



# ZWEIHANDER

Semester 2 Edition



Sutekh - The Pop Culture and Board Game Society

A Menagerie of Moments from  
Sydney Universities Greatest Pop Culture Society

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# Last Time on Sutekh!!

## Familiar Faces of the Exec Team

Welcome back!, It's been quite a bit since we last talked so let me reintroduce the exec team just in case you forgot who we are.



**President - Joel**  
"Solitaire is the Best Game"

**VP Library - Jess**  
"This title is mine for eternity, muahahaha!"



**VP Events - Charlie**  
"lubba dubba wub wub"

**Secretary - Kelvin**  
"don't die with a clean sword"



**Treasurer - Kawana**  
"walking encyclopedia of weirdness"

**RPG Officer - Kendrick**  
"If I have +12 Con can I eat lightbulbs?"  
"You can certainly try"



**EthnoCultural Officer - Will**  
"<https://bit.ly/3cSeFwq>"

**New Members Officer - Ben**  
"<https://bit.ly/3vqTury>"



**IT Officer - Jarod**  
"Steadily recovering Lego addict"

**Publicity Officer - Ethan**  
"Life is like a box of chocolates"



**S Search**

**Editor - Ethan**  
"I haven't watched the movie"



**LGBTQ+ Officer - Zack**  
"I shall leap into Hell and kill the devil himself"

**General Exec - Kade**  
"Call me Joohoyoo, KJ or Girthy Chungus"



## A Wild Camping Adventure

Last Semester we went on a Camping Adventure!!

This basically involved all of us staying in a comfortable cabin and playing various board games for the week.

But 10/10 would go again, food was great (Thanks Jess and helpers), I lost a lot of board games, and spent many a night staying up chilling.





Yes, we stayed up  
till sunrise to get  
this picture...  
You're Welcome



## 4 Easy Ways to Start a Coup

Due to the disgruntlement of some few members of Sutekh, believing that I “abuse my powers” as president and am “silencing voices” of those who dissent my rule, I have put together an informative article to hopefully turn those disgruntled members to regular, grunted, members.

I present to you four methods to remove me from power.

### Method 1: Ask nicely

Effort (★★★★☆) Time (★★★★☆) Likelihood of success (★★★★☆)

You never know. Sometimes the magic word please is all you need, a little convincing and some time for me to think it over!

### Method 2: A vote at an Ordinary Meeting

Effort (★★★★☆) Time (★★★★☆) Likelihood of Success (★★★★☆)

The Sutekh constitution gives two explicit methods for voting out a member of the executive. The first of which is defined under clause 4.3.

“4.3 Attendance of Executive Members at Ordinary and General Meetings is obligatory. Any Executive Member who does not attend three consecutive meetings without leave can be dismissed from the Executive by a two-thirds majority vote at an Ordinary Meeting”

The most efficient way to use this clause would be to either get either the secretary (Kelvin) or one of the VPs (Jess, or Charles) to call successive ordinary meetings using clause 7.2. This would only then require 9 other ordinary members to meet the quorum and start a vote. Alternatively, the clause also allows for a collective of 15 ordinary members to request an ordinary meeting by sending a letter to the secretary, (email should suffice: [secretary@sutekh.org.au](mailto:secretary@sutekh.org.au)).

As an Ordinary meeting only requires 3 ‘clear’ days notice it would be possible to perform the coup in ~9 days.

There is only one issue remaining, assuming that you manage to get 10-15 people to agree I need to go, making sure the president (me) can’t come to the meeting. What I would suggest is a second team of about 4 people that you get to convince me to play Terraforming mars, Root, Scythe, or other games on the days of which you are organising the Ordinary meetings.



I'll Endorse any  
Coup if you give me  
a Cookie!!

### Method 3: A vote at a General meeting

Effort (★★★★☆) Time (★★★★☆) Likelihood of Success (★★★★☆)

Alternatively, the constitution gives another way to vote me out at a General meeting under clause 8.7 point iv.

“8.7 A General Meeting of the Society has the same powers as an Ordinary Meeting, and may also carry the following motions on notice relating to the affairs of the Society by a two thirds majority vote of those members present and voting”

“iv) Dismissing Executive Members for reasons other than that in 4.3 of the Constitution, provided that the Executive Member is given reasonable right of reply”

This method is very similar to method 2. It's a little faster as you don't need to call multiple meetings, just one General meeting which must have 7 'clear' days notice. It too can be requested by a letter of 15 ordinary members sent to the secretary (email: secretary@sutekh.org.au). It also requires the same two thirds majority, but a slightly higher quorum of 15. Out of method 2 and method 3, this seems like the best option.

However, unlike clause 4.3 the vote to remove me from power must be on the agenda, giving me ample warning about the vote and allowing me to gather my allies. Additionally, clause 8.7.iv specifically states that the executive member being dismissed must be given 'reasonable right of reply'. Meaning you will have to find the members with the mental fortitude to resist my charisma.

### Method 4: Murder

Effort (★★★★★) Time (★★★★★) Likelihood of Success (★★★★☆)

I can't find anywhere that explicitly states this, however I believe ordinary members must be alive, and you must be an ordinary member to be executive. I personally like this option the least and suggest a similar alternative. The USU board has the right to implement disciplinary action if the club and executive fail to 'operate within USU guidelines, university-by-laws and/or government legislation'.

One such action that they can use is 'Removal of executives'. The best way to implement this would be to start digging for dirt and/or looking for skeletons, figurative and literal, in my closet. One issue with this is that the USU board's actions can be very slow and may take a long time to both find/plant the dirt.

In the event that you do manage to dismiss me from my position as president please note that the position must be filled within 30 days or the society will be dissolved, something I greatly hope will not happen as Sutekh and the community we have built means alot to me.

Good luck, and happy coup-ing.

Article by Joel Donnelly

President of Sutekh - Pop-culture and Board Gaming Society

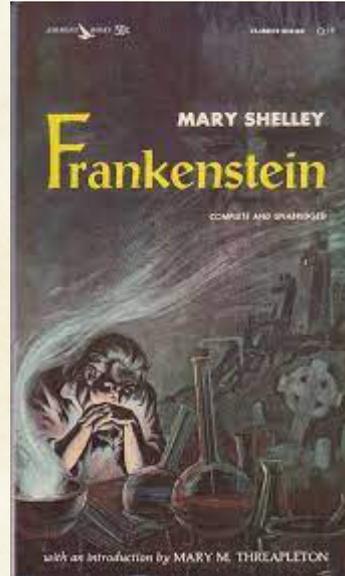
Sutekh Constitution:

## Our Librarian Gives you Recommendations!!

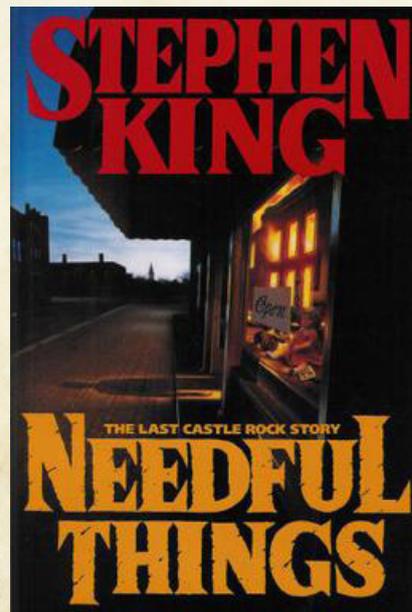
**Horror Classics** - Frankenstein by Mary Shelley (all-around classic, excellent intro to horror if you're squeamish or a scaredy-cat)



Borrow it Now!!



