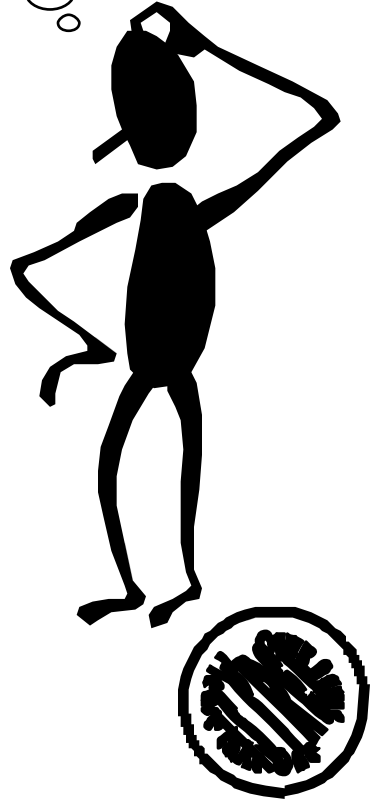


# CLUB NEWS

## Newsletter of the SASRA Roleplaying and Wargames Club

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



*January 2003*

# 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, 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 runs an En Garde PBM game.
Computer Network Games	The Club runs network gaming sessions every 10 weeks or so. Games run include Quake III Arena, Unreal Tournament, Crimson Skies and Diablo 2

You can contact the Club through and of these people:

Christine Lincoln-Brown	Tel: 01946 823372
Steve Proud	Tel: 01946 62312 (evenings)

Website	<a href="http://www.sasrafrp.co.uk">www.sasrafrp.co.uk</a>
E-Mail	<a href="mailto:ClubNews@sasrafrp.co.uk">ClubNews@sasrafrp.co.uk</a>

# CLUB NEWS CONTENTS

## Acknowledgements

Thanks to all of this issue's contributors, who are:-  
Barry Lace, Steve Proud, Liz Dixon, Christine Lincoln-Brown, Graeme Webb, Geoff Brown, Andrew Dixon, Steve Hastewell.

### **Artwork by:**

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  
51 East Road  
Egremont  
Cumbria CA22 2EF

E-Mail it to:

**ClubNews@sasrafrp.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:

Geoff Brown & Christine Lincoln-Brown  
Club News 50 was produced using a stack of computers more that five feet tall...

3. The Usual Blurb
4. Editorial
5. LRP Updates
6. AGM Notification
8. 24-hour Update
11. Warhammer - a Mentor's view.
12. Interlude 7 - Delaware News
14. And that's a Wrap...
16. From the Journal od Sepiriz
18. Club News Awards 2002
20. What's Your Game?

## **Thought for the Issue:**

Never trust a  
~~smiling~~ GM.

# Editorial



Welcome to Club News Gold. That's right, Club news is 50 issues old today, and we've been celebrating by having a look through the back issues. It seems a very long time since the first issue of Club News was printed to let people know about an upcoming LRP and a laserquest event. Since then, Club News has been through a variety of formats, editors, and publishing timetables, including two issues in a session, and 18 months between issues! I wonder what the next fifty issues will be like...



## *From The Teolvar Refs*



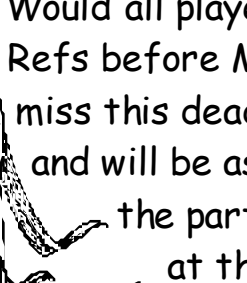
*Could all players on the last Teolvar [3.5] please let the refs know what plan on doing next. Note that at least one of you is going to use the key you found and try to dial out of where you are now.*

*The last two pre-planned Teolvar events will be happening in 2003.*

*T<sub>4</sub> is being planned to be run towards the end of June, a Friday night to Saturday night event. A large NPC team would be appreciated. There may also be a chance for players who want to take part in combat, but couldn't in character, to swap characters for an afternoon.*

*T<sub>5</sub> is being planned for mid-September. This would be the last of the planned events.*

## **From the Arath Refs**



Would all players please get turnsheets to the Refs before Monday 17th February 2003. If you miss this deadline you won't get to spend any XP, and will be assumed to have gone with the bulk of the party, or where ever the refs this is funny at the time...

