

CLAWMARKS

February 2015

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Letter from the CLAWthing

Dear Minions

It seems we have another year ahead of us, and what a year it shall be. To those who are new: Welcome to CLAWs! To those who have become ancient and eldritch through unnameable rituals performed in on the darkest of new moons: Welcome back! To those who are new, the Cape Legion of Adventurers and Wargamers is a tabletop gaming and roleplaying focused society, built to bring community to these fantastic interests. These include tabletop boardgames such as Takenoko, Settlers of Catan or Arkham Horror, Roleplaying Games including the perennial favourites like Dungeons and Dragons, Shadowrun and World of Darkness. We also do LARPs (Live Action Role Play) which are a society favourite and are great fun. As the CLAWthing I recommend trying them all as they are all fantastic past times.

We have at least one LARP per month planned this year, as well as some modules and our Board Games evenings every week. We are also discussing a meet up and play with The Guild from the far off land of "Stellenbosch" so keep an eye out for that too!

I myself, Zera Day, am the CLAWthing, I am in charge and if you have any questions or lines of inquiry you can come to me. Our other committee members are our illustrious and creative Guildmaster Roxy Kawitzky, who is in charge of LARPs and our big annual blowout event Dragonfire. The stunning and intelligent Inez McGregor, who is our resident dragon and thus Hoarder of Monies. And last but certainly not least is our wonderful Scrivener James De Haast who can be contacted about venue queries and information.

I hope you all have a great University year, and a great year of gaming! We as a society and community will endeavour to do our best to ensure that you'll hopefully not be disappointed.

-CLAWthing Zera

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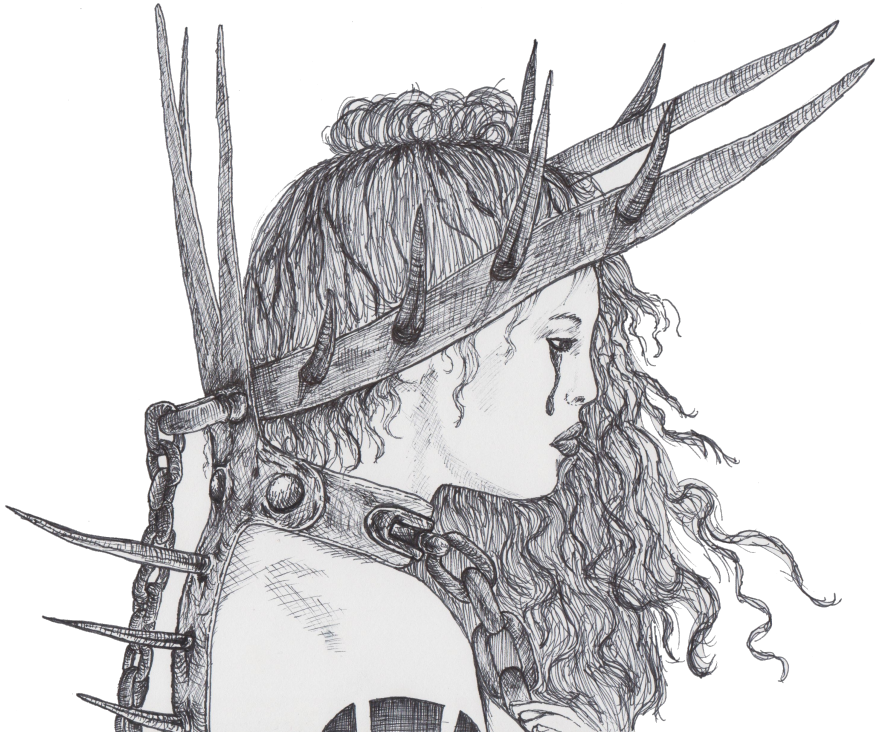
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No Batteries Required

Boardgaming in Brief

by a Cunning Arifactor†

Load shedding season is once again upon us and boardgames get to shine by candle light. Herein you will find an overview of boardgames: which ones to play, where to find them and, for the crafty or the skint, how to make them.

The broad term “tabletop games” refers to those games played on a table with one to several (usually 3 to 6) people with components of cardboard and plastic, pencil and paper, and nary an electronic to be found. Tabletop games include boardgames, card games, dice games, as well as role playing games and war games. Many boardgames include, in addition to the board and counters, cards and dice, so this article will use **boardgames** to also include dice and card games. (Role playing and war games are vast subjects of their own and outside the scope of this brief treatise.)