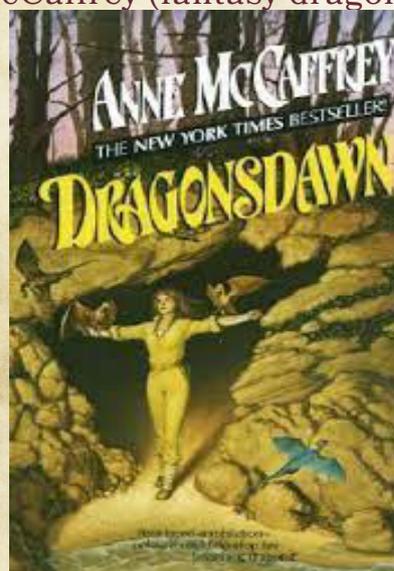
**Horror Modern** - Needful Things by Steven King (400 pages of “something is fucky here and I don’t like it”)



**Fantasy Classics** - Dragonsdawn by Anne McCaffrey (fantasy dragons fighting aliens, what more could you ask for?)



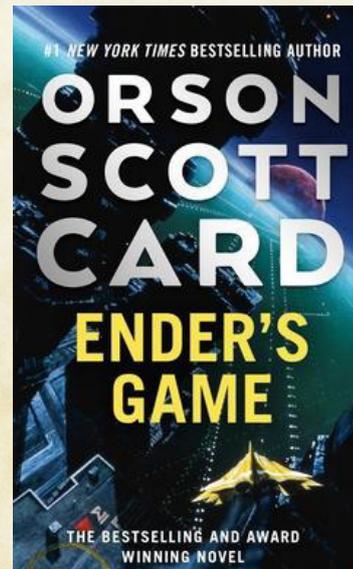
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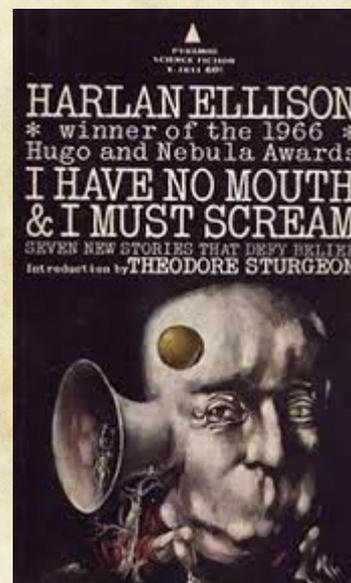
**Fantasy Modern** - Good Omens by Neil Gaiman & Terry Pratchett (hilarious recount of the end of the world. Highly recommend the audiobook as well)



**Sci-fi Classics** - Ender's Game by Orson Scott Card (if you like strategy games and kids in space playing Galaga, this book is for you)



**Sci-fi Modern** - I Have No Mouth and I Must Scream by Harlan Ellison (a short story featuring the aftermath of a hostile takeover by AI)



## Why you Should Watch: What We Do in The Shadows the TV Show - By Zoe

I love the movie What We Do in the Shadows. Directed by Jemaine Clement and Taika Waititi, it is a hilarious mockumentary film that follows the strange lives of three vampires who live in New Zealand. However, I believe the 2019 FX spinoff TV series is just as, if not more, entertaining, and more rewatchable. It is literally my favourite show. Despite this, most people I've talked to have only watched the movie. So what are the similarities and differences between them, and why do I ultimately watch the TV series more?

### 1. Characters

I love the characters in the original movie. Viago is sweet, Vladislav and Deacon are hilarious, and Stu the IT technician/werewolf is one of the funniest characters in the entire franchise. However, I think the cast of the new series has two major advantages. Firstly, it has a female vampire (Nadja). The film's cast was funny but its only main female character was Deacon's familiar Jackie, who is funny but has about 2 minutes of screen time. Nadja is hilarious and interesting, and adds some much needed diversity to the franchise (in general, the TV series is much more diverse). Secondly, the TV series dives deeper into the mythology of the fantasy characters.

While the movie has a scene at the "Unholy Masquerade" which features various different types of undead creatures, this left me wanting more in regards to worldbuilding. The TV series is longer and features a greater variety of characters and their backstory/mythology, such as gargoyles, zombies, ghosts, witches, sirens, and a possessed doll. My favourite example of an interesting fantasy character in the series is one of the main vampires, Colin Robinson, who is an "energy vampire", or a vampire who feeds by being so boring he drains people's energy. This leads to some hilarious TV.

### 2. Setting

The film is set in New Zealand, which makes it unique and culturally familiar for an Australian audience. Because of this, the humour is more endearing and possibly more sophisticated. The TV series is set in the strange and barbarian land of America, and the humour is slightly more American; more sitcom and less irreverent. But don't get me wrong, it's still much smarter than a lot of American comedy. And it's still really weird. I showed it to my Dad, and his comment was

"This show is really weird, Zoe".



### 3. “Darkness”

One of the main differences is their relative “darkness”. Literally, the film is more dark; like a DC film, the colours and lighting are very dark. I mean, it is literally called “What We Do in the Shadows”, but relatively, the TV series is more colourful. For me, this means it captures my attention for longer and I watch it more often. However, the film is also darker figuratively. The humour is less lighthearted and the tone is more pessimistic. It also has significantly more gore. I know this because when I showed the film to my family they turned it off. They did not turn off the TV show.

### 4. Humour

I’ve already mentioned the differences in humour. However, they are both really funny, and not so different a fan of the movie wouldn’t appreciate the series and vice versa. I laugh more at the series, but I think it was made to engineer laughter more, as it is more of a sitcom.

### 5. Length

As the TV series is a TV series, it is obviously much longer than the movie which only goes for 85 minutes. Therefore, this is a major reason why I love the show. Because I love the premise of the franchise, having lots of episodes means I can watch it for a long time without getting bored of the same plot.

### 6. Access

One of the main advantages of the film is that it is available on Stan which most people have. In comparison, the TV series is only available on Binge which is relatively unpopular. You could always just pirate it. Fun fact, the movie is one of the most pirated films of all time.

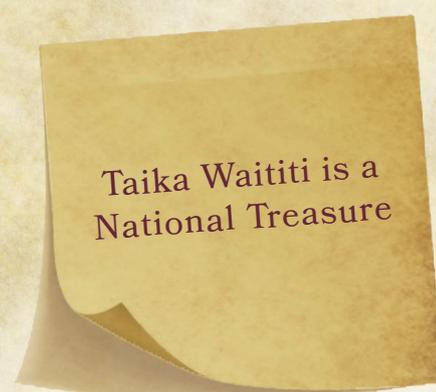
### 7. Fandom

As the show is a currently running series, there is quite a huge fandom culture about it, particularly on Tumblr and Twitter. The movie does not have this. Depending on who you are, this could be a pro or con.

