



UPRAW

University of Portsmouth Roleplay and Wargames Society



Issue #3
February
2007

Editorial

Welcome to the second issue of UPRAW's periodic newsletter! Now the exams are over, it's time to launch into the second semester. New RP campaigns will be running on Sundays, and Thursday's games will rear their diecast heads in search of new players. There will be more events running than are listed here, so pop along to see what's happening. If you're interested in running something yourself, the Black Library is always willing to offer sourcebooks should you be lacking, or are just curious about the system itself.

If you have anything to contribute to the newsletter, be it an article, advert, or looking for players, drop me a line at Lynzoi@yahoo.co.uk

In conclusion, welcome back to the old members, and a huge welcome to all our new members! May all your dice roll 6s...unless you need 1s...

Meeting times

Thursdays: 5:30pm- 9:00pm
(CCGs and wargames)

Sundays: 12 noon- late
(CCGs and RPGs)

The Website

Currently the society website is under construction by the webmonkeys, but until it's running, pop along to our temporary forums!

<http://portsrpgsoc.proboards67.com/index.cgi>

Membership to the Gaming Club Network

As the society expands, we're considering joining the GCN, opening up our doors to new members and joining a wider community. If you have any opinions and questions on the subject, feel free to talk to one of the committee members. It's your society as well!



Thursdays

Warmachine

GM: Mark

What's better than extreme power gaming? Extreme power gaming with giant mechs, of course! Old and new players welcome, with the possibility of a tournament

Inquisitor

GM: Tom

In the 41st millennium, nobody expects the Inquisition! Now in a convenient 40K scale. The campaign is 400pts and intro games begin on Feb 15th. Show those blasted alien heretics what you're made of.

Mordheim

GM: Lynz

Mutation, madness and hilarious character death in the ruined Warhammer city of Mordheim. You have 500gc to recruit your initial warband with. Tutorials available.

Vogen VI

GM: Alex

The capital city of the Warhammer 40K world Vogen VI is in the grip of war. Street after street, building after building, quarter after quarter is repeatedly conquered and reconquered by armies. Many factions fight for control of the city but only one can be victorious. Who will it be? Check out the forums for rules and registrations

Campaigns

Here is a taster of some of the campaigns being run on Sunday. More are to be announced on the Sundays themselves, so come along to see all what's on offer!

Redwall

GM: Rob

Based on Brian Jacques's Redwall series, using the D20 Freeport system. In a mediaeval world of intelligent animals, the great mountain fortress of Salamandastron, home of the Badger Lords, stands undefeated against the vermin hordes. But an alchemist's powder may soon change all of that...if the players can get their vermin paws on it. No previous knowledge of Redwall is needed, although a desire to be a villainous pirate may help!

Big Eyes, Small Mouth

GM: Noly

More anime clichés than you can shake a stick at. For unknown reasons the earth has suddenly become 4x its normal size and magic has become rampant. Starting in the university of Shangri-La, the players have to discover what's going on and why. Magic, dragons, bigger dragons and space ships abound, and a lot of silliness is assured. Late joiners are accepted.

Firefly

GM: David

An RP based on that dashing space-western TV show. Starting off with self-gen characters at the greenhorn (basic) level, your task is to survive, do 'crime' and figure out just how the hell you're going to pay off the loan on your ship. Places are limited, so contact David for more details.

Test Games

GM: Adam

Fancy being a guinea pig? (a test subject that is, not the small furry rodent). This is a series of test games run on a chimerical hybrid of several systems. All characters can use magic, but only have one spell, which can range in effects from turning everyone maroon or destroying the planet! A very simple system with much potential for things to go wild.

The Black Library

Calling all potential GMs!

Are you interested in running a new system?

Want to try your hand at GM-ing, but aren't sure?

Well, help is at hand! We have a pretty well stocked library good for almost any genre you'd want to run! We also have members willing to help you run games or be part of the system; just ask around, visit the forums or email us. You'll never be short of people willing to try what you have to offer!

Email me, the Black Librarian, at stevostemp@hotmail.com, or just look for me at meetings, and we'll sort out the loaning of books. Just check out the list, I'm sure there's something here you and your prospective players will enjoy. The best way to learn is to throw yourself in at the deep end!

THE COMMITTEE

Call of Cthulhu

Conspiracy X

Crimson Empire

Cyberpunk 2.0

D20 Modern Core Set

Dark Legacies Core Set

Dawnforge Core Set

Deadlands D20

Deathstalkers

D&D 3.5

Exalted Core Set

Gemini Core Set

Hackmaster

Iron Kingdoms

Core Set

Rifts

Shadowrun 3rd Edition

Spycraft

Stargate SG1

Stormbringer

Warhammer Fantasy

Roleplay

World of Darkness:

Core/Vampire/Werewolf

If you have any suggestions for anything you think should be in the library, or you have a donation to make for it, please email or talk to me! Your input is always appreciated!



Advertisements

GEEK CRACK



MTG CARDS FOR SALE!
Large selection, mostly black, blue and artefacts, various expansions. Ask for details!
Email Me:
stevostemp@hotmail.com

Ben is selling 7 different Yu-Gi-Oh TCG structure decks. They've been opened, but not altered in any way. Price depends on deck; he'll be bringing them along to the meetings so feel free to have a browse

Lynz is looking for a pair of (five fingered) Tyrandid hands to use as part of a conversion. If any kindly soul would like to sell her some, please contact her at: lynzoi@yahoo.co.uk



Amusing Character Death of the Month

Player deaths are common in the cutthroat world of roleplay. Some however shine above the others from the sheer stupidity and hilarity by which they left the mortal coil. Here are the recent best. Submit your own to the message board!

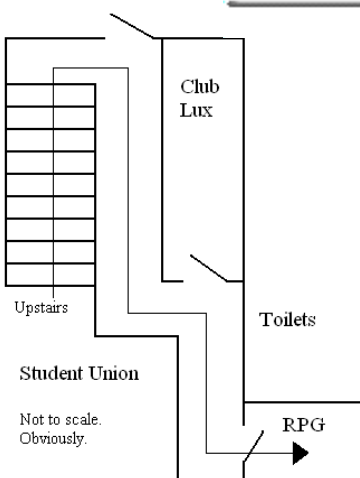
The winner (or perhaps loser) this time goes to Marc's character, a hacker named Wraith, in Jamie's Corporation game. Corporation is set in the future, where the world is now governed by 5 totalitarian corporations. The players are agents, the corporations' assassins, spies and secret police.

After the group was involved in a gun fight in a building, Wraith attempted to scare off the enemies by throwing the remains of a sentry bot at them. They responded by throwing powerful nerve gas back at him. While everyone else made a run for it, poor Wraith became unconscious as his organs began to liquefy. By the time rescue eventually came for him, he was literally a bubbling mass of goo on the floor. Still, at least his death was not in vain- everyone learnt to take along gas masks after that!

Special mention also goes out to Beardy's mounted freelancer knight in the Mordheim campaign. Despite being locked in combat with it for several turns, he was completely unable to kill the small frog in front of him. Then the frog jumped into his face, knocked him off his horse and killed him.

Beware the small animals, as they always have the highest body count...

Club CO2



How To Get There

Head into the Student Union and go upstairs. Follow the corridor round, passing Lux and through the double doors. Turn right past the toilets and through more double doors. The room is the Function Suite, the one with all the noisy people playing card games in.

If that's not enough, all our lucky members get discount at the following stores in Portsmouth!

- ❖ Southsea Models and Games
- ❖ Fratton Model Centre
- ❖ Just Heroes (Southsea)
- ❖ Wheels of Southsea
- ❖ West House Textiles