Boardgames range from the large and complicated (*Arkham Horror*) to the tiny and fast (*Coin Age*) and fall into broad categories: abstract/thematic, competitive/cooperative. An abstract game has components with no special meaning assigned to them, like draughts with its flat discs and 8 by 8 grid or Uno with its

coloured cards. A thematic game would have players be dragons racing across the sky (*Dragon Racer*), or something more mundane like property speculators buying and selling houses (*For Sale*).

In competitive games, the players are playing against each other to establish a single winner. Whereas a cooperative game would have the players working together to beat the game engine.

There are two dominant styles of boardgames: the thematic American or so-called “ameritrash” style, and the carefully balanced European “eurogame”. However, games of either type come from both continents: eurogames also are themed; american-style games can have complex gameplay.

American-style boardgames are strongly theme-based with dramatic game play arising out of the extensive use of randomness from dice rolls and card draws.

Arkham Horror, based closely on the Cthulu mythos of H.P. Lovecraft, has players taking the role of investigators in 1920s America, exploring the town of Arkham, and who cooperate to stop the rise of a great and

ancient evil. With atmospheric cardtext and detailed characters, this plays more like a role playing game where the draw of cards take the place of game master.



With its emphasis on theme and drama, it is not surprising that this phylum of games include

adaptations from popular culture: *Battlestar Galactica* gives players the chance take on roles from the TV series and is partly cooperative, some players are secretly Cylons and attempt to sabotage the human players who are striving to flee the invaders. *Doom* adapts the classic computer game: one player takes on the role of the game AI, directing the monsters and revealing the levels as the other players, tough marines, explore the devastated secret military research base. The action and immersion in the theme along with the dramatic game play mean American-style games make for an exciting activity.

Moving to smaller games of this style we find many popular games: The *Munchkin* card games (many many versions) are madcap fun where players kick down doors to fight monsters and loot rooms. Player interaction is encouraged with many ways to

curse, trap and ambush your opponents.

Ancient Terrible Things is a pulp horror push your luck dice game with flexible resource management and fantastic spooky artwork by local artist and game codesigner Rob van Zyl.

European-style games are more abstract with balanced competitive play and emphasis on strategy over randomness. The well known *Settlers of Catan* uses dice sparingly, the careful placement of counters and management of resources determines the victor. It is this **resource management and region control** that characterises most eurogames.

Tile laying games focus on area control and involve the drawing of tiles which are then placed on the play area, matching up with the other tiles, effectively constructing a new board each game. *Carcosonne* is a clean tile laying game where players score on longest road, richest town or largest farmland.

Card drafting games involve players building up a hand of cards by examining the cards dealt, picking one, then passing the remainder on to their neighbour. Strategy is as much about the card you pick as about the cards you pass on to your opponents.

Citadels is a satisfying card game where players select roles and then buy locations to earn points. Each role has special abilities and the drafting round, where character cards are chosen, involves careful strategy and tactics.

In *7 Wonders* players each strive to build a wonder of the ancient world using card drafting and careful resource management. The game is wonderfully

balanced for 3 to 7 players and offers multiple strategies to victory.

Worker placement games involve the assignment of cards or tokens representing workers that generate resources. The accumulation of resources that earn points determines the winner. In *Splendor* players are gem merchants who seek to control the market. Its high quality components and challenging game play, where players compete over limited resources, have garnered it high praise.

On the Internet the home of boardgaming is the vast

BoardGameGeek.com, a site that is at

once a comprehensive database of boardgames, old and new, and a thriving community with commentary, forums, blogs, and extras: fan made expansions to games, translations of rulebooks, supplements like reference sheets and playmats, and Markov chain analysis of strategy. Enthusiasts contribute their own games and regular competitions are held for budding game designers.



At 2014's end on BGG the **18 card Microgame Contest** drew almost 90 entries where the rules restricted the

components of each game to just 18 cards—no counters or dice, just pencil and paper grudging allowed to track score— and the rules had to fit on the cards too. The impressively talented artist and designer Todd Sanders swept first and second place with two solo games: the gorgeous *The Maiden in the Forest*, an intricate clock solitaire puzzle, and the cleverly designed complex space adventure *Do Not Forsake Me (Oh My Darling)*:

boardgamegeek.com/thread/1211499/

These, and all the other entries, are available as free print and play downloads on BGG:

boardgamegeek.com/geeklist/178832/

Other boardgame sites include:

iSlaytheDragon.com provides reviews, articles on strategy and playing guides.

