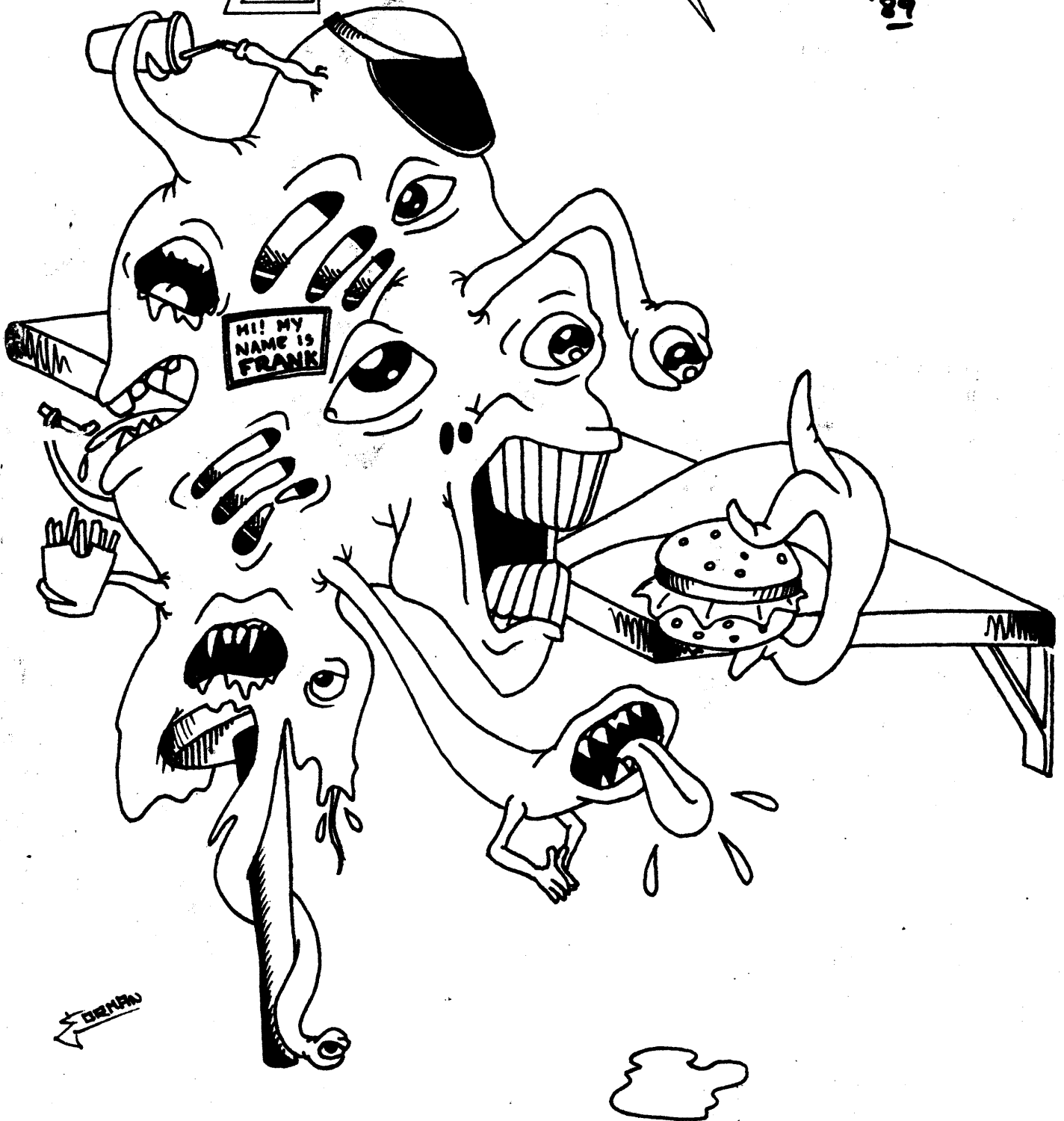


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WEIHANDER

ISSUE 2
'89



EDITORIAL:

And now, an editorial in point form:

1. Zweihander is now a combination newsletter for SUTekh and MURPS.
2. Contributions to Kate Orman (SUTekh) or Andrew Orman (MURPS). Or phone 634 3613 and ask for either.
3. Contributions include short fiction, cartoons, scenarios, artwork, articles.
4. MacquarieCon is on again this year in December. To participate (game design, scenario running, management etc.) call Nathan on 642 7151.
5. Hopefully we will be returning to the fabulous fonts of last issue by issue 3. Computer has had it.