### Conclusion

Both have advantages and disadvantages.

However, if you like the movie, I would definitely give the TV show a go! From a person who is obsessed, both are great.



## Star Wars Films Ranked By Their Bad Feelings - By Jarod

The line “I have a bad feeling about this!” is spoken approximately once in every single Star Wars film released to date. It stands to reason, then, that it is the most fair and reasonable method of comparing the movies, as every flick has an equal chance at getting it right. Henceforth is an objective and science-based approach to ranking the Star Wars movies based on their bad feelings.

### 10. Episode IX: The Rise of Skywalker

This is, objectively, the worst instance of the line in the entire saga. This is because, in my research for this article, I was forced to watch about a minute of Rise of Skywalker. The trauma of this harrowing experience has erased my memories of the details surrounding this particular bad feeling, but it’s safe to say that this is the worst of them all.

### 9. Episode II: Attack of the Clones

In the movie’s climax, our heroes are trapped in an arena on Geonosis, forced to fight for the crowd’s amusement. As a menagerie of terrible monsters approach, Anakin points out the obvious: “I’ve got a bad feeling about this,” just in case you thought he was elated about the situation. In fact, the supposed “chosen one” is completely wrong: Padme breaks free immediately afterward, followed by several Jedi saving them; Yoda then arrives with a literal army. Anakin really put the “bad” in “bad feeling” this time.

### 8. Episode V: The Empire Strikes Back

As Leia and Han explore what is, unbeknownst to them, the guts of a space slug, the princess utters this line. Shortly thereafter, they are attacked by a swarm of flying mynock. While this event is squarely on the ‘bad’ half of the spectrum of badness, it is a very minor plot point and the mynock attack only lasts for a minute or so. Leia’s feeling was spot on, but it would have been nice if she’d saved it for a badder situation.

### 7. Rogue One: A Star Wars Story

This one is iffy. K-2SO starts to say it until, to the audience’s immense disappointment, Cassian cuts him off before he can finish. On the other hand, the entire cast of the movie die over the course of the proceeding forty minutes, culminating in the entire planet blowing up. Decidedly not a great feeling all around.

### 6. Episode IV: A New Hope

This is what Han says after protagonists fall into the Death Star’s trash compactor. The trash compactor then proceeds to, well, compact, with the heroes stuck inside. This one checks all the boxes: Han’s bad feeling is justified (the noise of the compactor beginning to compact) and bears fruit (the compactor compacting). Not a standout, but a solid example – I’d give it a Distinction.

## 5. Episode VII: The Force Awakens

In the effort of doing this beloved saga justice, the line was inserted into this instalment with perhaps more caution and planning than any other film. Rey and Finn accidentally release the rathtars aboard the Eravana, and the monsters' anguished bellows echo throughout the freighter. The camera pans in on an aged Han, and he says it: "I got a bad feeling about this." It's a tad overdone, but sensibly placed, well executed and impactful.

## 4. Episode VI: Return of the Jedi

C-3PO states that he feels this way as he and R2-D2 are shown into Jabba the Hutt's palace. His judgement is correct, as the two droids are about to be enslaved by the sluggish overlord. Shortly after, Chewbacca is sold to Jabba, followed by Leia's capture and finally Luke's banishment to the Rancor pit. This was all Luke's meticulous plan, by the way. With that moron calling the shots, my feelings wouldn't be too great, either.

## 3. Episode III: Revenge of the Sith

The opening minutes of Revenge are packed with iconic dialogue, including "This is where the fun begins," and Palpatine's "Do it!" Obi-Wan's remark as he and Anakin's starfighters hurtle toward General Grievous' ship might have therefore slipped beneath some viewers' radars, but it is a commendable example. Not only is their landing a distinctly unhappy one, but in the ensuing duel with Count Dooku, Anakin is swayed by the Dark Side of the Force, arguably the baddest feeling of them all.

## 2. Episode I: The Phantom Menace

This line is remarked by a young Obi-Wan at the beginning of the Prequel Trilogy, retroactively making it the character's first words in the saga. Qui-Gon, sensing nothing, tells Obi-Wan to ignore it, but the older Jedi is full of shit; the negotiations and subsequent combat with the Trade Federation cause a domino effect that eventually ends in the pair saving the life of Jar Jar Binks. This was, therefore, a pertinent assessment on Obi-Wan's part.

## 1. Episode VIII: The Last Jedi

In a shocking turn of events, the film at the top of this list is also perhaps the most controversial. Rian Johnson's take on the series is filled with subversions, and his use of the bad feeling line is no exception. Human viewers won't hear the line anywhere in the movie, but it is in fact remarked by BB-8 in binary as Poe flies toward the First Order dreadnought. Not only is the little droid perfectly correct – the ensuing battle is a Pyrrhic victory – but the clever execution makes this a standout among all bad feelings in the saga



SMH didn't include  
the holiday special

# RICH TTRPG ENCOUNTERS

Today we are talking Combat Encounter Design! By giving your PC's, NPC's and factions goals and desires to quickly create richer encounters with more meaningful choices for players!

Encounters are not just a way to let your PC's run wild with their abilities or try to take them down, they are the primary way that your players can reveal their characters through the tough decisions they need to make.

To amplify these tough decisions in your games, and make the characters and world they encounter feel real and tangible we are going to follow 3 key principles:

1. Create goals and desires
2. Create many paths to victory
3. Raise the tension

To track how these three points change our encounter let's start one of the most bog standard encounters you can have; a group of goblins ambushing the party on a road.

## CREATE GOALS AND DESIRES

All of the characters in a fight, PC's, monsters, villains and NPC's all have goals and desires that bring them to participate in the fight.

Probably the worst thing you could make any character want is violence, because killing your opponents is a goal, but is a means to a goal. Same goes for wanting wealth or power. These things are only valuable to characters as they are the means to change, to achieve their desires, even if their desires are irrational.

Change towards what? That's the question to answer.

A monstrous attack may just be protecting its territory.

A group of bandits may be trying to earn enough to get out of the crime game.

For our example goblins attacking on a nearby road we will take from the wonderful field of monster ecology, as they have been ousted from their old home, as something dark rises, pushing other creatures that live in the corners of the world into our adventurers.

But beware! Keep in mind what your players goal for the fight will be too, and make sure to build in potential for other goals. These goals can be varied and often should be able to highlight your PC's non-combat skills. Things like aiding bystanders, stopping a ritual, using elements of their environment to an advantage or even having to manage the effects of a changing environment are all great ways to do this.

When thinking of adding PC goals keep in mind that they should either reward players with a boon, which makes the fight easier, or prevent something bad from happening, which makes the fight harder.

For our example, our PC's are plenty capable so let's add a rock throwing catapult the goblins have hidden, that targets a 10ft square at the start of each round.