On each episode of **TableTop** host Will Wheaton and friends explain, and play, a different boardgame:
tabletop.geekandsundry.com

Cape Town is rich in local game shops:

Outer Limits (city centre) also supply comics, manga and other geek goodies:
www.outerlimits.co.za

Fanaticus (Platteklloof) run frequent game events and have tables and chairs in store for demos and social games:
www.fanaticus.co.za

Wizard's (Claremont) have monthly game events and occasional competitions:
wizardswarehouse.co.za

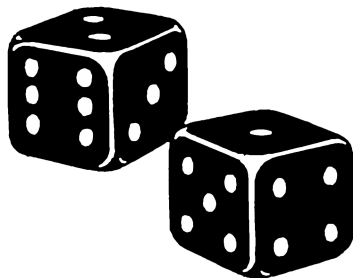
The Internet only Skycastle Games have a wide and comprehensive range of boardgames and related merchandise, and sell through their Digital Sushi site:
digitalsushi.co.za (to be renamed to skycastlegames in the future).

Boardgames can be an expensive hobby, especially with our exchange rate and shipping to SA. Fortunately, print and play games can be easily downloaded,

usually as PDF files, printed, and then all it takes is care and a steady hand to cut out the cards and other components. Add dice, some glass pebbles from the Crazy Shop for counters, and you've got a boardgame. Many PnP games have beautiful full colour art and are as good as the professional games. Anything by Todd Sanders is recommended without hesitation:
boardgamegeek.com/geeklist/65610

Cheapass Games, as their name suggests, sell inexpensive games but also make many of their games freely available for PnP with a "donate what you like" policy:
www.cheapass.com/freegames/major

CLAWS holds a weekly games evening on Wednesdays in Room L of the RW James Physics building, where the CLAWS gamesbox provides many games to try. Role playing groups also gather then, as do players of collectable card games like Magic: the Gathering and Vampire: the Eternal Struggle. All are welcome.



Online gaming, No not that kind

by Philip Anastasiadis

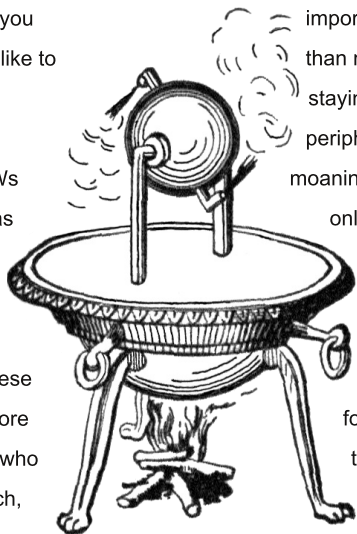
Picture this – it's n years from now and life's pressures and opportunities have plucked you from CLAWs central in the shadow of the mountain and deposited you somewhere else in the world, be it another city or another country. Maybe it's only Somerset West, but you don't have a car. Wherever it may be it's far enough that your regular games are now a thing of the past.

Maybe that's fine. Maybe you secretly hated those guys and are glad of the opportunity to find new and exciting roleplaying opportunities. And maybe it's not fine – wherever you are, the people give you blank, unfriendly stares and it seems no-one roleplays anymore; or you genuinely miss roleplaying with the people you have left behind and would like to keep something going.

In the earlier years of CLAWs the only way to catch up was with the occasional hastily-organised one-off roleplaying session to take advantage of rare visits. These days, however, there are more options available to people who not only want to stay in touch,

but also want to keep roleplaying together, we have the technology. It won't be exactly the same, though. Keeping in touch and peeking into other people's lives (as far as their privacy settings allow) when you are in different places is pretty easy. Roleplaying is another story. We have video chat like Skype, Facetime or Google Hangouts, or more specialist fare like roll20 (<http://roll20.net/>). They work well enough¹ to help hook you up, but there's still an aspect to getting together in meatspace that is hard to replicate.

For some people the part where you turn up and shoot the breeze for a bit before, during and after getting down to the game is as important or even more important than moving the story along, or staying in character, or all that peripheral stuff the GM keeps moaning about. Or maybe you're only there for the coffee. If your reasons for roleplaying have little to do with the part where you and your friends are essentially involved in some form of interactive storytelling, then distance gaming is not likely to work for you.



Otherwise, it can still be a successful activity – it will just need some different etiquette to overcome some of the issues imposed by physical separation.

Even though we experience the shared game world in our heads, getting the same picture is made more complicated by distance. The absence of simple physical cues such as gestures makes it easier to lose track of scenarios. People who are used to catching the GM's eye may struggle to do so if they are on the other end of an internet connection, and may feel as though their actions are being ignored. Constant backtracking may be needed. This all adds to frustration, and it would be easy to write a few such sessions off as a failed experiment, but it is worth pushing through initial wobbles.