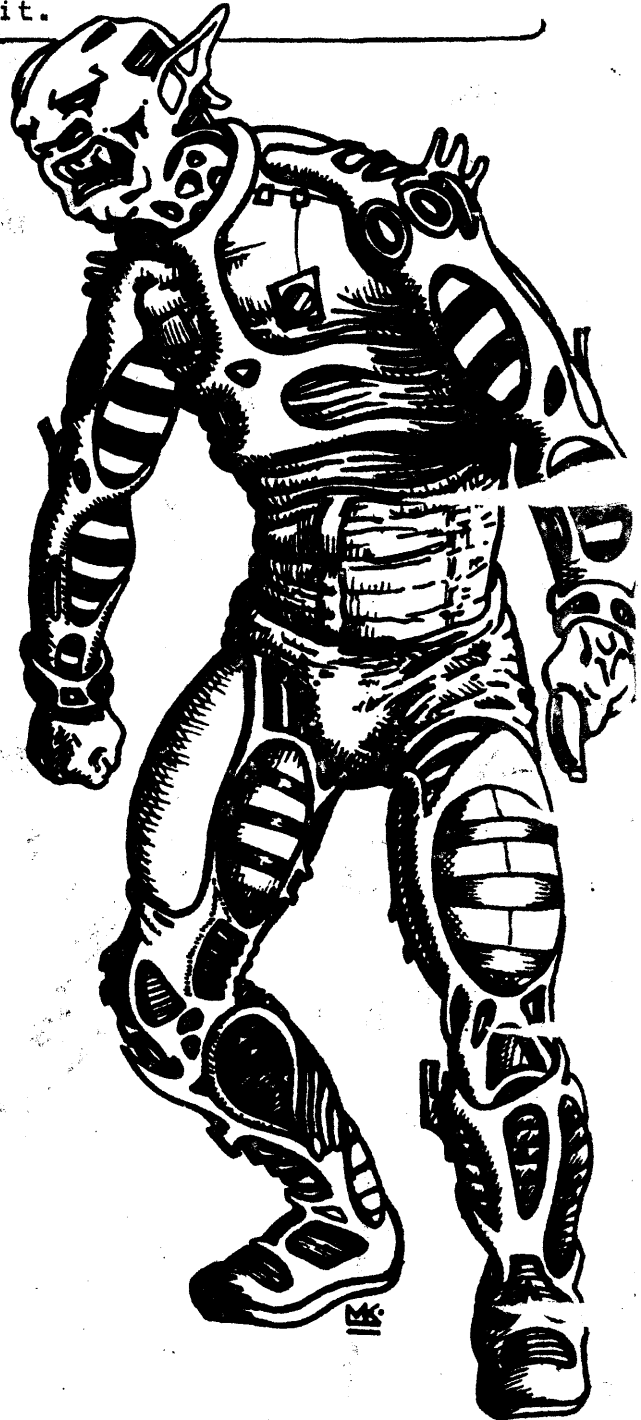
ZWEIHANDER is a Rinky-Dink Dot Matrix Production

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they remain with the owners.

Ruth Ellison 29-4

SPECIAL DISPATCH:

ALL EUROPE AT WAR STOP THREE YEARS
FIGHTING ALREADY STOP BROKE OUT SPRING
1901 AUSTRIAN INVASION RUMANIA GERMAN
AGGRESSION BURGUNDY STOP RUSSIA OCCUPIED
SCANDINAVIA AUSTRIA CONTROLS MOST
BALKANS THREE-WAY ALLIANCE ENGLAND
GERMANY ITALY AGAINST FRANCE STOP
CONSTANT STRUGGLE FOR CONTROL BLACK SEA
SEVASTOPOL TURKISH ANKARA RUSSIAN STOP
ALLIANCE OFFENSIVE AGAINST RUSSIA NORWAY
MOSCOW STPETERSBURG GONE WARSAW
BESIEGED HOLDING OUT STOP FRANCE CRUSHED
STOP TURKEY IN TROUBLE AUSTRO-RUSSIAN
ALLIANCE STOP GERMANY DOMINATES CENTRAL
EUROPE SEEMINGLY UNSTOPPABLE STOP...