## CREATE MANY PATHS TO VICTORY

Even with a rich goal for your group or enemies to act upon, if the path to get there is too narrow it is hard to avoid the game becoming a slog, or even worse, the goal becoming impossible through the luck of the dice.

These paths to victory can take the form of different choices and options that characters have in order to achieve their goals. Just like when adding your PC goals, your paths to victory should take two forms, preventative and pragmatic.

For our catapult, the preventative paths are to move out of the pathway, and to disable the catapult. The pragmatic goals could be anything from taking over the catapult, or baiting attacks to come for the goblin allies.

But what is victory really? If we think back to our goals and desires step, victory should be achieving those goals, or a step towards them.

So in our example our PC's goal is to pass through to wherever they are journeying to. Let's give them many paths to this, and for goblins it seems fit to give them morale. A leader goblin stands in the back lines with some archers. A fashionable piece of cloth signifies him as leader. Our PC's could break the morale of this ambush if a quarter of the goblins fall, or the party takes down the leader, or even takes his fancy leaders cloth. We'll add even another pathway with the leader being accepting of spreading the word that no one should go down the road they are on in exchange for safe passage.

This gives lots of options and pathways that our players can capitalise on to get what they want, with the goblins fleeing it also makes them feel real and thinking, rather than just some characters to be killed by our heroes.

## RAISE THE TENSION

Finally, and I think most enjoyably to make good encounters the choices your players need to make at the start should be simple, and raise throughout the encounter.

This generally means that players should not know everything about the encounter at the beginning, though a party with good preparation should be rewarded with this.

For our example encounter, this means that our catapult and the troop of archers and leader are revealed only after the first round has passed.

Generally these raises in tension should be telegraphed, making it tricky with less clear telegraphing. For our goblins a clear telegraph may be them loading up the catapult, and a more hidden telegraph could be some markings on the road that only the most perceptive in the party can notice.

Adding environmental challenges makes the battlefield a dynamic environment, and means characters need to pay attention to their positioning, these effects work great at the top of the round.

Rising water, shifting ground, and elevation changes are great ways to add this.

Adding additional enemies or allies can also be a great way to raise or lower the tension, and to pay off player choices. A ticking timer is a classic and easy way to raise the tension, as a spellcaster finishes a ritual with elements slowly lighting up, or a timer until more enemies or allies arrive pushing the party.

## SO HERE'S OUR ENCOUNTER!

### THE AMBUSH! (PARTY OF 4 LEVEL 4)

Through winding rolling hills our players continue along in their cart the road as it dips through a valley. Ahead a **DC 18 Perception** will be able to spot another cart over the hill.

As the dip through the valley a **DC 20 Perception** will just be able to spot a hidden pit trap in the road. If spotted and the cart is moving at any pace above stealthy all on the cart will have 1 round before it crashes. If the cart is moving stealthily it may come to a halt. If not spotted all in the cart are surprised.

The pit trap has a **DC 15 Dexterity saving throw** for creatures that fall into it. It deals **1d8 piercing damage** upon contact and has the **seige** property (double damage to structures.)

The sides of the valley are steep and considered difficult terrain. **4 goblins** come down to check if anyone is alive if they have not emerged.

### GOBLINS

There are a total of 12 goblins and 1 goblin leader. Any goblin reduced to 1/4 of its health will flee, and if 4 goblins ever die the whole group will flee. The party may be able to track the goblins to **the next story hook**. They want control of the road and will talk to the party if talked to. 4 goblins go down in the search party, 2 are operating the catapult, 1 is taking the hide action and acting as a spotter, 4 are archers, standing behind the hill with their leader, and 1 is ready to make a getaway in the goblin cart

The goblins own a cart hidden behind the hill, which will leave if at least half of the alive goblins are upon it and all upon it want to flee.

### GOBLIN LEADER

The leader has the stat block of a goblin and a red cloth pauldron. While wearing the pauldron at the start of the leaders turn it can call out an inspiring call to keep fighting, giving the goblins **+6 temp HP**.

If the pauldron is lost another goblin that acquires it can use this ability as well.

### CATAPULT

2 goblins operate a light catapult (**AC:18, HP:20**) that launches boulders. The catapult is hidden behind a hill, and cannot see the battlefield. Any goblin can use its free action to call out a location to target, firing on an **20 Initiative**. The boulders deal **2d8 bludgeoning damage** to the chosen 10ft. cube and have the **seige** property.

Goblins may also use this to launch themselves into battle, taking **1d6 falling damage** but dealing the same damage to anything it hits.

### CARTS

Carts have an **AC:15 and HP:30**. If both the players cart and the goblin cart get away begin a chase sequence.

### CHASE

Drivers choose a speed from **Fast, Normal** or **Slow**, and must make a **DC 15 animal handling** check on corners or crash. **Fast** gives disadvantage on the check but means the carts speed goes up by 20ft. Similarly **Slow** gives advantage on the check but means the carts speed goes down by 20ft.

## Tales of Midri - Ethan (Hey thats me)

Hello!, Its your friendly editor here saying this is my ongoing dnd campaign was formed last year!!! This campaign is entirely homebrew from my small brain so any connections you can find to pop culture or anime tv shows means I watched it before a Dnd Session XD.

There is sooo many missing details in these recaps (each arc is about 20-40 or so hours of play), if you want to know more give me a shout and I'll try and fill in some of the blanks. In this magazine Ill give you 2 arcs, one from the start and one midway through. There is 4 other arcs currently completed if your interested.

### Arc 1: The Rains of Treltadam

Our intrepid party wakes up buried among the bodies of the dead on a rickety barge rain pelting down from above, their memories of where they are or how they got there are missing. After a brief swim to shore the party enters the Crows Nest bar for refuge, here they find a many patrons drinking and eating away their lives. The party decides to try the soup (This is a ongoing theme) which ended up being a fish based watered down mess.

Bells Toll at the edge of town, the loud ringing barely heard through the torrential downfall, after each moment the tolling sounds grow closer before a group of goblins burst through the tavern doors, the party fights through them leading them to the docks finding a ship full of unconscious people and various trinkets and knick knacks of no discernable value.

As day breaks the party investigates the town for any information on the strange findings on the ship, through some wondering and some high rolls, they discover a underground cult symbol of a hexagonal shape and hidden whispers around the trade union. Moving forward the party talks their way into some entry papers and begins a foray into the trade union.

This ends up in the party sneaking through the basements, killing a guard , capturing another as a hostage (Her name's Zara) and making it into the catacombs deep underground. The party ventures deeper finding many guards and a frost giant loading more unconscious people onto small boats that lead deeper into the caves. Finally after a brief combat they arrive at a large opening where they find 20 or so people and a large array of crates and boxes filled with worthless trinkets sititng in front of a ruined stone wall with similar markings of the cult.

The markings begin to glow a deep purple forcing the party to quickly awaken and move the people to a nearby cliff in a attempt to hide them, from the stone wall a deep violet figure emerges, it emanates a primordial magic that overloads the senses before vanishing taking the crates along with it.