Some GMs may already run things in such a way that the move to online interaction is relatively painless. All it really takes is a rigorous establishment of the scene and the sequence of events, along with very clear methods for queuing character actions². Having it online also has the advantage of allowing a single shared document (be it the chat log in Roll20 or a shared Google doc, or what have you) to serve as a single point of reference and authority.

It will be trial and error for any group to find

their comfortable virtual space, but if you are already used to playing together, moving a campaign online won't be too difficult.

Adding new people to the group may become more complicated, but as long as you have a working process in place, it's by no means impossible. The experience will be different from your regular face-to-face roleplaying, but as someone who is currently involved in both forms, there's something to be said for each. Strangely we seem to get more actual roleplaying done online.

¹Actually, Roll20 works very very well. It's also not currently oversubscribed, so is more reliable than some of the video chat options even on a lower bandwidth, and it has more support for interactive meetings built into the basic logic. I have been seriously tempted to create a 'campaign' for employee meetings. This is the sad reality of working life.

²If any of you are already fortunate enough to have to partake of regular conference calls, you'll see some skill transfer.



JOY IN UPREDICTABILITY

by Quentin Coetzee

Sometimes, when trying to maraud in worlds that allow you to adventure forth or amass armies, I've found that occasionally I have trouble trying to keep up with all the rules in the system stonewalling me, or have caught myself unintentionally circumventing the rules. A game series that breaks the mould of that is Fluxx, and if you haven't played it, remedy that immediately.

One thing I love about the Fluxx series of games is that there is no large rulebook to memorise or specific goal to keep in mind other than to meet the requirements of the goal in play at the time. There is also no 'it's clear that person A is going to win because he's got so much' scenario either, because with games in the Fluxx series, absolutely anybody can pull off a come from behind victory given the right conditions.

The major thing to note about Fluxx is that the rules are constantly changing, as are the goals and the resources each player has at their disposal. The only rules that are set in stone are the basic rules that you draw one card and play one card during your turn, and even those are subject to change. Provided they have the required card, any player can alter a rule, like making people draw more than one card when they draw (and immediately drawing extra cards if the

player's draw count was lower beforehand), making players play more than one card and sometimes even imposing a hand limit.

Other cards are Action cards, and as soon as these get resolved, they go to the discard pile. Their effects are largely variable, but they do have the potential of altering the rules of the game, such as the card 'Trash a New Rule'.

The main way to win Fluxx, though, is with the Keeper cards. These cards, when played, stay in front of you, and while they may or may not have effects that you can use, they are your key to victory. The Goals are also ever-changing: you can have one goal in play and be close to achieving it, but then it gets replaced by another goal that puts you back at square one. There is even a sub-type of goal called the Ungoal, which, if its conditions are met, causes EVERYONE to lose

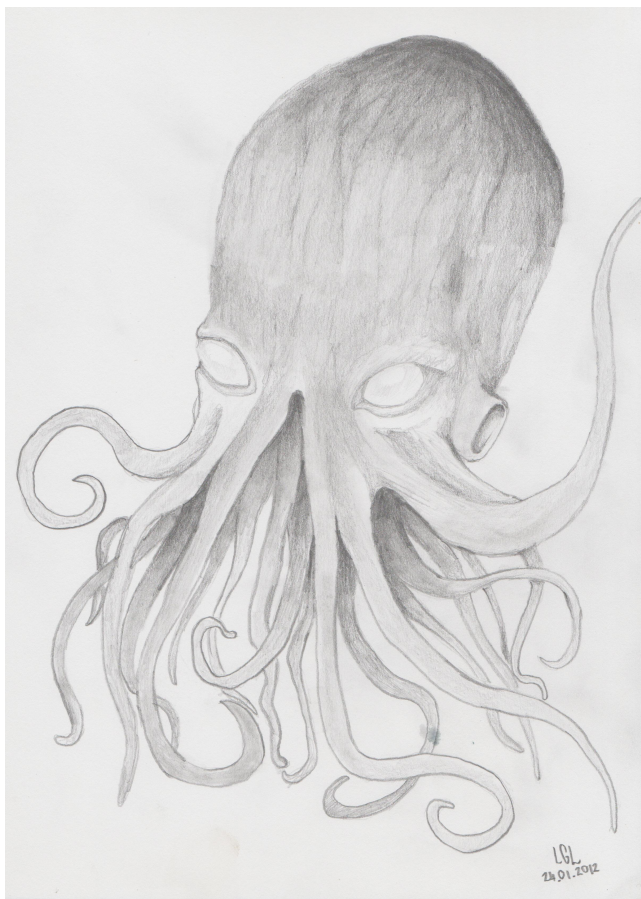
Some later games have introduced other mechanics, such as the Surprise card which can be played at will regardless of whether it is your turn or not, although its effects vary depending on when you play it. In the Cthulhu Fluxx game, one such card is Secret Cultist, with the effect of allowing you to win instead if an Ungoal's conditions are

met as long as it isn't played on your turn. However, if the card is played during your turn, you miss your next turn.