# CLUB NEWS

## AGM Notification

Once again its coming up to AGM time, so it's time to start thinking about electing a new committee. For the benefit of anyone out there interested in standing for a committee post, here is brief description of each post. If you'd like to know more, have a chat with the current holder of the post and make sure that know what's involved.

The provisional date fro the AGM is Monday 10<sup>th</sup> March 2003, 7:30 p.m. at the Falcon Club.

### **Chairbeing**

Jonathon "Reg"

Hardy

- Chair committee meetings, AGMs, EGMs, etc., as required.
- Provide a point of contact with external organisations.
- Ensure that new club members become fully integrated within the club.
- Act as a `Figurehead` for the club in all its activities.

### **Scribe**

(Secretary)

Barry Lace

- Accurately record minutes of committee meetings, AGMs, EGMs, etc.
- Maintain an up to date list of club members.
- Correspond with external bodies at the request of the club committee.
- Maintain an adequate filing system, with copies of the current Club Constitution, House Rules, and minutes of all meetings, including AGMs and EGMs.
- Maintain accurate accounts of petty cash expenditure.
- Ensure that all club members are also members of SASRA.
- Ensure the views of the Club Membership are brought to the attention of the committee.
- Ensure the decisions and opinions of the Committee are passed effectively to the Club Members. This may be by verbal announcement or via the Club News magazine, as appropriate to the importance and urgency of the information.



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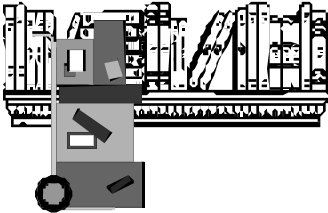
## Treasure Hoarder (Treasurer)

Steve<sub>4</sub> Proud



## Keeper of the Black Library (FRP Co-ordinator)

Christine  
Lincoln-Brown



## Master Of Chaos (LRP Co-ordinator)

Steve<sub>2</sub> Hastewell

## Rumourmonger (Club News Editor)

Geoff  
Brown



- Maintain adequate records of clubs income and expenditure.
- Manage any accounts held in the dubs name.
- Arrange for the prompt availability of funds to the club when required.
- Collect subscriptions and record attendance at club meetings.
- Present annual dub accounts to the Annual General Meeting and to SASRA.
- To arrange for the dub accounts to be independently audited although this may be by another dub member
- Organise the running of the eight-week game sessions, including the games to be played and the people playing them.
- Co-ordinate the organisation of activities for the changeover week between each session.
- Ensure the availability of somewhere for dub meetings to be held.
- Co-ordinate other internal dub events as appropriate.
- Maintain a record of the dubs FRP equipment.
- Co-ordinate the organisation of events involving external groups (e.g. other roleplaying groups), not involving LRP
- Organise visits to Roleplaying conventions, etc.
- Co-ordinate the organisation of charity events.
- Co-ordinate the organisation of all LRP events for the club.
- Manage the pool of LRP weapons and costumes materials and keep accurate records and accounts thereof.
- Organise that the club has adequate LRP insurance.
- Co-ordinate all material for the Club news magazine.
- Edit material for inclusion in the dub news as appropriate.
- Organise the production of dub news as agreed with the committee.
- Send copies of the Club news to people on the mailing list and maintain the mailing list as required.

# CLUB NEWS

## 24 Hour Roleplay

By Christine Lincoln-Brown

*At long last it's over. I must take this opportunity to thank everyone involved in the event. Thanks to you we raised £731.00 (up from the £408 raised last year) and we able to obtain another £100.00 from BNFL in matched sponsorship. This means that both MSS, Copeland branch and the MacMillian Nurses will receive £415.50. While organising the event was a nightmare at times, mostly due to the combination of train strikes and the bug running through our members, I feel that everyone enjoyed the event.*