THE SYD CON REPORT
or, Su Nicholson lays an egg

SYD CON was the major gaming tournament held in Sydney over the Easter break. The convention concentrated heavily on role-playing games, with the play-by-mail comp and the very popular Battletech being the only non-RPGs of the 14 events. The convention drew a large crowd with which the organisers seemed almost unable to cope. Despite having sent in my entry on time I have did not receive any information by mail as promised. Once at the convention the organisation got little better. Arriving early on Friday morning I discovered that I had not been listed for anything. On inquiry I was told individual entries had to do it all themselves. i.e. find an incomplete team in the appropriate event(s), playing at a time which fitted your timetable and then come back and tell the 'organisers'! Having paid \$35 to enter the con I thought this was a pretty poor effort. (If UNICON ever materialises we can't do worse than this!)

Now to the games themselves. By all accounts it was a good tournament if you were into things frequently perceived as 'deviant'. *Another Place*, a D&D comp, was noted for its masochistic, regenerating dog. *A Family Christmas* (Cthulhu) had a butler NPC very heavily into sadism involving another NPC. In *Five Sort Out Cthulhu* (Cthulhu Dreamlands) George (of Famous Five fame) had grown up to be a lesbian and, in the session I played, attempted to do unspeakable things to the maid while her father lay in a coma in the same room! While in *Death in the Undercity* (Eventyde) the party encountered the head of the undertakers' guild compromisingly 'involved' with a (deceased) client. With these kind of activities being portrayed you can see why the Council for Decency lobbies against us in Canberra!

Of the comps, *Something in the Heir*, the Runequest module, was excellent (with a character description and personality running to over 1000 words!), *Five Sort Out Cthulhu* was also good. *A Family Christmas* was ye standard convention Cthulhu. Eventyde was disappointing after the excellent pre-publicity eg. nicely printed double-sided sheets about the tournament were available back at Macquariecon in December. *Another Place* was good if you like masochistic regenerating dogs, vorpal hedgehogs et al. Of the three freeforms, *The Shape of Things to Come* and *The Crossroads of Xuien* seemed to drag on a bit in their second sessions, while the one session *Ship to Nowhere* was action packed and fun, but suffered from a lack of refs.

The tournament ended with an open forum on what people looked for and wanted from tournaments. A lot of valuable ideas were discussed and it filled in the time until the prize giving. SUTekh had players in 9 of the 14 comps -with a venue so close to uni (Glebe High School) this is hardly surprising- and this seemed to pay off in the prize giving, with Brett Caton & Micheal Jenneke receiving an award for Battletech, getting a prize for roleplaying in the D&D and Eddy Vickery getting an award for Crossroads of Xuien.

Finally, a dishonourable mention goes to Sulsic Nicholson, the co-organiser of Another Place. The tournament had gone on for four days, we were up to the final stage of the prize-giving, other organisers had been cheered when they promised not to bore the audience with anecdotes. Guess what Ms. Nicholson did. But worse than this was her Parthian shot: "Oh! and Servants of SUTekh, you're too late, the tournament's over." Then, to a mystified audience, she added, "They didn't turn up." This was totally unnecessary and drew no audience response whatsoever, besides, judging from the disorganisation at the con it is quite possible the Servants were actually there but never accounted for. Congratulations, Su, it's the Golden Raspberry award for you!

P.S. Only two teams entered the Traveller comp, what does this mean?!!!

DISCLAIMER: Sorry, Su. This report was written by one Eddy Vickery and the editor had absolutely nothing to do with it!