Wrapping up the arc the party, gets captured, escapes capture thanks to a friend they made at the crows nest, enlsits Zara who got fired to take them to Felwarn. Talks to a archeologist and escapes the city which was under lockdown due to the rain and a plague.

## Arc 4: Trains, Zombies and Princesses

Our party now a party of three (Haschwald had to leave cause of life sadge) quickly boards a heavily armoured and damaged train out of the city of bane to escape the guards. (This is cause they stole some hearts) Upon boarding and leaving the station the party quickly realises something is off. The passengers appear to be a wide mixture of impoverished citizens and heavily armed guards, and the everyone appears to be solely focused on retaking the city of Aeris.

The party decides the best course of action is to make friends for once so, Monty joins the guards and quickly tries to become a personal guard to the princess. Granny meets the trains doctor a goliath who has some wild medical treatments, and gavin heads to the engine car where he meets Toki and proceeds to start a union (This ultimatley fails as he realises the entire journey is a desperate attempt to retake their lost city.

After a brief stop along the cliffside to repair the trains quickly failing systems and a mild combat between the party and some ice witches which ends in two guards death, the train stops at a town that has recently been destroyed by a Wrath attack. The party is assigned to checking some of the refuges for any signs of injury, with mixed rolls the party discovers one man with a clear gash across his arm. As the man runs the train guards draws their arms and fires killing him in the snow.

The next night the party hears a commotion in the passenger car, and discovers one of the refugees has a large bite wound on their hand, the car has erupted in accusations of infection and begins to get out of hand. This ultimatley leads to one of the refugess running through the cars to the guard car. When the party arrives to the guards car its already too late as they have all been turned. Along with this sounds of heavy thuds can be heard on the roof as more wraths pour onto the train.

One Lengthy combat later, and a very close call for the princess the wraths are delt with and the train finally makes it to Aeris to find it complelely infested. After some discussion and plan making a strike team is formed consiting of the Party, Toki and George (Thats a long story) whose job is to open the inner cities bridges to allow the train to charge through into the underground stations.

Our party, sneaks through the city, fights off wraths, fly across the moat seeing a writhing shadowy creature at the bottom, fights their way throught the castle , plays a bit of king of teh hill as the train begins its charge , george is killed and then summoned as fungi zombie and then they clear out the underground station before promptly falling asleep back inside the train.

Finally the party along with a large army leads a assault to the deep mining caverns of aeris to kill the shadow monster. They fight desperatley through hordes of wraths losing many guards before facing the gargatuan horde that makes up the shadow. At its center a pulsating blue heart with a humanoid figure floating unconcious.

**And that where we leave this session. Thanks for reading if your interested in more ask me :D - Ethan Yin**

# Midori



# Kill Team Battle Report - By Will in Collaboration with Om, and Kade

Hello and Salutations dear readers, to showcase the wide range of hobbies catered to in Sutekh, we have written a \*short\* battle report showcasing a game of Kill Team.

## The mission

The map is set out with a dense selection of period-appropriate terrain, with a single objective in the center of the map, the Macguffin, an artifact of unspeakable power. Is the Macguffin a dark age technological relic, prized by the Adeptus Mechanicus, a delectable and screaming cache of souls coveted by the Drukhari or a vial of a lost plague ready to be unleashed unto the world by the Death Guard? Who knows, maybe, probably, I mean like they're fighting over it so I guess so? Anyways, to capture this MacGuffin, an operative has to first activate the objective before picking it up (and presumably runs away as fast as possible) whoever controls the objective at the end of the game wins, sounds easy right?

## The Teams

### Drukhari

Helmed by: His Exquisiteness Will

As a connoisseur of impeccable taste, I have chosen to puppet the true inheritors of the Aeldari Empire, the Drukhari, to assured victory. Leading an handpicked raiding force of trueborns and wyches, Sybarite Viveyren hopes to capture the macguffin and torture it for a while. What she hopes to extract from torturing the macguffin is unknown but who am I to question the superior intellect and unparalleled genius of the supreme overlords of the known universe. I hope to leverage the superior speed and killy-ness (scientific term) of the Drukahri to great effect, capturing the Macguffin with breathtaking speed and defending it with lethal force. Inheriting the devious nature of my subordinates I have decided to hold back, let my opponents bleed each other out before snatching the win from under their noses.

The Concave of the Hidden Dagger	
Viveyren, Second Lord of Dragzhabar Sybarite - Power weapon and Blast pistol	Robsp'yr Headtaker Wych - Hekatarii blade & Splinter pistol
Zaphyr Darklancer Kabalite heavy weapon - Dark Lance	Vladga'yahav the Impaler Wych fighter - Shardnet and Impaler
Ylyvan the Swole Kabalite w/ special weapon - Blaster	Lin'korn, Master of Fetters Wych fighter - Chainflails
Robert the Kabalite Kabalite - Splinter rifle	Grezorwas'hin the Liberator Wych - Hekatarii blade & Splinter pistol
Laepoldin Handtaker	Alagbahn Bladedancer
Kabalite - Splinter rifle	Wych - Hekatarii blade & Splinter pistol

## Death Guard

### Commanding Putrid Dreadlord: Om

Coming into the game of Kill team as a first time player having only had experience with Warhammer 40k I was quite nervous. However when I saw my death guard I was reassured that hopefully I wouldn't die on the first round. For this game I took 5 death guard units. The first, Rot, was a Plague marine champion who had a bolt pistol, a power fist and a plague sword. Following suit came Tex, the plague marine gunner, who carried a plasma gun and a plague knife. Bob was next, and was a plague marine fighter and had a bolt pistol and a mace of contagion. Finally, rounding off my team of jovial rotters were two plague marine warriors, Jim and Jim™ who each carried a bolt gun and a plague knife. In this game we were each allocated five points of equipment which I used to give Jim and Jim™ and Bob all virulent rounds and gave both Jims Mephitic Toxin greatly improving their lethality.

Jovial Rotters	
Rot Plague Marine Champion - Powerfist, Plaguesword and Bolt Pistol	Jim Plague Marine warrior - Bolt gun and Plagueknife
Tex Plague Marine Gunner - Plasma gun and Plagueknife	Jim™ Plague Marine warrior - Bolt gun and Plagueknife
Bob Plague Marine fighter - Bolt Pistol and Mace of Contagion	

## Adeptus Mechanicus Hunter Clade

Directing archmagos: Kade

This newly-formed Hunter Clade is still wet behind the auditory perceptors, so what better way to test their mettle than thrusting them into a tough, but not statistically unwinnable skirmish on a little backwater world inhabited by cowboys and plasma generators. Our intel reveals the presence of a xeno-tech Macguffin which has very much piqued our interest. The Clade's previous commanding officer was brutally retired during their previous battle, but I have tentative confidence that the new Skitarii Alpha 42-Zero will lead them to victory. Learning from the previous stalemate where the Rangers spent many turns locked into a bad position, I have decided to order my minions to rush the Macguffin and get into position before the gunfight begins. It is unclear if this is a viable strategy, but only time and experience will tell.