### A synopsis of those 24 hours

9:00 *We started at the Falcon Club*

#### Session 1

##### Steve H's

##### Mechwarrior

Bowch, Chris,  
Daniel, Geoff,  
Paul H, Scoot

##### Andrew D's

##### Paranoia

Andrew H, Ben,  
Colin, John,  
Liz

##### Jacqui's

##### Red Death

Barry, Kate,  
Paul L, Pennie,  
Trevor

9:37 *Paranoia - all the characters have died! Andrew D. rejoices and is applauded by all.*

10:48 *Red Death - Kate starts baaing like a sheep. Apparently it's a fetish.*

11:26 *Red Death - 2 characters are unconscious, even though Jacqui has yet to bring in any bad guys.*

11:30 *Paranoia - John accused the others of being commies and is promptly shot by everyone.*

11:40 *Paranoia - Cries of despair from Andrew D. who can't feel his arm.*

11:47 *Paranoia - Cries of despair from Andrew D. who can't see.*

11:48 *Paranoia - Andrew D. who can now feel his arm and can now see but has just been violated... hmmm?*

13:00 *Mechwarrior - Nasal Jazz duet by Scoot and Chris*

14:30 *Paranoia is finished. Andrew D. seems to have survived.*



# CLUB NEWS

## Session 2

### Scoot's Lankmar

Andrew H, Ben,  
Daniel, Kate,  
Paul H, Paul L

### Geoff's

Stop The Hippy  
Barry, Bowch,  
Chris, Trevor

### Andrew D's Back of a Fag Packet

Colin, John, Liz,  
Steve H

15:50 *Lankmar* - Scoot "Arrest that woman for having an offensive face."

16:07 *Lankmar* - Kate "Can I give you my skin disease?"

16:55 *Fag Packet* - the group sounds the passing horse

17:35 *Stop the Hippy* - Trevor "Are you saying I'd hit a defenceless woman?" Bowch "She's not defenceless... she has a handbag."

17:40 *Stop the Hippy* - Trevor (going into the back of his van with a dirty mag and a handful of tissues) "Give me an hour."

18:04 *Fag Packet* - Andrew D "Am I a big fat hairy pervert?" All "yes!"

18:05 *Fag Packet* - Andrew D "I'm not going into the lav with bare feet, there have been men in there!"

## Session 3

### Liz's Champions

Andrew D, John,  
Paul L, Scoot,  
Steve H

### Barry's Agency

Ben, Bowch,  
Daniel, Kate,  
Paul H, Trevor

### Our Magic

Andrew H, Chris,  
Colin, Geoff



Food was served and the games got quieter as the night rolled on. So unfortunately, only a few more quotes were recorded. Amazingly this was my first 24 Hour were I was awake for the whole event. Well... nearly.



22:20 *Agency*—(one female to another) "Allow me to explore your inner self..."

# CLUB NEWS

## Session 4

### Liz 's Warhammer

Andrew H, John, Steve H

### Trevor's Vampire

Barry, Bowch, Colin,  
Paul L, Scoot

### Geoff 's Shadowrun

Ben, Chris, Daniel,  
Kate, Paul H

8:15 Shadowrun - Kate (after executing a leaping summersault into the room) "There's a bomb in the hallway!" Ben (looking up blandly) "you'd better close the door then."

8:49 Shadowrun - Geoff (as Mr. Johnson) "Let me put it this way. If you do this then I won't have to have you killed!" Ben (as the light slowly dawns) "Ohhhh..."

# Well done everyone!



Presenting the check to Mr. Hodgeson,  
Chairman of the Multiple Sclerosis Society, Copeland Branch

## WARHAMMER

as run by John Weir

When John asked me to mentor him, I was surprised and a little apprehensive, as I have never mentored before. We decided on Warhammer as a system because it is one I have run in the past and am quite familiar with. John had a great knowledge of the world from his experiences of Warhammer 40k. As it was John's first outing as a Warhammer GM he decided to run a published scenario which can be run with others to make up a complete campaign.