-Ed

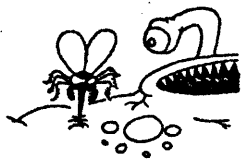
WHO SAID II

1. I don't believe in the no-win scenario.
2. One point twenty one gigawatts!!! Great Scott!
3. Two dollars!
4. ...and then there's this awful pain in the diodes all down my left side...
5. You know you are safe with me!
6. Sorry about the mess.
7. Send more cops!
8. This is no time to be sitting 'round sucking snot. After you, lunchmeat!
9. I never use it myself sir. It promotes rust.
10. It's a pity she won't live. But then again, who does?
11. My hull just failed.
12. Cyborgs don't feel pain. I do. Don't do that again.
13. ...is it wrong to long for death?

1. Admiral Kirk (Star Trek II) 2. Doc Brown (Back to the Future)
3. Newspaper boy (Better Off Dead) 4. Marvin (The Hitchhiker's Guide)
5. Avon (Blake's 7) 6. Han Solo (Star Wars) 7. Undead (The Return of the Living Dead) 8. Latello (My Science Project) 9. Robby the Robot (Forbidden Planet) 10. Gaff (Blade Runner) 11. Beowulf Schaffer
12. Reece (Terminator) 13. Howard Jones (Elegy)

FOOD FOR THE MOOD

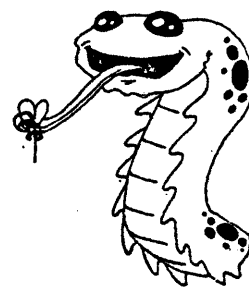
If one glances quickly across any gaming table, there are certain things that one will immediately see; dice, books, pencils & pens, and junk food.



Studies have shown that the average role player will consume 3 tonnes of junk food and 30,000 litres of Coke (that's 24,000 1.25 litre bottles) in a year. This much may be consumed in one session if the characters are in a particularly bad situation.

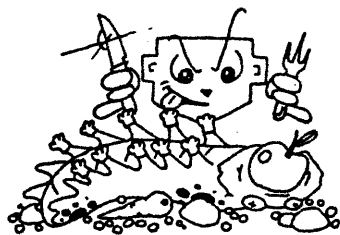
This means two things; 1) junk food companies are getting rich very quickly and 2) role players are amongst the fattest people on the planet.

Eating the right food can be an important part of setting the mood for a game. We hope to present some different, if not interesting, alternatives to the corn-chips and cola world of the role player.



Advanced D'n'D: No-one really eats iron rations (what the hell are they, anyway?), so slap a side of lamb on the table and pour mead and wine (flat ginger ale and undilute cordial will do) into some handy metal goblets. Allow the players to throw the food around a lot. Only supply 9" knives as cutlery.

(See Also Ochre Jelly, Black Pudding, Nibbling Mouthers, Hastur the Inedible)



Traveller: Cook a "Lean Cuisine" meal and attempt to suck it through a straw. Failing this, eat space food sticks while jumping up and down on a trampoline. Don't try to drink anything except boxed drinks.

Boot Hill: Chow, vittles, chitlins, grits. Otherwise, a huge pot of beans. Wear a gas mask.
Call of C'Thulhu: Mix up some green jelly and, just before it sets, stir in a packet of lolly

snakes. Once set, place on a hot stovetop for 1 minute. Sit and watch. If you still feel like eating something afterwards, try a stiff drink. (See Also "The Sandwich Horror")

Aftermath: Expose a rabbit or rat to high-level radiation until well done. Then throw it out.

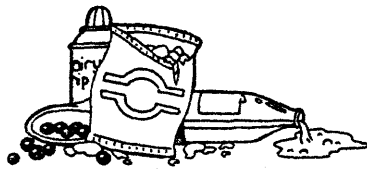


Twilight 2000: As for Aftermath. Alternatively, buy some army surplus rations. They will keep your player's mouths busy for the duration of the game, and their stomachs for about a week.

RoleMaster: Refer to the new expansion book, Jaw Law, for recipes.

Killer: Anyone who is stupid enough to eat anything during a Killer game deserves the poison that's probably in it.

Toon: Custard pies and carrots. The carrots are for eating, the pies for throwing.