Stygies XVI Hunter Clade: 0000A455-Delta	
Alpha 42-Zero LXIX Skitarii Vanguard Alpha - Master-crafted radium pistol and totally-not-Necron Power weapon	A68225645-J Skitarii Ranger Surveyor
Robert "Richard" MCCXVI Skitarii Ranger Diktat	D38008135-N Skitarii Ranger Marksman
"Long Man" A73956295-TA Skitarii Ranger Gunner - Transuranic Arquebus	Lambda-5 "The Ball Guy" Johnson Skitarii Vanguard - Radium carbine
Gorg E23-TA Skitarii Ranger Gunner - Arc Rifle	Lambda-6 "The Cooler Ball Guy" Johnson Skitarii Vanguard - Radium carbine
A72013375-PA Skitarii Ranger Gunner - Plasma Caliver	Lambda-12 "01100110" Johnson Skitarii Vanguard - Radium carbine

## Turn 1 - Firefights in Space Cowboy town

The battle opens, with each team landing in what appears to be the center of some bizarre anachronistic village, regardless, the Macguffin is right there and the game is on.

Lambda-12 "01100110" Johnson makes the first move, moving down the narrow alleyway, only to be shanked in the guts and quickly decapitated by Robsp'yr. Ouch, first blood!

The turn continues with a cavalcade of murder as operatives fall left and right as the battlefield yields to the unrelenting fire of Bolt Weaponry, the pained cries of dying men and the distinctive ping of Galvanic weaponry.

## Turn 2 - From my cold metal hands

The Skitarii surges forwards and with transhuman ingenuity and metal hands Lambda-5 "The Ball Guy" Johnson activates the Macguffin and grabs it in the same turn.

With no time to get away however, the Plague Marine Tex drops the unfortunate Skitarii with a hail of plasma fire. Living up to their name, Lambda-6 "The Cooler Ball Guy" Johnson, surviving a hail of followup fire from local splinter rifles, grabbed the MacGuffin and retreated into the relative safety of the Skitarii fortress Kade meticulously built.



### Turn 3 - Ephyran Showdown

Now that the MacGuffin is in the hands of the Skitarii, the pressure is on to crack the impressive lines of defense the Archmagos has build up in the North Eastern corner of the battlefield, lines of Skitarii Warriors stand ready to give their lives in defense of the MacGuffin.

And give their life they did, as almost instantly Lambda-6 "The Cooler Ball Guy" Johnson was brought low by plasma fire, with his dying breath the MacGuffin drops unceremoniously amongst his comrades.

Meanwhile, very fittingly a good ol'fashioned Ephyran stare-off has developed on the roof of the Saloon between "Long Man" A73956295-TA and Laepoldin Handtaker.

Remembering the Admech adage about metal's superiority over flesh, A73956295-TA proved that when they're made of cold hard steel, three hands beat like 6 or something idk, as he beat the Drukhari to the draw.

A73956295-TA's celebrations were cut short as the Wych, Alagbahn bladedancer jumped onto the roof and gutted the poor cyborg, avenging his comrade. The death guard, slowly but surely made their way towards the MacGuffin, yet even this putrid inexorable force was not unstoppable, as Jim™ was slain right in front of his brother, swearing revenge and beating back manly tears, the other Jim continued his march.



### Turn 4 - A last minute touchdown?!

As impressive as the defensive line is, the Skitarii have been effectively boxed up in a single corner of the map. A setup that was soon dismantled by the combined firepower of the Drukhari and Death Guard.

The Death Guard Champion, having taken his sweet time finally reached the Skitarii lines, and with a single punch vapourised the poor Diktat Robert "Richard" MCCXVI.

By the end of this turn, the Admech were reduced to no more than a single man.

It was time for the Drukhari to pounce, leveraging their superior speed, Robsp'yr rushed to the MacGuffin, grabbing it and running away as far as evenly possible. Covering behind the industrial crane, he has to survive a singular turn to secure his team the win.



## Turn 5 - It all comes tumbling down

Rot strolls down to the industrial crane, takes out his bolt pistol and with a singular shot, turned Robsp'yr into red mist, dropping the objective. He watched with cold uncaring eyes as the macguffin fell onto the dusty ground, he had done his duty, he had slain the depraved drug-addled lunatic, saving the MacGuffin from the perfidious hands of the Drukhari, and for that, he was content.

Spotting this from atop her perch Vladga'yahav tried her best to speed across the battlefield to recover the MacGuffin, doing a line of speed and dashing twice (with the fleet ploy) she was only able to make it to the top of the crane, from which she could do naught but watch the MacGuffin, so tantalizingly close.

As a final act, perhaps to avenge his brother Jim™, perhaps to close this chapter dramatically (with tonnes of blood or I guess robot fuel or smt), Jim shoots the last surviving Skitarii, A68225645-J. The shots miss, and the plucky robot-man lives to survey another day.

Final results

TIE!

The Survivors:



The Casualties:



Wow, ok, what a game. I guess like many things in life, no-one wins, except for the people who died, they lost, hard. Sucks for them I guess.

**Om:**

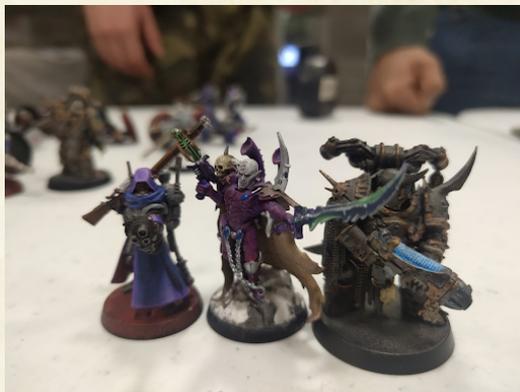
The Death Guard did a surprising amount of damage, while tanking every single shot humanly possible. In my opinion, the stratagem +MALICIOUS VOLLEYS+ was rather busted as it allowed my marines to shoot twice, which usually secures the kill on an operative. Disgustingly resilient, combined with the high save of the Plague Marines really allowed my guys to survive a lot more than we really should have. Jim, Jim™ and Tex really pulled their weight as the plasma gun and malicious volleys were completely busted. My melee units underperformed a lot since my opponents played highly mobile ranged armies and they were able to skirt my slow ass death guard. Rot spent most of the game like a headless chicken, but towards the end he really got to shine as he splattered a skitarii in a single attack. Furthermore helped me turn the game from a loss to a win as; in a moment that was very cinematic, he ran up to the drukharii that held the MacGuffin and shot him at point blank. This made up for the fact that he was useless the whole damn game.