A final card type to mention is the Creeper, which are almost always undesirable. When you pick them up, you have to immediately play them and draw a card to replace them in your hand, and they usually say that you cannot win with this card in front of you unless the goal states otherwise. In addition to blocking win attempts, they can even trigger Ungoal conditions, such as in Martian Fluxx where the Creepers called 'The Army' and 'Germes' are on the table and everyone has at least one Creeper triggering the 'Retreat!' Ungoal and causing everyone to lose.

Fluxx is one of those experiences where you never truly know what will happen during any player's turn, which is part of what makes it so enjoyable. As said before, try Fluxx if you haven't already. There are a number of variants, but don't think too much into

that; the mechanics are still consistent, so for the purposes of having a fun game that doesn't require complex rule memorization before you've played your first card, variants are irrelevant.



Cthulhu The ultimate ungoal

HARRY HORROR

Text by James de Haast
Art by Lyndsay Lawrence

Arkham Horror has a reputation for taking about as long as monopoly to play. (So naturally the few games I have settled down to play have lasted little over an hour each.) Despite its length, and apparent difficulty, both of which didn't seem to factor into my games, Arkham Horror is a insanely fun game. Well that is if your character doesn't go insane.

Arkham Horror is best described as a card drawing game, but I don't think that does it justice. I see Arkham Horror as a very well organised and thought out role playing game, where the cards act as the game master. Characters are predefined, all the important things are on the character sheets. The personality and logic of the character is left up to the player.

Unsurprisingly, the freedom to role play without breaking the game or 20 different sets of dice, has led to number of expansions and fan versions. Below are the 3 character sheets and some example cards from a fan made Harry Potter version, created by Lyndsay Lawrence.

Personally I hope this version shows up at a board games evening soon.



Hermione Granger

the know-it-all

6  Sanity

4  Stamina

Home: Library

Fixed Possessions:
\$1, 2 Clue Tokens, 1 Unique Item (*Time Turner*), 1 Ally (*Crookshanks*)

Random Possessions:
2 Spells, 1 Skill

Voracious Reader
Upkeep: Once per turn, Hermione may read one *Tome* without expending any movement points. This may be done even when in an Other World.

Broad Knowledge
Any Phase: After passing a skill check to read a *Tome* , Hermione gains 1 Clue token in addition to the listed effects.

Focus:	2				
SPEED	1	2	3	4	
SNEAK	4	3	2	1	
FIGHT	1	2	3	4	
WILL	4	3	2	1	
LORE	2	3	4	5	
LUCK	3	2	1	0	



Ronald Weasley

the Comedian

6  Sanity

4  Stamina

Home: Ma's Boarding House

Fixed Possessions:
\$1, 1 Ally (*Scabbers*), 1 Common Item (*Christmas Jersey*)

Random Possessions:
1 Spell, 1 Unique Item

Strategic Mind
Movement: Ronald may spend any number of movement points to give another investigator an equal number of movement points.

Helping Hand
Encounter phase: Other investigators in Ron's space get +1 to all skill checks.

Focus:	1				
SPEED	1	2	3	4	
SNEAK	4	3	2	1	
FIGHT	1	2	3	4	
WILL	4	3	2	1	
LORE	1	2	3	4	
LUCK	5	4	3	2	

ALLY

SCABBARDS

+1 Luck

Discard 1 ally randomly different all monsters on your space.

\$4

CHRISTMAS JUMPER

RH

Any phase: Re-roll all dice showing a 1 when making a will (or horror) check.

\$4

ALLY

CROOKSHANKS

+1 Lore

Other investigators take 1 Stamina when they move into the same space as Crookshanks.

\$6

TIME TURNER

Exhaust to take your turn before the starting player.

(Can only be used by Hermione Granger)

\$6

ALLY

HEDWIG

+1 Will

Movement Exhaust and give 1 Stamina to the ally who is another investigator.

\$8

INVISIBILITY CLOAK

Exhaust to automatically pass an evade test

Upkeep: Only refreshes if you spend all your focus to do so.

\$8

Harry Potter

the boy who lived

5 Sanity

5 Stamina

Home: Train Station

Fixed Possessions:

\$2, 1 Clue Token, 1 Unique Item (Invisibility Cloak), 1 Ally (Hedwig)

Random Possessions:

1 Spells, 1 Unique Item, 1 Skill

Child of prophecy

Upkeep: Once per game at the start of your turn remove 1 doom token from the Ancient One's doom track.