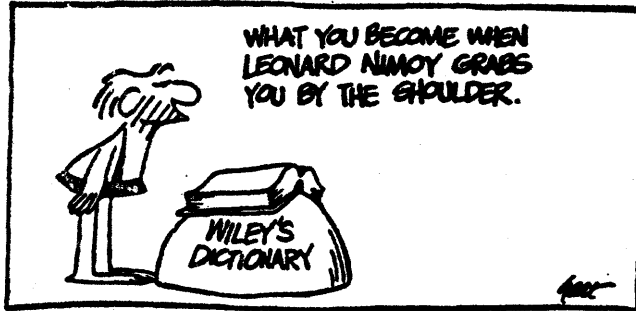
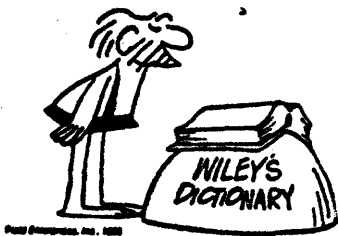


An important note is not to mistake your smaller, crystal dice for lollies. They are costly to replace.

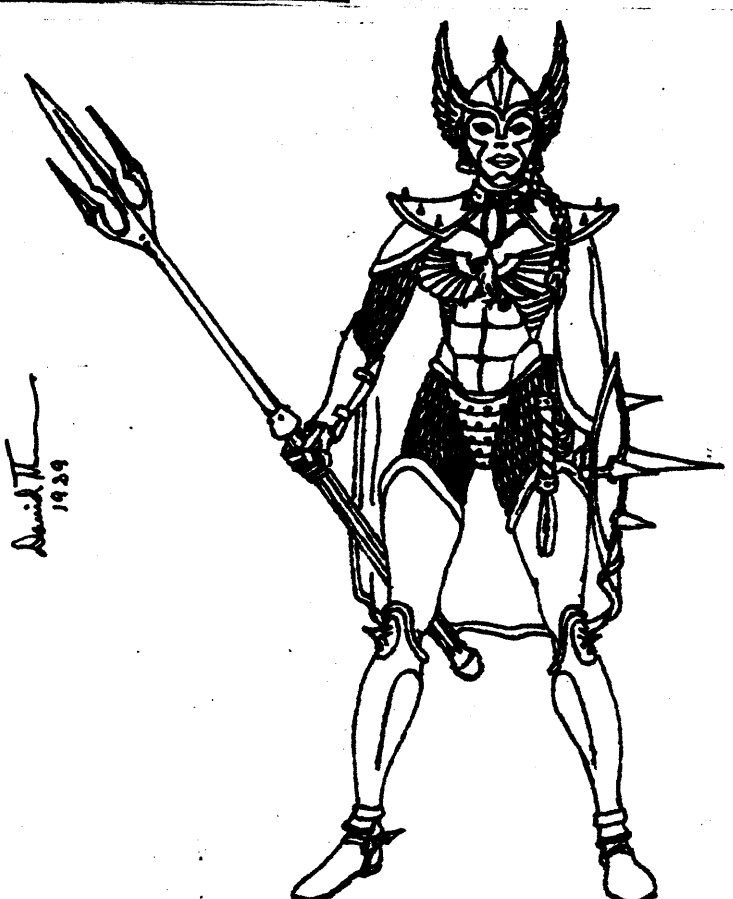
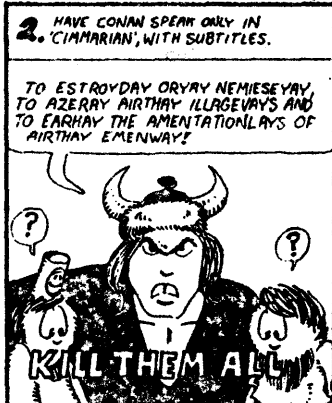
For more information, refer to the Palladium book of Snacks, and Jane's Fighting Food.



B.C. by Johnny Hart vulcanised



4 Ways That They Could Have Improved "Conan" The Movie . . .



DEAD GIVEAWAY

Sandy sweated.

It wasn't the steam behind the bar, or the soft heat from the kitchen door, or the cumulative body temperatures of dozens of clients, all jammed into the "Armadillo" for a rainy Saturday night's drinking.

It was the old fear, the terror that was always with her. Even when she was safe. Always lurking at the back of her mind.

The Seeker, a lean man with a trim moustache, sat down at the bar in front of her. She could read his thoughts, loud and clear; a victory won, a duty performed.