**Kade: . . .**

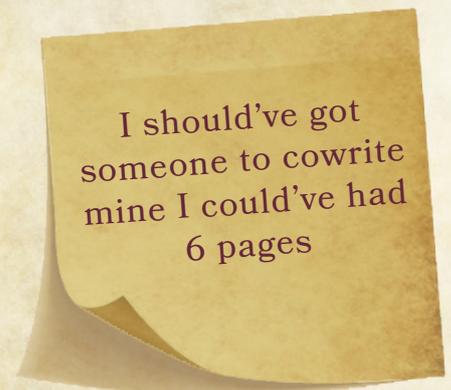
**Will:**

Stupid damn bolt pistol grrrrrr

**The MVPS:**



**The LVPS:**



If you're interested in Warhammer, don't forget to join the Sutekh Discord and head down to the Warhammer channel! (it is very based)

We will be hosting a combined 40k and Kill Team Campaign this semester, beginners are always welcome and we do have armies on loan!

# An article on Games, Rule Generation and Assisted Ideation

By William Saffery

Let's say, hypothetically, there exists a game where the core premise is for the player who starts the game, who we will refer to as "the great leader", to torture all the others involved.

In this game the rules (in their entirety) are never made clear, rather the game starts with few words, and after the first round it is revealed the concept of a bedrock rule set is itself nonsense and the "winner", who the "great leader" will clearly indicate will now be obligated to add and enforce their own rule without telling anyone exactly what it is, becoming the next "great leader" themselves and perpetuating the cycle of Cardboard Anarchratic Centralism.

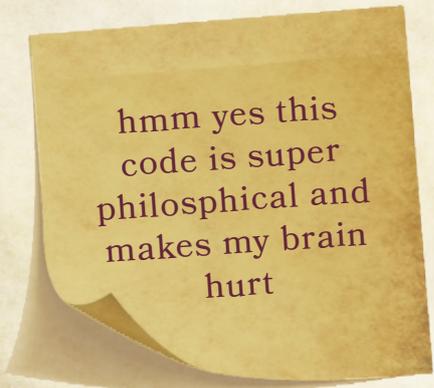
Imagine you're in this situation, a charismatic person has come over and encouraged you to play a strange game, not told you any of its rules ("except for this one") for the entirety of the first round, by some miracle you've guessed the basics and "won" the game, only to have the great responsibility of adding to the chaos placed on you with zero warning.

This might sound far fetched, but we live in tumultuous times and such a game, indeed such an experience might be more likely to occur than you think.

As such it would be really useful if below this article I had written a small script in python, that should assist any disturbed users at quickly and efficiently generating a random rule for a game such as the one described above.

However, due to time constraints I instead have below an extremely simple rule name generator, and maybe something which spits out some nonsense about a rule if I actually got round to it.

But it's worth noting that machine is nothing without man, and just a name is enough to empower the imagination.



hmm yes this  
code is super  
philosphical and  
makes my brain  
hurt

```

import requests
import bs4
import os
import random
def fetch_card_terms():
    webpage_source = requests.get("https://en.wikipedia.org/wiki/Glossary_of_card_game_terms").text
    content = bs4.BeautifulSoup(webpage_source, 'html5lib')
    return (heading['id'].strip().replace("_", " ").title() for heading in content.find_all('span', class_="anchor"))

def fetch_adjectives():
    webpage_source=requests.get("https://gist.githubusercontent.com/
hugsy/8910dc78d208e40de42deb29e62df913/raw/eec99c559
    return webpage_source.split("\n")

def store_nl_sep_file(seq, path):
    with open(path, "w") as f:
        f.writelines(l+"\n" for l in seq)
def read_nl_sep_file(path):
    with open(path, "r") as f:
        return (l.rstrip("\n") for l in f.readlines())
# Why did I make everything above a generator when they're all already working
# with lists and are immediately made back into lists afterwards to be picked
# from at random? I don't fucking know.
def get_items(path, fetch_func):
    if os.path.exists(path):
        return list(read_nl_sep_file(path))
    else:
        seq = list(fetch_func())
        store_nl_sep_file(seq, path)
        return seq
def get_adjectives(path = "english_adjectives.txt"):
    return get_items(path, fetch_adjectives)

def get_card_terms(path = "card_terms.txt"):
    return get_items(path, fetch_card_terms)

def get_name(k = 2):
    card_terms = get_card_terms()
    adjectives = get_adjectives()
    term = random.choice(card_terms)

```

I don't have a link to this, if you're reading this on paper either message me on discord if you want the source at Neptunion#6137 or simply cower like a dog.

Editors Note: Im sorry this code almost certainly broke in indesign. If your intrested I also

# Ban Pineapple on Pizza at Friday Pizza and Board Games

By Joel Donnelly

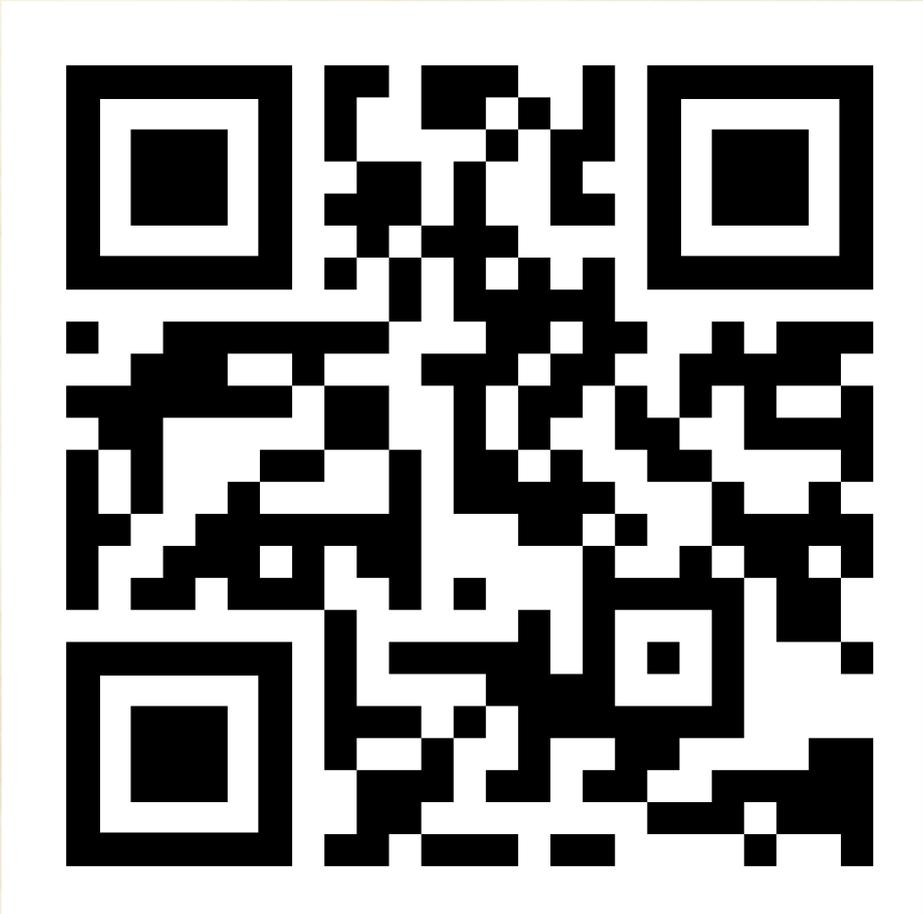
The most trusted Google defines pizza as “a dish of Italian origin, consisting of a flat round base of dough baked with a topping of tomatoes and cheese, typically with added meat, fish, or vegetables.” Typically, fruit should not be on pizza. Pineapple should not be on pizza. What about tomatoes, you ask? Well they’re an exception because what other sauce will use as a base? Mayonnaise? Generally, pineapples are just bad, and not in the cool kid bad way.