Nimbus 2000

Any Phase: Harry can spend 4 movement points to move to any location in Arkham.

Focus: 2

SPEED	1	2	3	4
SNEAK	3	2	1	0
FIGHT	1	2	3	4
WILL	5	4	3	2
LORE	2	3	4	5
LUCK	4	3	2	1

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Meet the runners

by Jason Esselaar

Kree had just sat down at his desk, the seat, a comfortable cheap synth-leather knockoff, the desk, made of genuine oak, his own private joy. The night was young and before he headed out to deal with the usual legwork, he wanted a quiet moment to relax. Alas this was not to be the case, as his Commlink began to caw for his attention. The screen told him what he needed to know, the call was encrypted and heavily so. Sitting up, Kree picked up the call, "Good evening, this is Kree, what can I do for you?"

The augmented reality (AR) interface in Kree's glasses rendered his caller into the seat on the other side of the desk, the Johnson was human, of Asian descent and had, if Kree recalled correctly, ties to both the Yaks (Yakuza) and Triads, the Johnson locked eyes on Kree, "I need a team of runners, the best you have, as quick as you can get them."

Kree enjoyed the life of a fixer, just to see that look of panic on a Johnson's face. He smiled crookedly, making prominent his orcish heritage, "You want a team, I have a few, the Greetees are good in a pinch, mixed group of varied skills. You could try Sinistrous, Elves mostly, good for getting in and out unseen or if you need something a

bit heavier, Grudge is a band of Orcs and Trolls who have turned noise into an art form."

The Johnson's face twisted, snarling at Kree, self control forgotten, "Fragging Drek! You greenskinned trog! Those are street trash gangers and you know it!" Kree's smile dropped as the Johnson regained some control and continued, "I need a team of professionals, a group that can get the job done right with no questions asked and who don't mind getting dirty!"

Kree sat back, swallowing his anger and thinking, after a little internal debating he looked at the Johnson and quietly said, "I know a team, but it's not going to be cheap." Intrigued, "Nuyen is not a going to be a problem, but tell me about them." Reaching under the table Kree pulled out a bottle of cheap synthohol, poured a glass, downed it and faced the Johnson, "Enjoy the contents of your mystery box." He sent the Johnson the profiles.

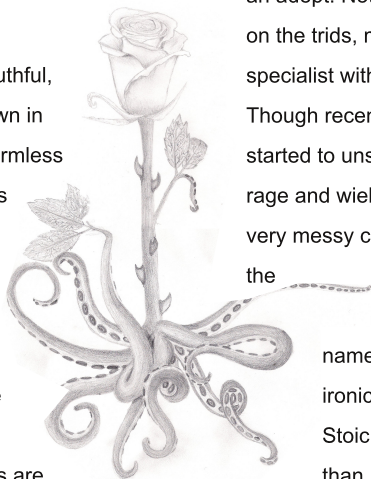
Ramirez:

If you need a front runner, a leader of sorts with the guts and drive to get the Job done. Ramirez is your man, not the brightest tool in the shed, but a cool head in any situation and tactically minded. He is a male human,

Hispanic in origin, ex-military and worked up the ranks of a merc company to come out on top. He has got himself some chrome and has a good understanding of how move on a battlefield, but that's not what makes him exceptional. Ramirez' true value is that when the odds are against you, he will get you through mostly unscathed. Some believe he made a deal with a dragon for his soul (yeah, I know right), others that he is protected but a cadre of spirits through some ancient magic, but fact is he is almost invincible and I have seen it myself. The man shrugs off bullets and mage fire with only a few scratches to show for it. He has the luck of demons, and not even a dragon could convince me otherwise. Just one caveat though, don't ask him to harm a child. You'll be an organ donor before the words fade from the air.

Oddjob:

His actual name is a mouthful, Oddjob is how he is known in the shadows. Sounds harmless right, well he is a Troll. As large in girth and he is in height. He has a fair amount of street cred and in his free time he connects with the people through rap. Nice and friendly right? The streets are his home and no one is sure of



his actual origins (believe me, I have tried), but heed this warning he has stood before the deepest darkest nightmares the streets have to offer and he made them blink first. He wears a backpack containing the only real possession he owns, a custom built glider. He will always try to talk first, its in his nature and he can incite riots, calm mobs and even turn lifetime corp members against their employers, but if that doesn't work he will resort to hand to hand combat and he hits harder than most trains I have seen. Once he accepts a job, you better be willing to keep up your end, because otherwise you have just tripled the cleanup your successor has to deal with.