Thirty minutes ago, the black-uniformed man had chased a ragged, screaming creature into the bar. The illegal telepath had run into people, into chairs, in circles, his mind spitting terror and panic and despair. Sandy had almost been ill. When the Seeker kicked the mutant's legs out from under him, and shot him, she had.

Even now, she hadn't quite recovered. You read about illegal telepaths being killed all the time; hardly a day went by without some poor mutant's body ornamenting page three of the tabloids. But like most violence, it never really came into contact with your own life.

Sandy's hands shook as she put the change into the cash register. She was sure he was onto her - he'd been staring at her all night - he was looking at her now!

The Seeker smiled, and tipped his cap. Somehow, she smiled back, forcing her lips to curl on her pale face. Stupid girl! Of course he's staring. Blonde hair, pretty face...

Don't look nervous. Big smile now; don't screw up - don't get his order confused - what was it he wanted? Whiskey on the rocks. Nice and simple.

She got the glass, her heart pounding, so that she was sure he could hear it. It wasn't fair! She didn't want to read peoples' minds; it just happened sometimes. It wasn't her fault.

She assembled the drink without dying of fright or spilling anything, and set it down in front of him.



He pushed change across the bar, and took a sip.

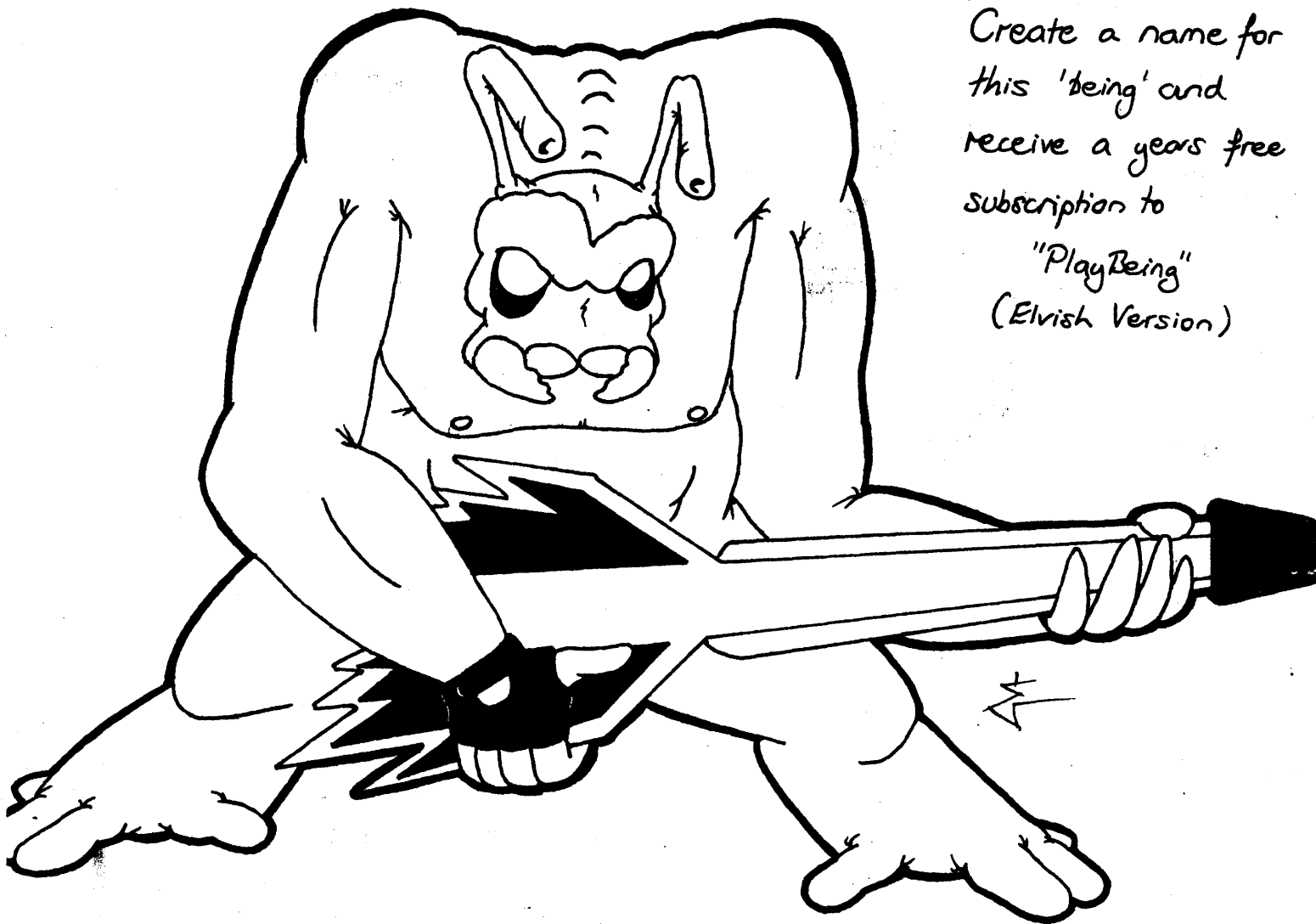
You're a dead woman, he thought. Loud and clear.