They’re tangy and (unless you buy them canned) take so much effort to prepare compared to an apple, for example, which does not involve any cutting or peeling or stabbing your fingers on those damn sharp leaves. And then to put it on pizza, a perfectly safe food, is just wrong. It’s like people thought “Oh, pineapple can’t go in a pie or in cake or literally any other dessert so let’s put it on pizza”, and then those people got tired of trying to find something that pineapple can go on so they pretended it was good.

As an Italian, pineapple on pizza is quite shocking. It’s something only a smooth-brained individual would do. In fact, I have a great example of why pineapple should, no, must, be banned from pizza. My third cousin, Giuseppe, thought he’d betray my family by ordering a Hawaiian pizza. Naturally, I tried to warn him of the dangers but he refused to listen. “It can’t be that bad”, he said. “It’s only a fruit”, he said. Well, Giuseppe didn’t make it to the next day. His taste buds couldn’t handle such an abomination of a food combination. Giuseppe choked and died after his second slice of that Hawaiian pizza.

It was a traumatic death, and his last words still haunt me, reminding me of how pineapple on pizza is a sinful thing. And those final words were, “pineapple! Bleh! [insert dying noises]”. And so I am petitioning to ban pineapple on pizza at our Friday Pizza and Games to prevent another tragic, unnecessary death. And because it’s just plain bad. The only good thing that pineapples brought was the 2016 hit song by Pikotaro, PPAP (aka Pen Pineapple Apple Pen). Join me in this battle against those in favour of pineapple on pizza and I may just reward you with some homemade pizza (pineapple free, of course) and I also won’t hate you. Oh, and a warning to those who won’t sign this petition: you will be judged and you will be haunted by my third cousin Giuseppe.





Sign the Petition Today!!

## Fellow Adventuring Societies

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The party doesn't end at Sutekh, throughout the university you can find other fun filled societies that will peek your interests. We have listed some of Sutekh's friends in this section but don't be afraid to venture forth into unknown.

### Wasabi

---

USYD Japanese Cultural Society more commonly known as WASABI.

Konnichiwa!

We are WASABI!! - Usyd's Japanese Cultural Society!

Whether you're thinking social events, such as meet and greets and Izakaya, food events such as yakisoba, parfaits and sushi, or cultural events such as kimono-wearing and tea ceremony, we've got you covered.

You don't have to know any Japanese to join so come along to build new friendships, grab some free food



### SUAnime

---

Into anime, manga, cosplay, vtubers or other anime-related subcultures?

Looking for a chill society to make new friends? Come join one of the LARGEST just for fun societies in USyd!

We run events from drawmeets, trivia and drinks nights to cruises and even camps~~ With our huge range of different events there's bound be an event you'll enjoy!

So come along to SUAnime and enjoy a vibrant university life with like-minded people!



## SUSOG

---

Society of Gamers (SUSOG) does all things gaming, fighting games to FPS to RTS and more, we have you covered!

Doesn't matter if you play casually or competitive, we have events and tournaments to keep everyone happy.

We have also partnered up with Sydney University Minecraft Society to host a server.

Sign up for free and join our discord for daily in-houses at 8PM and tournaments throughout the year as well as LAN parties, meetups and trivia!



## SU POKEMON LEAGUE

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The SU Pokémon League is a place where Pokémon trainers of all kinds can get to know one another and make friends!

Our events are fueled by the love of Pokémon battling and trading where we range from playing the popular Nintendo Switch games together, strategising Pokémon teams on Pokémon Showdown, or even adventuring through the city for Pokémon Go.

With weekly events both in-person and online, our club is the go-to for Pokéfans of any type!



## MIXSOC

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Hey all! Mixsoc here! We're the Multiracial Intercultural Experience Society (MIXSOC) at USYD; the only society for mixed race and multicultural students.

Our society aims to bring together students with diverse life experiences and upbringings to create a fun and safe community where different students of mixed ethnic backgrounds can feel they belong.

Our major events include picnics, speed-friending, trivia nights, pub crawls, international food festivals plus more! Along with frequent collaborations with other friendly societies at USYD, we also host regular online events on discord as well as language exchange meetups on campus.

So if you're interested, keep your eyes peeled for future MIXSOC activities and collabs!



## SIGN SOC

---

Hello, we are the Sydney Uni Sign Language Society.

We run Auslan (Australian Sign Language) events on Camperdown campus during semester time. We have events for people who are keen to learn as well as ones for those who already use Auslan.

Our events include classes, conversation groups, movie screenings and workshops. We also have a Colab coming up with Sutekh!

We aim to encourage the learning of Auslan and understanding of the Deaf community and culture and provide a space for communication in Auslan at the University of Sydney. Hope to see you around!



## Dnd Sign Ups OPEN!!!

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From the success of semester 1 and to allow you newbies to join up in a campaign we have decided to open dnd sign ups for a second time!!

So if you are..

a) A DM wanting to start up a brand new campaign, or just want more players for a currently ongoing campaign

or

b) A player wanting to join a campaign, You can be of any skill level whether you are a level 1 fighter just dipping your toes in or a level 20 Bladesinging Wizard jumping into your 5th campaign!!



<https://docs.google.com/forms/d/1vqt0v7BtYP1JUemQMyUvBSQ2GHdjOmfuqzMdC4BRbvM/edit?usp=sharing>

# Event Bounty Board

Day	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Monday			Sutekh Does: World Crossstich Day				MiniPainting and Graffiti
Tuesday	Triva Night: The Second One				SignSoc x Sutekh Collab		
Wednesday	Cards and Cartridges	Cards and Cartridges	Cards and Cartridges	Cards and Cartridges	Cards and Cartridges	Cards and Cartridges	Cards and Cartridges
Thursday							
Friday	Pizza and Board Games	Pizza and Board Games	Pizza and Board Games	Wear it Purple! Pizza and Board Games	Pizza and Board Games	Pizza and Board Games	Pizza and Board Games

<b>Week 8</b>	<b>MidSem</b>	<b>Week 9</b>	<b>Week 10</b>	<b>Week 11</b>	<b>Week 12</b>	<b>Week 13</b>
<b>Sutekh Reads Banned Books</b>			<b>Bone Rattling RPGs and Roleplay</b>			
<b>Cards and Cartridges</b>		<b>Cards and Cartridges</b>	<b>Cards and Cartridges</b>	<b>Cards and Cartridges</b>	<b>Cards and Cartridges</b>	<b>Cards and Cartridges</b>
<b>Pizza and Board Games</b>		<b>Pizza and Board Games</b>	<b>Pizza and Board Games</b>	<b>Pizza and Board Games</b>	<b>Pizza and Board Games</b>	<b>Pizza and Board Games</b>