John started the game and I am sure he was a little concerned about how it would all work out, as are all GM's. His party of characters contained 3 dwarves and a couple of humans, which seemed like an OK mix. The dwarves seemed to only be interested in drinking and fighting, but the party soon gelled together, humans doing one thing and the dwarves others, but all roughly following the plot. I felt that I was not needed in a mentoring capacity and by the end of the 8 week session I was playing my character just the same as I would in any other game.

During the game we actually had a

new character join the party and John handled that very well, it is not always easy to fit someone new in.

I would just like to say to everyone that anyone who was playing in this game will remember it for a long time. The NPC's were all brought to life, excellently by John, with accents and gestures. None of us will ever forget Gustav Fondleburgher.

John managed to cope with a party intent on leaving the city, by closing the city gates and making us all a little paranoid about our fate. He also coped very well, with a group with more than one objective and allowed plenty of time for character development (with dancing and pig buying), without straying from the plot (which he had adapted). We were all caught up in the happenings in game and on the last week we stayed late to finish the scenario off, one last large fight. We won but not easily and not without our characters fearing for their lives (and souls).

I would just like to congratulate John on a well run game and to say I know I will be signing up to play again, as I think all the other players will too.

# CLUB NEWS

## INTERLUDE 7 – 5<sup>TH</sup> SEPTEMBER 1999

AS THE REMAINING VAMPIRES WATCHED THE BLOOD IN THE POOL CRUSTED OVER LIKE A SCAB. SATISFIED THEY LEFT THE CAVERN AND BEGAN TO CLIMB UP THE LADDER OUT.

WITH THE LOSS OF THE ILLUMINATION THAT THEIR TORCHES HAD SUPPLIED EVERYTHING WENT DARK FOR A FEW MINUTES. THEN A FAINT SICKLY GREEN GLOW BEGAN TO APPEAR AT THE CENTRE OF THE "SCAB". OVER THE COURSE OF THE NEXT HOUR IT GRADUALLY INCREASED IN LUMINOSITY UNTIL THE ENTIRE CAVERN WAS LIT. SUDDENLY IT FLARED UP AND THEN WAS GONE. IN ITS PLACE TOTAL DARKNESS. FOR A FEW SECONDS ANYONE THERE WOULD HAVE THOUGHT THEY HEARD A FAINT LAUGH CARRIED ON THE NONEXISTENT WIND.

SIMULTANEOUSLY IN THE CITY OVERHEAD...

DAWN SMITH CRIED OUT IN PAIN AND ALARM AS SHE FELT SOMETHING SUPERNATURAL OCCUR. A CHORUS OF VOICES IN HER HEAD BEGAN CHANTING "YOU'RE GOING TO DIE" AND SHE HEARD HER SIRE SAY "IF YOU'D LISTENED TO ME, MY DEAR".

DRADE CESKA PAUSED FOR A SPLIT SECOND AS A CHILL HE COULDN'T EXPLAIN PASSED DOWN HIS SPINE. HOWEVER IT WAS JUST ENOUGH TO MEAN HE DIDN'T DODGE AS QUICK AS HE MIGHT.

THE AUTHOR OF THE MISFORTUNE SMILED AS HE FELT THE CRACK OCCUR

ALARMS RANG AND DISPLAYS RETURNED THEMSELVES IN THE CONSTRUCT TO

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# CLUB NEWS

SHOW THE WAVE OF QUINTESSENCE AS IT FLOODED THROUGH THE CITY.

VINCENT PRICE LET THE RAGE HE FELT BURNING WITHIN HIM OUT, AS HE SENSED THAT HE HAD SOMEHOW BEEN PLAYED FOR A FOOL.

ALEX KARLSEN SAT BOLT UPRIGHT IN BED IN TERROR, AS HER DREAMS BECAME NIGHTMARES.

THE REMAINING TREMERE DASHED FOR THE HEART OF THE CHANTRY AS THE WARDS COLLAPSED AROUND THEM.

IN THE DEVIL'S PLAYGROUND THE DANCE FLOOR WRITHED AS IF IN PAIN...  
... OR MAYBE IN ECSTASY.

FATHER JAMES PATRICK KNELT BEFORE THE ALTAR AND BEGAN TO PRAY AS HE FELT THE DEVIL LOOK OVER THE CITY.