Smiles:

An Elf, male, from Tir Tairngire (The Elven Kingdom, North of what was America), he is an adept. Not the martial artist kind you see on the trids, more a gunslinging network specialist with a good infil and exfil skills. Though recent sources hint that he has started to unstuck at seams, flying into a rage and wielding a rather large sword with very messy conclusions, he usually favours the use of a pair of large caliber silent pistols. The name Smiles is considered to be ironic, he does anything but smile. Stoic and silent, he moves faster than most street samurai can even dream. He is decisive and quick to

act, but draws the line at hurting innocents (So paint them in a harsh light and hope he only finds out too late.) You need a ghost this is your man.

Joshua:

Human, Chinese, young, but with he give people the creeps as though he is much older than his visage suggests. There is something off about him, but no investigator has ever been willing to tell me why.

Regardless though, he is a relatively new addition to the group. A mystic adept and a top tier occult investigator, he is not to be trifled with. He can ferret out secrets as though the dead talk to him and his use of magic only augments his adept combat skills. A close combat specialist, only you never see him coming. Smiles will sneak and move silently, Joshua uses spells to achieve the same effect, except he fights dirty. His unarmed strikes are augmented with magic that destroys flesh and his only vice is the pursuit of music. Tread carefully with this one. He might know more about you than even you want to know.

Ed:

The 3rd and final awakened member of this group, Ed is a British Human. A bit of a ladies man (or so he likes to think) with a distinct dislike of dwarves (You should see how he protects his hoop when they are around). Publicly he is a well mannered,

respectable, registered mage who creates illusions for parties and corporate functions. In the shadows he is just crazy, any mad mage depicted in a trid, succinctly sums him up. He is impulsive and chaotic, often going off doing his own thing and you might be wondering how he survives? Well, he isn't afraid to let loose with the spells. He slings with the ferocity of a cabal of mages and makes it look easy. Assassin's have made the mistake of getting close and he has left their charred remains for employers to find. He also incorporates his illusions into runs to great effect, creating distractions to escape and lures to attract security into traps. There are rumours he has connections to the current King and Queen of Britain, a friendship with the King and a somewhat more intimate connection with the Queen (How far can you trust rumours though?)

Raven:

An Elf of unknown origins, though there are rumours of connections to the Megacorp Ares, pursuit of these rumours results in a trail of corpses, so that should speak for itself. As for the man himself, he has been chromed and trained and well equipped. If he is Ares, then he has a very loose leash. He favours long range work and is in a sniping category of his own. For closer encounters he has a wield an assault rifle that gun nuts have BTL chips for. Of course

you are thinking, what happens if those are taken from him, well he shotgun implanted and he keeps it loaded. He can be rash at times and has had his hoop saved a few times, but he learns quickly and comes well prepared.

Top Hat:

The newest addition to the group, he is still a bit of an unknown. Human, wealthy and connected. He appears to angling to be the face and fixer for the group. Oddjob can deal with crowds, but if Oddjob is a sledgehammer in a social situation, Top Hat is a scalpel, surgical and precise. He is a con man through and through and makes his day to day living outside of runs. So when you invite him on a job, remember he is in it for the thrill and to pay for the eccentricities, which don't come cheap. He also has a few tricks to get in and out and when really necessary he can shoot with the best of them.

Virus:

By this point you must be wondering how a team of runners survives without some sort of cyber expert. Well as you can imagine that is where Virus comes in (as though the name wasn't a give away). Only recently identified as female, she is a human, originating in Azania (Southern Africa), she is nondescript and often missed in a crowd. Often wearing baggy clothes and a hood, in

meat space she is nobody, however in cyberspace she is a goddess. When prepping for runs she can collate and interpret data, after all knowledge is power and if its in a digital format she can probably get it. On runs, when she isn't frying spiders, evading in house protection, bricking security's weapons and keeping the automated defenses off the team, she acts as an emergency medic and if gets cornered she has keeps a gun for show. Her secret to staying alive though, is located at her hip. In those hairy situations, caught alone in meat space when most deckers would give up, she is highly proficient in the use of her monofilament whip. There are however rumours, that she might have emerged. Yeah, that's right, some believe she might be a Techonmancer, that rare breed of Metahumanity that can interface with the Matrix without need of physical devices.

Kree watched as the Johnson poured over the data. Slowly he saw the Johnson smile, "So what do you think?"

"I will take them, here are meet details, you will get the standard 5% commission," the Johnson sent a data bundle with the meet details;

Kree smiled, 5% on this lot would be a good take, but he could almost smell the desperation, "5%, for this lot, you must be joking! 20% or no contact."

