover poor Nando's remains for some nasty experiment no doubt.

Reviews from the **BIG MOUTH OF CHAOS.**

(Colin Proud)

And so it begins, what do you run?

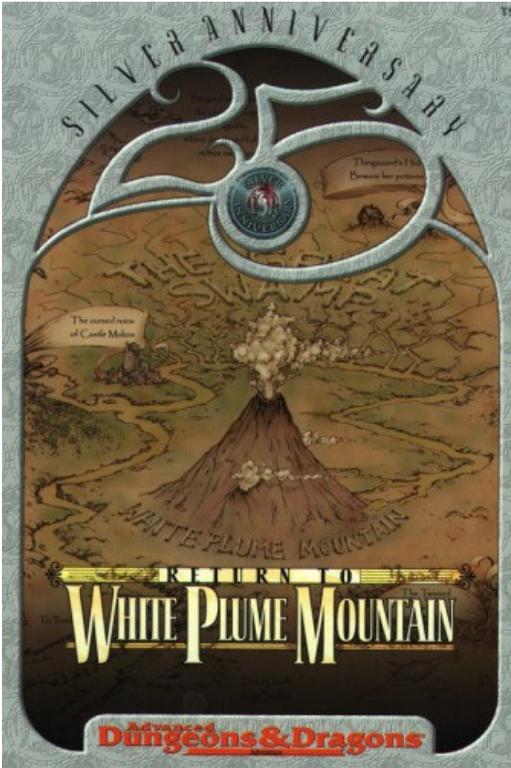
As it so happens TSR has produced a couple of new adventures that are worthy of note, varied in levels and of more interest.

In the series of 25 year re-releases, updating the classic adventures from first edition (just in time for being made obsolete with the near release of third edition rules) we have a choice.

Return to White Plume Mountain

What a great adventure, I still remember our pitiful attempts to recover the lost magical weapons stolen by the evil pyromancer Keraptis.

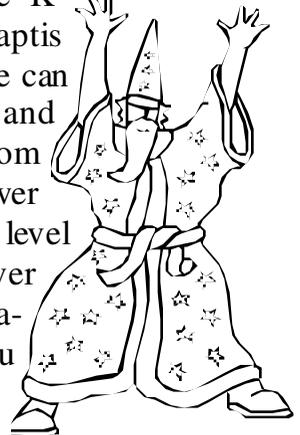
It started badly with a fight with ogres on the stairways leading down to the dungeon, our mage was knocked down to the bottom of the stairs (shame he had a staff of power). Of course the staff broke and the thirty charges resulted in a final strike which obliterated the very stairs we were fighting on, result: one thief left alive who had not started the descent into the battle! (The Gods thank all wandering monster encounters, what would we do without



fight each other, the three sorry remains of characters who escaped were in single figures after all the fireballs and swordplay that followed. By the Gods you just don't get situations like that anymore, what a shame as it makes great role-playing)

Anyway I digress again. The adventure is set twenty years afterwards and Keraptis has risen again, only this time you learn the truth. There are four Keraptises, each one guarding one of the four magical items. Sounds confusing doesn't it? It turns out that dear old Keraptis became a Demi Lich, or vanished into a portal and never returned. The last Keraptis in the original adventure was merely the results of one of his servants reading one of the K-

Scrolls (Keraptis scrolls, any one can read them and grants a random spell like power as a 20th level mage. However certain combinations make you



them)

It all went downhill from there with fifty two character deaths of which only six escaped twice and two escaped three times. No one survived to the fourth. (further highlights included party reinforcements meeting up with the party licking its wounds in the dark corridors, both sides seeing torches proceeded to

think you are Keraptis!) Now there are four of them, each owning a portion of the dungeon and waging war with their minions against the 'False Keraptises."

The Apocalypse Stone

A high level adventure that deals with the end of campaigns, and what fun it sounds. The PCs are hired to go to a castle and recover a magical item and return it to him, end of adventure, sounds easy doesn't it. Shame the guy that hired them is the major villain and the item they are sent to recover is protected by the forces of good.

The castle is hard to find as the adventurers must pass various tests to prove their worth. Once the item is returned and they leave they begin to realise what they have done if they don't already in the castle, then what. The party are responsible for handing over a magical item which can destroy the world, are they going to sit by and let it happen or try to stop the villain?

If all else fails and the world *IS* destroyed suggestions are left for the aftermath with the character all cursed into undeath by the gods themselves to carry on as Death knights (including variations for the other classes)

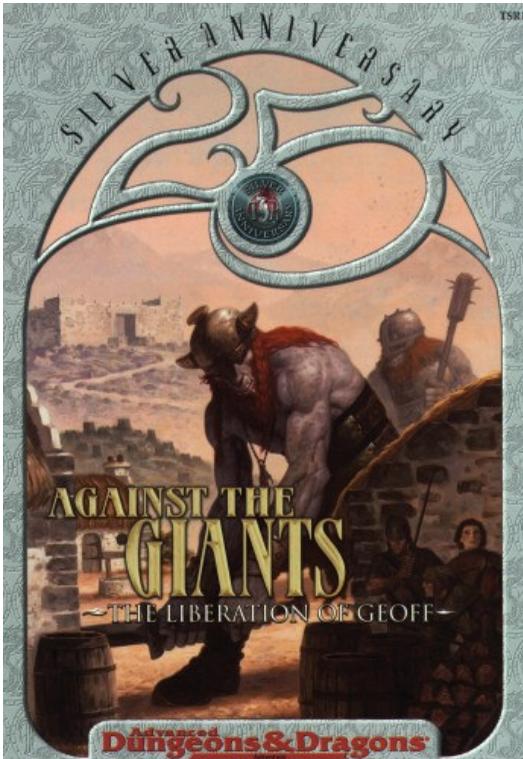
Against the Giants ~ The Liberation of Geoff

Yes the title is correct, another of TSR's 25 year anniversaries sees the release of this module. Someone has kidnapped our editor and you the party has to free him, taking out the horrible hordes of Giants from his body! I don't know about you lot but I'm not going anywhere near the Dim Forest.....

Seriously a return to the region known as Geoff (Didn't TSR have such great names for places back in those days) since its invasion by Giants, first of all you have to get past the fortresses of the Hill Giants, Frost Giants and finally the Fire Giants before entering the region controlled by other giants. You can even enter

the clouds to defeat the Cloud Giant rulers who orchestrated the whole thing anyway.

Plot hooks vary allowing characters to enter at anywhere between 1st to 17th levels, including rescuing items and important people from the clutches of slavery amongst the giants to full scale invasion. The entrance to the valley of Geoff is the old G1-3 series against the giants and timescales allowed are anywhere from just after the invasion to 20 years onwards. Along the way you can recruit new NPCs and find new magical weapons, the broadsword Cambionice for one!



WHAT'S YOUR GAME?

AD&D

Lost and Found!!!

(This is all the GM would say—I wonder if he's referring to the plot?)

GM: Steve₃ Turner

Reg, Liz, Jak, John Weir

Alternity

In the distant future Humanity reaches the stars—and starts a fight!
(Some things never change)

GM: Trevor

Barry, Kate, Fudge, Newton

Corax

Fly with the Birds, then join in the Rat Race

GM: Steve₄/Colin Proud

Andrew, Paul Caughy, Paul Lace, Gary

Ratkin

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.