AMY TALLTREES SIGHED AND REACHED FOR HER MIRROR.

FELICITY PRICE PAUSED IN THE MIDDLE OF FEEDING HER PET AND STARTED TO TALK IN ANCIENT EGYPTIAN.

THE SPECTRE RAISED THE HEAD OF IT'S SKINRIDDEN PUPPET AND CRIED TEARS OF BLOOD.

FOR MANY IT WAS THE START OF THE NEXT CHAPTER OF THEIR LIVES.

*Steve4 Proud*

# CLUB NEWS

## And That's A Wrap..

It's been a long time coming but I've finally reached the end of my Vampire storyline (and not in the way or with the result I expected). The threat has been negated, the villain has retreated to lick his wounds and the heroes live (exist) happily ever after. No way, Jose.

The truth. A threat has been negated (please note the terminology, all you players).

It's true that the main villain has not been seen for a while. But remember he is a Tzimisce. Think about that and worry. Also no one knows what he has been up to whilst unseen. Besides there are more personal threats out there: the sniper/bomber after Carlos, the bikers who have attacked Marcello and Argyle and the werewolf out to return the humiliation on Natasha to name but three. And we can't forget the politics.

As for the "heroes living happily ever after" issue. See the above paragraph.

So is the campaign over. No. However I am taking a break until the autumn (at least) to plot out the next few



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sessions. It'll take me that long to sort out the soap opera the campaign has become in places. And first I have a loose end in New Orleans to tie off. Here's hoping it won't need a second session.

When I restart the campaign my timeline will have moved on a month (and a bit) to November 1999, in order to let me sort out my character timeline problems and clear the decks a bit. During the downtime I want to talk to all my currently active players about their plans for their characters. I know it sounds like an LRP turnsheet but don't expect to get much done - it's only a month. Everybody will get updated character sheets to show the changes that have occurred in play as a result.

At the restart there will be no preference given to

existing players (new blood is welcome). Existing Players will be allowed to retire their characters and start afresh if they want (but don't blame me for what may happen to them as a result). I will continue to put articles in Club news about events during the downtime (when I get the time to write them) and will run occasional one-offs if needed.

Finally I'd like to thank my backroom team for all their work and suggestions over the sessions. Mike, Paul, Colin and Jo take a bow and then get your heads back under the parapet before the bottles hit.

See you at sunset

Steve  
Proud



# CLUB NEWS

## An extract from the journal of the Sepiriz, the Warrior in Scarlet and Emerald

.....  
*Entry number 1023 dated 31<sup>st</sup> day of Sallior in the year of Galmor*

After a consultation with my superiors I have been instructed to aid the champion of chaos more directly with my information. Such a shame, I feel, that they wish to rush him into a situation that he has had little time to prepare for. Still, orders are orders. It seems as though he has been losing faith in his role, a problem that can be overcome if needs be.

I have spoken with the champion of order about this matter. Nemesis is more than willing to help by almost any means. I am glad that his need for vengeance did not take over completely. I suppose that wonderful wife of his is as skilled at calming him as she is with her sorcery.

Still, I can empathise with the High Clerist. To his knowledge he is the last of his kind and he has lost his children to his most deadly adversary. Now he has four definite enemies including our troubled champion of chaos.

I must admit, when the time comes, we will have one of the most impressive battles between two champions. Both of them are very strong people. I would not relish the task of deciding which of them will win.

*Entry number 274 dated 48<sup>th</sup> day of Sallior in the year of Galmor*

Do I dare tell the champion of order of what I know of his children? That is my latest dilemma. I know that they were expelled from one world by the Amazon and the barbarian. Generally I would have thought that an unlikely alliance, however they worked incredibly well together.



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It seems that Nemesis' children will arrive back in their home realm very soon. They are about to be expelled from yet another realm that they have almost destroyed. If I did not know any better I would have sworn it was Kurt who stopped them this time.

Whoever that person was, they looked just like my charge right down to the equipment. I think I am starting to see a theme concerning the champions and their choosing.