The Johnson seemed to deflate, "15% is the best I can do."

Kree nodded and smiled, he poured another drink and then made a call.

A dwarf with a rather smug look on his face appeared in the chair opposite Kree, "Hi Weasel, the Johnson made contact, I have the details. They are yours as well as the team he wants for 10% of the team's price." Weasel laughed, "You mean you want 30% of the amount being paid to team," Kree's face fell, but Weasel continued, "This is the only time you get to cheat me, because this run will be worth it."

The call ended and as Kree sat in his chair, no longer feeling quite so comfortable.

Weasel sat back and sent off a message to Ramirez.

I'm Jason and I have been running Shadowrun 5th ed for just about a year now. My Group consists of the following members:

Mash - Ramirez

Ludi - Oddjob

Fortune (Former Clawthing) - Smiles

Daniel (CLAWS Com) -

Joshua

James (CLAWS Com)

- Ed

Keryn - Top hat

Simon - Virus



And if you are looking for a roleplaying system that merges magic and technology in a cyberpunk dystopian future version of Earth, you might like Shadowrun. The system is in the year 2075 and the world has changed. Magic has come back to the world, this means that meta-humanity is now made up of Humans, Elves, Dwarves, Trolls and Orcs. Countries and Governments are now a shadow of what they were. The world is ruled by the Mega Corporations. Society has boiled to these classes of meta-humanity, the Elite of Megacorp society, the wage slaves and the sinless. As a shadowrunner you generally fall into the sinless category, though sometimes corps will 'authorize' teams of their own. The world's technology has also advanced, now you can get cybernetic implants to augment or replace existing flesh or implant weapons directly into your body or get more expensive genetic bioware implants and you are more or less free to create a character that fits you in 21st century. Oh and one rule to always remember in the shadows, don't deal with a Dragon.

My group normally run during the CLAWS board games evenings, so if maybe this sounds interesting, feel free to come have a look. My group spend so much time talking amongst themselves that I am sure I can field at least a few questions.

The Village Board

Deaths

Dr Quin Parry:

In her struggle to reconcile physics and magic she made the ultimate sacrifice as she rewrote god, to remove all of its humanity, and bring about the age of the God Machine.

At least when she was vaporized by her actions, her life wasn't wasted, and we wish the demon "Q" well as it takes on Quin's life as its new cover identity.

Cynthia Smith

Perhaps summoning and antagonizing Titania wasn't the wisest of life choices. We hope you managed to find your way to an underworld of some nature, given that you were created by Hades out of other people's souls...

Greg the Pheonix

Greg will forever be remebered for constant chirpy attitued.

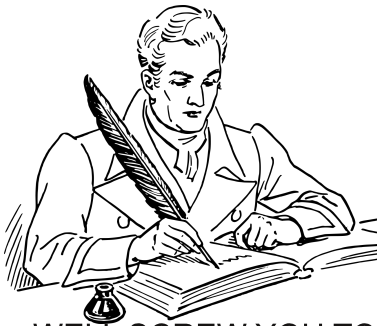
The best always go out with a bang.

Greg the Pheonix

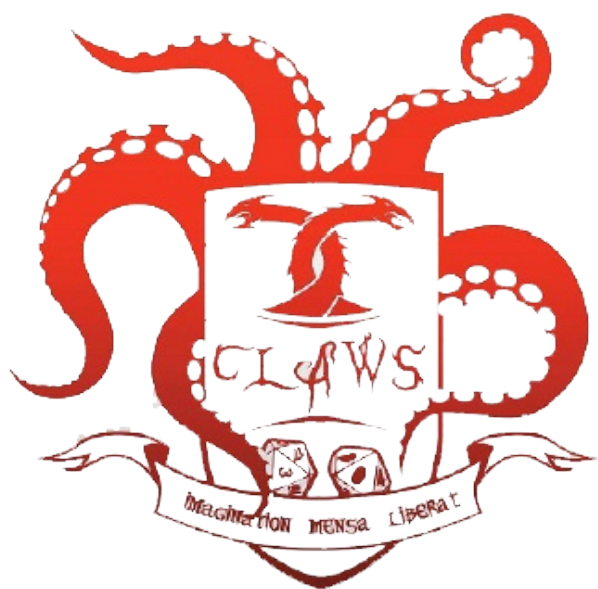
Greg was born on this day to Greg the son of Greg, the son of Greg, the son of Greg.

THE ARCHBISOT OF THE
NECROPOLIS ON BEING IGNORED

Hey you listen to me...



...WELL SCREW YOU TOO



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