She gaped at him in shock. Her mind went dull and blurry. All the panic drained away.

"How did you know?" she said weakly. He smiled and drained the rest of his drink.

"You didn't wait for me to give you my order."

-Cyclone Kate



Create a name for
this 'being' and
receive a years free
subscription to
"PlayBeing"
(Elvish Version)

FADED GENES



-Andrew Orman (D)

Every GM who owns Gamma World likes to change, update and add mutations to the already swollen lists. However, few GMs think up new mutational defects. Below is a list of Defects, with a few defect-would-bes stirred in.

Armageddon	Nerd (D)
Attract Weapons (D)	No Arms (D)
Attract Warbot (D)	No Brain Cells (D)
Bad Taste (D)	No Head (D)
Brain Dead (D)	No Skeleton (D)
Confusion (D)	Oversized Ego (D)
Continuously Oozes	PC Killer (D)
Green Slime (D)	Ronald Reagan (D)
Advanced D and (D)	Rules Lawyer (D)
Dark Glasses	Senselessly Violent (D)
Death (D)	Ugly (D)
Density Control (brain)	Whacked Out (D)
Easy Target (D)	Yank, Doodle Dan and (D)
Explosive (D)	Yuppie (D)
Heightened Shortness	Pick One
Heightened Stupidity (D)	Pick Two
Increased Gullibility (D)	Pick All
Infinite Hit Points	Pick Nose
Inside Out (D)	
Lousy Sense of Humor (D)	
Metalhead (D, though I wouldn't say it to their face)	
Metal Head (D)	
Modified Body Parts	
Multiple Body Parts	
New Body Parts	
Old Body Parts	
Second-Hand Body Parts	

Descriptions for some of the defects are given below;

ARMAGEDDON-With a successful mutation roll, the character destroys the entire planet. Game Over.

BAD TASTE-The mutant has horrendously bad taste. A failed MS roll will cause the mutant to wear paisley pants and different coloured socks.

BRAIN DEAD-See Death (D)

CONFUSION-Failure of an MS check using a CS equal to the Modifier for their CH, ending in any Spectrum result, will cause a base loss of IN points equal to the RF times the DF of the check, as determined by the GM. OK?





CONTINUOUSLY OOZES GREEN SLIME-The mutant looks like a reject from Ghostbusters or Aliens. Treat his Charisma as negative. Add this score to any attempt to track him.

DARK GLASSES-The character's face has mutated into a pair of Ray Bans, which can only be removed through cosmetic surgery or at appropriately dramatic moments.

DEATH-Your character is dead. Start from scratch.

EXPLOSIVE-Under stress, the character has a 5% chance of blowing up, doing base 50 points to the rest of the party.

METAL HEAD-This differs from the mutation defect Metalhead in that the mutant actually has a metal head. Subtract this score from any attempt to swim or even stand upright.

NO BRAIN CELLS-See Death (D).

PC KILLER-Your character has a stupid tendency to argue with and subsequently kill

the other PCs. This defect is more frequent in players.

RONALD REAGAN-Your character is Ronald Reagan. Suffer.

WHACKED OUT-Your character is permanently whacked-out. Treat as if Drugged.