*Entry number 777 dated 64<sup>th</sup> day of Sallior in the year of Galmor*

Having just witnessed the way Kurt deals with demons I am glad of two things. Firstly that I am not even vaguely demonic and, secondly, that I am immune to the sorceries of the blades that both he and Nemesis possess. They are, thus far, unaware of my presence here, as are Kurt's associates. I am glad to see that Nemesis' compassion and honour are still intact. He is, sometimes, a fascinating man to watch. I will have to be watchful for Lianne and Markus. I know they are present and on their way here with what remains of the Burning Dawn. Dare I tell Nemesis what his children will do? Dare I tell Kurt and his companions that the Burning Dawn are on their way? Decisions are not things I am good at. They should be left to those who have been making them since the dawn of time. I wish I had contact with my superiors. They would tell me what to do.

*Entry number 526 dated 69<sup>th</sup> day of Sallior in the year of Galmor*

I loathe circumstances like this. I have made the decision and am just about to go and see Kurt and Nemesis. I pray that they are willing to work together and have not began their duel. This could be their most desperate hour.

Barry Lace

## ● **Roleplaying Awards**

Welcome to the 2003 Club News Awards. Once again we bring you the best and brightest highlights from the last year's games. As always, there were some entries that had to be discarded as illegible or incomplete, so remember, if you want your vote to count, please follow the directions.

The award for **BEST ROLEPLAYED FRP CHARACTER** goes to Reg for Augustine Marcello in Steve Prouds's Vampire game, as the only CHR to get more than one vote.

The award for **BEST FRP NPC** goes to Colin Proud, for Mutley, in his AD&D game. Honourable mentions go to Reg, for Pukka in Al Qadim, and John Weir for Gustav Fondelberger in Warhammer.

The award for **BEST FRP GAME** goes to Steve P for his Vampire game. Honourable mentions go to Andrew Dixon for Star Wars, and John Weir for Warhammer.

The award for **BEST GM** goes to Steve Hastewell for Lankmar, with honourable mentions to Steve Proud for Vampire, Andrew Dixon for Star Wars, and Reg for Al Qadim.

The award for **BEST ROLEPLAYED LRP CHARACTER** was won by Rikki, for Ti-Ki in Teolvar,

# CLUB NEWS

with an honourable mention going to Rikki, for Wotan in Arath!

The **BEST LRP NPC** award was won by Andrew Dixon, for Fang in Arath, with an honourable mention to Steve Hastewell for Jack on Teolvar 3

The **BEST LRP SCENARIO** was won outright by Arath 3, with no other scenario be mentioned...

The award for **BEST LRP COSTUME** this year goes to John Weir for Galleron, especially as his costume was totally home-made.

The prestigious **MOST SHAFTED PC** award was won this year by Reg, for Raistlin in Arath. Runner up condolences got to Paul Lace for Carlos Riviera in Steve Proud's Vampire game. Following on from this, the 2003 **EVIL GM AWARDS** go to the Arath Ref Team, and Steve Proud...

And finally, the **QUOTE OF THE YEAR** award goes to Andrew Dixon, who should really know better than to ask his players "Am I a big fat hairy pervert?"

What more need be said?

*Geoff*



# WHAT'S YOUR GAME?

---

## Warhammer Bampire

*(Crystal ball out of  
service -  
No information  
available)*

**GM: Liz**

Robert, Andrew D,  
Jo P, Chrissy,  
Pennie

Welcome  
to the  
Big Easy...

**GM: Steve P**

Paul C, Kate,  
Graeme, Roger,  
Andrew H

## Shadowrun:

Police  
Academy  
2053

**GM: Geoff**

Ben, Dan,  
Bowch, Reg,  
John W

## Lone Star Mech

*(Crystal ball out of  
service -  
No information  
available)*

**GM: Steve H**

Scot, Paul L,  
Trevor, Fudge

## Warrior

If there's a game you want to see run, or even run,... see the FRP Games Coordinator (Christine Lincoln-Brown) 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 Christine for details, or to sign up to help for a particular system if you want to help out.

**Next Session begins:  
17th March 2003**